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The Staufer Dynasty

Under the Reign of Henry VI

Components and Setup

- 1 Action board
- 6 Regions
- 6 Point tiles
- 1 Supply table
- 72 Chests
  - 16x orange
  - 28x turquoise
  - 10x purple
  - 18x brown
- 1 Scoreboard
- 15 25-point tokens (silver medals)
- 5 100-point tokens (gold medals)
- 35 Privilege cards
  - 15 Privileges with a 🔵
  - (for the first game)
  - 20 Privileges with a 🔴

The following materials are explained on pages 4 and 5.

- 2 Evaluation markers
- 75 Envoys
  - 15 in each of the 5 player colors
- 15 Nobles
  - 3 in each of the 5 player colors
- 20 Family members
  - 4 in each of the 5 player colors
- 18 Job cards
- 19 Round tiles
  - 6x A, 6x B, 6x C, 1x Final Scoring
- 1 King figure
- 1 Game overview

Attention

Many game components are marked for differing numbers of players.

Example: Marked for 4 and 5 players

Pay close attention during setup to ensure that the tile markings match the number of players.
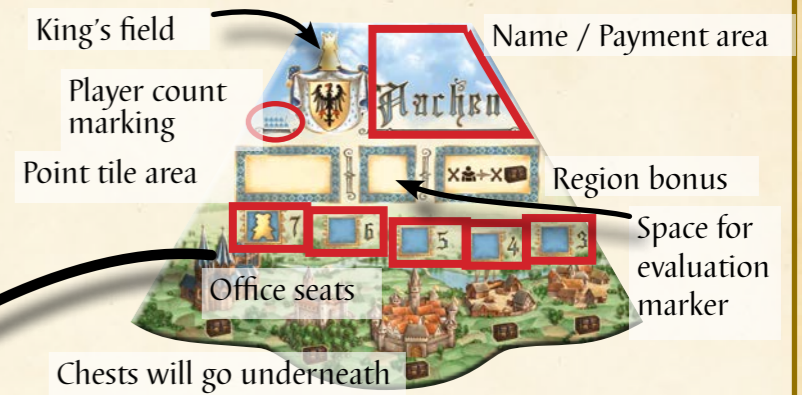
This reminder appears in the following steps of the game setup:
(*Note the number of players!*)

1 Place the **action board** in the middle of the table.
(*Note the number of players!*)

Supply track | Turn order track | Deployment track

Player count markings

2 Place the **6 regions** around the action board, as pictured. The placement order of these is random.
(*Note the number of players!*)

King's field — Name / Payment area
Player count marking
Point tile area
Region bonus
Space for evaluation marker
Office seats
Chests will go underneath

3 Shuffle the **6 point tiles** and place one in the point tile area of each region.
(*Note the number of players!*)

Player count marking

4 Place the **supply table** within easy reach of all players.
(*Note the number of players!*)

Supply table space | Player count marking

5 Shuffle the **chests** and stack them in one (or more) facedown piles. Place one faceup chest under each field of the supply table (so that its symbols are visible).

Then lay one faceup chest under each office seat.

Note: A chest symbol is depicted at each of the spots where an open chest needs to be placed.

Reverse side

**7** Find the 15 **Privilege cards** with the blue seal.

The 5 cards with a 🏆 in the top right corner are victory point privileges. Sort these by point value and stack them sequentially (lowest value at the bottom, highest on top) in a faceup pile.
Use the following based on the number of players:

   2 players: (4) and (8).   *3 players: (4), (6), and (8).*

   4 players: (4), (5), (7), and (8).   *5 players: all victory point privileges*

Place any unused victory point privileges back in the box.

Place the remaining 10 privileges with the blue seals in 5 small piles, with 2 identical privileges in each pile. (Use only 1 privilege per pile in a 2-player game.)

Note: *The Privilege cards with the red seals will not be used for your first game. Feel free to add these to future games. Information on the Privilege cards can be found on page 2 of the rules supplement.*

Reverse side

6 Place the **scoreboard** within easy reach of all players. Place the silver (25) and gold (100) medals next to it.

Setup (continued)

8. Each player takes **4 Envoys** and **1 Noble** in their player color as a personal supply. This personal supply is called a player's Court.

