



MEDIEVAL REALMS

RULEBOOK

WELCOME TO
MEDIEVAL REALMS



Each **PLAYER** will assume the mantle of a king during the **MIDDLE AGES**. The prosperity of any territory will depend on a **PLAYERS** capacity to defeat the other kingdoms with their audacity and inventiveness.

MEDIEVAL REALMS is a board game for 2 to 5 players with a playing time of approx. **60–90 MINUTES**.

GOAL OF THE GAME

Each **PLAYER** places their **LEADERS** and gathers **RESOURCES**. They put **CARDS** into play and receive **VICTORY POINTS**. The **PLAYER** who has the most **VICTORY POINTS** after the **7TH ROUND** wins the **GAME**.

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GAME COMPONENTS



5 **PLAYER BOARDS**
(REALM)



5 **PLAYER SCREENS**
(DEFENSIVE WALL)



1 **GAME BOARD**



RULEBOOK



109 **EVENT CARDS**




5 **KING AND QUEEN CARDS**

5 **OVERVIEW CARDS**



RESOURCE AND LEADER TOKENS

 12 **SMALL AND 8 LARGE**
SCIENCE TOKENS


 12 **SMALL AND 8 LARGE**
PRODUCTION TOKENS


 12 **SMALL AND 8 LARGE**
RAW MATERIAL TOKENS

 12 **SMALL AND 8 LARGE**
RELIGION TOKENS

 12 **SMALL AND 8 LARGE**
CULTURE TOKENS

 12 **SMALL AND 8 LARGE**
GOLD TOKENS

 12 **SMALL AND 8 LARGE**
BATTLE POINT TOKENS

 26 **MAYORS**

 13 **GENERALS**

 11 **ADMIRALS**

 10 **PLAYER TOKENS**

 1 **ROUND TRACK TOKEN**

1 large **TOKEN** counts as 3 small **TOKENS**.

GAME BOARD



1 FUTURE EVENTS PANEL

For **EVENT CARDS** that will fill the empty squares in the **CURRENT EVENTS PANEL** at the end of every **ROUND**.

2 CURRENT EVENTS PANEL

All purchasable **CURRENT EVENTS** are displayed here.

3 CURRENT EVENT CARD PRICES

CARDS in the first column cost **1 PRODUCTION TOKEN**.
CARDS in the second column cost **2 PRODUCTION TOKENS**.
CARDS in the third column cost **3 PRODUCTION TOKENS**.

4 WAREHOUSE

Place the **EVENT CARD DECK** here.

5 TURN ORDER TRACK

6 ROUND TRACK

7 DISCARD PILE

8 VICTORY POINT TRACK

Every time a **PLAYER** reaches or surpasses a space that is a multiple of 5 (for example; 5, 10, 15 ... indicated by the **IRIS**) they are awarded one extra **TOKEN** of their choosing. However, these **REWARDS** are not triggered by **END-OF-GAME EFFECTS**.

PLAYER BOARD (REALM)

1 PERSONAL DISPLAY

The place where a **REALM'S RESOURCES** are stored.

2 MANOR

The place where a **REALM'S MILITARY LEADERS** (**GENERALS** and **ADMIRALS**) fight for extra **RESOURCES**.

3 REALM'S MAP

The place where a **REALM'S MILITARY LEADERS** (**GENERALS** and **ADMIRALS**) fight for extra **RESOURCES**.

4 MANAGEMENT ZONE

The place where a **REALM'S RESOURCES** are generated.



EVENT CARDS

1 COSTS AND COLOUR

This icon specifies the prices that **PLAYERS** have to pay to play the **CARD**, as well as the **CARD'S COLOUR**.

2 Effects

Shows the **ACTIONS** that happen when the **CARD** is played. They are divided into four different effects:

1. **IMMEDIATE EFFECT** (⚡)
2. **END-OF-GAME EFFECT** (🚩)
3. **(REPETITIVE) COLOUR EFFECT** (🔄)
4. **(REPETITIVE) PRODUCTION EFFECT** (⚙️)



3 CARD TYPE

Shows which **CARD TYPE** this is.

