



# A GAME OF TACTICS

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FOR 2-4 PLAYERS

The knight Cunibert of Niederhochburg is convinced that his old rival Baron Alfonse of Blech already has too much influence in the country. He decides to put the upstart in his place. For after all, only he can guarantee the “safety” of the people.

## Aim of the Game

During the game, the players build and develop the country with its villages and towns.

The 2 to 4 players have to try and gain as much control as possible over the country and its people.

Gradually the knights' castles are added. They are the starting points for the knights with which the players try to gain control over the towns and villages.

The player who places the last knight in the town or village is awarded the respective victory points.



## Inventory

96 landscape tiles – 24 for each player.

*The front of each of these tiles shows one of four possible landscapes: a lake, mountains, a plain or a forest (all forest tiles show buildings as well).*



Lake  
[1 per player]

Mountains  
[2 per player]

Plain  
[3 per player]

*Most of the landscape tiles with plain or forest show buildings: a village, a castle or a town.*

- village - - castle - - town -



[3 per player] [6 per player] [3 per player]



[3 per player] [2 per player] [1 per player]

*On the back of the tiles there is a coat of arms in one of the players' colors and a letter which indicates whether the tile comes into play early in the game or later.*



Player  
“Blue”

Player  
“Yellow”

Player  
“Green”

Player  
“Red”

120 knights – in the four players' colors.



30 knights per player

# Starting a Game

To start a new game, go to File > New Game

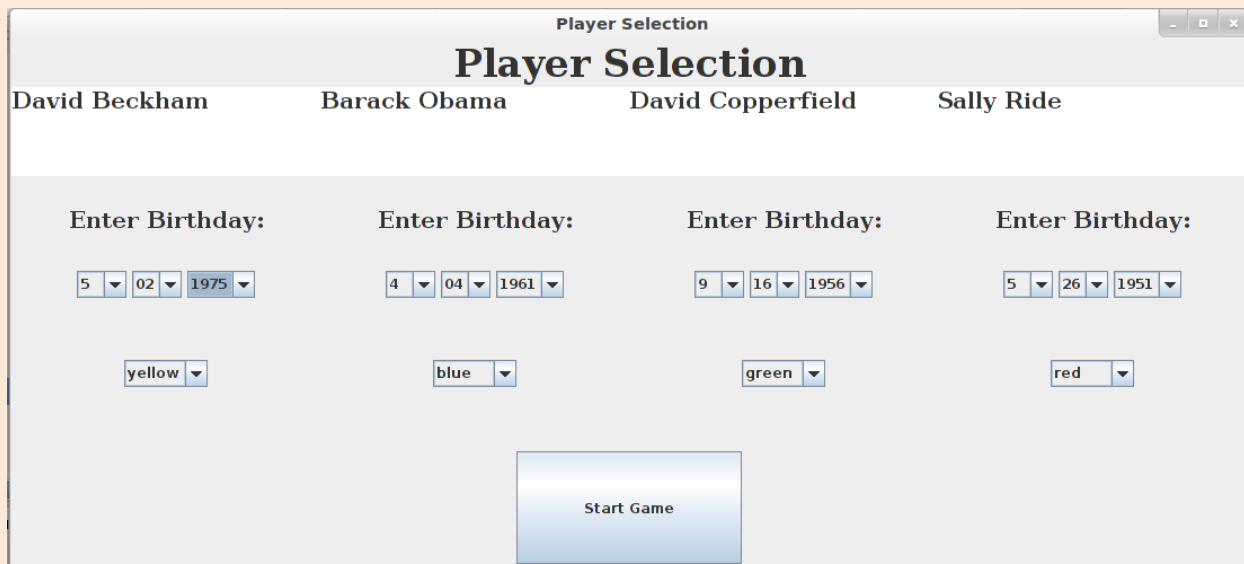
You will be presented with the “Player Selection” screen.



