**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 three more turns before the game is over. In that time, other players will have the opportunity to kill the king.

**Resources**

There are three distinct resources in the game that you use to increase your wealth and being able to buy and build new structures and units.

These resources are food (**A picture containing furniture

Description automatically generated**), gold (A picture containing sky

Description automatically generated) and population (A picture containing building

Description automatically generated).

**Gameboard and start of the game**

Every player starts with a village and two farms built next to it. They have **15 A picture containing sky

Description automatically generated**, **5 A picture containing furniture

Description automatically generated** and **12** A picture containing building

Description automatically generated.

**Gold** (A picture containing sky

Description automatically generated) is gathered as taxes. The more A picture containing building

Description automatically generated you have, the more A picture containing sky

Description automatically generated you receive every turn. To see how much A picture containing sky

Description automatically generated you gain for different commune types, see the build action card. For every marketplace you have, every adjacent commune tile increases taxes by **+2** A picture containing sky

Description automatically generated each turn.

**Food** (**A picture containing furniture

Description automatically generated**) is gathered using farms. Both your units and communes have a **A picture containing furniture

Description automatically generated** upkeep, which is resolved at the end of every turn. If your upkeep is higher than your income, the **A picture containing furniture

Description automatically generated** supply will diminish. Otherwise, it will grow or equalize. If the A picture containing furniture

Description automatically generated 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.

**Population** (A picture containing building

Description automatically generated) is measured in the amount of people that live in your villages, towns, cities and monarchies (collectively called a commune). A picture containing building

Description automatically generated can be invested in building units. However, this means that you gain less A picture containing sky

Description automatically generated as taxes. As long as the A picture containing furniture

Description automatically generated can provide, the A picture containing building

Description automatically generated of a commune will increase every turn.

For every monastery you have, all adjacent commune tiles increase A picture containing building

Description automatically generated growth by **+1**.

**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 one unit action. See the cards below for possible actions. Once all players have written down what their actions are, all actions, including battles, are resolved simultaneously and after that, resources resolved to the resource pools in the following order: first **A picture containing furniture

Description automatically generated**, then A picture containing sky

Description automatically generated and finally A picture containing building

Description automatically generated.

