

# SETUP GUIDE

VISCOUNTS  
OF THE WEST KINGDOM

INCL. GATES OF GOLD & KEEPER OF KEYS

by racvynn & 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)

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## 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 facedown 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 Stone



Gain 1 Debt  
*(unpaid)*



Flip 1 unpaid Debt  
*(to paid)*



Rearrange cards on your Player Board  
*(optional)*



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



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



Hire 1 visible Townsfolk Card



Gain 1 face up Chest tile



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



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



Gain 1 Corruption



Gain 1 Virtue



Collision



Corruption



Gain 1 Gold



Gain 1 Silver



Gain 1 Deed  
*(acquired)*



Flip 1 acquired Deed  
*(to approved)*



Draw 1 card from your Draw Pile



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



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



Gain 1 face up Hero  
Townsfolk Card



King's Order Card



Gain 1 Outsider Card  
*(Welcome an Outsider)*



Activate 1 Outsider  
Card *(Refuse an Outsider)*



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



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



Trade action



Place shown # of work-  
ers into Castle



Construct a building  
action



All/any buildings



Place worker(s) in the  
Castle action



All players



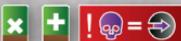
Transcribe a manuscript  
action



Other players

Unless specified,  
all effects are mandatory!

## 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