All remaining Envoys and Nobles are placed next to the board as a general supply. This general supply is called the Province.
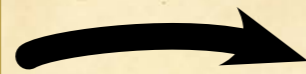
4 Envoys   1 Noble

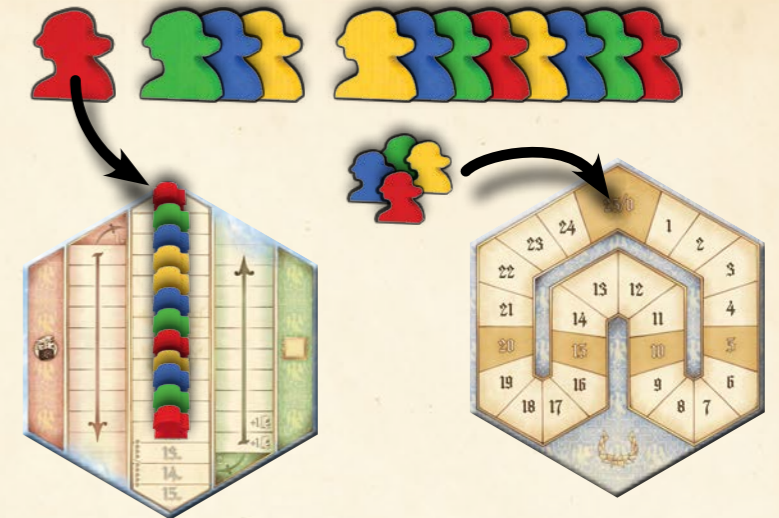The red player's "**Court**" (personal supply)   The "**Province**" (general supply)

9. The player who was last in the Mediterranean begins by placing one of his **family members** on space 1 of the **action board** (here the red player). The other players follow in clockwise order, placing a family member on the succeeding spaces (here green, blue, and yellow).

Then, counterclockwise from last player to place a family member (here the yellow player), each player places another family member on the action board. The third family member is placed in the same counterclockwise order as the second.

Each player's fourth family member is placed on space 0 of the **scoreboard**.

10. Separate the **Job cards** into 3 piles according to their type. The first type depicts the name of a region. The second type depicts a blue parchment, and the third, a red parchment. Shuffle the 3 piles individually, and deal each player 1 card from each pile. Return the remaining Job cards to the box.

1. Region Job   2. Pattern Job (blue parchment)   3. Office seat Job (red parchment)

each player is dealt one of each type facedown

13. Finally, place the **King figure** on the **King's field** of the region depicted on the 𝔄 tile set aside earlier (i.e. the one region not included in the round display). Whichever region the King occupies is henceforth known as the **King's region.**
Now the game can begin.

Nijmegen

12. Place one of the two **evaluation markers** on the square space of the region depicted on the first 𝔄 tile. The second evaluation marker is placed above the 𝔅 tiles for now.

Palermo

11. Sort the **round tiles** according to their back side and place them as a supply next to the game board as follows:

The 6 𝔄 tiles depict the names of the regions. Shuffle and place 5 of them, one above the other, as pictured to the left. The 6th tile is placed to the side for now.

The 6 𝔅 tiles depict a condition. Shuffle and place 5 of them, one above the other next to the previously placed tiles, as pictured to the left. The 6th tile is returned to the box.

The 6 𝔠 tiles depict a number and a symbol. Shuffle and place 4 of them, one above the other next to the first four rows of the previously placed tiles, as pictured to the left. The remaining 2 tiles are returned to the box.

The remaining round tile (Final Scoring) is placed in the fifth row below the 𝔠 tiles.

You should now have a display of tiles similar to the one pictured to the left.

Place the game overview nearby.

Rounds

	𝔄	𝔅	𝔠	
1	Palermo			1
2	Strasburg	max.		3
3	Augsburg	min.		2
4	Milano	min.		3
5	Aachen			

Background

The Staufer family proved itself a great dynasty in the 12th and 13th centuries, as it produced several Roman-German kings and emperors. The most famous of these was Duke Frederick I, also called Barbarossa for the redness of his beard. Yet it was his son, Henry VI, who was crowned emperor and succeeded in expanding the family's empire. Because of him, this great empire stretched from the North and Baltic seas all the way to Sicily in southern Italy. To rule such a vast empire, Henry VI traveled with his entourage across the country to rule "on horseback", putting 4,000 kilometers behind them in a single year.

