

# Löwenherz

A game for 2-4 players by Klaus Teuber. Condensed rules for 3-4 players by Eric Postpischil, <https://edp.org>.

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## Introduction

Players are princes who gain power by controlling territory. Points come from:

- Gaining territory (especially towns), mines (when mining cards come up), and parchment cards.

A **space** is one square on the board.

A **region** is an area enclosed by walls (including walls printed at the board edge) containing exactly 1 castle.

- An enclosed area without a castle is a neutral zone, not a region.
  - Tip: Enclose a large area. Size, towns, and hills increase power points.
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## Setup

Lay out the board frame.

Put the first-player castle (black) in front of a player (recommended: youngest player). Player order is clockwise.

Put each player's power marker on the lion at the start of the power track.

Give each player a summary card, a set of 3 decision cards, 3 castles and 12 knights of a color.

Sort money by value and put on the red spaces on the board frame. Give 12 ducats to each player (2 each of 1, 2, 3).

- Money is kept private.

Shuffle the 13 politics cards. Place facedown in piles of 6 and 7 cards on the purple spaces on the board frame.

### Basic Setup

- Arrange the 6 map tiles in alphabetical order (A-C in top row) with their letters at their top lefts.
- Place 3 castles and 3 knights of each color (for all 4 colors) as shown on the layout sheet for the basic game.
- Place the boundary walls as shown on the layout sheet.
- Remove A action cards from game and set up the remaining action cards:
  - Shuffle each letter group. Stack facedown in order, B on top, on a blue space on board frame.

### Variable Setup

- Arrange the 6 map tiles in random positions and orientations.
  - Repeat 3 times: In player order, each player puts a castle and a knight on 2 adjacent free plain spaces.
    - Knights and castles may not be put on towns or hills.
    - Knights may not be placed on wooded spaces during setup.
    - Castles of the same prince (player) must have 6 spaces between them (exclusive) on an orthogonal path.
  - With 3 players: In player order, each places a castle and a knight of the fourth color according to the above rules.
  - Set up the action cards:
    - Shuffle each letter group. Stack facedown in order, A on top, on a blue space on board frame.
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## Play

Play turns until the *The King is dead!* action card is revealed, which ends the game immediately.

### Reveal Action Card

Turn over the top action card, putting it on the adjacent discard space.

If the card shows a silver mine (there are 3, 1 each in groups B, C, and D):

- Each player advances their power marker 1 space for each hill space they have enclosed in their regions.
- Turn over the next action card, repeating if necessary.

If the card shows 3 actions:

- In a 3/4 player game, the first player puts 2/1 of their decision cards on the table.
- In player order, each other player puts 1 decision card on the table.
- Resolve the actions in order from top to bottom, as described below.
  - If multiple players choose any action except Money Bag, resolve who performs it by a Power Trial or Duel.

### Power Trial or Duel

If exactly 2 players choose an action, they attempt to negotiate by offering each other ducats.

- If they agree, one pays the other and performs the action.
- If the players cannot agree or more than 2 players chose an action, they duel.

To duel:

- Players secretly select any number (may be 0) of money cards (including treasure cards) from their hands and reveal them simultaneously.
- The winner pays the bank and takes the action. The other players keep their money.
- If there is a tie, the tied players duel again. If there is a second tie, nobody pays and nobody performs the action.

# Löwenherz

## Take Actions

### Money Bag Action

Take ducats as shown. If 2 or more players chose this, divide the ducats between them, discarding fractions.

### Boundary Walls Action

Take as many boundary walls as shown. Put them on the board following these rules:

- Each wall goes on the line segment between two spaces.
- A wall may not go between a knight and a knight or castle of the same prince (color).
- A wall may not be placed inside a region.
- When a wall creates one or more regions, score them immediately.
  - Score 3/5/7/9/12 points for a region of 1-4 / 5-10 / 11-20 / 21-30 / more spaces plus 5 per contained town.
- When a player has 3 regions, they may not place any more walls but may nonetheless select the wall action.

### Single Sword and Shield Action

Either place a knight (if you have any left in stock) or expand a region.

Place a knight:

- Place a knight in a blank (for free) or wooded (for 5 ducats) space that is empty (has no pieces).
- The knight must be orthogonally adjacent to one of your own knights or castles.

Expand a region:

- Move and/or add border walls to add one or two spaces to one of your regions.
  - Score 1 power point for each space taken over plus 5 power points for each town gained.
- The first space must be orthogonally adjacent to your region.
- The second space must be orthogonally adjacent to the region as expanded by the first space.
- You may not expand into spaces with other player's pieces or into your own regions.
- You may expand into another player's region only if your region has more knights than the other region.
  - The other player loses 1 power point for each space lost into the expanding region.
  - If the extension cuts another player's region, creating 1 or more neutral zones from spaces that were in their region, deduct 3/5/7/9/12 points for each neutral zone of 1-4 / 5-10 / 11-20 / 21-30 / more spaces.
  - Deduct 5 power points for each town lost, whether by direct expansion or by severing the region.

### Two Swords and Two Shields Action

Either place 2 knights or place 1 knight and expand 1 region, in either order. (Do not perform 2 expand actions.)

### Crown and Scepter Action

Look through either pile of politics cards and take 1 card from it, keeping it concealed.

*Alliances Card*—Play an alliance card when playing a decision card and create an alliance immediately:

- Choose two orthogonally neighboring regions, one of yours and one of another player.
- Mark the alliance by rotating a shared wall 90° around its center.
  - If either space bordering the wall is taken over, the alliance continues for the regions of those 2 spaces.
- Neither region in an alliance may expand into the other.

Either player in an alliance may end it at any time by paying 10 ducats to the bank.

*Renegades Card*—Play a renegade card when playing a decision card and carry it out immediately:

- Return a knight from another player's region orthogonally bordering one of your regions to their stock.
  - If you remove a knight from a wooded space, pay 5 ducats to the bank.
  - You may not remove a knight that disconnects the other player's knight(s) from their castle.
- Place a knight from your stock into your region, conforming to the usual rules and payment for placing a knight.
  - Adding a knight is required; if you cannot place a knight, you may not play a renegade card.

*Treasure Card*—Use a treasury card as monetary value when paying in duels or for knight fees.

- No change is given for treasury cards, but they can pay multiple fees incurred when placing two knights.

*Parchment Card*—Parchment cards show power points that are scored at the end of the game.

### Bureaucracy

All players retrieve their decision cards.

Move the first-player castle to the player on the left and start the next turn.

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## Game End

Give each player 1 power point for each hill space in their regions.

Score points for parchment cards.

The player with the most power points is the new king and wins the game.

- Ties are broken by ducats, including treasure cards.