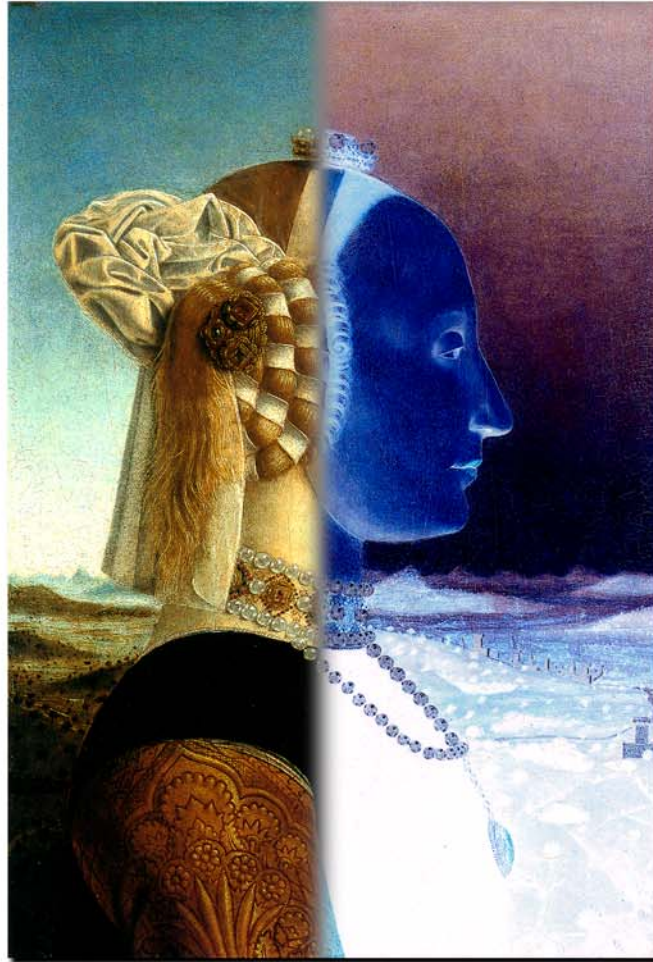


# Queens of Time and Space by Ross Cowman



Alpha Version for April 2011 Ronnies

# Queens of Time and Space

- **by ross cowman**

## 1. Introduction

Across history there exists a secret confederation amongst the great women of the world. How is this possible? They are the guardians of the Gates, they are the Queens of Time and Space.

## 2. Set Up

You'll need 3-5 friends with 3 hours to spare. Print out 1 Queens/Empire sheet for each player. You will also need crayons, and a pair of dice (2d6).

Lay the **Queens** out on the table, you can overlap them so only the left most column is visible. Each person picks one queen.

You have a list on **Envoys** written on your Empire with blank flags written on them. The envoys, are people of power and importance in your empire. Name them. Your envoys get action tags, For this alpha version pick two for each. (Eventually these will be pre defined.)

**Spy, Diplomat, Trader, Army ,Politician, Wizard, Doctor, Thief**

Your **Empire** is a map. It has some places on it. Name all of the places on your map. There is also a list of place tags. These are special conditions that interact with Actions and Crisis. Distribute the tags amongst your places, no more than 2 per place.

**+Farms, +Trade Goods, +Fortified, +Capital, +Luxury, +Port, + Culture, Shipyard, +Mine, + Forest, + Lake, + Beauty, + Ruins, + Pyramids, + Herds, + Fish,**

The place tags are there to give us things to talk about in the fiction. Some other abilities interact with them, but not all of them (yet).

### **Place your Gate**

Roll a die onto the map, circle the closest place to where it lands with a crayon.

Use these Colors and add these tags to those places

1 - Red +Ruins

2- Orange +Vortex

3- Green +Forest

4-Blue + Winter

5-Purple + Eternal Darkness

6-Brown + Unstable Reality

Everyone else marks the corresponding location in your color on their own empire. One way to do this is to line the sheets up against a window so you can see through them, another way is to hold them up to the light.

## **3. Queens, Envoys and Desires**

### **Queens**

Your **Queen** has a list of core desires,

**Lust** - The desire to fornicate

**Vanity** - the desire for greatness

**Power** - the desire to dominate

each with a place to put tokens and a number. The number is the maximum number of tokens you can hold on to before you **Lash Out**.

**Lashing Out:** People do extreme things when their needs aren't getting met. When you max out on one of your desires and something tells you to take more tokens you **lash out**. Its ugly, people get thrown in prison, disappeared, wars start.

In addition, the extra tokens don't go away, they overflow into the next desire down the list. Lust feeds Vanity, Vanity feeds Power.

How do you keep this from happening? You spend these tokens when act to satiate your desires.

## **Envoys**

Envoys have a desire too...

**Ambition** - The desire to succeed

They can act on their ambition to use the **Action Tags** listed on them.

Envoys don't have a maximum Ambition.

## **Acting on Desires**

Acting on Desire forms the core of the Game. When something happens, it's because a Queen or Envoy wants something.

