

# Rolling courts

## Introduction

You are the head of a noble family who wants to be known in the courts of the kingdom. Your family members can be sent to the villages and from there buy their way into the courts by donating money. Money is gained by sending other family members to work in the mines. Will you manage to balance between the two tasks and lead your family to be the most prestigious one in the kingdoms?

The game is for 2-5 players. Special rules for 2 players can be found at the end.

## Components Needed

Caves & Village maps (either 2 pages A4 format or 1 page A3 format)

Not supplied:

15 markers in 5 colors (not black)

5 black markers (deep mine markers)

3 dice

money markers (20x1 & 20x5)

## Setup

Place the two map sections in the middle of the table. Each player selects a color and takes a number of tokens in that color, depending on the number of players:

Number of players	Number of tokens
2	Special
3	15
4	11
5	9

Select the first player in any way you prefer.

Put the five deep mine markers on the first space of the deep mine (white spot with no value).



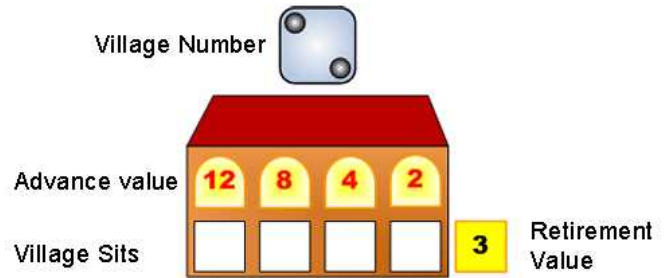
## The map

### Areas on board

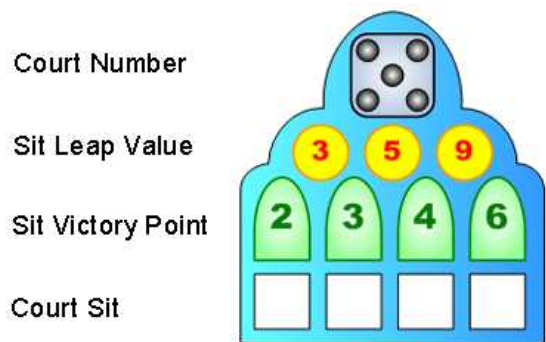
There are 4 areas on the board that the family members can move to. In all areas people enter from the left side and advance to the right, pushing

the other people already there and by that helping them.

Village council: The starting point for going into the courts.



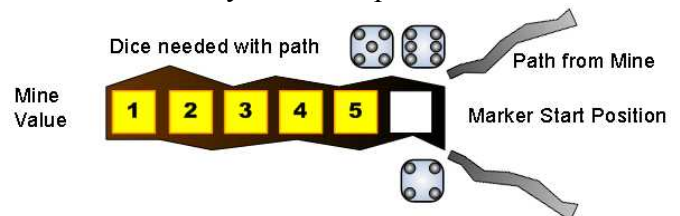
Castle courts: Where you want your family members to be. Going from the Village council to the court cost money, but as you advance in the village ranks it will cost you less.



Mines: Help you get money that is needed to enter the castle courts.



Deep mines: sometimes your family member can find a small treasure in the mines and rush home to help your family with the needed cash. Family member never stay in the deep mines.



## Turn

Starting with the first player, each player rolls three dice and moves his family members to the board or from one area to the other.

Once all players finished moving their family members, the miners dig deeper and then the mines are examined for returning family members with money. When they move family members to the courts the player will get special action points and he can use them.

End of game condition is checked. If the game did not end the first player changes to the player who is sitting left to the current first player and a new turn begins.

## Rolling the Dice

Three dice are rolled. If all three dice show the same number then they are re-rolled.

The player may move one family member to or on the board for each die. In case the player does not wish to use all three dice rolled, then the dice not used are lost and cannot be saved for later turns.

The player can not move three family members to the same place in the same turn.