Introduction

You embody the noble princes that accompany Henry VI as he travels throughout his realm. While doing so, you endeavor to increase your influence by occupying seats in the offices of the six regions of his Royal Majesty's Empire. These seats offer victory points and other attractive advantages. However, you must be certain that you have sufficient envoys and nobles in your following.
Your entourage will be the key to your success.

About these rules

In the initial explanation of each element of the game, we have omitted the description of special cases. These special cases will not occur in many games, and descriptions of them are likely to confuse new players.

These special cases are addressed at the end of each section in a box marked with a **(?)**. We recommend that you skip these sections for now, and refer to them later if you have specific questions.

Some game elements are explained for better clarity and future reference in the included rules supplement. If you find a reference to the supplement in these rules, you may – if you want to know immediately – consult the supplement whenever you like. The corresponding passages are marked with an "inconspicuous glance" 👁. You can also read these rules at the end, and leave the finer points for later. It's up to you.

Gameplay

The Staufer Dynasty is not necessarily played in clockwise order. Players instead follow a turn order as indicated by the positions of their family members on the turn order track. The player on space 1 takes the first turn. Then the player on space 2 takes the second turn, and so on. Each player has 3 family members on the turn order track. This means that each player will receive 3 turns in each round of the game.

After each player has had their 3 turns, there is a **Region Scoring** phase, followed by a **Clean-up** phase. Then a new round begins.

In this way, 5 rounds will be played. At the end of each round, as mentioned, there is a **Region Scoring** phase. At the end of the 5th round, there is no **Clean-up** phase. Instead, players proceed immediately to the **Final Scoring**.

Then the game is over, and the player with the most victory points is declared the winner.

Player turn order

Sam is first to play in this round.

Then *Sean* and *Rose* take their turns.

And then *Adele* takes two turns in a row.

Rose's second turn follows, and so on.

A player's turn

Whenever one of your family members occupies the highest spot of the turn order track, it is your turn.

You take this family member and move it to one of the following two tracks. They are the:
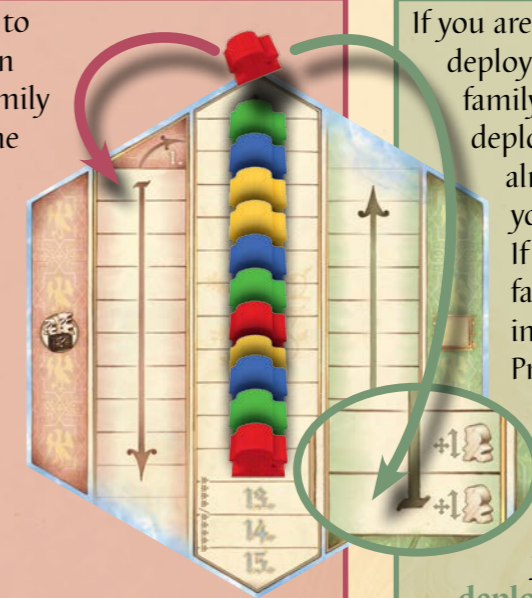
🪙 Supply track   or   ⬜ Deployment track

Supply track

If you are the first player to choose the supply track in this round, place your family member **at the top** of the supply track. If other family members already occupy the supply track, place your family member directly below them.
Now that you have moved a family member to the supply track, you may perform a **supply** action.

Example: *Rose* chooses to move a family member to the **supply** track. She places her family member below those already there.

Deployment track

If you are the first player to choose the deployment track in this round, place your family member **at the bottom** of the deployment track. If other family members already occupy the deployment track, place your family member directly above them. If the space on which you place your family member depicts an Envoy, you immediately take an Envoy from the Province and add it to your Court.
Example: You may choose to use this Envoy during the following action. Now that you have moved a family member to the deployment track, you may perform a **move and deploy** action.

Example: *Adele* chooses to move a family member to the *deployment* track. She places her family member on the lowest free space available. The space to which she moved her family member depicts an Envoy. For this, she receives an Envoy from the Province and adds it to her Court.

What is a supply action?

You take your Envoys and Nobles from the Province (the general supply) and add them to your Court (personal supply).
You need Envoys and/or Nobles in your Court in order to perform the other actions: **Move and Deploy**. 👁
See page 8 👁.

