

11.0 RULES FOR 4 PLAYERS

For 4 players, the standard rules apply, with the following changes.

11.1 Starting the game

The initial setup when starting the game is a bit different for 4 players.

Randomly determine who will be the first player using a die. Going clockwise from the first player, each player places one of his disks in one of the estate spaces.

Next, repeat the procedure in inverted order. The last player goes first, and then the turn goes counterclockwise.

Thus, as the game starts, each player has two disks placed on the estate spaces.

11.2 Enemies attack

The procedure for Poland's enemies' attacks is the same as in the standard rules for 3 players, but the base strength of all

the enemies is greater – you use the numbers in the bottom row (marked with four coats of arms).

In the fourth turn, the Ottoman Empire's strength will either be four or thirteen, depending on whether they have any strength points in the Habsburg box. If they do not, then their strength is four. If they do, then their strength is thirteen in the Ottoman Empire and thirteen in the Habsburg Empire (to which will be added the two Ottoman strength points already in that box that were required to pacify the Habsburgs – see the "Enemies Expand" rules for more details on this).

11.3 Sequence of play

It is strongly recommended to use rule 12.4 in 4 players game.

12.0 OPTIONAL (HISTORICAL) RULES

If all players agree, you can use any or all of the optional rules described below. Whether or not a specific rule is used, must be decided before the game starts (this also pertains to the initial placement of disks on estate spaces).

Once agreed, the rules cannot be changed until the end of the game.

12.1 Diplomatic treaty limitations

In turns 1 and 2, you can make a treaty with the Ottoman Empire, but you cannot make a treaty with the Tatars. In turns 3 and 4, normal rules are used – you cannot make a treaty with the Ottoman Empire, but you can make a treaty with the Tatars.

With this rule in place, the players cannot eliminate the threat of the "Cossack Rebellion" by making a treaty with the Tatars.

12.2 Stronger treaties

Players that dislike the randomness in the game can decide on the probability of a treaty being broken in the "Enemies Attack" phase.

In the case of a treaty with standard cost (two money + amount equal to the roll of one die), the treaty is broken when two or more of the dice show a number matching that of the enemy during the "Enemies Attack" phase.

If the cost is increased to four money plus the amount equal to the roll of one die, the treaty is broken when three or more of the dice show a number matching that of the enemy.

If the cost is increased to six money plus the amount equal to the roll of one die, the treaty is broken when four or more of the dice show a number matching that of the enemy.

The player must declare the treaty's cost before rolling the die to determine the additional cost.

Example: Sapieha (red) has only eight money after founding Jesuit schools in the entire country. He wishes to make a treaty with Moscow. He removes one noble cube from Lithuania, and one disc from the Sejm. Next, he declares that he will pay four money for the treaty, and rolls the die to determine the treaty's additional cost. The result of the roll is '1'. Therefore, the player pays five money for the treaty.

Note that should the result of the die roll be '6', the treaty attempt would fail, and the player would lose his disc from the Sejm, his noble cube and all his money.

Such a treaty will be broken only when the number '2' comes up on three of four dice during the "Enemies Attack" phase.

In exceptional cases (the same number coming up on all four dice rolled), even the most expensive treaty (6+d6 money) will be broken. Well, that's politics!

12.3 Private Duchies

To strong emphasize the ties of individual noble houses to their home provinces, at the end of the game, players receive 1 additional Victory Point for each estate located in their home province.

For the Radziwills (white) and Sapiehas (red), the home province is Lithuania. For Leszczyńskis (yellow), the home province is Great Poland. And for the Potockis (blue), the home province is Little Poland.

12.4 Sequence of play

In the third phase of each turn, when influence on the new king is decided, not only the first player is revealed, but also the sequence of play for the remaining players (for all stages and phases) until the end of the turn. The sequence of play will not go clockwise starting from the first player, but will follow the following procedure.

After the first player is decided, the second, third and fourth players are identified.

The second player will be the player with the second (in terms of value) noble block in the Polish Army box. If the first player was decided after a money bid, the player who lost the bid automatically becomes the second player. If there were more than 2 players participating in the bid, they take their relevant places, depending on the money they bid, with any possible ties being decided in the manner described below.

The player with the third (in terms of value) noble block in the Polish Army box becomes the third player, and the last remaining player becomes of course the fourth player for that turn.

In case of a tie, the player who went earlier during the previous turn wins the tie (for the first turn, the order of placing estates during game setup will be the deciding factor).

The final order of players is marked on the Turn Track using player discs, with the first player placing his disc on the first turn field, the second player - on the second turn field, etc.

Example 1: It is the first turn of the game. The Players placed their initial estates (see “Starting the game”) in the following order: Adrian, Becky, Charlie, and Deborah. In phase three, the players place their noble blocks in the Polish Army box. Becky, Charlie and Deborah placed blocks with the value 3, while Adrian placed a block with the value of 0. In the bid for the first player marker, Deborah bid four money, while Charlie and Becky bid one money. Thus, the order of play in the first turn will be Deborah, Becky, Charlie, and Adrian.

Example 2: Should Charlie bid two money for the first player marker, the order of play in the first turn would be Deborah, Charlie, Becky, and Adrian.

Example 3: Should all players bid no money for the first player marker, the order of play in the first turn would be Becky, Charlie, Deborah, and Adrian.

Designer’s note: This optional rule increases the importance of the fight for the greatest influence on the new king, and gives the players more control over the sequence of play during a turn, and thus greater chance for occupying desired estates and performing the actions they planned for the turn.

12.5 Faster play

Under this rule, the game only lasts three turns, and starts on the second turn (so the players only go through turns 2, 3 and 4).

The players make the initial setup according to “Starting the game” or 11.0 above, with the following modifications:

The estate value markers are placed on the ‘4’ space of the estate value tracks in Prussia, Little Poland and Great Poland, and on the ‘3’ space of the estate value tracks in Lithuania and the Ukraine.

Each player removes noble blocks with the values ‘0’, ‘1’, ‘2’, ‘3’, ‘4’ and ‘5’ from his pool. They are returned on the beginning of the third turn, as per the standard rules.

For three players, each player has 5 estate discs to place. The discs are placed in the following order: 1: A, B, C; 2: B, C, A; 3: C, A, B; 4: A, B, C; 5: B, C, A (number = subsequent disc number, letter = player designation).

For four players, each player has 4 estate discs to place. The discs are placed in the following order: 1: A, B, C, D; 2: B, C, D, A; 3: C, D, A, B i 4: D, A, B, C (number = subsequent disc number, letter = player designation).

After all the estates are placed, each player places one Land Manager piece under one of his estate discs.

Each player places two noble cubes on the board. They can be both placed in one province, or distributed between two provinces. The cubes are placed according to the sequence of players (three players: A, B, C; four players: A, B, C, D). Both cubes must be placed at the same time.

Each player receives 6 VPs and four money for three players, or 5 VPs and three money for four players.

Turn phases and victory conditions remain unchanged. After the initial setup, the players start with the first phase of the second turn.

Designer’s note: This rule enables shortening the playing time, while allowing the players to play through the turns that actually decide the final outcome of the game. The player’s strength is similar, but not the same. With this rule, the initial setup itself becomes a mini-game, having strong impact on the remaining part of the game.



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