









SETUP GUIDE

VISCOUNTS OF THE WEST KINGDOM

INCL. GATES OF GOLD & KEEPER OF KEYS

by raevynn & Mogron272

1. Turn the 5 **Main Board Segments** faceup to the correct side, depending on the number of players in the game. Shuffle the segments and place them in a random order to create the Main Board.
2. Place the **Castle** in the middle of the Main Board. The orientation of the Castle should be random.
3. Shuffle all the **Neutral Townsfolk Cards** and separate them into 5 roughly-equal piles. Place 1 pile faceup onto each of the indicated spaces of the Main Board. 
4. Find the 5 grey-backed **Manuscripts**. Place these facedown on the table, forming 5 piles. Shuffle all other Manuscripts and place 8 facedown on top of each pile. There should now be 9 in each pile. Place 1 pile faceup onto each of the indicated spaces of the Main Board (*all the grey-backed Manuscripts should now be visible on the top of each pile*).
5. Place all **Silver, Ink Wells, Gold, Stone and Multiplier Cards** in a supply near the Main Board.
6. Place the 4 **Cleric Bonus Cards** faceup next to the Main Board. 
7. Shuffle the 6 **Castle Leaders Cards**, reveal 1 card and place it faceup near the Main Board. Return the rest to the box. 
8. Shuffle the **Diversified Builder Cards** and **Specialized Builder Cards** separately. Reveal 1 card from each pile and place it faceup near the Main Board. Return the rest to the box. 
9. Place the 3 **Public Buildings** with their matching cards faceup near the Main Board.
10. Shuffle all 18 **Chest Tiles** into a facedown draw pile near the Main Board. Draw the top 4 Chest Tiles and place them faceup by their draw pile.
11. Shuffle all **Outsider Cards** into a facedown draw pile near the Main Board. Draw the top 3 Outsider Cards and place them in a faceup line by their draw pile. Also place all **King's Order Cards** in a faceup draw pile near the Main Board. 
12. Randomly give each player 1 **Manuscript Board**. Also give each player 1 **Player Board**, 1 **King's Order Card** and the following **components** in their chosen player color:
 - 1 Viscount, 20 Workers
 - 9 Buildings (3 Trading Posts, 3 Guildhalls, 3 Workshops)
 - 8 Starting Townsfolk Cards
 - 1 Corruption Marker & 1 Virtue Marker
13. Randomly decide on a starting player and give them the **Start Player Marker**. This will remain with them for the rest of the game. 
14. Shuffle the **Player Cards** and lay out a number of cards equal to the number of players in the game, plus 1. Then shuffle the **Hero Townsfolk Cards** and place 1 below each of the Player Cards, forming pairs of cards. 
15. In reverse turn, each player selects 1 pair of cards and follows these steps:
 - Place their Viscount on the matching numbered space of the Main Board. 

CONTINUED ON REVERSE SIDE

SETUP GUIDE (CONTINUED)

15. (continued)

- Gain any resources, Silver, Debts and Deeds, as shown on their Player Card.
- Take any additional steps indicated at the bottom of their Player Card.
- Flip over their Player Card and place it alongside the top left side of their Player Board as a reference.
- Shuffle their Hero Townsfolk Card, their 8 Starting Townsfolk Cards, their King's Order Card and any other Neutral Townsfolk Cards gained during setup, to form a face-down Draw Pile to the left of their Player Board. Players should each draw a **starting hand of 3** cards from the top of their Draw Piles.

16. Shuffle all **remaining Hero Townsfolk Cards** (including the *unchosen card*) into a facedown draw pile near the Main Board. Draw the top 3 Hero Townsfolk Cards and place them in a faceup line by their draw pile.




17. On top of the **Poverty Card**, place a number of **Debt Cards** (*unpaid-side faceup*), based on the player count. Place all remaining Debt Cards below the Poverty Card.





18. On top of the **Prosperity Card**, place a number of **Deed Cards** (*acquired-side faceup*), based on the player count. Place all remaining Deed Cards below the Prosperity Card.





END GAME SCORING


1. **Constructed Buildings:** As printed across  the tops of Player Boards.


2. **Workers in the Castle:** VPs for each Worker, equal to the tier in the Castle. 


3. **Transcribed Manuscripts:** VPs for sets of different ribbon colors and from specific Manuscripts. 

4. **Collected Chest Tiles:** 2, 5 or 9 VPs for having 1/2/3 Chest Tiles. 

5. **Castle Leader Card** and **Cleric Bonus Cards:** VPs as printed on each card. 

6. **Diversified Builder** and **Specialized Builder Cards** as printed on each card. 

7. **Public Building Cards** as printed on each card. 


8. **Outsider Cards** (in reverse turn order) 

9. **Unpaid Debts:** -2 VP each



10. **Acquired Deeds:** 1 VP each

11. **Approved Deeds:** 3 VP each

12. **Poverty/Prosperity Cards:** Players with most, second-most and third-most flipped Deeds/Debts gain 12, 8 and 4 VP. Players must have at least 1 flipped Card to qualify. In the case of a tie, players split the VPs between each level as equally as possible. 

