

The Write to Rule

Components



80 Realm Cards



4 Reference Sheets



22 Scheme Cards



12 Upbringing Cards



15 Heraldry Cards
(5 of each type)



4 Dry Erase Pens
(1 of each color)



100 Banner Cubes
(20 of each color)



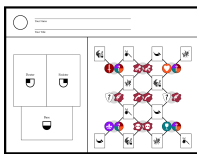
4 Alliance Tokens



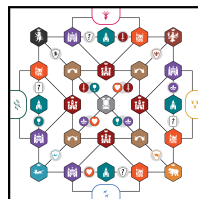
1 Council Token



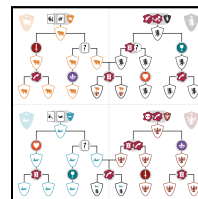
12 Player Tokens
(3 of each color)



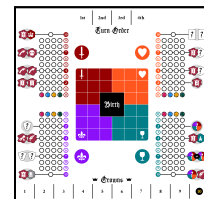
4 Personal Boards



1 Map Board



1 Nobility Board



1 Council Board

The Monarch is dead. You and your siblings must now compete to see who will succeed them to the Throne. Make strategic alliances by influencing noble families, rally your banners and march them into key holdings, boast of your mighty deeds and virtuous character, and prove to the realm that you alone have the right to rule.

Overview

In The Write to Rule, players will be drafting cards from a shared pool to improve their claim to the throne and earn  **Crowns** (Victory Points).

Players will draft cards strategically to take actions and interact with the various boards, triggering bonus actions and rewards.

If a player reaches **10  Crowns** at the end of a round, it triggers the end of the game. After final scoring, the player with the most ** Crowns** wins the game and takes the throne!

The Claimants

Each player will take on the role of a different Claimant. The Claimants are referred to and ranked by their Birth Order:



Firstborn



Secondborn



Thirdborn



Fourthborn

Golden Rule: Ties are always broken in Birth Order including End of Game Scoring

Winning the Game

 **Crowns** symbolize your Right to Rule.

If one more players has **10 or more  Crowns** at the end of a round, the end of the game is triggered and each player will total up their ** Crowns**.

You will receive  **Crowns** from:

- **The Nobility:** Forming Alliances with the Noble Families
- **The Map:** Having control of key holdings and The Capital
- **The Council:** Being first in turn order after the final round
- **Schemes:** Secret cards you reveal at the end of the game

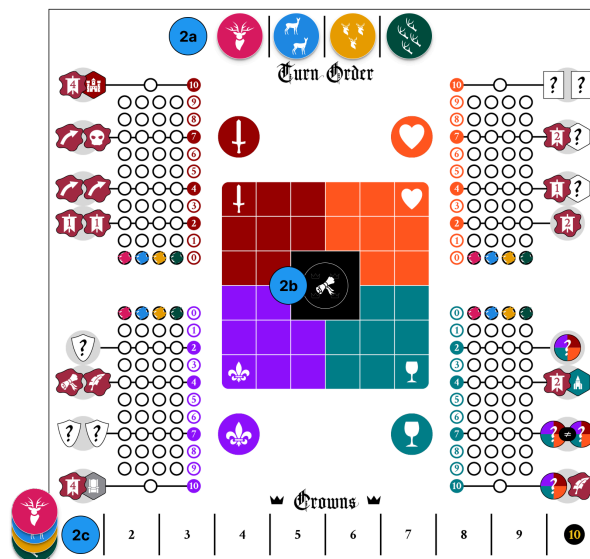
Whoever has the most  Crowns at the end of the game wins!

