

# FROM DEURS TO DEUSES



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Cardinal Mazarin to the Spanish Ambassador

# Frondeurs et Frondeuses

*"Quel dommage, lui dit-il en le congédiant que des braves gens comme nous se coupent la gorge pour un faquin qui n'en vaut pas la peine."*

*"What a pity that good people like us cut each others' throats for a rascal who isn't worth it."*

Louis II de Bourbon, prince de Condé

## 1.0 Overview

### 1.1 What the Game is About

France, in the year of Our Lord 1648. The King, Louis Quatorze, is only nine years old, living under the regency of his mother, Anne of Austria, and her able but greedy first minister, Cardinal Mazarin. Europe has been wracked with war for the past thirty years. Even France, who came to the party late, is suffering, from famine, from disease, and from a faltering economy. When the old king and his dreadful minister, Cardinal Richelieu passed away five years before there were high hopes for a brighter future. But taxation remains high. Peasants continue to starve. Trade is bad. And, war with Spain grinds on while the rest of Europe looks forward to Peace.

Everyone, from Breton peasants who can barely speak 'real French' to the Haute Noblesse who own more land than the King, blame one man for everything that is wrong with France: the Italian upstart, Cardinal Mazarin. The Queen Mother — despite her name she is a Spanish princess — is respected and honoured, but faulted for relying so heavily on Mazarin, who is reputed to be her lover. In reality, it is she who rules the land with an iron fist, but this fact is hidden from most. After all, she is only a weak woman. In such days as these it is the duty of all those loyal to the King to fight against the evil forces that enthral him! Even if it means being branded a rebel...

\*\*\*\*\*

*Frondeurs et Frondeuses* is a political-influence game about the Fronde. What was the Fronde? It depends on whom you talk to, who you read. Best to call it a 'time of troubles'. It is usually divided into three phases, a Fronde of the Parlement, which was essentially a work stoppage to protest state corruption that took on more and more revolutionary features as it progressed, but ultimately wrecked itself on the rocks of 'tradition, tradition', then a Fronde of the Princes, which was partly a carry over from

the earlier Fronde and partly a bid for power by the top aristocrats — because France was under a regency there were opportunities to seize control of the state, grab a better seat on the regency council, or at least demand more perquisites. This Fronde ended in an outright rebellion by the *prince de Condé*, the King's cousin. The third phase is the Spanish Fronde. The game does not cover it, except for its early stages, when it overlapped with the Princely Fronde. The Spanish Fronde was just open war between France and Spain, but featuring Condé and other rebels fighting on the Spanish side. (Sometimes a fourth Fronde is listed, but it was a religious affair between the Catholic Church and an internal sect called the Jansenists. The game does not cover it, either.)

Altogether the game covers the years 1649 through 1652, and a bit of 1653. These are the years of the first two phases — you can see from the Season Track on the game board where the break comes. Because the Fronde has so many different features it could be treated in a variety of ways. There is room for a purely military game design, or a political one focusing on the institutions of the French Crown. In this game the focus is on the personalities, on the conspiracies and backroom deals. It is a game about acquiring influence, both political and military.

Four of the chief figures of the Fronde are featured:

- You can play as Cardinal Mazarin, defending the Queen Regent and her son, Louis XIV, from the attacks of the Parlement and his princely relations.
- Or, you can play as Le Grand Condé, victor of Lens, high councillor, and cousin of Louis, seeking to augment the power of your own dynasty, and if things go right, to become a new 'mayor of the palace' like Pepin or Charles Martel.
- Or, you can play as the populist conspirator, Coadjutor (and later Cardinal) Retz (pronounced ('rais'), seeking to usurp Mazarin's role through the use of propaganda and mob mobilization.
- Or, you can take on the role of the notorious Madame de Longueville, with a penchant for conspiracy and the power to enslave men with her beauty, seeking Power for its own sake.

### 1.2 Game Play

1.21 *Frondeurs et Frondeuses* can be played by 2-4 people. It is best with four. At lesser player counts you have to run multiple sides. The possible sides, or Factions, are:

- The ***Cabale des Importants*** (*Cabalists* or *Cabal* for short), led by the *duchesse de Longueville*. The brains

behind the plots of the nobles against Mazarin were a group of rich women with too much time on their hands, supported by their husbands and lovers. The *Cabale* seeks to bring down Mazarin and install one of their puppets, say perhaps the handsome but featherbrained *duc de Beaufort*, in his place.

- The **Mazarinists**. This clique wants to remain in power by retaining the support of the King, and over the long term bring an honourable end to the war with Spain restore stability to France. Among this group are Cardinal Mazarin himself and the Queen Mother, but there are actually many in the kingdom who will gain if the dead Richelieu's plans for State centralization can continue unabated, particularly the Nobles of the Robe who serve in the Administration (though they vehemently oppose royal oversight when it applies to them).
- The **Condéans**. *Le Grand Condé* is one of the greatest noblemen in France — he would say the greatest — *première prince du Sang* (First Prince of the Blood) and captain general of the Royal Army. He has great abilities on the field of Mars, but is proud and haughty. In his eyes, Mazarin is an upstart who has to go. Hubris and greed are his weaknesses.
- The **Retzists** (*ray-ists*). This faction is really a combination of the power blocs of Coadjutor Retz and the *duc d'Orléans*. Both were comparative 'lightweights.' However, Retz played a pivotal role as an unwitting 'agent of chaos' several times, and d'Orléans, the King's uncle, wielded much influence — but he was indecisive.

1.22 The game flows in the following manner:

- Players take Turns, and on each Turn the current player will draw an Action Card and then play any ONE (1) Action Card from his hand, executing one of the Actions on the card (there is always a choice).
- There is also a separate deck of Season Cards. These must be drawn from at regular intervals, in lieu of an Action Card draw. If you draw a Season Card you must play it on the same turn. Each time the effects of a Season Card are resolved, the game's time (Season) marker is advanced along a track. When the marker reaches the end of the track the game ends and the winner is determined. (Actually, the game end is made slightly variable through the use of a die roll.)
- Card play allows you to Place Cubes on the board, or to Remove them, or to Move them around. Options depend on the card played. Action Cards always have TWO (2) options. Season Cards have a variety of effects.

- By Placing at least ONE (1+) Cube in a given location (called a Space) you Influence that Space. By Placing a specific number of Cubes (or more) in a Space you gain Control of that location. Both Influence and Control grant you benefits, but Control can grant more, and it is harder for other players to dislodge you.
- Normally, you have to Place Cubes in Spaces adjacent to ones you already Influence, and sometimes this act costs you extra Cubes which are tossed back in the general supply. 'Adjacency' is not always apparent at a glance. Many Spaces have Connector lines, but some are linked by matching Icons that may appear on the far side of the board. Yes, it is possible to 'daisy chain' when Placing Cubes.
- By gaining Influence or Control over a Space you gain Political and/or Military Points (PPs/MPs), which are what you score.

1.23 Besides routine gameplay, there are some important factors you should be aware of before starting the game:

- By gaining Control of certain Spaces you can pick up short term rewards, in the form of Tokens, that can increase your hand size, allow you to play extra cards, or use extra Cubes. If you have no other strategy, go for these.
- The famous d'Artagnan and the Three Musketeers are present. They grant you special actions if you can acquire their services.
- There is a Token for King Louis XIV. He can be used to 'bomb' a section of the board by making a Royal Progress, but his use is risky.
- All sides can 'lay away' Cubes for future use. Everyone besides the *Mazarinist* uses the Spanish Gold rule; the *Mazarinist* player can go into Exile to obtain the same effect. These special plays will probably be used no more than once or twice per game, per player.
- Midway through the game everyone will score PPs based on their current board positions, and at the end of the game everyone scores both PPs and MPs, adding the mid-game scores to the final totals. There are also a few bonus points to pick up for things like being in possession of the King. High score wins.

### 1.3 Components

Sections 2.0 and 3.0 explain all the components in great detail. *Frondeurs et Frondeuses* includes the following:

- ONE (1) game board.
- ONE (1) deck of NINETY (90) Action Cards.
- ONE (1) deck of TWENTY (21) Season Cards.
- ONE (1) deck of NINE (9) Aide Mémoire playing cards.

[120 cards in all.]

- FOUR (4) sets of 100 Cubes, each set in a different colour. The players use these to mark their ownership of various locations on the board. Boxed games should come with a set of red, blue, yellow, and black. For print and play copies you will need to find your own Cubes; these four colours are recommended.
- EIGHTY (80) Tokens. In the boxed version these are round disks. In the print and play version they are square, for ease of cutting. (1x Season Marker, 16x Scoring Markers, 10x Crown Tokens, 31x Coin Tokens, 4 Musketeer Tokens, 4x pairs of Arrest Tokens, 8x '5 Cubes' & '10 Cubes' Markers, 1x Army Commander Token, 1x King's Pawn Token.)
- FOUR (4) identical Player Aid Cards summarising gameplay and how to win.
- SIX (6) unique Mini Maps that also serve as player aids. They show where the scoring opportunities and various connections are.
- ONE (1) Score Track card. Its use is optional.
- ONE (1) Token Storage card. Its use is optional.
- ONE (1) Rulebook.
- ONE (1) Commentary booklet.

### 1.4 Terminology

The following terms, always Capitalised, are strictly defined:

- **Action Card.** Drawn and played on a regular basis to determine a player's action for his Turn.
- **Active Player.** The current player.
- **Adjacent/Adjacency.** Any two Spaces that share a Connector without any other Space intervening are Adjacent.
- **Affiliated Space.** An Affiliated Space is one that a specific player can add a Cube to or a Remove Cube from, even if there is no valid connection to it.

- **Avatar Space.** A Person Space that is also the player's 'home' or starting location; the Space that represents them. Avatar Spaces are secure from enemy Control, but they can become enemy-Influenced.
- **Bonus Action.** An Action carried out in addition to a player's normal Action. Only applies to section 7.6.
- **Connector.** A means of moving between Spaces. Most Connectors are shown as lines on the board but certain Icons also act as Connectors.
- **Control.** A specific state of the possession of a Space by a player. Control equates to full possession, which is harder to break than mere Influence. Control is often needed to obtain the full benefits of possessing a Space. Control also grants Influence for activities which require it.
- **Cube.** A wooden piece which serves to mark a player's possession of a Space.
- **Class.** A group of Spaces of the same kind. They will either have a specially border outlining them or be marked with a particular icon. The term is important for cards which affect particular Classes of Space. The various classes are: Provinces, Towns, Governors, Frontier Zones, Religious Orders, Maréchals, and Huguenots.
- **Discard.** For cards, putting it in the Discard Row after playing it, or taking it from the Discard Row and removing it from the game. For Cubes, putting them back in the Supply.
- **Discard Row.** When cards are played they go in this row; after the row fills up all the cards there are removed from the game and a Season Card must be drawn, which will in turn trigger a new Season (round of play).
- **Icon.** Any symbol on the board which has a specific meaning. Examples can be found on the Player Aid cards.
- **Influence.** A specific state of the possession of a Space by a player. Influence equates to weak possession, that can easily be cancelled.
- **Institution Space.** An Institution Space represents an institution of government or society. They are rectangular or square in shape.
- **Marker.** Any piece used as a reminder, such as measuring progress on a game track.
- **Peer.** An Icon that acts like a Dashed-Line Connector, connecting all Spaces with the same Icon.

- **Person Space.** A round Space with a portrait or item of heraldry in its center. Person Spaces are key individuals.
- **Place.** The act of taking a Cube from its Supply and putting it on a specific location on the board.
- **Remove.** The act of taking a Cube off the board and returning it to the Supply.
- **Season.** Comprises an indeterminate number of player Turns, terminated by the play of a Season Card.
- **Season Card.** Drawn after a specified number of Action Cards are drawn and used to generate special effects and to advance the Season Marker along its track.
- **Space.** A location on the board on which Cubes can be placed. Spaces represent a variety of things: powerful personalities, key institutions, and social or political groups.
- **Supply.** The place where unused Cubes are stored. This is simply any convenient location off the board. Each player has his own Supply for his own Cubes.
- **Token.** Any cardboard piece that players can collect or take possession of and then use to acquire a special benefit.
- **Turn.** ONE (1) player's activities, from the time he plays cards to the time he draws cards. Season Cards often require the participation of all the players, but the Turn will still be that of the one playing the card.
- **Under Arrest.** The blocking of certain Person Spaces with an Arrest Token. That Space is said to be Under Arrest. See 7.2.
- **Cabalist. Mazarinist. Condéean. Retzist.** The four player Factions.

### 1.5 Conventions

1.51 The rules as written mean exactly what they say, no more, no less. Omissions are deliberate. *Exception:* examples and commentary should be read more loosely, as the wording may vary in an attempt to present a rule from a different angle.

1.52 Card text always takes precedence over the rules, and card iconography always takes precedence over the card text.

1.53 When a course of action is presented — most typically when Placing or Removing Cubes — the players may do as much or as little as they desire, provided they do *something* allowed by the card, except where a rule explicitly states they must do as much as possible. In particular, when a Season Card (3.3) is played, they **MUST** do as much as possible, even if it hurts them.

1.54 If questions of sequencing do arise, always proceed with the routine in the order given first on the card (if relevant), and then in the rules.

1.55 If the question is one of precedence, always proceed in player order starting with the Active (current) Player.

1.56 If the phrase 'by default' is used, there will be an exception somewhere.

1.57 **Ties.** Ties are always 'null' events. When a tie occurs, nothing happens. *Exception:* tied scores are not 'nulls'; they are tied scores.

### 1.6 Influence and Control

1.61 The concepts of Influence and Control are important for the placement and removal of Cubes and for the unlocking of special abilities.

1.62 A Space is **Influenced** when it has at least ONE ( $\geq 1$ ) Cube in it, and it is Influenced by the player who owns said Cube. Influence allows a player to place new Cubes in that Space, and in any Adjacent Spaces. Cubes belonging to opposing players may **NEVER** occupy the same Space.

1.63 A Space is **Controlled** when it has enough Cubes in to qualify for Control. By default, this amounts to THREE (3) Cubes. Default Control values are not marked on the board. Certain Spaces require more Cubes for Control; these **ARE** marked (see 2.34).

1.64 By default, Controlled Spaces cannot lose Cubes to removal by other players, whereas Influenced Spaces can. However, certain cards and other activities do permit Removal at Controlled Spaces. These exceptions will be expressly noted.

## 2.0 The Game Board

### 2.1 General

2.11 At first glance the game board may be intimidating, but it is mechanically quite simple. It shows the relationships between people, places, and institutions relevant to the Fronde.

- Some people may grasp how the board works intuitively. If so, you can skip ahead to section 4.0 and start playing, referring to this section as needed.
- You may wish to refer to the Mini Maps as you work through this section.

2.12 The board uses THREE (3) chief elements, each with variations:

- Spaces (2.2 & 2.3)

- Connectors (2.4)
- Icons (2.5)

There is also a time record track called the Season Track (2.6), an Army Commander (7.33) box, a box for Spanish Gold, and a box related to the Mazarin's Exile rule (both in section 7.6).

*Design Note: the layout of the board is one developed for an earlier publication of Red Sash Games, called Parcel o' Rogues. PoR began life as a deck-builder card game. The use of wooden cubes, tokens, and cards added third dimension. So, the original card deck was instead displayed as fixed positions on a board, connected in various ways. The concept worked well for PoR, which was a game about political alliances. Since F&F deals with the same subject, it translates well. The deck of Action Cards is in fact identical, except for a change in card names, the same cube colours and quantities are used, and by pure coincidence the number of rounds (Seasons) is the same in both games. This means the Season Deck has the same number of cards, although the events are different.*

**2.13 Visual Cues.** Apart from the variety of Icons, the different shapes of Spaces, and the different patterns of Connectors, background colours have been added to assist the players.

- Each player's **starting Space** — Avatar Space (2.3) — has a coloured boundary that matches the player's Cube colour. (Note that the colours do not have to match, if you like using a particular colour.) Furthermore, each Avatar Space is superimposed on a playing card suit: spades, diamonds, hearts, and clubs. This pattern is purely thematic — ordinary playing cards are not used in the game, nor do the suits have any importance beyond marking your side of the board.
- A few cards require you to check your current score during the game. One card calls for full 'mid game' scoring but the others reference only certain Spaces; these have an **orange** background.
- The remaining colour patterns and icons are in general use throughout the game and will be explained under their own rules sections.

## 2.2 Spaces

2.21 A Space is defined as any location on the board on which Cubes can be placed during routine gameplay. The artwork varies but all function the same way. A few kinds (Classes) have additional rules peculiar to them.

2.22 *Exceptions:* the boxes labeled Spanish Gold and Mazarin's Exile, and the boxes comprising the Season Track are not Spaces, they are Boxes. The first two do hold Cubes, but these are added by a special process (7.6).

2.22 For the purposes of Influence, Cube Placement (6.4), and the award of Tokens (3.5), Spaces are subdivided into Persons and Institutions.

- ALL **Institution** Spaces are four-sided (either rectangular or square). Sample at right.
- All other Spaces, regardless of the artwork, are **Persons**. Sample at left.



2.23 Some Spaces have heavier borders, usually dashed black with some other colour. These denote Spaces that are referenced on certain cards, either because the card targets those Spaces, or for scoring purposes.

- Green/Black borders denote a Province, if rectangular, or a Provincial Governor if round. These are targeted by certain Action Cards.
- Purple/Black borders denote either an organ of government or a government official. These are targeted by certain Action Cards.
- Blue/Black borders denote important towns and cities, again targeted by certain Action Cards.
- Yellow/Black borders denote Frontier Zones, which are subject to some special rules. These are all on the center of the board, and are superimposed on a yellow background. See 7.3.



2.25 Person Spaces with a solid blue border are Musketeers. These represent the characters in Alexandre Dumas' novels feature his hero, d'Artagnan. (The sequel to the first book takes place during the Fronde.) See 7.5.



2.26 Some Institution Spaces are classified as Fortresses. These have an orange background, because they are used for in-game scoring, but also have a sharp black wedge at each corner of their box, as shown below.



### 2.3 Avatar Spaces

Avatar Spaces represent the players themselves — *Cardinal Mazarin*, *Le Grand Condé*, *Coadjutor Retz*, and *La Duchesse de Longueville*. They are marked with a wide band in that faction's official colour and are superimposed on a playing card suit (spades, diamonds, etc.). Avatars function as normal Person Spaces with additional benefits.



- An Avatar Space cannot be Controlled by another Faction. It can be Influenced. (In other respects, Influence and Control function normally.)
- Avatar Spaces bear an **Affiliate** icon, in the shape of an heraldic shield. The use of these is covered in 2.46.
- Each Avatar has an associated Aide Mémoire Card.
- *Clarification:* if you have a colour preference you can mix the colours but the Cube colours are keyed to the Avatar colours, so you will need to be careful.

