Andrew Parks

CANTERBURY

Rules of Play

Quixotic Games

CANTERBURY
Andrew Parks

INTRODUCTION

For nearly a century following the retreat of the Roman Empire from its shores, Britain was overcome with civil chaos. But with the coming of the Saxon conquerors came the beginning of a new order. Toward the end of the 6th century A.D., King Ethelbert of Kent commanded the largest Saxon kingdom and established the old Roman city of Canterbury as its capital. During this same time, Augustine of Rome was sent to Canterbury to convert Ethelbert to Christianity and to establish the Christian faith in Britain. Working with Augustine, Ethelbert ordered the rebuilding of Canterbury from the ruins of the ancient Roman site to a powerful Saxon capital and the center of the new religion in Britain.

In *Canterbury*, 2 to 4 players represent Saxon Lords who are charged with building the city into a prosperous capital. The walls and fallen **districts** of the old Roman city remain as a guide for the Saxon builders, and an old Roman well in the central district allows the first straggling settlers to take root in the city. Now, the Saxon Lords must use the city's meager starting resources to build up the 25 districts of Canterbury and provide key **services** to its citizens.

The key services are (in order from most basic to most prestigious) water, food, religion, defense, commerce, and culture. These services are provided by **structures** that are built in the various districts. However, structures that provide higher end services can only be built if the more basic services are already present in that district. For example, a Saxon Lord cannot order the construction of a chapel (which provides religion) unless there is already water and food in that district.

As new structures are built in the city, the city grows more prosperous. While each Saxon Lord jealously guards his or her own prosperity and achievements, they all benefit as a whole from the growing prosperity of the city itself. The city treasury grows as the city prospers, and the Saxon Lords must balance their publicly scrutinized withdrawals from the treasury with the ambition of their building projects. When the city reaches the peak of its prosperity, the game ends and the player with the most individual prosperity wins the game.

CANTERBURY DISTRICT

OBJECT OF THE GAME

Every structure that is built in Canterbury provides **Prosperity Points** both to the city and to the Saxon Lord who ordained its construction. When the City Marker passes 300 Prosperity, there is one final round of play, and then the game ends. The player with the most individual Prosperity earns the accolades of the king and wins the game.

COMPONENT LIST

1 Game Board
55 Small Structure Tokens
30 Medium Structure Tokens
6 Large Structure Tokens
60 Saxon Coin Tokens (30 "1 Gold" / 20 "5 Gold" / 10 "10 Gold")
1 Structure Sideboard (in 2 pieces)
1 King's Bonus Chart
4 Player Boards
4 Reference Charts
4 Rank Tokens
4 "+100/+200" Score Tokens
2 Two-Player Expert Variant Tokens
201 Wooden Cubes (50 Blue, 50 Red, 50 Green, 50 Yellow, 1 Purple)
1 City Marker (Purple)
3 City Disks (Purple)

COMPONENT DETAILS

What follows is a description of the different components used in *Canterbury*.

GAME BOARD

The game board represents the 25 districts of Canterbury. The city is separated into three sections: the Central District (light green), the 8 Inner Districts (medium green), and the 16 Outer Districts (dark green), as shown at right.

Within each district are 6 building spaces that can be filled with Structure Tokens during the game. Small structures take up 1 building space, medium structures take up 2 building spaces, and large structures take up 4 building spaces. Each district also displays the 6 services (Water, Food, Religion, Defense, Commerce, and Culture) that can be provided for that district. Each of these services has room for a service marker (cube) that can be provided by a player in his or her player color.

Around the edge of the board lies the **Prosperity Track** that records the amount of Prosperity earned by the individual players and by the city in general. Inside this track is another track called the **Treasury Bar**, and this helps players determine how much gold to collect when levying funds from the City Treasury.
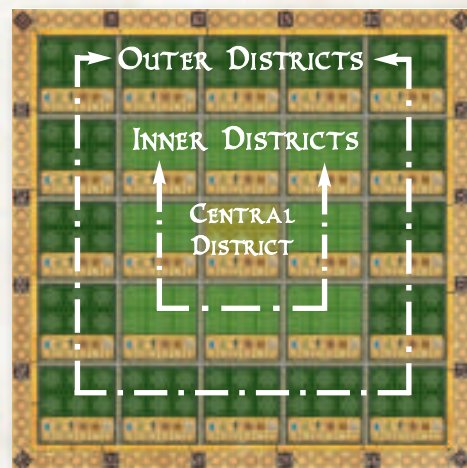
STRUCTURE TOKENS

Structures provide services to the districts of Canterbury. Small structures provide their service to the district where they are placed. Medium structures provide their service to their own district and to each orthogonally (i.e. not diagonally) adjacent district. Large Structures provide their service to their own district and to 5 other districts anywhere in the city.

