

## **Rule Book:**

### **Game components:**

Two dice, coin, Character Cards, Action Cards, Farmland Tokens, Sea Port Tokens, Mine Tokens, Village Tokens, Apothecary Tokens, Church Tokens, Castle Tokens, Rule Book, Board/Map

### **Set Up:**

- Set up designated tokens in their designated regions (Farmland, Sea Port, Mine, Village, Apothecary, Church, Castle)
- Shuffle and pick from the deck of character cards ( Farmer, Merchant, Prince, Princess, Knight)
- Pick up your designated action cards according to the character you drew.

Board Layout: the board is split up in seven regions, four large (Farmland, Sea Port, Mine, and Village) and three small regions (Apothecary, Church, and Castle). The small regions are the bridges connecting the four large regions, the fourth bridge being a duel square. The four large regions have a check point/duel square found deep in their region. There are two thief squares found in each large region. Other duel squares are found scattered around the board. The board also has a section known as the bank where you cash in your tokens.

### **How to play?**

In this Game the players are competing to gather tokens from different regions to complete tasks found on their action cards. Each task has an allotted point(s) given for acquiring the needed tokens, but to acquire said point(s) one needs to pass or land on the bank squares. The winner of the game is whoever gets ten points first.

The player with the highest title/rank begins. Order as follows: Prince, if no Prince then the Princess, if no princess then the Knight. After the highest title is determined, the game will go clockwise. Every Player starts in the village.

Action cards: Every character receives eight action cards at the beginning of the game. Each card will have a task specific to their character. Completing these tasks will gain the player 1-3 points depending on their difficulty.

An example of a task found on an action card (From the Prince Character):

*"Host a Royal Banquet"*

*Gather fish from the Port and grain from the Farm*

*1 Port Token*

*1 Farm Token*

*Points: 1 Point*

Duels: When a player lands on a duel square, they have the chance to pick any player to battle. The duel goes as the following: each player rolls the two dice and whoever rolls the highest wins. The winner gets to choose any token from the other player. Moreover, if two players happen to land on the same square, they have a chance to go into combat but only if both parties agree.

Bridges: The one duel bridge is a chance to duel anyone in the game without having to specifically land on a duel square, one must simply roll enough to cross over the bridge. The small region bridges work in a similar fashion; one must simply roll enough to either land on the bridge or pass the bridge. Once on the bridge, to receive the region's token one must coin flip and if it is heads the token is yours, if not one must continue on their journey. After crossing the bridge, you are not permitted to change direction to circle back and collect the larger region token

Thief: If one lands on the thief square, they must give 50% of their tokens back to the bank. If tokens are odd, they must round up. For example, if the player has three tokens the player must dispose of two tokens.

Large Regions: When the player enters a larger region, they must pass the large square marked in the middle of the region to acquire said regions token. The allotted square also acts as a duel square, following the same duel instructions as a normal duel square.

Rolling doubles: If a player rolls doubles, they will move their character, complete the action of whatever square they land on, and roll the dice again for another turn. If the player rolls doubles three consecutive times, they have to immediately go to the closest thief square

Movement Restrictions: Players are able to go both clockwise and counterclockwise on the board. The only restriction is when a player goes over a bridge, they are not permitted to change direction to circle back and collect the larger region token.

### Guidelines/context/examples:

Each region of the board has their own respective tokens which can be earned by the players while fulfilling their tasks. For example: a player with the princess character could have the task to gather materials for a new dress, therefore they'd need to visit the mining region as well as the farm region to gather wool (farm token) and rubies (mine token). These tokens can then be turned into the market/bank in return for 1 point earned. When coming up with greater point quests be sure to keep in mind that the tasks should either require visiting a more rare to land on region/multiple regions across the board.