Setup

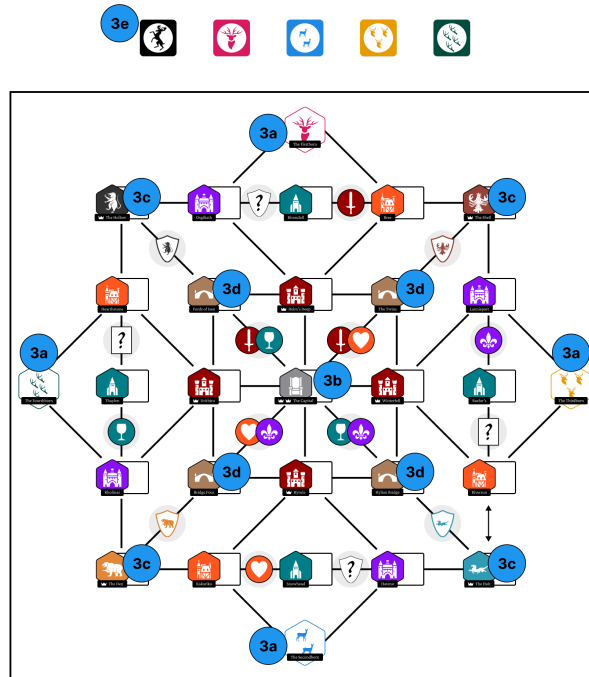
Initial Setup

In a two player game, you will not need the Thirdborn Tokens, Pen and Banners.
In a three player game, you will not need the Thirdborn and Fourthborn Tokens, Pen and Banners.

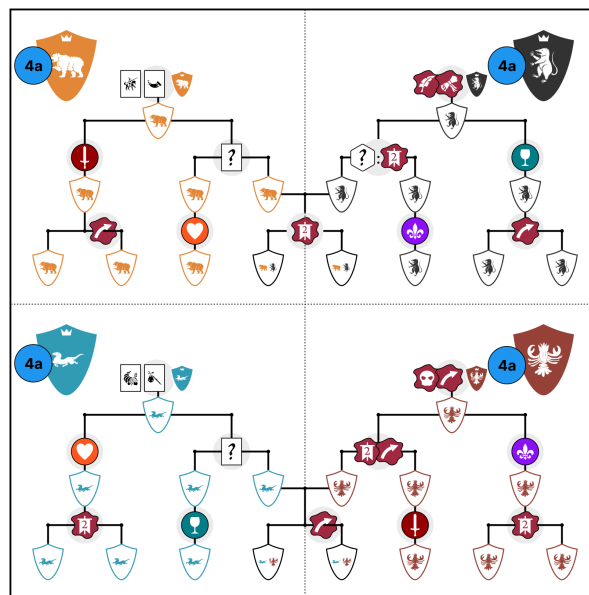
1. Place the **Council Board** in the center of the table:
 - a. Place one of each Claimant token on the turn order track in birth order
 - b. Place the Council token in the center of the board on the Birth space
 - c. Place one of each Claimant token to the left of the  **Crown** track



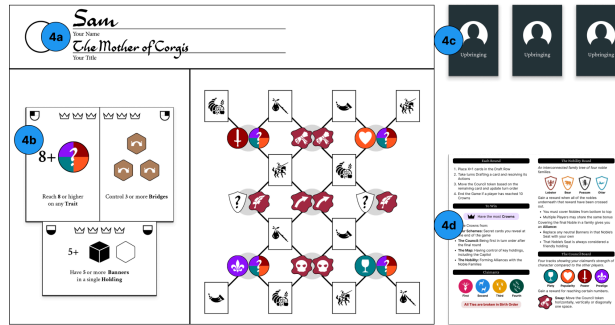
2. Place the **Map Board** to the right of the Council Board:
 - a. For each Claimant: place 2 Banner cubes in their matching holding
 - b. Place 4 Neutral Banner cubes in the Capital holding
 - c. Place 3 Neutral Banner cubes in each Noble Family holding
 - d. Place 1 Neutral Banner cube in each Castle holding
 - e. Place the remaining banners in supply piles according to their color