As shown in the diagram, each Structure has a **cost** in Saxon Coins, a **service** that it provides to the city, a **City Prosperity Number** that indicates how many Prosperity Points the city receives when the structure is built, and a **Player Prosperity Number** that indicates how many Prosperity Points a player receives for building that structure.

Structure Sideboard

During setup, the players stack all the Structure Tokens on the Structure Sideboard, which is kept beside the game board throughout play. The Structure Sideboard also features the structures' names, which are not listed on the tokens themselves. The Structure Sideboard is double-sided, featuring text in both English and German.

King's Bonus Chart

Throughout the game, players keep track of all the services that they have provided the city on the King's Bonus Chart, which is kept beside the game board throughout play. At the end of the game, the player who has provided the most (or second most) of each service to the city receives bonus Prosperity as indicated on the chart.
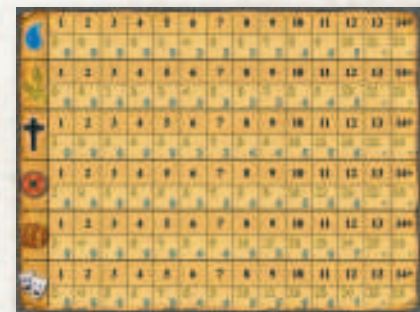
Player Boards

At the start of each player's turn, he must choose to perform one of the three actions listed on his Player Board. He marks his choice by placing one of his colored cubes inside the appropriate box on this board. The Player Boards are doubled-sided, featuring text in both English and German.

Reference Charts

Each player receives a Reference Chart that details the various bonuses that they can receive throughout the game, including District Favor Bonuses, Breaking Ground Bonuses, Enrichment Bonuses, and King's Bonuses. The Reference Charts are double-sided, featuring text in both English and German.

SAXON COINS

Each structure has a cost listed in the upper left corner. Players pay these costs with Saxon Coins that they acquire either by levying funds from the City Treasury or by taxing the people directly during a Tax & Build Action.

RANK TOKENS

At the start of the game, each player is assigned a **rank** based on his starting position. Each time the players score District Favor Bonuses, they receive bonus coins based on their rank; this helps balance out the different starting positions. The Rank Tokens are doubled-sided, featuring text in both English and German.

SCORE TOKENS

If a player's score marker circles around the Prosperity Track and passes the 100 Prosperity mark, he receives a Score Token to indicate that he has earned "+100" Points. If a player circles the Prosperity Track a second time, he flips his Score Token over to the "+200" side.

NEUTRAL BUILDER TOKENS

When playing with the *Two-Player Expert Variant Rules* on page 14, players use the Neutral Builder Tokens to determine whether or not the **Neutral Builder** places a building at the start of their turn.

PLAYER CUBES

Each player has 50 cubes of one color (blue, red, yellow, or green). Each player places one of these cubes on the Prosperity Track as a **score marker** to keep track of his current Prosperity Points, and another cube on his Player Board as an **action marker** to keep track of his actions from turn to turn. 6 of each player's cubes are used to record information on the King's Bonus Chart, and the remaining cubes are used as **service markers** on the game board to indicate the services that the players have provided to each district.

CITY TOKENS

The purple **City Marker** is used to record the City's current Prosperity Points. The City Marker's position on the Prosperity Track determines how much gold is available in the City Treasury, as well as the timing of District Favor scoring. Each time the City Marker circles the Prosperity Track, a purple **City Disk** is placed beneath the City Marker, and this increases the amount of gold available in the Treasury. The purple **service marker** is used to mark the Water service provided in the Central District by the Old Roman Well at the start of the game.

CITY MARKER   CITY DISKS   SERVICE MARKER

Set Up

1. Place the **game board** in the center of the playing area. Place the 4 cardboard **Score Tokens** beside the game board.

2. Place the purple **City Marker** on the "1" space on the Prosperity Track (i.e. the space to the immediate right of the space marked "0"). Place the purple **City Disks** off to the side for now.

3. Each player chooses a color and receives the **Player Board** and **player cubes** that match that color. Each player also receives a **Reference Chart**.