CARD SYMBOLS

IMMEDIATE EFFECT
PLAYERS trigger this **EFFECT** immediately on playing the **CARD**.

END-OF-GAME EFFECT
 This **EFFECT** is triggered when the **7TH ROUND** finishes.

(REPETITIVE) COLOUR EFFECT
 This **EFFECT** is triggered every time a **CARD** of a specific **COLOUR** is played.

(REPETITIVE) PRODUCTION EFFECT
 This **EFFECT** gets triggered every **ROUND**, after all **PLAYERS** withdraw their **DEFENSIVE WALLS** and generate **RESOURCES**.

REALM CARD
 If purchased from the **CURRENT EVENTS PANEL**, **PLAYERS** add it to their **PERSONAL DISPLAY**.

MAJORITY CARD
 If purchased from the **CURRENT EVENTS PANEL**, the **PLAYER** with the most **RESOURCES** of the type shown on the **CARD**, adds it to their **PERSONAL DISPLAY**.

AUCTION CARD
PLAYERS have to bid on this **CARD**.

GREAT PERSON

CARD
 Represents the **CARDS**.

PLAY A CARD
SPECIAL EFFECTS can be triggered if a **CARD** with the specified **COLOUR** is played.

GET A CARD
PLAYERS choose a **REALM CARD** from the **CURRENT EVENTS PANEL** and add it to their **PERSONAL DISPLAY**.

DIFFERENTLY COLOURED CARDS
 Represents every different type of **COLOURED CARD** a **PLAYER** owns.

VICTORY POINTS
 The number of **VICTORY POINTS** awarded to the **Player**.

VICTORY POINTS (BATTLE POINTS)
PLAYERS get awarded with as many **VICTORY POINTS** as the sum of their **MILITARY LEADERS'** (**ADMIRALS** and **GENERALS**) **COMBAT VALUES**.

IRIS
PLAYERS can choose which **RESOURCE TOKENS** they receive. But they can only receive one type of **TOKEN**.

CARD DESCRIPTION

MEDIEVAL REALMS contains several types of CARDS, whose features are as follows:



CASTLE CARDS, ORANGE STAMP, MAJORITY CARD

They cost 6 **RAW MATERIAL TOKENS**.

END-OF-GAME EFFECT: At the **END** of the **GAME**, the **PLAYER** receives as many **VICTORY POINTS** as the sum of their **MILITARY LEADERS' COMBAT VALUES**.
(PRODUCTION) REPETITION EFFECT: The **PLAYER** receives 1 **BATTLE POINT TOKEN**.



MARKET CARDS, RED STAMP, Realm Card

They cost 6 **Production Tokens**.

END-OF-GAME EFFECT: The **PLAYER** receives 1 **VICTORY POINT** for each different **STAMP COLOUR** on their played **CARDS**. Including this one.



REALM LEADER CARDS, YELLOW STAMP, AUCTION CARD

They cost as many **GOLD TOKENS** as the bid price that was set by the **WINNING PLAYER**.

IMMEDIATE EFFECT: Said **PLAYER** instantly receives an extra **MAYOR**, an extra **ADMIRAL** or an extra **GENERAL**, depending on the **CARD**.



CITY CARDS, GREEN STAMP, REALM CARD

They cost 5 **RAW MATERIAL TOKENS**.

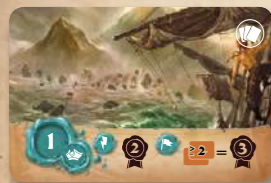
END-OF-GAME EFFECT: At the **END** of the **GAME**, the **PLAYER** receives 1 **VICTORY POINT** for each **MAYOR** in their **REALM**.
(REPETITIVE PRODUCTION) EFFECT: Every time a **PLAYER** plays another **CARD** with the **COLOUR** that is shown, they receive 1 **RESOURCE TOKEN** specified on the **CARD** and 1 **VICTORY POINT**.



