

## Hamlet Player Aide [Learn more about this game](#)

King Claudius		
Action	Requirements	Results
Claudius plans to poison Hamlet. Claudius 1	Claudius: Suspects Hamlet	Check: Gertrude has access to poison.
Claudius poisons Laertes' sword. Claudius 2	Laertes: Challenged Hamlet to a duel Gertrude: Has access to poison	Add 2 to Laertes Swordplay. Add 1 to Hamlet's Swordplay.
Hamlet stabs Claudius with Laertes' sword and forces him to drink from the poisoned goblet. Claudius 3	Laertes: Challenged Hamlet to a duel Hamlet: In Denmark EITHER Gertrude: Has access to poison OR Gertrude: dead	First: Then, roll a die. If less than Hamlet's Resolve: Mark Claudius as dying. Ophelia's Sanity +1
Laertes marches on Denmark with an army and kills Claudius. Claudius 4	Laertes: in France Laertes: not challenged Hamlet to a duel Horatio: loyal to Laertes EITHER Hamlet: dead OR Hamlet: in England Polonius: dead Ophelia: dead	First: Move Laertes to Denmark. Then, roll a die. If less than Laertes' Swordplay: Mark Claudius as dying. Ophelia's Sanity +1
Claudius orders an execution. Claudius 5	It is Act II or later.	First: Current player selects a character in Denmark to be executed (not Claudius). May only select Hamlet if suspects Hamlet. Then, roll a die. If less than the current Act: Mark character as dying. Hamlet's Resolve +1 Ophelia's Sanity -1

<b>Queen Gertrude</b>		
<b>Action</b>	<b>Requirements</b>	<b>Results</b>
Gertrude drinks to Hamlet's health. <b>Gertrude 1</b>	Laertes: challenged Hamlet to a duel Gertrude: has access to poison	Hamlet's Resolve +1 Gertrude dies; turn Gertrude face down.
Gertrude decides to poison someone. <b>Gertrude 2</b>	Gertrude: has access to poison.	First: Current player selects a character in Denmark other than Gertrude. Then, roll a die. If less than the current Act: Mark character as dying. Hamlet's Resolve +1 Ophelia's Sanity -1
Gertrude administers a healing brew. <b>Gertrude 3</b>	A character is marked as dying.	First: Current player selects any dying character in Denmark. Then, roll a die. If less than the current Act: Remove the Dying marker.

<b>Polonius</b>		
<b>Action</b>	<b>Requirements</b>	<b>Results</b>
Polonius lectures Laertes about France. <b>Polonius 1</b>	Laertes: in Denmark	Check Laertes: Chastised by Polonius
Hamlet feigns madness to Polonius <b>Polonius 2</b>	Hamlet: Resolve > 1 Hamlet: in Denmark	Check: Polonius suspects Hamlet.
Polonius warns Claudius <b>Polonius 3</b>	Polonius: suspects Hamlet Claudius: Alive	Check Claudius: Suspects Hamlet
Polonius volunteers to spy on Hamlet <b>Polonius 4</b>	Polonius: Suspects Hamlet	Mark Polonius as Spying.
Polonius plans to poison Hamlet. <b>Polonius 5</b>	Polonius: suspects Hamlet Claudius: Dead	Check: Gertrude: Has access to poison
Polonius poisons Laertes' Sword. <b>Polonius 6</b>	Laertes: challenged Hamlet to a duel. Gertrude: has access to poison.	Laertes' swordplay +2 Hamlet's swordplay +1

<b>Laertes</b>		
<b>Action</b>	<b>Requirements</b>	<b>Results</b>
Laertes goes to France. Laertes 1	Laertes: in Denmark	Change Laertes location to France.
Laertes volunteers to spy on Hamlet. Laertes 2	Laertes: in Denmark EITHER Claudius OR Polonius Alive	Mark Laertes Spying
Horatio gives Laertes Polonius' lecture. Laertes 3	Horatio: in France Laertes: in France Laertes: not Chastised	Check Laertes: Chastised by Polonius
Laertes challenges Hamlet to a duel. Laertes 4	Hamlet: in Denmark Laertes: in Denmark EITHER: Polonius dead OR Ophelia: dead OR Ophelia: insane	Check: Laertes: challenged Hamlet to a duel
Hamlet stabs Laertes with his own sword. Laertes 5	Laertes: challenged Hamlet to a duel. Hamlet: in Denmark Laertes: in Denmark	Roll a die. If less than Hamlet's swordplay: Mark Laertes Dying. Ophelia Sanity -1
Laertes and Hamlet duel. Laertes 6	Laertes: challenged Hamlet to a duel. Hamlet: in Denmark Laertes: in Denmark	First: If Horatio loyal to Hamlet, Hamlet's swordplay +1 If Horatio loyal to Laertes, Laertes' swordplay +1 Then, roll a die. If less than Laertes' swordplay: Mark Hamlet Dying. Ophelia Sanity -1

