SUITORS

Suitors is a game in which 2-4 princes try to capture the last dance of the ball with a princess. The game takes place on a 7 by 7 board, and players place tiles on the board to encourage the princess to move toward their prince.

The Tiles/Board

Tiles consist of a number (2-9) or face (King, Queen, Fool, Prince and Ace) and a suit (diamonds, clubs, hearts and spades). The deck contains only 1 King and 1 Fool.

The Pieces

The Princes are either red or black, and correspond to one of four suits.
The Princess is white and has no suit.

Set-Up
The face tiles are separated into individual groups from the rest of the tiles and placed to one side.
The Prince tiles corresponding to the Princes in play are taken from this separate set and placed in the corners of the 7 by 7 board. Prince tiles not in use are put to one side.
The ace tiles corresponding to the Prince suits being played are shuffled together (discard those not used). One is selected and placed face down in the centre of the 7 by 7 grid. The others are put aside without being revealed, and will not be used for the rest of the game.
The King tiles are shuffled and one is given to each player, with the remainder placed into a draw pile to one side.
The remaining tiles are shuffled. In turn, each player chooses a tile at random, looks at it and then places it on one of the remaining spaces in the 7 by 7 grid face down. This continues counter-clockwise until all tiles are played.
The remaining tiles are shuffled and each player is dealt a hand of five tiles. Once the hand is dealt, the other tiles go into a draw deck with the King draw pile, are shuffled and set aside as the final draw deck.

Play

Play proceeds in turns.
On the first turn, the all the tiles on the board are revealed. The suit of the centre tile indicates the starting player, and the turn proceeds counterclockwise from then on.
In order, each player:
1. Selects two tiles, at least one of his own suit, and swaps them, moving immediately to step 3 **or**
2. Replaces a face up tile with one from his hand, placing the tile taken from the board back into the draw pile, continuing for as long as he is wishes to and is able to either play tiles of his own suit
3. Moves all the pieces in accordance with the movement rules below

This process continues until only one player has any remaining tiles in his hand. At this point, the turn is over and all players draw from the draw deck up to the limit of five tiles.

If a Prince is ever adjacent to the Princess, then the player owning that Prince wins the game.

Movement

An adjacent King acts as a barrier to all pieces except the piece that shares the King's suit and to the Princess. Whenever a King appears adjacent to a piece, that piece can not move onto the King tile. To the Princess and those pieces sharing the King's suit, the King is treated as having a value of 1. Otherwise, the King is treated as having a wildcard value.

A centre Queen encourages any Prince piece to move towards the Princess. The player owning the Prince piece can choose which way to move the piece, regardless of the other adjacent tiles. This is the only situation in which a piece can move diagonally. An adjacent Queen counts as a barrier for the Princess. Otherwise, the Queen is treated as having a wildcard value.

A Fool tile causes a shuffle of tiles. The player who reveals or plays the Fool tile can swap the positions of any two other tiles and continue his turn **or** he can remove any King or Queen from the board and replace it with a tile drawn from the draw deck (face down or up) and continue his turn. Otherwise, a Fool tile has a value of 1 and is a wild card in terms of suit.

Numbered tiles represent the crowd. A piece's floorspace is defined as the tile the piece stands on (the centre tile) and the four tiles directly abutting that tile (the adjacent tiles). The movement of a piece is determined by the relative values of the centre tile to each adjacent tile, except for circumstances discussed above. In order for a piece to move, the value of the centre tile must be lower than the value of the tile to one side and higher than the value of the tile to other, directly opposite side. Where this is true, the piece is moved onto the adjacent tile of lower value. If this new centre tile is of the same suit as the piece, then the movement is calculated again, from this new position. Otherwise, movement ceases.

