

## **Game Rule Cliff Notes**

### **Playing**

72 land tiles

The player must draw and place a new land tile.

The player may deploy one of his followers from his supply to the land tile he just placed.

If, by placing the land tile, cloisters, roads, and/or cities are completed, they are now scored.

### **Placing Tiles**

- The new tile (with red borders in the examples) must be placed with at least one edge adjacent and abutting one previously placed tile. The new tile may not simply be placed corner to corner with a previous tile.
- The new tile must be placed so that all field, city, and road segments on the new tile continue to field, city, and road segments, respectively, on all abutting tiles (cloisters are always complete within single tiles).

In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game (into the box) and draws another tile to place.

### **Deploying followers**

After the player places a land tile, he may deploy one of his followers, using the following rules:

- The player may only play 1 follower on a turn.
- The player must take it from his supply.
- The player may only deploy it to the tile he just placed.
- The player may not deploy a follower on a field, city, or road segment if that segment connects to a segment on another tile (no matter how far away) that already has a follower (from any player, including himself) on it.

### **A COMPLETED ROAD**

A road is complete when the road segments on both ends connect to a crossing, a city segment, or a cloister, or when the road forms a complete loop. There may be many road segments between the ends.

The player who has a thief on a completed road scores one point for each tile in the completed road (count the number of tiles; separate segments on a tile count just once).

### **A COMPLETED CITY**

A city is complete when the city is surrounded by a city wall with no gaps in the wall nor holes in the city. A city may have many city segments.

The player who has a knight in a completed city scores two points for each tile in the city (count the tiles, not the segments). Each pennant on segments in the city earns the player 2 points.

What if a completed city or road has more than one follower?

It is possible through clever placement of land tiles for there to be more than one thief on a road or more than one knight in a city. In a completed road or city, the player with the most thieves (on a road) or the most knights (in a city) earns all the points.

When two or more players tie with the most thieves or knights, they each earn the total points for the road or city

### **A COMPLETED CLOISTER**

A cloister is complete when the tile it is on is completely surrounded by land tiles. The player with a monk in the cloister earns 9 points (1 for the cloister tile and 1 each for the other tiles).

### **THE FARMS**

Connected field segments are called farms. Farms are not scored when completed during the game. Players may deploy farmers on field segments, but they only score at the end of the game. A farmer remains in the field segment where it is deployed for the entire game and is never returned to the player's supply!

It is possible for a player to deploy a follower, score a road, city, or cloister, and have the follower returned on the same turn (always in this order). 1. Complete a road, cloister, or city with the new tile. 2. Deploy a knight, thief, or monk. 3. Score the completed city, road, or cloister. 4. Return the knight, thief, or monk.

### **SCORING OF INCOMPLETED ROADS, CITIES, AND CLOISTERS**

For each incomplete road and city, the player, who has a thief on the road or knight in the city, earns one point for each road or city segment. Pennants are worth 1 point each. For incomplete roads and cities with more than one follower, use the rules for completed roads and cities to determine who scores. For an incomplete cloister, the player with the monk on the cloister earns 1 point for the cloister and 1 point for each land tile surrounding it.

If, through the placement of the tile, cities, roads, and/or cloisters are completed, these are scored before moving on to the next player.