*Design Note: why the difference in the shape of the Spaces? Mainly, this is a holdover from the PoR game; the Avatar distinction is new. There had to be some way, for educational reasons, to separate people and places. It also makes it possible to restrict the places you can add Cubes by saying they must go at Person or Institution Spaces, without going into fine detail. The Avatars serve mainly to help the players comprehend the board — their early supporters will (usually) be located near to them. Avatars also make it easy to give each player a special power (Affiliation) with a source that can be attacked. The association of a card suit with each Avatar is thematic on a number of levels. Card games were extremely popular in those days. Condé is the dominant military side so he gets the spades. The duchess naturally takes hearts. Retz is the clergyman, so he gets clubs. Mazarin has diamonds; by a stretch, fans of Sherlock Holmes will remember the story of the Mazarin Stone, a yellow diamond.*

### 2.4 Connectors & Adjacency

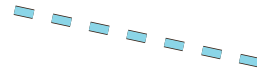
2.41 As explained in section 6.0, Cubes may, by default, only be placed on the board in Spaces which are both empty of opposing Cubes and Adjacent to Spaces where you already have a Cube. Connectors provide that Adjacency.

2.42 Connectors can take the form of Lines or Icons. See the examples below. Note that a few sections of the board have many lines. Different shades of blue have been added to help trace the routes. The colours serve no other purpose

- **Solid lines** have no conditions attached. If a pair of Spaces are connected by a solid line and there is no intervening Space on that line, they are Adjacent.




- **Dashed lines** function like Solid Lines, but require the player to Discard ONE (1) additional Cube when Placing a Cube in an Adjacent EMPTY Space.




- **Arrowed lines** function like Dashed Lines with regard to Adjacency and Placement costs but Placement is only allowed in the direction the arrows point.



2.43 **Lovers' Lanes.** These represent a connection derived from an historical love affair. They are drawn as solid Lines but have a Heart icon  superimposed on them with an associated 'Cupid's arrow'; long lines may have more than one Icon just to help identify them. Lovers' Lanes always connect ONE (1) Male and ONE (1) Female Person Space. When Adjacency is determined from the Female Person Space to the Male, the Connector is treated as a Solid Line. When traced from the Male to the Female, it is treated as a Dashed Line. The small red arrows pointing in the direction of the Male have been added as a reminder.

2.431 *Example: find the duchesse de Longueville Avatar Space (superimposed on the very large red heart). Look just to the left and find the Rochefoucauld Space. The line connecting them is solid, but has a Lovers' Lane icon. If you want to Place a Cube at Rochefoucauld using the Duchesse to justify Adjacency there is no extra cost. If you want to Place a Cube at the Duchesse using Rochefoucauld to justify Adjacency the Dashed Line cost (discarding an extra Cube if the Space is empty) must be paid — think of it as the cost of a box of chocolates, or a dozen roses, or a reasonably priced troubadour.*

*Design Note: yes, that famous swinger the Coadjutor Retz did take Mme de Chevreuse as a lover. Welcome to the 17th Century. A further point. Although this is 17th Century France there are no same-sex Lovers' Lanes. If you have trouble distinguishing who is who since everyone has long hair, only the men have beards and high necklines. (In France, judging sex by Christian names is not a good indicator.)*

2.44 **Overpasses.** Because the lines can become quite tangled, Overpasses are used to show where lines cross. The Overpass indicates that those lines are not connected in any way. If you see Lines that form a 'T' or '+', they DO connect to each other. 

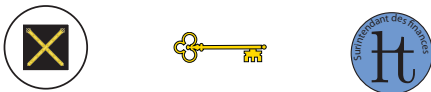
2.45 **Peer Icons.** Certain Icons are used as Connectors. These represent connections between individuals (and places) that belong to the same group. All Peer Icons are shown at the upper left of the various Spaces. Note that some Spaces have multiple Icons of different types. All function the same way in general terms, but there are



TWO (2) versions: Dashed-Line Peer connections and Arrowed-Line Peer connections.



- A normal Peer Icon connects simultaneously with every other matching Icon on the board, as if there were a Dashed Line between the Spaces. These Icons consist of (as shown left to right above) of *Maréchals de france*, *Musketeers*, *Spanish*, and *Huguenot*.
- An Arrowed Peer Icon connection functions like Arrowed Line Connectors. These Icons consist of (as shown left to right below) Army Commanders, Fortress Keys, and *Surintendants des finances*.



2.451 The **Army Commander** Icon links the Person Space currently designated as Army Commander (7.33) with all the Frontier Zones. That is all it does. It does NOT link to other Person Spaces, nor does it connect one Frontier Zone to another.

2.452 The **Surintendants des finances** Icon only links each Person Space with that Icon to the *Surintendants des finances* Institution Space. There are FIVE (5) Person Spaces with the Icon and ONE (1) Institution Space. The Person Spaces are NOT connected to each other by this Icon; the 'arrow' points solely to the Institution from each individual Person Space.

2.453 **Fortress Key** Icons are shaped like coloured keys. These are Peer Icons, but the Icons are located directly above the Space. The connection, which is always between a Person and one or more Fortress Institution(s) is only valid if the COLOUR of the Key matches.

2.454 **Important.** Arrowed Peers Icons only connect from a Person Space to a matching Institution Space or Spaces. They do not permit connection between Persons with the same Icon, nor between Institutions with the same Icon.

2.46 **Affiliate Icons.** These are a special Class of Peer Icon. Each player has a unique heraldic shield Icon associated with his Avatar Space, called an Affiliate Icon. The present of this Icon at the Avatar Space grants the following effects:

- ONCE (1) at the end of his Turn the player in charge of the Faction (only) may either Place or Remove ONE (1) Cube at any ONE (1) Space that has a matching shield Icon.

- This includes at the Avatar Space.
- Removals may be done even if the target Space is Controlled by another player.

2.461 **Important.** If an Avatar Space is under enemy Influence or empty its Affiliate ability cannot be used.

2.462 The Affiliates (shown left to right) are *Mazarinist*, *Cabalist*, *Condéean*, *Retzist*.



*Design Note: the different Connectors represent different things. Those representing familial or job connections are usually solid. Dashed lines, and the Peer Icons, represent more distant relationships, or more difficult ones — people who can influence each other but have a poor relationship. In the case of institutions it may be a question of ease of access, or physical distance. Solid lines to towns and provinces usually represent some sort of aggregate client-patron relationship. The Peer Icons were unfortunately necessary simply to cut down on the number of possible connections. On the other hand, having only Peer connections would be equally difficult to comprehend, if not more so. The Affiliate Icons represent two things, either that the target Space is within that Faction's cadre and thus harder to subvert, or that the target is a weak link in the enemy's camp.*

## 2.5 Non-Connector Icons

Every Space has at least one Icon printed beside it. Peer and Affiliate Icons have already been explained. The remainder are divided into THREE (3) types: Rewards, Scoring, and Reminders.

2.51 **Reward** Icons are either Crowns or Coins. These will be located at the top of the Space. Each Icon awards the player who first Controls the Space a matching Token, which confers some benefit. See 6.8 for details (in brief, Coins related to Cubes and Crowns relate to cards).



2.52 **Scoring** Icons also come in two types: Political and Military. These rate the value of a given Space for all scoring purposes. **Political Points** (PPs) are recorded to the LEFT of a Space as a fleur-de-lys, often with a numeral under it; **Military Points** (MPs) are recorded to the RIGHT of a Space and can be any sort of square flag, again often with a numeral underneath.

- Each Icon is worth ONE (1) Point. If there is a numeral under it, multiply the Icon that many times. *Example:* a numeral '2' means the Space is worth 2x 1 = 2 Points.
- Here are some sample Scoring Icons. The PP Icon is on the left. In the middle are a few of the possible flags

used for MPs. The kind of flag makes absolutely no difference. On the right is a sample numeral.



2.53 FOUR (4) Spaces on the board have dual Scoring Numerals. In each case the lesser value is used if the Space is only Influenced. The full value is used if the Space is Controlled. The Spaces are:

- Parlement de Paris (PPs)
- Conseil en haut (PPs)
- Arrêt d'Union (PPs)
- Erzhog Leopold Wilhelm (MPs)

*Design Note: the Fronde involved both political and military activities. The first couple of years were chiefly a political struggle, hence the mid-game PP scoring. Later, while politics and intrigue remained vital, there public face of the Fronde turned military. Therefore, victory points were split into the two categories. Originally, the flags were divided into Guards, Line, and Militia, with the latter shown as provincial or town flags. Each had its own base value, Guards being better than Line and Line being better than Militia. However, multiplying the base values by the associated numerals every time calculations need to be made proved very annoying, so a fixed value was assigned to each Space. The different flags remain to add flavour.*

2.54 **Reminder** Icons are used to remind players of special conditions at the Space or Connector in question. They consist of Lovers' Lane markings (already explained in 2.43), Control Numerals, and Arrest markings.

- **Control Numerals** are the most common. By default THREE (3) Cubes of a player's colour are needed to Control a Space. If there is no Control Numeral use this default. If there is a Control Numeral that number of Cubes are instead required to gain and maintain Control. An 'infinity' symbol means no Control is possible.
- FIVE (5) Spaces on the board are marked with a **'ball and chain'** Icon, identical to the one shown on the Arrest Tokens (7.2). These are an aid for game set up, showing which Spaces start the game Under Arrest and which are the places of incarceration. Arrested Persons have the Icon at bottom left and the place of incarceration (always a Fortress) has it at bottom right. Each Icon is also numbered so that the Arrested Person is matched to the correct prison. Per 7.2 the actual Arrest Tokens will match each other, but the number pairs do not indicate that a specific Token pair is needed.

6



## 2.6 Game Tracks and Boxes

2.61 The board has a Seasons Track, Spanish Gold Box, Army Commander Box, and a pair of Exile Boxes. In addition there are Score Tracks and Storage Boxes located on separate cards. The boxes and tracks on the board must be used. The others are merely player aids, although use of the Score Tracks is highly recommended.

2.62 The Seasons Track is the game's time track. The players alternate taking Turns in clockwise order, but unlike most games, the passage of a complete 'round' is not ticked off when every player has had a Turn. A cardboard chit called the Seasons Marker is placed on the Seasons Track, but it is only advanced when Season Cards are played. (See 3.23 & 6.3.)

2.63 The Spanish Gold and Exile boxes are explained in section 7.6, and the Army Commander Box in 7.3.

2.64 The Scoring Tracks on the detached sheet are used to maintain a constant record of each player's Military and Political Points. In practical terms you only need to use the tracks when you do mid-game and end-game scoring. When checking MPs during the play of certain Season Cards, only the Spaces with an orange background count and there is no need to record their values because they are not accumulated.

2.65 The Token Storage card can be used to hold Tokens that would otherwise be placed on the board. Note that some Spaces have multiple Tokens; these are represented by a box per Token. Use of this sheet will depend on player preference. During play testing it was found that some preferred to have all the Tokens on the map while others found the Tokens obscured their view. It is recommended that the Musketeer Tokens be left on the map.

## 3.0 Parts Overview — The Rest

This section goes into detail regarding the functions of the other game components. Some people may intuitively understand how they work. If so, you can skip ahead to section 4.0 and start playing, referring to this section as needed.

### 3.1 Influence Cubes

3.11 Influence Cubes do not require much exposition. They are used to mark ownership of the Spaces on the board. There are FOUR (4) sets of 100; each player uses ONE (1) set. A player can use whichever set he likes but the Avatar Spaces and Scoring Tokens are associated with a particular colour: Yellow =



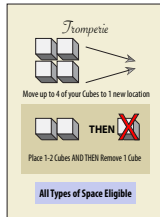
Mazarinist, Blue = Cabalist, Black = Condéean, Red = Retzist.

3.12 **Important.** The number of Cubes is a hard limit.

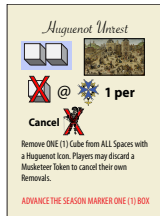
### 3.2 Cards

3.21 The cards that comes with the game are divided into THREE (3) kinds: Action Cards, Season Cards, and Aide Mémoire Cards.

3.22 There are NINETY (90) **Action Cards**. They are drawn at the start of each player's Turn. Each card is played only ONCE (1) during the game. The passage of time is generated through the play of Season Cards (3.3), not Action Cards. Action Card abilities are described in section 6.0.



3.23 There are TWENTY-ONE (21) **Season Cards** are drawn at set times, in lieu of an Action Card (see 5.0). Like Action Cards each is only played ONCE (1) in the game. When such a card is played all players will participate in a special activity of some kind, after which the Season Marker will be advanced ONE (1) box.



3.24 There are NINE (9) **Aide Mémoire Cards**. These are player aids. They are specific to certain Spaces on the board or to certain Tokens. They should be laid out near the board for all to see. When you qualify, take the card as a reminder. If you lose the qualification, return the card to its place beside the board.



### 3.3 Game Tokens

3.31 Tokens can be divided into Rewards, Special Actions, and Markers.

3.32 **Reward Tokens** consist of Coin and Crown Tokens. Both are associated with Spaces bearing the matching Reward Icon. ONE (1) Token of the appropriate type will be set up at each such Space (or put on the Storage Box Display) for each Icon at that Space. When the Space becomes Controlled for the first time all the Reward Tokens there are claimed by that player. Section 6.8 explains how Coin and Crown Tokens are used.



3.33 **Special Action Tokens** are divided into the Musketeers and the King Token.

The **Musketeers** represent the Four Musketeers from Alexandre Dumas' novels. Each has a unique set of abilities. The Tokens are acquired by gaining Control of their matching Space on the board. The holder may then expend the Token for a special action. See section 7.5 for full details.



The **King's Pawn** is a powerful piece that allows its possessor to quickly alter the state of the board. However, it cannot be used very often and can easily be lost to another player. **Important.** Possession of the King's Pawn is worth a lot of victory points. See section 7.4 for details.

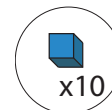
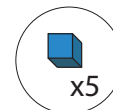


3.34 **Markers** include:

- The **Season Marker**. This is placed on the Season Track and used to record the progress of the game.
- A set of FOUR (4) **Score Markers** for each player: '1s' and '10s' for PPs and '1s' and '10s' for MPs. These are placed on the Score Tracks. It is up to the players whether they wish to keep a running total of everyone's scores or merely use the track as an aid at the end of the game. You may use a pencil and paper instead, if you prefer.



- A set of EIGHT (8) Cube Multiple markers (TWO (2) per Faction) showing 'x5s' and 'x10s' front and back. These are for use with the Spanish Gold and Exile Boxes, if the boxes become too crowded with actual Cubes.



- Arrest Markers** are used to show when a Person Space has been placed Under Arrest. These tokens come in pairs, one of which goes on the Person Space while the other goes on the Space where that person is incarcerated. See section 7.2 for details.



- The **Army Commander** Token is used to indicate which of TWO (2) possible Spaces currently acts as the Army Commander (7.3). The Token can be flipped to show the portraits.



## 4.0 Preparing for Play

### 4.1 General

4.11 **Important.** The game is always set up for FOUR (4) players, regardless of player count. See section 4.2 for two- and three-player modifications.

4.12 Sequence of Set Up:

- 1) Lay out the board.
- 2) Place the **Season Marker** in the *Spring 1648* (upper leftmost) box of the Season Track.
- 3) Place **Reward** (6.8) and **Musketeer** (7.5) Tokens at each Space where a matching icon exists (or on the Token Storage Board). There are TEN (10) Crowns, FIFTEEN (15) Coins, and FOUR (4) Musketeers on the board. Place ONE (1) Token per Icon (or Space in the case of the Musketeers). The Coin Tokens are worth a variable amount. Therefore, randomly draw them from the whole pool and discard the unused ones. Be sure to distribute them Coin side up without looking at their reverse. *Clarification:* the *comte de Troisville* Space has a Musketeer Peer Icon but is NOT a Musketeer Space.
- 4) Place **Arrest** Tokens as follows (numbered ball-and-chain Icons are printed on the map as a reminder):
  - i. On the *Josias Rantzau* Space (slightly up and to the left of the middle of the board). The matching Arrest token is placed in the *Bastille Fortress* Space.
  - ii. On the *François de Vendôme duc de Beaufort* Space (next to the *Cabalist Avatar*). The matching Arrest token is placed in the *Vincennes Fortress* Space.
  - iii. On the *Henri II de Lorraine, duc de Guise* Space (top right corner of the board). The *duc de Guise* is a prisoner of war in Spain and no matching incarceration Token is used in his case — see 7.28 for more information.
- 4) Place the **Army Commander** Token in the *Army Commander Box*, with the face of *Louis de Bourbon, prince de Condé* showing (This is the *Condéean Avatar* Space). *Condé* is the current Army Commander, and will be until his Arrest.
- 5) Each player chooses a side and selects a set of Cubes.
- 6) Each player places THREE (3) Cubes of his colour on the Avatar Space of his side:
  - i. *Louis de Bourbon, prince de Condé* for the *Condéean* player. Black circle around his Space.
  - ii. *Anne Geneviève de Bourbon, duchesse de Longueville* for the *Cabalist* player. Blue circle.
  - iii. *Jean François Paul de Gondi, Coadjutor of Paris* for the *Retzist* player. Red circle.
  - iv. *Son Éminence Cardinal Mazarin* for the *Mazarinist* player. Yellow circle.
- 11) Each player, in REVERSE Turn Order (see 5.13), places up to TWO (2) additional Cubes, obeying all normal placement rules (6.0). This process is repeated until each player has a total of TEN (10) Cubes on the board, less any Cubes discarded to pay connection costs. **Optional.** For a game with more room to manoeuvre, skip this step.
- 12) Players who gain Control of Spaces with Reward or Musketeer Tokens take those Tokens but cannot use them during set up (especially, NO extra cards — you draw the card as rule 6.85 directs, but lay it aside until your first Turn is over).
- 13) Shuffle the Action Card deck. Deal out ONE (1) card to each player. (*Clarification:* as explained in section 5.2, on your Turn you first DRAW, then PLAY a card.)
- 14) Shuffle the Season Card deck (see (i) below first!). Place the deck face down near the Action Card deck. **Important.** Never mix the decks, ESPECIALLY when discarding.
  - i. **Mid Game PP Scoring.** Before shuffling find the *Faction Swap* Season Card, and remove it. After shuffling, insert the card into the deck at exactly the EIGHTH (8th) position from the top of the deck. This will ensure the mid-game scoring takes place at the start of Season 8.
  - ii. **Advanced Rule.** Once you are familiar with the game you can experiment by varying when the *Faction Swap* card appears. Remove it from the deck and shuffle the rest of the cards as usual. Skim off the top SIX (6) cards for the Season Deck without looking at them or altering their order. Then, draw FOUR (4) more Season Cards. Without looking at them, shuffle the *Faction Swap* card into this group of four. Place these cards (now five in total) back on the Season Card deck, then replace the first five cards on top of them. Do not shuffle again. This will ensure mid-game scoring takes place anywhere from Season 6 through Season 10.
  - iii. **Optional.** For greater historicity put the *Arrest Them!* Season Card that includes the *Condé Avatar* Space immediately above the *Faction Swap* card in the deck. (*The arrest of Le Grande Condé triggered the Fronde of the Princes.*)

- iv. **Optional.** Do not seed the *Faction Swap* card into any particular position in the deck. Simply shuffle all the cards. This means the card may appear at any time, or even not appear at all if the game ends early. Not recommended for a three-player game.

