



Introduction

In the 11th century ... never have so many pilgrims been travelling around the Christian Europe and the Mediterranean Sea. To face the dangers of such journeys, monastic orders are structured in order to help and guide travelers. At the head of one of them, spread your influence. Build commanderies accross the continent, then settle powerful abbeys in order to assert your power in the different regions. Do not neglect to visit the Pope court and its intrigues. The support of the sovereign pontiff will often be useful. Finally, gather under your protection different relics and maintain a firm control on the pilgrimage routes to make your commanderies places of peace and exchange.

Game overview

You are at the head of a monastic order. You will try to increase your influence by buildings commanderies and abbeys, intriguing at the pope court, and collecting relics in order to attract pilgrims and to be the center of the pilgrimage roads.

Each turn, players send simultaneously their characters in order to build commanderies and abbeys, firstly in the Near-East and then, step by step, all around Europe. At the end of the 14th turn, the player with the biggest number of victory points wins.

Set up

Place the board at the center of the table. Each player chooses a monastic order (color) and takes the following corresponding elements:

- ✿ 30 **COMMANDERY** pieces,
- ✿ 4 **ABBEYS** pieces,
- ✿ 10 **POPE** tokens,
- ✿ 1 **PLAYER BOARD**,
- ✿ 1 **SCREEN**,
- ✿ 5 **CHARACTER** pieces,
- ✿ 5 **PROGRAMMATION** token,
- ✿ 4 **RELIC** tokens (worth 1, 2, 2 and 4).

Then take 1 **POPE** token of each player and place them randomly on the four starting slots of the Popes track: it will be used to separate the ties (*Ties, page 5*).

The map

The map on the board is divided in 6 regions (colored area). Each region contains 6 different cities. A city has a certain number of slots, depending on its type:

- ✿ Fortified city: 4 slots
- ✿ Village: 3 slots
- ✿ Farm: 2 slots

6 Holy places are also pictured. Each of them is on the middle of a road which connects two cities.

Example: Jerusalem is on the road between St Jean d'Acre and Sinai.

Important: determine randomly which Holy places between **Roma** and **Avignon** will be active for this game. Place the token ● on the inactive Holy place.

Example on the right: Roma is active, Avignon is inactive.

CHARACTER pieces

The influence of a **CHARACTER** piece is depicted by its value.



Adjacency

Two cities are next to each other when a land or naval road links them.

Naval road: a white line with ships which links two cities by crossing a sea area is a naval road.

Example: Glasgow is adjacent to Bergen.

Land road: a black line with pilgrims which links two cities through a land area is a land road.

Example: Paris is adjacent to Bordeaux.

There is no differences between the two types of roads. This is only for a thematical view.

Open regions, opening region

In the early game you may send characters only in the **NEAR-EAST** region, the dark green area.

Then, a new region will open every two turns untill 11th turn: light green region, then yellow region, then orange region, and so on.

When the slot of a new turn has a colored circle, the corresponding region is now open. Players may now send their characters and build there.



Example: the 4th turn is over and the 5th turn begins. The yellow circle around the slot 5 reminds the players that the yellow region is now open.



1 Turn overview

A game lasts 14 turns. Each turn is divided in 3 phases:

- ✿ Program,
- ✿ Placement,
- ✿ Resolution.

2 Program

During this phase, players choose **secretly** and **simultaneously** the destination of each of their characters by placing the **PROGRAMMATION** tokens on their **PLAYER BOARD**.

Each character may go to a city in an **open region** or at **the Pope court**.

Example: 3rd turn. Olivier (blue player) has programmed to send his 5 characters to the following destinations: PALERME for his relic keeper gardien, VENISE for his pilgrim and his nun, CONSTANTINOPE for his chaplain. His master of the order will go to the Pope court.



Note: use the screen and be careful to program secretly.

Players may try to influence each other but they can't make agreements.

Once all players have programmed the destinations of their characters, the **Placement** phase begins.

3 Placement

Once the **Program** phase is over, the players reveal their **PLAYER BOARDS**. Each **CHARACTER** piece is placed on the board on their respective destination, a city or the Pope court.

When several **PERSONNAGE** pieces of the same player are placed in the same city, **pile them up** (except for the relics keeper).

Full cities and regions

When there is no more available slot for commanderies in a city, this city is full.

When all the cities of a region are full, the region is full.

Now, no commanderies but abbeys may be built in.

Wrong Destinations

Wrong destination is:

- ✿ a city in a non-open region,
- ✿ a full city in a region which is not full at the end of the building commanderies resolution,
- ✿ a full city which has already an abbey in or where the player have no commandery in (see "Abbeys construction").