Territory Cards, Grey Stamp, AUCTION CARD

They cost as many **Battle Point Tokens** as the bid of the **WINNING PLAYER**.

IMMEDIATE EFFECT: Said **PLAYER** receives 5 **TOKENS** of the specified **RESOURCE**.



ISLAND CARDS, TURQUOISE STAMP, REALM CARD

They **DO NOT** cost any **RESOURCES**, but a **PLAYER** must have 1 **ADMIRAL TOKEN** per **ISLAND CARD** you want to put in play.

IMMEDIATE EFFECT: The **PLAYER** receives 2 **VICTORY POINTS**.

END-OF-GAME EFFECT: The **PLAYER** receives 3 **VICTORY POINTS** if they fulfill the **CONDITION**.

If a **PLAYER** wants to activate a second **ISLAND CARD**, they must have 2 **ADMIRAL TOKENS** to do so. A third **ISLAND CARD** requires 3 **ADMIRAL TOKENS** and so on.



WAR CARDS, BLACK STAMP, MAJORITY CARD

They cost several **BATTLE POINT TOKENS**, depending on the number of **PLAYERS ...**

In a 5-**PLAYER GAME**, 5 **BATTLE POINT TOKENS** are required.

In a 4-**PLAYER GAME**, 6 **BATTLE POINT TOKENS** are required.

In a 2-**PLAYER GAME** and a 3-**PLAYER GAME**, 7 **BATTLE POINT TOKENS** are required.

IMMEDIATE EFFECT: The **PLAYER** receives 6 **VICTORY POINTS**.



GREAT PERSON CARDS, MAJORITY CARD

There are 3 different **TYPES**:

ARTISTS (VIOLET STAMP): They cost 5 **CULTURE TOKENS**.

MISSIONARIES (WHITE STAMP): They cost 5 **RELIGION TOKENS**.

SCIENTISTS (BLUE STAMP): They cost 5 **SCIENCE TOKENS**.

IMMEDIATE EFFECT: The **PLAYER** receives 2 **VICTORY POINTS**.

END-OF-GAME EFFECT: The **PLAYER** receives 1 **VICTORY POINT** for each **CARD** of the specified **COLOUR** on their played **CARDS**. Including this one.

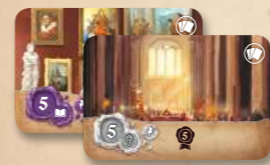


SCIENTIFIC DEVELOPMENT CARDS, BLUE STAMP, REALM CARD

They cost 5 **SCIENCE TOKENS**.

IMMEDIATE EFFECT: The **PLAYER** receives 2 **VICTORY POINTS**.

IMMEDIATE EFFECT: The **PLAYER** receives 1 extra **TOKEN** (of the type specified by the **CARD**) for every **MAYOR** they have.



ART GALLERY, VIOLET STAMP / CATHEDRAL CARDS, WHITE STAMP, MAJORITY CARD

They cost 5 of the shown **RESOURCES**.

IMMEDIATE EFFECT: The **PLAYER** receives 5 **VICTORY POINTS**.

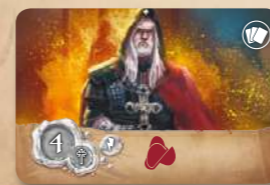


TITHE CARDS, WHITE STAMP, REALM CARD

They cost 5 **RELIGION TOKENS**.

IMMEDIATE EFFECT: The **PLAYER** receives 2 **VICTORY POINTS**.

They may also choose one kind of **RESOURCE** (except **RELIGION TOKENS**) and receive 4 of them.



INQUISITION CARDS, WHITE STAMP, REALM CARD

They cost 4 **RELIGION TOKENS**.

IMMEDIATE EFFECT: The **PLAYER** receives 1 **GENERAL**.



GUNPOWDER, UNIVERSITY AND DOCKING BAY CARDS, BLUE STAMP, REALM CARD

They cost 4 **SCIENCE TOKENS** each.