5) Play now begins.

## 4.2 Set Up Modifications for 2-3 Players

4.21 In a **TWO-player** game set up remains identical except for the following:

- Each player will be playing TWO (2) Factions.
- The *Mazarinist* player also sets up the *Condéan* Faction and the *Cabalist* also sets up the *Retzist* Faction.
- Deployment of Cubes is still made by Faction in the normal order.
- Each player plays his pair of Factions entirely separately. Put a spare Cube of the appropriate colour near each Faction's hand of cards and stash of collected Tokens so that no mistakes are made.

4.22 In a **THREE-player** game set up is altered as follows:

- The third player will START as the *Retzist* Faction but will SWITCH mid-game to the *Condé* Faction. Therefore, he sets up both those Factions. The other players set up their own.
- Deployment of Cubes is still made by Faction in the normal order.
- As play begins, the *Condé* Faction will be Dummy. Unlike the two-player game, cards for the Dummy are dealt as if there was a fourth player, but laid face up for all to see. (*The Dummy gets a Turn and the players will alternate running the Dummy.*)

## 5.0 Sequence of Play

### 5.1 General

5.11 The game consists of a continuous series of Player Turns with no 'end of round' pause in game play. Every so often a Season Card has to be played instead of an Action Card. When this happens all the players undertake some kind of special activity and then the Season Marker is advanced ONE (1) box on its track.

5.12 At the start of each Season from Summer 1652 to Spring 1653 there is a Game End Check, using a die roll. Roll ONE SIX-sided die (1d6). If the result falls within the range given in the box where the Season Marker is currently located **immediately** end the game. (*Example:*

*in the Fall 1652 box, the range is 1-2; a die roll of 1 or 2 will end the game.*)

5.13 Turns are played in a set sequence: *Condéan-Cabalist-Retzist-Mazarinist*. This order is followed no matter the number of players; each Faction always takes its Turn separately.

5.14 **Scoring Opportunities.** The game includes both in-game and end-game scoring:

- Certain Season Cards earn a bonus for the player who has the highest MP score at the time they are resolved. See 7.3 for details. These score checks occur as required throughout the game, but only a few easily identified Spaces (those with an orange background) are counted. These scores are *not* added to the players' end game totals.
- Whenever the *Faction Swap* Season Card appears, mid-game scoring takes place. This only considers PPs. In games with fewer than FOUR (<4) players this card also causes certain Factions to be swapped between the players.
- At the end of the game there is a General Scoring. This considers both PPs and MPs. PP scores from mid-game are added as well.

*Design Note: mid-game scoring represents the culmination of La Fronde de Parlement (mainly a political affair). The Season Cards that require scoring deal with historical battles, sieges, and campaigns. The player who manages to win the card is assumed to have a firmer grip on military power and heightens his prestige by adding more Cubes to the board. The Faction Swap card, which is very significant in the two- and three-player games, deals with the curious fact that in La Fronde de Parlement the Great Condé served the Crown and crushed an armed insurrection by the Parisians backed by Coadjutor Retz and the Cabale, but, feeling himself ill rewarded and at the same time viewed as too powerful, in La Fronde des Princes he fought against the Crown, and ultimately had to leave France. Retz, while never a Mazarinist, lent grudging support to Mazarin during this contest, while the members of the Cabale picked sides. In the game, the Mazarinist and Cabalists are fixed as the principal Factions because they never wavered in their opposition to each other.*

### 5.2 The Player Turn

5.21 The following activities must be carried out by the current or Active Player in the order listed. *Clarification:* that is, *to the extent possible*; if there appears to be a conflict, use common sense when determining what action to take first.

5.22 In his Turn a player does the following:

- i) Makes an End of Game die roll if the Season Marker just moved on the previous player's Turn and it is now

possible for the game to end. If the game ends, play immediately stops and final Scoring takes place.

- ii) Draws ONE (1) card. Note that drawing cards takes place BEFORE card play.
- iii) **Important.** If FOUR or more (4+) Action Cards are currently in the Discard Row when a player starts his Turn he MUST draw a Season Card instead of an Action Card. See 6.3.
- iv) Plays ONE (1) card from his hand. If he has a Season Card he must play that. *Exception:* on any play, if a player discards a Crown Token (maximum ONE (1) per Turn) he MUST play a second card. See 6.8.
  - Multiple card plays due to the use of a Crown Token can be executed in any order, but ALL the Actions or other activities associated with the play of ONE (1) card must be completed before the next card is played.
  - Action Cards always give the player a choice between TWO (2) Actions. When a card is played you must declare which Action you will execute BEFORE you start executing any of the card's options. A player is not required to execute all the activities allowed by his choice, but must execute *some* portion of his chosen Action.
- v) If Cubes are to be Placed, the player draws from his Supply a number of Cubes up to the number shown on his card, for the option he has chosen, and places them as directed by the card.
- vi) If Cubes are to be Removed, this is done up to the number of 'X'-ed out Cubes shown on his card. Legitimate Removals may be limited by the card, but can always be spread out around the board.
- vii) If Control is gained at a Space where an acquirable Token is located (Crown, Coin, or Musketeer), the player takes that Token. If there are multiple Tokens he takes all of them. Such Tokens cannot be used on the Turn they are acquired. **Important.** In the case of a Crown Token, the player also immediately draws ONE (1) Action Card (must be used in a *future* Turn).
- viii) **Important.** If a player's Action Cards in hand do not permit him to take ANY Action at all (*for example, because all permitted Spaces are nowhere near him*) he may discard ONE (1) Action Card to place ONE (1) Cube in ANY empty Space on the board. This includes any and all otherwise disallowed Spaces.
- ix) When he plays a card, but before he executes the Action on it, a player may discard a Coin Token and

receive the number of Cubes shown on the Token's reverse. These Cubes are for Placement in addition to what the card dictates. The token's Cubes may be Placed either BEFORE or AFTER the card's Action is executed; the choice must be declared before the card is played. ONE (1) Coin Token (only) may be discarded for EACH card played.

- x) At ANY time during ANY Turn a player may use ONE (1) Musketeer Token for its special effect (see 7.5). *Exception:* discarding the *Porthos* Token is always done in combination with another Musketeer Token; note that this can be ANY Musketeer, even one held by another player. Musketeer Tokens can also be discarded to cancel or mitigate the effects of certain Season Cards; this is done during the resolution of those cards' effects.
- xi) In addition to all other activities, AT ANY TIME during his Turn a player may either Place or Remove ONE (1) Cube at any ONE (1) of his Faction's Affiliated Spaces, provided he Controls his Avatar Space. Note that Influencing an opposing Avatar Space or Controlling any non-Avatar Spaces that bear an Affiliate icon does not qualify the player to take this action.
- xii) If the Season Marker is required to advance it does so at the very end of a player's Turn.
- xiii) Play now passes to the next player, who repeats the process. *Clarification:* although a Season equates to a 'round of play' you do not begin a new Season with the original 'start player', you simply continue on with the next player in line.

### 5.3 Two-player Games

5.31 In a two-player game, each player plays TWO (2) Factions. One is the Primary and the other is Secondary:

- *Mazarinist* Primary; starts with *Condéean* Secondary.
- *Cabalist* Primary; starts with *Retzist* Secondary.

5.32 Each Faction, whether Primary or Secondary, is played separately, and in the regular order of play (5.12).

5.33 **Important.** Roughly midway through the game, the players will swap their Secondary Factions. The trigger for this is the Execution of the Season Card marked *Faction Swap*. Immediately after advancing the Season Marker the following steps occur in the order listed below:

- The players do mid game PP scoring as noted on the card. Each Faction's score is kept separate.
- The *Condéean* Faction is now and for the rest of the game deemed to be the Secondary Faction of the *Cabalist* player and the *Retzist* Faction is now and for

the rest of the game deemed to be the Secondary Faction of the *Mazarinist* player.

- *Clarification:* no physical change takes place in the game state. Play order does not change; simply continue on from where you left off.

*Design Note: the note under section 5.1 explains why the Faction Swap has to take place — Le Grand Condé broke from the Crown during the lull after La Fronde de Parlement, while Retz drew a bit closer to it.*

#### 5.4 Three-player Games

5.41 In a three-player game, ONE (1) Faction will be Dummy. Initially, this is the *Condéean* Faction. A Faction Swap, as described in 5.33, will occur mid game. The trigger is exactly the same as in a two-player game. When that happens, the *Retzist* player takes over the *Condéean* Faction and the *Retzist* Faction becomes Dummy for the rest of the game.

5.42 A Dummy Faction is played as follows:

- The Faction takes its Turn normally, as if there were a player running it. It can acquire Tokens and win Battle/Campaign cards.
- The Faction's cards are dealt and kept face up, so that all can see them.
- On the Dummy's Turn, ONE (1) player will select ONE (1) card and play it. All normal rules apply (e.g., Tokens can be expended for their effects and the Avatar Space allows Affiliate activities). If a Season Card play is required, that play is made instead of an Action Card, as usual.
- The players ALTERNATE playing the Dummy, in the following order: *Retzist*, *Mazarinist*, *Cabalist*, back to *Retzist*. The player currently running the Dummy makes ALL decisions regarding its activities. To help keep track, pass around a spare Cube of the Dummy's Faction.
- *Clarification:* when the *Retzist* Faction becomes Dummy, the first to play it will be the one who was due to play the Dummy next, and the players will alternate from there.

5.43 *Exceptions:*

- The player running the Dummy cannot target the Dummy's pieces for Removal by any means.
- The Dummy's Avatar's Affiliate ability must be used, if possible.
- The Dummy must contribute to the Spanish Gold Box, per 7.6, if the chosen Action taken allows it.

5.44 When the *Faction Swap* Season Card is resolved, mid game scoring occurs for all Factions except the Dummy (*Condéean* Faction).

*Design Note: three-way games are always tricky to balance. The Condéean Dummy should not be left to wither on the vine. Naturally the Retzist will want to beef it up, but the Mazarinist and Cabalist should not simply try to tear it down. It is a potent weapon in its own right. The Dummy is omitted from mid game scoring because of the way end game scoring occurs in a three-player game.*

## 6.0 Player Activities

This section describes in detail most of the activities a player can take during his Turn. Special activities, which do not occur very often, are covered in section 7.0.

### 6.1 Card Draw & Play

6.11 Card draws occur at the START of a player's Turn. A player draws up to his current hand limit.

6.12 Cards in hand are kept concealed. However, Season Cards have different artwork on their backs and their presence must not be hidden.

6.13 **Important.** Per 5.2 bullet (iv), if there are FOUR or more (4+) Action Cards in the Discard Row, a player MUST draw the top Season Card. See 6.3.

6.14 Once he has drawn a card a player plays ONE (1) card; if he has a Season Card he must play that. *Exception:* if he expends a Crown Token he must also play a second card (see 6.85). The cards can be played in any order, but the first card's actions must be fully resolved before the next card's actions are begun.

6.15 Aide Mémoire Cards are merely player aids. They are collected when the relevant item or ability is acquired. While in possession of a player an Aide Mémoire card is not held in the player's hand but placed face up in front of him. If the item permits an Action of some kind the card can be flipped over or turned sideways as a reminder that the Action has been taken. When a player loses the item or no longer has the ability the card is laid aside and it is available for anyone to pick up, if they qualify.

6.16 **No Action Cards.** Because Crown Tokens allow the play of multiple cards at a time, there is a slight possibility that the Action Deck will run out before the end of the game. If you cannot draw an Action Card, draw a Season Card instead.

## 6.2 Action Cards

6.21 Action Cards always allow a player TWO (2) mutually exclusive options. When a card is played the player must declare his choice before he executes it.

6.22 Amongst the two options there will be THREE (3) possible Actions:

- The player is allowed to Place a quantity of Cubes, up to the quantity shown on the card. See 6.4.
- The player is allowed to Remove Cubes, up to the quantity shown on the card. See 6.5.
- The player is allowed to Move a number of Cubes already present on the board, up to the quantity shown on the card, from one location to another. See 6.6.

*In each case the Spaces targeted must meet the qualifications of section 6.4.*

6.23 On some cards a single Action allows both the Placement and Removal of Cubes.

6.24 **Important.** If the word 'THEN' is used, the action before that word *must* occur before the action after the word.

## 6.3 Season Cards

6.31 Periodically, a player may have to draw a Season Card instead of an Action Card. This is determined in the following manner:

- As play proceeds all discarded Action Cards are placed in a row beside the Action Card draw deck. These cards are not stacked up. They are the Discard Row.
- If there are FOUR or more (4+) cards in the Discard Row when a player is about to draw cards, then the card he draws (or ONE (1) of the cards if he is drawing more than one) must be the top card from the Season Card deck.
- When a Season Card is drawn, clear the Discard Row of cards, putting them aside. They are out of the game.
- **Important.** Put Discarded Season Cards in a separate pile. Do not mix Discarded Season and Action Cards. You should periodically count the spent Season Cards to make sure the Season Marker is in the correct spot.
- The above process is repeated until the game ends.

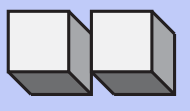
*Design Note: if no one uses Crown Tokens the Season Card draw is predictable — each Faction around the table, starting with the Condéan, will be forced to play a Season Card in strict succession. Once people start tossing Crowns around, the Season Cards appear faster. Usually, Crowns are played solely because the player needs to at that time, but it can be a tactic to force a player to play multiple Season Cards. Note that although Season Cards may wind*

*up being played more frequently, the number of intervening Action Cards will be roughly the same, so that the decks should run out at about the same time, no matter how the frequency changes.*

6.32 **Important.** If a player has a Season Card in his hand he is forced to play it.

6.33 When he must play a Season Card a player is still permitted to play an Action Card by spending a Crown Token (6.85). He may play the Action Card either before or after playing the Season Card. Similarly, when a player discards a Coin Token (6.84) he may use the extra Cubes he gains either before or after the Season Card is played, just as he would with an Action Card.

6.34 Season Cards have a variety of effects. See section 7.0 for rules covering the more complex cards. Section 9.0 summarizes the effects of every type of card. There are some commonalities:

- Every such card allows the current player to Place up to TWO (2) Cubes. This is can be done before OR after the card's effects are Executed. The icon for this is a pair of white Cubes on a light blue background. **Important.** These Cubes may be Placed in ANY Spaces on the board not occupied by opposing Cubes.
- Affiliate Cube Placement/Removal and Coin-allowed Placement can likewise be done before or after the effects are Executed. **Important.** Coin Placements do NOT qualify under the 'any Space' permit unless you already have Cubes in the desired Spaces (as usual).
- Then, the card's effects are executed. This may involve the Active Player or all the players. If it does involve all the players, resolution proceeds around the table in Turn Order, starting with the Active Player. The player(s) MUST Execute as much of the card's other Action(s) as he/they can.
- *Clarification:* with regard to required Cube Removal (6.5), Controlled Spaces are NOT immune when playing a Season Card (e.g., players are often forced to Remove their own Cubes but cannot cite Control as an excuse to avoid this).
- At the end of the Turn in which a Season Card is played, advance the Season Marker ONE (1) box to the RIGHT along its track. This requirement is noted at the bottom of the card in red print.

*Design Note: typically, you will Place the Cubes first when it is a scoring card, and last when it is a question of Removing Cubes. Note the last sentence of the first bullet — ANY Space(s) on the board can be selected, though only for the two Cubes granted by the card.*



## 6.4 Placing Cubes

6.41 Cubes are used to gain ownership of Spaces on the board. Cube placement simply involves taking the Cubes awarded by the play of cards and Coin Tokens (6.84) and putting them on the board in specific Spaces, as described below. The number of Cubes shown on the card is the number that can (not must) be Placed. A single Cube with a multiplier (e.g., x2, x3, etc.) may feature instead.



6.42 Per rule 1.6, ONE (1) Cube is sufficient to claim Influence; THREE (3) Cubes are required for Control, unless the Space has a Control Numeral, in which case the circled value indicates the number of Cubes required for Control.

6.43 **Important.** You may never Place Cubes in a Space containing other players' Cubes. (However, some special rules do allow you to exchange Cubes in specific ways — see section 7.0.)

6.44 A **Qualified** Placement Space is:

- One where the player making the Placement already has Influence or Control.
- An empty Space Adjacent (6.48) to such a Space.
- Both Action and Season Cards may specify that only certain Classes of Spaces are eligible (e.g., only Person Spaces, or only Spaces with a particular border colour).
- *Exception:* the universal two-Cube Placement allowed to the person playing a Season Card is never restricted by type of Space or Adjacency.
- Cubes Placed through Affiliation (6.7) must be at Spaces marked with the appropriate Icon; Adjacency is not required.
- *Clarification:* for purposes of Cube Removal (6.5) some cards target Controlled Spaces (see 6.54). *Placement* is not limited to Controlled Spaces when using such cards.

6.45 Daisy-chaining is allowed. That is:

- Once the initial Cube is Placed in a Space, that Space is Influenced, and Cubes may be placed in Spaces Adjacent to it.
- Also, if a player paid a penalty to Place his first Cube in a Space (see 6.49), any further Cubes Placed there do not require the same payment, provided he continues to Influence it. Required penalties do have to be paid each time 'daisy-chaining' leads to a new Space across a Connector which has a cost associated with it.

6.46 **Important.** A player may place no more than TWO (2) Cubes in ONE (1) Space through ONE (1) play of a card.

6.47 *Exceptions:*

- Cube Movement (6.6) is not Placement and does not count against the limit.
- Cube Exchanges (which can occur under section 7.6) will match the number of Cubes already in the targeted Space.
- Cubes Placed by Coins ignore the limit and may even be Placed in Spaces where Cubes Placed due to a card have met the limit. Remember, Coin Placements are limited to the Class of Space named by the card.
- Cubes placed per 6.73, using Affiliation, are also extra, as are Cubes added to a Frontier Zone by winning a Battle/Campaign Season Card (7.3).