Characters sent in a wrong destination have no effect: the player may not build or interfere with the construction of another player.

Once all characters have been placed on the board, the **Resolution** phase begins.

4 Resolution

Overall principles

Most of characters have an Influence value which stands between 1 and 4.



For each destination -city or Pope court- where characters have been sent, **CHARACTER** piles of players are compared to each other.

Resolutions occur always in the following order:

- ✿ Pope court,
- ✿ non-full cities,
- ✿ full cities in full regions.

The player who has the highest influence has the **majority**. According to situation, he will be able to:

- ✿ place a Pope token (Pope court),
- ✿ build a commandery (non-full city),
- ✿ build an abbey (full city in a full region).

After each majority resolution, implicated characters are returned to their players (except the relics keeper) and players proceed to a new resolution.

The pilgrim and the relics keeper have got abilities which modify the resolution.

Pilgrim

The pilgrim ability is to cancel the influence of all masters of the order who are in the same destination, city or Pope court (**included the master of the order of the pilgrim's color**).



When the case occurs, **MASTER OF THE ORDER** pieces are immediately returned to their respective players.

Example: Blue has piled up two characters -her master of the order (4) and her nun (2)- in Iconium. In the same city, Green has placed his chaplain (3) and Red has placed two characters: her pilgrim (1) and her chaplain (3). The Red pilgrim cancels the influence of the blue master of the order. Thus, Red has the highest value (4) and wins the majority.

Relics keeper

The relics keeper may be sent only in a city, never at the Pope court. He has the ability to take **RELIC** tokens from other players.



✿ When the relic keeper of a player is in a city where another player wins the majority, the winner must take the relic keeper and place it in his own relics pool.

✿ if multiple relic keepers are in the same city, **only 1 relic keeper** is placed in the pool. The tie is separated as ties during cities resolution (*Ties, page 5*). The remaining relic keeper tokens are returned to their owners.

✿ When a relic keeper is in a city where no resolution occurs, he has no effect and is returned to his owner.

Example: a resolution occurs in a city. There are the red master of the order and the yellow relic keeper. Red has the majority. Thus he builds a commandery and add the yellow relic keeper to his relic pool.

The relic keepers has no influence so he can't participate to any majority.

Ties

In case of ties during a city resolution, the player whom the face up **POPE** token is on **the highest** position on the Pope track (so the newest one) **wins** the tie.

On contrary, during the Pope court resolution the player whom the face up **POPE** token is on **the lowest** position on the Pope track (so the oldest one) **wins** the tie.

Note: it favors the alternation of the popes.

Example 1: Blue and Red are in tie to build a commandery in PALERME. The Pope track indicates that blue wins the tie. He builds a commandery. Moreover, the green, red and blue relic keepers are also in PALERME. The green relic keeper wins the tie. The others go back to their owners.

Example 2: Blue and Yellow are in tie at the Pope court. According to the Pope track, Yellow wins.

5 Action of the majority player

The action that the majority player can do depends on the situation and takes place in a specific order:

- ✿ Pope court,
- ✿ Commanderies,
- ✿ Abbeys,
- ✿ Relics.

Pope court

Action: the player who has got the majority at the Pope court flip back his last Pope token on the Pope track and place - face up - a new Pope token on the current turn slot.



This is always the first resolution. So it will influence the ties (*Ties*, page 5).

When no character has been sent to the Pope court, no **POPE** token is placed this turn.

Once the resolution is over, the characters in the Pope court return to their players.

Example: 5th turn, Pope court resolution. Blue player has got his master of the order (4) and his nun (2). Red pilgrim (1) is also there as well as the green chaplain (3). As a pilgrim is at the Pope court, the blue master of the order does not count. Thus, green has the highest value (3) and wins the majority. Conclusion: he flips back his current face up Pope token and place a new Pope token face up, on the 5th turn slot of the Pope track.

Commanderies

Action: during a **non full** CITY resolution, the player who has got the majority builds a commandery.

Each city has a limit number of commanderies corresponding to its type (fortified city, village, farm). The limit may vary during a 2/3 players game (see 2/3 players rules).

Example: the fortified city on the north of Jerusalem has 4 slots while the farm at the south has 2 slots.

Over the turns, a player can have several commanderies in a same city.

For each city, once the resolution over, implicated characters return to their players.

Abbeys

Action: during a **full** REGION's CITY resolution, the player who has got the majority builds an abbey.

There can be only **two abbeys per region** and **only one per city**. A player may build two abbeys in a same region.