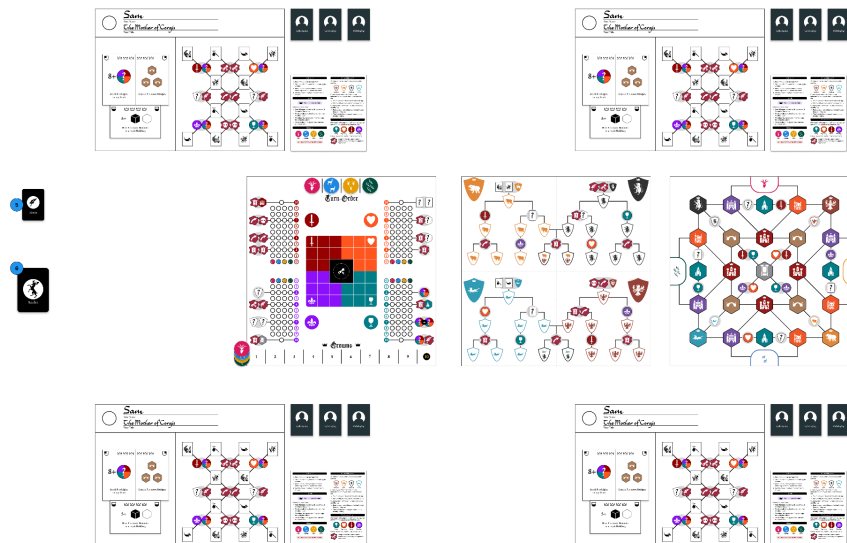
3. Place the **Nobility Board** to the right of the Map Board:
 - a. Place the four Alliance tokens in their spots on the board



4. Each players takes a blank **Personal Board**
 - a. Each player writes their name on their board, and makes up a fun title for their claimant (ex: "*Sam: The Mother of Corgis*")
 - b. Give each player a random Heraldry card of each type (Dexter, Sinister, Base) and place it faceup in the Heraldry section of their Personal Board
 - c. Deal each player 3 random Upbringing cards
 - d. Give each player a Reference sheet



5. Shuffle the Realm cards to form the Realm Deck and place it facedown to the left of the Council board.
6. Shuffle the Scheme cards to form the Scheme Deck and place it facedown to the left of the Council board.
7. Place the remaining Claimant token and pen off to the side. You will choose a Claimant before the first round of the game when you Bid for Birth Order.



Gameplay

Boards & Actions

Before you start playing, familiarize yourself with the Boards and their associated Actions:

The Nobility Board

An interconnected family tree of four noble families. Family members must be influenced from the bottom of the tree to the top (younger to older), and rewards on the Nobility board may be shared with other players.



Influence Noble

Cross out a matching noble. Gain a reward when all of the nobles underneath that reward have been crossed out.

An older noble cannot be crossed out unless the younger nobles underneath it have been crossed out.



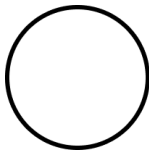
Alliance

Gain the matching Alliance Token.

Then replace any neutral Banners in that Noble's Holding with your own. That Holding is now under your control unless occupied by enemy Banners.

The Council Board

Four tracks showing your claimant's strength of character compared to the other players. Your ranking on the trait tracks is also used to determine turn order via the Council token.



Prove Trait

Cross out the next circle on the matching trait track. Gain a reward for reaching certain numbers.

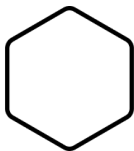


Sway

Move the Council token horizontally, vertically or diagonally one space

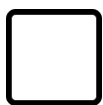
The Map Board

A map of the kingdom showing various holdings connected by roads.



Holdings

Holdings are not crossed out, but are considered under your control if they contain your banners. Gain a reward by controlling both holdings connected to it.



Banners

Banners represent armies loyal to your cause and can be placed at holdings.

Battles occur if Banners from multiple sides are present in a holding. Simultaneously remove 1 Banner from each side until

at least one side has 0 Banners.



Rally

Place X of your Banners from the supply into a Holding under your control.

The holding matching your claimant is always under your control.



Rally to a Holding

Place X of your Banners from the supply into a matching Holding regardless of control.



March

Move any number of your Banners from a single Holding to another over a road.



Raid

Remove any 2 Banners from a single Holding to the supply.

Personal Board

Your personal board collects your alliances, the objective cards that make up your heraldry, and tapestries of the mighty deeds you've accomplished.



Accomplish Deed

Cross out a matching deed. Gain a reward by crossing out all of the deeds connected to it.



