

THE KING IS DEAD, LONG LIFE TO THE KING

MAJESTY

FOR THE REALM

7↑

Marc André follows the success of his "Splendor" with this new game where you should acquire cards in order to get the best "combos" at the end of the game. It is easy enough to be explained and learned in a few minutes with the "simple" version, but bitter and competitive if played with the advanced rules. Its length (around 30 minutes) is perfect to start a long evening with a short game or to make ... revenge play more than once.

row: if you look at Picture 2 you may note that on the bottom left of the cards is printed the letter "B", for use in the advanced game. Side "A" of the buildings is usually played in a family game or with children.

As you see, every card has a "NAME" (on top, printed on a wooden board) a "COLOUR" (orange, grey, violet, light blue, red, green, yellow and brown: you have them

number from 1 to 8 (for the initial set up) and another that tells you how many VP you will get at the end if you have the majority of the appropriate personalities under that card.

Let me make a couple of examples: the first card on top left (nr.1B) is the Mill and gives 2 VP for each miller that will be acquired: at the same time each player that owns at least one miller will get a fixed amount of 3 VP: if you have the majority in millers at the end of the game you will receive 14 VP. The last card (bottom right) is the Brewery and will assign a new worker for every miller + brewer on your side: if you already have at least a personality in the Tavern (yellow) and Castle (violet) you will also get 10 VP



Picture 1 shows all the components: 4 series of 8 "building" cards (one for each player), two decks of smaller cards (the Personalities), a handful of white wood meeples, and 70 tokens in different values (1-2-10-50-100) to be used as Victory Points (VP). All those components are strong and easy to use: probably it should be better to protect the cards with transparent sleeves as they are manipulated a lot.

The players lay on the table their 8 "building" cards in order and in a single

in this order on the picture) a drawing that shows the "picture" of the building, a bo-

extra. And at the game's end the majority in the Brewery will assign 12 VP.





The personality cards come in two different decks (named "1" and "2"); you first mix deck 2 and you place it on the table. Then deck 1 is formed (the number of its cards depend on the number of players), mixed and superposed to deck 2. Then SIX cards are turned and placed in a row near the deck.

Every player now receives a "workers" card and 5 meeples: the card with the red flag determine the First Player. Finally, the remaining meeples and the VP tokens are placed in the middle of the table, easy to reach for every player.

Pietro Cremona

A nice game for players of all age, easy to teach and short to play, but with interesting combinations to realize.

We are ready to start, and the table will appear as in picture 4

On his turn, the player MUST take one of the six exposed personality cards, placing it under the related building. The first card on the left of the row is always "free", but if you wish to take another card you must place one worker on each preceding one: taking the third card, for example, will cost you TWO meeples, one each on the first and second. One you placed your new card under the related building you take its bonus (if any) and then you move leftwards the remaining cards in the row before filling the gap with a new one from the deck.

Some cards show two personalities and you decide which one you will use: once decided you cannot change that decision anymore. If you can take those "double" cards you surely gain in flexibility, of course, and you avoid giving this advantage to your opponents. Note that you

may add as many personalities as you wish under each building, and this means that you will have increasing bonus and a better chance to obtain a majority at the end of the game, too.

But the rules also state that you may be rewarded with extra VP if you place cards under the maximum number of buildings: with five buildings, for example, you will get $5 \times 5 = 25$ VP; with 6 buildings $6 \times 6 = 36$ VP, and so on. Therefore, the most used strategy (at least during our tests) was to try to place one card under all the seven buildings in the first half of the game, then try to reinforce some of them to get a majority there.

Building Nr. 8 is the Infirmary (grey) and is not used like the other: here the "wounded" personalities (see below) will be displaced during the game, waiting to be treated: every card here at the end of the game will cost you 2 VP and if you have the ... majority you will also lose an extra 10 VP.

Even if the Realm is quite calm, in general, it may happen that some of the pretenders become aggressive: in game terms this means that every Knight placed under the Barrack (red building) will immediately attack all the other players with an ATTACK STRENGTH equal to the total number of knights in that barrack. The opponents must compare this attack to their DEFENSE STRENGTH (the number of Guards that they have under their tower). If the Attack Strength is higher the player will lose the leftmost card (wounded) and must move it to the Infirmary; usually Miller or Brewer. If the attack is equal or lower the nothing happens.

