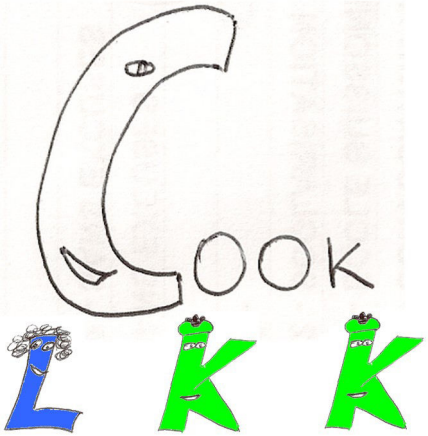
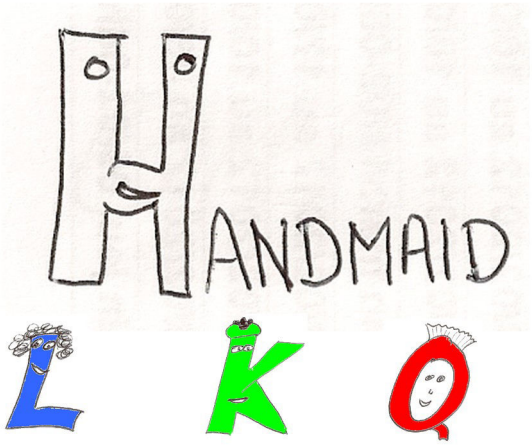
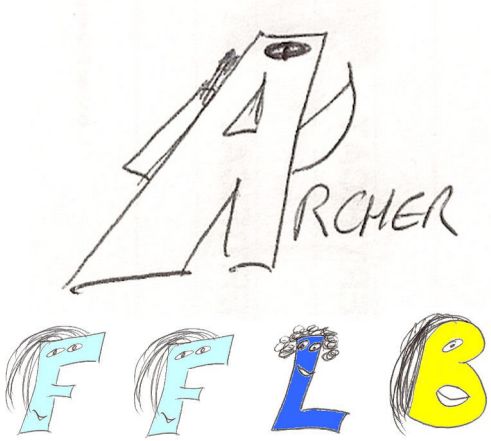
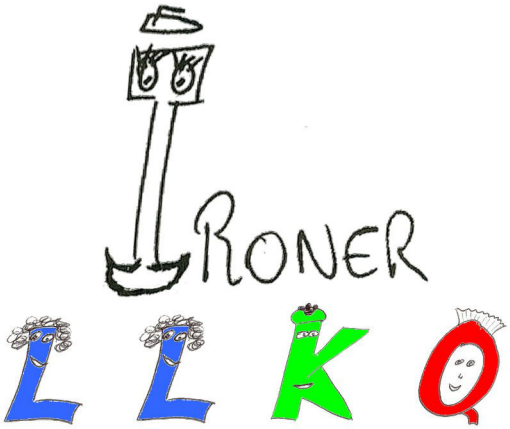

