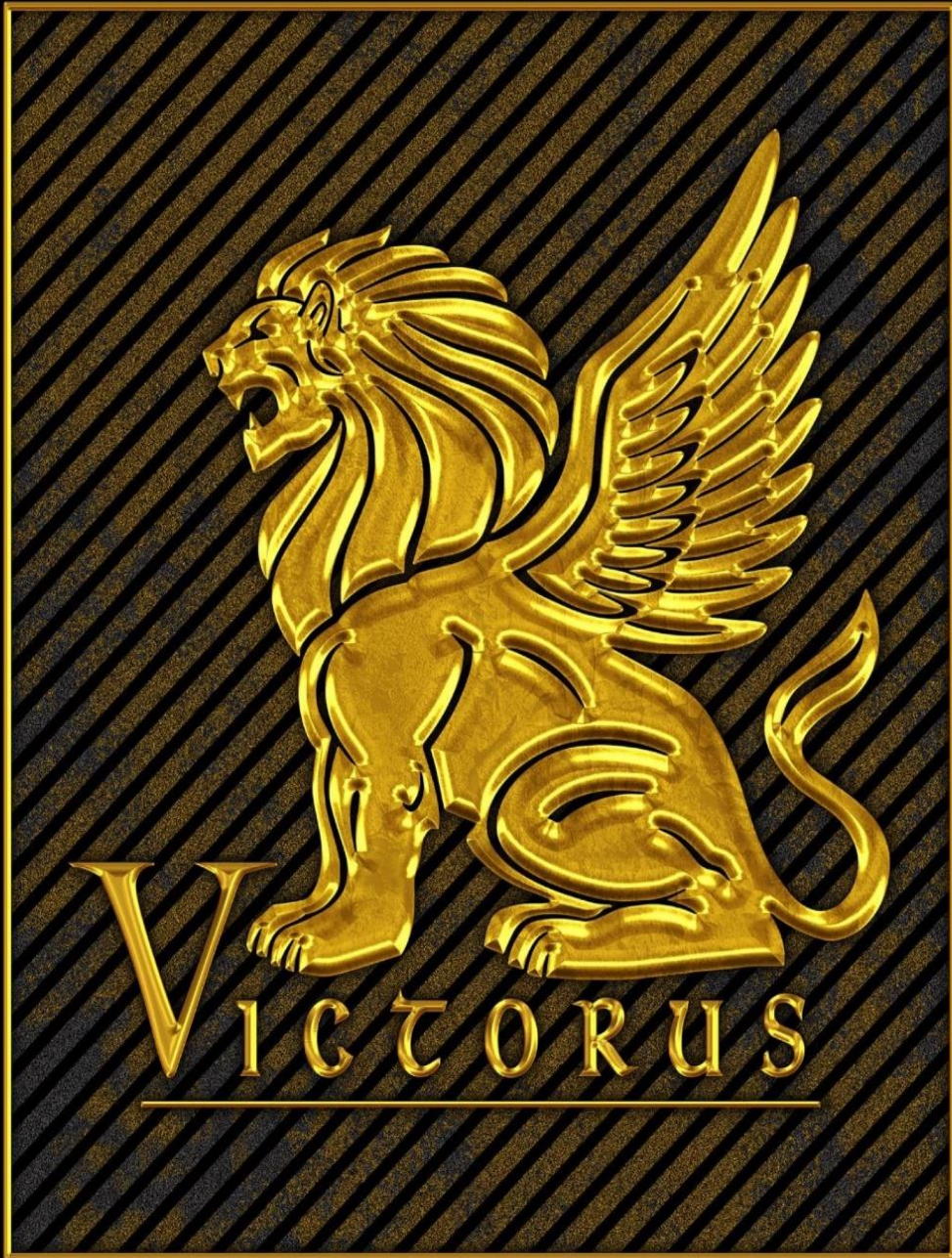


Patent Pending



CREATOR: John Redden

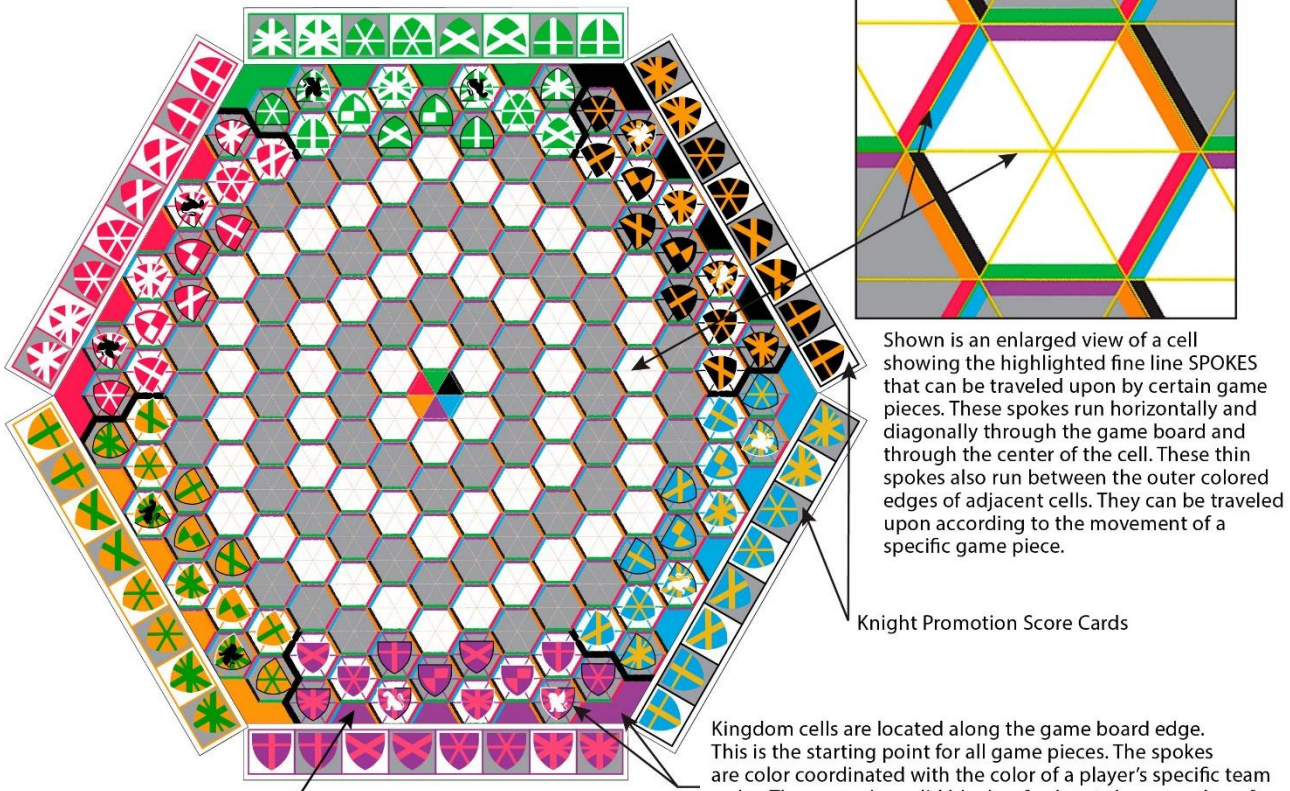
VICTORUS in Latin means conqueror. It is the age of conquest and the legacy of MAGNA VICTORUS (Great Conqueror) is yours to win in this ultimate strategy game for 2 to 6 players. VICTORUS is intuitive and easy to learn yet will challenge the most devout strategist. Planning, initiative, resilience and surprise are all part of the ebb and flow of the game. The winning strategy may be to not only execute battlefield opportunities from your perspective but also defend against the military tactics of your adversaries from their vantage points.

How is the game won?

The game is won if you are the first player to conquer the central multi-colored hexagonal cell that contains the coveted crown of kings and with it the right to rule the known world! This conquest is achieved if you are the first player to safely navigate either your King clockwise or your Queen counter-clockwise completely around (360°) the central multi-colored cell and then enter it through the colored triangle that matches your basic shield color. VICTORUS may also be won if the Royal families (both Kings and Queens) of ALL your adversaries have been eliminated.

What is the explanation of the game board?

