



## Shifting Alliances

*A scenario for "Kingsburg" the boardgame*

The royal Advisors are constantly meddling with each other, creating fragile alliances that rise or crumble as situations evolve or their needs change. Choosing who to trust and who cannot be ignored is a vital skill for a successful governor.

## Pledge of Loyalty

At the beginning of each year, every player (in turn order) places one of their tokens upon any one advisor of their choice. Each advisor may host more than one token, and may host more than one player's tokens. These tokens are not cleared, and will remain through the rest of the game.

## Friends or Foes?

Whenever a player influences an Advisor hosting no tokens of his color, each other player gains 1 victory point for each of their tokens on the advisor.

*(in a 2-player game, this bonus is also triggered by the dice not owned by any player that are rolled at the beginning of each productive season.)*

## Whispers of Distrust

At the end of the third year, each player (in turn order) removes a token from any advisor belonging to the player sitting to their left. With 4 or 5 players, this is also done at the end of the fourth year.