4. Each player places one cube as a **score marker** on the "0" space on the game board's Prosperity Track. He then places another cube as an **action marker** on his Player Board in the section labelled "Full Build."
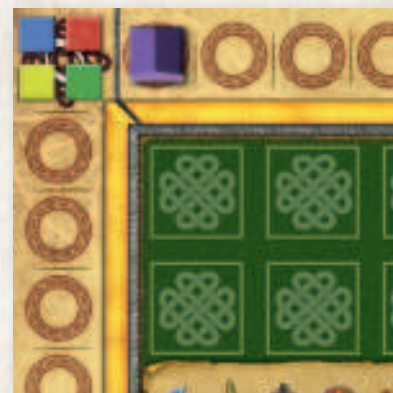
PROSPERITY TRACK SET UP

5. Place the **King's Bonus Chart** beside the game board. Each player places 6 of his player cubes as **service markers** beside the King's Bonus Chart; each marker should be placed beside one of the service icons (see below) represented on the chart. Select one player to be in charge of tracking the information on this chart throughout the game (see *King's Bonus*, page 13).

| WATER | FOOD | RELIGION | DEFENSE | COMMERCE | CULTURE |

6. Push the two halves of the **Structure Sideboard** together and place them beside the game board in such a way that the Water Icon is on the far left side and the Culture Icon is on the far right side. Separate all of the **Structure Tokens** and stack them on top of their corresponding spaces on the Structure Sideboard.

7. Place the red-bordered **Old Roman Well** token on the upper left building space in the Central District. Place the purple service marker below the Water Icon in the Central District (see diagram at right).

CENTRAL DISTRICT SET UP

8. Separate the **Saxon Coins** by type and place them in piles beside the game board. Each coin is worth 1, 5, or 10 Gold. Give each player 6 Gold to start the game; players can make change with their coins at any time during the game.

9. Choose one player to go first, and give that player the **Rank Token** marked with the large number "1" (i.e. the "Saxon Prince"). Give the player to his left the Rank Token marked with the large "2", the next player the Rank Token marked with the large "3", and the last player the Rank Token marked with the large "4." If you are playing with fewer than 4 players, place the extra Rank Tokens back in the box; they will not be used during this game.

10. If you are playing with only two players, give each player a **Neutral Builder Token**. Otherwise, place these tokens back in the box; they will not be used during this game.

Note: The normal rules for *Canterbury* assume you are playing with 3 - 4 players. If you are playing with only 2 players, use the "Two-Player Expert Variant Rules" on page 14. **It is strongly recommended that only experienced *Canterbury* players play with the two-player rules.**

PLAYING THE GAME

FIRST ROUND

The player with the first Rank Token ("Saxon Prince") begins the game by performing a **Full Build** action (see "Actions" below). Each additional player in clockwise order then also performs a Full Build action.

SUBSEQUENT ROUNDS

After each player has taken his first turn, the first player chooses any one of the three actions available on his Player Board: **Levy Funds**, **Full Build**, or **Tax & Build**. After he has finished performing his chosen action, his turn ends. The next player in clockwise order then performs one action of his choice, and so on around the table. Play proceeds in this fashion until the City Marker exceeds 100 Prosperity Points, at which point the players stop to score **District Favor Bonuses** (see *Prosperity Bonuses* on page 12). Play then continues as normal, starting with the player sitting to the left of the player who caused the City Marker to cross the 100 mark. District Favor Bonuses are scored again when the City Marker exceeds 200 points, and then again when it exceeds 300 Prosperity Points.

FINAL ROUND

After scoring District Favor Bonuses for the third time, the players finish the current round of play (ending with the player with the highest numbered Rank Token). The players then conduct one final round of play, and then the game ends. The players then score District Favor Bonuses for the fourth and final time, and then score King's Bonuses. The player with the most individual Prosperity Points at that time wins the game.

ACTIONS

At the start of a player's turn, he marks which action he will perform by placing his action marker (cube) inside the appropriate box on his player board. Unless instructed otherwise, a player may perform any one of the three actions from turn to turn. *Exception:* During the first round of play, each player *must* perform a Full Build action.

Here is a summary of the three actions:

1) **Levy Funds:** The player collects funds from the City Treasury. To determine the amount of money to collect, the player checks the position of the City Marker on the Prosperity Track and then references the corresponding number on the inside Treasury Bar. On the following turn, the player *must* perform a Full Build Action.

2) **Full Build:** The player may build 1 or 2 small and/or medium structures, or 1 large structure.

3) **Tax & Build:** The player collects half the funds he would normally be entitled to from the City Treasury (rounded down), and then builds 1 structure of any size.