- The hexagonal game board is composed of hexagonal shaped cells that are either white or grey, except for the multi-colored central cell. The game board is comprised of each player's Kingdom cells, the battlefield cells and the prized central cell that each player is attempting to conquer.
- The kingdom cells for each player consists of the 12 cells that have colored intersecting lines, connecting opposite corners of the hexagons, that match the basic shield color of their pieces, either red, black, orange, purple, blue or green. Adjacent kingdoms are separated by impenetrable walls, illustrated by thick black lines.
- The cells that are not either Kingdom cells or the central multi-colored cell are the 108 battlefield cells (54 white and 54 grey) where most of the action takes place.
- Each player has a knight promotion score-card, situated in front of their kingdom cells, to keep track of the pieces that have been captured by each of their regular knights. See **Figure A** on Page 3.
- The edges of each six-sided cell have their own color (either red, black, orange, purple, blue or green). This colored edge system is a navigational aid to guide each player to correctly align their pieces within the cells they are occupying and then correctly move their pieces over the cells according to the mobility characteristics of each piece. When moving a piece, each player should ALWAYS align the top flat portion of their shield piece parallel with the colored edge that matches their basic shield color. From the vantage point of each player sitting around the board, each player's-colored edge will always be located on the top of the cell. See **Figure B** on Page 3.
- The 6 sides of each hexagonal cell are bordered by "spokes" or thin lines that extend into adjacent hexagonal cells where they connect the opposite corners. See **Figures A and B**. These "spokes" and thin lines function as navigational guides for the Byzantine and Hospitaller Knights as they travel across cells to execute their 60° angle and horizontal moves. See **Figures F and H** on Pages 7 & 8. These "spokes" and thin lines also function as navigational guides for the Templar and Excalibur Knights, Kings and Queens as they travel across cells to execute their horizontal moves. See **Figures D, G, I and J** on Pages 6, 7, 8 & 9 respectively.

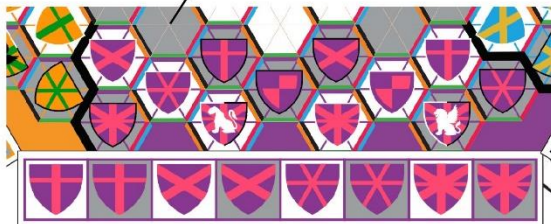


Shown is an enlarged view of a cell showing the highlighted fine line SPOKES that can be traveled upon by certain game pieces. These spokes run horizontally and diagonally through the game board and through the center of the cell. These thin spokes also run between the outer colored edges of adjacent cells. They can be traveled upon according to the movement of a specific game piece.

Knight Promotion Score Cards

Kingdom cells are located along the game board edge. This is the starting point for all game pieces. The spokes are color coordinated with the color of a player's specific team color. There are also solid blocks of color at the very edge of the game board that also coordinate with a team color. There is a broad, jagged black stroke that divides each kingdom. A player cannot move a game piece through this area.

Figure A



Shown is an enlarged view of the purple set of game pieces and the proper position of each piece on the kingdom cells at initial setup.

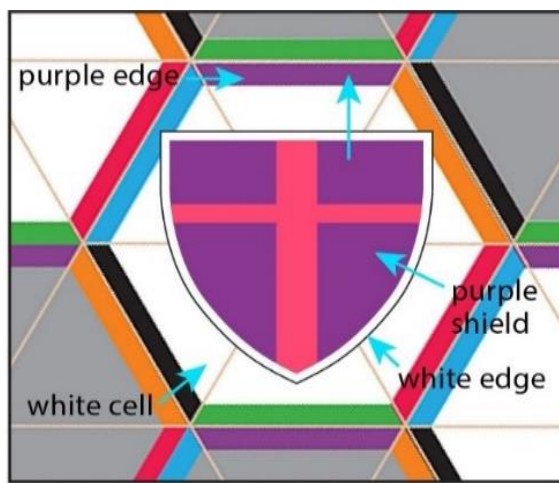


Figure B

Enlarged view of game board showing the purple Templar Knight with white edges occupying a white cell. This view shows the correct position of the purple piece aligned parallel with its corresponding purple edge of the cell. There are no exceptions to this rule. The top flat edge of each colored game piece (shield) must always be aligned parallel with its corresponding-colored cell edge.

How do the pieces move?

- **Figure A** indicates the setup of the game pieces at the beginning of the game. The knight pieces are placed with their plain markings face up. Thus, their reverse sides showing a lion's head embossed on the shield markings are placed face down.
- As you move your pieces from cell to cell, always keep the top flat edge (shield top) aligned parallel with the colored cell edge that matches your base shield color. See **Figure B**.
- **Figure C** identifies the various game pieces. Note that the reverse sides of some knight pieces show a lion's head embossed on the shield markings. The lion's head indicates "Royal" status. See Page 13.
- Knights may travel as many spaces as they want through unoccupied cells that are either white or grey but may only occupy cells and execute captures on cells that match the color of their shield edge. Therefore, knights with black edges may only occupy or capture on grey cells and knights with white edges may only occupy or capture on white cells. See **Figures A and C**.
- Templar Knights have both a thin horizontal and a thick vertical shield markings that indicate it may move either horizontally, along the spokes between cells and on the thin navigational lines, or vertically from cell to cell. See **Figure D** on Page 6.
- Teutonic Knights have thick 45° diagonal shield markings that indicate it may move diagonally (45°) from cell to cell either right or left and up or down. See **Figure E** on Page 6.
- Byzantine Knights have thin horizontal and 60° diagonal shield markings that indicate it may move either horizontally or diagonally (60°) and always over the "spokes" and along the thin navigational lines between cells, either right or left and up or down. See **Figure F** on Page 7.
- Excalibur Knights have a thin horizontal, a thick vertical and thick 45° diagonal shield markings that indicate it possess the combined mobility of the Templar and Teutonic Knights. It may therefore move either horizontally, along the spokes between cells and on the thin navigational lines, or vertically or diagonally (45°) right or left and up or down. Excalibur Knights may NOT travel on the 60° diagonal spokes and along the 60° thin navigational lines between cells. See **Figure G** on Page 7.
- Hospitaller Knights have plain markings in opposite corners of their shield and always take two moves per turn: a travel move, where they may not execute a capture, and then an attack move where they may or may not execute a capture. The travel move is similar to the Byzantine Knight, i.e., always over the 60° diagonal or horizontal spokes and along the thin navigational lines between cells, either right or left and up or down, to an unoccupied cell that matches its edge color. There it pivots into either one of two adjacent occupied or unoccupied cells that matches its edge color. This pivot move is its attack move. A white edged Hospitaller Knight will begin on a white cell, pivot on a white cell and end its move on a white cell. A black edged Hospitaller Knight will begin on a grey cell, pivot on a grey cell and end its move on a grey cell. See **Figure H** on Page 8. The gentle title "Hospitaller" may beguile the lethal mobility of this cunning knight. Hospitaller Knights are sufficiently powerful and, in keeping with their humble character, may not be promoted to royalty.
- A Templar, Teutonic or Byzantine Knight may also use its turn to travel only one (1) space distance in any direction to any adjacent and unoccupied cell that has the same color as its edge (piece with white edge to white cell or piece with black edge to grey cell). When using this strategic move, the Knight may NOT attack into an adjacent cell that is occupied. The objective of the strategic move is to develop new and advantageous lines of attack or defense for future turns. See **Figures D, E and F**.
- The King and Queen have shield markings and mobility similar to the Excalibur Knight and thus may move either horizontally, vertically or diagonally (45°). The winged lion (King) and lioness (Queen) emblems

indicate royalty which requires them to take two moves per turn resulting in a “dog-leg” translation of position. The King and Queen pieces have half white and half black edges indicating they may occupy both grey and white cells. For any given turn, the King and Queen must pivot and end its two-move turn on a cell color that is opposite from its originating cell color. So, if it begins on a grey cell, it pivots on white and ends on white. If it begins on a white cell, it pivots on grey and ends on grey. See **Figures I and J** on Pages 8 & 9.

