

## Goal of the game

The goal of the game is to crown a king. When a king is crowned, that person will have to keep the crown for four more turns (one year) before the game is over and that player wins. In that time, other players will have the opportunity to behead the king or otherwise overthrow the king, enlengthening the game. There can only ever be one king alive. If a king is alive, no other player can crown a king.

## Resources

There are three distinct resources in the game that help you build your community into a great nation. These resources are food (🍖), gold (💰) and commoners (🏠).

Then there are the resources that describe the impact you exert on other nations (players) and your own commoners. These are faith (📖), influence (✉️), wellbeing (🍺) and domination (🗡️).

**Gold** (💰) is gathered as taxes. The more 🏠 you have, the more 💰 you receive every turn. To see how much 💰 you gain for different commune types, see the build action card.

**Food** (🍖) is gathered using farms. Both your units and communes have a 🍖 upkeep, which is resolved at the end of every turn. If your upkeep is higher than your income, the 🍖 supply will diminish. Otherwise, it will grow or equalize. If the 🍖 supply is smaller than 0 after the upkeep is resolved, either units must be sacrificed, and/or the population will decline until the 🍖 supply is greater than or equal to 0.

**Commoners** (🏠) is the number of people that live in your villages, towns, cities and metropolises (collectively called a commune). 🏠 can be invested in building units. However, this means that you gain less 💰 as taxes. Every commune starts with a number of 🏠 and as you build units, this number dwindles.

**Faith** (📖) is measured in the loyalty of your commoners toward you. When there is little 📖, they might not stand behind your decisions when grim things happen and will riot, whereas they will pull through when their 📖 is high.

There are three major religions in the game: Christianity, Islam and Judaism. Every player adheres to one of these religions. A player can change religion, but that comes at a price.

**Influence** (✉️) measures how much you can alter the minds of other players and keep your own commoners at bay. When you have a lot of ✉️, you might interfere in a political decision. Your commoners are more likely to follow a strong leader and might easily disband if they feel that you don't have the nation's best interests at heart.








**Wellbeing** (🍺) is measured in the happiness and health of your commoners. A happy/healthy commune will not quickly die from illnesses, famine or war. When you have a lot of 🍺, your commoners will be less likely to disband you and flee to another player's nation.

**Domination** (🗡️) tells you how strong the military is. 🗡️ tells you whether you can go to war, for how long and how much it will affect you and the player you go to war with.

## Gameboard and start of the game









Every player starts with a town with two farms. They have 15 💰, 5 🍖 and 2 🏠 living in this town. 2 🏠 have been committed to the farms. They also start with a religion that they adhere to.

## Turns

Every turn has the same basic structure. For every commune tile you have, you may perform one build action and for every unit, you may perform a unit action. See the cards below for possible actions. Once all players have decided what actions to perform, all actions are resolved simultaneously and after that, resources resolved to the resource pools in the following order: first , second , third  and finally , ,  and  resolve simultaneously.
















## Seasons

Every turn in the game represents one season, thus every four turns is a full year in the game, going full circle to the spring of the next year. The game starts at the spring and moves to summer, fall and winter. During the spring, you can upgrade any or all farms to produce different types of food. If you do, they will not produce anything until summer.

The winter () is the only season where farms don't produce any food. The winters are cold and harsh. Your commoners need enough  as usual but they also need enough . When the winter starts and you have enough , your  will be set equal to the number of  you have, if possible (cannot exceed the maximum number of  in each commune and can never more than double). If a commune ever has less than 1 , the town is declared destroyed.




## Guilds

There are four major guilds that every player can partake in:

- the **Military Guild** is the biggest  of any player. They can lay siege on another players communes, commit assassinations and otherwise harass and intimidate other players. The military guild exists of barracks () and soldiers (.
- The **Trades Guild** helps you trade with neutral communes and other players. Their most important resource is  and they can bribe other units. If you want to create a strong trades guild, you need to build marketplaces () and merchants (). A commune with a merchant in it will produce more . Half of that goes to the owner of the merchant, half goes to the owner of the commune.
- The **Religious Guild** helps your commoners find  and solidarity. If you have a higher , you are less susceptible to the attempted impact that guilds of other players have on you. The religious guild needs you to build churches () and monks (.
- The **Diplomatic Guild** helps you exert more  on other players. With higher , you can more easily influence their commoners and thus the choices other players make. To build a diplomatic guild, you must invest in city halls () and politicians (.

## Neutral towns and holy places

Scattered throughout the land are neutral towns. These can be traded with, bought, indoctrinated, conquered.

There are also 9 holy places (1 for each religion). These places can be visited by  /  /  that are on a pilgrimage.