COOK
L K K


HANDMAID
L K Q


ARCHER
F F L B

GUARD
F K Q

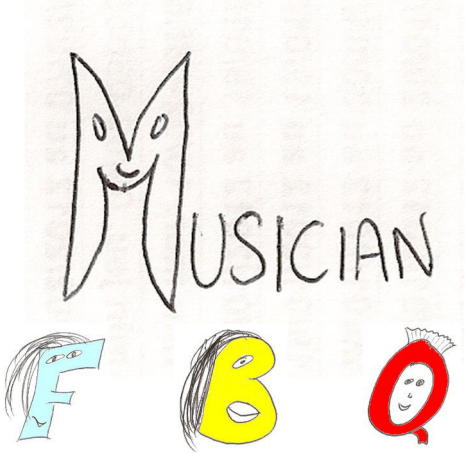

IRONER
L L K Q

4

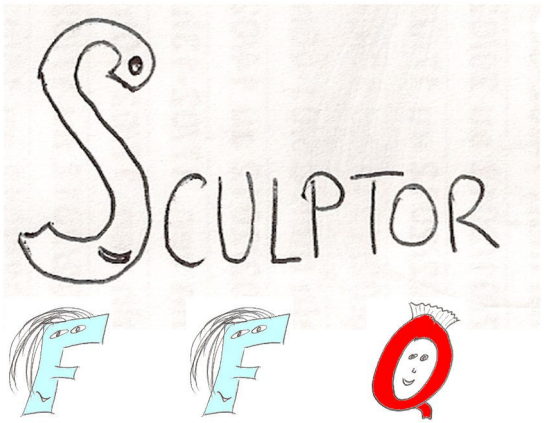
EARL
L L B K

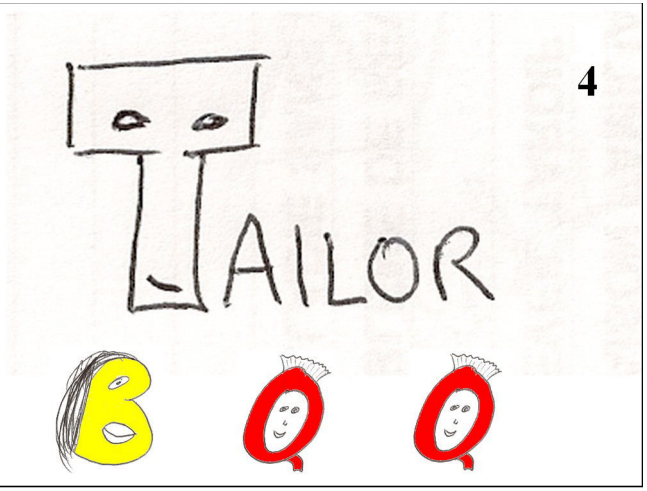
JESTER
L K Q

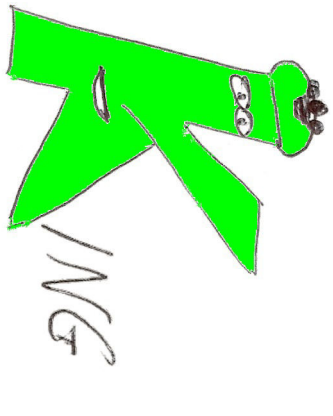
PAINTER
F B B K

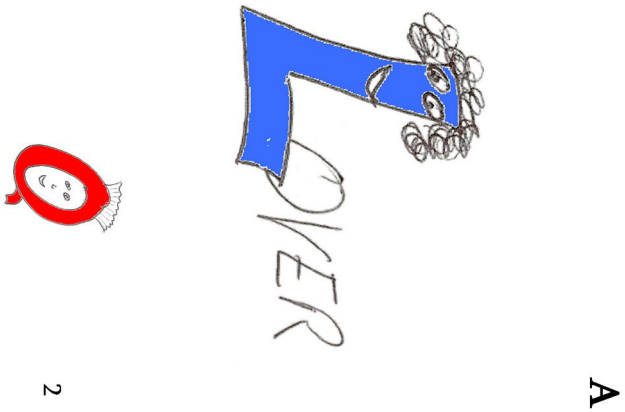

MUSICIAN
F B Q

INFLUENCE	INFLUENCE	INFLUENCE
INFLUENCE	INFLUENCE	INFLUENCE
INFLUENCE	INFLUENCE	INFLUENCE









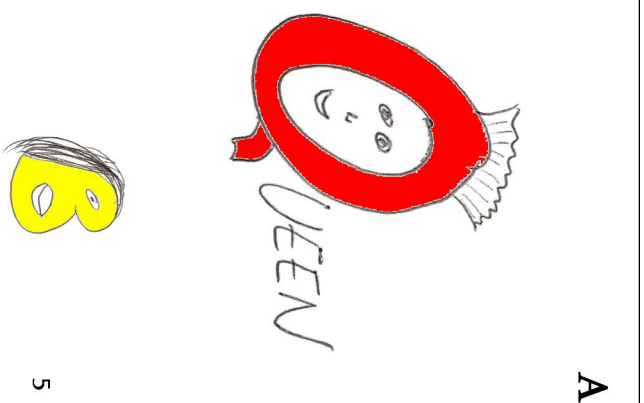
INFLUENCE **for 3-4 players, from 8 years old, in 10 minutes**
by Romuald Chapeau, Thanks to Odd Hackwelder

SET UP :

Place the 5 Main Characters (cards vertically) in the center on Face A.
In a 3-player game, return in the box Minor Characters cards marked by a '4', upper right corner.

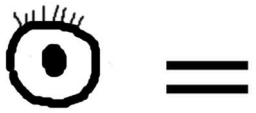
PLAYING THE GAME :

Preparing : Shuffle Minor Characters and deal face down two at each player. Keep aside the other ones for this round.
The player influencing Bishop looks at these ones.
Influencing Minor Characters : Players simultaneously say IN-FLU-ENCE, then turn face up cards. At this point, players place their hands on two cards in order to influence them. Each Character is influenced by only one player. First come, first served.
Influencing Main Characters : When all players influence two Minor Characters, they are going to influence the Main Characters.
The players verify who influences most the Favorite, then the Lover, etc. (this order is given by the number lower right corner).
Each icon on characters you influence (Minor Characters and Main Characters in front of you) worths one Influence.
If a player influences most a character, he places it in front of him on face A.
If this character was already in front of him, he turns the card on face B.
If several players share the majority, the card stays where it is if it is in front of one of these players.
Otherwise, it is placed on face A in the center of the table.
Winning the Game : At the end of a turn, if a player influences the King and the Queen, he's the winner.
If not, keep playing : each player sets aside one of their two cards.
Shuffle cards kept aside previously and their other cards, go for another preparation.



RAMU&NEE

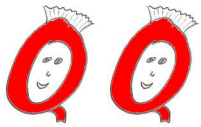
B



3

RAMU&NEE

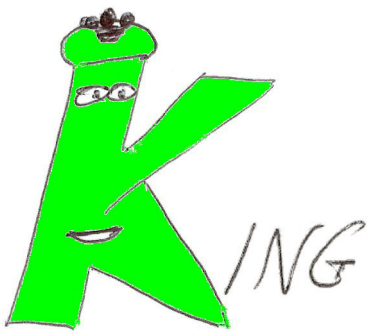
B



2

RAMU&NEE

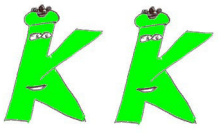
B



4

RAMU&NEE

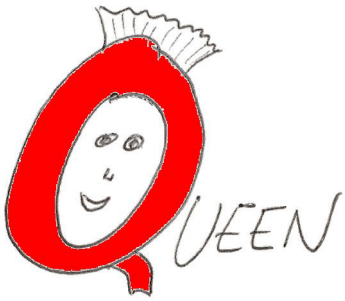
B



1

RAMU&NEE

B



5