

Sir Reginald's Fabulous Country Estate

By Scott Slomiany (scott@LEDgaming.com)
(2 to 4 players)

Sir Reginald DeSummer Esquire, the great adventurer, scholar, and gentleman-at-large has decided to build a fabulous home in the country for going on holiday, and throwing parties for his fabulous friends. The land, which he has inherited, where he wishes to build is nestled between the Ridgelandelly Mountain Range, Lake Minsterpool, and the Great Prairie of Sevendale; this provides for the most fabulous views in all directions.

Ah, but what should this fabulous estate be like? Of course, the Manor should be impressive; fabulous, as it were. But should there be an individual Guest House? A Servant's Quarters? And while Sir Reginald has many fabulous opinions of what his property should be like, it doesn't take much arm-twisting for Sir Reginald to change his mind.

Of course, Sir Reginald is a stickler for perfection; his days years ago of teaching at Gardenbury Boarding School for Boys and Girls have taught him many things that still carry over to this day. In fact, on any given fabulous morning throughout the Dale, one can hear off in the distance Sir Reginald yelling his well known phrase at random people, animals, or various inanimate objects that irritate him: "YOU THERE! PENALTY!"

Regarding everything about his desired estate, Sir Reginald only cares about one thing; it must be fabulous.

WHAT THE GAME IS ABOUT:

Players are given a Plot of Land to build a Manor, and potentially, a Guest House and a Servant's Quarters for Sir Reginald. The buildings are formed using a set of wooden Cubes. Each cube has a graphic on it showing what it is used for, such as a Grand Entrance Doorway, or a Chimney. Cubes can be stacked on top of each other to create Towers and additional Floors for the player's houses.

Additionally, there are a set of cards that describe what Sir Reginald is looking for in his fabulous estate, and how he will score points for meeting these criteria. These cards will slowly come into play as certain Cubes are played to a player's Plot of Land,

When all building cubes are drawn from the bag, each player will score Fabulous Points by Sir Reginald based on his Desire cards. The player who has the most Fabulous estate wins the game (and Sir Reginald's deepest thanks).

THE BUILDING CUBES:

The Building Cubes come in 7 different “flavors” as shown on the left. To see what the Building Cubes look like “unfolded” (all 6 sides), please look in the example section at the end of these rules.

It should be noted here that all of the Cubes have a Roof face on them, except for the Staircase. The Roof face plays an important part of the game, and will make more sense during the rules talking about the building of the estate. The Cubes are designed that a player may rotate them so as to choose if he wishes to hide the Roof on the bottom, or show the Roof on top when placing Cubes.

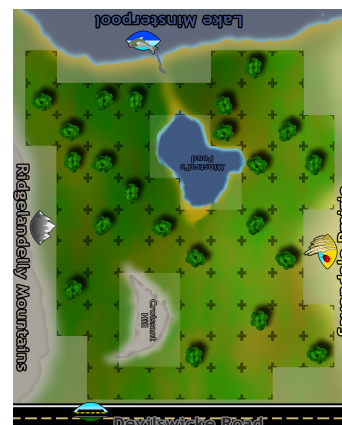
For the record, the Chimney Roof face of the Chimney Cubes counts as a normal Roof face.

While all Cubes have some amount of Blank faces, a Blank Cube is one in which there are five blank faces and one Roof face. Blank Cubes will allow a player to play a Desire card from his hand next to the Stock Board to indicate how that card will score.



THE PLOT OF LAND:

All player's get a Plot of Land. Building Cubes are placed on the Plot to build houses. Up to three houses are built, this constitutes a player's estate that he is designing for Sir Reginald.



SIR REGINALD DESIRE CARDS:

Each cards list one trait that he is looking for when selecting his future estate. These cards are placed along the edge of the Stock Board to indicate how many Fabulous Points are awarded to each estate that best fits the Desire on the card.



THE STOCK BOARD:

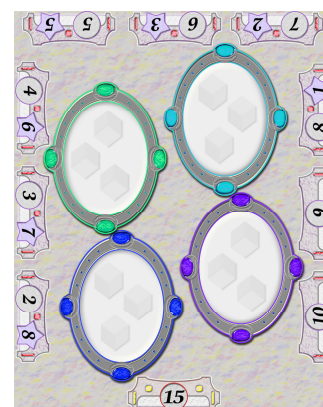
There are four Pools in the center of the board. There should be 3 Cubes in each Pool at the start of each player's turn. The player selects one of the Pools to draw his Cubes from at the start of his turn.