The screenshot shows a window titled "Player Selection". At the top, there are two labels: "Player 1" and "Player 2". Below each label, there is a section for entering a birthday, labeled "Enter Birthday:". Each section contains three dropdown menus for the day, month, and year. For Player 1, the values are 1, 01, and 1950. For Player 2, the values are 1, 01, and 1950. Below the birthday fields, there is a color dropdown menu. For Player 1, the color is blue. For Player 2, the color is blue. To the right of the birthday and color fields, there are two large blue buttons, each labeled "Add Player". At the bottom center of the window, there is a button labeled "Start Game".

Figure 1: “Player Selection” screen

For each player, you may enter a name, give a birthday, and choose a color. Each person’s color must be unique.



The screenshot shows the "Player Selection" window with four players listed at the top: David Beckham, Barack Obama, David Copperfield, and Sally Ride. Below each name, there is a section for entering a birthday, labeled "Enter Birthday:". Each section contains three dropdown menus for the day, month, and year. For David Beckham, the values are 5, 02, and 1975. For Barack Obama, the values are 4, 04, and 1961. For David Copperfield, the values are 9, 16, and 1956. For Sally Ride, the values are 5, 26, and 1951. Below the birthday fields, there is a color dropdown menu. For David Beckham, the color is yellow. For Barack Obama, the color is blue. For David Copperfield, the color is green. For Sally Ride, the color is red. At the bottom center of the window, there is a button labeled "Start Game".

Figure 2: Filled “Player Selection” screen for four players

To start the game, press the “Start Game” button.

## Choosing Starting Tiles

Each player then receives the 24 landscape tiles with the coat of arms of their choice on the back and the 30 knights in the same color. Landscape tiles are grouped by letter, 4 A's, 5 B's, 5 C's, 5 D's, and 5 E's. Except for group A, each group is shuffled and stacked in alphabetical order (group B on top and group E on bottom) for each player. This pile is considered the player's deck of tiles.

Starting with the oldest player and moving in the order the players are given, each player chooses his initial two tiles and their starting location. Each player chooses from three of the four A tiles. The fourth A tile is a castle and cannot be placed in this stage.



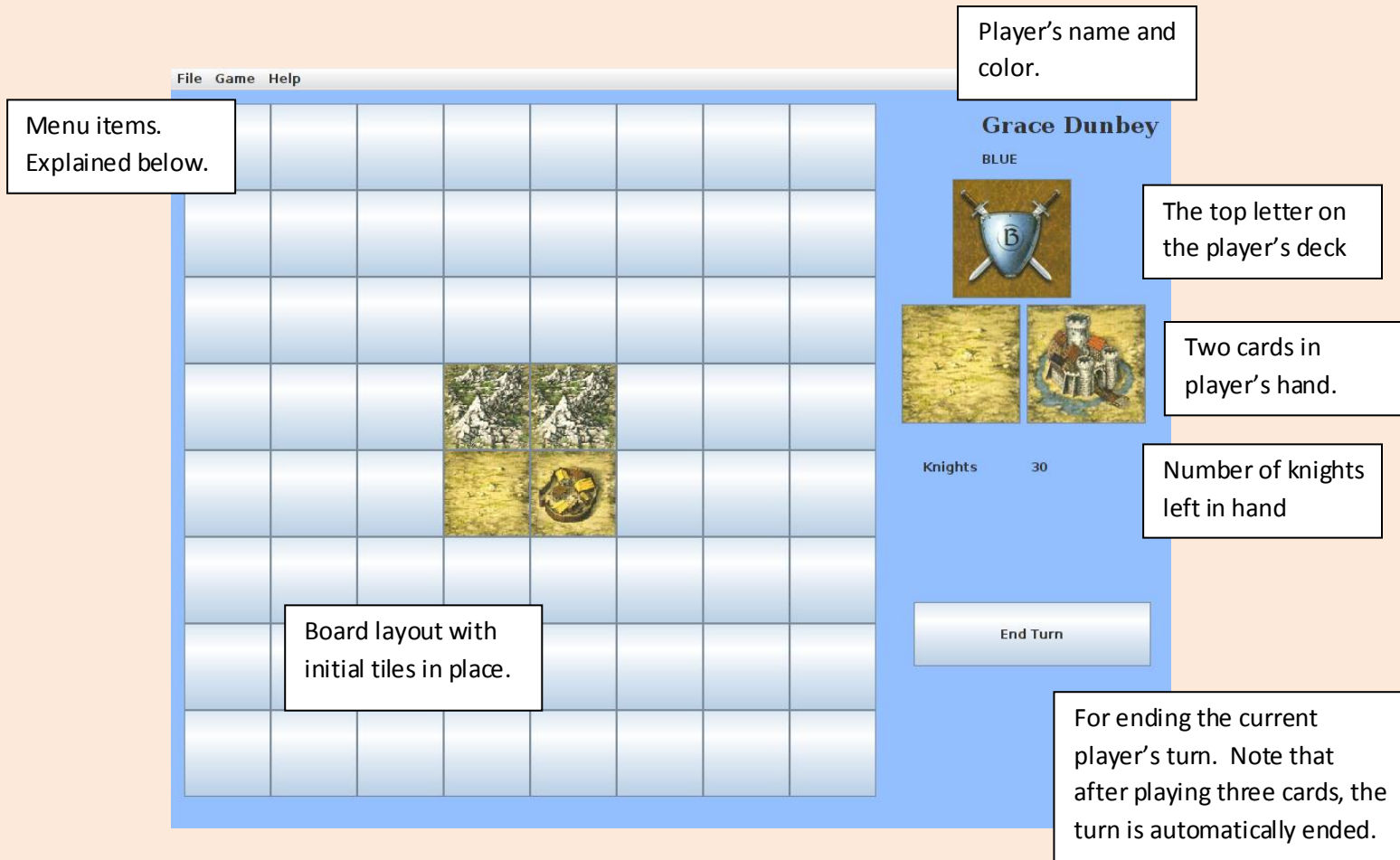
Figure 3: First player has chosen her tow tiles and their locations