6.48 Adjacency is defined in TWO (2) ways:

- Spaces connected to other Spaces by a Line Connector of any kind, with no intervening Space, are mutually Adjacent.
- *Exception:* if the line is arrowed, Adjacency only counts in the direction the arrow points.
- Spaces having matching Peer icons are mutually Adjacent and are treated as a Dashed Line Connector.

6.49 The Player Aid cards list all the possible Connectors and any additional costs for using them. In brief, either a Cube is simply Placed in an eligible Space without additional cost (solid-line Connector), or ONE (1) additional Cube must be discarded to the player's supply when making a placement (all other Connectors).

6.4.10 Occasionally, a player may be unable to place every Cube he is entitled to. In such cases the remainder are discarded back to his Supply.

6.4.11 The pool of Cubes is a hard limit. There is no penalty for being unable to collect or place every Cube allotted by the cards.

6.4.12 **Important.** If a player has no Cubes on the board he is entitled to Place his Cubes in ANY empty Space(s) on the board.

6.4.13 **Important.** If a player has Cubes on the board but has no valid Placement location, he may Discard an Action Card (not a Season Card) to Place ONE (1) Cube in any empty Space on the board.

6.4.14 **No Cubes.** There is an edge case situation where a player may have no Cubes in his Supply and cannot play a card which allows him to Remove Cubes. In such cases

they MUST take at least ONE (1) Cube already on the board and use it. If Placing, they can simply replace the Cube(s) in their original location(s); this essentially constitutes a 'pass'. (This rule does give you the ability to shift Cubes around, which may be useful.)

*Design Note: Placing Cubes simulates the acquiring of influence over the various people and places represented on the board. In real life this might be through intimidation, blackmail, or bribery, but most often it is the calling in of favours. Society was founded in patron-client relationships, where the powerful would support the weak, but in turn the weak would repay the powerful by siding with them.*

## 6.5 Removing Cubes

6.51 A player may Remove Cubes from the board up to the number allowed by their current card play (this may be indicated by the number of icons, or a multiplier, just like Placement. Removed Cubes are immediately returned to their owner's Supply.




6.52 *Clarification:* although you will normally be Removing an opponent's Cubes, you can Remove your own.

6.52 Removals must be from Adjacent Spaces unless the phrase 'ANY location' is present on the card, in which case Cubes can be Removed from any Space on the board.

6.53 **Important.** A player can only reclaim Cubes from the board when either they or another player Removes them (6.5) through card play or bonus actions.

6.54 *Exceptions:*

- Controlled Spaces can be targeted only if the card specifically permits this. Such Action Cards have a white 'C' in a black circle; remember that all Season Cards can also affect Controlled Spaces. 
- Season Cards usually target specific Spaces for Removals. Only those Spaces can be affected.
- You may never Remove your last Cube from the board. However, your opponent may do so.
- Per case 5.23 as a last resort you are permitted to Remove Cubes in order to Place them elsewhere, provided there are no Cubes in your Supply.

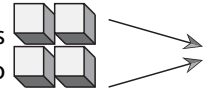
6.55 **Important.** All Removals permitted by play of an Action Card must take place after all Placements awarded by that card (case 5.23 waives this rule). However, Cubes earned by spending Coins (6.84) *can* be placed after Removals.

6.56 Multiple Removals may be from the same or different Spaces. In three- and four-player games a mix of opposing Cubes can be Removed; they do not all have to belong to a single player.

*Design Note: like the placement of Cubes, Removals represent many ways of losing influence. If a Space is not Controlled, then people are undecided.*

## 6.6 Moving Cubes

6.61 The Move Action permits players to shift Cubes already on the board to new locations. Up to FOUR (4) Cubes may be selected to Move. All participating Cubes and their final destination must be declared prior to starting the Move action.



6.62 Selected Cubes may be in different Spaces but must all end the Move action in the same Space, which must be Adjacent to all of the Moving Cubes. *Exception:* see 6.64.

6.63 When Cubes Move they follow the Connectors on the board. Normal Placement costs apply — that is, if the Cubes Move along a Dashed or Arrow Line, or use a Peer Connector, ONE (1) of the Cubes using that Connector must be removed to the owning player's Supply. If there are insufficient Cubes Moving along a Connector to pay for Placement, then those Cubes cannot be selected for the Move action.

6.64 **Important.** If a Cube Moves into a Space containing a Cube of its own colour, it may continue Moving to the next Adjacent Space. This process may be repeated. If a Cube enters an empty Space it must stop — and see 6.67.

6.65 *Clarifications:*

- There is no requirement for Cubes Moving from different Spaces to move the same number of Spaces, nor must they Move 'simultaneously'.
- Moving a Cube into a Space containing a matching Cube and then Moving both that Cube and the stationary Cube is permitted, so long as both were originally earmarked for the Move action.
- You can use any of the Cubes selected for Movement to pay a Connector cost; you must pay the cost each time such a Connector cost is incurred.

6.66 Spaces may be vacated due to the Move action.

6.67 **Important.** Moving Cubes may enter a Space containing opposing Cubes, provided it is the destination Space AND the Moving Cubes outnumber the opposing Cubes. If these conditions apply, the player owning the opposing Cubes Displaces them to any Adjacent Spaces

that are either empty or that contain Cubes of his own colour. If this is not possible, the Displaced Cubes are returned to the Supply. Displaced Cubes do NOT pay Connector costs (but still cannot go against an Arrow Connector). Displaced Cubes cannot use the same Connectors as the Moving Cubes.

#### 6.68 Clarifications:

- Cubes acquired through a Coin Token (6.84) must either be Placed *before* a card is played or *after* its effects are resolved. Therefore, such Cubes cannot be used to directly aid an ‘attack’ on opposing Cubes. They may, however, be Placed in the targeted Space subsequent to a successful Displacement of the opposing Cubes (or into any other eligible Space, of course) or be used to ‘bulk up’ a potential moving group beforehand.
- If the Displacement of Cubes results in a Space becoming Controlled by the Displaced player, he does acquire any Reward or Musketeer Tokens that are present in that Space.

**6.69 Important.** When using a Move action, if there are Placement restrictions, these may be assigned to either the starting Space(s) OR the destination Space. Ignore Placement restrictions for all other Spaces.

*6.6.10 Movement Example: this example works best if you physically set up the board as described. Place 4 red Cubes in the Retzist Avatar Space, 3 red Cubes in the Caumartin Space just above it, and 2 red Cubes in the Capuchin Space just to the left. Place 3 yellow Mazarinist Cubes in the Parlement de Paris Space. The Retzist player plays a Move Action that targets purple-bordered Spaces and declares he will play a Coin Token as well, after executing the Action. He takes 2 Cubes from Caumartin, 1 from the Capuchins, and 1 from his Avatar (4 total). Each set traces movement along solid line connectors (no extra costs), the first two sets passing through the Avatar Space. All end up in the Parlement Space. Notice that only the target Space needed to have a purple border. Because 4 red Cubes outnumber 3 yellow Cubes, the Mazarinist player must Displace his Cubes — he needed 6 Cubes to Control the Space, so cannot remain. He retreats all 3 to the Maîtres de requêtes Space (most of the other options are affiliates of his, so they are less threatened). Because the red Cubes entered an enemy Space they must stop. The Retzist player now uses his Coin (a 2-value) to add 2 more Cubes to Parlement, gaining full Control.*

*Design Note: the Move Action is more of a game mechanic than an activity based on a real societal dynamic. It could represent the force of propaganda, or the spreading of largesse.*

## 6.7 Bonus Placement & Removal Actions

6.71 Additional Cube Placement and Removal can take place due to the Control of various Spaces or through special circumstances. These take place in addition to the Action allowed by the play of a card.

- Control of a Space with a Coin icon awards the player a Coin Token which can be spent to Place extra Cubes. This is described under 6.8.
- Control of his own Avatar Space (only) allows a player to, on each of his Turns, Place or Remove ONE (1) Cube at any Space with the same Affiliate Icon. Controlled Spaces ARE eligible targets.
- Extra Cubes can be Placed or Removed after winning a Battle/Campaign card, per 7.3. This only affects Frontier Zones.
- The special rules King’s Progress (7.4), Mazarin’s Exile, and Spanish Gold (both in 7.6) deal with powerful but rare activities that can Remove large numbers of Cubes or Exchange Cubes for your own colour.

## 6.8 Reward Tokens

6.81 Coin and Crown tokens are associated with a specific Space on the board, which will be marked with ONE or more (1+) matching Icons. Each Icon at the Space indicates that ONE (1) Reward Token of the matching type will be available to the first player to obtain Control over that Space. **Important.** If multiple Tokens are available at a given Space, ALL are claimed at the same time.

6.82 In any of his subsequent Turns — NOT the Turn he picks up the Token — a player can discard ONE (1) Token PER CARD PLAYED to gain a particular effect. The choice to discard a Token is made just before the card is played, and that card is associated with the use of the Token.

- *Clarification:* a Crown Token must be associated with the first card played to ensure the play of a second card, so only the second card played qualifies for any kind of Token to be associated with it. This may be another Crown Token, allowing play of a third card, etc.

6.84 **Coin** Tokens grant the following when discarded:



- Draw a number of Cubes from a player’s supply equal to the value printed on the reverse of the Token. (Note that Coin Tokens are distributed randomly during set up and their values cannot be examined until claimed.)
- These bonus Cubes may be Placed either BEFORE or AFTER the card’s instructions are executed.

- **Important.** Cubes Placed through a Coin Token are restricted to the associated card's allowed targets, but can ignore the two-Cube limit. They must obey all other Placement requirements (for example, discarding one of them to use a Dashed Line).

6.85 **Crown** Tokens have TWO (2) effects, only one of which involves discarding the Token:



- For each Crown Token a player currently holds, his hand limit is increased by ONE (+1). **Important.** At the time he takes the Token he immediately draws ONE (1) Action Card but does not add it to his hand until his Turn is over (that is, it cannot be played in the Turn it is drawn).
- A player can discard ONE (1) Crown Token to play a SECOND (2nd) card during his Turn. (As noted under 6.83, that second card could have a Crown Token associated with it, allowing play of a third card, and so on.)
- Multiple cards can be played in any order, but each card's actions must be completed before the next card is played.
- If the player holds a Season Card, he must still play it at some point on his Turn.
- After having played extra cards, a player's hand limit will of course drop by ONE (-1) for each Crown Token expended.

6.86 A given Coin or Crown Token may only be used ONCE (1) per game.

## 7.0 Special Rules

### 7.1 General

7.11 The following sections cover rules for a number of special Spaces, Tokens, and Season Cards. Season Card text is also covered in section 9.0.

7.12 The rules found in this section explain how to use the:

- *Arrest Them!* Season Cards and Arrest Tokens. See 7.2.
- Battle/Campaign Season Cards, Frontier Zones, and the Army Commander Token. See 7.3.
- The King's Pawn. See 7.4.
- Musketeer Tokens. See 7.5.
- Cardinal Mazarin's Exile. See 7.6.
- Spanish Gold. See 7.6.

### 7.2 Arrest Them!

7.21 Certain Person Spaces can be Under Arrest. A Space that is Under Arrest cannot be accessed:



- Adjacency cannot be traced into or out of a Space Under Arrest.
- Cubes cannot be Placed in a Space Under Arrest. However, Cubes already there remain. They can also be Removed normally.
- A Space Under Arrest is never scored at any time.

7.22 Spaces are put Under Arrest in the following ways:

- THREE (3) Spaces start the game Under Arrest. These are listed in section 4.0 and marked on the board.
- There are TWO (2) Season Cards named *Arrest Them!* These target specific Spaces which MUST be put Under Arrest when the card's instructions are executed. The targets are named on the card, but in brief, one set are mostly members of the *Parlement de Paris* and the other are key members of the nobility — including *le Grand Condé*.

7.23 When a Space is put Under Arrest, mark it with ONE (1) of a matching pair of Arrest Tokens. The other Token bearing the same letter code is Placed in a Fortress Space. The matching Person is deemed to be incarcerated at that Institution. The matching Tokens are also colour coded.

7.24 *Clarification:* an Arrest Token at a Fortress does not put *that* Space Under Arrest — the Fortress Space continues to function normally. It is possible to have more than one Arrest Token at the same Fortress.

7.25 **Liberation.** Person Spaces Under Arrest can be Liberated. When Liberated, the Arrest Token pair are both removed from the board (they can be reused) and the affected Person Space immediately functions normally. Liberation can occur at the following times:

- When an *Arrest Them!* Season Card is played and there are not enough Arrest Tokens in the supply (the counter mix is deliberately limited for this purpose). In this case the Active Player chooses which Arrest Token pair(s) to remove from the board.
- If a player Controls a Fortress with ONE or more (1+) Arrest Tokens they may on their Turn choose to Liberate any number of the prisoners incarcerated there by removing the Arrest Token pair(s) from the board. To qualify they must also:

- i. Play but forfeit the entire effect of their Action Card — Season Cards CANNOT be played for Liberation.
- ii. Remove ALL Cubes at the Fortress Space in question.

- The *Aramis* Musketeer Token can be used to Release any ONE (1) Prisoner — see 7.53. The player using the Token does not require access to the targeted Fortress. He simply discards the Token.

7.26 When an *Arrest Them!* card is played the Active Player selects which Fortresses will be used to incarcerate the prisoners.

7.27 **Moving Prisoners.** Prisoners may be moved between Fortresses by the Active Player. To do so:

- He must Control both the original Fortress and the destination Fortress.
- An uninterrupted path of Influence must be physically traced along any mix of Connectors that ultimately join the Fortresses.
- Any number of prisoners may be moved in this manner.
- Simply pick up the Arrest Token(s) at the Fortress of origin and put it or them at the destination Fortress(es).
- *Clarification:* there is no cost in Cubes, and the player otherwise conducts his Turn normally. Movement of prisoners can take place at any point in his Turn.

7.28 **The Duke of Guise.** The *Henri II de Lorraine, duc de Guise, Archbishop of Rheims* Space, located in the top right quadrant of the board, starts the game with an Arrest Token on it, but no matching Arrest Token elsewhere on the board. *Guise* was a 'guest' of the Spanish throughout the entire affair of the Fronde. *Guise* may only be Released under the following conditions:



- If the *Aramis* Musketeer Token is used to rescue him. Or;
- If there are insufficient Arrest Tokens and the Active Player needs to Release a Prisoner he may choose *Guise*, but only if he also has Influence at the *Don Carlos de Joux* Space (top left quadrant of the board).

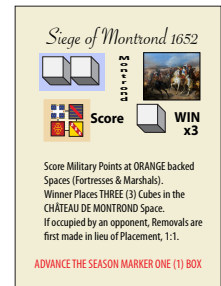


*Historical Note: Rheims is pronounced 'Rance' and rhymes with the French pronunciation of 'France'. It was for many centuries the chief archbishopric of France, at the heart of the original post-Roman Frankish kingdom. The Guise, whose family was often at odds with the French kings, were granted this coveted post as a reward for not making trouble.*

## 7.3 Battles and Campaigns

7.31 The FOUR (4) Frontier Zone Spaces in the center of the board have some unique features:

- Each acts like an ordinary Institution Space, but in addition;
- Each is associated with certain Campaign/Battle Season Cards. Names on the cards match those of the Spaces: Northeast, Italian, German, Spanish. Those cards only affect those Spaces. See 7.32 for more details.
- The Army Peer Icon attached to each Zone allows an Arrow connection from the current Army Commander (7.33) to that Zone only. It does not allow the Zones to connect to each other, nor does it allow a connection in the opposite direction.

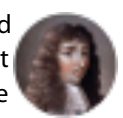


7.32 **Battle/Campaign Season Cards** all function the same way (the difference in name is only thematic, and includes some 'sieges', too). When such a card is played:

- All players score their current MPs, but only for those Spaces that have an orange background — that is, Fortresses, and Spaces with the *Maréchal* Peer Icon.
- High score wins the card. The card shows a number of Cubes. The card will also name ONE (1) Frontier Zone, OR a Fortress Space. The player may Place up to that many Cubes in the matching location.
- If another player has Cubes there, you must first empty the Space before you can add your own Cubes. Each Cube Removed counts against the number of Cubes that may be Placed at a one-for-one ratio. It is possible (and allowed) for all the Cube 'Placements' to be expended in Removing opposing Cubes.
- Once the card has been resolved it is Discarded as usual.
- The Active Player may Place his two-Cube default before or after resolving the card, as usual.

7.33 **Army Commander (AC).** At any given time, ONE (1) Person Space on the board is the designated commander of the Royal Army. There can only be TWO (2) candidates:

- **Le Grand Condé** starts the game as AC and remains as such until the play of the Arrest Them! Season Card that puts that Space Under Arrest.
- **T.E.P. 1er prince de Carignano** then becomes the AC for the rest of the game.



- The AC functions as a normal Person Space. It is exceptional only because it has the Army Commander Peer Icon, granting an Arrowed connection to each of the Frontier Zones.
- Only the current AC's Army Peer Icon is functional. Even if the *Condé* Space is Liberated from Arrest, that Peer Icon no longer functions.
- An Army Commander Marker is provided to show who the current AC is — one side shows *Le Grand Condé* and the other *T.E.P. 1er prince de Carignano*. Place this marker in the Army Commander Box (located near the Season Track), flipped to show who is the current AC.

#### 7.4 The King's Progress

7.41 Whoever currently owns the King's Pawn Token may, on his Turn, expend it just like a Crown, Coin, or Musketeer Token, although its effects are different. When expended:



- Place the Token at any desired Space on the board, with certain important exceptions, listed in 7.43. Controlled Spaces are eligible.
- Remove ALL Cubes at that Space to the Supply.
- Remove ONE (1) Cube from each Adjacent Space connected by a Solid or Dashed Line, or an Arrowed Line if it is pointing away from the King Token. Ignore Peers.
- If the Active Player has not yet Placed Cubes, he may do so at the Token's location, though he may instead, all or in part, Place his Cubes as directed by his card. If Placing at the Token location Adjacency is not required and the location requirements of the card are ignored.
- The same is true if using a Move Action with the Token's location as the target.

7.43 The following Spaces cannot be targeted. Note that they can still be affected by the Adjacency-Removal requirement (7.32 bullet 3).