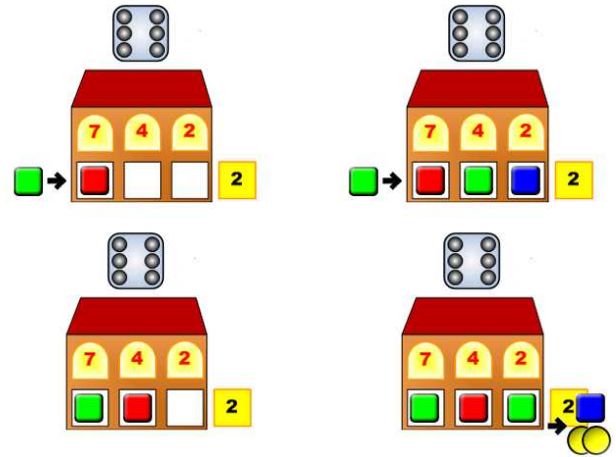
The player can take family members already in the mines (regular and deep) and in the villages and remove them to be used this turn. Family member in the courts can not be removed this way!

## Moving your people

### Moving to the village council

A family member who is not on the board can move to a village council. In order to enter a specific council, one die with the number of the village wished to be entered to must be used. All the people who are currently at the council are move one position to the right. If there is an empty space in the village council, because a member moved to the court, then the members after the hole are not moved. If a member of the council is pushed outside of it, then the village compensates the family member for the time he contributed in the council. This is the retirement value on the right side of the sitting area. The retirement value is a one time payment.

## Moving to village examples



Example 1

Example 2

Green enters the council of village 6, pushing the red to the right (example 1).

Green Enters the council of village 6, pushing the blue outside of the council, who receives 2 gold for his contribution for the time spent in the council (example 2). The

### Moving to the castle courts

A member of a family already in a village council can be moved to a castle court. This costs money. The amount of money needed is based on how advanced is the family member in the council and where to in the court the member want to move.

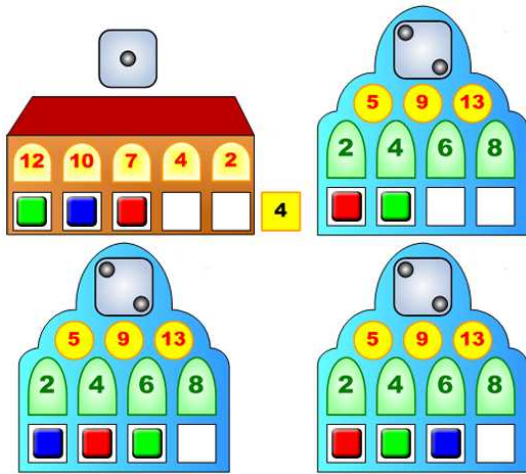
The council cost is printed above the position of the member and decreases as the member advances.

Going to the last position in the court does not cost. Going into a higher sit costs the value to “leap” over the already occupied sits, the more sits you leap over, the higher the cost is. A family member can not leap into a position which will leave an empty space in the court.

Once a member enters a sit, it pushes all other people in the court who are more advanced than him. Once a court is full, no more family members can enter the court (unlike the council where people can be pushed outside).

From each village you can advance to one of three courts. From each village you can go to court with one higher die value, one lower die value or same die value.

### Moving to court examples



Example 3

Example 4

Blue moving to court will need to pay 10 going into the last sit, pushing red and green forward (example 3). However if he will want to move to the highest sit, skipping both red and green, he will need to pay 19: 10 for his position in the village council, and 9 for skipping red and green (noted by the yellow circle) (example 4). Blue will not be able to leap to last position since it will leave an empty sit in the court which is not allowed. If the blue player pays 15, his marker will be positioned second and the green will be promoted (not shown in the examples).

