

40 people
4 Kingdoms
ONE ABSOLUTE RULER
THE KING

Setting the Scene:

Dry winds whip up sand on a barren desert plain. A group of forty travelers clad in dusty clothes cover their faces for protection against the harshness of the land and wait expectantly. A horn cries out across the sand, and a lonely figure on horseback clad in rich, traditional dress appears from out of the desert like a shimmering mirage. He dismounts, and pulls a satchel and scroll from his pack. He's old, yet dignified and his eyes sparkle with a wisdom and history of long ago. As he unfolds the scroll the travelers huddle closer, eager to hear. A hush settles over the listening desert. He reads ...

The Mythology:

- The group of 40 have been brought to an ancient land of four kingdoms which must come under one rule.
- Each of the 40 has a blood-line to the original monarchies, but time has obscured the details. Therefore, each is assigned to one of the four kingdoms with one chosen at random as ruler of each kingdom.
- To bring cohesion to the blood-line chaos, the four kingdoms must be united, whether by treaty, treason, or battle, under one absolute ruler.

The game: To take control as the sole monarch over all four regions.

The game within the game: For the monarchs – to hold their throne; for the subjects – to overthrow the monarch and take their “rightful” place on the throne.

The prize: One million dollars. As an added twist: the winning monarch may chose to share any portion of the prize with any subject(s) of the prevailing kingdom.

Key Elements of the Show:

- Each kingdom has its own gold currency used in the game to purchase goods, favors, and more. When a kingdom falls, its currency becomes worthless – BUT, the currency of the ultimate ruling kingdom may be exchanged at the end of the game for cold, hard cash – at the start of the game, each of the four kings is in charge of all their gold.
- Since every person has a blood-right to a throne, all players may strive to overthrow a king and take the position themselves.
- Kings may be overthrown by their own subjects (via popular revolt or physical competition) or be conquered by another king via loss of land, subjects, and/or currency.
- When a kingdom falls, the monarch of that kingdom is eliminated from the game and the conquering monarch inherits the fallen monarch's subjects and land.
- Subjects can be eliminated from the game through battle loss, royal banishment, and other mechanisms.
- Spies are employed by the kings to discover the goings-on in the other kingdoms.
- “Loyal” subjects may decide to ally themselves to a different king, but they do so at the risk of being eliminated from the game.
- Four Court Jesters act as narrators for the game – the jesters may also be used to pass messages from one kingdom to another or secretly from a king to a spy.

Future/Alternate Settings:

- European Monarchy
- Post-apocalyptic
- The future (non-apocalyptic)
- Atlantean
- Ancient Egypt
- Ancient Greece
- Ancient Rome
- Japanese Emperor (Samurai culture)
- Chinese Emperor
- Myan