What follows is an in-depth look at each of the game's actions.

Levy Funds

Every structure in the game lists its **cost** in the upper left corner. If a player does not have enough gold to build the structure of his choice, he needs to either visit the City Treasury to levy the needed funds, or tax the people of the city directly (see *Tax & Build* on page 11).

When a player decides to Levy Funds, he receives an amount of gold as noted on the **Treasury Bar** on the inner track of the board; the amount he receives is relative to the City Marker's place on the Prosperity Track that surrounds the Treasury Bar. For example, at the beginning of the game, since the city has a Prosperity of 1, the player would receive 5 Gold. If the city has a Prosperity of 39 (see right), then the player would receive 8 Gold. *The player's own individual Prosperity has no bearing at all on the amount of funds he receives.*

Each time the City Marker passes the "0" mark on the Prosperity Track, a purple City Disk is placed beneath the Marker. This Disk represents +100 points of Prosperity. When calculating the amount of funds received by a player, *add 10 Gold for every City Disk beneath the City Marker*.

Treasury
Bar

City
Marker

After receiving his funds, the player's turn is over. As indicated on his Player Board, the player *must* perform a Full Build action on the turn following a Levy Funds action.

Full Build

If a player wishes to build a structure, he must perform either a Full Build action or a Tax & Build action (see *Tax & Build* on page 11). When performing a Full Build Action, a player may choose to build one or two structures. There are three different levels of structures. **Small structures** take up a single building space in a district, **medium structures** take up two building spaces in a district, and **large structures** take up four building spaces in a district.

A Full Build action is performed in the following order:

- Select structure(s)
- Pay gold
- Place first structure in the city
- Place service markers provided by that structure
- Place second structure in the city (if applicable)
- Place service markers provided by that structure
- Update the King's Bonus Chart
- Advance the City Marker on the Prosperity Track
- Advance the player's score marker on the Prosperity Track
- Receive Prosperity Bonuses (player only, not city)

These steps are discussed in detail below:

• **Select structure(s)** - The player chooses one or two structures that he wishes to build and places them on the table in front of him. When choosing a Full Build, a player *must* build at least one structure. When building two structures, the player can choose any combination of small and medium structures. However, *if a player builds a large structure, he cannot build any other structures during the same turn*.

• **Pay gold** - The player must pay the cost listed in the upper left corner of each structure. If a player does not have enough gold to cover the cost of a structure, he cannot build it.

• **Place first structure in the city** - The player chooses one structure that he just purchased and places it in the district of his choice. A structure can only be placed in a district that already contains structures, or one that is orthogonally (not diagonally) adjacent to a district that already contains structures.

In order to place a structure in a district, the player must obey the following three rules:

1) The same exact structure cannot already be present in that district. For example, a player could not build a **Well** in a district that already contains another **Well** (including the **Old Roman Well** in the Central District).

2) There must be available building spaces to place the structure in the district. The positioning of structures within a district is variable; any player can rearrange the position of the structures in a district freely to make room for a structure he wishes to build. Note that if there is still not enough room to build a structure, the player may be able to demolish structures to make room (see *Demolishing Structures* on page 11).

3) All services that <u>precede</u> the service provided by the new structure must already be present in that District. This is determined by examining the service markers that have been placed below the service icons in that district (from left to right; see the illustration at right for an example). If there are no services in a district, the new structure must provide the most basic service: Water. If a service marker is below the Water Icon, then a player can build a structure that provides Food. In order to build a structure that provides Religion, both Water and Food must already be provided for that district (not just one or the other). Therefore, in order to build a structure that provides Culture (the final service), all 5 preceding services must first be present in that district.

It's important to note that only the service marker needs to be present. It's okay if there isn't an actual structure in that district providing the service. *For example, if a Fountain is providing Water for a district from an **adjacent** district, you can build a Farm there even though there are no actual Water structures in that district.*

In the example above, the Red Player has provided Water for this district by building a Well, and the Blue Player has provided Food for this district by building a Garden. The Yellow Player has provided Religion from a Church in an adjacent district. Therefore, any player could build a structure in this district that provides Defense.

• **Place service markers provided by that structure** - Every structure in the game provides one of six services (Water, Food, Religion, Defense, Commerce, or Culture).

When placing a **small structure** in a district, place a service marker of your color below the appropriate service icon in that district (unless that service was already being provided for that district by a previous marker). *Once a service marker is placed beneath a service icon, it can never be removed.*

When placing a **medium structure** in a district, place one of your service markers below the appropriate service icon in that district *and in every orthogonally adjacent district* (not diagonal). Once again, if that service was already being provided for any of those districts, you cannot replace the service marker with your own.