### **Show, don't tell.**

This is super important. The whole game hinges on this. When you make a move, don't say what the move is. Just plop you're tokens in the bowl and narrate what happens.

When a Queen is making a move it is a pressure valve. She is letting off steam, you can talk about what you do, what the city does, what your people do. Its all fair game.

When you're the envoy, you can talk about what you do. Maybe you pulled some strings, bribes some folks, fought your way through, whatever.

To recap the Queen gets to act out of Lust, Vanity, and Power. The Envoys, just get Ambition. Here is how that works.

## **4. Playing the Game**

### **Take turns.**

Go around the table taking turns, When it's your turn, the following happens.

#### **1. Desire Grows**

The Queen adds 1 token to each desire

#### **2. Set the Scene**

Queen sets the scene for the act, describing the location, the time of day, what she is doing etc.

#### **3. Envoy's Arrive**

Each other queen sends an Envoy, describing in turn the Envoy's arrival. Every Envoy gets +1 Ambition token.

#### **4. Action**

After the last envoy has arrived, anyone can talk, describe what they are doing, whatever. At anypoint the Envoys and the Queen can choose to act on their desires. When they do this, you don't have to announce it, just put your tokens in

the bowl and tell us what happens. Everyone that wants to act gets to act but the when the Queen acts, the scene ends wraps up at the end of that action.

### 5.Roll for a Crisis

Roll 1d6 onto your Empire Map, the instructions will tell you to add tags to the location nearest to where the die lands.

### Crisis

This is a generic crisis table for the Alpha (24 hour) version

The format works like this

# Rolled - **Name of Crisis:** [add this to the place, nearest to where the die landed] -> [if that is already there add this]

1-**Revolution:** + Unrest -> + Revolt

2-**Plague:** +disease -> +contagious

3-**Invasion:** +war -> -[any resource]

4-**Natural Disaster:** ->+devistated ->+destroyed

5-**Famine:** +famine -> +

6-**Time Quake:** New Brown Gate -> + Unstable Reality

### Cities With Gates

If the city has a gate, all of the other cities with the matching gate also get tagged. Bummer.

### The Actions...

## Act on Lust

Pick an Envoy, For each Lust token you spend, you, pick one below. The Envoy may then spend Ambition to do the same.

-Innuendo - Envoy gets +1 Ambition

-Loud Sex, each other Envoy gains +1 Ambition

-Taboo Sex, advance one Vanity crisis

-Passionate Sex, Neither the Queen or Envoy can move against each other, except like, ya' know.

-Meaningless Sex

-Unsatisfying Sex, +1 Lust

-Humiliating Sex, Envoy loses all Ambition

**Lash Out: Oppressive Policies:** add + Unrest to one of your Places

## Act on Vanity

For each Vanity you spend, do one of these things.

### Receive Flattery

Ask the Envoys how great your Empire is, the one who's answer pleases you the most gains +1 Ambition

### Give Gifts

Give +1 Ambition to an Envoy

**Lashing Out:** Imprison an Envoy, that envoy cannot act until another Envoy uses +Spy, or + Diplomacy to free her.

## **Act on Power**

For each Power you spend, do one of these things.

### **Humiliate**

Takes all Ambition from an envoy.

### **Imprison**

Pick an Envoy, that Envoy is imprisoned until another Envoy uses +Diplomacy or +Politician to free them.

### **Order**

Tell an Envoy to do something, if they do it, they gain Ambition.

**Lashing Out: War** - pick a place adjacent to one you control, steal one of its tags, add it to one of your own places.

## **Act on Ambition**

Each Envoy has some tags telling what Actions they can take. Each action costs one Ambition.

Here is a list of what those actions do.

**Spy**- Redirect action just made to another target

**Diplomat** - Ask question in of the Queen, the player must let you know the truth even if the Queen does not.

**Trader** - When you visit a location with +Trade Goods, gain +1 Ambition

**Army** - add +War to a place

**Politician** - Remove +Decent

**Wizard** - Remove and Tag



**Doctor** - Remove +Plague

**Thief**- Steal a tag

## **5. Epilogue**

Go around 4 times, after the 4<sup>th</sup> round each queen gets to narrate their Epilogue, tell us how you step down from power.

Fin.

Design Notes:

Add Historically accurate Queens, Envoys, and Empires.

## Queens of Time and Space

### Alpha Version

Written and Designed - by Ross Cowman

for the April 2011 Ronnies Competition

This design uses the words "Queen, and Lust"

Inspiration drawn from

Walking on Helcyon by Jackson Tegu

The Quiet Year by Joe Mcdaldno

Apocalypse World by D. Vincent Baker

Twilight Imperium by Christian T. Peterson

Rune Wars by Corey Konieczka

How to Host Your Own Dungeon by Tony Dowler

Invaluable ideas and feedback from Jackson Tegu

April 1<sup>st</sup> 2011

# Queens of Time and Space



<input type="text"/>
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**Queen Name**

**LUST 3**

**VANITY 3**

**POWER 3**

<b>ENVOY</b>	<input type="text"/>
_____	
<b>name</b>	

<b>ENVOY</b>	<input type="text"/>
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<b>name</b>	

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