What is a move and deploy action?

You may travel to a region and place an Envoy or Noble in an empty office seat.
The office seats you occupy will help you obtain majority in that region.

See page 9 👁.

The "Supply" action in detail

After you have moved a family member to the supply track, you choose one of the 5 spaces on the supply table and take the figures (Envoys and/or Nobles) depicted on that space from the Province and add them to your Court.
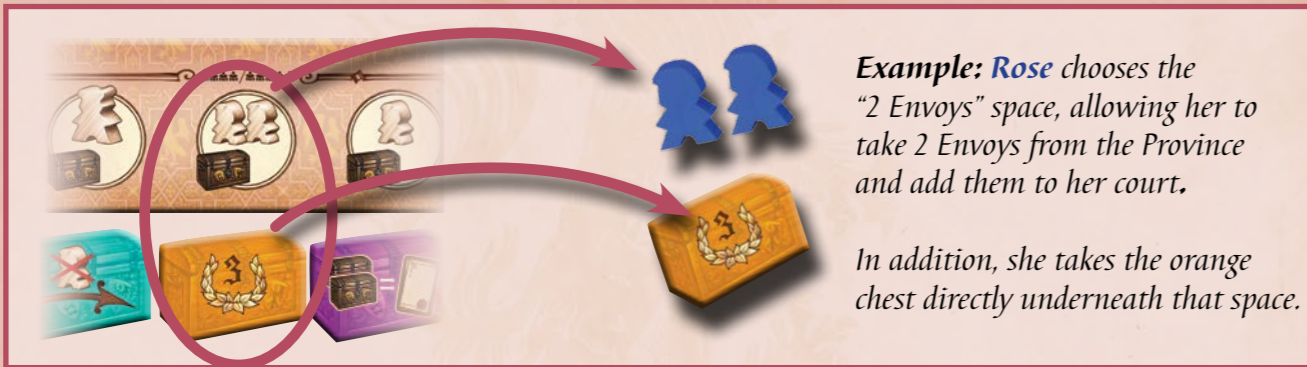
You take:

1 Envoy and 1 Noble   1 Noble   2 Envoys   1 Envoy   No figures
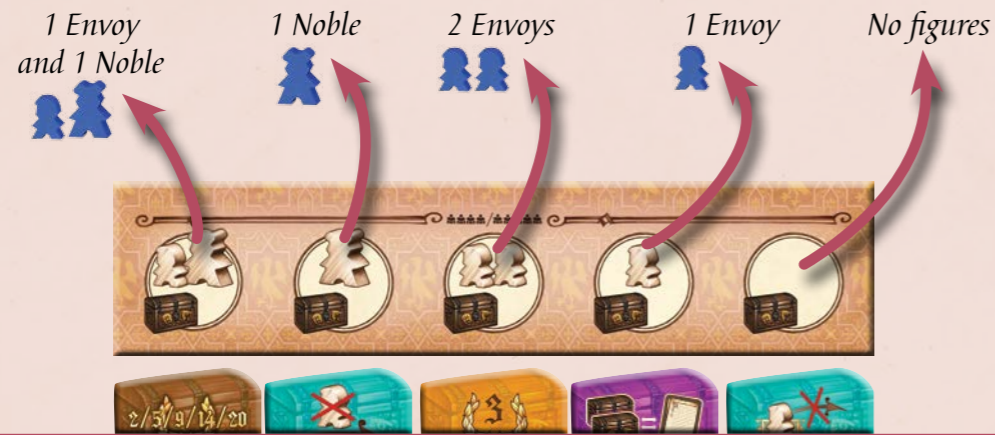
In addition, you also acquire the chest located directly under your chosen space on the supply table.

(The chests offer special benefits to be used during the course of the game.)

The functions of the individual chests are described on pages 1 and 2 of the rules supplement 👁.

Example: **Rose** *chooses the "2 Envoys" space, allowing her to take 2 Envoys from the Province and add them to her court.*

In addition, she takes the orange chest directly underneath that space.

You may skip this box on your first reading of the rules.

❓ Possible questions and special cases regarding the supply action

- **What happens if I perform an action to take figures, but there aren't any of mine left in the Province?**
  In this case, you may take them from the payment area of any region.

- **What happens if I perform an action to take a Noble, but there aren't any of mine left in the province or the payment areas?**
  In this case, you may take an Envoy instead.