Where two possible directions of movement are established, the direction chosen is based on the following simple rules:

1. The piece obeys the presence of a centre Queen, then an adjacent King, then,
2. the piece moves towards the adjacent tile of the same suit as the current centre tile, then
3. the piece moves towards the adjacent tile with the lower number then
4. the piece moves towards the adjacent tile with the suit in the order hearts, diamonds, clubs, spades.
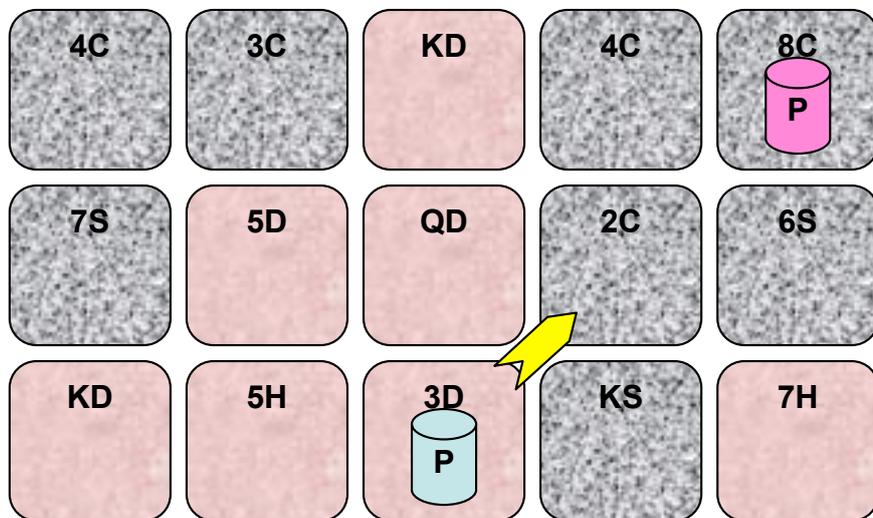
In some cases, a piece may not be able to move.

	8C	
4C	5D **P** ←	7H
	5H	
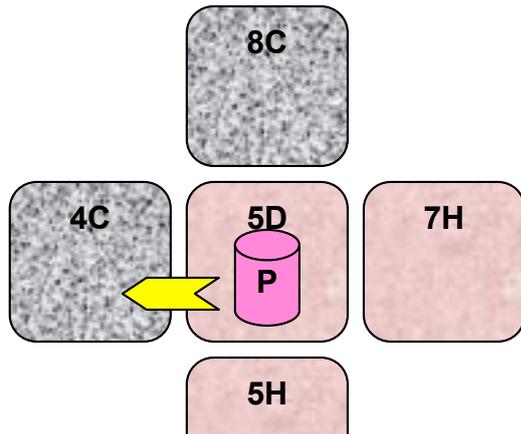
The Princess moves away from the crowd. 7H is greater than 5D is greater than 4C, so this represents the 'slope' down which the Princess slides. No pressure exists to move the Princess towards 5H

	8C	
4C	5D **P** →	KD
	5H	
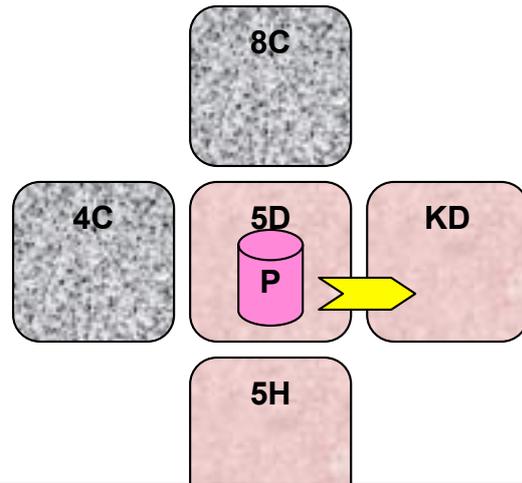
The Princess always moves towards a King.

4C	3C	KD	4C	8C **P**
7S	5D	QD	2C	6S
KD	5H	3D **P**	KS	7H

If a Prince is adjacent to a Queen, he moves towards the Princess. This is the only situation in which a piece can be moved diagonally on the board. In this case, the player owning this Prnce would win.