IMMEDIATE EFFECT: The **PLAYER** instantly receives an extra **MAYOR**, an extra **ADMIRAL** or an extra **GENERAL**, depending on the card.



SET-UP

Place the **GAME BOARD** on the table.

1 All **PLAYERS** choose a **COLOUR** and the respective **PLAYER TOKENS**, then place one of them on space **0** of the **SCORING TRACK**.

2 Place the **ROUND TRACK TOKEN** on space **1** of the **ROUND TRACK**.

3 Shuffle the **EVENT CARD DECK**, draw **12 CARDS** and place them face up on the board's **CURRENT EVENTS PANEL**.

4 Next, draw **6** more **CARDS** and place them on the board's **FUTURE EVENTS PANEL**.

5 Put the rest of the **EVENT CARDS** face down on the **WAREHOUSE**.

6 Every **PLAYER** must select a **KING** or **QUEEN CARD** (representing a Player's Colour), a **REALM** (Player's Action Board), a **DEFENSIVE WALL** (Player's Screen) and an **OVERVIEW CARD**. After that distribute the **STARTING CAPITAL** to each **PLAYER** (see adjacent box).

7 Randomly, determine the **TURN ORDER**. Then each Player places their marker accordingly on the **TURN ORDER TRACK**.

8 Divide all available **RESOURCES** into individual piles:
PRODUCTION (🔨), **SCIENCE** (🧪), **CULTURE** (📖), **RELIGION** (✝️), **GOLD** (👑), **RAW MATERIAL** (🌿) and **BATTLE POINT TOKENS** (⚔️).

9 Two extra **RESOURCE TOKENS** will be awarded to every **REALM'S MANOR** by the **PLAYERS** choosing in inverse **TURN ORDER** in the following way:

The last **PLAYER** on the **TURN ORDER TRACK** gets to choose two **DIFFERENT RESOURCE TOKENS** and stores them in their **MANOR**.

The second to last **PLAYER** on the **TURN ORDER TRACK** gets to choose two **DIFFERENT RESOURCE TOKENS** and stores them in their **MANOR**.

Next, the third to last **PLAYER** on the **TURN ORDER TRACK** gets to choose two **DIFFERENT RESOURCE TOKENS** as explained before, followed by the second and/or first **PLAYER**.

Every **PLAYER'S** extra set of **RESOURCES** must be a **UNIQUE PAIR** in relation to their **OPPONENTS**.

Starting Capital of each Player

The following **RESOURCES** must be distributed to every **PLAYER**:

5 🟡 2 🔨 3 🟢 3 ⚔️
3 🟠 3 📖 3 🕊️

The following **LEADERS** must be distributed to every **PLAYER**:

In 3-PLAYER, 4-PLAYER and 5-PLAYER GAMES:

4 🟡 1 🔨 1 🟢

In a 2-PLAYER GAME:

6 🟡 1 🔨 1 🟢

While 4 **MANORS** will be used to produce **RESOURCES** throughout the **GAME** just like in a 3-5-PLAYER **GAME**, the other 2 will contribute to warfare strategies in a special way. (Check **Place the Leader Tokens** section, page 10).

Example: In a 4-player game ...

MICHAEL is chosen as the **START PLAYER** and places his **TOKEN** on space **1** of the **TURN ORDER TRACK**.

VALERIE places her **TOKEN** on space **2** of the **TURN ORDER TRACK**.

CLAIRE places her **TOKEN** on space **3** of the **TURN ORDER TRACK**.

JAMES places his **TOKEN** on space **4** of the **TURN ORDER TRACK**.

This way, the two extra **TOKENS** from each of their **MANORS** will be distributed as follows:

JAMES goes first and picks **1 CULTURE TOKEN** and **1 BATTLE POINT TOKEN**.

CLAIRE goes second and picks **1 PRODUCTION TOKEN** and **1 RAW MATERIAL TOKEN**.

VALERIE goes next and picks **1 RELIGION TOKEN** and **1 CULTURE TOKEN**.

MICHAEL goes last and picks **1 SCIENCE TOKEN** and **1 GOLD TOKEN**.