Scheme

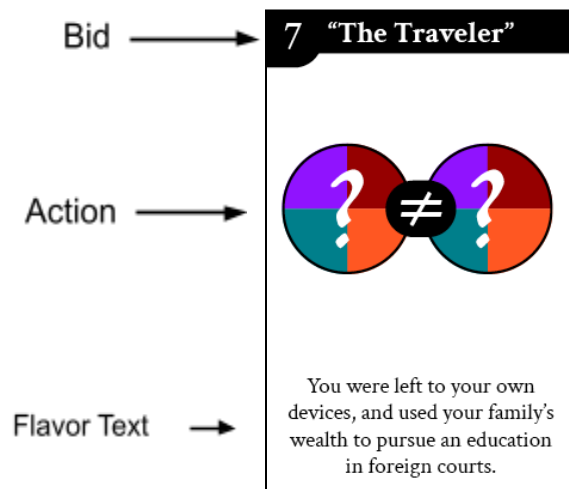
Draw a Scheme card and add it to your hand

If an action has a ?, treat it as a wild Action of that shape.

Bid for Birth Order

Before starting the first round of the game, you will bid for Birth Order by secretly playing an Upbringing card from your hand.

Each Upbringing card contains a unique bid number, an action and some flavor text.



Once everyone has picked an Upbringing card, reveal them simultaneously and compare your **Bid** numbers.

Starting with the lowest Bid, that player becomes the **Firstborn** claimant and takes the pen and the remaining token of that color. Then, they read the card's **Flavor Text** out loud and take its **Action**.

Repeat until the remainder of the Claimants have been distributed (Secondborn, then Thirdborn, then Fourthborn), then return all remaining upbringing cards to the box.

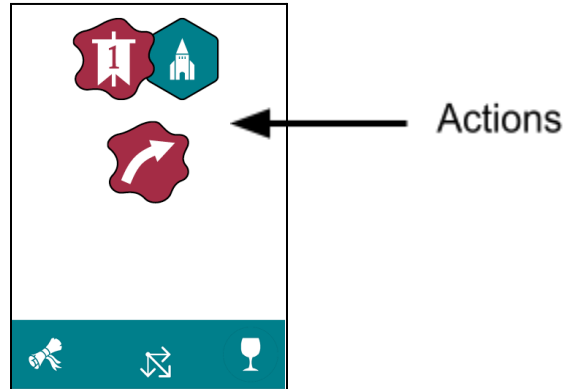
Round Structure

1. Build the Draft Row

Reveal cards from the Realm Deck equal to the number of players + 1, and place them faceup next to the Deck to form the Draft Row.

2. Draft Cards

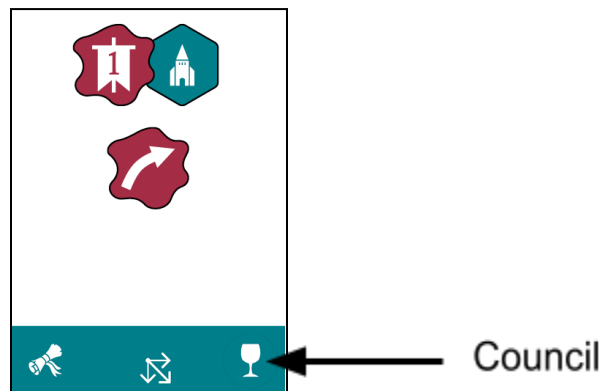
In turn order, players choose a card from the Draft Row and resolve its Actions (in any order), then place it in their personal discard piles.



Each player's turn only ends once they have finished resolving all of their actions, including any additional actions they may earn as a reward.

If you cannot fully resolve an action on your turn, resolve as much as you can and ignore the rest.

3. Determine Turn Order



The last player in turn order then moves the Council token horizontally, vertically or diagonally based on the arrows on the bottom of the remaining card in the draft row.

Update the Turn Order according to the following:

- If the Council token favors a certain trait, arrange the turn order based on who leads that on that trait track (remember that Birth Order breaks ties)
- If the Council token is in the center, arrange the turn order based on Birth Order.

