

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