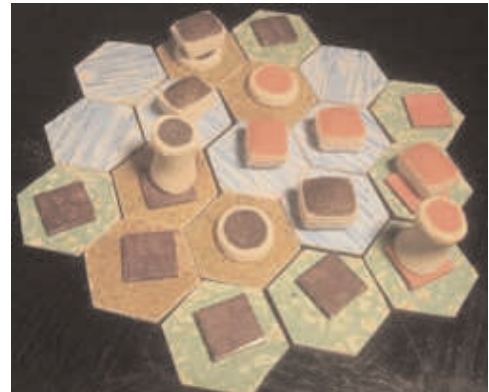


GAME OF 5 FIELDS

Concept of the game

This game was initially designed as a version of Chess at a strategic scale. Chess is an abstract representation of a battle in the antiquity. The troops fighting on the first line were farmers with minimum training, only able to perform basic manoeuvre (Pawns). Then on the second line there were the elite troops with the chariots, fast but who could mainly attack on a straight line (Rooks), the cavalry which goal was to surround the enemy (Knights), and the King's Guard made of the finest skilled soldiers (Bishops and the Queen). The battle was won with the killing or capturing of the enemy General (check-mate).

Our goal here was to use the same kind of abstraction and apply it to the development of starting civilizations in the antiquity. The discovery of new lands allowed people to settle new colonies with their cities and cultivated lands. The armies were here to defend the city and expand the empire, while the population was producing goods, cultivating the fields and building the city.



In the game that translate into a map made of hexagons. They represent either the seas, obstacles to the expansion, the plains where fields can be easily cultivated, and the mountains where cultivating is harder but people can find better protection. Each player has a Queen which generates the Fields and the Cities, and gives their power to the 3 Princes who can explore new lands and fight the enemy.

Players must make good use of the setting of the land to be the first one to reach the final goal : build a City related to a chain of 5 Fields. In an advanced version of the game, players progressively discover the board which is blank at the beginning of the game.

Goal of the game

Be the first player to put on the board a City adjacent to 5 Fields. You can also win the game by eliminating the opponent's Queen before he/she could build a City.

Content

The board. Made of 19 colored hexagons that allow a different map at every game. These pieces are divided in three kinds :

- 7 green : representing the plains
- 5 brown : representing the mountains
- 7 blue : representing the seas.

The pawns. Each player has 4 different kinds of pawns :

- The Queen,
- The Princes (3 pawns),
- The Cities (2 pawns), and
- The Fields(8 units).

The Queens and the Princes are present from the beginning of the game. The Cities and the Fields are built during the game.

Preparation of a game

- 1) Each player takes 1 green hexagon
- 2) The remaining hexagons are placed face down on the table.
- 3) Each player randomly takes 3 of them.

The green hexagon will be the starting point of your Queen and the 3 random ones will serve as the starting base for your 3 Princes. Place them as in this example :



- 4) You must now put the hexagons together like shown on the following example:



- a) Put both your starting areas facing each other. The green hexagons for your Queens must be at the opposite side.

- b) The youngest player draw randomly an hexagon and place it at the very center. For the remainder of this example, the younger player will be called player A and the other one player B.



c) Player A takes randomly 2 more hexagons and place them as shown above.



d) Player B takes randomly 2 more hexagons and place them as shown above.



e) Player A takes randomly 3 more hexagons and place them as shown above.



f) Player B takes the last 3 hexagons and place them as shown above.

5) Once all hexagons are set up you can place your Queen and Princes in their starting place (*as shown on this example*).

6) the youngest player starts to play.



Unfolding of a game

Each player play on turn. During your turn you can perform one among the following 7 actions:

- Move one or two pawns, or
- Switch the position of the Queen and a Prince (Castling), or
- Build a Field, or
- Build a City, or
- Regenerate a Prince, or
- Regenerate the Queen, or
- Pass your turn.

You may perform only one action during your turn. Once you started an action, you can't start another one, even if you didn't completely use the first one.

example :

a) You moved one Prince, you can't build a Field or recreate a Prince anymore.

b) You regenerated a Prince, you can't move a pawn or build a City anymore.

You play these actions on turn until a player fulfill the winning conditions. (S)he's declared winner of that game.

Description of the actions

Move one or two pawns

You can move :

- the Queen.
- A single Prince.
- 2 Princes.
- A Prince and the Queen.



As a general rule, you can't have more than 2 pawns in the same hexagon. You can't go thru an hexagon occupied by an opponent Queen, Prince or City, except to stop there and start a Battle. However, you may go thru (but not end your move in) an hexagon occupied by one of your pawn.