Once all four players have chosen their tiles and locations for the initial placement, the game may then be started



Figure 4: Fourth of four players has chosen his tiles

# Game Layout



## Menu Items

- File
  - New Game: Starts a new game. Old game is not saved.
  - Surrender: Current player surrenders and gets zero victory points at the end.
  - Quit: The game is closed and saved as the current date and time
- Game
  - Save: Gives the option to save the game with a name
  - Load: Lists all currently saved games ready for loading
  - Delete All Saves: deletes all the current saved games
- Help
  - About: Purpose of this software and the developers
  - Rules: This document



# How to Play

## Laying 1 to 3 tiles

The player whose turn it is adds **one of their two tiles to the starting layout**. To do this, click on the card in your hand that you wish to play, then click the location where you wish to play it.

In doing this, at least **one edge must border** one of the tiles already laid out. If the place you choose does not satisfy this condition, your tile will not be placed.

The player can carry out this action **a total of three times** when it is their turn. The **first move is compulsory**; each **further move** of the maximum of three is **voluntary**.



## Laying the castle tiles and moving the knights

### Laying a castle tile

If a player adds **a tile with a knights' castle** on it, the knight placement options appears in the window. They can at the same time **place up to five knights** on this castle. To place knights, the player chooses the number of tiles to place and presses "OK".

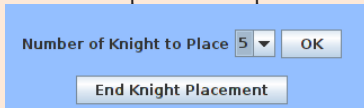


Figure 5: Blue wishes to place 5 knights.

### Moving the knights

- The player then immediately moves the pile of their knights away from the castle in a straight line in one of the possible directions (not diagonally). These directions are displayed as options, such as in Figure 6.
- The knights are always moved from the castle to a tile. Starting from a tile next to the castle, and shifting one tile at a time in one direction only, they player chooses the number of knights to be moved. The process of shifting knights from the castle to a new location is the same as placing the knights. Just click the location, chose the number of knights, and click "OK".
- The player must leave behind knights on each tile as they move on from it, including on their knight's castle. According to the type of landscape (plain, forest or mountains) a different number of knights must be left behind:
  - on a tile with a plain: 1 knight
  - on a tile with a forest: 2 knights
  - on a tile with mountains: 3 knights
  - Knights cannot enter a tile with a lake on it.
- **More knights can be left on a tile but never more than 4 knights on any one tile.** If moving the knight would exceed this limit, the tile concerned cannot be entered.
- Forest and mountains can only be entered when there are still enough knights left.
- Knights are only moved immediately after being brought into play. After that, they are not moved again during the course of play.
- If knights are moved onto tiles on which there are already one or more knights, the new knights are placed on top.



