Battle of the ROSES

INTERACTIVE BOARDGAME

Two kingdoms, two princesses. Can you save your princess before the enemy saves theirs?

Resources

Each player has 1 captured princess, 1 cannon, 1 die, 1 cannon ball, 5 walls and 10 soldiers.

Terrain

1. Arrange your walls on your side of the battlefield. They can be set horizontally or vertically but cannot be moved once the game begins.
2. Position your captured princess and your soldiers anywhere on the back four rows of your half of the battlefield.

Strategy

Each turn, you (in any order)

- Roll a die for your movement number. Divide this as you wish among your soldiers. Soldiers can move forward, backward, and side-to-side but not diagonally. Soldiers cannot move to squares occupied by a wall; they also cannot destroy a wall. Princesses can never move.
- Fire your cannon once from anywhere behind your side of the battlefield.

Battle

- If a cannon hits *either player's* wall or soldier, the piece is removed. Hits made on a bounce do not count. If you hit your own princess, you lose.
- When enemy soldiers are on adjacent, non-diagonal squares, they battle. The defender rolls once, and then the attacking soldier (the one who approached) rolls twice. The defender's rolled number and the higher number of the attacker's two rolls are compared. The player with the lower number loses his soldier. If the numbers are tied, nothing happens. In case of a tie, two same soldiers cannot fight again in the same turn.

Victory

You win if

1. One of your soldiers reaches your princess, or
2. You eliminate all of your opponent's soldiers.