Moving the Princes

The Princes movement depends on their distance to their Queen. The move of a Prince is 5 hexagons less the distance to its Queen at the beginning of the move.

Example:

The Prince starts 1 hexagon away from the Queen, it may move up to 4 hexagons ($5-1=4$).

The Prince starts 2 hexagon away from the Queen, it may move up to 3 hexagons ($5-2=3$).

The Prince starts 3 hexagon away from the Queen, it may move up to 2 hexagons ($5-3=2$).

The Prince starts 4 hexagon away from the Queen, it may only move 1 hexagon ($5-4=1$).

This value tells you how far the Prince can go. You can decide to stop the pawn before you used all its potential. The move can be done in any direction, it is not limited to a straight line.

The move can be done either completely on the land (plains and/or mountains) or completely on the sea. When a Prince needs to go from the land to the sea, or reverse, the move is limited to one

single hexagon (whatever the distance to the Queen) and can only be done at the beginning of the movement. By the same token, if a Prince already moved from one hexagon, it may not anymore go from the land to the sea (or reverse) for the remainder of that move.

Moving the Queen

The Queen may move one or two hexagons. She may not go thru a sea by herself, nor stop her move in a sea hexagon. In order to have the Queen cross a sea hexagon, you must have there a Prince that will act as a "bridge".

Castling

You can switch the position of the Queen and one of your Prince given your respect the Queen's restrictions :

- She can move only 2 hexagons away,
- She can cross a sea only in a Prince is there
- She can't end up in a sea hexagon.

You can't have an opponent pawn standing in between your 2 pawns you wish to switch.

Build a Field

Only your Queen can generate a Field in the hexagon she stands. You just put the Field pawn under your Queen pawn.

Remember that building a Field takes your whole turn. You can't build a Field anymore during a turn if you already moved a pawn.

- You can only have one Field per hexagon.
- You can't build a Field in the same hexagon as a City.
- Of course, you can't build a Field in a sea hexagon.

Build a City

Only your Queen can generate a City in the hexagon she stands. You just put the City pawn under your Queen pawn.

Remember that building a City takes your whole turn. You can't build a City anymore during a turn if you already moved a pawn.

Same remarks as above for the Fields: you can only have one City per hexagon, you can't have a City and a Field in the same hexagon and you can't build a City in a sea hexagon.

Regenerate your Queen

You can only have one Queen pawn at a time. In case you lose her in a Battle you have the possibility to regenerate her. You just upgrade a Prince into a new Queen.

You remove one of your Prince from the board and you place your new Queen in one of your Cities. Thus you lose one Prince pawn in the transaction.

IMPORTANT: In the event your Queen is eliminated and you do not have yet a City built or all your Princes have already been killed, then you lost the game.

Regenerate a Prince

You may not have more than 3 Princes at a time on the board. You can recreate a new Prince only if you lost one as the result of a Battle. You may only regenerate one Prince during each turn.

You must have as many Fields as Princes to be able to regenerate one. For instance if you lost your third Prince and only have one or two Fields you can not generate your Prince. You must first build a third Field.

You just place the new Prince in one of your Cities. If you don't have any City built, you can't yet regenerate any Prince.

Pass your turn

You may decide to pass your turn. However your opponents have now the choice of playing as normal or also pass his/her turn. In that case you have no choice but play after your opponent also passed his/her turn.

How to kill other pawns : the Battles

Only the Princes can attack other pawns. The Queens and the Cities also have a value for Battles but can only use it for defense, never to attack.

The Fields have no value for Battle. To capture them you just need to end your move in the same hexagon.

To perform a Battle a Prince must end up his move in the same hexagon as the target and have a higher Battle value. In this case the target is removed and the winning Prince takes over in the hexagon.

In the case the target was a City, or a City was part of the attacked group, the City is switched to the winner's livery. Cities can't be destroyed, they can only be switched color.

If you realize that the attacker has a lower Battle value than the defense, the Battle is not possible and the move doesn't count.

The Battle value of the Princes is computed the same way as their movement potential. The only difference is that the Battle value is determined at the end of the move (whereas the movement potential is computed at the beginning of the move). In other words, the farther the Prince is from his Queen, the weaker he becomes, and the closer the stronger.

This Battle value for Princes is 5 points less the distance in hexagons from their Queen.

This value is doubled in defense while standing in a mountain hexagon.

examples :

- *A Prince attacks a plain hexagon located 3 hexagons away from his Queen, his Battle value is 2 ($5-3=2$)*
- *A Prince is in a mountain one hexagon away from his Queen. His value in case it is attacked is 8 ($5-1=4$, times 2 because defense in mountain = 8)*
- *A player wants to attack a Prince located in a mountain. The Queen of the attacker is 2 hexagons away from the Battle, the Queen of the defense is 3 hexagons away. The attack can not occur because the attacker has a Battle value of 3 ($5-2=3$) and the defense has a value of 4 ($5-3=2$, doubled in mountain for defense = 4).*

The Battle value of a Queen is 4 in a plain and 7 in a mountain.