- A player’s King and Queen must earn the right to enter the battlefield to begin their travels to conquer the central cell. This privilege is won when their knights have executed at least three (3) captures. However, the King and Queen may move and execute captures within the confines of its kingdom cells to defend against attackers, even if their knights have not yet executed 3 captures, as long as they move per the above-described alternating color protocol that governs the movement of the royal family.
- Pieces may NOT jump over other pieces.
- Pieces may not move along a spoke if there are two pieces, belonging to any player, that are situated on the two cells adjacent to the spoke. However, if only one piece is located on a cell adjacent to the spoke, then movement along that spoke is allowed.
- Pieces may NOT travel through the multi-colored central cell as they execute their moves. However, pieces may travel on the colored spokes that border the central cell as long as there is not a piece situated on the cell adjacent to the colored spoke.

Identification of individual game pieces and cell occupancy explanation.

The King and the Queen have half white and half black edges and can occupy either a white or a grey cell.

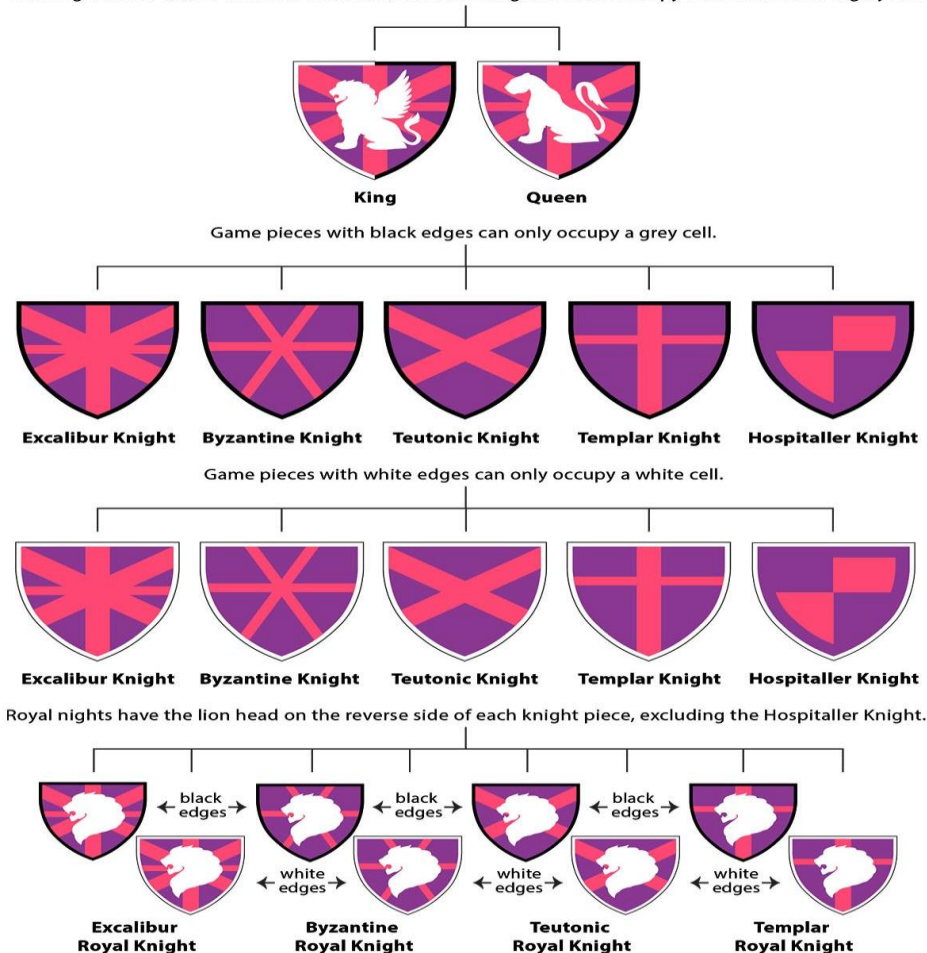


Figure C

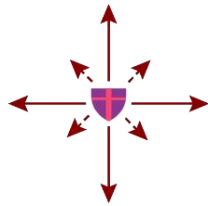


Figure D

White edged Templar Knight

The Templar Knight may move or attack either vertically (up or down) or horizontally (left or right) while beginning and ending their move on a cell that matches its edge color. The horizontal move of the Templar Knight occurs via the horizontal "spokes" that emanate horizontally from the cell.

A Templar Knight may also use its turn to move 45° diagonally one space to any adjacent and unoccupied cell that matches the color of its edges. With this strategic move you cannot attack.

The outlined cells show possible white cells to occupy for the white edged Templar Knight on a given turn.

This diagram shows the white edged Templar Knight capturing a blue Excalibur Knight. Once the cell is overtaken by the Templar Knight, the captured piece will be placed on the white edged Templar Knight section of the knight promotion score card. The capture would allow another purple piece to have a bonus move.

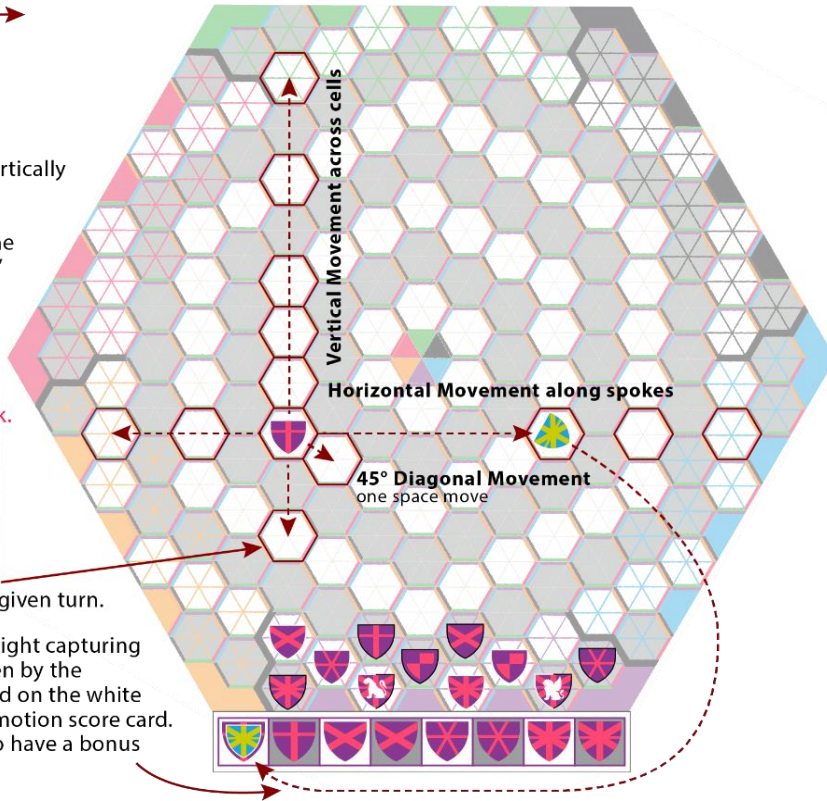
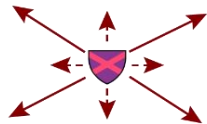


Figure E



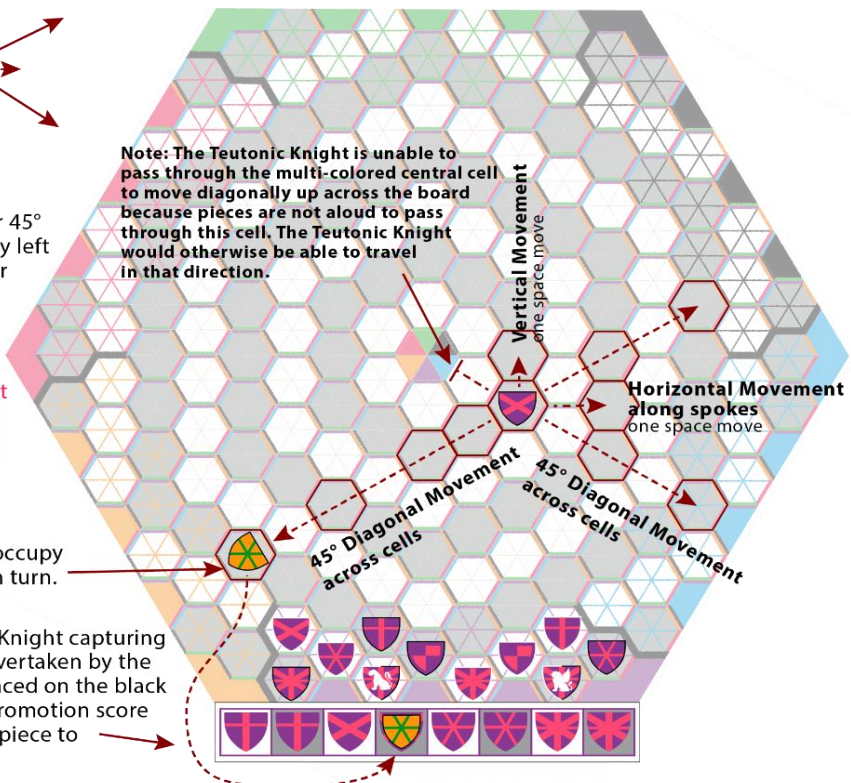
Black edged Teutonic Knight

The Teutonic Knight may move or attack either 45° diagonally right (up or down) or 45° diagonally left (up or down) while beginning and ending their move on a cell that matches its edge color.

