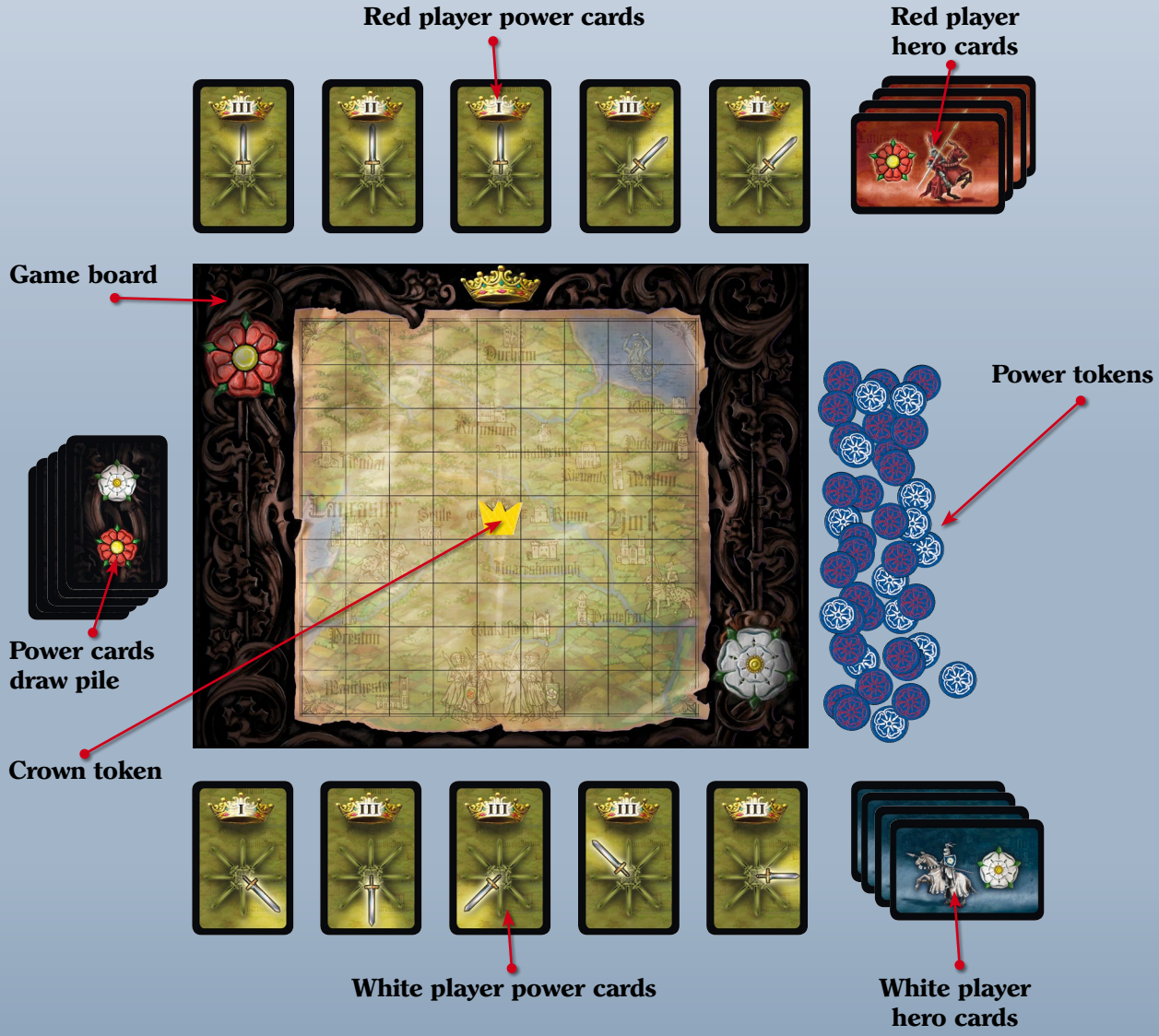
THE ROSE KING



A Game By
Dirk Henn
For 2 Players,
Ages 10 Years and Up

KOSMOS

Setting Up the Game:



Game Concept

The players assume the dynastic roles of the royal houses of Lancaster and York, which battled for supremacy during the so-called Wars of the Roses in England from 1455 to 1487. Both sides used symbols of roses in their heraldic badges. In this game, each player attempts to bring as much territory as possible under his or her control.

Game Objective

The winning player is the player who marks the greater number of adjacent territorial spaces with his or her rose.

Game Materials

1 Game board
52 Power tokens, printed on both sides (a red rose on one side, a white rose on the other)
24 Power cards (one card with a value of I, one of II, and one of III for each of 8 directions)
8 Hero cards (4 with a white rose insignia and 4 with a red rose insignia)
1 Crown token

Game Preparation

- Place the game board between the two players in such a way that one player (who will see the crown upside-down) is sitting in front of the crown at the board's edge. This player will play with the red roses and the other will play with the white roses.
- The power tokens should be placed next to the game board within easy reach of both players.
- Shuffle the power cards well and randomly distribute five to each player. Place the rest of the cards face down next to the game board as the draw pile. Next, each player lays his or her five cards face up in front of himself or herself in such a way that the crown on each card has the same orientation as the one on the game board.
- Each player also gets four hero cards matching his or her rose color. These four cards should be placed next to each player.
- Finally, set the crown token on the center space of the game board.
- The player with the red rose starts, after which the players take turns.

