**Rules**

**Basics**

**- Playing the game**

Take new tile

The playing field will be built up out of tiles containing different types of drawings. These drawings can represent different property types (see Chapter 2: Properties and points). At the start of your turn, you take a new tile from the leftover tiles by clicking the “Take new tile” button.

[image 1]

Tile placement rules

A tile can only be placed edge to edge and all sides of each tile must be the same as the edge of the tile it is touching. In other words, a road on one tile must continue on the tiles next to it. To visualize this, all available spots are highlighted.

[image 2]

Rotating

A tile can be rotated to be oriented differently using the “Rotate” button below the tile preview.

[image 3]

Placing a tile

To place the tile, click one of the available spots on the board. This enables you to place a meeple on the tile you just placed. This is indicated by the meeple below your name lighting up. The tooltip tells you what to do.

[image 4]

Placing a meeple

Clicking your meeple opens a new window, with 25 areas. All positions where you can place a meeple are clearly highlighted.

[image 5]

You can click all available positions until you are satisfied with your chosen position. Cancel to abort or confirm to place your meeple on the board. This will also be shown on the board itself.

[image 6]

Ending your turn

If you want help finding where you placed your meeples, you can click your “Highlight meeples” button. Your meeples will flash for a short period. If you have placed a tile and are done with your turn, click the “Next player” button.

**- Het spel spelen**

Een nieuwe tegel nemen

Het speelveld wordt opgebouwd uit tegels waar verschillende soorten illustraties op staan. Deze beelden verschillende soorten eigendommen uit (zie Hoofdstuk 2: Eigendommen en punten). Aan het begin van je beurt neem je een nieuwe tegel van de overgebleven tegels door op de “Pak nieuwe tegel” knop te klikken.

[image 1]

Regels bij het plaatsen van een tegel

Een tegel kan alleen tegen de kant van een andere tegel geplaatst worden, en alle zijdes van elke tegel moeten hetzelfde zijn als de tegels die daar naast liggen. In andere woorden, een weg op de ene tegel moet doorlopen op de tegel die ernaast ligt. Plekken waar de nieuwe tegel mag worden aangelegd zijn duidelijk aangegeven.

[image 2]

Draaien

Een tegel kan worden gedraaid met de “Draai” knop die onder de tegel preview.

[image 3]

Een tegel plaatsen

Om een tegel te plaatsen klik je op een van de beschikbare plaatsen op het bord. Dit zorgt ervoor dat je een meeple kan plaatsen op de zojuist gelegde tegel. Dit wordt aangeduid door de opgelichte meeple onder je naam. De tooltip vertelt je wat je moet doen.

[image 4]

Een meeple plaatsen

Door op je meeple te klikken wordt er een nieuw scherm met 25 vakken geopend. Alle posities waar je een meeple kan plaatsen zijn duidelijk uitgelicht.

[image 5]

Je kunt op alle beschikbare posities klikken totdat je tevreden bent met je gekozen positie. Annuleer om niks te doen of bevestig om je meeple op het bord te zetten. Dit wordt ook op het bord zelf weergegeven.

[image 6]

Je beurt beïndigen

Als je hulp nodig hebt om je geplaatste meeples te vinden kun je op de “Licht meeples uit” knop klikken. Je meeples lichten dan een korte tijd op. Als je een tegel hebt geplaatst en je klaar bent met je beurt, klik je op de “Volgende speler” knop.

**-** **Properties and points**

There are four different types of properties: monasteries, roads, cities, and fields. Finishing a property gives points to the player who owns the property. A property can be claimed by placing a meeple on an unoccupied property. You cannot place a meeple on properties already owned by someone. However, you can merge properties together using new tiles to capture other players’ properties. Besides that, you can only place a single meeple per turn, and only on the tile that you just placed on the board.

Battling for properties

When more than one player has one or more meeples on a property, the players are battling for that property. The player with the highest meeple count on the property wins the ownership and leaves the other player(s) empty-handed. If there is a tie for highest meeple count, these players all get the points that the property is worth.

Monasteries

Let’s start with the monasteries. A meeple can be placed on a monastery and is taken off the board if all eight tiles surrounding the monastery are filled in. This gives its player one point per tile surrounding it, bringing a finished monastery to 9 points. A monastery cannot be owned by more than one player. If the monastery is finished, the meeple is handed back to its owner. Below is an example of a monastery.

[image 1]

Roads and cities

Both roads and cities follow the same principle. A road ends in a city or at a junction: a road is thus finished if all its ends have an end to them. For each tile that a finished road covers, one point is handed to the owner of the property.