### Character Specific Quests

Character	Prince	Princess	Knight	Merchant	Farmer
Task 1 Training (1 pt value)	<b>Host the royal banquet</b> Gather fish from the Port (Port Token) and grain from the Farm (Farm Token)	<b>Make a dress</b> Gather wool from the farm (Farm Token) and rubies from the mine (Mine Token)	<b>Commission weapons.</b>  Gather iron from the mine (mine token) And bring them to the castle (castle token)	<b>Make wine</b>  Gather fruits and grain from farm ( 2 farm tokens)	<b>Build a new barn</b> Gather wood from the Farm (Farm Token) and tools from the Mine (Mine Token)
Task 2 (1 pt value)	<b>Expand the kingdom's library</b> Collect ink from the Apothecary and parchment from the Village	<b>Marry the Prince</b> Get married in the church and live happily ever after in the castle	<b>Deliver a Royal Message</b> travel from the Castle to the Church.	<b>Repair your merchandise wagon</b>  visit the farm region for some wood (farm token) gather iron for your nails from the mine (mine token)	<b>Prepare spring seeds</b> Gather soil from the Farm (Farm Token) and minerals from the Mine (Mine Token)

Task 3 (1 pt value)	<b>Training your swordsmanship skills</b>  Ask the knight to train with you at the castle. ( 2castle tokens)	<b>Make a perfume</b> Collect flowers from the Farm (Farm Token) and rare oils from the Apothecary (Apothecary Token)	<b>Host Combat Drills</b> visit the Village square and the Castle courtyard to train new recruits.	<b>Sell Imported Spices</b> – pick up crates at the Port and deliver to the Castle kitchens.	<b>Deliver wedding flowers</b> Bring them from the Farm (Farm Token) to the Church (Church Token)
Task 4 (1 pt value)	<b>Rebuild the castle walls</b> Collect stone from the Mine and timber from the Village	<b>Hold a ladies gathering</b> Collect food from the farms (farm tokens) and bring it to the castle ( castle token)	<b>Feed Your Warhorse</b> collect oats from the Farm and water from the Port.	<b>Deliver Wine to the Nobles</b> – transport bottles from the Port to the Castle.	<b>Deliver Fertilizer Barrels</b> – pick up supplies from the Port and take to the Village gardens.
Task 5 (2 pt value)	<b>Commission a royal crown</b> Collect rubies from the Mine (Mine Token) and deliver them to the Castle (Castle Token)	<b>Brew a Calming Tea</b> collect herbs from the Apothecary and water from the Port.	<b>Train your horses</b> Gather oats from the Farm (Farm Token) and visit the Castle stables (Castle Token)	<b>Weave a luxury coat</b> Collect wool from the Farm (Farm Token) and dye from the Apothecary	<b>Harvest your crops</b>  Collect your crops from the farm (farm tokens) and bring it to the village, (town token)

Task 6 (3 pt value)	<b>Become first in line for the thrown</b>  Go to the church to convince the priest to conspire with you. (church token) Go to the apothecary to acquire a vile of poison (apothecary token) Return to the Castle to take out your older brother (noble token)	<b>Sponsor a Pilgrimage Fund</b> Earn coins at the Village, buy medicine from the Apothecary, and present them at the Church	<b>Lead a Holy Expedition</b> visit the Church for blessing, gather supplies from the Farm, and complete your journey at the Port.	<b>Restock your stalls</b> Visit the Farm, (Farm Token) Port, (Port Token) and Village (Village Token)	<b>Help Feed the Poor</b> collect bread from the Village, salt from the Port, and deliver to the Church.
Task 7 (3 pt value)	<b>Negotiate Trade Tariff (</b> Establish tariff with support of merchant for records- 2 Port token, knights for enforcements - 1 Valor token)	<b>Host a diplomatic Feast (</b> Need farm supplies - 1 farm tokens, wine order - Port token, security - 1 Valor token)	<b>Resolve a land dispute (</b> Meditate and enforce a ruling ( 1 Castle token for royal decree) on a contested boundary line (2 Farm tokens) between properties)	<b>Fulfill Royal Order</b> (Purchase and deliver fine silks and perfumes for Royal court using 2 Castle tokens and 1 Valor token for protection)	<b>Barter for Iron Tools</b> (Trade surplus wool and cheese for farm tools with 2 farm tokens and 1 mine token)
Task 8 (2 pt value)	<b>Request Granary Records (</b> Needs details of farm	<b>Patronage a piece of Arts (</b> Merchant to supply - Port token, and	<b>Upgrade Armor (</b> Obtain high-quality metal (1 port	<b>Finance a farm expansion</b> (Offer a loan to a farmer -	<b>R equest Militia for protection (</b> Asks for regular

	harvest - farm token, and secured access - 1 Valor token)	farmer to make dye - 1 farm token)	token) and gemstone ( 1 mine token) form	1 farm token, and request for notarization by a knight - 1 Valor token)	patrols to safeguard harvests from bandits - 2 Valor tokens)
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