Figure 6: A castle has been placed in the center. Four directions of travel possible.



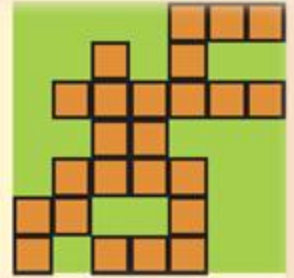
Figure 7: this tile was first occupied by yellow. Then a blue knight was placed on top. The color in the center is the top-down view, while the full stack is shown in the lower right hand of the tile.

## Size of the Playing Area

The size of the playing area differs according to the number of players:

- 2 players: one row or column may contain a maximum of 7 tiles and the area may be a maximum of 7 x 7 tiles.
- 3 players: 9 per row and column, 9 x 9 tiles.
- 4 players: 10 per row and column, 10 x 10 tiles.

*Example:  
In this 2-player game, the borders of the playing area have been defined. This means that no landscape tiles can be laid outside the area marked in green.*



Until the width or height is reached, there will always be an option to add to the left or right of the current cluster of tiles. If a tile is placed on the edge of the current board, but the width has not been reached, all tiles are shifted away from the edge to allow for more placement.

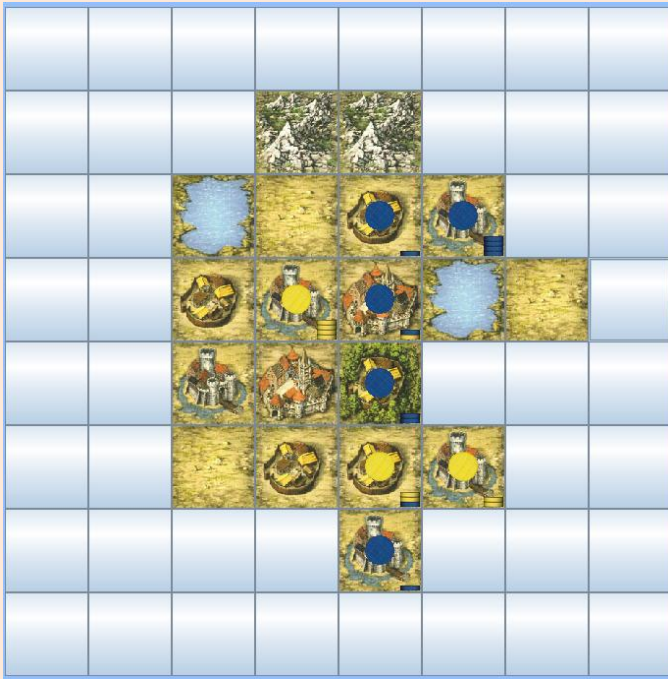


Figure 8: Before placement on right edge



Figure 9: After placement on right edge

If all the tiles have been laid, the game is over and the scores are added up.

*Note: It may happen that not all players lay their last tile in the same round.*

## End of Game & Scoring

The knights who are in control of the castles, villages and towns are now awarded victory points.

The player whose knight is on top on the tile in question is in control and is awarded the corresponding victory points:

- For a castle .....1 victory point
- For a village .....2 victory points
- For a town .....3 victory points.

Landscape tiles without buildings score no points. The player with the most points altogether wins the game. If two players have the same number of points, the player who still has the most knights in front of them is the winner. If some players are still equal, the game is declared a draw.

*Example for scoring the victory points*



Player Blue  
scores 1 point.



Player Red  
scores 2 points.



Player Yellow  
scores 3 points.