

# GO THS

SAVE THE *Queen*

## PLAYING WITH 2, 3, 6, 7, OR 8 PLAYERS



© Vincent Bonnard  
Gyom

### Note

- ✗ In order to play with 2 or 3 players, a single copy of the game will suffice; however, to play with 6, 7, or 8 players, you will need a second copy of the game.
- ✗ It is not possible to play with 5 players.
- ✗ In order to play with 4, please refer to the base game rules.
- ✗ The following rules explain only the rules that differ from a 4-player game. Please refer to the 4-player rules to learn the basic rules first.

### Terminology

From now on, a single clan (with 4 or 7 players) or a two-clan team (with 6, 7, or 8 players) is called a “camp”.

## PLAYING WITH 2 OR 3 PLAYERS

**With two players,** each of the two clans comprises only one player, who will play both the role of the king and the warchief.

**With three players,** one clan comprises only one player, who will play both the role of the king and the warchief, and the other clan comprises 2 players (like a normal 4-player game).

### HOW CAN YOU PLAY WITH ONLY ONE PERSON IN YOUR CLAN?

You program the King cards, then the Warchief cards (you are not allowed to look at a card that has already been programmed), then resolve them following the usual method: First each clan's King card, according to initiative, then simultaneously each clan's Warchief card.

The procedure differs from a normal 4-player game when it comes time for the cards return to the hand: A player in a single-player clan must set aside the Warchief card he just played for one turn. He cannot use it on the next turn, but can on the turn after that. It is thus impossible for a single-player clan to take the same action twice in a row.

Of course, a single-player clan is always successful at activating its action... unless you are very distracted and forget which King card you just put on the table! In this unlikely event, just like in a 4-player game, the King card will stay face-up on the table, available for the next turn.

You can use the Fog of War tokens in a game with two or three players.



## PLAYING WITH 6 PLAYERS

Each camp comprises three players (one king and two warchiefs) and two clans.

### GOAL OF THE GAME

A camp wins if one of its armies liberates the queen, or if both of the enemy camp's armies are destroyed.

If only one army of a camp is eliminated, the game does not end: The camp's king and other warchief continue to play.

### SETUP

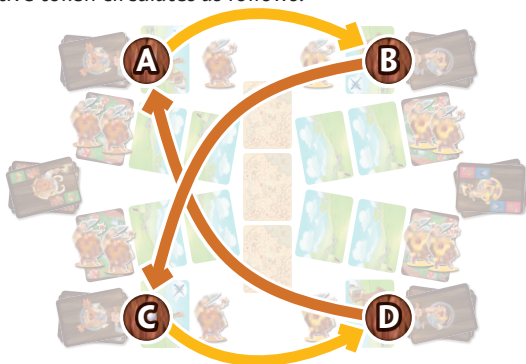
Each warchief has his own army and his own Terrain and Warchief cards, but is not allowed to share units or cards with his allied warchief.

The king sits between his two warchiefs.

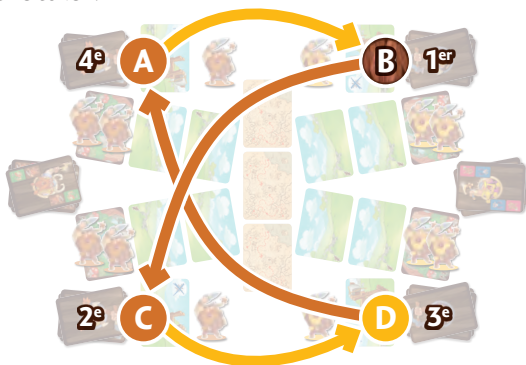


## PLAYING THE GAME

The Initiative token circulates among the four warchiefs. The warchief with the Initiative token grants his king priority in programming the King cards. The Initiative token circulates as follows:



The initiative order that governs the simultaneous actions for the current turn is established according to this same path, and the warchief who has the Initiative token.



### Example

*If warchief B has the Initiative token, and thus plays first, then warchief C will play second, warchief D will be third, and warchief A will be fourth.*

Each order a king issues applies to both of his warchiefs.

First, the kings program their cards in initiative order, then the warchiefs program theirs simultaneously.

Only the warchiefs having chosen a character that corresponds to the one their king selected can perform their action.

At the end of the turn, each king takes all of his cards back into his hand if at least one of his two warchiefs successfully performed his action.

For actions targeting the enemy camp, the warchief chooses the target of his action among the two armies of the enemy camp.

### **Note**

- ✗ An army is only allowed to move on the three Terrain cards assigned to him at the beginning of the game, and on the Objective cards, which are common to all armies.
- ✗ The Fog of War tokens can be used in a 6-player game. Place one token on the Plains closest to the Objective cards on each warchief's path.