THE ROUND

Each **ROUND** consists of the following steps:

1 Hide behind the Defensive Wall

All **PLAYERS** must use their **DEFENSIVE WALLS** to hide their **REALMS**. Remember that the **REALM'S RESOURCES** need to remain in front of the **WALL** and will not be hidden from the other **PLAYERS**.



2 Place the Leader Tokens

All **PLAYERS** simultaneously and secretly place their **LEADERS** on their **REALM**:

In a 3-, 4- and 5-player game ...

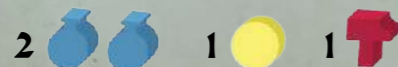
MAYORS will be placed on the **MANAGEMENT ZONE** (The squares on the left half of the **REALM**).

PLAYERS can place as many **MAYORS** as they want within any **RESOURCE SQUARE**, each one providing **1 TOKEN** for said **RESOURCE**.



Example:

By placing **2 MAYORS** on the **SCIENCE SQUARE**, **1 MAYOR** on the **GOLD SQUARE** and **1 MAYOR** on the **PRODUCTION SQUARE**, a **PLAYER** receives:



GENERALS and **ADMIRALS** will be placed on the **AREAS** on their **REALM'S MAP** (The locations on the right half of the map).



In a 2-player game ...

4 MAYORS will be placed on the **MANAGEMENT ZONE** (the squares on the left half of the **REALM**) They will award **1 RESOURCE** each.

PLAYERS can place as many **MAYORS** as they want within any **RESOURCE SQUARE**, each one providing **1 TOKEN** for said **RESOURCE**.

2 MAYORS will be placed on **1** or **2 AREAS** on their **REALM'S MAP** (the locations on the right half of the map).

Their distinctive features are ...

- These **2 MAYORS'** **COMBAT VALUE** is +2 each.
- They can **ONLY** be placed on those **AREAS** unoccupied by the **PLAYER'S** own **MILITARY LEADERS**.
- Unlike **Generals** and **Admirals**, they **DO NOT** get awarded the extra **RESOURCES** for the **AREAS**.

Their mission is to serve as „buffers“ so the **PLAYER'S OPPONENT** is unable to gain control over said **AREAS** and claim their rewards.

Combat Value

Each **Admiral's** (👤) **COMBAT VALUE** is 1.
Each **General's** (👤) **COMBAT VALUE** is 2.

Note: AREAS 9 and 10 are only available in a 5-PLAYER game!

3 Get Resources

Once all of the **PLAYERS** have placed their **LEADERS** on the **MANAGEMENT ZONE** and the **REALM'S MAP**, they must withdraw their **DEFENSIVE WALLS**. They will get awarded every **RESOURCE** produced by their **LEADERS** (**ADMIRALS**, **GENERALS** and **Mayors** alike) and their active **CARDS**.

Moreover, once every **DEFENSIVE WALL** is down the **PLAYERS** will challenge one another with their **MILITARY LEADERS** (**GENERALS** and **ADMIRALS**).

All **PLAYERS** must check the **REALM'S MAPS**. Every time a **PLAYER'S MILITARY FORCES** overpower their **OPPONENTS'** by at least **1** in a determined **AREA** of the **MAP**, they will gain control of said **AREA** and therefore will be awarded the **RESOURCES** there.

In case of a tie between two or more **PLAYERS**, none of them will obtain the extra **RESOURCE TOKEN**.



Example 2 Player Game:

RACHEL: Her **GENERAL** is placed on **AREA 5**, her **ADMIRAL** is placed on **AREA 3** and her 2 "buffer" **MAYORS** are placed on **AREA 6**.

WYATT: His **GENERAL** is placed on **AREA 2**, his **ADMIRAL** is placed on **AREA 1** and his 2 "buffer" **MAYORS** are placed on **AREA 5** and **4** respectively.

