

Oleander Ruleset



Premise

12 brothers who were former princes were forced into exile rather than be killed at the will of their father, the king. The king wanted this desire so no one would share the inheritance with the princess, not even his own sons. After their only sister was born and time passed 10-15 years later, the king found out they avoided death thanks to the queen warning them of the plan. To make the princess prove herself, he told her of a sacred bed of white flowers in the woods created by a witch. 12 of those flowers are connected to the brothers souls, and plucking all of them would curse them and no one would assume the throne. Now as the time for this act draws near, the princess must pull them all out before her brothers catch up to her to save themselves and be free from exile.



Players

Only 1 princess players and at least 1 prince player, more are allowed

Materials

1 Game board, 2 sets of ability cards, 1 group of flower coins, one group of ability coins, 1 dozen prince cards



Set-Up

Princess:

1. Obtain Ability cards and Prince cards
2. Lay out prince cards on the board in numerical order

Prince(s):

1. Obtain Ability cards, flower tokens, ability tokens and pick a prince as your avatar
2. Shuffle the flower tokens on the board until you're satisfied



Progression

The game starts off by the princess selecting a flower coin and flipping it. On the other side of a flower coin is one of two icons: a souls icon with a number, or a spore icon

- 1) If a flower token has a soul icon, she collects both the flower coin and the prince card correlated with the number.
 - a) If a prince card is the one a player chose, she then gets to pick another coin freely and spore coins that are picked will have no effect and remain on the board.
 - b) This effect however does not stack, so if the princess collects a prince card again on their free turn, the effect is null and there are no more free turns
- 2) If a flower token has a spore icon, she collects the flower coin but no prince cards.

After the princess is done collecting a flower coin, the prince(s) then can choose to either shuffle the flower coins or leave the layout as is, which indicates the end of the round. It's then the princess' turn, and the round starts over.

Ability Cards

Each party has 3 abilities that are 1 time uses. They can use them all in 1 turn or 1 at a time



Princess:

FORESIGHT: for 1 turn, the princess can flip 5 coins without repercussion. She can then choose only 1 coin out of the bunch

NEGATE: If a prince activates an ability, she can negate it and it won't have any effect

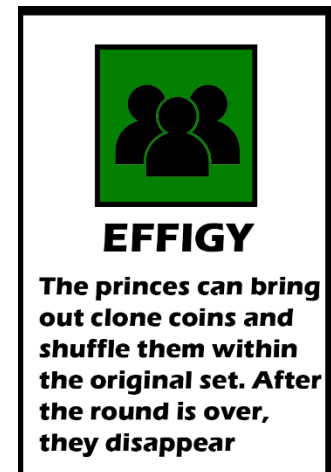
BURST: The Princess picks 3 random coins, but the prince(s) have the choice to mix them up or not and will put 1 soul coin back on the board should the princess have at least 1 taken

Prince(s):

EFFIGY: The princes can bring out clone coins and shuffle them within the original set. After the round is over, they disappear

BLINDSIDE: The Princes can scoop away half the coins for until the end of the round

SUBSTITUTE: If a prince is caught, they can switch the soul coin for a clone one



Each party can use their respective abilities in certain situations to either synergize with one another or counteract the opposing party. For example, the princess may use the foresight ability and the prince(s) may counteract with the effigy ability. In this same scenario, you could use the remaining abilities on hand at the cost of not having tricks to use later on.

Win & Lose Conditions

If the princess collects all 12 prince cards, she wins. However, if she collects 3 spore coins, she loses

