

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.