The result of the challenge is:

RACHEL: Gains control over **AREA 3**, and gets its reward. Given the fact that her **GENERAL'S** **COMBAT VALUE** on **AREA 5** is +2 and Wyatt's "buffer" **MAYOR'S** **COMBAT VALUE** on **AREA 5** is also +2, she doesn't get to claim its reward. Her "buffer" **MAYORS** on **AREA 6** have no ultimate effect because Wyatt didn't place any **MILITARY LEADER** on his map's **AREA 6**.

WYATT: On the one hand, he gains control over **AREAS 1** and **2**, and therefore gets their rewards. On the other hand, he stops Rachel from getting control over **AREA 5** by having one of his "buffer" **MAYORS** on his map's **AREA 5**.

His "buffer" **MAYOR** on **AREA 4** has no effect because Rachel didn't place any **MILITARY LEADER** on her map's **AREA 4**.

EXAMPLE 4 PLAYER GAME:

JAMES: His **GENERAL** is placed on **AREA 3** and his **ADMIRAL** is placed on **AREA 1**.

CLAIRE: Her **GENERAL** and her **ADMIRAL** are both placed on **AREA 3**.

MICHAEL: His **GENERAL** is placed on **AREA 3** and his **ADMIRAL** is placed on **AREA 8**.

VALERIE: Her **GENERAL** is placed on **AREA 4** and her **ADMIRAL** is placed on **AREA 8**.

The result of the challenge is:

JAMES: On the one hand, he gets defeated by Claire over **AREA 3**, getting no rewards from it. On the other hand, he gains control over **AREA 1** and he gets its reward.

CLAIRE: Gains control over **AREA 3**, and gets its reward.

MICHAEL: On the one hand, he is defeated by Claire on **AREA 3**, getting no rewards from it. On the other hand, he ties with Valerie over **AREA 8**.

Therefore, he gets no rewards from said **AREA** either.

VALERIE: On the one hand, she gains control over **AREA 4**, and gets its reward. On the other hand, she ties with Michael over **AREA 8**, and just like him does get no rewards from it.

THE ROUND

4 Extra Goods Tokens

All **PLAYERS** get awarded 2 extra **PRODUCTION TOKENS**.



5 Determine Start Player

The **PLAYER** with the most **PRODUCTION TOKENS** will be the new **START PLAYER**. They get to place their **TOKEN** on space 1 of the **TURN ORDER TRACK**.
In case of a tie, tied **PLAYERS** will keep the previous order.

Their **OPPONENTS'** will carry on, on taking their respective stored **PRODUCTION TOKENS** into consideration, in placing their **TOKENS** on the spaces of the **TURN ORDER TRACK**.



Example:

At the end of step 4 in a 4-player game ...
JAMES (Black) owns 5 **PRODUCTION TOKENS**.
CLAIRE (Violett) owns 2 **PRODUCTION TOKENS**.
MICHAEL (Blue) owns 5 **PRODUCTION TOKENS**.
VALERIE (Yellow) owns 6 **PRODUCTION TOKENS**.

This way, **VALERIE** is the new **START PLAYER** and places her **TOKEN** on space 1 of the **TURN ORDER TRACK**.

After that ...

JAMES puts his **TOKEN** on space 2 of the **TURN ORDER TRACK**, because **JAMES** was ahead of **MICHAEL** on the **TURN ORDER TRACK** in the last **ROUND**.

Michael puts his **TOKEN** on space 3 of the **TURN ORDER TRACK**.

Claire puts her **TOKEN** on space 4 of the **Turn Order Track**.

6 Actions

All **PLAYERS**, beginning with the **START PLAYER** and following the order of the **TURN ORDER TRACK**, will execute 1 of the following **ACTIONS**:

1. Activate a **CARD** from the **CURRENT EVENTS PANEL**
2. Put a **CARD** from their **PERSONAL DISPLAY** into **PLAY**
3. **PASSING**

Once a **PLAYER** has executed one of the mentioned **ACTIONS**, the next **PLAYER**, according to the **TURN ORDER TRACK**, will execute their **ACTIONS** and so on until every **PLAYER** has passed.