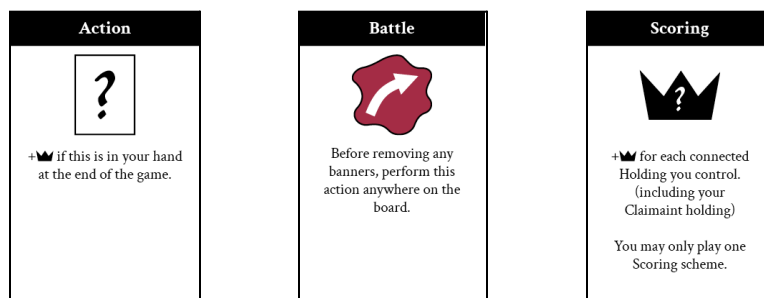
4. End Game Check

If at least one player has reached **10 or more** **Crowns**, or there are not enough cards to build the Draft Row for the next round, proceed to End of Game Scoring.

Otherwise, discard the remaining card in the Draft Row to the realm discard pile and start a new Round.

Schemes

Scheme cards represent the plots and intrigue your Claimant is involved in. They provide new opportunities on your turn and during battles, and can even offer additional **Crowns** at the end of the game.

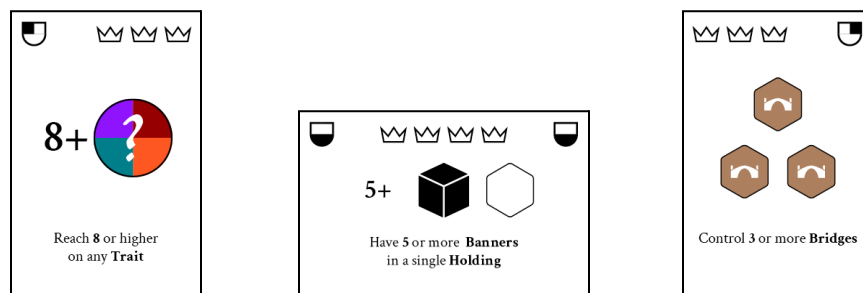


The top of every scheme card shows the window in which it can be used:

- You may play an **Action** card at any time during your turn. Some Action cards are worth **1** **Crown** if they are still in your hand at the end of the game.
- You may play a **Battle** card only during a Battle you are involved in.
- You may play an **Scoring** card only at the end of the game to earn additional **Crowns**. You may only play one Scoring Scheme at the end of the game, even if you have multiple in your hand.

Heraldry

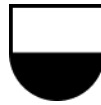
Heraldry cards represent achievements you can fulfill to earn **Crowns**.



Start the game with one of each type:



Dexter



Base



Sinister

Once you have completed the objective on a heraldry card, flip it over and gain the listed **👑 Crowns**.

- Each type of Heraldry can only be completed once
- Once flipped, a Heraldry card cannot be unflipped even if you no longer meet its requirements

Gaining Crowns



Crown
Victory Points

Whenever you gain a **👑 Crowns** by forming an Alliance with a Noble family, controlling a Holding with one or more **👑 Crowns** symbols, or completing a Heraldry objective, move your claimant token up the Crown Track on the Council Board the matching number of spaces.

If you lose control of a Holding with one or more **👑 Crowns** symbols on it, move down the **👑 Crown** Track that many spaces.

If a player has ten or more **👑 Crowns** at the end of a round, it triggers the final round of the game.

A hollow 👑 Crown indicates you can score crowns by flipping that card or token over.

End of Game Scoring

Before comparing your **👑 Crowns**:

1. Flip the Council token over, and reward it to the Player who is currently first in turn order.
2. Reveal any Scheme cards that award **👑 Crowns**.

Whoever has the most 👑 Crowns wins!

In the Regnal List on the back of the rulebook, record your name, title, and the date your reign began. For every time your name appears in the list, add a roman numeral after your name.

Ex: After Matthew's fifth victory, he will write "Matthew V".

Actions & Boards Reference

The Nobility Board

An interconnected family tree of four noble families. Family members must be influenced from the bottom of the tree to the top, and rewards on the Nobility board may be shared with other players.