**Enemies & allies**

Each player starts the game with 0 enemies and 0 allies but at the end of turn 2 (and every second turn from then on), each player states whether the other players are enemies or allies in secret. Each player must appoint at least one enemy and at least one ally but who they are can change. Allies and enemies have a significant effect on unit behaviors and is further explained in the section *units*.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Build actions: 1 per turn per district** | |  | **Cost** | ( ! = required in your district) |
|  | **Farm** | | **3** A picture containing sky  Description automatically generated **& 4** A picture containing building  Description automatically generated | **+ 2 A picture containing furniture  Description automatically generated** each turn per farm |
| **Build a structure** | **Marketplace** | | **5** A picture containing sky  Description automatically generated **& 4** A picture containing building  Description automatically generated | **+1** A picture containing sky  Description automatically generatedeach turn per adjacent commune |
|  | **Monastery** | | **5** A picture containing sky  Description automatically generated **& 4** A picture containing building  Description automatically generated | **+1** A picture containing building  Description automatically generatedeach turn per adjacent commune |
|  | **Barracks** | | **8** A picture containing sky  Description automatically generated **& 6** A picture containing building  Description automatically generated |  |
| **Expand village +1 tile** | **Village**  \* Expands existing village tile by 1.  \* Max. A picture containing building  Description automatically generated**: 12** | | **6** A picture containing sky  Description automatically generated **+** **2 A picture containing furniture  Description automatically generated**  **A picture containing furniture  Description automatically generated upkeep: 2** | \* **+1** A picture containing sky  Description automatically generatedeach turnper **2**A picture containing building  Description automatically generated.  \* **+1** A picture containing building  Description automatically generatedeach turn.  \* **- / 2 defense** |
|  | **Village -> Town** (! 1 other village in this district)  \* 1st town appoints mayor in district  \* Max. A picture containing building  Description automatically generated**: 25** | | **12** A picture containing sky  Description automatically generated& **3 A picture containing furniture  Description automatically generated**  **A picture containing furniture  Description automatically generated upkeep: 3** | \* **+1** A picture containing sky  Description automatically generatedeach turn perA picture containing building  Description automatically generated.  \* +**2** A picture containing building  Description automatically generatedper turn per town.  \* **1 attack / 3 defense** |
| **Upgrade village** | **Town -> City** (! 1 other town in this district + adj. monastery)  \* 1st city appoints governor in district  \* Max. A picture containing building  Description automatically generated**: 40** | | **18** A picture containing sky  Description automatically generated & **7 A picture containing furniture  Description automatically generated**  **A picture containing furniture  Description automatically generated upkeep: 4** | \* **+1** A picture containing sky  Description automatically generatedeach turnperA picture containing building  Description automatically generated.  \* **+2** A picture containing building  Description automatically generatedeach turn.  \* **2 attack / 4 defense** |
|  | **City -> Monarchy** (! 1 city in this district & a bishop in an adj. monastery & governor in this city  & **25** A picture containing building  Description automatically generated)  \* 1st monarchy appoints king  \* There can only be one king in the game  \* Max. A picture containing building  Description automatically generated: **50** | | **25** A picture containing sky  Description automatically generated & **11 A picture containing furniture  Description automatically generated**  **A picture containing furniture  Description automatically generated upkeep: 6** | \* **+ 2** A picture containing sky  Description automatically generatedeach turn per A picture containing building  Description automatically generated.  \* **+4** A picture containing building  Description automatically generatedeach turn.  \* **3 attack / 5 defense** |
|  | **Merchant** (! Marketplace) | | **5** A picture containing sky  Description automatically generated **+ 2** A picture containing building  Description automatically generated  **A picture containing furniture  Description automatically generated upkeep: 1** | Place a merchant on marketplace immediately |
| **Train unit** | **Monk** (! Monastery) | | **5** A picture containing sky  Description automatically generated **+ 2** A picture containing building  Description automatically generated  **A picture containing furniture  Description automatically generated upkeep: 1** | Place a monk on monastery immediately |
|  | **Soldier** (! Barracks) | | **8** A picture containing sky  Description automatically generated **+** **3** A picture containing building  Description automatically generated  **A picture containing furniture  Description automatically generated upkeep: 2** | Place a soldier on barracks immediately |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Unit actions: 1 per turn per unit** | | Every unit has an upkeep per turn. If you cannot provide this upkeep, a unit perishes (furthest units first) |  | ( ! = required) |
|  | Move | |  | Move to adj. tile (move 2 when on a road). |
| **Merchant** | Build a new village | | **6** A picture containing sky  Description automatically generated+ **2 A picture containing furniture  Description automatically generated** | \*Sacrifices the merchant  \*Creates new district at merchant's current tile |
|  | Trade (! An ally's marketplace) | |  | Both you and the marketplace's owner get **5** A picture containing sky  Description automatically generated |
|  | Bribe (! An ally's marketplace) | | **5** A picture containing sky  Description automatically generated **to unit's owner** | Bribe a unit so that it does not attack during its next attack. |
|  | Move | |  | Move to adj. tile (move 2 when on a road). |
| **Monk** | Bless / curse another unit (! An ally's monastery) | |  | Give + 1 or - 1 action to another unit or; Give +1/+1 or -1/-1 in battle to another unit. |
|  | Upgrade (! An ally's monastery) | |  | monk -> priest -> bishop |
| **Soldier** | Move | |  | Move to adj. tile (move 2 when on a road). |

**Structures**

There are six different choices of building that a player can choose from to increase resources or create units.

A **farm** generates **2** **A picture containing furniture

Description automatically generated** each turn.

**cost**: **3** A picture containing sky

Description automatically generated+ **2** A picture containing building

Description automatically generated.

A **barracks** trains soldiers. Soldiers are used to conquer enemy towns or to kill other units.

When a barracks is built, place a soldier on it immediately.

**cost**: **8** A picture containing sky

Description automatically generated **+ 3** A picture containing building

Description automatically generated.

A **monastery** trains monks and has a positive influence on the A picture containing building

Description automatically generated of the towns it is built next to; every commune adjacent to a monastery receives one additional A picture containing building

Description automatically generated per turn.

When a monastery is built, place a monk on it immediately.

**cost**: **5** A picture containing sky

Description automatically generated+ **2** A picture containing building

Description automatically generated.