### Mines

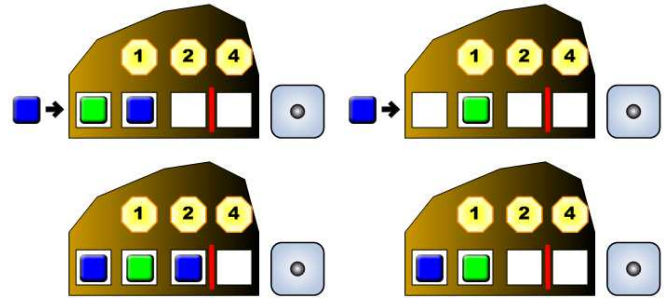
Mines are used to gain money that is needed to move to the courts. The mines consist of two parts: Main mines: give money at the end of each turn and only to the members who went deep enough.

Deep mines: Sometimes a family member can be lucky enough to find a little treasure. In that case he can rush home immediately and get money from the treasure which can be used right away. As the game progress the treasures will be smaller and smaller.

### Main Mines:

A family member who is not on the board can move to a main cave. In order to enter a specific cave, one die with the number of the specific cave must be used. All the people who are currently at the cave are move one position to the right.

### Move into mines



Example 5

Example 6

There is a limit to the number of people who can enter the cave and it is marked by the red line in the cave, If the cave is full, no more members can be moved into it (example 5).

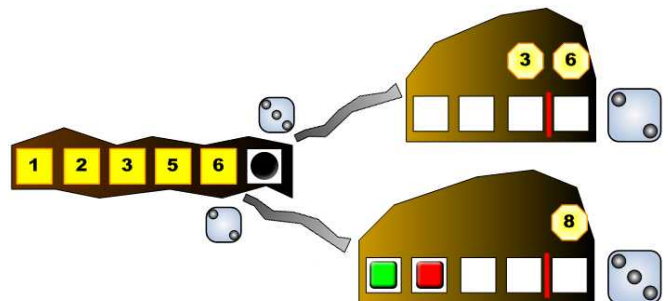
If there is an empty space between miners, because someone moved to the deep mines, then the members after the whole are not moved (example 6).

### Deep Mines:

From the main mines there is access to one or two deeper mines. A family member can be moved from a mine to a deep mine if a die with the number shown on the leading path is rolled.

When a family member is moved to a specific deep mine, then the deep mine marker is moved to the next deep mine space in the same mine and that amount of money is immediately received by that member and he returns home (removed off the board). When the deep mine marker is at its last position it means that the deep mine is exhausted, and it can no longer be mined.

### Move to deep mine



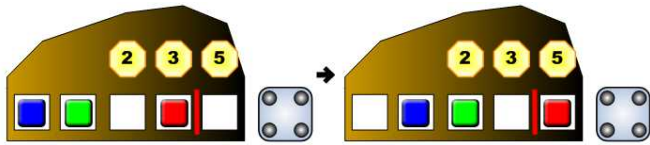
Example 7

Red player in cave 3 must roll a 2 in order to move his worker to the deep cave. If he does then the marker will be moved to the next position earning him 6 gold, and the worker will return home (example 7).

## Digging Deeper

Once all players have finished rolling the dice and moving their family members the digging deeper stage is conducted. All the family members in the mine advance one step deeper. The family members may move pass the red line barrier.

Digging Deeper



Example 8

Even if there is a free space between family members they all advance (example 8).

## Examine Mines

After all players have rolled the dice and moved their family member to the board, family members in the mines who are deep enough can return home. When a member is in an area that is marked with a value, then he can return home with that amount. If the member is in the last spot in the mine he MUST return home with the amount noted.

Return home from mine



Example 9

Green player must return home and earn 5 gold. Blue player may return home with 2 gold. Red player must stay in the mines (example 9).

## Actions

At the beginning of the turn of the player, the number of action points are checked. For every 3 family members in the courts the player gets one action point up to a maximum of 3 points (for every 2 family members with 4-5 players game).

If during the turn a players adds a family member to the courts, it does not alter the number of action points.

A player can take an action at any time of his turn. For example: take 'early retirement' action to retire a

family member and then use him with one of the remaining dice.