ICON REFERENCE

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Gain 1 Ink Well



Gain 1 Gold

Unless specified,
all effects are mandatory!



Gain 1 Stone



Gain 1 Silver



Gain any 1 Resource
(not Silver)



Gain 1 Debt
(unpaid)



Gain 1 Deed
(acquired)



Flip 1 Debt or Deed



Flip 1 unpaid Debt
(to paid)



Flip 1 acquired Deed
(to approved)



Gain indicated type of
card for free



Rearrange cards on your Player Board
(optional)



Draw 1 card from your Draw Pile



Discard a card from your hand or the top
of your Draw Pile (optional)



Destroy 1 card from your hand or the top
of your Draw Pile, gain Silver equal to its
value (optional)



Remove this card from the game when it
drops off your Player Board



Shuffle your discard pile into your Draw
Pile (gain Corruption or Virtue)



Hire 1 visible Towns-
folk Card



Gain 1 face up Hero
Townsfolk Card



Gain 1 Outsider Card
(Welcome an Outsider)



Gain 1 face up Chest
tile



King's Order Card



Activate 1 Outsider
Card (Refuse an Outsider)



Dismiss adjacent Townsfolk Card to
gain its icons temporarily (Activate card)



Gain 1 Manuscript costing 3 or 4 from
those visible on the Main Board



May dismiss from any wedge
(not only adjacent to Viscount)



Move 1 Worker in 1st tier in Castle to
adjacent tier (optional)



Gain 1 Corruption



Trade action



Place shown # of work-
ers into Castle



Gain 1 Virtue



Construct a building
action



All/any buildings



Collision



Place worker(s) in the
Castle action



All players



Corruption



Transcribe a manuscript
action



Other players

1 CARD MANAGEMENT



- Move all cards on player board right, apply any drop-off effects of the card that left the board.
 - If King's Order, gain or dismiss Outsider.
- Play card and apply any immediate effect.
- Check for Chests that provide resources or modify icons.
- If played card has , gain 1 corruption for each on Player Board.
- May use unlocked Manuscript Board bonus any time during turn.

2 MOVEMENT



- Move Viscount # spaces equal to of card played in Phase 1, following arrows on Main Board.
- May move extra spaces by paying 1 per space and/or with unlocked extra movement on Player Board.
- If movement ends in same space as another player, that player may rearrange cards on their Player Board.

3 PRIMARY ACTION

- Count icons on player board and cards for the action you want to take (, , , , plus).
- May pay any extra matching resource (, , ,) to increase the strength of the action (*optional*).
- Optionally pay to dismiss faceup card in Viscount's space to additionally gain that card's icons and immediate effect.
- Remember to take into account any ongoing card effects when performing actions.

Trade Action

- Count/spend , , and gain resource/action printed at location of your Viscount.

Build Action (*Constructing a Building*)

- Count/spend , , and remove building of that value from Player Board. Build in available spot adjacent to Viscount and gain bonus. If applicable connected players gain connection bonus.
- May built Public Building by spending top-left cost and replace 1 of their prev. constructed buildings.
- Uncovered building spots on Player Board give permanent bonus for future turns.

Castle Action (*Placing Workers*)

- Count/spend , , and place corresponding number of workers into the First Tier of the castle (1, 3, 5 or 8 icons to place 1, 2, 3 or 4 workers).

- Check workers and resolve tiers (if applicable):

- First Tier: If 3 or more own workers, move 1 left, 1 right and 1 to Second Tier. Immediately resolve effect of Second Tier. Repeat if necessary.
- Second Tier: If 3 or more own workers, move 1 inwards and gain resource. Do not move left/right.
- If 4+ workers in any First/Second Tier of any color, bump off workers of your choice until there are 3. Repeat if necessary.
 - Workers bumped off First Tier gain 2 .
 - Workers bumped off Second Tier gain 1 Virtue and any resource.

- Player with most workers in Third Tier gains Castle Leader Card.

Transcribe Manuscripts Action

- Count/spend , , and gain Manuscript printed at location of Viscount.
- If Manuscript has immediate effect, resolve it.
- First player to transcribe 3 same-colored Manuscripts gains corresponding Cleric Bonus Card.

4 RECRUIT



- May hire faceup Card next to Viscount. Pay of card and resolve immediate effect in top-right corner of card. Card goes to discard pile.

5 RESOLVE COLLISION



- Happens only in this phase if Virtue and Corruption markers are on the same space.
- Resolve any ongoing effects that apply.
- All players with uncovered and no skulls on board gain 1 Virtue.
- Current player gains items above collision space.
- All other players gain items below current player's collision space.
- Current player resets Corruption and Virtue markers to leftmost/rightmost spot.

6 DRAW CARDS



- Draw back to hand limit (3, or more with unlocks).
- If draw pile is empty, shuffle discard pile. Check Player Board for skulls:
 - 1+ skulls: Gain 1 corruption.
 - No skulls: Gain 1 virtue