<b>Ophelia</b>		
<b>Action</b>	<b>Requirements</b>	<b>Results</b>
Laertes warns Ophelia about Hamlet. <b>Ophelia 1</b>	Laertes: in Denmark.	Ophelia Sanity -1
Hamlet rejects Ophelia. <b>Ophelia 2</b>	Hamlet: in Denmark Ophelia: in Denmark	Ophelia Sanity -1
Ophelia joins a Nunnery. <b>Ophelia 3</b>	Ophelia: in Denmark Ophelia Sanity < 6 Hamlet Resolve > 1	Ophelia to the Nunnery.
Ophelia returns home. <b>Ophelia 4</b>	Ophelia: in Nunnery	Ophelia to Denmark.
Ophelia goes insane. <b>Ophelia 5</b>	Ophelia: not insane	Roll a die. If > Ophelia's Sanity: Check: Ophelia insane Do not mark this action.
Ophelia commits suicide <b>Ophelia 6</b>	Ophelia: insane	Turn this card over (Ophelia dead).
Ophelia and Hamlet elope in secret with the help of friends. <b>Ophelia 7</b>	Ophelia: not married Hamlet: in England R&G: in England R&G: loyal to Hamlet Horatio: in Denmark Horatio: loyal to Hamlet	Check: Ophelia: married to Hamlet Check: Hamlet: married to Ophelia Hamlet: Resolve -2

<b>Hamlet</b>		
<b>Action</b>	<b>Requirements</b>	<b>Results</b>
Ghost appears to Hamlet. <b>Hamlet 1</b>	Hamlet: in Denmark	Hamlet Resolve +1
Hamlet discovers R&G spying. <b>Hamlet 2</b>	R&G: are Spying R&G: not loyal to Hamlet	Hamlet Resolve +1
Hamlet request to put on a play. <b>Hamlet 3</b>	Hamlet: in Denmark Hamlet's Resolve > 1	Mark Hamlet: Requests play
The play is performed. <b>Hamlet 4</b>	Hamlet: in Denmark Hamlet: Requests play Claudius: Alive Ophelia: in Denmark	Hamlet: Resolve +2 Ophelia: Sanity -1 Mark Claudius: Suspects Hamlet Mark Hamlet: Play performed
Hamlet finds Yorick's skull. <b>Hamlet 5</b>	Hamlet: in Denmark Horatio: in Denmark	Hamlet: Resolve +1
Hamlet attempts to kill Claudius. <b>Hamlet 6</b>	Claudius: Alive Hamlet: Play performed Hamlet: in Denmark	Roll a die. If < Hamlet's Resolve: Mark Claudius Dying. Ophelia: Sanity -1 Otherwise: Hamlet: Resolve -2
Hamlet kills a spy. <b>Hamlet 7</b>	Hamlet: in Denmark Gertrude: Alive At least one character is Spying and also in Denmark.	Select character in Denmark and having a Spying marker. Roll a die. If < Hamlet's Resolve + 2: Character turned over immediately. Ophelia: Sanity -1 Otherwise: Hamlet: Resolve -1
Hamlet exiled to England. <b>Hamlet 8</b>	Hamlet: in Denmark Claudius: suspects Hamlet	Hamlet to England Mark Hamlet Exiled to England. Ophelia: Sanity -1
Hamlet returns to Denmark. <b>Hamlet 9</b>	Hamlet: in England	Hamlet to Denmark. Horatio to Denmark if in England.
Hamlet returns to England. <b>Hamlet 10</b>	Hamlet: in Denmark Claudius: suspects Hamlet EITHER Horatio: in England OR R&G in England	Hamlet to England

