

# System Reference Document

*This work is based on For the Queen (found at <http://www.forthequengine.com/>), a product of Alex Roberts, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).*

## Table of Contents

Licencing .....	2
<i>Descended From the Queen</i> .....	2
A Guide to Using the <i>For the Queen</i> SRD with Creative Commons .....	2
Copying .....	2
Non-US Works .....	2
Creating New Works .....	3
Requirements .....	3
Attribution .....	3
SRD (English) .....	4
The Characters and Their World .....	4
Authority .....	4
Content Calibration .....	5
Queen Cards .....	5
Pace of Play .....	5
What Matters .....	5

## Licensing

Licensing of *For the Queen* is now possible with the April 2019 release of our system reference document (SRD) using the moniker "*Descended From the Queen*". The contents of the SRD are available for use under the Creative Commons Attribution (CC-BY) license.

Use of this license will simply require that you make a clear statement (we'll give you the text) that your game is based on our material. Unlike some other Creative Commons options, this is not "viral"—you don't have to make your derived content open at all. We think it's awesome if you do, though, because it means you're contributing something back to the community.

### *Descended From the Queen*

To make legal use of the *Descended From the Queen* logo, you must include the following text:

*For the Queen*™ is a trademark of Alex Roberts. The *Descended From the Queen* Logo is © Alex Roberts, and is used with permission.



### A Guide to Using the *For the Queen* SRD with Creative Commons

This is aimed at designers, writers, and publishers who'd like to build on the Creative Commons release of the *For the Queen* System Reference Document. From here on in, we'll just call it "the SRD".

The most important thing to understand if you're new to Creative Commons licenses is that we've chosen the most liberal one possible. In particular, the license we chose isn't viral, which means you don't have to license those works under a Creative Commons license if you don't want to!

### Copying

The first right you have under the Creative Commons Attribution license is a straight-up copy of the SRD. If you do this, just remember to include the original copyright notice found in those documents, and don't add any kind of copy protection.

### Non-US Works

It might be useful for you to know that the Creative Commons Attribution Unported license was written using the terminology of the Berne Convention and various WIPO Copyright treaties, so you shouldn't run into any problems if you're publishing in a jurisdiction other than the United States.

(If you are interested in translating the *For the Queen* for publication, that's a different matter. Contact Alex Roberts to work out the details and licensing contract in that case. The SRD material does not cover translations of the core game.)

## Creating New Works

You have the right to create new works derived from the SRD.

## Requirements

The biggest requirement for anything you do based on our work is attribution; you must give us credit for our work. The next section goes into detail on how you should do that.

Second, you can't imply or state that Alex Roberts is endorsing or sponsoring you unless we've made a special arrangement with you. Don't use the *For the Queen* logo without talking to Alex first. There is a *Descended From the Queen* logo you can use very easily, though; see above. Also, don't use the name *For the Queen* in the title of your product.

Third, you may not use any material from *For the Queen* that is not in the SRD content -- including but not limited to the specific prompts and artwork. You must create your own original material using the *For the Queen* system as a base.

Finally, you can't use the SRD to make something which would be prejudicial to Alex Roberts' honor or reputation. (That's exactly how the legal license puts it!)

That's all the legal stuff. As always, if you're unsure about exactly what to do or if you're investing a lot of money in publishing something based on our work, think about talking to a lawyer.

This isn't a legal requirement, but we'd love it if you let us know what you were doing with *For the Queen* and maybe passed along a few copies — digital ones would be fine. Contact us!

## Attribution

So, how do you give us credit for our work?

This is really simple. Wherever you put your own copyright, add the following text:

This work is based on *For the Queen* (found at <http://www.forthequeengame.com/>), a product of Alex Roberts, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

All the text has to be the same size as the rest of your copyright section — that's one of the license requirements.

If you're publishing electronically, you can make "Creative Commons Attribution 3.0 Unported license" a link to <https://creativecommons.org/licenses/by/3.0> and "*For the Queen*" a link to <http://www.forthequeengame.com/>, instead of printing the URLs separately.

That's it!

## SRD (English)

Translations: [French](#)

*For the Queen is a game about love, duty, and devotion.*

Players collaboratively tell a story about a Queen's retinue undertaking a perilous journey, by each contributing one character's subjective viewpoint. All the player characters have a complicated history with the Queen, and the journey becomes a place for them to both develop and reflect on that relationship, and perhaps grow closer to the other members of the retinue as well.

*For the Queen* is inspired by early digital RPGs like *Final Fantasy*, and elegant story games like Aleksandra Sontowska's *The Beast*.

The setting information, instructions, and player prompts are all delivered via a deck of cards. This deck consists of:

**Instruction Cards**—These contain the game rules and setting information

**X-Card**—This is a content calibration tool, explained below

**Queen Cards**—These are illustrations which players can use to inspire their story

**Prompt Cards**—Forming the bulk of the game, these are short questions that are answered by players on their turn. Answers will fill in the characters, their world, and their relationships to each other and the Queen

**End Card**—This is the final prompt card. Once drawn, it is answered by all players in turn, and then play ends

### The Characters and Their World

*For the Queen* stars characters who are on a journey with their beloved, and often terrible, Queen. They may or may not know why they were chosen or what will happen to them along the way. No one plays the Queen; players come to know her only through the eyes of the player characters, who love and serve her. Aside from those specifications, everything that happens to and exists around the characters is determined through play. The retinue can be in a realistic, speculative, historical, or fantastic setting.

### Authority

Every player shares equitable responsibility for following the rules and developing the story. There is no Game Master or Facilitator. Players take turns drawing and reading cards in clockwise order, starting with the first Instruction card, and answering Prompt cards until the End card is reached.

## Content Calibration

When a player draws a Question card, they have three options:

- Read it aloud, and answer it from their character's viewpoint
- Pass it to the next player in turn order, saying, "I'd like to hear your answer to this question."
- Tap the X-Card or otherwise indicate the card is being X-Carded, and draw another one to replace it

A player who answers a question card may do so as simply or as elaborately as they wish. Other players may make suggestions or ask follow-up questions, and the one who drew the card can accept those suggestions or answer those questions to whatever extent they prefer.

A player who receives a passed card may answer it, X-Card it, or pass it the same way the original player did. The original player's turn is now over, and the player who received the passed card's turn will be over when they pass or answer it.

X-Carding a card does not end a player's turn; they draw the next card and continue. Players can also X-Card prompts that are drawn by other players, or any other content that arises during the game. The X-Card removes content from the game, and does not need to be explained or justified by the one who used it.

The X-Card was originally developed by John Stavropoulos and is adapted for use in this game. To learn more about The X-Card, visit <http://tinyurl.com/x-card-rpg>

## Queen Cards

*For the Queen* includes illustrated cards which feature a diverse set of Queens that players can use to inspire their own stories. Players can also opt out of selecting an illustration, and allow their Queen's appearance to unfold in their minds, or draw on other materials instead.

## Pace of Play

A session of *For the Queen* lasts approximately thirty minutes to two hours, but sessions have been known to go longer. Pacing depends on three variables:

- Where players shuffle the ending question card into the deck
  - They can choose to place it roughly in the middle, or shuffle it into the bottom half
- How elaborate players make their question card answers
- How many follow-up questions players ask each other

## What Matters

*For the Queen* is about relationships. Focus on the player characters' subjective impressions of the Queen, their history with her, and how that impacts their relationships with others.

To enjoy this game, listen to each other. Knowing that the world is being built around you as you go, be attentive to what your fellow players are saying, and incorporate it into your own answers.