**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 (**A picture containing furniture

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

Description automatically generated) and commoners (A picture containing building

Description automatically generated).

Then there are the resources that describe the impact you exert on other nations (players) and your own commoners. These are faith (A close up of a logo

Description automatically generated), influence (A close up of a box

Description automatically generated), wellbeing (A picture containing cup, table, sitting, mug

Description automatically generatedA close up of a box

Description automatically generated) and conquest (A picture containing icon

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.

**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 **A picture containing furniture

Description automatically generated** supply is greater than or equal to 0.

**Commoners** (A picture containing building

Description automatically generated) is the number of people that live in your villages, towns, cities and metropoles (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. Every commune starts with a number of A picture containing building

Description automatically generated and as you build units, this number dwindles.

**Faith** (A close up of a logo

Description automatically generated) is measured in the loyalty of your commoners toward you. When there is little A close up of a logo

Description automatically generated, they might not stand behind your decisions when grim things happen and will riot, whereas they will pull through when their A close up of a logo

Description automatically generated 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** (A close up of a box

Description automatically generated) measures how much you can alter the minds of other players and keep your own commoners at bay. When you have a lot of A close up of a box

Description automatically generated, 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** (A picture containing cup, table, sitting, mug

Description automatically generated) 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 A picture containing cup, table, sitting, mug

Description automatically generated, your commoners will be less likely to disband you and flee to another player's nation.

**Conquest** (A picture containing icon

Description automatically generated) tells you how strong the military is. A picture containing icon

Description automatically generated 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 A picture containing sky

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

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

Description automatically generated living in this town. **2**A picture containing building

Description automatically generatedhave 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 **A picture containing furniture

Description automatically generated**, second A picture containing sky

Description automatically generated, third A picture containing building

Description automatically generated and finally

A close up of a logo

Description automatically generated, A close up of a box

Description automatically generated, A picture containing cup, table, sitting, mug

Description automatically generatedA close up of a box

Description automatically generated andA picture containing icon

Description automatically generated 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 (**A picture containing shape

Description automatically generated**) is the only season where farms don't produce any food. The winters are cold and harsh. Your commoners need enough **A picture containing furniture

Description automatically generated** as usual but they also need enough A picture containing cup, table, sitting, mug

Description automatically generated. When the winter starts and you have enough **A picture containing furniture

Description automatically generated**, your A picture containing building

Description automatically generated will be set equal to the number of A picture containing cup, table, sitting, mug

Description automatically generated you have, if possible (cannot exceed the maximum number of A picture containing building

Description automatically generated in each commune and can never more than double). If a commune ever has less than 1 A picture containing building

Description automatically generated, the town is declared destroyed.

**Guilds**

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

* the **Military Guild** is the biggest A picture containing icon

  Description automatically generated 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 (A picture containing table, indoor, sitting, board

  Description automatically generated) and soldiers (A picture containing clothing, holding, person, helmet

  Description automatically generated).
* The **Trades Guild** helps you trade with neutral communes and other players. Their most important resource is A picture containing sky

  Description automatically generated and they can bribe other units. If you want to create a strong trades guild, you need to build marketplaces (A picture containing indoor, table, cup, sitting

  Description automatically generated) and merchants (A person wearing a costume

  Description automatically generated). A commune with a merchant in it will produce more A picture containing sky

  Description automatically generated. 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 A close up of a logo

  Description automatically generated and solidarity. If you have a higherA close up of a logo

  Description automatically generated, you are less susceptible to the attempted impact that guilds of other players have on you. The religious guild needs you to build churches (A picture containing object, candle, indoor, table

  Description automatically generated) and monks (A person posing for the camera

  Description automatically generated).
* The **Diplomatic Guild** helps you exert more A close up of a box

  Description automatically generated on other players. With higher A close up of a box

  Description automatically generated, 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 (A wooden cutting board

  Description automatically generated) and politicians (A person looking at the camera

  Description automatically generated).
* The **Lawless Guild** has a finger in most business. They have a hand in most other guilds and are mainly involved in stealing, spying and assassination. To get involved in the lawless guild, you invest in taverns (**A person wearing a hat

  Description automatically generated**).

**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 A person posing for the camera

Description automatically generated/A person wearing a costume

Description automatically generated/A statue of a person wearing a hat

Description automatically generated that are on a pilgrimage.