- All Spaces Under Arrest
- All Frontier Zones
- All Avatars
- All Musketeer Spaces

7.44 The King's Pawn must remain on the board (it cannot Move) until Recovered by a player, in one of the following ways:

- The player who Placed the Token may Recover it in any of his subsequent Turns by forfeiting TWO (2) potential Cube Placements allowed to him in that Turn or by

Removing TWO (2) of his Cubes from the board, or a combination thereof. Or;

- Another player gains Influence over the Space where the Token is located. As soon as that happens that player may Recover the Token at no cost.

7.45 The King's Pawn cannot be Placed in the Turn it is Recovered.

7.46 **Important.** The King's Pawn is worth TEN (10) bonus victory points to its holder at the end of the game. *Exception:* the *Mazarinist* player (who starts with the Token) receives no bonus points, even if he retains the Token for the entire game.

*Design Note: the King Token represents Royal Authority, in the person of the boy king, Louis XIV. Remarkably, unrest was often quelled more effectively by a royal progress around the country than by force. None of the people 'in rebellion' were fighting against the King, only against Mazarin and/or the royal administration in general. When Louis appeared at the gates of a supposedly frondeur town, it would often open the doors, and boot out the hardliner frondeurs, who would either go elsewhere or immediately attend the King and beg for forgiveness. Of course, such appearances were made selectively, at places where it was known the King had support. Also, undertaking a Royal Progress might be forced on the Court if their old neighbourhood was unsafe. Interestingly, the Court, though it had to flee Paris on occasion, or move out of the path of enemy armies, rarely based itself within the Royal Army camp. Kidnapping the King was apparently not on anyone's mind, although it was a constant fear. Rebel motivations break down into three main types: seeking redress of grievances, trying to fix a 'broken' political system, or trying to blackmail the Crown into handing out party favours.*

#### 7.5 Musketeers

7.51 The Musketeer Spaces and Tokens represent the famous heroes of Alexandre Dumas' novels: D'Artagnan, Athos, Aramis, and Porthos.



7.51 Whenever Control of a Musketeer Space is gained:

- The player collects the matching Token.
- **Important.** The Cubes they Placed in that Musketeer Space are immediately Removed to the Supply.
- In any subsequent Turn the player can discard the Token for its special effect, or cancel a Season Card requirement, provided the card allows this.
- When discarded the Token is replaced at its matching Space (or on the Storage Display).
- This process may be repeated multiple times during the game. *Clarification:* it may be possible to use a Musketeer and re-collect the Token on the same Turn;

this is permitted (*the player will be ignoring other tactical options if he does so*).

7.52 **Important.** Cubes may only be Placed in a Musketeer Space when the matching Token is available. This also means Cubes cannot Displace there.

7.53 These are the effects of the Musketeer Tokens, in addition to their universal use as a counter to Season Card effects:

- **D'Artagnan** (Adjacent to the *Louvre*) may be used for one of TWO (2) effects:

- i. During your Turn you may gain full Control of a Space merely by Placing ONE (1) Cube there (sufficient Cubes must be taken from your supply to show Control, however);
- ii. In an opponent's Turn you may block all Placement of Cubes by ONE (1) player at ONE (1) Space; this must be announced as soon as the Active Player declares his intention of Placing Cubes at that Space. The player is not otherwise penalised and may Place all his eligible Cubes at other locations;

- **Athos** (Adjacent to the *Louis II de la Trémoille* Space) may be used to Place or Remove ONE (1) Cube at up to FIVE (5) Governor or Province (green/black border) Spaces (your choice in each case). Removal may be carried out even if the Space is Controlled. **Important.** You may Place ANY player's Cube.

- **Aramis** (Adjacent to the *Charlotte Marie de Lorraine, Mme de Chevreuse* Space) may be used for one of TWO (2) effects:

- i. You may automatically Release ONE (1) Space Under Arrest, even if not otherwise eligible to do so;
- ii. You may Place or Remove ONE (1) Cube at up to FIVE (5) Spaces Affiliated with the *Retz* Faction and/or the three Religious Institutions — *Jesuits, Dominicans, Capuchins*. (Your choice in each case.) Removal may be carried out even if the Space is Controlled. **Important.** You may Place ANY player's Cube.

*Clarification:* the *Aramis* Space is also Adjacent to the *Jesuits* Space. So long as the *Aramis* Space contains Cubes but is not Controlled (forcing their Removal), this Connector will function.

- **Porthos** (Adjacent to the *Henri II d'Orléans, duc de Longueville* Space) has only ONE (1) effect. If discarded in combination with any ONE (1) other Musketeer, the

player owning that Musketeer may execute his desired activity TWICE (x2). For *d'Artagnan* and *Aramis* they may instead execute both their allowed activities ONCE (1). **Important.** *Porthos* may be discarded to assist ANY Active Player.

Each Musketeer has a matching Aide Mémoire Card.

## 7.6 Mazarin's Exile & Spanish Gold



7.61 All players have a powerful tool which they may use to significantly alter the state of the board, at a price. In general terms the process works the same for all players, but the *Mazarinist* player's version has slightly different parameters. These are:

- Mazarin's Exile — *Mazarinist* player only
- Spanish Gold — all players except the *Mazarinist* player.

Each is defined as a Bonus Action that can be carried out either before or after a card's Action is executed.

7.62 Whenever a player only Places TWO or fewer ( $\leq 2$ ) Cubes due to his card play he is permitted, as a Bonus Action, to add Cubes to either the Mazarin's Exile or Spanish Gold boxes located on the board. Use the box appropriate to the player.

7.63 **Important.** Affiliates do not count against the Placement limit but Coins do. Choosing to Place fewer Cubes than a card allows does qualify the player to use this rule.

The number of Cubes that may be added each time is:

- ONE (1) Cube by default.
- TWO (2) Cubes after mid game PP scoring if your Faction's score was neither highest nor lowest.
- THREE (3) Cubes after mid game PP scoring if your Faction's score was the lowest.
- *Clarification:* Cubes Placed in these boxes do not come from what the player is entitled to Place. They are extra.

7.64 If the Active Player qualifies to add Cubes he may instead choose to expend some or all Cubes currently in the box. The method is roughly the same for all players, except for how the *Mazarinist's* version begins.

- For all players except the *Mazarinist*, use the Spanish Peer Icon associated with the Spanish Gold Box to bring your Cubes in the box onto the main board. Normal connection costs must be paid.

- The *Mazarinist* player instead must start from any ONE (1) Space on the board that is Adjacent to a Space where he already has Influence, paying connection costs from that Space if applicable.
- Whether the first Space accessed has anyone's Cubes present is immaterial. If your own Cubes are present you must Place ONE (1) Cube there (more if desired), then you may daisy-chain to Spaces Adjacent to that Space, paying all normal connection costs.
- If you come to an empty Space you may pass through but must leave at least ONE (1) Cube in that Space.
- **Important.** If a Space contains opposing Cubes they are not Removed, they are Exchanged for an equal number of Cubes in your own colour. Controlled Spaces ARE eligible, but ONE additional (+1) Cube of your colour must be discarded to pay for the Exchange. Exchanges made in Adjacent Spaces always require the connection cost to be paid. Partial Exchanges are not allowed.
- The process may be repeated until you run out of Cubes in the box. If further expansion cannot be fully paid for, you cannot Place in that Space.

7.65 **Important.** This activity may be conducted any number of times during the game, but each time you use the Action you forfeit FIVE (-5) victory points from your final score.

7.66 **Important.** This Bonus Action (whether putting in or taking out Cubes) may not be combined with the use of any Token.

7.67 Exceptions:

- A Musketeer can be Discarded to cancel the effect of a Season Card without preventing this Bonus Action.
- If a Crown Token was used to play another card this Bonus Action is permitted on that subsequent card play but not the first card.

7.68 *Example: this example works best if you physically set up the board as described. The Cabalist player has steadily accumulated Cubes in the Spanish Gold box. Now they have 10 Cubes and the game is winding down. Time to use them. The other players have spread themselves thin. The Cabalist intends to bring their Cubes into play at the Charles IV Space, just up and to the right of the Frontier Zone section of the board. The Condéean player dominates here, with 1 black Cube in that Space and every Adjacent Space with a line-Connection (ignore Peers for this example). He also has 3 black Cubes in his Avatar Space. The Mazarinist player has 2 Yellow Cubes in the Northeast Frontier Space. The Cabalist*

*plays an Action Card that allows him to Place 2 and Then Remove 1. He declares he will execute the Action after carrying out his power play. All blue Cubes mentioned before the card play are coming from the Spanish Gold stock. 1 blue Cube is Discarded to pay the Spanish Peer connection cost to the Charles IV Space. The black Cube at that Space is Exchanged for 1 blue Cube. The same occurs at the Gaston d'Orléans, Don Carlos, and Erzhog Wilhelm Spaces. At the first two of those Spaces 1 additional blue Cube (each) is Discarded to play the dashed-line Connection cost. So far, 7 blue Cubes have been used. The Cabalist player has many options left, but he cannot take out the Condéean Avatar Space, because it is Controlled and that would cost 4 Cubes, not 3. Since this is late in the game he decides to put 2 Cubes in the Northeast Frontier Space, meaning the Mazarinist player must Exchange his 2 yellow Cubes for blue. The last blue Cube is Placed in the (empty) Languedoc Space. Now the Cabalist player Executes his Action, Placing 1 Cube each at the Aix-en-Provence and Marseilles Spaces, which are now Adjacent to one of his Cubes. He cannot see anywhere he can Remove an enemy Cube, so forfeits that option. He does add an Affiliate Cube to the Don Carlos Space.*

*Design Note: this special Action simulates the powerful effects of Spanish influence, and of Mazarin's ability to shake the coalition formed against the Crown. Despite the signing of the Peace of Westphalia in 1648, Spain and France remained at war for another eleven years. So, naturally, the Spanish did all they could to destabilize the French regime. This included funnelling money to various frondeurs, supporting separatist movements in the border zones, and loaning troops to the malcontents. However, there was a high political cost to the frondeurs when employing foreign aid because the French people were so very xenophobic. Mazarin used that xenophobia to good effect. Realising that the only reason the rebel coalition could hold together was because of their hatred for him, an Italian, he voluntarily went into exile not once, but twice. With the support of Anne of Austria and some of the more able ministers he continued to fight the Fronde remotely, and eventually led a small army back into France. Mazarin pays the same point cost as everyone else mainly for play balance, but it does also represent the weakening of his influence when he is out of the country; also, he misses his art collection.*



## 8.0 Victory

### 8.1 General

8.11 When the Season Marker enters a box on the Season Track containing an End Game numeral, roll ONE (1) die. If the result is equal to or less than ( $\leq$ ) that number, the game ends IMMEDIATELY. As soon as the game ends, check for Victory. **High score is the winner.**

8.12 Scores can be tracked on the Score Card or with pencil and paper. Scores only need to be recorded mid-game and at the end (scoring for cards, per 8.3, only requires counting a few Spaces). For players who wish to keep a running total, either designate one player to record the scores, or use the PP and MP mini-maps. These show the values in large print and are colour coded; you can use spare Cubes to mark who owns what.

### 8.2 Scoring

8.21 Victory is determined by counting up each player's PP and MP scores. This is done TWICE (2) during the game:

- **PPs are scored in-game** when the *Faction Swap* Season Card is played.
- *Clarification*: remember, either the card will be seeded into the Season Deck so that it triggers scoring at the start of Season 8, or (if using the 'advanced rule') at a variable point in the game sometime around Season 8.
- *Clarification*: even in a four-player game, when no Faction swaps take place, the Faction Swap card still triggers PP scoring.
- **Both PPs and MPs are scored at the end of the game.**
- **Important.** Spaces currently Under Arrest are never scored at any time.

8.22 To score simply add up all the Icons of the appropriate type (fleur-de-lys for PPs and flags for MPs) at all Spaces where you have INFLUENCE (or Control). By default, if there is no numeral under the Icon, its value is ONE (1). If there is a numeral, multiply the default value by that number. There are THREE (3) exceptions:

- The *Parlement de Paris*, *Arrêt d'Union*, and *Conseil en haut* Spaces each have TWO (2) PP multipliers. Use the lower value if the Space is Influenced and the higher value if it is Controlled.
- Likewise, the *Erzhog Leopold Wilhelm* Space has dual MP values. Again, use the lower value if the Space is Influenced and the higher value if it is Controlled.

8.23 At the end of the game sum your PPs and MPs and add the PPs accumulated mid-game. If any of the following bonuses apply, add them.

- Any player other than the *Mazarinist* who holds the King's Pawn in hand scores an additional TEN (10) points; the *Mazarinist* player receives ZERO (0) bonus points if he holds the King's Pawn. *Clarification*: if the Token is on the board it is not scored.
- Subtract FIVE (-5) points from your total for each time you used the Mazarin's Exile or Spanish Gold bonus Action (7.6).

8.24 The following are tiebreakers:

- If you have a matching high score and hold the King's Pawn, you win.
- If none of the high scores hold the King's Pawn, the *Retzist* beats the *Cabalist* and *Condéean*, and the *Cabalist* beats the *Condéean*.

*Design Note: the game covers the Fronde of Parlement, which was essentially a legal battle, though some riots and fighting took place, and the Fronde of the Princes, which was primarily a military clash with some background intrigue. This is why there is first a 'political' and then a 'military' scoring.*

### 8.3 Scoring for Cards

8.31 Battle/Campaign Season Cards require the players to conduct MP scoring in-game. This is resolved exactly like end-game scoring, except that **only those Spaces with an orange background are counted**. These are the Fortresses, plus Spaces with the *Maréchal* Peer Icon.

8.32 *Clarification*: the *Condéean* Faction Avatar Space has a *Maréchal* Icon but no orange background. This is because it has no MP (or PP) value.

### 8.4 Two- and Three-Player Scoring

8.41 With less than FOUR (<4) players the following modifications must be made.

8.42 In a **two-player** game each player runs TWO (2) Factions. Midway through the game, as described in 5.3, they swap their Secondary Factions (*Retzist* for *Condéean*). Just before the swap takes place, the players score each of their Factions, per 8.2. Whichever of the two Factions has a player's LOWEST score is kept, and recorded. At game end, the same procedure takes place, again keeping only the LOWER of a player's two scores. This value is added to his previous score to make his final total. If there are any modifications to the final score, these apply to the Factions before determining which score is lower.

#### 8.421 Example:

Mid game scores are 32 Mazarinist, 23 Condéean, for player A and 25 Retzist, 27 Cabalist for Player B. Player A's score is 23; Player B's score is 25.

End game scores (combined PPs and MPs) are 67 Mazarinist, 45 Retzist for Player A and 68 Cabalist, 92 Condéean for Player B. Player A's score is 45 and Player B's score is 68.

The Mazarinist holds the King's Pawn (0 bonus points).

The Cabalist used Spanish Gold twice, the Retzist once, and the Condéean once. Mazarin never went into Exile. All uses occurred after mid game scoring.

Adjusted scores are:

Retzist Faction  $45 - 5 = 40$

Cabalist Faction  $68 - 10 = 58$

Condéean Faction  $92 - 5 = 87$

Player A's final score is  $23 + 40 = 63$ .

Player B's final score is  $25 + 58 = 83$ . Player B wins.

8.43 In a **three-player** game each player controls ONE (1) Faction, with the fourth Faction being a Dummy (see 5.4).

- As in a two-player game, a mid-game scoring takes place and at this point the Dummy is swapped. The *Retzist* player records the PP score for both the *Retzist* and *Condéean* Factions and keeps the **HIGHER** score.
- For end-game scoring the *Retzist* (now *Condéean*) player again records both Factions' scores and keeps the **HIGHER** total, combining the two scores as usual for the final tally.

#### 8.5 Short Game

8.51 For a shorter game, with any number of players, play only until the Season Marker advances to Season 8 (Spring 1650). Game play can be altered in one of two ways — see 8.52 or 8.53.

8.52 The first option is to ignore mid-game scoring, and, with less than FOUR (<4) players, ignore the Faction Swap as well.

- During set up always remove the *Faction Swap* Season Card from the deck and shuffle the remaining Season Cards. Then, create a short Season Card deck of just SEVEN (7) cards. Then put the *Faction Swap* Season Card at the bottom of this shortened Season Deck.
- The *Faction Swap* card's appearance merely triggers the end of the game. The Active Player conducts his allowed activities as he would on a normal Turn but there is no mid game scoring or *Faction Swap*, then end-game scoring (PPs + MPs) takes place.

- In a two- or four-player game, the winner is determined in the usual manner. In a three-player game, the *Retzist* player looks at the *Retzist* and *Condéean* scores before the types of points are added together and claims the HIGHER PP value and the HIGHER MP value, then sums those values for his final score.

8.53 The second option is to play the game exactly like the long version, but only until Season 8.

- During set up always remove the *Faction Swap* Season Card from the deck and shuffle the remaining Season Cards. Then, create a short Season Card deck of just SEVEN (7) cards. Then put the *Faction Swap* Season Card directly under the THIRD (3rd) card in the deck.

8.54 **Recommended.** If playing either version of the Short Game it is recommended that you ignore section 7.6 (Mazarin's Exile and Spanish Gold). There will not be enough Seasons to make this strategy a useful one. The other special rules in section 7.0 do not require much lead time.

#### 8.6 Team Play Variant

8.61 With this variant, for a four-player game only, players team up and apply the two-player rules (5.3) to their teams. The Factions are deemed Primary and Secondary:

- *Mazarinist* Primary; starts with *Condéean* Secondary.
- *Cabalist* Primary; starts with *Retzist* Secondary.

8.62 Secondary Factions will be swapped per 5.33.

8.63 *Clarification:* the PLAYERS remain on the same team throughout the game; it is just the Factions that are swapped.

8.64 Mid-game scoring still takes place. **Important.** There is no consideration of high versus low scores. Simply make a record of each Faction's score.

8.65 At the end of the game normal scoring takes place. However, only the LOWER of each team's final pair of scores counts. Whichever team has the highest final score wins.

#### 8.7 The Results of Winning

8.71 **The Mazarinists.** A win for the *Mazarinist* means the Status Quo. Louis XIV's regime will stabilize quickly and he will become the Sun King of history. Exile for some, pardons for others, taxes for all.

8.71 **The Cabalists.** A win for the *Cabalists* means the removal of Mazarin from power. Louis XIV may still become a powerful monarch, but the high aristocracy will claw back some of their old privileges and he will need to seek consensus for his more important decisions.

Peace with Spain will come early, and with some advantages to the Habsburgs, though these are unlikely to last. Or, perhaps, France becomes an entity akin to the Holy Roman Empire, which, lacking the example of France, also remains. There is no Revolution, no series of wars between France and Germany... unlikely.