Around the edge of the Stock Board are Scoring Slots. These slots indicate where the Desire Cards should be placed. Slots show the amount of Points each Desire Card will award.



Points in the circles are called Fabulous Points. All players who meet the requirements shown on the Desire Card are awarded the amount of Fabulous Points shown in the slot next to the card.

Points in the stars are Bonus Points. These are awarded to the player who met the requirements the best. Typically, this is awarded to the player who has the most of a certain requirement (however, in some cases, the number can be the least). If there is a tie, all players who tied are awarded the full value of the Bonus Points.



START THE GAME:

Give each player a Plot of Land.

Place all of the Building Cubes in the bag, and mix them up well.

Remove 10 random Cubes from the game if 3 players are playing.

Remove 20 random Cubes from the game if 2 players are playing.

Place the Stock Board in the middle of the table.

Each pool on the Stock Board should get 3 Random Cubes drawn from the bag.

Shuffle the Desire cards.

Deal one card out face up next to the Scoring Slot numbered 15. Any player who meets the shown requirement on the Desire card at the end of the game will win 15 Fabulous Points. This card does not award any Bonus Points.

Deal 8 Desire cards to each player. Remove undealt cards from the game.

Each player looks at the cards dealt to him, and discards 3 cards out of the game. Then each player selects 2 cards which are placed face-down into a discard pile. Each player keeps 3 cards.

The discard pile is shuffled and placed face-down near the Stock Board.

At this point, the player will have a Plot of Land in front of him and 3 Desire cards. He will need a little area for him to store, at maximum, 5 Building Cubes. This area is called his Reserve.

The player with the best British accent goes first (or some other random means).

Players take turns performing three actions, if possible. When the last cube is drawn from the bag, the current player completes his turn. Each other player also gets one more turn before scoring begins.

A PLAYER'S TURN:

A player performs the following actions (if possible) **in the order shown below:**

Repair a House

Draw Cubes

Build the Estate

Fairly simple, isn't it?

REPAIR A HOUSE:

A player may pull one Cube off of his Plot of Land and place it into his Reserve. A Player may have up to 5 Cubes in his Reserve. Pulling a Cube off of his Plot has the following restrictions:

If a player already has 5 Cubes in Reserve, he cannot pull a Cube off his Plot.

The Cube he pulls off his Plot **MUST NOT** be a Blank Cube.

Once these Cubes are played, they stay on the Plot permanently.

The Cube must not be an interior Cube. In other words, a player must be able to remove the Cube without moving another Cube. It must be an Exterior Cube that does not have a Cube on top of it.

DRAW CUBES:

A Player who has 5 Cubes in Reserve cannot draw Cubes.

The player selects one of the 4 Pools to draw Cubes from on the Stock Board.

The player may draw up to 3 Cubes from the selected Pool and place them in his Reserve, provided that he does not go over his 5 Cube limit.

Cubes are drawn from the bag to bring back the selected Pool up to 3 Cubes.

BUILD THE ESTATE:

This is the fun stuff! This is where players get to place Cubes on the Plot of Land to create houses. There are some little rules to this. While it may seem lengthy, they are fairly common sense in nature. Visual examples regarding the rules of placement for Cubes can be seen in the example reference booklet.

There are a few things to keep in mind when building houses, aside from the Cube placement rules as dictated below.

A house is defined by any number of Cubes that are placed (and stacked) directly next to each other vertically or horizontally. Diagonally placed cubes do NOT connect as one house. A single Cube is considered to be a house.

All houses must have at least 1 Doorway that leads to the ground shown on the Plot of Land.

The Manor and the Guest House must have at least 1 Chimney. The Servant's Quarters does not require this; that is why Sir Reginald insists that they wear wool.

Cube placement considerations:

A player can place up to three Cubes from his Reserve on to his Plot of Land. Cubes must be placed with a Blank side on the top face or a Roof on the top face with the exception of the Staircase. The Staircase (which has no Roof face) MUST be placed with a Staircase face on the top.

Cubes can only be placed on the Plot of Land within valid dark green Grid Squares. Cubes cannot be placed on Croissant Hill or Minstral's Pond.