Lobster



Bear



Possum



Otter



Influence Noble

Cross out a matching noble. Gain a reward when all of the nobles underneath that reward have been crossed out.

An older noble cannot be crossed out unless the younger nobles underneath it have been crossed out.



Alliance

Gain the matching Alliance Token.

Then replace any neutral Banners in that Noble's Holding with your own. That Holding is now under your control unless occupied by enemy Banners.

Additional Rules

- The dashed lines divide up the four families.
- Once a Noble has been crossed off, no one else may claim it.
- If a Noble has two symbols on its shield, either one may be used to claim it.
- If multiple players share in a reward, the player whose turn it currently is resolves all of their remaining Actions first, then any remaining players do so in turn order.

- If you are the only player who has crossed out a Noble underneath that Reward, you only receive that Reward once.
- Once an Alliance token has been claimed, it cannot be taken away.

The Council Board

Four tracks showing your claimant's strength of character compared to the other players. Your ranking on the trait tracks is also used to determine turn order via the Council token.



Piety



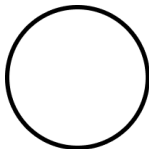
Popularity



Power



Prestige



Prove Trait

Fill a circle on the matching trait track. Gain a reward for reaching certain numbers.



Sway

Move the Council token horizontally, vertically or diagonally one space.

Additional Rules

- Each player may only claim each reward once.
- Only one player may occupy the 10th Space on each Trait track and receive its reward.
- The central Birth space on the Council has 12 adjacent spaces. When moving the Council token, there are two spaces that match each cardinal direction, and one space that matches each diagonal direction.
- A ≠ between two wild traits means you must choose two different types of traits when you resolve it.

The Map Board

A map of the kingdom showing various holdings connected by roads.



Church



Village



Castle



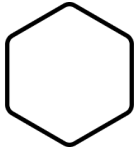
City



Bridge

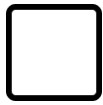


Capitol



Holdings

Holdings are not crossed out, but are considered under your control if they contain your banners. Gain a reward by controlling both holdings connected to it.



Banners

Banners represent armies loyal to your cause.

Battles occur if Banners from multiple sides are present in a holding. Simultaneously remove 1 Banner from each side until at least one side has 0 Banners.



Rally

Place X of your Banners from the supply into a Holding under your control.

The holding matching your claimant is always under your control.



Rally to a Holding

Place X of your Banners from the supply into a matching Holding regardless of control.



March

Move any number of your Banners from a single Holding to another across a road.



Raid

Remove any 2 Banners from a single Holding to the supply.

Special Holdings



Each Noble family has a special Holding marked with their sigil. If you have an Alliance with that Noble family, their holding is considered under your control as long as no enemy Banners occupy it.



Each Claimant also has a Holding that is always under their Control. No enemy Banners may enter your Claimant's holding.

Additional Rules

- A Battle may start through a Rally action instead of a March.
- You are limited to 20 Banners. If you need to Rally and your supply is empty, you may remove Banners from any Holding to the supply first.

Personal Board

Your personal board collects your alliances, the objective cards that make up your heraldry, and tapestries of the mighty deeds you've accomplished.



Accomplish Deed

Cross out a matching deed. Gain a reward by crossing out all of the deeds connected to it.



Scheme

Draw a Scheme card and add it to your hand

Additional Rules

- Your Heraldry cards are public knowledge.

- You may not show any other player your Scheme cards, but you may discuss them.

Credits

Icons from The Noun Project, Game-Icons and The Book of Traceable Heraldic Art

Playtesters

Matthew Scorza, Jay Bucciarelli, Steve C., Brooks Barber, Matthew Hocker, Sa'Jeel, Mac Fullerton, Craig Fullerton, Jared Fullerton, Angela Krone, Jamie Sabriel, Taran Harmon-Walker, Michael Sprague, Bill Huffman, Philip Erikson, Nick Frederico, Travis Dunlap, Andy Juell, Lucas Mullens, Nick Schrag, Derya Çebi, Bernardo Stein

The Regnal List

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