When placing a **large structure** in a district, place one of your service markers below the appropriate service icon in that district, and, in addition, place service markers below the appropriate service icons *in up to five districts of your choice throughout the entire city*. As before, you cannot remove any existing service markers while doing so.

As mentioned before, building a structure in a district requires all preceding services to be present in that district. However, merely placing a service marker in a district (due to the construction of a medium or large building elsewhere) does *not* require all preceding services to be present in that district.

This difference is an important distinction to understand, especially for new players. To summarize:

1) To **build a structure** in a district, all services that precede the service provided by that structure must be present.

2) To **place a service marker** in a district due to the construction of a medium or large structure elsewhere, all preceding services do *not* have to be present.

Using the illustration at right, if a district only contains a Well (and only has Water as a service) and a player builds a Church in an adjacent district, then that player still gets to place a Religion service marker in the district with the Well, even though there is no Food there yet. However, if a player later wishes to build a Watchtower (which provides Defense) in this district, he cannot do so unless Food has also been provided there.

Water provided by a Well in the same district

Religion provided by a Church in an adjacent district

• **Place second structure (if applicable) in the city** - If you purchased more than one structure during your Full Build action, you must now place the second structure either in the **same district** or in **another district** using the normal structure placement rules listed above. The second district does not need to be adjacent to the first district.

You can place your two structures in the order of your choice. The placement of the first structure may create new possibilities for the placement of the second structure. *For example, a player can purchase a Well and a Garden and place them both in a new district. Or a player could purchase two Wells and place the second Well in a district that is adjacent to the district with the first Well.*

• **Place service markers provided by that structure** - Place service markers for the second structure following the same rules that you followed for the first structure.

• **Update the King's Bonus Chart** - The player in charge of the King's Bonus Chart advances the current player's markers on the chart to reflect the services added to the city during this turn (see *King's Bonus* on page 13).

• **Advance the City Marker on the Prosperity Track** - Every structure is marked with a City Prosperity Number in the lower left corner. Advance the City Marker forward on the Prosperity Track a number of spaces equal to the combined City Prosperity Numbers of all the structures that you built during this turn. Each time the City Marker passes the "0" mark, place a purple City Disk beneath it; the players now score District Favor Bonuses as described on page 12. After the City Marker passes the "0" mark for the third time, keep the City Marker on the "1" space for the rest of the game. The city cannot advance beyond 301 Prosperity Points, which represents the peak of its prosperity.

• **Advance the player's score marker on the Prosperity Track** - Each small and medium structure is marked with a Player Prosperity Number in the lower right corner. Advance your score marker forward on the Prosperity Track a number of spaces equal to the combined Player Prosperity Numbers of all the structures that you built during this turn. If your score marker passes the 100 mark, place a cardboard **Score Token** with the "+100" side face up on the table in front of you (or flip your Score Token over to the "+200" side, as appropriate).

When building a large structure, the Player Prosperity Number varies depending on where in the city the structure is built. There are three Player Prosperity boxes color coded to the background colors of the various districts (see right). The left-most Player Prosperity Number is awarded if the structure is built in the Central District. If the leftmost number is simply a dash (-), then that structure cannot be built in the Central District. The middle number is awarded if the structure is built in one of the Inner Districts that border the Central District. The rightmost number is awarded if the structure is built in one of the Outer Districts. (See page 3 for a diagram of the city's district layout.)

Central District   Inner District   Outer District

LARGE STRUCTURE
PLAYER PROSPERITY NUMBERS

• **Receive Prosperity Bonuses** - The strategic placement of structures within the city often creates special prestige and recognition for the Saxon Lords who place them. This is represented by **Prosperity Bonuses** that are received by the individual players themselves, but are not awarded to the city in general. The Prosperity Bonuses are described later in the rules (page 12), and are summarized on each player's Reference Chart.

TAX & BUILD

A player can choose to perform a **Tax & Build** action, which is a combination of receiving funds and building a structure. This can be a useful action if a player finds himself suddenly pressed to act without having enough time to Levy Funds from the City Treasury (such as during the final round of the game).

When a player chooses to Tax & Build, the player immediately receives 1/2 of the gold that he would normally receive by Levying Funds (rounded down); the back of the rulebook includes a useful chart for dividing the amount of gold indicated on the Treasury Bar in half. The player must then build 1 small, medium, or large structure of his choice (using the rules for placing structures outlined above). When using a Tax & Build action, a player cannot build multiple structures.