A Teutonic Knight may also use its turn to move either horizontally or vertically one space to any adjacent and unoccupied cell that matches the color of its edges. With this move you cannot attack.

The outlined cells show possible grey cells to occupy for the black edged Teutonic Knight on a given turn.

This diagram shows the black edged Teutonic Knight capturing an orange Byzantine Knight. Once the cell is overtaken by the Teutonic Knight, the captured piece will be placed on the black edged Teutonic Knight section of the knight promotion score card. The capture would allow another purple piece to have a bonus move.



Note: The Teutonic Knight is unable to pass through the multi-colored central cell to move diagonally up across the board because pieces are not aloud to pass through this cell. The Teutonic Knight would otherwise be able to travel in that direction.

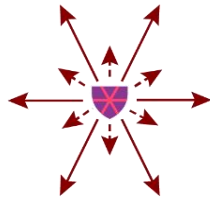


Figure F

White edged Byzantine Knight

The Byzantine Knight may move or attack either horizontally left or right or 60° diagonally right (up or down) or 60° diagonally left (up or down) along the “spokes” between cells and over the thin navigational lines on each cell that function as guides, while beginning and ending its move on a cell that matches its edge color.

A Byzantine Knight may also use its turn to move either vertically or 45° diagonally one space to any adjacent and unoccupied cell that matches the color of its edges. With this strategic move you cannot attack.

The outlined cells show possible white cells to occupy for the white edged Byzantine Knight on a given turn.

This diagram shows the white edged Byzantine Knight capturing a green Teutonic Knight. Once the cell is overtaken by the Byzantine Knight, the captured piece will be placed on the white edged Byzantine Knight section of the knight promotion score card. The capture would allow another purple piece to have a bonus move.

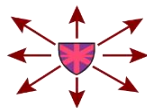
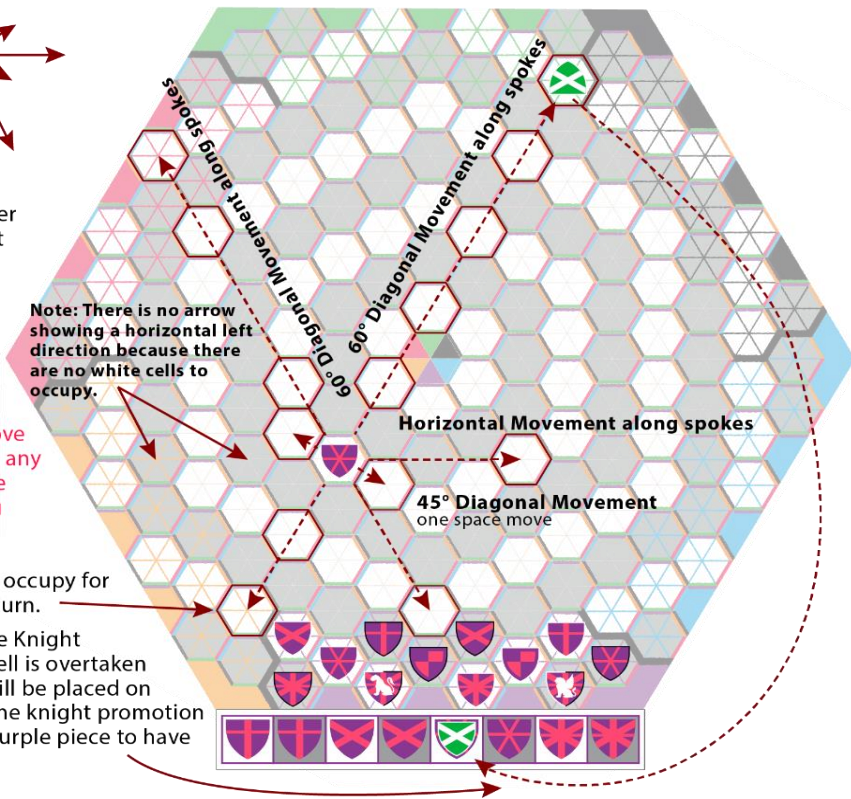


Figure G

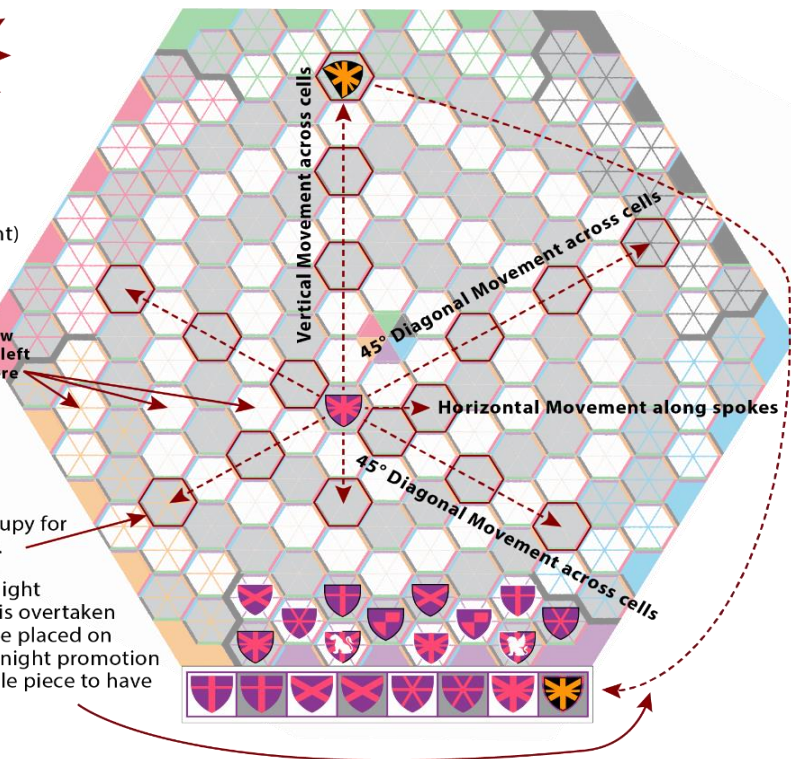
Black edged Excalibur Knight

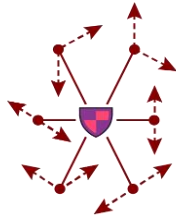
The Excalibur Knight may move or attack either vertically (up or down) or horizontally (left or right) or 45° diagonally left or 45° diagonally right (up or down) while beginning and ending their move on a cell that matches the color of its edges.

Note: There is no arrow showing a horizontal left direction because there are no grey cells to occupy.

The outlined cells show possible grey cells to occupy for the black edged Excalibur Knight on a given turn.

This diagram shows the black edged Excalibur Knight capturing a black Excalibur Knight. Once the cell is overtaken by the Excalibur Knight, the captured piece will be placed on the black edged Excalibur Knight section of the knight promotion scorecard. The capture would allow another purple piece to have a bonus move.





