



A game of tactics by R. Dorn for 2-4 players

English



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

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.



PLAYING EQUIPMENT

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]



Player “Blue”



Player “Yellow”



Player “Green”



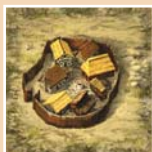
Player “Red”

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

- village -

- castle -

- town -



[3 per player]

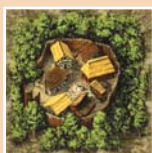


[6 per player]



[3 per player]

village, castle and town on a plain.



[3 per player]



[2 per player]



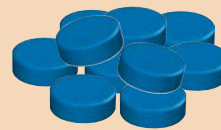
[1 per player]

village, castle and town in a forest.

120 knights – in the four players' colours.



30 knights per player



GETTING READY TO PLAY

Each player receives the 24 landscape tiles with the coat of arms of their choice on the back and the 30 knights in the same colour.

Preparing the landscape tiles

Each player separates their landscape tiles according to the letter on the back and then shuffles each group of tiles.

Each player then makes a **pile of tiles face down**: the tiles with the letter E are placed at the bottom, then the tiles with the letter D, then the tiles with C and finally the tiles with the letter B are placed on the top of the pile

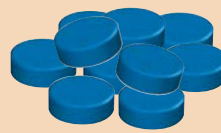
Holding tiles in your hand

Each player picks up 1 **castle** and 1 **other tile** of their choice from the tiles marked with the letter A. Each player lays both their remaining tiles face down to form the starting layout.

Starting Layout

These tiles are laid together to form a rectangle (see illustration) and then turned face up. It does not matter what order the colours are in.

The oldest player begins; play then continues in a clockwise direction.



30 knights

und

24 landscape tiles for player „blue“



Note: All the tiles with the letter A have been shared out: two are on the table and the other two are held in the player's hand.

The uppermost landscape tile of each player's pile should now show the letter B.

Example of the starting layout:
4, 6 or 8 landscape tiles,
according to the number of players



HOW TO PLAY

■ Laying 1 to 3 tiles

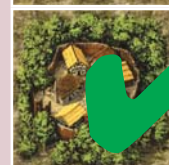
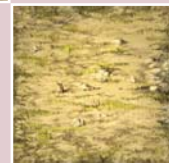
The player whose turn it is adds **one of their two tiles to the starting layout**. In doing this, at least **one edge must border** one of the tiles already laid out. The player then picks up the uppermost tile of his pile.

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**.



Players cannot lay tiles corner to corner...

... the tiles have to be joined by at least one edge.



■ Laying the castle tiles and moving the knights

Laying a castle tile

If a player adds a **tile with a knights' castle** on it, they can at the same time **place up to five knights** on this castle.

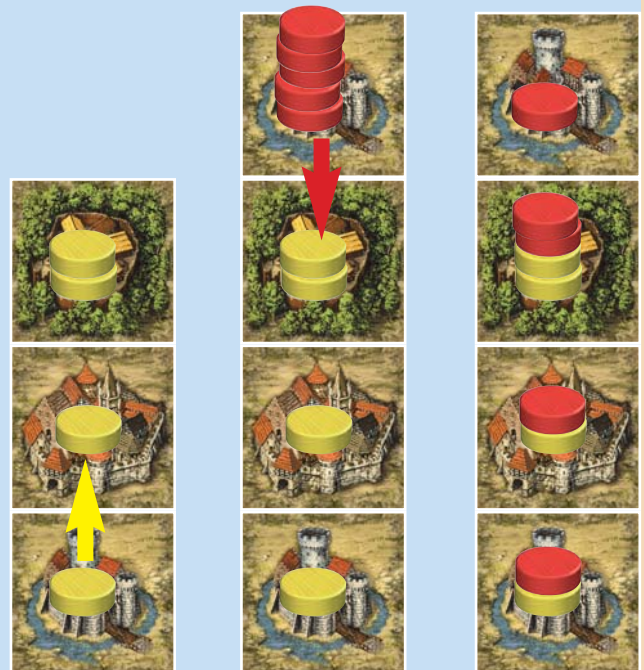
Moving the knights

- 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).
- The knights are always moved from one tile to the next **without jumping over a tile or a space**.
- While doing this, however, 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.

Note: it may happen that a player has already positioned all his knights but still has one or more landscape tiles left which have a knights' castle on them. In this case the player cannot bring any knights into play.



Example:
red places 4 knights on the castle he has just laid. He decides to move to the right and leaves 1 knight on the castle (plain); 2 knights in the village (forest); and 1 knight in the town (plain).



Example:
yellow has decided to use 4 knights.

Example: it is then red's turn; red decides to use 5 knights. He therefore has control of these 4 tiles at the moment. The tile with the village has reached its maximum number of knights and cannot be entered any more.

Size of the Playing Area

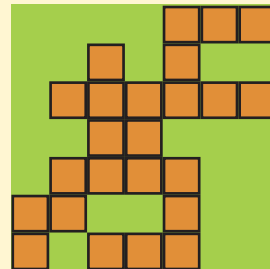
The size of the playing area differs according to the number of players:

- 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.

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

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.



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

THE END OF THE GAME AND 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 castle1 victory point
- for a village2 victory points
- for a town3 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.