DEMOLISHING STRUCTURES

At the start of a Build action, a player is allowed to make room for larger structures by demolishing smaller structures in the same district. Demolishing structures is free, but can only be done under the following circumstances:

1) if the demolition is required to fit a **larger** structure (of any type) being built in the district during this turn; **and/or**

2) to upgrade an existing structure to a **larger** structure that provides the same service.

In addition to the above requirements, the player must observe the following rules:

A **small structure** can only be demolished if:
1) It is being upgraded to a medium or large structure that provides the same service; **or**
2) A medium structure in an orthogonally adjacent district provides the same service; **or**
3) A large structure that provides the same service as the demolished structure exists anywhere in the city.

A **medium structure** can only be demolished if:
1) It is being upgraded to a large structure that provides the same service; **or**
2) A large structure that provides the same service as the demolished structure exists anywhere in the city.

A **large structure** can never be demolished under any circumstances.

A demolished structure is removed from the game; it is *not* placed back on the Structure Sideboard. A player does not receive a discount for building a new structure after demolishing an old structure.

In the example at right, a player wishes to build a large structure in a district that already has 6 small structures. Because a large structure takes up 4 building spaces, he needs to demolish 4 small structures to make room. Because a Fountain, Farm, and Church exist in adjacent districts, he can demolish the Well, Garden, and Chapel in the district he wishes to build in. Because the large structure he wishes to build is the Guild Hall (which provides Commerce), he can also demolish the Merchant Stall since this is considered an upgrade.

Prosperity Bonuses

One of the keys to winning *Canterbury* is to receive as much Prosperity as possible for the amount of gold that you spend. One simple way to achieve this is to build small and medium structures that provide higher end services such as Defense, Commerce, or Culture, because these structures typically provide the players with more Prosperity Points than their cost in Saxon Coins. However, in order to secure the maximum personal Prosperity, a player must keep his eye on potential Prosperity Bonuses, as summarized on each player's Reference Chart. It is important to note that Prosperity Bonuses are only awarded to the individual player who earned them; they do not advance the City Marker.

The individual Prosperity Bonuses include the following:

District Favor Bonus

District Favor is the most important Prosperity Bonus in the game. At the end of any turn in which the City Marker passes the 100, 200, or 300 mark, as well as at the end of the game, the players score District Favor Bonuses. District Favor is determined in each district by the number of service markers each player possesses in that district. A player must possess more service markers in a district than any other single player (not all the other players combined) in order to have the most District Favor there.

The number of Prosperity Points awarded to the player with the most District Favor in each district is equal to the number of building spaces in that district that are covered by structures. Therefore, *a district with no structures provides no District Favor Bonus*. Medium and large structures occupy more than one building space so they are a good way to help increase the value of a district.

The bonus points received by the player with the most District Favor in each district are referred to as the "primary bonus." The player who possesses the second most service markers in each district earns 1/2 the Prosperity Points earned by the first player in that district (round down). This bonus is referred to as the "secondary bonus" (see example of District Favor scoring at right).

If only one player possesses service markers in the district, then that player only receives the primary bonus (not both bonuses). If two or more players are tied for the most District Favor in a particular district, then those players split the primary bonus evenly among them (round down). In this case, no player receives the secondary bonus.

If one player possesses the most service markers in a district but there is a tie for the second most service markers, then no one receives the secondary bonus.

Once the District Favor Bonuses in every district are assigned to the players, the next player's turn begins.

Special Note: The **Old Roman Well** is a unique structure in that it does not count when determining the number of covered building spaces in the Central District. The only way to receive the full District Favor Bonus for the Central District is to demolish the Old Roman Well (see *Demolishing Structures* on page 11).

Rank Tokens: The first three times that District Favor is scored, the players receive bonus Saxon Coins based on their rank. The first time District Favor is scored, each player receives the amount of gold indicated on the first (leftmost) coin on his Rank Token. The second time District Favor is scored, each player receives the amount of gold indicated on the middle coin. The third time District Favor is scored, each player receives the amount of gold indicated on the last coin.

In the example above, the Red Player has achieved District Favor in this district because he possesses the most service markers. Since 6 building spaces in the district are covered by structures, the Red Player receives a District Favor Bonus of 6 Prosperity Points. The Blue Player comes in second and scores 3 Prosperity Points.

