

Royal Suit

Story

The *royal couple* has drifted apart. The royal suite is divided into two: Those, who want to see the *couple* come back together in love (the *supporters*) and those, who want to profit from a divorce (the *opposers*). The players take on the roles of the leaders of both camps and pursue their respective targets: To *repair* the royal marriage or destroy it forever.

Goal

- One of the players is tasked to bring the *royal couple* back together (*supporters*). The other player tries to prevent that (*opposers*).

End

- The game ends when one of two conditions is fulfilled:
 1. The *supporters* win, when the two cards representing the *couple* are lying right next to each other.
 2. The *opposers* win, when one of the players has played all the cards from their hand. If, in the latter case, the other player is able to perform a *move action* (see below), they can choose to do so. After that, the game immediately ends.

Setup

- Use a standard Poker card deck and remove all cards from 2 to 6 as well as the Jokers.
- The *royal couple* is represented by two *face cards* (*couple cards*) of different colors (black and red). Spades and Hearts are recommended because of the similar symbolism. The pairing, age and gender of the partners can be chosen freely (King-Queen / King-King / Queen-Queen / Queen-Jack / Jack-Jack / King-Jack).
- All 30 remaining cards are shuffled.
- Six cards are laid face-up in a row on the table. Those represent the *court*.
- The *couple* is placed on the first and last card of the *court* respectively. In order to make the *couple* more visible it is recommended to rotate their cards by 90 degrees.
- The remaining 24 cards are shuffled and distributed equally between the players.

Game Structure

- The cards are held as a deck on the hands of the players with just one card face-up. Only the topmost card can be played.
- The players take turns performing one of two possible actions:
 1. *Play a card* into the *court*.
 2. *Move one couple card*.
- The *supporters* begin.

Playing cards into the *court*

- Cards must not be played onto the *couple*.
- Hand Cards are always put onto cards of the opposite color (red on black, black on red). If the player cannot do this, because all the cards in the *court* are of the same color as the one on their hand, they have to show the card to the other player (in order to prove that they cannot play) and then put the card under their deck and skip their turn.
- If a player cannot play a card, but is able to *move a couple card* (see below), he has to perform this *move*.

Moving a couple card

- A *couple card* can be moved onto another card, if the latter is lying right next to the *couple card* and is of the opposite color (red to black, black to red).
- *Couple cards* cannot be moved onto *Aces* (so *Aces* basically block the movement of the *couple*).
- If a *couple card* is moved onto a *face card*, the player is obliged to play another card. If a *couple card* is moved onto a *value card*, nothing else happens and it is the other player's turn.
- When a *couple card* has been *moved*, the next player is not allowed to take the *move* back right after.

Experimental Long Variant

- Play with a standard Poker deck, except for the Jokers.