## **THE DILEMMA PRESENTED IN A 3-PLAYER CAMP**

You will find that it is rare that the action ordered by the king serves the best interests of both of his warchiefs. The king will often ask himself which warchief is more important at the moment. He will have three options:

- ✗ Help the warchief on his left.
- ✗ Help the warchief on his right.
- ✗ Help both of his warchiefs.

Before you get your hopes up about that last option, let us assure you that it is very difficult in practice because:

- ✗ The situation in the camp's two battlefields very quickly becomes asymmetrical.
- ✗ One warchief's interpretation is often different than that of his allied counterpart: Each warchief thinks differently!

Having made these observations, we will leave you to experiment with this new configuration, full of the unexpected.

## PLAYING WITH 7 PLAYERS

One camp comprises three players, and the other camp comprises four players. As a result, playing with 7 players essentially combines the 6-player and 8-player rules.

### GOAL OF THE GAME

A camp wins if one of its armies liberates the queen, or if both of the enemy camp's armies are destroyed.

**In the 3-player camp** If only one army of the camp is eliminated, the game does not end: The camp's king and other warchief continue to play.

**In the 4-player camp** If only one army of the camp is eliminated, the game does not end: The other king and warchief of that clan continue to play (but the king and warchief of the eliminated clan do not).

### SETUP

Each warchief has his own army and his own Terrain and Warchief cards, but is not allowed to share units or cards with his allied warchief.

#### In the 3-player camp

The king sits between his two warchiefs.

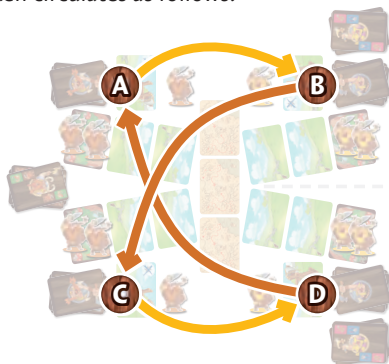
#### In the 4-player camp

Each king sits beside his warchief, and has his own King cards, but is not allowed to share them with his allied king.

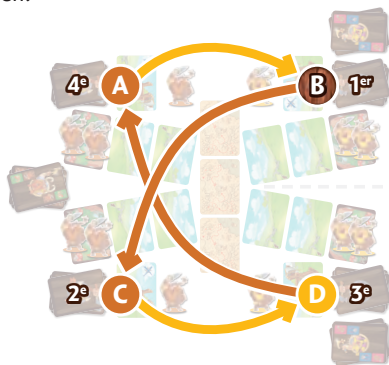


## PLAYING THE GAME

The Initiative token circulates among the four warchiefs. The warchief with the Initiative token grants his king priority in programming the King cards. The Initiative token circulates as follows:



The initiative order that governs the simultaneous actions for the current turn is established according to this same path, and the warchief who has the Initiative token.



### Example

*If warchief B has the Initiative token, and thus plays first, then warchief C will play second, warchief D will be third, and warchief A will be fourth.*

### In the 3-player camp

Each order the king issues applies to both of his warchiefs.

### In the 4-player camp

Each king issues his orders solely to his clan's warchief (just like in a 4-player game).

## PROGRAMMING & RESOLUTION

First, the kings program their cards in initiative order, then the warchiefs program theirs simultaneously.

Only the warchiefs having chosen a character that corresponds to the one their king selected can perform their action.

The actions are resolved in the usual order, and identical actions are played in initiative order.

At the end of the turn, the king of the 3-player camp takes all of his cards back into his hand if at least one of his two warchiefs successfully performed his action. In the 4-player camp, it works just like the 4-player game.

For actions targeting the enemy camp, the warchief chooses the target of his action among the two armies of the enemy camp.

### Note

- ✗ An army is only allowed to move on the three Terrain cards assigned to him at the beginning of the game, and on the Objective cards, which are common to all armies.
- ✗ The Fog of War tokens can be used in a 7-player game. Place one token on the Plains closest to the Objective cards on each warchief's path.





## PLAYING WITH 8 PLAYERS

Each camp comprises four players (two kings and two warchiefs), forming two clans of one king and one warchief each.

### GOAL OF THE GAME

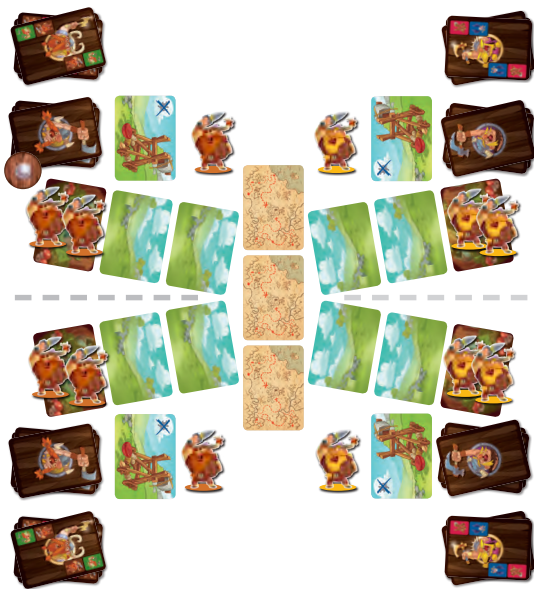
A camp wins if one of its armies liberates the queen, or if both of the enemy camp's armies are destroyed.

