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ROYAL PURPLE

THE GAME OF KINGS

SYNOPSIS OF THIS GAME The unusual features of this game are the moves of the Prince and his acquisition of the territory upon which he sets foot . . . A Prince moves up or down on a dice throw of 1 or 4 — Right or left on a throw of 2 or 5 — Diagonal on a throw of 3 or 6. A player places a Dominion Marker on all squares stopped on by his Prince, and no other Prince may trespass on that territory when so marked. This limits the squares a Prince may move to, making an unusual situation, calling for player's skill as the game progresses.

Each Prince starts from his Corner Castle. The first objective is to move on to and place Dominion Markers on five Noble Squares (the purple with white centers). Then with the support of these Nobles his objective is the Throne space, which he must enter to win the right to wear the ROYAL PURPLE.

IMPLEMENTS

FOUR PRINCES OF FOUR COLORS

120 DOMINION MARKERS — 30 EACH OF 4 COLORS

4 DICE — 2 WHITE AND 2 COLORED

Each player takes a Prince and 30 Dominion Markers, all of the same color, and one dice. Two players sit opposite the other two players with the board between them so that each may read the instructions. Each player has a corner square which is his Castle, upon which he places his Prince to start. (For quick reference, the special table of moves for the Princes as indicated by the dice are abbreviated in these four Castle squares.) There is only one Throne for each two players which is on the opposite edge of the board. The purple squares with the white center are called the "Noble Squares."

The moves of the Princes are controlled by the throw of one dice, as follows:

When Dice Throw Is	Prince Moves
1	1 Square up or down
2	1 Square to right or left
3	1 Square diagonally in any direction
4	Either 1 or 2 squares up or down
5	1 or 2 squares right or left
6	1 or 2 squares diagonally in any direction

Example — If 2 is thrown, the Prince moves one square to either the right or the left. If a 3 or a 6 are thrown, he may move diagonally in either of four directions.

(Note) 4, 5 or 6 give a choice of a 1 or 2 square move.

To Start the Game, all players throw their dice. The highest throw decides the first player.

The First Player throws his dice again and refers to his Castle for direction and distance and moves his Prince accordingly. Next, he places a Dominion Marker on the square to which his Prince has moved, thus completing his turn.

The other players play in turn around the board to the left. After each player moves his Prince, he places a Dominion Marker on the square with his Prince. When a Prince lands on a "Go" square, he follows directions going to the square directed. He places a Dominion Marker on both the "Go" square as well as on the square to which he is sent.

The First Objective of each player is to move on to a "Noble square" (Purple square with a white center), and place his Dominion Marker, thus securing the support of the Noble represented by that square. At his next turn, he tries to mark another Noble square.

When a player has placed his Dominion Markers on any five Noble squares, his next objective is to move toward and in to his throne space. He continues to throw his dice in turn and place his Dominion Markers as previously.

The first player to gain the support of five Nobles and enter his Prince in the throne space becomes King, winning the game and the right to wear the ROYAL PURPLE.

RULES OF PLAY

All squares stopped on by a Prince should be immediately marked with a Dominion Marker of his own color. Failure to do this imposes no penalty, but no space may be marked after another player has started his play.

All Squares marked with a Dominion Marker belong to the Prince who marked them.

A Prince may move on to a square with his own colored Dominion Marker, because that square is part of his territory.

No Prince can move to a square occupied by another Prince or Dominion Marker.

Exception : A Prince moving by choice, or necessity, to an unmarked "Go" square must follow instructions, even though the square he is sent to is marked by another Prince or Dominion Marker. Player marks the "Go" square and moves on to the square sent, occupying the square with the other player's Prince or Dominion Marker, but does not mark the square himself.

A Prince moving on to a "Go" square, where he has previously placed his Dominion Marker does not have to follow directions this second time unless he so desires.

After a Prince has secured the support of five Nobles, and stops on another Noble square, he may not put his Marker upon it.

A Prince must always move at each throw of the dice if possible. When squares that a Prince can move to on the throw of the dice are occupied by other Princes' Markers, he loses his play. Players whose Prince becomes bottled up so that no throw of the dice can move him is out of the game.

A Prince may not enter another Prince's Castle.

PRINCE AND PRINCESS GAME FOR TWO PLAYERS

The rules and play of this two-handed game are the same as those of the four-handed game, except —

Each player plays two Prince pieces, calling the left-hand piece the Princess. Each player uses two dice, one colored and one white. Player throws both dice at his turn, using the colored dice to move the Princess and the white dice to move the Prince.

Both the Prince and Princess must gain the support of five Nobles, both must move in to the throne space to become King and Queen, and win the right to wear the ROYAL PURPLE.

THE SIMPLE TWO-HANDED GAME

In this game, all rules of the four-handed game apply. Each player using only one Prince piece and playing from opposite corners of the board securing Noble support before moving to the throne space.

SIMPLE GAME FOR CHILDREN

This game can be played by two, three, or four players. Each player starts from a corner and moves forward to the throne space disregarding all Dominion Markers, Noble and Go squares. That is, each Prince would start in his proper corner and move in turn. All plays will be governed as in the above games by the special meaning of the throw of the dice. (Throw No. 1 — Move up or down, Throw No. 2 — etc.) First Prince to arrive in the throne space will be the winner.

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