**Hamlet *continued***

Hamlet marries Ophelia.  Hamlet 11	Ophelia: not married Ophelia: in Denmark Hamlet: not married Hamlet: in Denmark Polonius: dead	Mark: Ophelia: married to Hamlet Mark: Hamlet: married to Ophelia Ophelia: Sanity +1 Hamlet's Resolve -1
Hamlet equivocates.  Hamlet 12	EITHER (Hamlet in Denmark AND R&G in Denmark OR (Hamlet in England and R&G in England)	Choose one: Hamlet: Resolve -2 Hamlet: Resolve +1
Hamlet drinks from the poison goblet.  Hamlet 13	Hamlet: in Denmark Hamlet: Resolve < 3 Laertes: challenged Hamlet to a duel Gertrude: has access to poison	Mark Hamlet Dying. Ophelia: Sanity -1

## Rosencrantz & Guildenstern (R&G)

Action	Requirements	Results
R&G believe Hamlet mad. R&G 1		R&G Loyalty one toward Claudius.
R&G sympathetic to Hamlet. R&G 2		R&G Loyalty one away from Claudius.
R&G equivocate. R&G 3		R&G Loyalty one toward neutral.
Claudius asks R&G to spy on Hamlet.  R&G 4	Claudius: alive R&G: in Denmark R&G: not Spying R&G: not loyal to Hamlet	Mark R&G as Spying
R&G stop spying. R&G 5	R&G: loyal to Hamlet R&G: currently spying	Remove Spying marker from R&G
R&G travel to England. R&G 6	R&G: in Denmark Hamlet:: in England	R&G to England
R&G return to Denmark. R&G 7	R&G: in England R&G: no loyal to Claudius	R&G to Denmark
Rosencrantz & Guildenstern are dead.  R&G 8	R&G: in England EITHER (Hamlet in Denmark AND Hamlet Resolve > 2) OR Hamlet dead	Turn this card over (R&G dead).



<b>Horatio</b>		
<b>Action</b>	<b>Requirements</b>	<b>Results</b>
Hamlet makes Horatio swear not to reveal anything about the ghost. <b>Horatio 1</b>	EITHER (Hamlet in Denmark AND Horatio in Denmark) OR (Hamlet in England and Horatio in England)	Move Horatio's Loyalty 1 in either direction. Hamlet: Resolve +1
Polonius sends Horatio to spy on Laertes. <b>Horatio 2</b>	Polonius: Alive Horatio: in Denmark Laertes: in France	Horatio to France
Horatio ordered to spy on Hamlet. <b>Horatio 3</b>	Horatio: loyal to Laertes Horatio: has no Spying marker EITHER Claudius, Polonius or Laertes Alive	Mark Horatio Spying
Horatio refuses to spy on Hamlet. <b>Horatio 4</b>	Horatio: loyal to Hamlet Horatio: has Spying marker	Remove the Spying marker from Horatio.
Horatio visits England. <b>Horatio 5</b>	Horatio: not in England Hamlet: exiled to England	Horatio to England
Horatio returns to Denmark <b>Horatio 6</b>	Horatio: not in Denmark	Horatio to Denmark
Horatio befriends Laertes. <b>Horatio 7</b>	Horatio and Laertes in same location.	Horatio's loyalty 1 toward Laertes
Horatio befriends Hamlet. <b>Horatio 8</b>	Horatio and Hamlet both in England	Horatio's loyalty 1 toward Hamlet
Hamlet sends a letter to Horatio. <b>Horatio 9</b>	Hamlet: in England Horatio: in Denmark	Horatio's loyalty 1 toward Hamlet Hamlet: Resolve +1 Roll a die. If < Hamlet's Resolve: Horatio's loyalty one more to Hamlet
Horatio woos Ophelia. <b>Horatio 10</b>	Ophelia: not married Ophelia: in Denmark Horatio: not married Horatio: in Denmark Horatio: loyal to Laertes	Raise or lower Ophelia's Sanity by 1, your choice.
Horatio marries Ophelia. <b>Horatio 12</b>	Ophelia: not married Ophelia: in Denmark Horatio: not married Horatio: in Denmark Horatio: loyal to Laertes Hamlet: dead	Mark Ophelia: married to Horatio Mark Horatio: married to Ophelia Ophelia: Sanity +1

Horatio takes his own life.

Horatio 13

EITHER (Horatio loyal to Hamlet and Hamlet dead) OR (Horatio loyal to Laertes and Laertes dead)

Mark Horatio dying.  
IF Ophelia married to Horatio:  
Ophelia: Sanity -1

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