If only one army of the camp is eliminated, the game does not end: The other king and warchief of that clan continue to play (but the king and warchief of the eliminated clan do not).

### SETUP

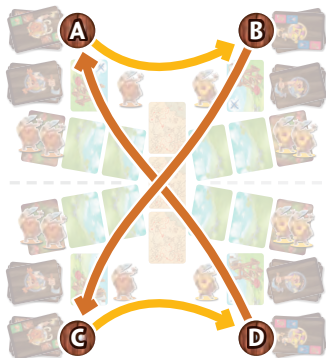
Each warchief has his own army and his own Terrain and Warchief cards, but is not allowed to share units or cards with his allied warchief.

Each king sits beside his warchief, and has his own King cards, but is not allowed to share them with his allied king.

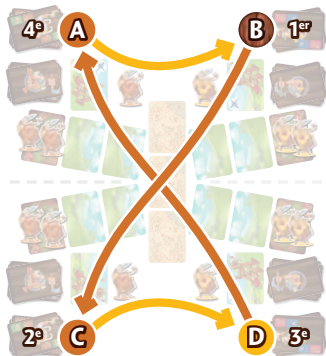


## PLAYING THE GAME

The Initiative token circulates among the four warchiefs. The warchief with the Initiative token grants his king priority in programming the King cards. The Initiative token circulates as follows:



The initiative order for the current turn is established according to this same path, and the warchief who has the initiative token.



### Example

*If warchief B has the Initiative token, and thus plays first, then warchief C will play second, warchief D will be third, and warchief A will be fourth.*

Unlike in a 6-player game, each king issues his orders only to the warchief of his clan (just like the 4-player game).

First, the kings program their cards in initiative order, then the warchiefs program theirs simultaneously.

Only the warchiefs having chosen a character that corresponds to the one their king selected can perform their action.

The actions are resolved in the usual order, and identical actions are played in initiative order.

For actions targeting the enemy camp, the warchief chooses the target of his action among the two armies of the enemy camp.

### Note

- ✗ An army is only allowed to move on the three Terrain cards assigned to him at the beginning of the game, and on the Objective cards, which are common to all armies.
- ✗ The Fog of War tokens can be used in a 8-player game. Place one token on the Plains closest to the Objective cards on each warchief's path.



### TWINPLES

*Twinples are figurines of an original design, created by the French company Studio Twin Games. They have been created for numerous boardgames and you can be sure that Goths Save The Queen has not been left out!*

*Do not hesitate to replace your cardboard figurines with the magnificent resin Twinples, specially created for Goths Save The Queen, available in limited quantities from our online shop. They look great with the 3D barricade!*



## PLAYING WITH OH MY GOTH!

Oh My Goth! Is an expansion that comes with a punchboard and six cards designed to enrich Goths Save The Queen.

Each element of this expansion has been carefully designed to integrate both with the 4-player base game and the variants for 2–3 and 6–8 players that are explained in this rulebook.

The rules of Oh My Goth! Explain how to play with 6, 7, or 8 players with just a single copy of the expansions; however, we encourage you to bring a second copy of the expansion along with the second copy of the base game so all the warchiefs will have the same cards at their disposal. It just makes the game that much more fun!

Please note that in order to use the 3D Barricade, each warchief must have his own 3D Barricade (each copy of Oh My Goth! Only has two).



Download the rules of Oh My Goth! from [sitdown-games.com](http://sitdown-games.com)

It's a once-in-a-lifetime chance to play with a Goth Goth!



**SIT DOWN!**  
welcome on board

GAME DESIGNER  
**Vincent Bonnard**

ILLUSTRATOR

**Gyom**



GRAPHIC DESIGNER

**Marie Ooms**

TRANSLATOR

**Nathan Morse**

www. [sitdown-games.com](http://sitdown-games.com)  
[info@sitdown-games.com](mailto:info@sitdown-games.com)

 /sitdown.jeux  
 @sitdowngames  
rue de Labie 39  
BE-5310 Leuze

© Sit Down!/Megalopolis <sup>sm</sup> 2016. All rights reserved, under exclusive license to Sit Down!/Megalopolis <sup>sm</sup>. This game can only be used for private recreational purposes. **WARNING:** Not suitable for children under 3 years of age. This game contains small parts which can be ingested or inhaled. Retain this information. Visuals are non-binding. Shapes and colors may change. Any reproduction of this game, in whole or in part, in any medium, physical or electronic, is strictly forbidden without written permission from Sit Down!/Megalopolis <sup>sm</sup>. **Made in Spain.**