8.71 **The Retzists.** A win for the *Retzists* means the removal of Mazarin. Retz receives his cardinal's hat not as a bribe but as a reward for services rendered, and a new Dark Lord rises. Possibly, the Papacy gains more leverage over the French Church — more likely, the French Crown pushes out the Spanish clique in the Vatican, since Louis will still be the Sun King of history. This may mean better relations with Spain in the long run. To reward his supporters, Paris is granted tariff exemptions and the *parlementaires* receive more perquisites. Neither of which the Crown can afford; the Revolution may happen sooner.

8.71 **The Condéans.** A win for the Condéans means greater glory for the House of Condé, who becomes King Louis' chief advisor, pushing aside his potential rival, Gaston d'Orléans. War with Spain ends swiftly, probably with another crushing defeat on the battlefield that leaves a lasting resentment. Though a strong king, Louis is unable to crush the power of his own nobility and the cycle of aristocratic revolt occurs again under the weaker Louis XV, who cannot successfully contain it. The Enlightenment still creates a mood for a revolution in the nature of government, but repression is not centralized in a single institution, and so the Revolution takes on a form more like that of 1848 in Central Europe. Or, maybe, the House of Condé become the new Mayors of the Palace and fulfill the role that Napoleon claimed, but before the Revolution, channeling the negative energies outward in wars of conquest that leave Absolutism intact until it is toppled by Communism in 1917.

## 9.0 Card Manifest

### 9.1 Action Cards

9.11 The Action Cards should be self evident, but samples of all the Actions are shown here.

9.12 Potential card Targets are:

- ALL x16
- Persons x26
- Institutions x16
- Green & Blue Bordered x11
- Purple Bordered: x11

Every kind of Action targets every type of Space at least once.

### 9.13 Place Cube Actions:

Place up to FOUR (4). There are 30 of these.



Place up to THREE (3). There are 15 of these.

### 9.14 Remove Cube Actions:



Remove TWO (2), Adjacency not required. There are 45 of these.

Remove TWO (2), Adjacency not required, but can target



Controlled Spaces. 12 out of the 45 Remove Actions are of this kind — ONE (1) per target type, per set of Actions.



### 9.15 Hybrid Cube Actions:

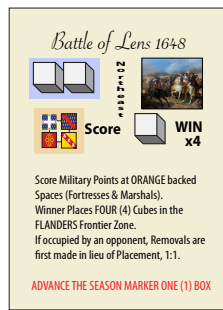
Place TWO (2) THEN Remove ONE (1). There are 30 of these.



## 9.2 Season Cards

9.21 All Season Cards have TWO (2) activities in common. First, the Active Player declares whether he will Place his TWO (2) free Cubes before or after the card's effects are resolved. These Cubes can be Placed in ANY Space, except for those containing opposing Cubes or that are Under Arrest. This means that Frontier Spaces are allowed. Second, after all card effects are resolved, the Season Marker is advanced ONE (1) box.

9.22 There are TEN (10) **Battle and Campaign** cards in the deck. All function the same way. Everyone scores their MPs, but only at Spaces with an ORANGE background. These are Fortresses and Person Spaces with the Maréchal Peer Icon. Scores are NOT recorded but the player with the highest count may Place the number of Cubes shown on the card into the Frontier Zone that matches the card. This information is noted in the text and in vertical type at the top of the card. If there are opposing Cubes in the Zone, they must be Removed before you can Place any of your own; this can be done at a ratio of on-for-one by forfeiting a Cube Placement of your own. When the Space is empty you can Place any remaining Cubes you were allowed.

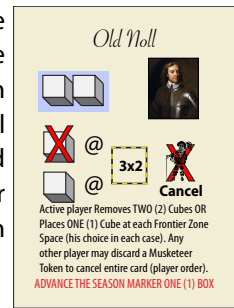


9.23 There are FIVE (5) cards in the deck that require the Removal of Cubes from specific kinds of Spaces. Every player, in Turn order from the Active Player, must Remove Cubes of their own from the indicated Spaces. The penalty can be cancelled for any player who discards a Musketeer Token. The Spaces affected, by card, are as follows:

- The Princess Palatine's Salon — 5 Spaces with Affiliate Icons
- En Grève — 5 Spaces outlined in dashed BLACK/PURPLE
- Jacquerie! — 5 Spaces outlined in dashed BLACK/GREEN
- Emeutes! — 1 for EVERY Space outlined in dashed BLACK/BLUE
- Huguenot Unrest — for EVERY Space with a Huguenot Peer Icon



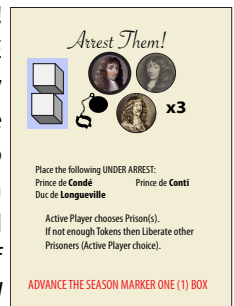
9.24 **Old Noll** allows the Active Player to either Place ONE (+1) Cube or Remove up to TWO (2) Cubes in each Frontier Zone Space. To cancel the card ONE (1) player must discard a Musketeer Token. Declare whether you will or will not do so in Turn order starting with the Active Player.



9.25 There are TWO (2) **Economic Depression** cards in the deck. Every player, in Turn order from the Active Player, must Remove THREE (3) Cubes of their own from anywhere on the board, or discard unused ONE (1) Coin or Crown Token, as the specific card indicates. The penalty can be cancelled for any player who discards a Musketeer Token.



9.26 There are TWO (2) **Arrest Them!** cards in the deck. Each affects THREE (3) Spaces. Section 7.2 explains how the Arrest process works. The Active Player makes all the choices of who to Release in order to obtain sufficient Arrest Tokens. One card affects members of the Parlement of Paris (*Pierre Broussel* and *Blancmesnil* — found in the bottom left region of



the board) and corresponds to the act that set off the original Fronde. To make this card symmetrical with the other the Active Player is allowed to Arrest ONE (1) Person Space of his choice. There are restrictions on the choice: not already Under Arrest, not listed on the other Arrest Them! card, and only worth ONE or TWO (1-2) PPs. Note that this means Avatars cannot be picked since they are worth ZERO (0) PPs. The other card affects the Great Condé and his circle (*Condé*, *Conti*, and the *duc de Longueville* — *Conti* is to right of the *Condéan* Avatar; the duke is beside the *duchesse* Avatar) and corresponds to the act that started the Fronde of the Princes. **Important.** When *Condé* is Arrested, *T.E.P. 1er prince de Carignano* becomes Army Commander for the rest of the game.

9.27 The **Faction Swap** card triggers scoring for Political Points at all player counts. In a two- or three-player game it also causes the players to swap Factions. Per 5.3 and 5.4 the Condéan and Retzist Factions are traded (in a three-player game the Dummy switches). Scoring takes place first, but AFTER the Active Player has had a chance to Place his Cubes.



### 9.3 Historical Card Order

For those wishing to play the cards in roughly historical order, this is how the Season Deck should be arranged:

- 1) Battle of Lens
- 2) Arrest Them! (Parlementaires)
- 3) En Grève
- 4) Emuetes!
- 5) Defense of Roussillon
- 6) Economic Depression
- 7) Jacquerie!
- 8) Arrest Them! (Princes)
- 9) Faction Swap
- 10) Princess Palatine's Salon
- 11) Battle of Rethel
- 12) Italian Campaign
- 13) Catalonian Campaign
- 14) Siege of Barcelona
- 15) Flanders Campaign
- 16) Charente Campaign
- 17) Siege of Montrond
- 18) Battle of Faubourg Saint-Antoine
- 19) Huguenot Unrest
- 20) Economic Depression
- 21) Old Noll

To provide some randomness to the appearance of the *Faction Swap* and twin *Arrest Them!* cards, the 'Parlementaire' *Arrest Them!* card should be seeded into the top three cards of the deck, and the other two cards should be paired, with the *Faction Swap* directly under the Princes *Arrest* card and the latter seeded randomly into the 6th, 7th, or 8th position.

## 10.0 Gazetteer

THERE ARE NO RULES IN THIS SECTION. THESE ARE SHORT DESCRIPTIONS OF THE SPACES ON THE BOARD.

### 10.1 Avatars

10.11 **Cardinal Mazarin**. Did for Louis XIV what Cardinal Richelieu did for Louis XIII, though his personality and methods were very different. A citizen of Rome, he met Richelieu as a papal envoy and seems to have fallen in love with France. The great cardinal primarily used him to find Italian object d'art for his collection, until he was forced to flee Rome when a Spanish faction took over the Papacy and he officially joined the French bureaucracy. The Queen Regent's most loyal supporter, he ensured that when Louis came of age in 1651, he still had a kingdom to rule. Contrary to popular belief he was not hand picked by Richelieu to be his successor — the Cardinal did not think he had what it took. Nevertheless, he was added to the council that supported Queen Anne when she took over the Regency (Richelieu was dead by then) and after a couple of years emerged as the last man standing. His worst faults in the popular imagination were: 1) a love of money, 2) prolonging the war with Spain to keep his job, and 3) being Italian.

10.12 **Le Grande Condé**. Cousin of Louis XIV (both were descended from Henri IV) with the title of First Prince of the Blood. Was a brilliant military commander; unfortunately he knew it. His victory at Lens in 1648, when he was only 27, led the Crown to take a hard line with Parlement since they knew they could call down his army on Paris. The abiding sins of the Condé family were greed and arrogance. This Condé was also thin-skinned and had a violent temper. In the Fronde of the Parlement he took the side of the Crown, because the judges were bourgeois upstarts. Believing he had not been rewarded sufficiently he began forming his own party to challenge the Queen Regent by proxy, through attacking Mazarin. He went from bad to worse, and with no option left led a military rebellion against the Crown, in which he was defeated. As for the Peer Icons associated with his Space, he was a Marshal of France, and effective commander-in-chief (though it was the *duc d'Orléans* who held the title of Lieutenant General of the Realm). His family had been Huguenots; most had reconverted to Catholicism for political reasons, but old connections remained.

10.13 **Anne Geneviève, Duchesse de Longueville**. Her motto was 'the highest end of beauty is to win power'. She attracted men like moths to a flame. She also despised Mazarin. She was a *frondeuse*, but not an out-and-out rebel, though she made Condé into one — she

was his sister. Beyond plotting for the fun of it, her conspiracies mainly aimed at improving her family's position in the realm. Her Spanish Peer Icon reflects the fact that she negotiated on her own initiative for money and troops to help her brother.

10.14 **Coadjutor Retz.** A coadjutor is an archbishop's assistant — the man who actually does all the work. Retz, otherwise Jean-François Paul de Gondi, was in charge of the day to day affairs of the Church in Paris. But, he was also an inveterate plotter, womanizer, and swashbuckling populist, who spent church funds on creating a party within Paris that could help him overthrow Mazarin. During the Fronde he consorted with all sides, including the Cardinal, and played a pivotal role a number of times, usually to his own detriment. Compared to the others he was a political lightweight. The Crown granted his wish and made him a cardinal, then sent him to prison.

## 10.2 Frontiers

These are the four Spaces in the center of the board.

10.21 **Northeast.** This was the most dangerous frontier. In 1648 the border was only a few days' march from Paris — Artois was a Spanish possession. Of the Season Cards dealing with this region, only Lens represents a large battle between the Spanish and French. That battle smashed the Spanish Army of Flanders beyond recovery. The other card represents incursions by Spanish forces made possible by turmoil within France.

10.22 **Germany.** The Thirty Years War ended in 1648, so there was no incursion by Imperial German troops. However, there were plenty of demobilized soldiers for hire and both the Crown and the *frondeurs* brought armies into France from this direction.

10.23 **Italy.** The relevance of this frontier is that it tied down a significant number of royalist troops who were assisting in a Piedmontese civil war. No significant campaigning took place here during the Fronde.

10.24 **Spanish.** This was an active front throughout the Fronde. The French occupied Catalonia for a while, but thanks to the Fronde eventually wound up defending their own border province of Roussillon.

## 10.3 Fortresses

These Spaces are listed with reference to their location on the board — from top to bottom and from left to right.

10.31 **La Rochelle.** The principal fortress of the Huguenots when they tried to establish their own state-within-a-state under Louis XIII. Richelieu had the walls demolished, but some parts were still defensible, and

were used in the winter campaign of 1651/52. The place was nominally in the Queen Mother's care.

10.32 **Château de Vincennes, Saint-Germain-en-Laye, the Louvre.** Royal palaces in and around Paris. Vincennes lies on the east side of the city; it was used as a prison for persons of importance (note the Prisoner Icon for game set up). Saint-Germain, west of Paris, was a favourite choice for the royal family when they wanted to show the Parisians their displeasure by leaving the city but at the same time show they were willing to forgive. The Louvre was the somewhat ruinous old palace of Louis XIII right in the heart of the city. The royals generally lived in a complex Richelieu had built just north of it, the Palais Royal, but the Louvre had great symbolism.

10.33 **Château de Montrond.** The fortress of the Condés, situated in the heart of France (Berri). An old chateau that Condé modernized with Italian-trace fortifications and a tunnel system. Military engineers came from far and wide to study the works. It was besieged during the Fronde and held out for an entire year, but Condé never holed up in it.

10.34 **Dunkerque.** Dunkirk was a fortified privateer base established by the Spanish but currently under French control. The Spanish would retake it but it would be lost to an English army late in the Spanish Fronde; they handed it to France.

10.35 **Stenay.** Another Condéan fortress, on the Meuse River just west of the Ardennes. A border fort used as a launch pad by rebel troops on a number of occasions.

10.36 **Metz.** An Imperial episcopal city with ties to the French Crown, and currently occupied (along with the matching cities of Verdun and Toul) by France.

10.37 **Charleville.** Charleville-Mézières, a key crossing point on the Meuse west of the Ardennes. Like Stenay it was held by the *frondeurs*. The lands on this section of the frontier were owned either by the Condés, the La Tour d'Auvergne, or the House of Lorraine, who all had histories of rebellion against the Crown of France.

10.38 **The Bastille.** The popular view is wrong. The Bastille was not a jail, it was a fortress. Like other fortresses it held a handful of political prisoners, mostly forgotten from the previous reign. It had only a small garrison, but the complex did include the Arsenal. The place formed the eastern defence line of Paris but its main role was symbolic. Changes in ownership represented major escalations in the crises suffered by Paris. A famous episode near the end of the Fronde took place at the Bastille, when the guns of the fortress fired at royalist troops who were just about to defeat Condé.

#### 10.4 Towns & Provinces

Again, Spaces are listed with reference to their location on the board — from top to bottom and from left to right.

10.41 **Orléans.** Situated on the Loire, this town has always had strategic value because it had one of the few bridges over the river. The place belonged to the King's uncle, the *duc* d'Orléans, but the city fathers had minds of their own. They withheld support at the time he was in league with Condé, although in a famous incident his daughter, La Mademoiselle, broke through the cordon and briefly roused popular support.

10.42 **Dijon.** Dijon was the capital of Burgundy. As a Condéan stronghold and a province that had once belonged to the Holy Roman Empire, Burgundy could be expected to join the Fronde, at least during the struggle of the Princes, but there was also strong royalist sympathy and the region as a whole remained relatively quiet. However, Louis XIV gained his first experience of war at a Condéan border fort in Burgundy called Bellegarde.

10.43 **Languedoc, Aix-en-Provence, and Marseilles.** The South of France enjoyed privileges that made its institutions semi-autonomous. For this reason there was some opposition to joining the Fronde — they already had what they wanted. On the other hand some of the *frondeur* princes had influence in the region, and at the same time there was (as usual) strife between 'town' and 'country'. Also, the South was a haven for Huguenots (who at this time enjoyed royal protection but were still regarded with suspicion by their neighbours). Thus the countryside remained relatively quiet while some of the towns saw unrest. Marseilles and especially Aix had a strong *frondeur* affinity that led to rebellions.

10.44 **Bordeaux.** Next to Paris, Bordeaux was the place where the Fronde was strongest. This was due to a variety of circumstances, including the oppression of the local governor and a culture of independence. Like Paris the Fronde flared up twice at Bordeaux, first because of the hated governor, and then when some of the chief *frondeurs* showed up, hoping to turn it into a base for receiving Spanish assistance. But the Bordelaise always had their own agenda. The Fronde here, known as the Ormée, lasted into 1653.

10.45 **Normandie.** Normandy's governor was the *duc* de Longueville, whose wife was the *frondeuse* duchess. But Normandy never played the part hoped for it by the *frondeurs*. The province had been devastated by famine and forced requisitions, its institutions were divided

against each other, and though the Duke had nominally joined the Fronde and was imprisoned for it, he dutifully remitted what tax money could be scraped together and handed it over to the Crown. He did not much care for his wife.

10.46 **Lyon.** As in Roman times, Lyon was the banking center of France. Both Mazarin and Retz's families got their start there. During the Fronde the place remained relatively quiet. Bankers do not like instability.

#### 10.5 Government (Purple Border) Institutions

Again, Spaces are listed with reference to their rough location on the board — from top to bottom and from left to right.

10.51 **Parlement de Toulouse.** In France, a parlement was not a legislative assembly, it was a judicial court, divided into various chambers that handled all sorts of business. Criminal cases were a tiny fraction of their business, but *parlements* were also courts of appeal. During the Fronde, as the power of the Crown weakened, the *parlements* sometimes tried to take on a legislative and even governing role — since they *were* an element of overall royal authority — but with limited results. The Parlement de Toulouse was one of the most ancient and enjoyed great autonomy.

10.52 **Conseil en haut** (High Council), **Conseil d'Etat privé** (Privy Council), **Surintendant des finances.** These were all elements of the overall Royal Authority — of which Parlement was itself a part. In the Fronde of the Parlement, much of the struggle was between these elements, known as the Council for short (really, the Regency Council) on one side and the Parlement de Paris plus the various other courts on the other side. It would have been simpler to just have a Regency Council Space, but separating the powers helps simulate the various conflicts within the Council itself.

10.53 **Parlement de Paris.** The oldest and most prestigious judicial court in France. The last court of appeal and an organ of state rule. The Fronde first broke out because Parlement challenged the other half of the State — the Regency Council — over the way it was handling the governance of the kingdom. As time went on the common people, bourgeois, and even some of the nobles looked to Parlement for representation. Unfortunately, the institution never fulfilled its potential but fell back into its traditional role.

10.54 **Arrêt d'Union.** A key part of the early Fronde was the formation in 1648 of a Union of the various courts in Paris. The idea was to present a solid bloc against the Crown in what amounted to a grand work-stoppage or

mass strike. The Union remained functioning for most of the Fronde but it became a tool of the various princely factions because its members tended to be their clients.

10.55 **Hôtel de Ville.** The City Hall of Paris. It was important in the Fronde for several reasons: it collected funds through the issuing of government bonds, it was the focal point of institutions like the merchant guilds, and it was responsible for the defence of the city through its control of the bourgeois militia, a forerunner of the National Guard. Later in the Fronde it became a power base for Retz and the *duc d'Orléans*.