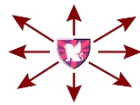
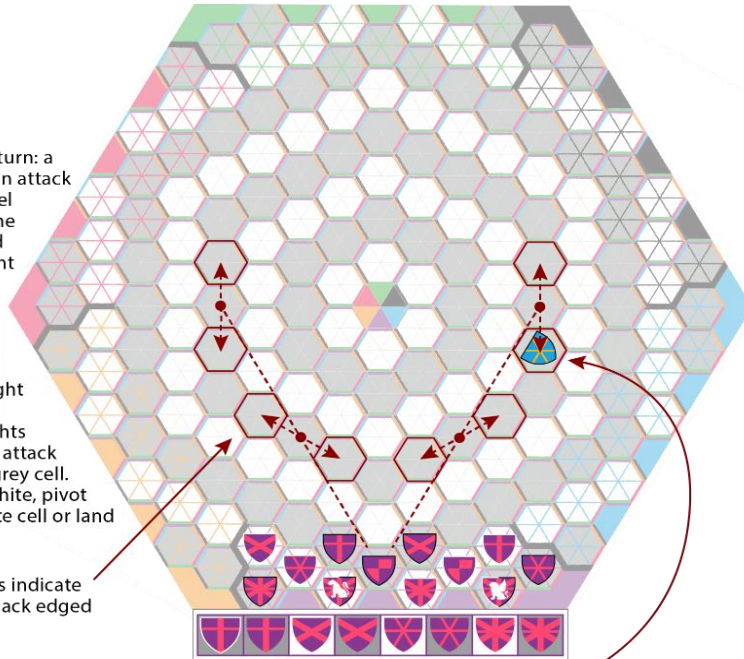
Black Edged Hospitaller Knight

The Hospitaller Knight always takes two moves per turn: a travel move where they may not capture and then an attack move where they may or may not capture. The travel move is similar to the Byzantine Knight, i.e., along the 60° diagonal or horizontal spokes between cells and on the thin navigational lines across cells, either right or left and up or down, to an unoccupied cell that matches its edge color. There it pivots to either one of two adjacent occupied or unoccupied cells that match its edge color. The "pivot cell" is surrounded by 6 adjacent cells, 4 will have a color opposite from the edge color of the Hospitaller Knight and 2 will have the same color as the edge of the Hospitaller Knight. So black edged Hospitaller Knights always begin on grey, pivot on grey and then either attack to an occupied grey cell or land on an unoccupied grey cell. White edged Hospitaller Knights always begin on white, pivot on white and then either attack to an occupied white cell or land on an unoccupied white cell.

The Hospitaller Knight is cunning. The outlined cells indicate possible grey cells to occupy or attack into by the black edged Hospitaller Knight on **its initial** turn.

This diagram shows the purple Hospitaller Knight with black edges capturing a blue Byzantine Knight. This capture will allow another purple piece, of the player's choice, to take the bonus move. Once the cell is overtaken by the Hospitaller Knight, the captured piece is segregated from the other captured pieces typically placed on the player's knight promotion score card because the Hospitaller Knight, in keeping with its humble character, is NOT eligible for promotion to royalty.

Figure H



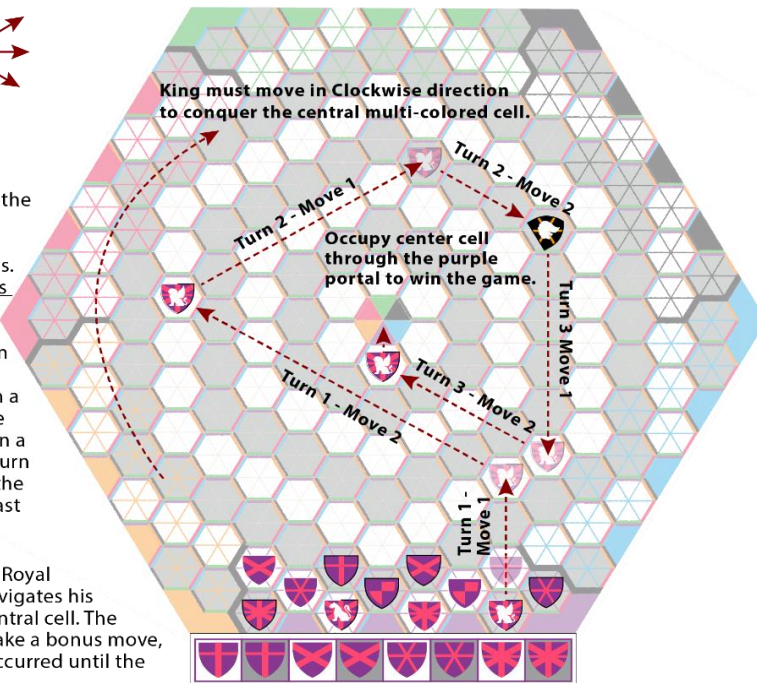
King

The King has the same movement character as the Excalibur Knight. Also, the King has both a half white and half black edge which indicates he can move or attack on both white and grey cells. The King's royalty allows him to take two moves per turn. Each "two-move" turn of a King may result in a "dog-leg" translation of position. The King must pivot and end his two-move turn on a cell color that is different from its original cell color. Therefore, if the King's turn begins on a white cell, he must pivot and end his two-move turn on a grey cell. If the King begins his turn on a grey cell, he may pivot and end his two-move turn on a white cell. A player's King may NOT enter the battlefield until its knights have executed at least 3 captures.

This diagram shows the King capturing a black Royal Byzantine Knight on (turn 2 - move 2) as he navigates his clockwise journey around the multi-colored central cell. The single capture allow another purple piece to take a bonus move, but the King must remain where the capture occurred until the next round of play (turn 3).

The diagram shows the King positioning himself on Turn 3 to win the game on the next round of play (turn 4).

Figure I



Note: To conquer the central multi-colored cell, the purple King must navigate around it clockwise and then be the first to enter it by passing through the purple triangle portal.



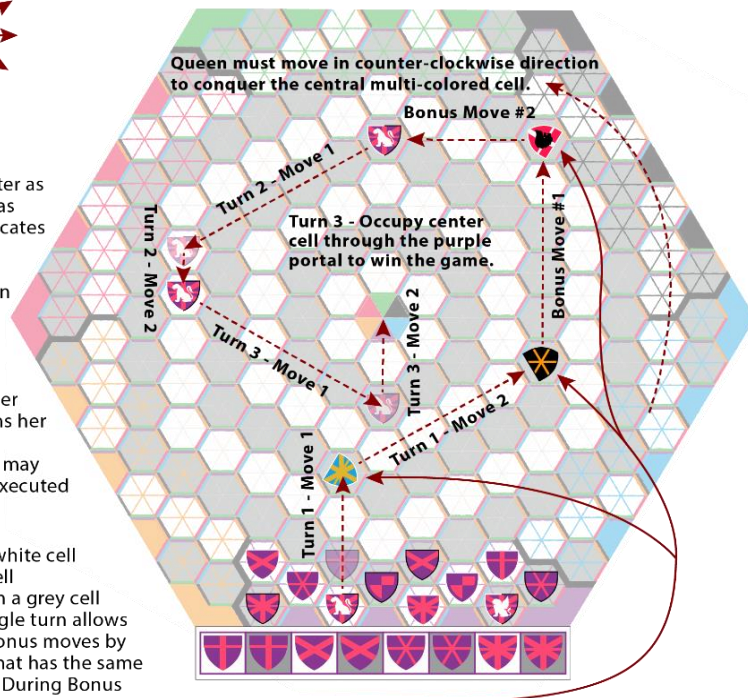
Queen

The Queen also has the same movement character as the Excalibur Knight. Like the King, the Queen has both a half white and half black edge which indicates she can move or attack on both white and grey cells. The Queen's royalty allows her to take two moves per turn. Each "two-move" turn of a Queen may result in a "dog-leg" translation of position. The Queen must pivot and end her two-move turn on a cell color that is different from its original cell color. Therefore, if the Queen's turn begins on a white cell, she must pivot and end her two-move turn on a grey cell. If the Queen begins her turn on a grey cell, she may pivot and end her two-move turn on a white cell. A player's Queen may NOT enter the battlefield until its knights have executed at least 3 captures.