- **When are the chests replenished?**
  The chests are not refilled immediately. They are refilled only during the Clean-up phase.

- **May I choose a supply space with no chest underneath it?**
  Yes, you may. However, you will only receive the figures, as there is no chest left to take.

- **In later rounds, what if there is more than one chest underneath a supply space?**
 When you choose a supply space, you take all the chests situated there.

The "Move and Deploy" action in detail

After you have moved a family member to the deployment track, you may deploy an Envoy or a Noble to an office seat in one of the 6 regions. You may choose any empty office seat (i.e. not occupied by another figure).

empty office seats   occupied office seats

Note: *In the following explanation, Envoys and Nobles are usually equivalent. We therefore use the umbrella term* **"figure"** *to refer to both Envoys and Nobles. Only in cases where Envoys and Nobles are treated or used differently will they be referred to individually.*

This action is performed in the following two steps:
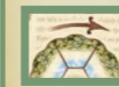
1. Move

- The region to which you wish to deploy a figure is called the "target region". If you wish to deploy a figure to an office seat in a region other than the King's region, you must first move there.
  To do this, you must place 1 figure in each region you traverse, **including** the target region. You always start with the first region clockwise from the King's region, and then further clockwise until you arrive at the target region (in the worst case, you will use 5 figures). Each of these figures must come from your Court.
  Those figures used to pay for movement are placed in the corresponding region's "payment" area (the inner area near the region's name).

Example: **Adele** *would like to deploy a figure to an office seat in the Aachen region (here bordered in red). To do so, she must first move there. The King stands in Nijmegen.* **Adele** *places a figure in the two regions she crosses (numbered 1 and 2) and in Aachen, the target region.*

- If you wish to deploy a figure to an office seat in the King's region, no movement cost is required.

2. Deploy

Now you must occupy an office seat in the region to which you moved. There is a number next to each office seat. This number indicates the number of figures that must be paid from your Court in order to occupy that seat. The first of these paid figures is used to occupy the office seat. Similar to the move step, the remaining figures are placed sequentially in the payment area of the regions clockwise **from** the target region.

Office seat marked with a 5

Note: *To clearly distinguish the role of each figure, it is important to place figures occupying an office seat in that office seat, and all other figures in the payment area of the region on which they were placed.*

Example: *Adele* deploys a figure to an office seat. This means she must pay 5 figures. *Adele* places the first figure on the office seat (1) and lays 1 additional figure in the payment area of the 4 following regions clockwise from the target region (2, 3, 4, and 5). This completes the deployment step.
(To improve the clarity of this example, the depiction of figures used to pay for movement in "Step 1: Move" have been removed.)

Whenever you deploy a figure to an office seat, you also take the chest located directly below it. The functions of the individual chests are described on pages 1 and 2 of the rules supplement 👁.

Example: *Adele* takes the brown chest located directly under the office seat she just occupied.

In order to occupy an office seat, you must be able to fully complete both steps (**1. Move** and **2. Deploy**). If you cannot do so, then you must choose another office seat or instead perform the supply action.

Office seats marked with a Noble
Several office seats are marked with an image of a golden Noble. These seats may only be occupied by Nobles. This means that when you pay to deploy a figure, the figure used to occupy the office seat must be a Noble.

Office seat marked with a Noble

Example: *Sam* would like to occupy the circled office seat. He performs the following two steps:

1. Move:
The King stands in Nijmegen. Clockwise, the office seat is 2 regions away. *Sam* must first move there. He places one figure each in the payment areas of Strasbourg (1) and Palermo (2).

2. Deploy:
The office seat is marked with a 6. This means that *Sam* must pay 6 figures to occupy that seat. Also, the office seat is marked with a Noble, meaning *Sam* must place a Noble (as the first of the 6 figures he must pay). Therefore, *Sam* places a Noble from his Court in the office seat (3) and lays an additional figure in the following 5 regions clockwise (4-8) from the target region. In addition, he takes the purple chest (9) directly underneath the office seat he just occupied.

You may skip this box on your first reading of the rules.