**Structures**

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

* **Communes** generate A picture containing building

  Description automatically generated 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 (A person looking at the camera

    Description automatically generated). 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 (A person looking at the camera

    Description automatically generated)A person looking at the camera

    Description automatically generated. The duchess gives your commoners A picture containing cup, table, sitting, mug

    Description automatically generated. When the village where the baroness lives is upgraded, she is automatically upgraded to duchess.
  + **Metropole**: a metropole has a lord (A person looking at the camera

    Description automatically generated). When the city where the duchess lives, she is automatically upgraded to lord. A lord gives your commoners A picture containing cup, table, sitting, mug

    Description automatically generated and increases your choice of A close up of a logo

    Description automatically generated, A close up of a box

    Description automatically generated, A picture containing cup, table, sitting, mug

    Description automatically generatedA close up of a box

    Description automatically generated orA picture containing icon

    Description automatically generated. A lord can be crowned to king.
* **Farms** produce **A picture containing furniture

  Description automatically generated** 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 A picture containing cup, table, sitting, mug

  Description automatically generated in the form of wool, luxury items, fruits, meats and more.
* **Marketplaces** produce extra A picture containing sky

  Description automatically generated and helps you invest in trading techniques. They also train merchants (A person wearing a costume

  Description automatically generated).
* **Barracks** help you exert more A picture containing icon

  Description automatically generated, train A picture containing clothing, holding, person, helmet

  Description automatically generated and invest in warfare techniques.
* **Churches** help you invest in A close up of a logo

  Description automatically generated, gain a better understanding of culture and your connection to God and train A person posing for the camera

  Description automatically generated.
* **City halls** help you invest in A close up of a box

  Description automatically generated, give you ways to negotiate with other players, become involved in diplomacy and train A person looking at the camera

  Description automatically generated.
* **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 A picture containing building

Description automatically generatedthat 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 (A person wearing a costume

  Description automatically generated) and priest to bishop (A statue of a person wearing a hat

  Description automatically generated). This gives A close up of a logo

  Description automatically generated to your commoners. When you change religion, depending on your A close up of a logo

  Description automatically generated, 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.

**A picture containing furniture

Description automatically generated**A picture containing sky

Description automatically generatedA picture containing building

Description automatically generated A close up of a logo

Description automatically generatedA close up of a box

Description automatically generatedA picture containing cup, table, sitting, mug

Description automatically generatedA close up of a box

Description automatically generatedA picture containing icon

Description automatically generated

**Actions per unit**

**Merchant**

* **Bribe unit**: Costs A picture containing sky

  Description automatically generated, 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 A close up of a logo

  Description automatically generated.
* **Trade**: You can trade with another player. Things that can be traded are A picture containing sky

  Description automatically generated, **A picture containing furniture

  Description automatically generated**, A picture containing cup, table, sitting, mug

  Description automatically generated . 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.

**Soldier**

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

**Monk**

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

**Politician**

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

Cards/Actions

**A picture containing furniture

Description automatically generated**A picture containing sky

Description automatically generatedA picture containing building

Description automatically generated A close up of a logo

Description automatically generatedA close up of a box

Description automatically generatedA picture containing cup, table, sitting, mug

Description automatically generatedA close up of a box

Description automatically generatedA picture containing icon

Description automatically generated

**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 A picture containing sky

  Description automatically generated and A picture containing building

  Description automatically generated.
* **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 A picture containing sky

  Description automatically generated. You unlock **banking**.
* **Scales**: Trading with neutral towns becomes cheaper.
* **Contracts** (requires writing): You can buy and sell neutral towns and A close up of a logo

  Description automatically generated, A close up of a box

  Description automatically generated, A picture containing cup, table, sitting, mug

  Description automatically generatedA close up of a box

  Description automatically generated and A picture containing icon

  Description automatically generated.
* **Conveyancing (requires contracts)**: You can
* **Banking** (requires currency). You gain additional A picture containing sky

  Description automatically generated in the form of interest and can borrow money (below zero).
* **Carriage** (Requires animal husbandry). Your merchants can carry more...?
* **Canals**

**Barrack**

* **Train Soldier**: You train a soldier this turn. Costs A picture containing sky

  Description automatically generated and A picture containing building

  Description automatically generated. Provides you with A picture containing icon

  Description automatically generated.
* **Archery**: You can lay siege/wage war to a town from one tile away. Your A picture containing icon

  Description automatically generated goes up and you unlock **ballistics**.
* **Ballistics**: You can lay siege/wage ware against a town with a city wall.

**Church/Synagogue/Mosque**

* **Arts**: Your A picture containing cup, table, sitting, mug

  Description automatically generated and A close up of a logo

  Description automatically generated go up and you unlock **Painting**, **Music**, **poetry**.
* **Painting**
* **Music**
* **Poetry**

**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.
* **Marriage**: Allows you to propose a marriage to another player.

**University**

* **Writing**: Unlocks a lot of technologies.
* **Irrigation**: Your **A picture containing furniture

  Description automatically generated** production goes up and you unlock apple farms.
* **Animal Husbandry**: You unlock sheep farms (give A picture containing cup, table, sitting, mug

  Description automatically generated and **A picture containing furniture

  Description automatically generated**).
* **Saddles**: You can walk 4 tiles instead of 3 each turn.
* **Mathematics**
* **Plow**: Your **A picture containing furniture

  Description automatically generated** production
* **Sewage**
* **Medicine**