

Setup

1. Pick a color and take all components.
2. Place score marker on track.
3. Take the correct number of **Agents** and place an extra one on the Round 5 space.
 - 2 Players — Take 4 **Agents**
 - 3 Players — Take 3 **Agents**
 - 4/5 Players — Take 2 **Agents**
4. Place **Quest**, **Building**, and **Intrigue** decks on the board.
5. Place 3 Building tiles at the **Builders Hall**. Place 4 **Quest** cards face up at **Cliffwatch Inn**.
6. Give each player 1 **Lord** card, 2 **Quest** cards face up, and 2 **Intrigue** cards face down.
7. Place 3 **VP** tokens on each space on the **Round Track**.
8. Pick a starting player.
9. Starting player gets 4 **Gold**, the next 5 **Gold**, etc.

Goal of the Game

Be the player with the most victory points at the end of the game.

Sequence of Play

1. Place the round's **VP** tokens onto the three **Buildings** in the **Builders' Hall**.
2. Resolve any **Start of Round** effects.
3. If this is the 5th round, all players take their **Agent**.
4. Starting with the **First Player** and going clockwise, play one **Agent**.
5. Once all agents have been played, reassign **Agents** in **Waterdeep Harbor** in the order they were played there.

Player's Turn

- Assign an **Agent**. Place 1 **Agent** from your pool onto an unoccupied action space of a **Building**. You cannot skip your turn if you have an **Agent** to play.
- If all **Agents** have been played, then reassign the **Agents** at **Waterdeep Harbor**.
- **Complete Quest**. After Assigning or Reassigning an **Agent**, you may optionally complete one **Quest**.

Final Scoring

- Each **Adventurer** in your **Tavern** - 1 VP
- Every 2 **Gold** in your **Tavern** (Rounded down) - 1 VP
- **Lord** card ability