## Structures

There are 7 distinct structures that can be constructed by a player:

- **Communes** generate 🏠 and allow you to upgrade to higher communes. They also allow you to build other structures (which can only be built next to a commune). You can upgrade your communes in the following order. Nobility cannot move from the communes they live in.
  - **Town**: this is the first stage of every commune; you start with a town.
  - **Village**: a village has a baroness (👩). This is the first rank of nobility. The first town that is upgraded to village also anoints a baroness.
  - **City**: a city has a duchess (👩). The duchess gives your commoners 🍺. When the village where the baroness lives is upgraded, she is automatically upgraded to duchess.
  - **Metropole**: a metropole has a lord (👨). When the city where the duchess lives, she is automatically upgraded to lord. A lord gives your commoners 🍺 and increases your choice of 🏰, 📧, 🍺 or 🗡. A lord can be crowned to king.
- **Farms** produce 🍷 and can be upgraded to different types of crop or products in spring; for example, some crops can produce food all year round, or produce 🍺 in the form of wool, luxury items, fruits, meats and more.
- **Marketplaces** produce extra 🏰 and helps you invest in trading techniques. They also train merchants (👨).
- **Barracks** help you exert more 🗡, train 🧑 and invest in warfare techniques.
- **Churches** help you invest in 🏰, gain a better understanding of culture and your connection to God and train 🧑.
- **City halls** help you invest in 📧, give you ways to negotiate with other players, become involved in diplomacy and train 🧑.
- **Universities** help you unlock new sciences and upgrades that help you excel in the four guilds. One player can own only a single university and must be built next to a city or metropole.

## Units

There are 5 distinct types of units, one for each guild and nobility.

Whenever you train a new unit, it comes from the pool of 🏠 that reside in adjacent communes (you decide which one)






- **Nobility**: There are four different stages of nobility; baroness, duchess, lord and king. Nobility cannot move from the village they were born in. When a king has been ruling for a full year, the game ends and the player who crowned the king wins.
- **Merchants**: Merchants can move to neutral towns or other players to perform trade. Gold, luxury items and communes can be traded. Of course, information is a much sought after commodity...
- **Soldiers**: These are the grunts of your nation. if you want to besiege another player, behead their nobility or wage war against another player, soldiers are indispensable.
- **Monks**: Monks can perform pilgrimages to holy places. These are scattered throughout the land. When they do and return to their home, they are upgraded from monk to priest (👨) and priest to bishop (👨). This gives 🏰 to your commoners. When you change religion, depending on your 🏰, some of your monks, priests and bishops disband your teachings and are removed from the game.
- **Politicians**: When you want to influence a player's mind, start a riot of a player's common folks or discuss sanctions, you train a politician. They specialize in law, diplomacy and manipulation. Never fully trust another players' politicians; they might be foe or ally...

When you send one of the guilds members to another player's commune, they can perform actions there. The actions that each guildmember can take is dictated by how much research you have done in the university and in the chosen guild.



## Actions per unit

### Merchant

- **Bribe unit:** Costs , which will go directly to the units owner. Politicians, merchants and soldiers can be bribed easily. Monks can only be bribed if the player has a low .
- **Trade:** You can trade with another player. Things that can be traded are , , . A more juicy commodity for trading is information you have on other players and their plans. You can also trade with neutral towns (at a higher rate) or even buy them out.
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### Soldier

- **Lay siege:**
- **Assassinate:**
- **Wage war:**

### Monk

- **Pilgrimage:**
- **Curse/bless:**

### Politician

- **Declare war:**
- **Overthrow:**
- **Propose marriage:**



## Actions per structure

### Town

- Build Marketplace
- Build Barracks
- Build Church/Synagogue/Mosque
- Build City Hall
- Research Writing
- Upgrade to Village (requires writing)

### Village

- Build Marketplace
- Build Barracks
- Build Church/Synagogue/Mosque
- Build City Hall
- Research Masonry
- Upgrade to City (requires masonry)









### City

- Build Marketplace
- Build Barracks
- Build Church/Synagogue/Mosque
- Build City Hall
- Research education
- Build University (requires education)
- Research Construction Work
- Upgrade to Metropole (requires construction work and education)





### Metropole

- Build Marketplace
- Build Barracks
- Build Church/Synagogue/Mosque
- Build City Hall
- Build University

### Marketplace

- **Train Merchant:** You train a merchant this turn. Costs  and .
- **Currency** (requires writing): You gain additional taxes; training units becomes cheaper. If your merchant resides in a commune of a player with the same religion, you both gain additional . You unlock **banking**.
- **Scales:** Trading with neutral towns becomes cheaper.
- **Contracts** (requires writing): You can buy and sell neutral towns and , ,  and .
- **Conveyancing (requires contracts):** You can
- **Banking** (requires currency). You gain additional  and
- **Carriage** (Requires animal husbandry). Your merchants can carry more...?
- **Canals**

### Barrack

- **Train Soldier:** You train a soldier this turn. Costs  and . Provides you with .
- **Archery:** You can lay siege/wage war to a town from one tile away. Your  goes up and you unlock **ballistics**.
- **Ballistics:** You can lay siege/wage ware against a town with a city wall.

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#### Church/Synagogue/Mosque

- **Arts:** Your 🍺 and 🏠 go up and you unlock **Painting, Music, poetry.**
- **Painting**
- **Music**
- **Poetry**
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#### City hall

- **Lawmaking:** requires writing.
- **Seal:** Allows you to send private messages to another player as long as a politician is in their commune.
- **Homing Pigeons** (requires seal and animal husbandry). Allows you to send secret messages to other players as long as you have at least one politician within 10 tiles from that player's closest commune.
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- **Marriage:** Allows you to propose a marriage to another player.

#### University

- **Writing:** Unlocks a lot of technologies.
- **Irrigation:** Your 🍷 production goes up and you unlock apple farms.
- **Animal Husbandry:** You unlock sheep farms (give 🍺 and 🍷).
- **Saddles:** You can walk 4 tiles instead of 3 each turn.
- **Mathematics**
- **Plow:** Your 🍷 production
- **Sewage**
- **Medicine**
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