

The foreign King

Introduction

Incited by the economic and political interests of the bourgeoisie a liberal regime of monarchy was constituted in Belgium on 1830 gaining the independence from the United Kingdom of the Netherlands.

The Congress of the new fragile Kingdom called the German Prince Leopold of Saxe Coburg and Saafeld to occupy the Throne: the first Belgian King, Leopold I, took office in the 1831. The new foreign King must solve many problems starting from the industrialization of a rural Country divided by different political and religious groups.

Players take on the roles of influential Belgian bourgeoisie who industrialize Belgian provinces, build metallurgical and textile factories in order to obtain greater economic power, vote in the National Congress seeking to increase their political influence, expand their social mass and send to the provinces under their dominion the highest authority, King Leopold I of Belgium, to revise the provinces in the pursuit of their own interests.

The player with the most victory points (VP) at the end of the game will win the game.

Contents

1 board and 4 player reference sheets

1 King pawn, white

4 player pawns, 1 of each player color

64 citizens (discs, 10 mm), 16 of each player color

1 disc, 10 mm, white

9 Royal Medals tiles

5 Textile factory tokens (white)

5 Metallurgical factory tokens (gray)

21 coins: 4 gold (5 Francs), 17 silver (1 Franc)

Setup

1. Place the **game board** in the middle of the table.
2. Place the **King pawn** on the portrait on the game board and the **King VP maker** on the VP track position 30.
3. Each player chooses a **color** and gets the **player pawn** and citizen tokens in this color. Each player places one citizen at the start of the **score track** and, in a 3-4 players game, a citizen on the **turn order track** in random order.
4. Each player keeps his remaining citizens in front of himself. This is his personal supply.
5. The first player in turn order gets **5 Francs**, the second player **6 Francs**, the third **7 Francs**, the fourth **8 Francs**. Place the remaining Francs in a general supply.
6. Place the nine **Royal Medals** near the board.
7. Place 5 of each **metallurgical** and **textile factories** near the board.

The game

The game is played in turns. Each turn the active player has to choose an available action from the action table on the game board (see image below) by placing his pawn on that action.





Example:

It's Red turn and he must choose one action among Move a citizen, Score with the King, Queen action or Change turn order. Queen action allows the player to perform any action at the cost of 2 Francs: by this way also busy actions, like Build a Factory, Place a congressman, Receive coins, Place a citizen, are available.

After performing an action the player checks whether one of the game end conditions is met. If not, the next player takes his turn.

At the end of the round, the action table doesn't require any reset: the player pawns remain over the action table and the new round starts so.

Actions

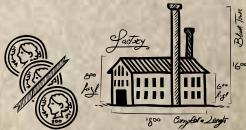
Considering these restrictions:

- A player can't pass or choose his previously chosen action again.
- The player can't choose any action with a player pawn on it (possible exception with Queen Action, see below).
- The player can't choose an action that he cannot perform
- The player must perform the chosen action.

a Player can choose from the following actions:

Build a Factory

The player pays 3 Francs to the Bank, take 1 factory tile (metallurgical or textile) and put it in a province of his choice. If the factory tile is not available from the Bank this action cannot be performed. If a province contains 1 or more factory is *industrialized*.



When a player builds the first factory of a province he takes a Royal Medal tile from the Bank.

A Royal Medal can be put face down in any moment during the player turn to take a loan of 3 Francs from the Bank.

The player can give back the loan in any moment of his turn, but has to pay 1 more Franc as interest (for a total of 4 Francs).

Place a citizen

The player places 1 citizen disc from his personal supply in one province of the Kingdom. The player may add additional discs to the chosen province at the cost of 1 Franc for each additional disc. *For example, if a player wants to place 3 citizens, he has to pay 2 Francs.*



Move a citizen

The player moves one of his citizen from one province of the Kingdom to another adjacent province or from the game board to his personal supply. For each Franc payed the player can move one more citizen or move one citizen by 1 more step.

All citizen discs must move from **the same province**, but they can reach different destinations.



Place a congressman

The player places 1 citizen, from his personal supply or from a province, in the National Congress.

If a player does the Score with the King action, before scoring the province, the player with the majority in the National Congress can move his discs from the National Congress to the scored province as extra free action. If he chooses so, he has to move ALL his congressmen there.

If the player with the majority in the National Congress doesn't want to move, the following player with more citizens there can do it. If the second doesn't move, the third can and if the third doesn't move the fourth player can do it.

If one or more players are in tie, follow the current turn order to determine the classification.

In 2-player game, in case of tie the Congress movement is not allowed.





