

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.