The Battle value of a City is 3 in a plain and 5 in a mountain.

Remember that these values for Queens and Cities are only used for defense purpose, in case they are attacked by Princes.

Case of a City in the same hexagon of an other pawn.

When a Prince or a Queen are in a plain with a City and, you can add their Battle values (value in plains). In the same situation but in a mountain, you add the value in the plain of the pawn and the value in mountain of the City.

Attacking with 2 Princes.

You can bring 2 Princes in the same hexagon to add up their Battle values and beat a strong opponent pawn. This is the only exception to the rule stating that you can only have one pawn per hexagon.

However, during your next turn you MUST separate them by moving away one Prince. If you forget or decide not to do so, one of the 2 Princes is automatically eliminated.

More details on the Fields and the Cities.

You can have a Prince or your Queen standing in the same hexagon of your Fields and Cities.

You can't destroy a Field (even your own). When your Queen or a Prince finish up the move in a hexagon with an opponent Field, you capture it and replace it with one of your own Fields. That happen only if you finish your move in the hexagon, not if you just go thru it.

Unlike the Fields, the Cities block the opponent's move. They have a value for the Battles. To capture a City your opponent needs to bring pawns with a higher value (see paragraph pertaining to the Battles). Defeated Cities are not destroyed but switch color. You can't destroy your own City.

Cities and Fields can't move. They are passive pawns.

You may only have one single City per hexagon. You can't have a City in the same hexagon as a Field. However you can have you Queen or you Princes stay in the same hexagon as your City. Each player may have up to two Cities at the same time on the board.

The Fields, the Cities and the Goal

Each Field built in a plain hexagon is worth 1 Field. Each Field built in a mountain hexagon is only worth half a Field(1/2).

In other words, you need to have 2 Fields in mountains to get 1 point towards your goal.

In example on the right, our player needed to build 7 Fields in order to reach a total of 5 (3 Fields in plains, value of 1; and 4 Fields in mountains, only worth 1/2 each).



- The 5 Fields must be adjacent but do not need to be in a single chain. The City can be linked to several smaller chains.
- If a Field is separated from the main chain by one or several seas, you must bring 1 Prince on each sea to serve as a link.
- If a Field is separated from the chain by a plain or a mountain, you need to build there a 2nd City to reconnect the Field to the chain.

In the example on the left, our player built 2 Cities. Only one City is mandatory to win, but the second City allows him to link the Field on the bottom to the main chain. An other Field was built on the other side of the sea, but a Prince is there to link it to the main chain.

Optional Rule : Blank Starting Map

You may choose to start the game with only part of the hexagons turned up and the rest face down. You'll discover the unknown lands as your pawns explore them.

While setting the board as described above in that rule, you'll only place face up the hexagons of the Queens and the Princes. All other hexagons are placed face down.

Place the hexagons in 6 steps as described in this example.

Make sure you leave enough space in between each hexagons to facilitate their turnaround.



Special case of the moves during the discovery of the new lands

Only Princes can discover hexagons still face down.

Their potential of move is determined as described above. You must clearly indicated the path you wish your Prince to follow.

For each point of move, you can turn around one of the hexagons adjacent to the Prince. Then you can have the Prince enter in that new land (at no extra cost) or just have him stay in the original hexagon.

ATTENTION : Remember that to go from the land to the sea (or reverse) costs a whole move. So if a Prince is on the land and discovers a sea hexagon (or reverse), it may proceed to that new hexagon only if it's his first point of move. If the Prince had already moved of one hexagon or more, he can only turn around the new land but not move into it. If the Prince is still at the first move, he can enter the new land but his move is then complete.



1- In this example the player White will move his lower Prince. This pawn is 1 hex away from its Queen. It may move 4 hexs.



2- Using the first point he discovers the lower hex. The player turns the hex around: a plain. He decides to move the Prince in the new hex.



3 - Using the 2nd point he turns around the adjacent hex : a mountain. Our player decides again to move his Prince there.



4 - With the 3rd point he chooses to discover the upper left hex: a sea. Our player can't move the Prince. Moving to a sea can be only done at the beginning of the move and takes a whole move. Our Prince already moved 2 hexs.



5 - Using the last point our player discovers the hex adjacent: a plain. He could choose to move the Prince there but decides instead to leave it in the Mountain. Even if the Prince doesn't move, the hex remains face up.