The action points can be used for one of three special actions. Action points that are not used during the turn, can not be saved for later turns.

## Available actions

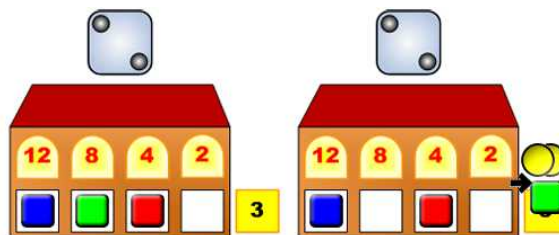
### Change die value

For the cost of one action point the player can change the value of a die by one point up or down. A die value may not change more then once.

### Early retirement

For the cost of one action point, a player member family in a village marked by one of the dice, not already used, can have an early retirement. This means he leave the village, returns to the player hand and earn half of the retirement value of the village rounded up.

Early retirement



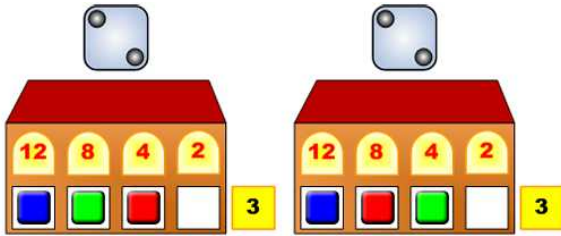
Example 10

The green play use one action point to early retire his marker from the village council and earn 2 gold (example 10). In order to do this at least one of his dice must show a value of '2'. This action does NOT use the die. The player can still use the '2' die to bring a family member back to the village.

### Promote

For the cost of TWO action points a player can promote one of his fellow members in the mines or village council on the expense of the family member ahead of him. This can be done in a village or mine marked by one of the dice not already used.

### Promote



Example 11

Using 2 action points and having a die with '2' the Red player promotes his family member on the expense of the green player (example 11). In case there is an empty sit above the promoted family member then he is just promoted not on the expense of anyone.

### Money

Money gained by the player can be saved from turn to turn and do not have to be spent on the turn it is earned.

Money can be gained by retiring a family member or in the mines (regular

### Game end

The games ends after a specific number of courts were filled (depending on the number of players).

Number of players	Courts Needed to end game
2	Special
3	3
4	4
5	6

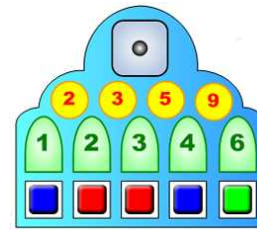
Once the number of courts are filled then the turn continues until all players finish their turn and then the game ends.

Once the game ends, each player counts the number of victory points his family members in the courts earn him. Victory points are earned based on the member position in the court.

The player with the most victory points is the winner.

In case of a tie then the player with the most family members in the courts wins. In case there is still a tie, the player with the most money wins. If there is still a tie then the game is tied.

### Scoring

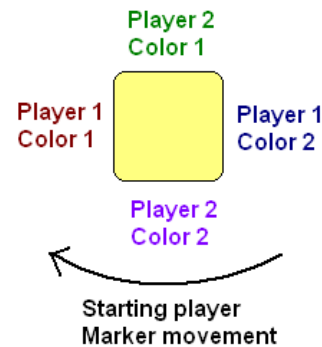


Example 12

The blue player earns 1 point for his first family member and 4 for his second for a total of 5 points. Red player earn 2 and 3 points for a total of 5. Green player has one family member worth 6 points (example 12).

### 2 players rules

The game is played as a four player game where each player plays two colors. The order of playing the colors is shown in the following example:



The game ends as if four players play the game. The player scores each color separately. The highest color score is the winner and not the total score of the two colors! In case there is a tie then the player with the higher score of the second color is the winner.

Money can not be transferred between the two colors of the same play.

Tip:

Since winning the game is done with only one color of the player, this can lead to different strategy for the two colors of the player where one color assists in promoting the other player color and the second color can concentrate on acquiring money.