Breaking Ground Bonus

Whenever a player builds a structure in an empty district (that is, a district with no structures in it), that player receives bonus Prosperity equal to the number of services that are in that district at the end of the player's turn, including those just added by the player. *In the diagram at right, the Green Player breaks ground by building a Chapel and Watch Tower (which provide Religion and Defense) in a district that was already receiving Water and Food from outside the district. The Green Player will score a Breaking Ground Bonus of 4 Prosperity Points since there are 4 services in that district at the end of the turn.*

If a player builds more than one structure in the same empty district during the same turn, he receives the total Breaking Ground Bonus only one time for that district. However, if a player breaks ground in two different empty districts during the same turn, he receives a Breaking Ground Bonus for each of those districts.

Enrichment Bonus

If a player demolishes a structure in order to upgrade it to a larger structure *that provides the same service*, that player receives 3 bonus Prosperity Points. Therefore, if a player demolishes a Merchant Stall in order to upgrade it to a Marketplace, that player receives the Enrichment Bonus. However, if a player demolishes a Chapel in order to make room for a Stage (which provides a different service than the Chapel), that player does not receive an Enrichment Bonus.

King's Bonus

Unlike the other Prosperity Bonuses, the King's Bonuses are only applied at the end of the game. However, the players' potential King's Bonuses are tracked throughout the game on the King's Bonus Chart. Each turn, the player in charge of the King's Bonus Chart advances the current player's markers on the chart to reflect the services added to the city during that turn.

For example, if the Blue Player builds a Merchant Stall (providing 1 Commerce to the city) and a Stage (providing 5 Culture to the city), the player in charge of the King's Bonus Chart advances the Blue Player's Commerce marker by 1 space and his Culture marker by 5 spaces.

The player in charge of the King's Bonus Chart must be careful to only adjust for service markers actually placed on the board. If, for example, a player builds a Stage and is only able to place 3 service markers, then the player's Culture marker would only advance 3 spaces. Players should periodically count the actual number of service markers on the board to see if any updates to the King's Bonus Chart were missed.

At the end of the game, each player consults the King's Bonus Chart to determine how much of each particular service he provided to the entire city. The player who provided the most of each service to the city receives a King's Bonus equal to the **gold number** (top left) beneath his marker for that service. The player who provided the second most of that service receives a King's Bonus equal to the **blue number** (bottom right) beneath his marker.

In the example at right, the Green Player provided the most Defense to the city and receives a King's Bonus of 10 Prosperity Points. The Red Player provided the second most Defense and receives 4 Prosperity Points.

Players should award each King's Bonus one at a time, starting with Water, then Food, and so on. If more than one player is tied for the most of a particular service, then add the gold and blue numbers together and divide the total evenly among those players (round down); in this case, no one receives points for second place. If one player has provided the most of a particular service but more than one player provided the second most, then no one receives points for second place.

Final Round & Scoring

When the City passes 300 Prosperity, place the third City Disk beneath the City Marker and keep the City Marker permanently locked on "301" for the rest of the game. After scoring District Favor Bonuses, the players finish the current round of turns (ending with the player with the highest numbered Rank Token). Afterwards, there is one **Final Round** of play in which each player takes one turn, and then the game ends. *Note*: If the player with the highest numbered Rank Token caused the City Marker to pass 300 Prosperity, then proceed directly to the Final Round (each player takes one more turn, and then the game ends).

When the game ends, a final scoring round takes place as follows:

• First, score **District Favor Bonuses** for the fourth and final time.
• Then, award the **King's Bonuses** for each service in the city (see *King's Bonus* on page 13).
• Finally, award each player 1 Prosperity Point for every 3 **gold** he has left.

The player with the highest total Prosperity at the end of the final scoring wins the game. If there is a tie, the tied player with the *least* amount of gold left wins the game.

Two~Player Expert Variant Rules

These Variant Rules allow *Canterbury* to be enjoyed by two players. It is strongly recommended that you play a few games with 3 - 4 players before playing with this variant.

At the start of the game, each player places a Neutral Builder Token on the table in front of him with the "Build" side showing face up (see right). Each player also places two stacks of Structure Tokens beside his Neutral Builder Token. The first stack of Structure Tokens is arranged from top to bottom in the following order: 1 Well, 1 Garden, 1 Chapel, 1 Watchtower, 1 Merchant Stall, and 1 Pageant Wagon. The second stack of Structure Tokens is arranged from top to bottom in the following order: 1 Fountain, 1 Farm, 1 Church, 1 Garrison, 1 Marketplace, and 1 Stage. *Both* players should have their own stacks of Structure Tokens. Next, choose a third color of cubes and place them beside the board to represent the Neutral Builder. Place 6 of the Neutral Builder's service markers beside the King's Bonus Chart. The Neutral Builder does not place a score marker on the Prosperity Track.

