

R

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Story

Since the sudden passing of the benevolent King, the country has been in turmoil. As there was no direct successor to the throne, the people are spending their days in anxiety, unsure of their future. But there was a glimpse of hope. There were two powerful count princes, both resourceful and skilled. One was the Blue Prince, composed and calm, and with a will stronger than most. The other was the wild yet intelligent and passionate Red Prince. Ready to compete for the crown, they gathered their allies to begin a silent struggle for power. But they both had a secret. The Blue Prince had given his heart to the Red's lovable and kind little sister, and the Red Prince was hopelessly in love with the graceful and beautiful little sister of Blue. Who of the two will, with this weak spot, win the struggle for the crown?

Game overview

Game time: 5 minutes
Players: 2

Both players represent one of the Princes and fight to gain control of the country by using the Prince and his allies. Each character has a unique strength, and a special power; they all win over some and lose to some. Players will choose one character each and reveal simultaneously. The first player to win 4 such rounds has grabbed the influence enough to be crowned as the New King.

Contents

16 cards
rulebook

Preparations

Each player takes a set of 8 cards consisting of blue or red prince, corresponding princess, and then 1 each of General, Wizard, Minister, Assassin, Spy and Jester. These cards form the player's hand. The blue and red prince/princess cards are identical in effect.

How to play

Each player secretly chooses one of his cards and puts it face down before him. When both players have selected a card, they are revealed simultaneously. This is called "a round".

Each card has a strength and a special power, and these decide which of the cards win. Basically, the card with the highest strength wins, but some special powers overrule this. The special powers are mandatory, meaning they always happen.

The cards used for the round stay where they are. Turn the losing card sideways so that you easily see who won the round. The game then proceeds to the next round: Both players choose a new card of those remaining in his hand, put forward face down and reveal simultaneously and so on.

In case of a draw (for example, if both cards' strength was the same), the round is "on hold"; the victor of the next round also wins the round that is on hold. It may happen that several rounds in a row are on hold.

Game end

In the standard rules, the game ends as soon as one player has achieved 4 victories. If the players run out of cards before this happens, the game is a draw. Play again.

The cards

Prince

"You win the round"

This card wins the round regardless of strength of the cards. It doesn't matter if the Assassin has turned the tables. However, the Jester still puts the round on hold. If both players chose the prince,

their powers nullify each other and the strengths are compared instead (normally, it turns into a draw, but the General might affect that).

General

"Your card next turn gets +2 strength"

The General's power affects the next round. Any magician played by the opponent the round after the General does not nullify the General's power.

Magician

"Nullifies the special power of the opponent's card"

Nullifies the opponent's special power, which simply means that the highest card wins the round.

Minister

"If you win with this card, it counts as 2 victories"

This effect is valid even if the round is on hold. In that case, the next round will be worth 3 victories (unless the opponent plays his Minister, in which case it will be worth 4 victories!). If both players play the Minister the same round, the effect does not stack.

Assassin

"The lowest strength wins"

Like the card says.

Spy

"Next round, your opponent reveals his card before you choose yours."

If both players choose the Spy the same round, their powers nullify each other.

Princess

"If the opponent played the Prince, you win the game."

If the opponent played the prince, the game ends immediately, regardless of number of victories.

Jester

"This round's is nullified; and put on hold."

Wins over all powers except the Magician's

To end with

As you may note by the play time, this is not a long, strategic game in which you think carefully each round. Use it as a way to decide game order, or instead of rock-paper-scissors. Don't play for money, unless your country's laws allow for it.

Also, as the game's very light, there are numerous variations for the game. The game changes quite radically with some of these, so please try them out.

On a side note, this game takes place about 20-30 years before the game "RR" (or, "RRR" as the re-implement is called, translator's notes). The attentive player might appreciate comparing the art on these cards to the cards/tiles in RR/RRR. (Due to game mechanisms, the eye colours have changed for some cards.)

Thank you for trying out one of Kanai Factory's games. I am constantly trying to bring out new interesting games, and I hope that we will meet again.

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* This game is fictitious and has nothing to do with reality.

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Variants

Some of the variants can be used in combination with others

B. Seven

Before the game, both players secretly choose and simultaneously reveal a card. These cards are not used during this game.

C. Three card

The 8 starting cards are shuffled to form a deck. Each player draws 3 cards as his hand and chooses one of these three. As soon as a card is played, a new is drawn.

D. Alternative

Like "three cards" but with a hand of 2 cards.

E. Traitor

Before the game, both players secretly choose and simultaneously reveal a card. The revealed cards swap owners.

F. Impatience

The game is played to 3 victories instead of 4.

G. Numbers

All special powers are ignored.

H. Numbers: Jester/Minister

All special powers except the Jester's and/or the Minister's are ignored.