? Possible questions and special cases regarding the Move and Deploy action

- **May I use Nobles to pay for moving and/or deploying?**
  Yes you may, but there is no advantage over paying with Envoys.
- **May I deploy a Noble to an office seat not marked with a Noble?**
  Yes, Nobles may occupy any office seat.
- **When I receive an Envoy by placing a family member on one of the lower spaces of the Deployment track, may I use it immediately?**
  You receive it before you perform the action, so yes.
- **In later rounds, what if there is more than one chest underneath an office seat?**
  When you occupy an office seat, you take all the chests situated there.

After you have performed your **"Supply"** or **"Move and Deploy"** action, your turn is complete, and the next player on the turn order track takes their turn. Once all players have taken their 3 turns (i.e. there are no family members on the turn order track), there is a Region Scoring phase.

All family members have been used.

Chests and Privileges
In addition to the action you perform on your turn, you may use as many chests and/or privileges as you like. The functions of these are described on pages 1-3 of the rules supplement 👁.

Region Scoring

At the end of each round, 1 or 2 regions will be scored. Players score points according to the majorities in these regions.

How do you score a region?
Perform the following steps:

1. Determine majority
Count the number of office seats each player occupies in the region being scored. Office seats occupied by Nobles count double. The player who occupies the most seats has the majority in that region. The other players present in the region follow in second, third, and so on.
In case of a tie, the tied player occupying the seat furthest to the left (usually more expensive) has the majority.

Example 1: *Rose* has 2 office seats in this region. *Sam* has 1 office seat. *Rose* has the majority in this region, and *Sam* is second.

Example 2: *Sam* has 1 office seat in this region. *Adele* has 2 office seats. *Sean* has 1 office seat occupied by an Noble (so it counts double).
Adele and *Sean* are therefore tied. However, *Adele* occupies a seat further to the left than *Sean*, so she wins the tie.

Adele has the majority. *Sean* is second and *Sam* is third with only 1 seat.

(*Rose* has no office seat in this region, so she will not be considered during scoring.)

2. Score points

The point tile in a region indicates the victory points to be awarded. The player with the most office seats scores points equal to the highest number on the point tile. The player with the second most office seats scores points equal to the second highest number. In a 4- or 5-player game, the player with the third most office seats scores points equal to the third number. The other players score no points.

Example: **Adele** *has the majority and scores 7 points. Then follows* **Sean** *with 4 points and* **Sam** *with 3 points. These points are marked by moving the players' family members forward a corresponding number of spaces on the scoreboard.*

3. Region bonus

Each region also features a scoring bonus, which is now awarded to the appropriate players. The individual bonuses are described on page 3 of the rules supplement 👁.

Example: **Adele** *has the majority and is awarded a bonus of 2 Envoys which she takes from the Province and adds to her court.* **Sean** *came second and is awarded 1 Envoy.* **Sam** *receives nothing from this region bonus.*
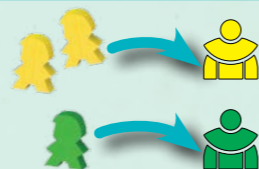
Which regions are scored?
Only regions hosting an evaluation marker are scored.

Where are the evaluation markers placed?
According to the round display, the first evaluation marker is placed on the region depicted on the leftmost tile of the first row (in this case, Palermo).
This is the first region that will be scored.

The second evaluation marker is still above the 🏰 column of the round display, and is placed at the beginning of the Region Scoring phase. This evaluation marker is placed on the region that best matches the condition of the 🏰 tile in the row of the current round. This particular 🏰 tile indicates that the evaluation marker should be placed in the King's region.

The individual conditions for these tiles are described on page 3 of the rules supplement 👁. This is the second region that will be scored.

Attention: If both evaluation markers should be placed in the same region, only one evaluation marker is used. That one region will not be scored twice.

After the Region Scoring phase, there is a Clean-up phase. The 👑 tile in the row of the current round depicts what will happen during the Clean-up phase. The symbols depicted on these tiles are described in the next section.

Attention: At the end of the last round, there is no Clean-up phase. Instead, players proceed to the Final Scoring.

Clean-up tile

Final Scoring tile

Possible questions and special cases regarding the Region Scoring phase

- **The second evaluation marker**
  You may choose to place the second evaluation marker on the appropriate region during the round; it can be helpful to have a visual representation of which other region is likely to score. However, **you must pay close attention**, as this second region can change during the round depending on players' actions.
- **Can one region be scored twice in the same round?**
  No. If both evaluation markers are hosted on the same region, that region only scores once.
- **Determining majority**
  Only figures in the office seats are considered when determining majority. Figures in the payment area are **not** considered.
- **If a region is to be scored, but none of its office seats are occupied, no points are awarded.**

Clean-up phase (skipped in the last round)

After Region Scoring, the Clean-up phase follows.