Cubes can only be stacked on a target Cube when the target Cube has a Blank side on its top face. A player cannot stack Cubes on faces that show Roofs or Staircases.

With the exception of the Staircase, a player may place Cubes next to each other as they wish, even if he is "hiding" a feature of another Cube. A player cannot cover a Staircase face with another Cube.

Cubes cannot be placed such that a player has more than 3 houses on his Plot of Land. Remember, a single Cube is considered to be a house.

On some of the dark green Grid Squares, there are Trees. While you may place a Cube on these squares, Sir Reginald may not appreciate it at the end of the game, depending on his Desires for his estate at that time.

There are a few other more specific rules regarding Cube placement that follows.

Notes on Staircase Cubes:

Staircases, at the end of the game, should lead to a Doorway. Whether the Staircase "walks directly into" a Doorway, or requires crossing a Rooftop Terrace (as described later), Stairways that don't lead to Doorways are Design Flaws and will be penalized appropriately.

Notes on Chimney Cubes:

When playing a Chimney Cube, it must be placed such that the side face of the Chimney is viewable. However, later on, you can “hide” the side Chimney face with another Cube, if you wish.

Additionally, when playing a Chimney, the side face must lead to the ground, to a roof, or to another side Chimney face.

It should be noted that through the possible use of Repairs, what was once a legal play can suddenly reveal an “illegal” Chimney side face. During the final scoring round, penalties will be assessed for these cases. See Scoring later on.

Notes of Ornamental and Doorway Cubes:

When placing a Doorway or Ornamental Cube into a house, please note that the back sides of these Cubes will be a Doorway or Decoration face that is upside-down. While it is not illegal to have these visible, it is suggested that these faces be blocked with other Cubes, as Sir Reginald does not find it fabulous (“YOU THERE! PENALTY!”) that these abominations of construction are visible.

Notes on building a Terrace:

To Build a Terrace, a Stairway Cube must be placed so as to “lead” a person on to the top of a Roof. Additionally, the Roof must also have a Doorway Cube that has access to it. Terraces provide a great view for Sir Reginald to enjoy his morning tea.

You do not have to place the Stairway and Doorway cubes on the same turn. This is merely what a Terrace requires for it to be called a Terrace at the end of the game.

Notes on building a Courtyard:

To Build a Courtyard, a player must surround at least 1 open Grid Space with Cubes from a single house. At least one Cube must have a Doorway into the Courtyard, as Sir Reginald needs to have a way to tend to his flock of Peacocks that he keeps in the Courtyard.

A player may build a Courtyard around Croissant Hill or Minstral’s Pond. Each of these features counts as 8 Grid Spaces when determining the size of the Courtyard.

Notes on Floors:

A Floor consists of TWO OR MORE Cubes next to each other.

A single Cube stacked on a Cube by itself does NOT constitute a Floor. Once a house has had an additional Floor built upon it, a player may continue to stack additional Cubes on the Floor to create additional Floor.

When a Blank Cube is played:

When a player plays a Blank Cube to the board, he gets to play a Desire card from his hand to any open slot next to the Stock Board. Once all slots are filled with cards around the Stock Board, no more cards can be played.

After placing a Desire Card, the player then draws a new card from the stack.

Remember, when you play a Blank Cube, it stays there forever. You cannot Repair it.

WHEN THE GAME IS OVER:

After everyone has taken their final turn, it is time to assign Fabulous Points and Bonus Points to each player based on the Desires of Sir Reginald.

Determine Houses:

First, each player must remove all houses from their Plot of Land that do not have a Doorway that opens up to, or can lead to the ground, via Staircases, on the Plot of Land.

Now, each player declares which remaining houses he has built will be the Manor, the Guest House, and the Servant's Quarters. Generally, this is determined for the player based on the amount of Cubes used in the houses as follows:

The house with the most Cubes with a Chimney and Doorway is declared the Manor.

The house with the second most Cubes, a Chimney, and a Doorway is declared the Guest House.

The remaining house is declared the Servant's Quarters.

In the case of a player only having two houses, he may choose if the smaller house is a Guest House or a Servant's Quarters, if this house has a Chimney.

The largest house without a Chimney is automatically declared a Servant's Quarters.