Cities have a clear border around them, and are only finished if there are no open ends to the city. For each tile that a finished city covers, two points are handed to the owner of the property. On top of that, two extra points are handed out for each ‘coat of arms’, the blue and white shields, present in the city.

[image 2]

In the example above, there are several properties owned by either Red or Blue. Red owns one road, which is 3 tiles long. Therefore, this road is now worth 3 points. Blue’s roads are both 4 tiles long, and thus worth 4 points each.

Both players also own a city. Red’s city spans 4 tiles with 1 coat of arms, making it worth (4+1)\*2=10 points. Blue’s city is only 2 tiles big but contains 2 coats of arms, making that city worth (2+2)\*2=8 points. If these cities are not finished when the last tile is put on the board, they get worth only half: 5 and 4 points, respectively.

Fields

The rules are different for fields. Meeples placed in a field don’t come off the board until the game is finished. Then, the owner of the field gets handed three points per finished (!) city bordering the field. Other properties such as unfinished cities, (un)finished roads or monasteries are worth no points.

[image 3]

In this example, Red owns one field. This field borders 3 cities, of which only 2 are finished. Therefore, this field is currently worth 2\*3=6 points.

**Expansions**

**- The River**

The River expansion adds 12 new tiles to the pile. These all contain a section of the river, which has to be placed before other tiles are placed. When the 12 river tiles have been placed, the rest of the tiles are placed like normal.

When placing these tiles, meeples can be placed on them as normal. River sections cannot be claimed by meeples and have no points value. Bridges that go over the river do cut off fields, even though a field might seem to continue under such a bridge.

**- Inns and Cathedrals**

The Inns and Cathedrals expansion adds a new meeple and 18 new tiles to the pile. Of these tiles, 6 contain the new inn, and 2 contain the new cathedral. These influence the value of the roads and cities that they are part of. Properties will be worth more points, with the risk of not getting any if you don’t finish it.

Big follower

[image 0]

The new meeple is the big follower. This meeple works the same as the small followers from the base game. However, the big meeples are twice as powerful as small meeples. Therefore, if player A has 1 small follower on a property and player B has 1 big follower, player B wins the property. Similarly, if player A had 2 small followers on the property, they would both get the points (since they both have 2 “strength”).

You can switch between your different types of meeples by hovering over the meeple below your name and right-clicking.

[image 01]

Inns

The inns are placed along a road. They are visualized as a small building (the inn) with a lake besides it.

[image 1]

The inn doubles the value of the road it is next to. Thus, if your road is 4 tiles long and has an inn, it is worth 2\*4=8 points instead of the usual 4. Multiple inns don’t further increase the value of a road.

Inns only count for road that are next to them. The inn below only counts for the roads to the left and right of the junction, not the one below.

[image 2]

If a road with an inn is not finished when all the tiles have been placed, the player that owns the road gets 0 points for the road, instead of the usual 1 point per tile. Having an inn on your road is therefore a risk.

Cathedrals

The cathedral is a big building in the middle of a city, which is shown below.

[image 3]

A cathedral is, just like an inn, a multiplier for your city. When you have a cathedral in your city, all tiles are worth 3 instead of 2 points. This also applies to the coats of arms. Thus, if your city if 4 tiles big, it is now worth 4\*3=12 points instead of the usual 8.

If a city with a cathedral is not finished when all the tiles have been placed, the player that owns the city gets 0 points for the city, instead of the usual 1 point per tile. Having a cathedral in your city is therefore a risk.

**- The Abbot**

The Abbot expansion adds a new meeple and 8 new tiles to replace the base set tiles. On these tiles is a new feature, a garden. Gardens can also be found on tiles of other expansions.

Abbot

[image 0]

The new meeple is the abbot. This meeple acts is restricted and can only be placed on monasteries and gardens. The unique feature of the abbot is that it can be taken off the board at any given moment, instead of placing a new meeple on the board. The player then gets the number of points as normal: one point for each tile surrounding the property, including the abbot’s tile itself.

To take your abbot off the board before its property is finished, simply locate it on the board and click the tile. A pop-up will appear.

You can switch between your different types of meeples by hovering over the meeple below your name and right-clicking.

[image 01]

Gardens

The gardens are colourful and located in the middle of fields.

[image 1]

The above image shows such a garden. Gardens can only be occupied by abbots. They do not split up a field, and abbots occupying a garden are not part of the field either.