1. Empty office seats
First, the figures occupying the office seats of the scored regions are returned to the Province.

Example: **Sam**, **Adele**, *and* **Sean** *take their figures from the corresponding office seats and return them to the Province.*

2. Replenish chests
Place an open (faceup) chest under **each** office seat of the regions scored during Region Scoring, **and** under **each** space of the supply table.

Note: If an office seat or supply space already has one or more chests, they remain there. New chests are simply added to those already there (as pictured to the right in the example above).

3. The King travels
At the end of the round the King moves 1-3 regions clockwise. The 👑 tile for the current round indicates how many regions the King moves. Again, the King always travels clockwise. Each region the King visits during this movement (the regions he traverses and ends in) has its **payment area** emptied. The figures removed from these payment areas are returned to the corresponding players' Courts.

The King moves 3 spaces clockwise. Players retrieve all figures in the payment areas of the 3 regions visited by the King during this movement.

Important: Only the figures in the payment areas of the affected regions are returned to the players' Courts. The figures occupying the payment area of the region where the King began his movement remain in place.

4. Round tiles are returned to the box

Return the 3 round tiles occupying the top row to the box. The 3 tiles that now occupy the top row will affect the Region Scoring and Clean-up of the following round.

Remove the evaluation markers from the board. Place one of them in the region depicted on the 🅰 tile of the top row (in this case, Strasbourg). The other evaluation marker is placed above the 🅱 tile column until the Region Scoring of the following round.

5. Turn order for the following round

Finally, we determine the turn order for the following round.

First, move the family members occupying the **supply track** so that they occupy the top spaces of the turn order track. The topmost family member of the supply track (the first one placed there) will occupy space 1 of the turn order track, followed sequentially by the other family members from the supply track. Therefore, the player who took the first supply action in one round will take the first turn in the following round.
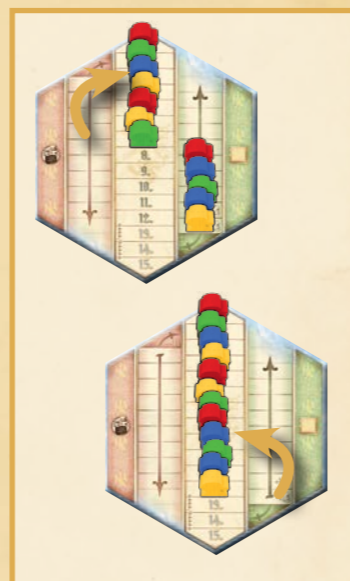
Then, move the family members occupying the **deployment track** so that they occupy the spaces below the family members moved from the supply track. The topmost family member of the deployment track (the last one placed there) will occupy the topmost free space of the turn order track, followed sequentially by the other family members from the deployment track. Therefore, the player who took the first deployment action in one round will take the last turn in the following round.

Now, the next round can begin!

The following rounds will follow the same sequence of play as the first round.

However, the Clean-up phase will be skipped in the last round (including the movement of the King). After Region Scoring, players proceed directly to the Final Scoring, after which the game is over. **All figures in office seats will remain in place after the Region Scoring of the last round, as there is no Clean-up phase.**

(Then you'll have to clean up the game... or play another round.)

You may skip this box on your first reading of the rules.

? Possible questions and special cases regarding the Clean-up phase

- **No more chests?**
  Simply shuffle the discard pile and create a new chest draw pile.
- **Again, as a reminder:**
  The game is player over 5 rounds.
  After rounds 1-4, there is a Clean-up phase.
  After round 5, the Clean-up phase is skipped.
  Figures occupying office seats in the scored regions remain in place for the Final Scoring!

Game End – Final Scoring for the Job cards and Chests

To reduce clutter and improve clarity during the Final Scoring, we recommend removing the figures occupying all payment areas, as they are no longer needed.

