**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.

**Gameboard and start of the game**

Every player starts with a village and a farm built next to it. They have 15 gold, 5 food and 5 population. Every player also starts with 0 enemies and 0 allies.

**Resources**

There are three distinct resources in the game that you can harness to increase your wealth and being able to buy and build new structures and units. These resources are gold, population and food.

**Gold** is gathered as taxes. The more population you have, the more gold you receive every turn. To see how much gold you gain for different town types, see the build action card. For every market place you have, every adjacent town tile gains you one additional gold.

**Population** is measured in the amount of people that live in your villages, towns, cities and monarchies. Population can be invested in building units. However, this means that you gain less gold as taxes. For every monastery you have, every adjacent town tile gains you one additional population.

**Food** is gathered using farms. Creating and maintaining units costs food; the food required to create a unit is subtracted from your pool and at the end of every turn, your alive units will subtract food from the supply. If there is not enough food for living units, they will perish. Units that are farthest from the nearest farm will perish first. If two units are equally far away, the player decides which unit will perish.

**Turns**

Every turn has the same basic structure. For every district you have, you may perform a build action and for every unit, you may perform a unit action. See the cards below for possible actions. Once all players have written down what their actions are, all actions, including possible battles are resolved simultaneously and after that, resources are added to the player's resource pools.

**Enemies & allies**

Each player starts out with 0 enemies and 0 allies but at the end of turn 2 (and every second turn from then), 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*.

**Districts**

All village tiles that are connected are called a district. Usually, you can perform one action peer district and you can only gain new districts by conquering other player's districts or by founding them using a merchant.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Build actions: 1 per turn per district** | |  | **Cost** | ( ! = required in your district) |
|  | **Farm** | | **5 g** + **2 p** | **+1 f** each turn per farm |
| **Build a structure** | **Marketplace** | | **10 g** | **+1 g** each turn per village |
|  | **Monastery** | | **10 g** | **+1 p** each turn per village |
|  | **Barracks** | | **15 g** | **+1 d** to adj. |
| **Expand village +1 tile** | **Village**  \* Expands existing village tile by 1  \* Max. population 10 | | **10 g** + **3 f** | \* **+1 g** per **2 p** per turn per town  \* **- / 2 defense** |
|  | **Village -> Town** (! 1 adj. village)  \* 1st town appoints mayor in district  \* Max. population 15 | | **25 g** + **12 f** | \* **+1 g** per **2 p** per turn per town  \* **1 attack / 3 defense** |
| **Upgrade village** | **Town -> City** (! 2 adj. towns + adj. monastery)  \* 1st city appoints governor in district  \* Max. population 25 | | **35 g** + **20 f** | \* **+1 g** per **1 p** per turn per city  \* **2 attack / 4 defense**  \* **+ 1 turn** in this district |
|  | **City -> Monarchy** (!3 adj. cities + a bishop in adj. monastery + governor in this city + **50 p**)  \* 1st monarchy appoints king  \* There can only be one king in the game  \* Max. population 50 | | **50 g** + **35 f** | \* **+ 2 g** per **1 p** per turn per monarchy  \* **3 attack / 5 defense**  \* **+ 1 turn** in this district |
|  | **village +2 p** | | **2 f** |  |
| **Increase** | **town +3 p** | | **3 f** |  |
| **population** | **City +5 p** | | **5 f** |  |
|  | **Monastery +8 p** | | **8 f** |  |
|  | **Merchant** (! marketplace) | | **3 g** + **2 f** + **1 p** | \* **1 attack / 1 defense** |
| **Train unit** | **Monk** (! monastery) | | **2 g** + **3 f** + **1 p** | \* **1 attack / 1 defense** |
|  | **Soldier** (! barracks) | | **2 g** + **4 f** + **4 p** | \* **1 attack / 1 defense** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Unit actions: 1 per turn per unit** | | Every unit eats **1f** per turn.  If they cannot eat, a unit perishes (furthest units first) |  | ( ! = required) |
|  | Move | |  | Move to adj. tile or to next intersection (via road) |
| **Merchant** | Build a new village | | **10g** + **3f** | \*Sacrifices the merchant  \*Creates new district at merchant's current tile |
|  | Trade (! only at another player's marketplace) | |  | Both you and the marketplace's owner gain **5 g** |
|  | Bribe (! only at another player's marketplave) | | **5 g to unit's owner** | Bribe a unit so that it does not attack if it is in battle this turn. |
|  | Move | |  | Move to adj. tile or to next intersection (via road) |
| **Monk** | Bless / curse another unit (! only at another player's monastery) | |  | Give + 1 or - 1 action to another unit or; Give +1/+1 or -1/-1 in battle to another unit. |
|  | Upgrade (! only at other, unvisited players' monastery) | |  | monk -> priest -> bishop |
| **Soldier** | Move | |  | Move to adj. tile or to next intersection (via road) |

**Structures**

There are five different structures that a player can build every turn to increase resources or create units.

A **farm** produces food. One farm generates one food every turn. Two farms built next to each other will generate an additional food every 2 turns; this means that building farms next to each other, has an advantage.

**cost**: **5 gold** + **2 population**.

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

**cost**: **15 gold**.

A **monastery** has a positive influence on the population of the towns it is built next to; every town tile adjacent to a monastery receives one additional population per turn. Monasteries also train monks.

**cost**: **10 gold**.

A **marketplace** produces merchants and has a positive influence on gold (taxes) of the towns it is built next to; every town tile adjacent to a marketplace receives one additional population per turn. Marketplaces also train merchants.

**cost**: **10 gold**.

An additional **village tile** can always be created and doesn't cost population.

**cost: 10 gold +** **3 food**.

**Units**

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

You can train the following units:

1. Train a **soldier** if you have a barracks. Soldiers can attack other units and buildings. 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**.

**Cost**: **2 gold + 4 food + 4 population**.

**Upkeep**: **2 food** per turn.

1. Train a **merchant** if you have a marketplace.   
   \* When a merchant moves to the marketplace of an ally, you both gain **5 gold**. 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. It will pay **5 gold** to a unit's owner and causes that unit to not perform their attack action if they are in combat this turn. This action can also only be performed once per marketplace.

\* A merchant can found a new village. This costs **10 gold + 3 food** and causes the merchant to perish.

**Cost**: **3 gold + 2 food + 1 population**.

**Upkeep**: **1 food** per turn.

1. Train a **monk** if you have a monastery.   
   \* 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.   
   **Cost**: **2 gold + 3 food + 1 population**.  
   **Upkeep**: **1 food** per turn.
2. Upgrade your village to a town. If there are no other village tiles with a mayor adjacent to this one, 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 population and a bigger population 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.

All units may move across Esnait one tile per turn, except for the mayor, who remains in their appointed town.

A priest or merchant that is in their respective meeting place with another player, is immune to being attacked. This immunity is lost when they leave this tile.**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 a unit will hurt - this is done before bribes and 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.

**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 structures that have only one village built next to it, will also switch control to the conqueror. For village attack and defense stats, see the turn table.