This diagram shows the Queen originating on a white cell and captures a blue Excalibur Knight on a grey cell (Turn 1 - Move 1) and a Black Byzantine Knight on a grey cell (Turn 1, Move 2). This two piece capture on a single turn allows the Queen to take the bonus move herself. All bonus moves by either a King or Queen must always be to a cell that has the same color as the cell where the last capture occurred. During Bonus Move #1 she captures a red royal Templar Knight located on a grey cell. This capture on its bonus move results in yet another bonus move to an unoccupied grey cell where her turn ends. Note that all 3 captures occurred during a single turn. Her 2nd turn begins on a grey cell so she must pivot and end her two-move turn on white cells. Her 3rd turn begins on a white cell so she will pivot on a grey cell and conquer the center cell on Turn 3 - Move 2 and thus win the game.



Figure J



Note: To conquer the central multi-colored cell, the purple Queen must navigate around it counter-clockwise and then be the first to enter it by passing through the purple triangle portal.

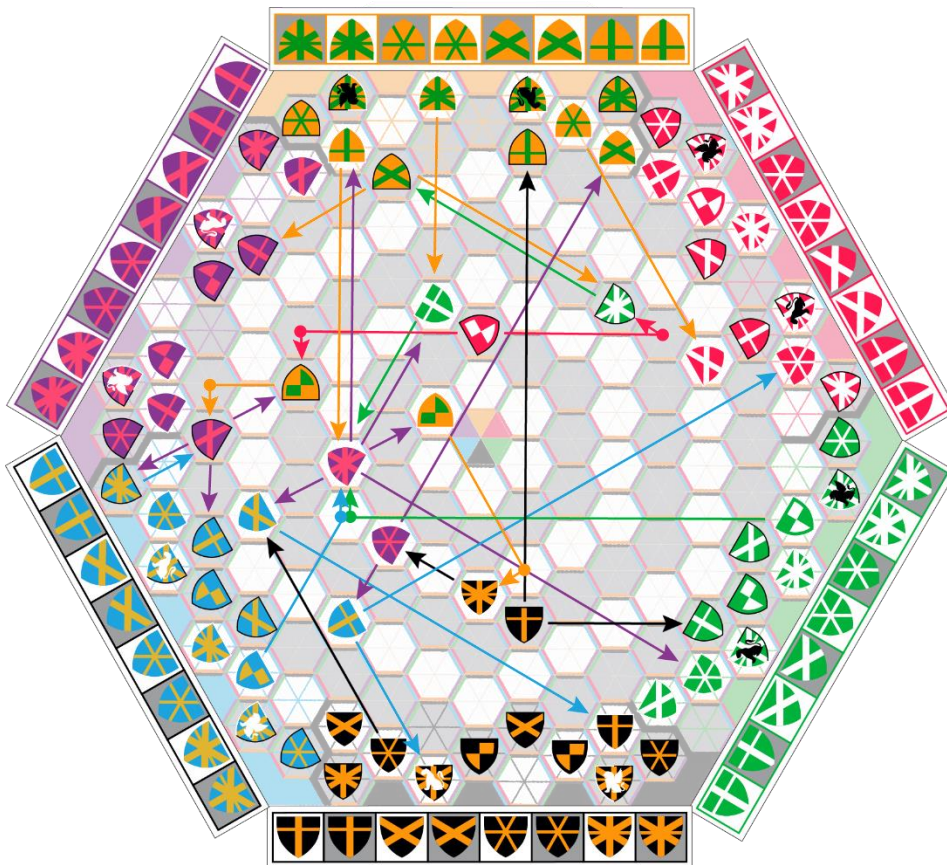


Figure K

What are the rules for executing captures?

- Captures are executed by occupying a cell that contains an opponent's piece. Take some time to review **Figure K** on Page 9 that illustrates potential capture opportunities by various regular knights.
- When a player's piece captures an opponent's piece, it earns a bonus move for that player. However, the piece that executed the capture must remain where the capture occurred until the player's next turn (next round of play). Another piece, chosen by the player, is allowed to take the bonus move. If this 2nd piece also executes a capture, the 2nd piece must also remain where that capture occurred until the player's next turn and the player is permitted to take another bonus move using another piece of his choice other than the piece that performed the 1st capture. This rule governing bonus moves continues for ongoing sequential captures. Each piece that executes a capture must temporarily be placed upside-down on its top flat edge until the player's turn is over. The upside-down pieces remind the player what pieces are "frozen" until the next turn as some turns involve multiple moves and captures and it's easy to become confused as to which pieces are temporarily "out of play". Review **Figure L** on Page 11 that illustrates a turn resulting in multiple captures and bonus moves by blue knights. A player's turn ends when it does not capture an opponent's piece.
- A King or Queen or Royal Knight that executes a capture in the battlefield on either its 1st move or 2nd move of its two-move turn must remain on the cell where the 2nd move ended until the next round of play. Another piece of the player's choice must take the bonus move. (*See Section on Royal Knights on Pages 12 & 13.*)
- A King, Queen or Royal Knight that executes two (sequential) captures in the battlefield on both its 1st and 2nd moves of its two-move turn is awarded the special privilege to take the bonus move. However, the bonus move is only one (1) move, NOT a two-move dog-leg turn. If this King, Queen or Royal Knight executes another capture on its bonus move then it has earned a 2nd bonus move. Each bonus move involves only ONE move. A King's or Queen's bonus move(s) must always be to a cell that has the same color as the cell where the last capture occurred. The ongoing captures by Kings, Queens and Royal Knights via sequential bonus moves continues until it does not capture an opponent's piece. See **Figure J** that illustrates sequential captures by a purple Queen that originated on a white cell. See **Figure M** on Page 11 that illustrates sequential captures by a purple royal Excalibur Knight that occupies grey cells. (*See Section on Royal Knights on Pages 12 & 13.*)
- Whenever a King, Queen or Royal Knight executes a capture in an opponent's Kingdom on either its 1st or 2nd moves of its two-move turn or during a special bonus move, it must remain on the Kingdom cell where the capture occurred until the player's next turn (next round of play). In all cases another piece, chosen by the player, is allowed to take the bonus move. (*See Section on Royal Knights on Pages 12 & 13.*)
- If a player's King and Queen are both captured then that player is out of the game and its remaining pieces are removed from the board. The defeated player's kingdom cells are now considered battlefield cells.
- Pieces located in their or in an opponent's kingdom may travel in a single turn to an empty cell located in another kingdom, i.e., kingdom to kingdom travel is permitted in a single turn.
- Pieces located in their own kingdom may NOT capture their adversaries' pieces located in their respective kingdoms in a single turn, i.e., kingdom to kingdom captures are not permitted in a single turn. See **Figure N** on Page 12
- Pieces located in their own kingdoms may capture their adversaries' pieces located in the battlefield, i.e., kingdom to battlefield captures are permitted. See **Figure N**.

- Pieces located in the battlefield area may capture their adversaries' pieces located in the battlefield, i.e., battlefield to battlefield captures are permitted. See **Figure N**.
- Pieces located in the battlefield area may capture pieces located in their opponents' kingdoms, i.e., battlefield to kingdom captures are permitted. See **Figure N**.



Figure L



Figure M

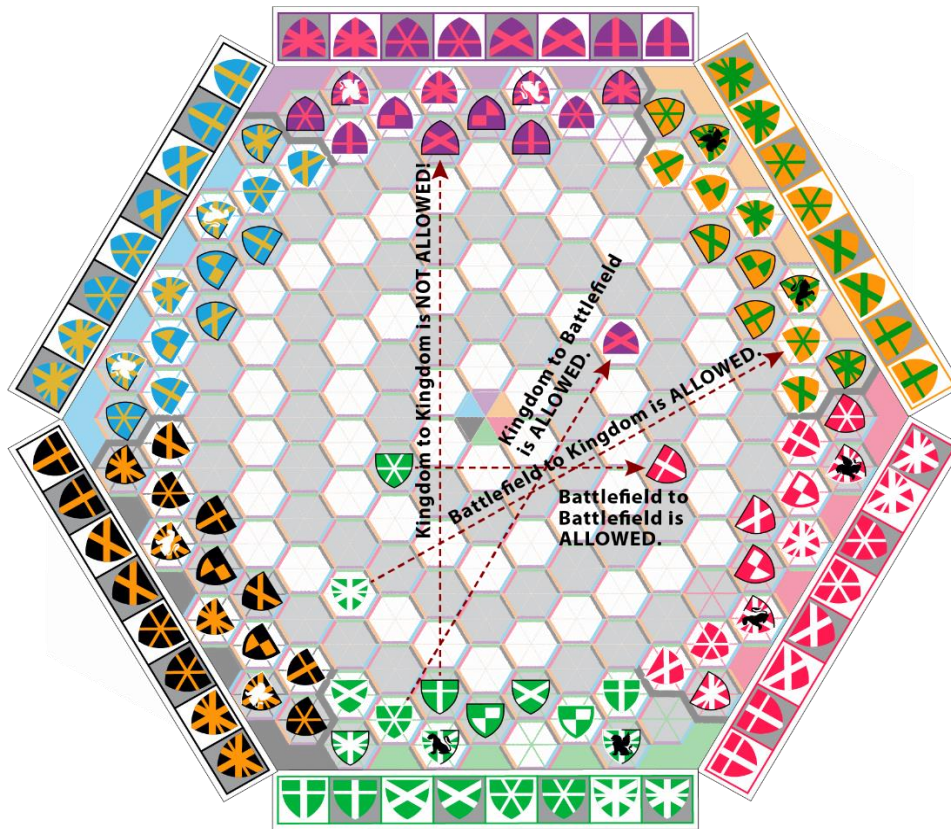


Figure N

How are knights promoted to royalty?

- Each of the various regular knights, except the Hospitaller Knights, are promoted to “Royal” status when they capture two or more of their opponents’ regular knights. If a regular knight captures a Royal Knight or a King or a Queen, that royal capture counts as two regular pieces for promotion to royalty.
- Each player has a knight promotion score-card, situated in front of their kingdom cells, to keep track of the pieces that have been captured by each of their regular knights. See **Figures A, D, E, F & G**. Each player’s score-card proves to that player, and to all other players, when one or more of its regular knights have earned promotion to “Royal” status.
- Pieces captured either by a player’s Royal Knights, Hospitaller Knights, King or Queen should be segregated from pieces captured by its regular knights as these captures are NOT used to promote regular knights to Royal Knights.
- Regular knights are promoted to Royal Knights, if eligible, at the end of a player’s turn by turning over the knight piece to reveal a lion’s head imposed on the shield markings. This lion’s head emblem signifies that this knight is now a Royal Knight.

What are the rules for Royal Knights?

- A Royal Knight is entitled to take two moves per turn. Royal Knights with white edges must pivot and end their moves on white cells and Royal Knights with black edges must pivot and end their moves on grey cells. See **Figure O** on Page 13.
- Each “two-move” turn of a Royal Knight involves a “dog-leg” translation of position.
- A Royal Templar, Teutonic or Byzantine Knight may also use its turn to travel only one (1) space distance in any direction to any adjacent and unoccupied cell that has the same color as its edge. But it may NOT take the 2nd move of its typical 2-move turn.



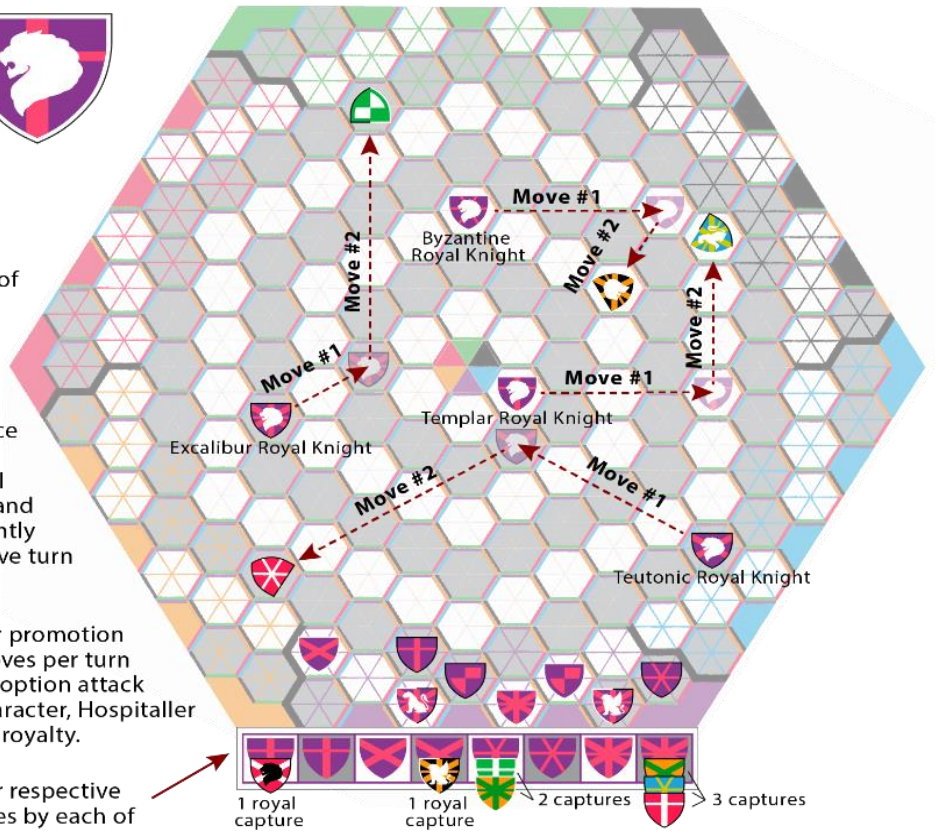
Royal Knights

Each of the regular (non-royal) Templar, Teutonic, Byzantine and Excalibur Knights are promoted to "Royal" status when they prove themselves worthy by capturing two or more of their opponents' regular knights. If a regular Knight captures one Royal Knight or a King or a Queen, that royal capture counts as two regular pieces for promotion to royalty. Each Templar, Teutonic, Byzantine and Excalibur Knight has a reverse side with a lion head. Once the Knight is promoted to royalty, the game piece is flipped to show the lion head. A Royal Knight is entitled to take two moves per turn and thus their ability to execute captures significantly increases. This diagram illustrates the two-move turn of various Royal Knights.

Note: The Hospitaller Knight is not eligible for promotion to royalty because it always performs two moves per turn and is thus sufficiently powerful with its dual option attack move. Also, in keeping with their humble character, Hospitaller Knights have no aspirations for promotion to royalty.

Each player has a scorecard located near their respective kingdom to keep track of their captured pieces by each of their regular knights. Pieces captured by a regular knight are placed on the matching image of that knight, either Templar, Teutonic, Byzantine or Excalibur, with their respective grey or white background.

Figure O



What are the travel rules for the royal family?

- A player's King and Queen must earn the right to enter the battlefield to begin their travels to conquer the central cell. This privilege is won when their knights have executed at least three (3) captures.
- For any given turn, the King or Queen must pivot and end their two-move turn on a cell color that is opposite from its originating cell color. So, if the King or Queen begins on a white cell, they pivot on grey and end on grey. The next turn the King or Queen would begin on a grey cell, pivot on white and end on white. If the King or Queen begins on a grey cell, they pivot on white and end on white. The next turn the King or Queen would begin on a white cell, pivot on grey and end on grey.
- The Queen must navigate completely counter-clockwise around the central cell, while respecting the "alternating color" rules that govern her two-move turn. Her goal is to enter the central cell through the colored triangle that matches her shield color. She then has conquered the prized central kingdom and that player has won VICTORUS.
- The King must navigate completely clockwise around the central cell, while respecting the "alternating color" rules that govern his two-move turn. His goal is to enter the central cell through the colored triangle that matches his shield color. He then has conquered the prized central kingdom and that player has won VICTORUS.

How is a captured King or Queen rescued?

1. If either the King or Queen of Player X has been captured by Player Y, Player X can rescue its captured King or Queen from Player Y **IF** Player X is able to capture either the King or Queen of Player Y.
2. Player X and Player Y must then immediately exchange their captured Kings or Queens, as the case may be, and place them back in their original cells in their home Kingdoms and the game resumes. The rescued King or Queen of Player X may not move until the next turn.

How is VICTORUS played with less than 6 players?

VICTORUS is ideally played with 6 players, each controlling one set of pieces, around a circular table approximately 35 inches in diameter. However, VICTORUS may be played and enjoyed with fewer players around a rectangular table with empty kingdom cells at the beginning of the game. In any event, it is best enjoyed when the board is fully populated with all 6 sets of pieces. So, in a 2-player game, each player could control 3 sets of pieces that operate in a coordinated fashion against their opponent's 3 sets that are situated on both sides of you and opposite from you. (Red, Black & Purple armies vs. Blue, Green & Orange armies.) In a 3-player game, each player could control 2 sets of pieces that operate in a coordinated fashion against their opponents' sets situated on both sides of you while you also control the set of pieces opposite from you. In a 2 or 3 player game, players may NOT capture "friendly" pieces within their member alliance to achieve knight promotions. In a 4-player game, each player will control 1 set of pieces that is situated opposite across the board from another player. Thus, each player will have an adjacent kingdom containing empty cells at the beginning of the game. It is understood that a 5-player game is less than ideal because 2 of the 5 players will have an adjacent kingdom containing empty cells at the beginning of the game while the other 3 players will have both adjacent kingdoms containing sets of pieces at the beginning of the game. Players can still have fun in a 5-player game if one player agrees to control 2 sets of pieces that operate independently of the other and are situated opposite across the board from the other.

When players control multiple sets around the board, rather than awkwardly move the pieces of their remote sets from the same seated position or repeatably get up to move to a new place around the table, it is recommended to carefully rotate the board a partial revolution at the end of each player's turn. This board rotation method at the end of each turn will allow each player to remain seated around the table and also allow each player to view all their pieces from the normal "frontal view" perspective when it is their turn. This board rotation method at the end of each turn will require each player to place their respective knight promotion strips and captured pieces off together nearby as they cannot be rotated with the game board. Another excellent option, when players control multiple sets around the board, is to rotate the entire board, including knight promotion strips and captured pieces, upon a large "Lazy Susan" approximately 36 inches in diameter.

Time Management

VICTORUS will require all players to evaluate many move possibilities which can result in lengthy time durations between turns. Utilizing a time limit for each player to initiate their move can keep the game "rolling along" while helping all players to remain focused when it is not their turn. Players learning VICTORUS should be allowed more time than experienced players. A time limit of 5 minutes for inexperienced players to initiate their moves is suggested in a "fun" game. A time limit of 2 minutes for experienced players to initiate their moves is suggested in a serious game. Players forfeit their turns if they have not initiated their moves within the 2-minute time limit.

Any Helpful Hints?

Carpe diem, a Latin aphorism usually translated “seize the day”, applies to VICTORUS as you transform your regular army into royal knights through battlefield victories. This will require you to Plan, Attack and Defend (PAD).

1. **Plan** your next moves while the other players are taking their turns during the current round of play:
 - Have their moves put any of your pieces in danger of capture? If so, you may want to move this piece out of danger during your next turn.
 - Have their moves put any of their pieces in danger of capture? If so, you may or may not elect to execute its capture on your next turn.
 - Is your next move to a cell where your piece may be able to execute a future capture and also be safe from subsequent capture during the next round of play?
2. **Attack** first, when it is your turn, to achieve captures to promote your regular knights to royal knights and also earn bonus moves. Use bonus moves to execute other captures and thus decimate your opponents.
3. **Defend** any vulnerable piece by using your final bonus move to move it out of danger or block the line of attack that is threatening it.

The drama increases when either you or your adversaries judiciously launch their Kings or Queens on their journeys of conquest around the central cell and then attempt to be the first to conquer it. Victory may be yours by anticipating the cell color that your opponents’ Kings or Queens will be occupying at the end of their turns. Then try to intercept and execute their captures with one of your royal knights that has an edge color that matches the cell color where they will land. Or, you may attempt to capture an opponent’s King or Queen with your own King or Queen if you have earned the right for your King or Queen to enter the battlefield by capturing the required minimum 3 pieces. Evaluate the alternating color “rhythm” of both your adversaries’ Kings and Queens and your King and Queen so you may capture the opposing King or Queen on a cell color where they have landed. Be careful not to end your turn on a cell color where either your King or Queen is vulnerable to capture. The player that best manages this “end game” strategy may be the next **MAGNA VICTORUS**.

VICTORUS is well worth your investment in time to learn this ultimate strategy game because it delivers the full thrill of a hard-fought victory based on your cerebral battlefield skills. Playing VICTORUS will sharpen your critical decision-making skills in a fun experience. Like anything else in life, the more you play VICTORUS, the more comfortable you will be with managing the board, pieces and game strategies.

Alternate VICTORUS Quick Game Rules

1. Adopt an agreed upon time limit for completion of the game; say 1 hour.
2. Adopt an agreed upon time limit for each player to initiate their move; say 1 or 1½ minute. A player forfeits their turn if he/she has not initiated their move within the agreed upon time limit.
3. Any piece that executes a capture is permitted to take the bonus move.
4. A Royal Knight or King or Queen that executes two captures on its two-move turn is permitted to take a bonus move for each capture. Therefore, double captures by Royal Knights, Kings and Queens earn two bonus moves.
5. A regular or royal knight, King or Queen that executes a capture within an opponent’s kingdom is still NOT permitted to capture another piece within the opponent’s kingdom but may return to the battlefield on its bonus move.

6. If a King or Queen has not claimed the central space before the completion of the “quick-game” time limit and all players have experienced their turns in the final round, then each player counts up the total point score of their captured pieces. The player with the most points wins. The point values for captured pieces are as follows:
- Regular Templar, Teutonic or Byzantine Knights – 2 points each
 - Regular Excalibur Knight - 4 points each
 - Hospitaller Knight - 5 points each
 - Royal Templar, Teutonic or Byzantine Knights – 6 points each
 - Royal Excalibur Knights - 8 points each
 - King or Queen – 10 points

Alternate VICTORUS Allied Armies Rules

1. It's East vs. West as the Red, Green and Orange Kingdoms (with black lion emblems) and the Black, Blue and Purple Kingdoms (with white lion emblems) are allied against each other to seize control of the prized central cell that is rich in natural resources.
2. Players within each alliance do not capture pieces associated with their member alliance but coordinate to battle the armies of the enemy alliance and oppose their royalties as they attempt to conquer the prized central cell. Team strategy, honor and sacrifice for the greater good are themes that characterize the Allied Armies VICTORUS game.
3. Players of the Allied Alliances VICTORUS game alternate turns as follows: Orange – Black – Red – Blue – Green – Purple; repeat.
4. The winning alliance is the first to navigate either a King or Queen from its member alliance completely around and into the central cell.

Did you know?

Alexander the Great, (356 – 323BC) was king of the ancient Greek kingdom of Macedon. By the age of thirty, he had created one of the largest empires in history, stretching from Greece to India. He was undefeated in battle and is widely considered to be one of history's greatest military conquerors. He died in Babylon, at the age of 32.

Julius Caesar (100 – 44BC) led the Roman armies in the Gallic Wars before defeating his political rival Pompey in a civil war. He played a critical role in the rise of the Roman Empire until his assassination.

Charlemagne or Charles the Great (747 -814AD) succeeded in uniting the majority of western and central Europe after the fall of the Western Roman Empire around three centuries earlier. He reached the height of his power in 800 AD when he was crowned Emperor of the Romans by Pope Leo III on Christmas Day in Rome.

William the Conqueror (1028 – 1087AD) was the first Norman king of England. William invaded England, leading an army of Normans to victory over the Anglo-Saxon forces at the Battle of Hastings in 1066.

Genghis Khan (1162 – 1227AD) was one of the most successful conquerors of all time, and by the end of his life, the Mongol Empire occupied a substantial portion of Central Asia and China.

Hernando Cortés (1485 – 1547AD) led a Spanish expedition with Indian allies that decimated the vast and brutal Aztec Empire and brought large portions of what is now mainland Mexico under the rule of the King of Spain.

Jesus Christ (∞ - ∞) will someday physically return to planet Earth and defeat Satan along with all human opposition. He will then rule the world forever as the Prince of Peace. (Isaiah 2: 2-4, Isaiah 9:6-7, Daniel 7: 13-14, Matthew 24: 29-31, Revelation 19:11-16)