Job cards

You now reveal and score points for your 3 Job cards.
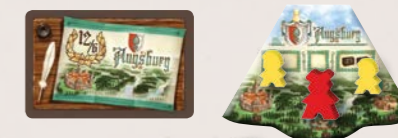Each Job card depicts a condition and a point value.
The individual Job cards are described on page 4 of the rules supplement 👁.
If you succeed in fulfilling the condition depicted on a Job card, you score the indicated points.
Note: The Pattern and Office seat Job cards may have their conditions fulfilled multiple times. Doing so allows you to score the indicated points multiple times.

> **Example:**
> **1. Region Job:** Sam has the Augsburg Job card. He has a figure in Augsburg, but is in second place, so he receives 6 points instead of the full 12.
>
> **2. Pattern Job (blue):** Sam has the Job card pictured to the right. He fulfills the depicted condition twice, and therefore scores the 7 points indicated by the card twice for a total of 14 points.
>
> **3. Office seat Job (red):** Sam has the Job card pictured to the right. He has 3 figures in office seats marked with a 4, and therefore scores 12 points for the card.
>
> For his Job cards, Sam scores a total of 6 + 14 + 12 = 32 victory points, which he tracks on the scoreboard. He passes the 25/0 space, and takes a silver medal (worth 25 points) to continue tracking his score.

Chests

Now the players score points for their remaining chests.

First, the brown chests are scored.
The number of points you score depends on the number of brown chests you have collected. You score 2 points for 1 brown chest, 5 points for 2 brown chests, 9 points for 3 brown chests, and so on. If you have more than 5 brown chests, you simply begin a new set.

You score 1 point for each turquoise and purple chest you have at the end of the game.

> **Example:** Sam has 7 brown chests. He scores 20 points for a full set of 5 brown chests, then 5 points for a set of 2 brown chests.
>
> Sam still has 2 turquoise chests and 1 purple chest, for which he scores 3 points.
>
> Altogether, Sam scores 28 points for his chests, which he tracks on the scoreboard, taking a silver medal upon passing the 25/0 space. Four silver medals may be traded in for a gold medal (worth 100 points).

The player with the most victory points is declared the winner.
In case of a tie, the tied player with more figures in his Court is the winner.
If there is still a tie, the tied player with the bluest blood is the winner (just use the honor system).

The Staufer Dynasty – Some historical context

Nijmegen (The Netherlands)
In the fall of 1165, Henry VI was born in Nijmegen. He was the second son of eleven children born to the union of Frederick Barbarossa and Beatrice of Burgundy.

Aachen (Germany)
At Barbarossa's request, Henry was elected King by the German princes. In Aachen, on August 15, 1169, Henry was crowned King at the age of 3.

Aachen Cathedral
The history of the cathedral dates back to the 8th century, when Charlemagne began its construction. Approximately 30 kings, including Henry VI, were coronated here.

Strasbourg (France)
In nearby Haguenau, Barbarossa made a castle that belonged to his father (Frederick the One-Eyed) into a palace. The Staufer dynasty used this palace as a seat of government, where parliament would be held. Their imperial insignia was kept here.

Augsburg (Germany)
Henry VI was often stationed in Augsburg, where he prepared his Italian campaign. However, peaceful maneuvers were also planned here. Thus was the marriage of Henry VI and Constance of Sicily negotiated. The betrothal contract was finalized on October 29, 1184.

Milan (Italy)
In Milan, the marriage of Henry VI and Constance of Sicily was held on January 1, 1186. This would make Henry VI the heir to the throne in Sicily. After the death of the King of Sicily in 1189, the Norman barons pursued the succession of Count Tancred of Lecce.

Palermo (Italy)
The main goal of his Italian campaign led Henry VI to Palermo on November 20, 1194. He was crowned King of Sicily on Christmas day of the same year.

Palermo Cathedral
The present building dates back to the 12th century, just before Henry VI was crowned King of Sicily. It was built with Norman and Arabian influences. After a long battle with malaria, Henry VI died on September 28, 1197. He was buried here, as were his wife, Constance, and their son, Emperor Frederick II.

Henry VI
Henry VI was constantly striving to expand the empire of the Staufer dynasty outwards, while strengthening his influence within it. He was not averse to dishonorable behaviors if it meant achieving his goals, a habit which earned him much criticism. His political solutions were often military in nature. He was otherwise regarded as well educated, and devoted himself to philosophy, poetry, and music.

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