10.56 **Dominicans, Capuchins, Jesuits.** The role these three religious orders played in the Fronde is debatable. Certainly not a significant 'open' one. Such organizations are always useful as backchannels. In Alexandre Dumas' novel, Retz uses them to advance his agenda, but that may be artistic licence, plausible but perhaps untrue. Each order had its own focus. The Dominicans, or Black Friars, catered more to the rich, emphasizing correct dogma — it was the Dominicans who ran the Inquisition. The Capuchins, or Grey Friars, cared more for the poor. The Jesuits, or The Company, were into militant preaching, mainly overseas. Alexandre Dumas made his character Aramis a Jesuit because they were seen in popular culture as agents of the Spanish Crown; it is true they were often used as envoys, thanks to their high level of education.

10.57 **Parlement de Bordeaux.** Another ancient, semi-autonomous institution. Though regarded as Fronde-ist initially, its members (as might be expected) were in favour of stability as well as ancient privilege and thus became opponents of the second revolt at Bordeaux, which was very revolutionary and 'lower class' in nature.

## 10.6 Other Institutions

Spaces are listed with reference to their location on the board — from top to bottom and from left to right.

10.61 **Maîtres des requêtes** and **Chambre des Comptes.** Though part of the government, these Spaces were not outlined in purple so they could avoid being targeted by some cards. They remained staunch in their opposition to the Crown's policies. These were two courts operating under the umbrella of the Parlement. The latter was composed of the treasurers of France, officials engaged in tax collection. France under Louis XIV is known for the system of intendants who fulfilled that role. They had been instituted by Richelieu as a means of quickly collecting funds for the Thirty Years War. Extremely unpopular, though less corrupt, even before the Fronde broke out the Crown had been forced to suspend the

intendants. The older treasurers had continued the same work without being supplanted. It was the treasurers who first 'went on strike' over the abysmal conditions they discovered around the country. The *maîtres des requêtes* were a more senior court that also worked in the provinces; they handled requests for appeals and had access to the higher courts, and even to the Council. They supported the treasurers, creating a groundswell of opposition in Parlement that then spread to the rest of the court system.

10.62 **Milices de Paris.** This was the Parisian town watch. It was a very large force, professional, and well equipped. Each of the city's sixteen quarters (wards) had a 'column' of several companies of varying size, led by a colonel. In an emergency each column would muster in its quarter and set to work defending it by erecting and manning barricades. Staffed by the bourgeois, they were mainly intended to defend against threats from the lower classes, but they could fight an invading enemy, too, manning the city walls and even engaging in limited sorties. The royal guards could make no headway against them when they first tried to suppress the Fronde, but for psychological reasons they were no good in open battle.

10.63 **Marchands (Merchants) de Paris, Apprentices, Vagabonds.** Various social elements within Paris. The first represents the powerful guilds, the next the working classes employed by the guilds or in the households of the aristocracy, and the last the day labourers, seasonal workers, and idle poor, who were so much feared by the others that they acted as a drag on the Fronde's revolutionary tendencies.

10.64 **L'Ormée.** In Bordeaux, the population was a fraction of Paris' and things were more egalitarian, leading to a more radical Fronde. The name Ormée refers to the stands of elm trees along the river where people would go to talk politics. Work in Bordeaux revolved around the wine trade, which was seasonal, leaving plenty of time to shoot the breeze. The name became attached to a radical Fronde-ist movement that took over the city between 1652 and 1653, partly in support of the Condéan faction. It had a strong plebeian element, and even an element of populist religion; it was eventually overthrown by the bourgeois, who immediately submitted to royal authority.

## 10.7 **Maréchals (Orange Scoring Spaces)**

Again, Spaces are listed with reference to their location on the board — from top to bottom and from left to right. Some of these men were key figures in the Fronde itself and others remained on the frontiers. They also represent their subordinate officers.



10.71 **César, comte du Plessis-Praslin**. Usually called Du Plessis in the sources. He was an able military commander, loyal to the Crown, and was the governor of 'Monsieur', child of the *duc* d'Orléans. He fought against Turenne when the latter was on the side of the Fronde and defeated him in battle.

10.72 **Nicolas de Neufville, marquis de Villeroy**. A loyalist general. Governor of the young Louis XIV, whom he allowed to play in the gardens of his Paris mansion.

10.73 **Armand Nompars de Caumont, duc de la Force**. A Huguenot, but loyal to the Crown, promoted to marshal in 1652.

10.74 **Charles de Schomberg, duc d'Halluin**. Onetime commander of the Hundred Swiss and governor of Metz. As might be expected, loyal to the Crown. During the Fronde he fought in Catalonia.

10.75 **Michel Le Tellier, marquis de Barbezieux**. Secretary of State for War. A Mazarin loyalist and father of the famous Louvois who served Louis XIV in the same role. Condé and d'Orléans tried time and again to have him removed from the Council, since he acted as Mazarin's agent when the latter was in exile. Eventually he was removed, but not for long.

10.76 **Josias Rantzau, comte de Rantzau**. A Danish mercenary from Kiel, he fought for France during the Thirty Years War, attaining the rank of *maréchal* in 1645 and becoming a familiar face at Court. Reckoned a brave soldier but not talented. Made governor of Dunkirk, Mazarin had him preemptively arrested in 1648 on suspicion of treason. Released in 1650 as part of a general amnesty, he died that same year.

10.77 **Henri de la Tour d'Auvergne, viscomte Turenne**. THE Turenne. One of the few men to be made Marshal General of France and a key figure during the Fronde. Initially he backed the *frondeurs* without really being one himself. This put him and his boss, Condé on opposite sides. But, he tried to help Condé when the latter was imprisoned. Finally, he fought for the Crown against Condé, defeating him in battle (barely). Turenne was not only one of France's greatest generals, he was so universally respected that he was buried with the kings of France; when the Revolution broke out and the bones of the kings were scattered, Turenne was reinterred with honour by the revolutionaries.

10.78 **Antoine III de Gramont, duc de Gramont**. Got his start under Richelieu. He once said he would kill Louis XIII if Richelieu ordered it. He had no truck with the Fronde and served the Crown loyally. His name appears a couple of times in literature under one of his other titles, the

*comte* de Guiche. Dumas uses the name and title for the character of Athos' son but the real man was completely different. Truer to life is his fictionalized role as anti-hero in *Cyrano de Bergerac*. It appears he really was a seducer of some note, and at one point was forced to go into exile after fighting a duel.

10.79 **Charles de La Porte, marquis de Meilleraye**. Another royalist hardliner and a first cousin of Richelieu. In addition to suppressing the first Fronde at Bordeaux he was a member of the Council, acted as a close attendant of the boy king, and briefly served as a Superintendent of Finances, doing a surprisingly good job, given what he had to work with.

10.7.10 **François Annibal d'Estrées**. Governor of the province of Île de France. An old man, he was brother to Henri IV's favourite mistress, and thus 'half uncle' to the legitimized Bourbon brood. Destined for the Church, he ended up as a marshal of France.

10.7.11 **Philippe de la Mothe-Houdancourt, duc de Cardona**. Unlike the others he was active in the Fronde from the start. Imprisoned for treason in 1644 for his participation in an attempt to set up the *duc* de Beaufort as Regent, he was also accused of 'taking a fall' at the siege of Lleida that year. He was released in 1648, upon which he promptly joined the Fronde. Like several other nobles, he switched sides during the period of calm between the Fronde of Parlement and the Fronde of the Princes, and in 1651 was reinstated as Viceroy of Catalonia. He did not last long, as he had to endure the shame of surrendering Barcelona in 1652, after which he retired from public life.

## 10.8 Governors & Councillors (Purple & Green)

Again, Spaces are (mostly) listed with reference to their location on the board — from top to bottom and from left to right.

10.81 **Gaston Jean Baptiste duc d'Orléans, Le Grand Monsieur**. D'Orléans is so important to the Fronde that he has been listed out of sequence. He was the original choice of Avatar for the Condéan faction. Gaston had a history of plotting against Richelieu and his brother Louis XIII, but was surprisingly supportive of Anne of Austria. In some ways he was above the Fronde. He tried to harness it but failed. At first he, Mazarin, and Condé combined against the Parlement. Then, he supported Mazarin and Anne against Condé. Then, he formed an uneasy alliance with Condé; by that time he had developed an irrational hatred of Mazarin. He also leagued with Retz, and the two at one point had effective control of Paris. Though in supposedly in alliance with Condé he let the Parisians

deny the latter aid. At the end of the Fronde he was forced to retire to his estates. Should there be a fifth-player expansion to the game, Gaston will get his own faction.

10.82 **Comte de Brienne, marquis de La Garnache, marquis de Châteauneuf.** Along with Le Tellier (see above) these three were secretaries of state, for foreign affairs, navy (and Maison du Roi), and Protestant affairs. All three held their posts throughout the Fronde, demonstrating loyalty to the Crown, though the Council was always a place for musical chairs.

10.83 **Claude de Mesmes, comte d'Avaux.** Acted twice as Superintendent of Finances. The d'Avaux family were most notable as diplomats. Office politics saw him ousted from the diplomatic role — for which his family continued to be well known for another century — and the finance job in 1649 was the regime's attempt to apologize. However, he died that year. He had two brothers, each of whom became a *président à mortier* in Parlement.

10.84 **Don Carlos de Joux, Barón de Batteville.** Usually called Watteville in the sources. He was a Swiss by birth, whose family were longtime vassals of the Habsburgs. He is best known as a Spanish diplomat, but he also had a military career in the Thirty Years War, serving with Spanish-Burgundian forces and in Italy, obtaining the rank of *maestro de campo* (major general) in 1648. His role as a Spanish envoy during the Fronde is a murky one — it was somewhat unofficial. On his own initiative he arranged to supply the Bordeaux Fronde and the Condéans in the Southwest with money and troops. Unfortunately the rank and file *frondeurs* regarded the Spanish as enemies. Watteville represents the various Spanish diplomatic figures with whom the *frondeurs* negotiated for aid. He became notorious for his embassy to England, which was a complete fiasco — his and the French ambassador's staff got into a street fight in which several people were killed.

10.85 **Charles d'Aubespine, marquis de Châteauneuf.** As Keeper of the Seals he had a key role to play when decrees were issued by the Crown. He spent time in prison for conspiracy before the Fronde and though added to the Council continued to associate with the *frondeurs*, particularly the *duchesse* de Chevreuse. An old man, he accepted the post of Keeper when Séguier (see below) was punished but was canned after it became apparent he was aiming at Mazarin's job.

10.86 **Jean-Arnaud du Peyrer, comte de Troisvilles.** This man was the template for Dumas' hero d'Artagnan's first boss. Troisvilles' career mirrors that of the fictional

d'Artagnan's in some respects, and he was also connected to the three men whom Dumas used for his musketeer characters. A loyal supporter of the Crown, he really had been captain of the Musketeers until that organisation was disbanded in 1646. Despite being an anti-Mazarinist he ignored the *frondeurs* and accepted the post of governor of the county of Foix.

10.87 **Bernard Nogaret de La Valette d'Épernon.** Mazarinist Governor of Guyenne and hated by the Bordelaise, who had an old feud with his family. He was the main reason Bordeaux joined the Fronde in the first place.

10.88 **Armand de Bourbon, Prince de Conti.** The Great Condé's brother. Condé forced the Crown to give him his princely title. The game board marks him as governor of Champagne but both he and Condé grabbed numerous governorships, including Languedoc, Burgundy, Provence, and Berri. Conti was only nineteen when the Fronde began, and had been destined for the Church, but never took holy orders. He was reputed to be of a mystical bent (possibly Jansenism, which was a mark against him in the eyes of the regime), and during his imprisonment went mildly mad, conceiving an unnatural passion for his sister, Madame de Longueville. She had that effect on men. Unlike his brother, Conti had engaged in her plots from the outset, and at the outbreak of the Fronde was made commander of Parlement's forces, pitting him against his brother. After his arrest and release he again joined the Fronde, but ultimately was won over by Mazarin.

10.89 **César de Bourbon, duc de Vendôme** and **Charles II, duc d'Elbeuf.** These men belonged to the vast Bourbon dynasty. Vendôme, a legitimized bastard of Henri IV, was extremely touchy on the subject, and greedy for prestige and positions that would enhance his legitimacy. Thus, he backed the Fronde early on but was open to the Crown's counteroffers. As head of his clan he played the common game of sending his sons to serve on either side. D'Elbeuf, of the extended House of Lorraine (or Guise), was an older man and loyal to the Crown — he had nothing to prove.

10.8.10 **Hercule de Rohan-Montbazou, comte de Rochefort.** The Rohans were a powerful dynasty connected by marriage to the Chevreuse and the Condé, but Hercule, the governor of Paris, remained loyal to the Crown. In his youth he had attended Henri IV and was in the king's carriage when that monarch was assassinated; he led the funeral procession.

10.8.11 **François de La Rochefoucauld.** The famous author, who was also a high aristocrat. He was one of the

leading Cabalists in the Fronde and appears in the chronicles whenever anything important happens, but he was too cynical to take the affair seriously. Some of his more egregious actions were dictated by his desire for La Longueville, whom he in turn used to advance his own career, and by a desire to score off an old lover, Madame de Chevreuse. He also commanded troops in the field.

10.8.12 **Henri de Lorraine, comte d'Harcourt.** A son of Elbeuf, also loyal to the Crown. He led troops in the pacification of the Southwest and fought a tidy little manoeuvre war against Condé outside of Rochefort.

10.8.13 **Henri II d'Orléans, duc de Longueville.** Governor of Normandy and ally of Condé. He was not one of the core *frondeurs*, however, and distanced himself from his young wife, the notorious (in every sense) *duchesse* de Longueville. He was imprisoned with Condé as a 'known associate' and had no love for Mazarin. However, his attempts to raise Normandy for the Fronde on behalf of Condé and his wife were halfhearted. In fact, he sent the Crown what taxes he could collect.

10.8.14 **Charles Amadeus de Savoie, duc de Nemours.** The House of Savoy had strong ties to France and the semi-independent House of Lorraine. The Nemours branch of what would become the Italian royal dynasty came from well down the list of about twenty-plus sons and remained on the French side of the Alps. Nemours was a *frondeur*. He was married to a Vendôme and was one of La Longueville's lovers. He also shared another lover with the *duc* de Beaufort. In 1652 these facts, plus a dispute about rank, plus the fact that Nemours was just a hotheaded ornery cuss, led to a duel between himself and Beaufort that resulted in his death.

## 10.9 Other Person Spaces

Because these Spaces tend to be grouped by function or by family connections, the descriptions follow a roughly anti-clockwise circuit around the board.

10.91 **Anne of Austria.** The Queen Mother was a Spanish princess. She is known as Anne of Austria because the name 'Habsburg' is an anachronism used by historians. They were the House of Austria — even the Spanish side. The Commentary gives her a full biography. Seen in a mystical sense as the Mother of France, she was highly respected, and an extremely powerful woman, with an iron will. No one was able to unseat her as Regent, not even her dead husband. She and Mazarin made an unbeatable team. (Alas, there is no truth in the rumour that they were lovers — but Mazarin did function as a surrogate father figure for the boy king.)

10.92 **Pierre Séguier, Chancelier de France.** Séguier had been around the Administration forever. Loyal to the Crown, he was also heavy-handed in his approach to problems and in the early days of the Fronde quickly became one of the most hated members of the Council. The Parisians made an attempt to kidnap him to exchange for their imprisoned hero, Broussel, and they were not gentle — but he got away. Technically, he was Keeper of the Seals for most of the period but that position and the chancellorship were periodically separated.

10.93 **Mathieu Molé.** Born in 1584, Molé had a typical career for a Noble of the Robe (state bureaucrat). The son of an attorney general, he became a councillor in 1606, president of requests (appeals) in 1610, attorney general in 1614, and in 1641 Louis XIII made him premier president of Parlement — the only judgeship that was a royal appointment. His relations with the Crown under Richelieu were generally good, though his obstinacy became proverbial and sometimes got him into trouble. In the buildup to the Fronde, when Parlement was drafting what amounted to a national constitution, he acted as honest broker between them and the Crown. Parlement, and indeed the City of Paris, charged him with obtaining the release of Blancmesnil and Broussel, which he managed to pull off at some personal risk from all concerned. Later, he negotiated the Peace of Rueil that more or less ended the Fronde of Parlement; he also acted to prevent a fracas between the supporters of Retz and Condé, again at some personal risk. In 1651, though he refused all honours, he was given the post of Keeper of the Seals in place of Séguier. The hotheads on either side tried to intimidate him, and often found his balanced attitude frustrating. An opponent of Mazarin, Molé was too patently honest and too well respected to be removed from his post even when he took Parlement's side.

10.94 **Omer Talon, advocats-général.** The AG, Omer Talon, opposed the Crown's attempt to encroach on Parlement's authority, but often took the Crown's side against the more populist elements of the Fronde. His father had been, among other things, the Chancellor of Queen Marguerite (Henri IV's wife). Talon took the bar in 1613 and occupied his brother's place as a lawyer in 1631. He was long an opponent of Richelieu and noted for his staunch defence of Parlement's privileges. His eloquence made him even more dangerous.

10.95 **Jean-Antoine II and Henri II — the De Mesmes brothers.** These men were *présidents à mortier* in the Parlement of Paris. That is, they were senior judges. They were included in the game to display the clannish nature

of the Parlement, where certain courts were the preserve of certain families, and where dynasties of the Robes were created in emulation of the First Estate.

**10.96 Nicolas and René Potier de Blancmesnil.** Blancmesnil was the son of Nicolas IV Potier de Novion. Nicolas IV, a president of the Chamber of Accounts, died in 1628; the Nicolas on the game board is Blancmesnil's cousin. Blancmesnil was also the nephew of Augustin Potier, Bishop of Beauvais (whom Cardinal Retz once described as 'dumber than all the idiots you know'). He became premier president of the Chamber of Appeal in 1645, which put him under the spotlight when the lower courts in Parlement started insisting on national redress for the Crown's impositions. He was arrested (and released) along with Broussel. After the Fronde he seems to have led a quiet life, dying in 1680.

**10.97 Jean-François de Gondi.** The Archbishop of Paris seems to have played no role in the Fronde. Extremely rich, he was an old man and almost a recluse, leaving public affairs to his ambitious son, Retz. Given his social position and his connection to the secretary of the Maison du Roi he could not be excluded. He was the first archbishop Paris ever had.