BUILD   **NO BUILD**

At the start of each of your turns (including the very first turn of the game), flip your Neutral Builder Token over. If the token is now showing the "No Build" side, then the Neutral Builder does not build during your turn and you proceed as normal. *Note:* Since you begin the game with your Neutral Builder Token showing the "Build" side, you will always flip the token over to the "No Build" side at the start of your first turn.

If you flip your token over to the "Build" side, you *must* immediately take the top structure from your first stack of structures (the small structures) and place it in any valid district of your choice following the normal rules for placement. *Note:* The Neutral Builder does not have to pay gold to build his structures. If there is no valid district available for the structure, then remove the structure permanently from play. After placing the structure, place one of the Neutral Builder's service markers below the appropriate service icon in that district, assuming that service was not already being provided by another marker. Also, adjust the Neutral Builder's service marker on the King's Bonus Chart to reflect the service that he provided to the city. Finally, move the City Marker forward on the Prosperity Track as appropriate for that structure. The Neutral Builder does not score individual points.

If your first stack is out of structures, then the Neutral Builder builds a structure from the second stack (the medium structures). When building from the second stack, you may choose to discard the top structure from the stack permanently and build the next structure instead. Place service icons for the medium structure on the board and on the King's Bonus Chart as appropriate. If your second stack runs out of structures, then the Neutral Builder no longer builds on your turn.

Although the Neutral Builder does not score individual points during the game, his service markers *do* affect the players when determining first and second place for District Favor Bonuses and King's Bonuses. Therefore, players can attempt to use the Neutral Builder to their advantage in order to affect their own scores and those of their opponent. Enjoy!

The Builders of Canterbury

The Quixotic Games team wishes to extend our thanks to the hundreds of *Canterbury* supporters who have made this game possible. Huzzah!

YOUR NAME HERE

(and a lot of others too!)

GO TO HTTP://WWW.KICKSTARTER.COM/PROJECTS/QUIXOTICGAMES/CANTERBURY

STRATEGY TIPS

• Towards the beginning of the game, focus on gaining District Favor in as many full districts as possible. Once you have solidified control over several districts, it is important to increase the number and/or size of the structures in those districts to increase the size of your District Favor Bonuses. It is also important to grab second place in opponents' districts, especially if they have built them up with many structures.

• Stealing control of districts is an important strategy in the game. You need to spread your influence throughout the city to maximize your District Favor. However, you must also solidify control of your strongest districts or your opponents will steal them from you.

• Breaking Ground Bonuses are an important way to make extra points during every stage of the game. During the later parts of the game, make sure you build structures in empty districts that have a lot of services being pumped into them from adjacent medium structures. This will yield very high Breaking Ground Bonuses.

• The Enrichment Bonus can be a great way to earn extra points when building medium and large structures. Keep in mind, however, that you tend to put out fewer service markers when you upgrade structures (since the district where you upgraded already has that service marker), so sometimes the extra 3 points require a bit of a strategic sacrifice.

• The medium structures are the most important buildings in the game. They allow you to spread your influence throughout the city with the greatest efficiency. You will not be able to win the game just by building small structures, so be sure to integrate the medium structures into your strategy as soon as possible.

• Building 1 or more large structures is not necessary to win the game. Later in the game, it can be more efficient to build 2 medium structures instead of 1 large structure. However, you should build a large structure if the timing is just right (and if it will help you attain an important King's Bonus). But don't count on large structures to secure your victory.

• Saving gold when you build is an important strategy. Sometimes you should build something humble during your Full Build so that you will have a lot of gold stored up after your next Levy Funds action.

• Late in the game, gaining District Favor becomes less important since there are fewer scoring rounds remaining. Start focusing on the King's Bonuses whenever you can, especially once District Favor has been scored for the second time.

• Watch the "tempo" of the game. Skilled players often vie to be the one who pushes the city over the 100 Prosperity mark so that they can adjust the control of key districts with impunity.

CITY ABACUS (TAX & BUILD)	
TREASURY	TAX
5	2
6	3
7	3
8	4
9	4
10	5
11	5
12	6
13	6
14	7
15	7
16	8
17	8
18	9
19	9
20	10
21	10
22	11
23	11
24	12
25	12
26	13
27	13
28	14
29	14
30	15
31	15
32	16
33	16
34	17
35	17

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