This means that it is often necessary to try to get 1-2 Guards in the first phases of the game, just to avoid problems ...

GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players. The BAR in the evaluation box displays color codes for up to 10 features of a game.

USER GROUP

We have defined 4 target groups (color accompanying the head line)

Kinder:

Games for children and educational games. Adults can play in a guiding function.

Familien:

Children and parents play together, all have the same chance to win and have fun.

Freunde:

Young people and adults play together as equals

Experten:

Games with special demands on rules and playing time. Especially for game geeks

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of, "family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

Each game targets preferences for different features in a player, therefore each game is not suitable for each player. We have listed 10 features players note when deciding on a game. Only if a player finds his preferred features in a game he will enjoy the game. The color code marks the dominant features. Educational games train the highlighted preference.

Empty boxes: This feature is neglectable or not present
One colored box: This feature is present, but not essential
Two colored boxes: This feature is present and important in the game
Three colored boxes: This feature is dominant and essential

Chance:

The game is influenced by dice, cards or any other form of random generator

Tactics:

Take decision, short-term planning, planning based on one move

Strategy:

Think ahead, long-term planning, planning for several moves

Creativity:

The player has to provide words, phrases, images and other creative efforts

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

Version: The edition of the game on which the review is based

Rules: This lists the languages in which rules are available or are included in the game, often even more translations can be found on the web.

In-game text: A YES marks a game with language-dependent components that cannot be played without translation or knowledge of the language



To treat the wounded personalities, you need to place a Witch in the cottage: every card here will give you 3 VP and will treat a wounded, that will come back under the related building.

The game ends when all the players have 12 personality cards under their buildings: you add now the VP for each majority and subtract those for the Lazaretto cards. The higher score wins the game and the owner will surely become King.

As we have seen *Majesty: For the Realm* is not a complex game and may be explained to a wide number of players without having to read long rules. The box states that the game is also for children from 7 years on and I agree with this information: we tested it in a table with only children and after a first game to learn rules and mechanics they were quite interested. Of course, initially they played mostly to attack the opponents with the Knights, but in second game they already changed strategy and searched for the best combinations of cards. Anyway, if you wish to play with children I always suggest starting with the "A" side because the "combos" are easier to memorize and resolve

A few suggestions: during the game try to place at least one personality per building because if you succeed you will get 49 VP at the game's end and not bad at all!

try to have the majority in at least 2-3 buildings & 24-30 VP as it is very unlikely to succeed to get more than then WHILE having also a personality in every building.

Possibly take a Guard on the first couple of turns & just to be safe is someone else will attach with a Knight and eventually a second one if you feel that one of the opponents will try an aggressive strategy. Losing too often a personality because of the knights is a loss of time & to recover them from the Infirmary and will reduce your chances to proceed with your initial strategy or to get majorities.

Of course, the opposite is also valid: if you have to possibility to get a Knight in the first couple of turns take it: there are only two of them in the deck "1" & out seven on deck "2" and if they appear early you may give a very hard "lesson" to all your opponent.

In short: a very nice game for everybody, "bitter" enough & mainly with the advanced version also for expert players. ☑

Pietro Cremona

INFORMATION

Designer: Marc Andriff

Artist: A. Heidsieck, A. Resch

Price: ca. 30 Euro

Publisher: Hans im Glück 2017

www.hans-im-glueck.de

PLAYERS:
2-4

AGE:
7+

TIME:
40+

EVALUATION

Set collecting
Users: For families
Version: de
Rules: cn cz dk de en es fi fr jr kr nl no pl se
In-game text: no

Comments:

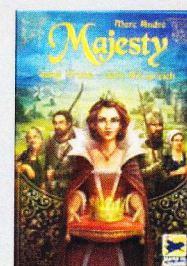
Short playing time * Good interaction among players * Good rules

Compares to:

Set collection games

Other editions:

999 Games & A, Arclight & P, Asterion & T, Bard Centrum Gier & P, Broadway Toys & I, Devir & S, Hans im Glück & K, fi fr kr no se, Mandoo & R, Mindok & Z, Z-Man & N



My rating: