



Fredericus™

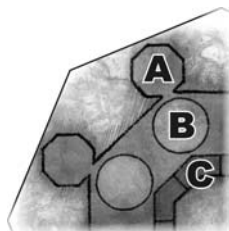
By Eligio Cazzato

A game for 2-4 falconers for Frederick the II, aged 8+

1246, the Kingdom of Sicily: Emperor Frederick II, busy with political affairs at Palermo's court, is writing his treatise on hunting with falcons: *De arte venandi cum avibus*. A messenger warns him that his fortress Castel del Monte is under attack by mythical creatures, so the Emperor sends his best falconers to the castle, asking them to capture the creatures in order to study them. The one who can most cleverly use his falcons and the emperor's seals will be declared the Imperial Falconer!

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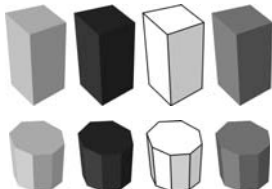
- ▶ A board representing Castel del Monte (A: keep; B: tower; C: courtyard)



- ▶ 4 betting tokens



- ▶ 8 falcons: the peregrine falcons (high tokens) and the goshawk falcons (low tokens)



- ▶ A deck of 118 cards

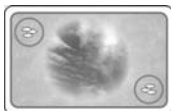
- 8 emperor's seals



- 24 woods



- 24 skies



- 4 falconers



- 32 mythological creatures (eight different creatures each represented 4 times)



- 24 secret goal cards (3 of each creature)



- 1 Fredericus



- 1 starting player card



- ▶ These rules.

GOAL OF THE GAME

The goal of the game is to capture the creatures requested by Frederick II by using your falcons.

PREPARATION

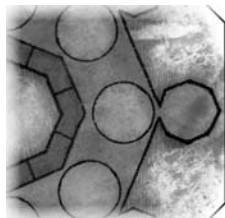
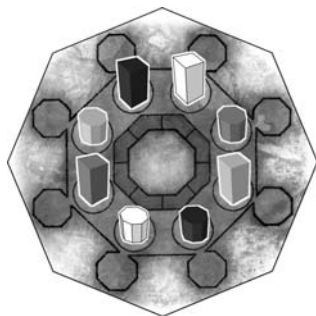
Each player chooses a color and takes the matching token, falcons and falconer. Keep the falconer in front of you to show your color. With two players, each player also takes a second betting token. Place unused falcons, falcons and falconers back in the box; place each pair of playing falcons onto two opposite towers, just like in the picture. The order doesn't matter. The owner of the game chooses who starts, or you can choose randomly. The player starting the game receives the "starting player" card which he will keep face up in front of him until the end of the game.

Shuffle the goal cards and give one to each player: each player looks at his card and keeps it secret. With three players, discard 4 goal cards face up; with two players, 8 cards. Now take four more goal cards, shuffle the Fredericus card with them and lay them face down on the table; pile the remaining goal cards on top of those cards as a face down **goal deck** from which to draw. The player sitting to the right of the starting player manages the goal deck. Remove the following cards from the deck, depending on the number of players:

- 4 players: none;
- 3 players: remove 3 woods, 3 skies, 2 seals and 8 creatures (1 of each kind);
- 2 players: remove 6 woods, 6 skies, 4 seals and 16 creatures (2 of each kind).

Shuffle the cards and place 11 per keep (9 with three players, 7 with two players) in a row. Cards must be placed so that they overlap a bit, but each card of the row can still be seen, as in the picture.

Each player in turn then chooses a keep where he thinks another player will make a capture and plays his betting token there. More than one token may be played on the same keep.



THE GAME

The game is played in turns, in clockwise order. During your turn, you will try to capture creatures and goal cards by hunting; you **must** perform **four** actions of your choice. **Exception** for the very first turn: the first player performs only two actions, the second player only three. The possible actions are:

- **move one card** from the end of a row to the end of an adjacent row;
- **move one of your own falcons** from one tower to an adjacent tower. More than one falcon may land on the same tower;
- **hood** opponents' falcon(s) (see below).

The different actions can be performed in any order, and may be performed several times on the same turn. You do not have to perform all three types of actions each turn. During your turn, you may collect creatures and goal cards in two ways, by using your own falcons (neither of these count as one of your actions):

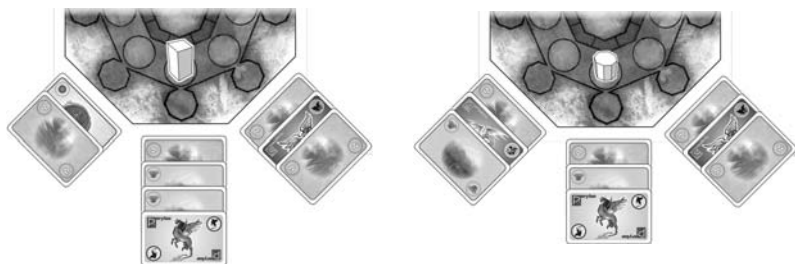
- a) capturing one or two creatures;
- b) opening the emperor's seals.

a) Capturing one or two creatures

During your turn, you may capture a maximum of **one creature** with **each of your falcons**.

- **High Hunt.** The **peregrine falcon** can capture a creature at the end of the row next to the falcon's tower if the cards at the end of both adjacent rows are **sky** cards.
- **Low Hunt.** The **goshawk falcon** can capture a creature at the end of the row next to the falcon's tower if the card at the end of one adjacent row is a **woods** card, and the card at the end of the other adjacent row is a **sky** card.

Your captured creatures are kept face up in front of you.

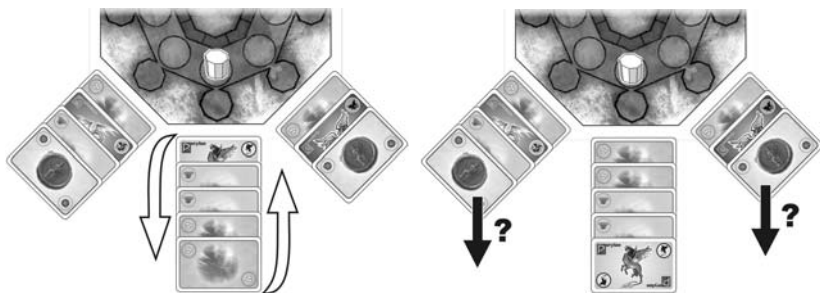


If any **other** players have a betting token on the keep where the falcon captured a creature, those players are rewarded with a **goal card** from the deck, clockwise starting with the next player, and they **remove their betting tokens** from the board. (If you draw the Fredericus card, no more goal cards can be drawn. This may mean that some players will not receive a goal card - if they would have drawn after the player who pulled Fredericus.)

b) Opening the emperor's seals

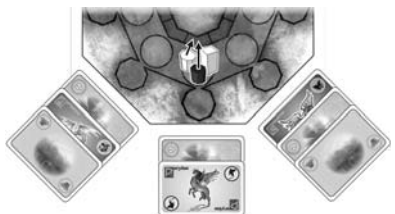
You may choose to open one of the emperor's seals if you have **one of your falcons** on a tower, and there are **emperor's seals** at the end of the two adjacent rows. Take the whole row, and reverse the position of the cards: the first card will be the one that was at the end of the row, the second card will be the one next to last, and so on (see picture).

If you open a seal, then you **draw the top card from the goal deck**, **discard one of the two used seals** (your choice) and get **two more actions** to perform during the turn. You can reverse only **one row per turn**.



Hooding opponents' falcons

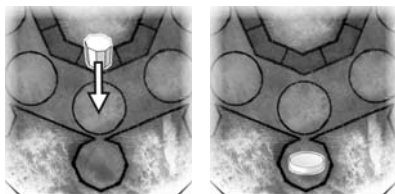
You may "hood" your opponents' falcons if they are on a tower that has **woods cards** at the end of both adjacent rows. You may **spend one action** to hood all your opponents' falcons on a tower. Hooded falcons are moved to the **courtyard** next to that tower. You do not need to have a falcon on the tower to hood your opponent's falcons. Your own falcons are never affected by your hooding actions. You may never hood both of a player's falcons. If a player already has a hooded falcon, you may not hood the other one (but you could hood other falcons on the same tower). If both of a player's falcons are on the same tower, you choose which of them to hood. A hooded falcon **may not move nor capture**.



End of the turn

At the end of your turn, you must:

- **set your hooded falcon free** (if you have one): place the falcon back on the tower;
- **play your betting token on any one keep** (if the token is already in play, you may choose to move it or leave it where it is). *With three or four players, you may also play*



your token in the **center of the castle**, provided that no token is already there: at the beginning of your next turn, take your token back and draw a **goal card**; if any player captures any creatures, then you must immediately take the token back, without drawing a goal card.

These activities do **not** count as part of your four actions for the turn. Also, at the end of each of his turns, the player managing the goal deck turns over the top goal card and **discards** it face up.

END OF THE GAME AND WINNING

Once a player:

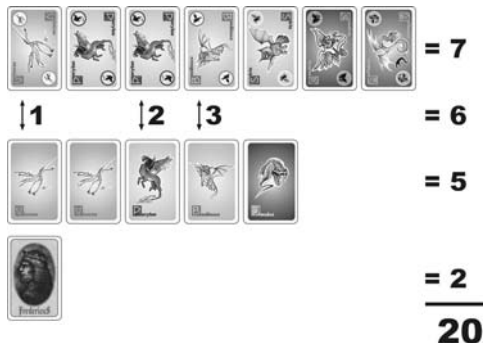
- **captures eight creatures**; or
- **draws Fredericus**

he announces it. No player draws any more goal cards, and the game ends before the starting player's next turn (all the players play the same number of turns). Each player tallies his score:

- each creature and goal card: **1 point**;
- Fredericus: **2 points**;
- **1 point** for the first matching pair of creature card and goal card, **2 points** for the second pair, **3** for the third and so on.

The player with the highest score wins. In case of a tie, the winner among tied players is the one who played last.

Example.



Variant for a shorter game

If the three cards at the end of a row (farthest from the castle) are all **woods** or all **skies**, you may move these three cards to the start of that row (closest to the castle). You may make this move once each turn, at any point during your turn, but you must have a falcon in the neighboring tower. This does not count as an action.

Fredericus™

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Frederick II of Svevia, Roman Emperor, monarch of the Kingdom of the two Sicilies, is one of the greatest characters in Italian history. During his reign, between the end of the XII and first half of the XIII centuries, he organized a Crusade, and founded the first non-denominational University. He pacified Sicily, and wrote a basic treatise on hunting with falcons. He fought his son Enrico, King of Germany, and built in the region now known as Puglia the fortress Castel del Monte, full of mysterious symbolism, that is reproduced on the Italian coin worth 0,01 Euro. If you want to find out more about this individual, we suggest you visit the website www.stupormundi.it