ACTION 1 – ACTIVATING CARDS FROM THE CURRENT EVENTS PANEL

There are 3 different types of **CARDS** in **MEDIEVAL REALMS**:



REALM CARDS

Every time a **PLAYER** activates a **REALM CARD**, they must purchase it with **PRODUCTION TOKENS**. The price is indicated on the **CURRENT EVENTS PANEL**, on the column above the card:



- 1 **PRODUCTION TOKEN** – **CARDS** from squares 1 to 4
- 2 **PRODUCTION TOKENS** – **CARDS** from squares 5 to 8
- 3 **PRODUCTION TOKENS** – **CARDS** from squares 9 to 12

A **Realm Card** can be activated even if a **Player** does not have enough **SPECIFIC RESOURCE TOKENS** to bring it into play right away. Next, the **PLAYER** must put the **CARD** into their **PERSONAL DISPLAY**.



All **PLAYERS'** **PERSONAL DISPLAYS** must be visible to their **OPPONENTS**, so they must be placed face up at the top of their **REALMS**. A **PERSONAL DISPLAY** will consist of up to 4 **CARDS**, and it will never be made up of **CARDS** of the same **STAMP COLOUR**.

A **PLAYER** cannot activate or receive a **REALM CARD** under these circumstances:

1. They already have 4 **CARDS** in their **PERSONAL DISPLAY**.
2. They have insufficient **PRODUCTION TOKENS**.
3. They already have a **CARD** of the same **COLOUR** in their **PERSONAL DISPLAY**.



MAJORITY CARDS

Every time a **PLAYER** activates a **MAJORITY CARD**, they must purchase it with **PRODUCTION TOKENS**. The price is indicated on the **CURRENT EVENTS PANEL**, on the column above the card. After purchasing it from the **Current Events Panel**, the **Player** with the **MOST RESOURCES** of the type shown as the **CARD** cost (*irrespective of who activated it*) adds it to their **PERSONAL DISPLAY**. The bottom left of the **CARDS** indicates the kind of **RESOURCE** which is taken into consideration.



For Example:

The **CARD** will be awarded to the **PLAYER** with the most **RELIGION TOKENS** in their **MANOR**.

Remember that **MAJORITY CARDS** will not be acquired if a **PLAYER'S** **PERSONAL DISPLAY** already has 4 **CARDS** or if they already have a **CARD** with the same **STAMP COLOUR**.

This way, **PLAYERS** with fewer **SPECIFIC RESOURCES** in their **REALM** than the **OPPONENT** who “was meant to acquire it” can get **MAJORITY CARDS**. In case of a tie, the **PLAYER** who activated the **MAJORITY CARD** in play will place it in their **PERSONAL DISPLAY**.

If they already have 4 **CARDS** in their **PERSONAL DISPLAY**, or already have that **STAMP COLOUR**, it will be acquired by the tied **PLAYER** how is closer to the **START PLAYER** on the **TURN ORDER TRACK**. If no **PLAYER** can acquire the **Majority Card**, it must be discarded.



AUCTION CARDS

These are the only **CARDS** that do not require **PRODUCTION TOKENS** to be activated.

The **PLAYER** who activates an **AUCTION CARD** gets to make the first bid on it using the type of **RESOURCE** indicated.



Clockwise, the rest of the **PLAYERS** can either bid higher or pass. **PLAYERS** will keep bidding until all but one of them have passed. Said **PLAYER** wins the auction and pays as many **RESOURCES** as they bid, by placing those **RESOURCES** on the **RESOURCE PILE**.

Next they must place this **AUCTION CARD** beside their **REALM** (on the right) and activate the **IMMEDIATE EFFECTS** of the **CARD** (if available).

It must be remembered that:

A **PLAYER** can only bid with the **RESOURCES** stored in their **MANOR**.

Once a **Player** has passed, they can not bid again for the same **AUCTION CARD**. Only the **PLAYER** who wins the **AUCTION** needs to pay the **RESOURCES**.

RESOURCES are limitless. If during a **GAME** any **RESOURCE** runs out, **PLAYERS** can use any other **TOKEN** to replace them.