Course of Play

- The player whose turn it is must choose **one** of three options:
  ❶ Play a power card
  ❷ Draw a power card
  ❸ Play a hero card together with a power card
- The player must choose one of these options if possible. If a player cannot carry out any of the three options, he or she must skip a turn. Then it is the other player's turn and remains the other player's turn until the first player can perform one of the moves.

1 Playing a power card

The player places one of his or her power cards face up on a shared power-card discard pile and moves the crown token in the direction and by the number of spaces indicated on the card (see the example to the right).

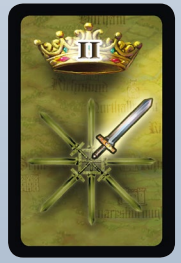
The shining sword points in one of the eight directions of movement. Inside the crown, you will see a Roman numeral I, II, or III, which indicates how far the crown token must move when played.

The following rules apply when moving the crown:

- The movement distance must be completely used up. The player may not move fewer spaces than what is indicated on the card.
- The final space must be unoccupied. There cannot already be a power token (belonging to either player) in that space.
- A card cannot be played if it would take the crown token past the edge of the game board.

Before the player places the crown token in the final space, that space must be marked with a power token. The player places the power token with his or her rose color face up. Then the player places the crown token on top of the power token.

Example move:





... or ...

2 Drawing a power card

Instead of playing a power card, simply draw a power card from the draw pile. A player may only choose this option, however, if he or she does not yet have five cards. If a player already has five cards in front of him or her, this option is not available.
The drawn card is then placed face up next to the player's other cards.
If the draw pile has been used up, shuffle the discard pile and use it as the new draw pile.

... or ...

(continued on next page)

❸ Playing a hero card with a power card

Each player has four hero cards to use during the game. If he or she has used all the hero cards, this option is no longer available. By using a hero card, a player may turn over one of the opponent's power tokens already lying on the game board. The hero cards are very powerful, so think carefully before using them.

Turning over power tokens using hero cards:

In exchange for a hero card, a player can turn over one of the opponent's power tokens already on the board, when the player plays a power card that moves the crown to that opponent's space. To do this, he or she places a power card on the power-card discard pile and also discards a hero card into a separate hero-card discard pile (the hero cards are not reused). Then the player moves the crown token to the space indicated by the power card that is occupied by the opponent. Before placing the crown token on the space, he or she turns over the power token lying on that space so his or her own rose color is facing up.

Ending the Game

The game can end in two ways:

1. The players cannot carry out any more moves, because each has five power cards and neither can use any of them.

... or ...

2. One player places his or her last power token on the game board.

Either way, the game ends immediately.

Now, each player calculates the point value of his or her territories. Territories are made up of the spaces with the player's power tokens in them. A multi-token territory consists of two or more spaces containing the player's power tokens where each space borders at least one of the other spaces on at least one side. A corner does not count as a shared border. A single-token territory consists of just one space containing the player's power tokens that is not bordering any other space containing the player's power tokens. To calculate the point values, the number of spaces composing each territory is squared, or multiplied by itself.



Example: In the illustration here, the player with the white rose has one territory of 8 spaces (8 x 8 = 64 points), one of 2 spaces (2 x 2 = 4 points), and one territory of 1 space (1 x 1 = 1 point). The player with the red rose has one territory of 5 spaces (5 x 5 = 25 points), two territories of 2 spaces each (each one: 2 x 2 = 4 points), and one territory of 1 space (1 x 1 = 1 point).

Each player adds up all the points of his or her own territories. Whoever has the greater point total is the winner.

In case of a tie, the player with the largest single territory is the winner. If this is also a tie, the player with the greater number of roses on the board is the winner.

Tip: To make the calculation step easier, the players can remove equal-sized territories from the board so each player has fewer spaces to total up.



The following table will make it easier to calculate territory points:

Territory size	Points	Territory size	Points
1	**1**	14	**196**
2	**4**	15	**225**
3	**9**	16	**256**
4	**16**	17	**289**
5	**25**	18	**324**
6	**36**	19	**361**
7	**49**	20	**400**
8	**64**	21	**441**
9	**81**	22	**484**
10	**100**	23	**529**
11	**121**	24	**576**
12	**144**	25	**625**
13	**169**		

The Author



Dirk Henn was born in 1960 and lives in Aachen, Germany. He and his wife Barbara have produced and self-published many games, including *The Rose King* in a different design and under a different name. The author likes games with simple rules and lots of options. He regards the coveted Spiel des Jahres award, which he received in 2003, among his greatest successes.

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