To build an abbey, a player may send his characters a city where he has got at least one commandery. Resolution is proceeded the same way as the commandery resolution. The abbey does not replace a commandery, this is an additional building.

Specific situation: when in a same turn the number of abbeys that may be built goes over the 2 per region limitation, players proceed as follow :

- ✿ for each concerned city, return the non majority players' characters,
- ✿ then compare the height of the remaining **CHARACTER** piles together. The highest piles will build first. Ties are still separated thanks to the Pope track (like city resolution).

Reminder: the pilgrim cancels the masters of the order **only in the city** where he is.

As soon as the second abbey is built, the construction of the other possible abbeys is cancelled.

In each region, once the abbey resolution is over, all implicated characters return to their players.

Example: In the Italian region (light green), all cities are full and the green player has already built one abbey in Genova. However, every player may build the second abbey.

Next turn, blue player sends her pilgrim (1) and nun (2) in Palermo and her chaplain (3) in Venice. Red sends her master of the order (4) in Venice.

Red wins the majority in Venice and blue in Palermo but Red builds her abbey since her value (4) in Venice is higher than the blue value(3).

Nobody may now build an abbey in Italia since there are 2 abbeys (a green one and a red one). The region is closed.

Note: player may send characters in full cities even if their region is not full yet. However, player will be able to build abbeys only if the region becomes full during the commanderies resolution, which is before the abbeys resolution. Otherwise, the characters would be sent for nothing (see Wrong destinations).

Relics

Action: each relics keeper in a player's relics pool, takes the lowest relic of the pool and returns to his player with it.

Once the commanderies and abbey resolutions are over, the relic resolution begins.

When a player has got his relics keeper in the relics pool of another player (*see Relics keeper*), he claims him.



This player must return the relics keeper to his owner as well as give his lowest RELIC token. If he does not have any RELIC token, he gives nothing.

Players resolve this resolution in the Pope order, from the newest to the oldest one. That is to say the first player to claim his relics keeper is the one whom face up Pope token is the highest on the Pope track.

Example: Franck is the first to claim his relic keeper who is with Olivier. Olivier must give his relic (worth 2) and Franck's relic keeper to Franck. Then it's Olivier's and Sabine's turns but their relic keeper are in their own pool. They may not claim them. Last, Franck has got Julien's relic keeper. Franck has two relics: one of 2 (the one he just got from Olivier) and one of 4. He gives to Julie his relic of 2 and Julien's relic keeper.

Once the relic resolution is over, a new turn starts. At the end of the 14th turn, the game ends.

6 Holy places and routes

Five holy places exist: JERUSALEM, SANTIAGO DE COMPOSTELA, MONT-SAINT-MICHEL, GNIEZNO and ROMA or AVIGNON, depending on those which has been determined at the beginning of the game (*Set up, page 2*).

A pilgrim routes net is a succession of same color commanderies which are adjacent one with another and which interconnect the holy places together.

Example: Sabine has interconnected the holy places Jerusalem, Gniezno and Roma. Although she has several routes to connect these 3 holy places, the net scores only once.

Besides Sabine has also interconnected Santiago de Compostela and Mont St Michel together. Thus, she has got a second pilgrim routes net.

7 End of the game

The game ends at the end of the 14th turn. Players score their Victory points as follow:

Scoring Victory points

Popes

Each player earns 1 VP for each of his POPE token on the Pope track.

Relics

Each player earns the VP depicted on the RELIC tokens he has in his RELIC pool.

Commanderies

Each player earns 1 VP for each of his commandery he has built. *Tips: it's equal to 30 minus the commanderies you did not build.*

Abbeys

Each abbey worths as many VP as commanderies the player has built in the region where the abbey is.

Pilgrim routes nets

Each player earns VP for his pilgrim routes nets according to the following scoring scale:

Number of holy places connected together	VP
	4
	9
	16
	25
	8
	13

The player with the most VP wins! Ties are separated thanks to the Pope track, the newest Pope winning the tie.

Example: There are 6 yellow Pope tokens on the Pope track so Julien scores 6 VP plus 11 VP thanks to relics he owns (three of 1 and one of 4). He gets 27 VP more since he has built 27 commanderies (3 left in his pool). He has built one abbey. It stands in Italy where Julien has 9 commanderies so 9 VP. Finally, he scores for his pilgrim routes nets. He succeeded in connecting Avignon and Mont-St-Michel together as well as he has connected Jerusalem to Gniezno. But these two nets are not connected together. Thus, he scores 8 VP (4+4). In brief, Julien totalizes 61 VP.

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