A **marketplace** trains merchants and has a positive influence on the A picture containing sky

Description automatically generated (taxes) of the communes it is built next to; every commune adjacent to a marketplace receives one additional A picture containing building

Description automatically generated per turn.

When a marketplace is built, place a merchant on it immediately.

**cost**: **5** A picture containing sky

Description automatically generated **+ 2** A picture containing building

Description automatically generated.

An additional **village tile** and more income.

**cost: 6** A picture containing sky

Description automatically generated **+** **2 A picture containing furniture

Description automatically generated**.

**Upgrade** a village. This increases the max. A picture containing building

Description automatically generated and the amount of A picture containing sky

Description automatically generated gathered per unoccupied A picture containing building

Description automatically generated each turn. A mayor can, in secrecy, change the alliance of one player per turn.

**Units**

All units may move across the map one tile per turn, except for the mayor, who remains in their appointed town. When a unit is on a road, they can move 2 tiles instead of 1 (as long as their move ends on a road).

There are three types of units:

1. **Soldiers** have first strike, meaning that they will deliver damage first. A unit killed by a soldier (unless it is a soldier too) does not deliver its damage. A soldier has **1 attack** and **1 defense**. When a soldier ends up at the location of another soldier of the same player, those soldiers will merge into a new soldier, combining their levels.

**Upkeep**: **2 A picture containing furniture

Description automatically generated** per turn.

1. \* **Merchants** can move to the marketplace of an ally; you both gain **5** A picture containing sky

   Description automatically generated. This only happens when the other player has you market as their ally. This effect can happen only once per marketplace.

\* When in a marketplace, a merchant can bribe another unit. You will pay **5** A picture containing sky

Description automatically generatedto a unit's owner and causes that unit to not perform their next attack action. A bribe action can only be performed once per marketplace.

\* A merchant can found a new village. This costs **5** A picture containing sky

Description automatically generated **+** **3 A picture containing furniture

Description automatically generated + 2** A picture containing building

Description automatically generated.and causes the merchant to perish.

**Upkeep**: **1 A picture containing furniture

Description automatically generated** per turn.

1. \* **Monks** can perform a **pilgrimage** to another player's monastery. This can only occur in the monastery of a player you haven't yet done a pilgrimage to and can only occur when that player marked you as their ally.  
   \*A monk can perform a blessing or a curse on another unit when they are in a monastery. A blessing will give another unit a +1 attack / +1 defense, a curse will give them -1 attack / -1 defense. This only happens when the unit enters combat that turn. This action can only be performed once per monastery.   
   **Upkeep**: **1 A picture containing furniture

   Description automatically generated** per turn.
2. Upgrade your village to a town. If there are no other village tiles with a mayor in this district, this action will automatically appoint a **mayor**. When you upgrade a town tile with a mayor, they will become a **governor**. Villages provide you with a bigger max A picture containing building

   Description automatically generated and a bigger A picture containing building

   Description automatically generated growth. A governor can be crowned to king (see table for requirements).   
   See the build action card for the costs and benefits of upgrading a village.

**Battle**

When two or more units end up at the same tile, a battle emerges between all involved units. This is resolved according to the following rules and in order:

1. If a player has more than one enemy involved in battle, he must decide which enemy they attack - this is done before bribes and blesses/curses resolve;
2. Units that are cursed, blessed or bribed will receive this bonus or burden;
3. All units do damage to their respective enemies, soldiers first (first strike);
4. When a soldier kills another unit, it will gain experience and will be promoted if he has enough experience (see turn card);
5. If one unit remains alive, it will move to the target location, otherwise all units bounce to the locations they were at before the battle started.

During a battle, when the attack value of a unit is higher than or equal to the defense of the other unit, the second dies and is removed from play until the end of next turn. All units in a battle can potentially die, if their defense is brought back to 0.

**Conquering villages**

You can conquer a village tile by moving your units onto it, declaring a battle as described in the previous chapter. All units that move onto the village tile will participate in this battle, adding one additional unit; the village itself. When the defense of the village becomes less than or equal to 0 during a battle; it will have been conquered. When multiple players are involved in the battle for said village, the player that dealt the most damage conquers it.

When a town is overtaken with a mayor, governor or monarch on it, that head of state is removed from the game.

All adjacent non-village structures build next to this tile will also be conquered and a new unit is immediately placed of their respective type.