

Nobles and Peasants

A SiegeStones™ variant by Yehuda Berlinger

Overview

Your nobles are trying to assert their influence in the city of Siegestone. Whichever family can prove they have the greatest influence gains control of the city.

Colors

Before playing, separate the stones by color and put them in piles. During Setup each player gets one noble for each of their towers.

	Nobles	Peasants	Foreigners(*)
2 players (each player gets 4 towers):			
Player 1	Blue	Yellow	Red
Player 2	Green	Yellow	Red
3 players (each player gets 3 towers):			
Player 1	Blue	Yellow	Red
Player 2	Yellow	Green	Red
Player 3	Green	Blue	Red
4 players (each player gets 2 towers):			
Player 1	Blue	Yellow	
Player 2	Yellow	Green	
Player 3	Green	Red	
Player 4	Red	Blue	

* All colors that are neither a noble or a peasant for a player are considered foreigners with respect to that player.

Setup

This game only uses nine towers, so put the rest in the box. Divide the 9 towers equally between the players and give each player one of their nobles for each tower. Players should place their nobles in their towers. In a two player game, place the remaining tower in the center circle of the board with a foreigner (Red) on it. In a four player game, the remaining tower is not used.

The remaining pieces are randomly placed in a row beside the board. This is called the *Selection Row*.

Play

Players alternate taking turns. On your turn, you may do **one** of the following:

- 1. Place, move, or remove one of his or her towers on the board.** Towers must always be placed or moved to an empty spot on the board. Moving or placing a tower scores no points. After moving a castle, a player may select any one piece from either end of the row of pieces and insert it in any other location in the row. No scoring is done after moving, placing, or removing a tower.
- 2. Select a piece from either end of *Selection Row* and place it onto an empty spot on the board.** After placing the piece on the board, score the piece. Each player with a tower that lies on an unobstructed line with the piece played scores for that tower. A line is obstructed if another tower lies between the tower and the piece. The piece may score for multiple players, or multiple times for one player. The scoring is unrelated to who actually places the piece.

The score depends on the relationship between the noble in the tower and the piece placed:

Piece	Score
Foreigner	1 point
Peasant	2 points
Noble	4 points

Remember the piece colors! In a three player game, a green stone is a noble for player 3, but a peasant for player 2.

Game End

The game ends when any one of the colors no longer remains in the *Selection Row*.

At the end of the game, each player scores an additional 2 points for each peasant that is in an unobstructed line with each of his towers. Pieces may score for multiple players, and multiple times for each player.

Winning!

Add up points gained during the game and at the end of the game. The winner is the player with the highest score. Ties are possible.

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