I. Draft

Shuffle all the 16 cards. One player draws 4, chooses one to keep and gives the rest to the other player who chooses one to keep and gives back and so on. Then the other player draws 4 new cards, chooses one to keep and so on until all cards are dealt. Please note that the Princesses only affect the Prince of the opposite colour.

J. Loser

The player who loses the game wins.

K. Random deal

Shuffle the 16 cards and deal 8 to each player.

L. Prophecy

Both players place all 8 cards face down before them in the order they choose. They are revealed one at a time. When the Spy is revealed, the player who revealed the spy may, after seeing the opponent's card for the next round, re-arrange his remaining cards without looking.

M. Fortune

Both players shuffle their eight cards and simply draw the top card for each round (a game of pure luck). If the Spy is drawn, the player with the spy may, after seeing the opponent's next card, reshuffle his remaining cards (a gesture of meaninglessness).

N. Last chance

As soon as one player has reached 3 victories (just one remains), his opponent may pick up one of his cards from a round he lost, and return to his hand. Or, he may be allowed to even pick up a winning card from his hand (the victory still counts as a victory).

O. Balance

If you have more victories than your opponent, you must reveal your card before he chooses his. This is cancelled if you gain the effect of the Spy.

P. Princess attack

Before the game, one player exchanges his Princess for the opponent's Prince. Meaning, one player starts with both Princes, the other with both Princesses.

Q. Till dawn

Play until both players have used all cards, and count the number of victories. Either declare the most victories as the winner, or play until a predetermined number of victories. The Princess against the Prince counts as 4 victories in this case.

R. True King

Play 3 times, the first to 2 games wins. The loser of the previous game chooses which variant to use for the next.

The following variants are completely different games. But still.

S. Assassin's Target (2–5 players)

Shuffle all 16 cards to form a deck. Decide starting player, and take turns drawing a card. If a player draws the Assassin, he's out of the game. When the deck runs out, reshuffle and continue. Play until only one player remains.

T. Princess Lover (2–5 players)

Like Assassin's Target, but the first player to draw one of the Princesses wins.

U. Seeker (2–5 players)

Shuffle the 16 cards and place them face down in either a 4x4 grid or hap-hazard. Decide starting player. Take turns revealing two cards, one at a time. If the revealed cards are of the same type, the turn player keeps them as points and may take another turn. If they are of different types, they are turned face down again. The strength of each gained pair is the points for that pair. The first player to reach 8 points is the winner, or the player with most points once all cards are gone. If a player reveals a Prince and a Princess of differing colours, that player immediately wins. As a variation of this, you may play that the revealed cards are not revealed to all, but only the turn player.

V. Telepathy (2 or more pairs of players)

Both players in a pair take the 8 cards and places them in any order face down. Reveal one at a time. Each time the revealed card is the same as the team mate's, the pair gains 1 point. The pair with the most points wins.

W. Triangle (2–4 players, betting game)

Shuffle the 16 cards and place them face down to form a deck. Each player draws 3 cards and may then discard any number of cards (on 3 players, up to 2 cards, on 4 players only 1 card) and then draw as many new cards from the deck. The player with the best hand wins. Hands are as follows, in descending order:

* 2 Princes, 1 Princess or 2 Princesses, 1 Prince

* Prince/Princess of different colours

* Prince/Princess of same colour

* Straight (f.ex. 2,3,4) (the higher the strength, the better).

* Pair (the higher the strength, the better).

* Null (none of the above)

In case of a tie, the combined strength of the remaining cards in hand is the tie breaker.

X. Pair Attack (2–8 players, betting game)

Shuffle all 16 cards and deal 2 to each player. The strength of the pair is decided as follows: 71 > 77~70 > 66~60 > 55~50 etc. All players place both their cards face down, and their hands on the cards. On a call of one-two-three all players who want to fold remove their hands from their cards. The winner is the player with the best pair of the players who did not fold.

Y. Princess card (2–5 players)

Remove one of the princesses, shuffle the deck and deal all cards to all players. All players discard any pairs they have in their hands. Decide starting player who picks a card at random from the player to his right (if he doesn't have any card, the next player to his right). If he got a pair, it's discarded. Regardless of which, turn goes to the player on his left. When only the princess is left in the game, the player who holds that card wins.

Z. Serious card (2 players, betting game)

One player takes Prince, General, Magician and Minister, the other player takes Assassin, Spy, Jester and Princess. Play like the normal game but until the Prince or Princess wins a round, at which point the game immediately ends. Any other victories are not counted. A Prince victory is 1 point, a Princess victory is 4 points. Play 4 games switching places (each player gets 2 Prince games and 2 Princess games), and the player with the most points wins.

If you come up with a variant, I'd love to hear it.

All playable variants will be published on my website.