**10.98 Léon Bouthiller, comte de Chauvigny.** Dismissed as secretary of state for foreign affairs before the Fronde, he was still entitled to sit on the Council. He was an anti-Mazarinist and a tool of Condé's, and a handy sacrifice on the altar of reconciliation.

**10.99 Pierre and Louvière Broussel.** There is not much to say about Louvière. He was Pierre's son, active in Parlement, a *frondeur*, and was for a time made acting governor of the Bastille by Parlement on behalf of his father. The elder Broussel (1575-1654) was a highly respected figure in Paris. A royal councillor, he lived modestly, unlike some of his peers, and could often be seen walking the streets and talking to ordinary folk, who called him the 'father of the people'. Broussel acted as a royal councillor in Parlement. A Moderate, he was also a political theorist, fond of articulating radical theories just to see where they would lead. This made him dangerous and the Queen Regent ordered his arrest, an act that sparked the Fronde of the Parlement and a general insurrection in Paris. The Crown was forced to release him. In 1651 the Fronde made him Provost of the Merchants of Paris, or city mayor. Unfortunately, after the Fronde he was denied amnesty and died in exile.

**10.9.10 Louis-François le Fèvre de Caumartin.** Born in 1624, his father had been *garde de Sceaux* (Keeper of the Seals). He himself served as a councillor in the Parlement de Paris before the Fronde, and after, became a *maître des*

*requêtes*, served as *intendant* for Champagne, and as a royal commissioner to the estates of Brittany. With regard to the Fronde, he naturally took the side of Parlement. He was Retz's chief confidant and advisor, both of them sharing the same mistress — the young and beautiful Mme de Chevreuse.

**10.9.12 Giovanni Battista Pamphilj — Pope Innocent X.** Innocent X's reign began on 15 September 1644 and lasted until 1655. His involvement in the Fronde is only tangential. He was a Spanish-backed pope where his predecessor had been pro-French, was an opponent of Mazarin, and a sponsor of Retz. He played more of a role in the war of the Irish Confederates against the English regime. On the plus side Innocent was a strong pope who promoted general education, but he was also charged with greed, thanks mainly to the pernicious influence of his sister-in-law. There is a famous painting, done about a decade before he became pope, of St. Michael trampling the Devil; Satan's face is that of Pamphilj.

**10.9.13 Elboeufs and Vendômes.** The bottom right corner of the board features the interconnected Bourbon-Vendôme and d'Elboeuf-Lorraine clans. Some have already been discussed as Governors. The remainder include Charles III d'Elboeuf, son of the duke, and three children of Vendôme — the *duc de Mercœur*, *duchesse de Nemours*, and *duc de Beaufort*. Also included in the group are Gaspard IV Coligny, *duc de Châtillon*, and his wife. Gaspard was the son of the famous Coligny who was *amiral de France* during the Wars of Religion. A *frondeur*, he died at the Battle of Charenton in 1649, leaving his wife free to flirt with both Beaufort and the *duc de Nemours*; they had been estranged before his death. The duel between Nemours and Beaufort has been mentioned already. Both were prominent *frondeurs* in both phases of the Fronde; Nemours, however, spent much of his time soldiering on the Frontier, while Beaufort became one of the leading lights in Paris. He could play the part, was personally brave, and commanded some authority with the masses, but overall he was a lightweight. Mercœur is the Vendôme whom his father placed in the opposite camp to hedge his bets. The young man had a rivalry with his brother that made this an easy cross to bear. He was slated to marry one of Mazarin's many nieces. Charles III d'Elboeuf remained loyal to the Crown. Reflecting the international span of the d'Elboeuf dynasty, one of his sons would become an Imperial field marshal. Following one of the connections into the center of the board there is also Gaston Henri de Bourbon, *évêque* (bishop) de Metz. Another legitimized son of Henri IV, and thus half-brother of Louis XIII and also of the *duc de Vendôme*, Gaston was a loyalist. Known as

the *duc* de Verneuil (1663), he was never ordained, and never actually lived in Metz. He had a tenuous connection to Bernard de Nogaret. After the Fronde he served Louis XIV as ambassador to England.

**10.9.14 The Chevreuse Circle.** These people were either of the House of Guise or leagued with them. The Guise were the heavy-hitters of the Wars of Religion but most had by now made their peace with the Crown. Nevertheless, they remained in a competitive mood, jostling for power with their rivals like the Longuevilles and the Condés. They leaned toward the *duc d'Orléans'* party rather than Condés, particularly after a marriage proposal that was supposed to link the two houses turned into a fiasco. At the center of the group, so far as the Fronde is concerned, were Madame and Mademoiselle de Chevreuse. The mother was an habitual intriguer. In the previous reign she had conspired against Richelieu; now she conspired against Mazarin. The difference was that under Richelieu Queen Anne had been a fellow conspirator, while now she and Mazarin were close allies. The daughter had been raised to partake of conspiracy, but she was very young, and in the Fronde she was mainly a pawn. Among her lovers she counted La Rochefoucauld, Caumartin, La Trémoille, and even Retz. Only La Trémoille, the *duc* de Noirmoutier, remains to be discussed out of that group. He was a significant *frondeur*, described as a well regarded military officer, 'bold and enterprising', and singled out for his distinguished service at Lens in 1648. On the other hand, he had at one point in his career led a Spanish army against France. Early in the Fronde he was an agent of Retz's but they became estranged because famously, he hinted to one of the latter's mistresses that Retz had venereal disease, and also because he promoted the scheme of marriage that would see their shared mistress, Mme. de Chevreuse, joined to Mazarin's nephew, Paolo. Also connected to Rochefoucauld and the *duchesse* de Longeville, he was one of the facilitators who persuaded both the *duc* de Longueville and the Great Condé to side with the Fronde. The marriage scheme, by the by, was wrecked when Paolo was killed at the Battle of the Faubourg Saint-Antoine in 1652. Mme de Chevreuse died the same year, aged only 25.

Mme de Chevreuse was the third daughter of Madame de Chevreuse and the *prince* de Joinville (also *duc* de Chevreuse). Her other sisters were nuns. Joinville was brother to the *duc* de Guise, Henri II. Neither man participated in the Fronde; Henri had been taken prisoner by the Spanish in a failed bid to carve out a kingdom for himself at Naples, in 1647. A 'loyal' Guise, despite some plotting against Richelieu, he had been made archbishop

of Reims at age 15. Joinville was much older than his wife, and distanced himself from her scheming. The age gap led to a curious love triangle, with Joinville taking as mistress Madame de Chevreuse's own step-mother, the *duchesse* de Montbazon. Apparently the arrangement was an amicable one. Both women were of the House of Rohan, Madame de Chevreuse by birth and the other by marriage to Hercule de Rohan-Montbazon, and both women were inveterate plotters who hated Mazarin.

No doubt the reader is thoroughly confused by now, so, to recapitulate, the second wife of Hercule de Rohan-Montbazon (he who was Governor of Paris) and his daughter, Madame de Chevreuse, were both committed *frondeuses*. The granddaughter, Mme de Chevreuse, was involved in the Fronde but primarily as a pawn. Madame de Chevreuse was married into the House of Guise, namely to the *prince* de Joinville. That branch of the family were loyalists, or in Duke Henri's case, out of the picture. One other Guise features on the board, Joinville's nephew, the *duc* de Joyeuse. He actually held the title of Grand Chamberlain before his uncle; the lad was 22 at the time. This gift, and the restoration of the title of Joyeuse, was part of the new regime's general policy of reconciliation after the death of Richelieu and Louis XIII. Joyeuse played no major role in the Fronde, serving mainly with the Army.

Two more of the 'Lorrainers' tie in with these people, Henri Chabot, *duc* de Rohan-Chabot, and the Princess Palatine. Henri Chabot (1616-1655) came from impoverished Poitou nobility, but in 1645 he married the rich heiress, Marguerite, *duchesse* de Rohan; in 1648 the Regency allowed him use of the ducal title in his own right. The marriage, by the by, was seen as a grave insult to the Rohan — previous suitors had included the *comte* de Soissons, Prince Rupert of the Rhine, and the Duke of Saxe-Weimar. Part of the marriage agreement allowed the woman to retain her dignity as a 'foreign princess'. The marriage was not something forced on her; she very much desired it. Interestingly, the boy king, Louis XIV, prevailed upon his mother to allow the love match. The Princess Palatine was much more significant in the Fronde, though mainly as a facilitator, through the famous salon than she ran. Anne Marie de Gonzague de Clèves-Nevers was the youngest daughter of the Duke of Mantua and Montferrat; her mother was the daughter of the *duc* de Mayenne. The dukes of Mantua belonged to a cadet branch of the Gonzagas known as the Nevers, who remained French. The Princess was born in France and lived there most of her life. She also claimed descent from one of the popes. The name Princess Palatine came from her marriage to Edward of the Palatinate, sixth son of the

Winter King, Frederick V. She was thus related by marriage to the English Crown. She had a wild life in her early days. The *duc* de Guise contracted a secret marriage with her — or so she claimed — and when he repudiated her she brought a lawsuit against him and chased him all over Europe, sometimes dressed as a man. Considering she had originally been destined for the cloister, her lifestyle was regarded as deliciously salacious. Later in life she returned to her Ultra views and became a reformed character.

10.9.15 **The Condé Circle.** On the board this group surrounds the *prince* de Condé. The personalities shown can be broken down into two groups, the La Tour d'Auvergne crowd and Condé's lesser clients. There are also two isolated figures, the *marquis* de Sauveboeuf and the *marquis* de Lusignan. Both were Condéens, but involved in the Bordeaux Fronde and connected with Condé through the Longuevilles. Sauveboeuf became a front man for the Ormée and helped steer affairs in Condé's favour. Lusignan was involved in the earlier Bordeaux Fronde. The Prince's other clients are the *comte* de Tavannes and Pierre Lenet. Tavannes was a soldier, almost a soldier of fortune, and Condé's chief lieutenant on the battlefield. Lenet was a Noble of the Robe, originally from Dijon, who acted as Condé's agent, especially when arranging deals with the Spanish. His title of *procureur général à la table de marbre* was a fancy name for 'minister for waters and forests' (the marble table being an item Parlement used on feast days).

Of the La Tour d'Auvergnes, Turenne is the most famous, but their involvement in the Fronde is mainly due to his brother, the *duc* de Bouillon, who was head of the House. Their mother was a daughter of William the Silent, so they had strong ties to the United Provinces; Turenne's first military service was in the Dutch Army. He himself was a Huguenot, like his mother. The father had been *prince* de Sedan, and Sedan was an independent state. Having lost the property to France, Bouillon wanted it back. This is why they joined the Fronde. Once he got what he wanted, Bouillon was happy to pledge his loyalty to Louis XIV.

Henri-Charles de La Trémoille, *prince* de Tarente (Taranto), was a La Tour d'Auvergne on his mother's side. Born a Huguenot, he converted to Catholicism, then switched back, thanks to the conflicting policies of his parents. He joined the Fronde in 1651, principally in support of Condé, commanding troops in the Huguenot lands around Saintogne, and remaining in the Prince's corner during the Spanish phase of the latter's career, spending some months in prison in 1656. He is said to have been only slightly less proud and haughty than Condé himself.

Technically, he was only *duc* de Thuars, but he won the Taranto name from Louis XIII as a 'title of pretence' — a 'pretender' recognized by the King of France. It gave him the exalted rank of a *prince d'Étranger* at Court.

10.9.16 **The Spanish.** The Spanish were heavily involved in the Fronde. From their point of view this was a repeat of the Wars of Religion and they happily sponsored any group of malcontents who approached them. (The French did the same to them.) King Felipe IV refused to join the rest of Europe in making peace at the end of the Thirty Years War. He was convinced France would give in with just one more push. (And the French thought the same about Spain.) So, the war lasted until 1659. Unfortunately for Spanish plans, French xenophobia was at least as virulent as Spanish xenophobia; even the *frondeurs* who took their money distrusted them. Three 'Spaniards' are present on the game board, but one of them is an Imperial governor and the other an independent Imperial prince.

Watteville has already been discussed. Erzhog Leopold (1614-1662) was a younger brother (sixth out of seven) of the Emperor, Ferdinand III. Though belonging to the Austrian branch of the Habsburgs he was key to the Spanish cause in his role as Governor General of the Spanish Netherlands. Though he fought in the Thirty Years War, and against the French on their northeastern frontier, his main passion was Art; he amassed a vast collection and employed numerous artists, particularly of the Dutch and Italian schools.

Lorraine was not part of France, it was part of the Holy Roman Empire, and under that umbrella it enjoyed a semi-autonomous status. But the ruling dynasty was deeply intertwined with the House of Bourbon — a state of affairs that had existed ever since Lotharingia came into being. The Duke of Lorraine, Charles IV (1604-1675) had a bad relationship with his Bourbon cousins. So bad, in fact, that since 1633 his lands had been under French occupation, and in 1641 were made a French protectorate under his rule. During the Fronde he was an independent agent, though he cooperated with Archduke Leopold and supplied the latter with mercenaries. Though in 1651 and 1652 he made attempts to aid his old anti-Richelieu ally, the *duc* d'Orléans, by marching on Paris, his men were more interested in looting the Champagne region and he proved willing to be bought off by Mazarin. In contemporary opinion he was seen as devious, underhanded, and dishonourable, but some of that might be put down to French chauvinism. He also ran a side campaign in, of all places, Ireland. In 1651 Cromwell was planning an invasion of that island and Charles, currently without a country of his

own, was approached with an offer to become Protector of Ireland. In 1652 he paid for supplies to be dispatched on several ships, but the plan to become Protector fell through thanks to the opposition of men loyal to the exiled King Charles II, who wanted the latter restored to all three of his kingdoms.

10.9.17 **Gaston d'Orléans & Friends.** The last group of historical figures to be discussed are those grouped around the King's uncle, Gaston d'Orléans, *le Grand Monsieur*. (The king's brother was always styled *Monsieur*. Gaston retained the title after Louis XIV's brother Philippe was born in 1643, but was then styled *Grand Monsieur*. Upon his death this special title went into disuse.) D'Orléans complex character is hard to unpack and the details are best left to the game's Commentary. In brief, he had plotted unsuccessfully against his brother and Richelieu, but in the Regency he began by supporting the Queen, and almost always stood for stability. His drift into the Fronde seems to have been driven by opposition to Mazarin, with whom he at first worked amicably but eventually came to hate. Though he was in alliance with Condé, he created a separate faction for himself from the *frondeur* elements of Parlement and the city administration of Paris, and was as much in league with Retz as with the Prince. Unfortunately for him, there was an indecisive streak in his nature. Ultimately, Mazarin obtained his exile (1652) to his estates at Blois, where he remained until his death.

Of Gaston's family, his first wife, Marie de Bourbon, *duchesse de Monpensier*, died less than a year into their marriage, leaving one daughter. His second wife, Marguerite, seems to have played no major role in the Fronde except when in 1652 she sent for her brother, Charles of Lorraine, to help their cause. The daughter, Anne Marie Louise d'Orléans, *duchesse de Montpensier*, ak.a. *Mademoiselle*, or *La Grande Mademoiselle* (1627-1693), did play a role, and a significant one. She was not initially involved in the Fronde, being more concerned with overcoming a bout of smallpox, but in 1650 she and her friend, the *princesse* de Condé, travelled to Bordeaux, where, by her own account, they were instrumental in ending the siege of that city through negotiation. This unfortunately led Anne of Austria to suspect them of being out and out *frondeuses*. It was true that Mademoiselle always disliked Mazarin intensely. She had a more active role during the Fronde of the Princes, when she effectively became her father's agent — though again, there is a sense that he was *her* agent. She was reputed the wealthiest princess in Europe, but suitors were few and far between. When she was a child, she was determined to marry the newborn Louis XIV,

calling him her 'little husband'; the King thought this was cute, but Richelieu reprimanded her. One real, if equally unsuitable, suitor around the time of the Fronde was the Great Condé. He and his wife were estranged. The wife, Claire-Clémence de Maille-Brézé, otherwise *Madame de Princesse*, was nonetheless a close friend of *Mademoiselle*, and at one point during the Fronde became gravely ill, opening up the possibility of the marriage. The other act she is famous for during the Fronde is the firing of the Bastille's guns. Condé's army was trapped against the eastern walls of Paris, with the royalists closing in. By hook or by crook she obtained written orders from her father authorizing the opening of the gates to let the *frondeur* army into the city, and to cover the retreat she ordered the Bastille cannon to fire on the royalists. Unsurprisingly, she was sent into exile when the Fronde collapsed.

### 10.10 Musketeers

No game about the Fronde would be complete without the great fictional characters of Alexandre Dumas' Musketeers; d'Artagnan, Athos, Porthos, and Aramis. The Musketeer series is historical fiction, but the Musketeers were based on a real trio of Navarrese cousins noted by contemporaries for their swordsmanship and (somewhat tamer) adventures, who joined the Musketeer Company in 1640. Athos, who in the book is the *comte* de la Fère (the conceit being that the Musketeers each take a *nom de guerre* because of their high rank) was based on one Armand de Sillègue d'Athos d'Autevielle. Porthos, or M. du Vallon de Bracieux de Pierrefonds, was based on Isaac de Porthau, and Aramis, the Chevalier (or Abbé) René d'Herblay, was Henri d'Aramitz. As noted above the *comte* de Troisville was the Captain of the Musketeers; in the books he is called Tréville. The real 'Athos' was a distant cousin of his from Brittany, while 'Porthos' was a recommendation from his brother-in-law, and 'Aramis' a first cousin. (This brother-in-law was the *seigneur* des Essarts, providing Dumas with a name for the rival Essart's Company.)

Ironically, the real trio were of lower status than the real d'Artagnan, who was actually a count, and whom the men once had the privilege of meeting; from this obscure bit of historical trivia Dumas spun his entire yarn. The real d'Artagnan was Charles de Batz de Castelmor, *comte* d'Artagnan, an important agent of Mazarin's during the Fronde and a staunch supporter of Louis XIV afterward. He did, for example, really arrest the finance minister, Fouquet — an event recounted in *The Man in the Iron Mask*. He died much as he dies in the last book, mortally wounded during the Dutch War, though Dumas has him just about, but not quite, receiving a marshal's baton as

he is struck down. In reality the baton was attained by one of his relations.

On the board, D'Artagnan is linked to the Louvre because in the book that was where Mazarin picked him up, serving a boring guard detail. By his various associations in the book Athos can be identified as a client of Noirmoutier, though the book makes the pretence of hinting that Madame de Chevreuse is his son's mother, which might be a better connecting link. Porthos is fairly clearly identified as a client of Longueville, based on where he lives. Aramis was (of course), Mme de Chevreuse's lover.

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