

1. Lightly score along all crop lines; do not cut through.
2. Cut through all black crop lines.
3. Fold along the score made with the red crop lines
4. Glue the folder card halves together if desired.

CORONATION

The king and queen are dead! Long live the heir (and its champion) who can claim the crown and the throne!

1. PREPARATION

1. Place the Royal Crown ("Coronation" card) face up on the Crown of Command. The Command Spell is not used in this scenario.

NOTE: The crown is a Magic Object that does not count against a Character's Object Limit. It does count against the limit of any Follower or other card that can carry Objects.

2. Optionally trim the Adventure deck to 50+ cards per player. This can speed up finding *Noble* Followers with less than 4 players.
3. Shuffle all "Coronation" Adventure cards into the Adventure deck. These cards can be used in other games/scenarios, so you do not need to remove them after playing this scenario.

2. BRIBING NOBLES

1. A new option for encountering a Character is to select and then bribe one of its *Noble* "Followers." Discard any amount of Gold. If the other Character does not discard the same amount, the selected *Noble* is dropped on the space.

3. CROWNING THE HEIR

1. Only those who have a *Noble* Follower (including the "Prince" or "Princess") or who have become *Noble* (see the "Golden Rose" card) may *seek or possess* the Royal Crown.
2. You may have only one *Noble* when entering the Inner Region. All others must be dropped before attempting to enter.
3. You must remain alone on the Crown of Command for one full round before taking the Royal Crown at the start of your next turn.
4. You may have only one *Noble* while you possess the Royal Crown. All other *Nobles* are dropped on your current space.
5. If you lose your last *Noble*, drop the Royal Crown on your current space.
6. If you are forced to "discard" the Royal Crown, return it to the Crown of Command.
7. The holder of the Royal Crown seeks the Castle to remain alone there for one full round. After this, you crown your *Noble* to win the game.

OPTION: Consider the included *Seek* house rule to speed up reaching necessary spaces (in this scenario or general play for fun).