Example:

The Green player moves the King in Liège province. The Red player has the majority of the Congress, so he has the possibility to transfer his congressmen from there on the scoring region, but he prefers to not do it. As the Red didn't move his congressmen, the Blue player, who is the second in majority on Congress, can do it: so he moves their 2 congressmen to Liège and gains the majority in the province scoring 3 points as there is a Textile factory.

Score with the King

The player moves the King pawn to an adjacent province. The player may move the King further by paying one Franc for the first extra province traversed, another Franc for the second and so on. The King cannot move back in the same province in the same moving turn.



Every time the King moves, the King VP marker on the VP track is moved by the same number of step +1 from 30 to 0. Note: When the King is on his portrait, the player who chooses this action can choose any province to place the King in. In that case move the King VP markers only by 1 step.

When the King movement ends, if the final destination province contains at least 1 citizen (of any color) **the province is scored**. The player, who has the majority of citizen discs in this province, gain:

- For any active metallurgical factories, 6 VP. Then the factory tokens used are placed on a side (inactivated).
- For any active textile factory, 3 VP. Then the factory tokens used are placed on a side (inactivated).
- If there is not an active factory, 1 victory point for each his 3 citizens in this province.

If no one has the majority, the player who moved the King can choose to inactivate a factory there.



Examples:

Scoring Liège: Blue is the only player present in Liège, with 4 citizens. There is a textile factory so Blue gains 3 VP. Then the factory is inactivated.

Scoring Namur: Green has 3 citizens and Red 2: Green has the majority. There are a metallurgical and a textile factory, so Green gains 9 VP (6+3). Both the metallurgical and the textile factory are then inactivated.

Scoring Luxembourg: Red has the majority in Luxembourg, with 6 citizens: he gains 2 VP because the province is not industrialized (1VP x 3 citizens).

Queen (4 players)

This action is available only in 4 players. The player pays 2 Francs and can choose any action.

If the player does the “Change the turn order” action when another player already put his pawn there, at the end of the current round the first player moves his turn marker on Turn order track and then the Queen player does the same.



Receive coins

The player gets 3 Francs from the Bank plus 1 Franc for each Textile factory he controls, even if inactivated (see below).

A player controls a factory, when the factory is placed in a province where he has the majority of citizen tokens.



Change turn order (3-4 players)

This action is available only in 3 or 4 players. The player puts his pawn on his disc on turn order track and gets 1 Franc.

At the end of the current round, the player can change the position of his token as he wishes, shifting other player's discs to the right, so the new round will start with the new order.



End of the game

The game ends when the King VP marker meets the VP marker of the player with the second high score or when all factories available in the game have been inactivated. The current player finishes his turn and may repay any loans he has left.

At the end of the game players score VP :

- For each Loan not restored: -6
- The player controlling more provinces: +9*. On this total, industrialized provinces counts 1 more for each factory (either unactivated or not).
- The player with more Royal Medals (not matter if they are face up or down): +9*.
- The player with the majority in the National Congress: +3*.
- The player with more Francs: +3*.

* In case of a tie between two or more players the VP are divided from the tying players, rounded down.

The player with more VP wins the game. In case of a tie, the tied player with the most Royal Medals wins the game. If the tie persists the tied players share the victory.

2-player game: virtual players

During a 2-player game when a player gains some VP, opponent player must place or move on the board some citizen discs of a not-used color. By this way a 3rd (virtual) player joins the game.

Every time some VP are earned, this procedure is repeated by the player who did not score points.

When all citizen discs of the 3rd player has been put in the map, players can only move them.

The player moving the virtual player must add 1 citizen to the map or move 1 citizen already on the map by 1 movement step for each VP scored by his opponent -1. With 1 VP scored this action is not done (1 VP-1=0). He can put the citizens as he wishes, also in different provinces and move more times the same citizen using more movement steps.

For example, if Blue player scores 3 VP, the opponent Black puts 2 green citizen discs or moves 2 green citizens on the map, or puts 1 new green citizen and moves 1 green citizen from a province to an adjacent province on the map.

This virtual player must be considered normally during the game, but do not make any action.

At the end of the game the virtual player will take VP as other real players and scores:

- If is the player with more provinces: +9 x2 (if there is a tie and VP are divided among more players he gain his own amount x2)
- For each province where he has the majority: +1
- For each industrialized province with majority: +3

If the game ends by inactivating the last factory available on the game and making some VP, the opponent player still can put/move the virtual player before the game ends.

Credits

Designer: Javier Garcia

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