Any remaining Cubes and houses that cannot be declared (mostly due to not having a Chimney) are removed from that player's Plot of Land, so plan accordingly!

Reginald's Desires:

At this point, the players should work through each Desire card next to the Stock Board slots to see which player has met the requirements listed on the card. Each Desire card has an instruction to follow to determine the way to score it, based on the set of symbols. See the example booklet for Desire card examples.



The top row of symbols indicate which target objects the player will need to look at. These will usually be a single house, but may be multiple houses, or in some case, the Plot of Land.

The second row of symbols indicate from which side of the board each player will need to view the target objects. In some cases, it will show multiple icons indicating that the player will need to look at things from multiple views.

The third row indicates what element or elements that each player will need to count up on the target objects when viewed from the desired side of the board. These could be certain Cube faces, or grid spaces. This number is called the player's Count. This row can also indicate a certain amount of elements that the player's Count must beat to meet all of the requirements.

If a card is next to a slot that Bonus Points, the player who designed his target object that best meets the Desire wins the additional Bonus Points.

If the Desire Card has a greater than (>) number to beat, then the player who has the HIGHEST Count wins the Bonus Points shown on the slot.

If the Desire Card has a greater than (<) number to beat, then the player who has the LEAST Count wins the Bonus Points shown on the slot.

In the case of a tie, Each tied player receives the full Bonus Point value.

Notes on Sir Reginald's Desire Cards:

When counting up faces (or structural items) to determine who has the most of a particular type, the only faces that count are the ones that are aligned properly. For example, Doorways that are upside-down do not count as a Doorway face, and Ornamental faces that are upside-down do not count as Ornamental faces.

“You, There! Penalty!”

After all of the Fabulous Points are awarded from the Desire cards, each player needs to deduct 5 points each Design Flaw listed below from their total Fabulous Point score.

- Each visible Doorway or Ornamental Lion Head that is not right-side-up.
- Each top facing Cube face that is a Blank when viewed from above.
- Each Stairway Cube that does not lead to a Doorway, either positioned right next to it (one floor up), or through a route on a Terrace. Remember, Terraces require Roof faces, not Blank faces.
- Inadvertent sideways laying Staircases or Chimneys (which shouldn't happen in the first place!).
- For each visible side facing Chimney that does not lead to a side facing Chimney, a Roof, or the ground.
- For each visible Roof that is on a side face, not a top face (if a Roof somehow got placed on a side face that is now visible).
- Each Staircase face that does not show a second Staircase face on the same Cube.
- Each Doorway that leads to certain death (A doorway that doesn't open up to the ground, or to a Cube top).

WINNING THE GAME:

After all Design Flaws have been assigned, the player with the most points wins the game and Sir Reginald's ultimate respect.

If there is a tie for the highest score, then all players should vote to determine which of the highest-scoring estates is the most aesthetically pleasing. Players are not allowed to vote for their own estates. Whichever estate gets the most votes wins the game.

High Speed Frantic Mode:

As described above, each player's turn goes by in an orderly fashion, with a player waiting to start his turn until the previous player finished his building phase. If you are more interested in playing a game with a little less strategy, and just want to build, Build, BUILD! The method below describes a way to play allowing for little downtime between turns; as one player is drawing Cubes, other players can still be building their estates. Of course, this requires that you trust the other players to not cheat by making "last minute adjustments" to previously played Cubes. This is how it works...

In order to speed up the game, the game can be played with a small object to be used as a "puck" or "the Button."

The Button indicates whose turn it currently is. When a player is handed the Button, the player may start his turn by doing the following:

- A) Repair his Estate (if he wishes)
- B) Draw his Cubes into his Reserve
- C) Replace his drawn Cubes to fill up the Pool

At this point, if the player is NOT going to be playing a Desire card to the Stock Board, he can pass the Button to the next player, and they may start their turn.

There are two ways to not play a Desire card, if the player is not going to be placing a Blank Cube, or if all the Desire slots are filled up.

If a player is planning on playing a Desire card, he should wait until the previous players are done building before he starts his Building phase.

If a player has handed off the Button, and changes his mind and wants to play a Desire card, he has forfeited that right. You must have the Button to play a Desire card.

Of course, if a player is handed the Button, he does not have to start his turn until that wish. It may be advantageous to see what other players are doing.