PLAYERS must remember they **CANNOT** discard any **CARDS** from their **PERSONAL DISPLAY**.

THE ROUND

ACTION 2 – PUTTING A CARD FROM THEIR PERSONAL DISPLAY INTO PLAY

PLAYERS can do this by paying as many **RESOURCES** as indicated on the **CARD** of their choice. Next they must place this **CARD** beside their **REALM** (on its right) and activate the **IMMEDIATE EFFECTS** of it, when available.

Players can only use **(REPETITIVE) COLOUR EFFECTS** and **(REPETITIVE) PRODUCTION EFFECTS** from **CARDS** previously placed beside the **REALM** (on its right).



ACTION 3 – PASSING

PLAYERS can pass whenever they do not want to keep taking more **ACTIONS** during the current **ROUND**.

This way, when a **PLAYER** passes, they must wait until the next **ROUND** to make a move again.

The only exception to this is **BIDDING** for an **AUCTION** or gaining a **MAJORITY CARD** activated by another **PLAYER**.

Once a **PLAYER** has executed **ONE** of the aforementioned **ACTIONS**, the next **PLAYER**, according to the **TURN ORDER TRACK**, will execute theirs, and so on until every **PLAYER** has passed.

7 Ending the Round

The **ROUND** ends, once all **PLAYERS** have **PASSED**. Next, they must:

Discard a certain number of **CARDS** from the board's **CURRENT EVENTS PANEL**. Depending on the number of **PLAYERS**, **PLAYERS** must discard ...

- 5 : the **CARD** from square 1
- 4 : the **CARDS** from squares 1 and 2
- 3 : the **CARDS** from squares 1 to 3
- 2 : the **CARDS** from squares 1 to 4

Slide the rest of the **CARDS** (in order) until the vacant square/s get refilled.

Refill the other squares using the **CARDS** from the **FUTURE EVENTS PANEL**, keeping the order.

Then, fill the empty squares on both the **CURRENT** and **FUTURE EVENTS PANELS** with **CARDS** from the **EVENTS DECK** from the top to the bottom.



Move the **ROUND TOKEN** forward one space. The next **ROUND** begins!

END OF THE GAME

The **GAME** finishes at the end of the 7th **ROUND**.

Once the **LAST ROUND** comes to an **END**, do the following:

1 **End-of-Game Effects**
Activate every **END-OF-GAME EFFECT** () on the **CARDS** in play.

2 **Bonus Victory Points**
Each **PLAYER** receives 1 extra **VICTORY POINT** for every 2 stored **RESOURCES** (rounded down) from their **MANOR**.

3 **Great Person Points**
Each **PLAYER** receives **VICTORY POINTS** depending on their number of **GREAT PERSON CARDS**:

- 1 **GREAT PERSON CARD** – 1 extra **VICTORY POINT**
- 2 **GREAT PERSON CARDS** – 3 extra **VICTORY POINTS**
- 3 **GREAT PERSON CARDS** – 6 extra **VICTORY POINTS**
- 4 **GREAT PERSON CARDS** – 9 extra **VICTORY POINTS**
- 5 **GREAT PERSON CARDS** – 12 extra **VICTORY POINTS**

PLAYERS add up their **VICTORY POINTS**. The **PLAYER** with the most **VICTORY POINTS** wins the **GAME**.

If there is a tie:

1. The **REALM** with the most **CARDS** wins.
2. The **REALM** with the most **CASTLE CARDS** wins.
3. The **REALM** with the most **LEADERS** wins.
4. The **Start Player** or the one who is closer to them on the **TURN ORDER TRACK** wins.



Credits



A game by **LOST GAMES**

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ROUND OVERVIEW

- 1 All **PLAYERS** place their **DEFENSIVE WALL** in front of their **REALMS**.
- 2 All **PLAYERS** must put their **MAYORS** (👤) on the **MANAGEMENT ZONE** and their **MILITARY LEADERS** (**GENERALS** (👑) and **ADMIRALS** (👑)) on the **REALM'S MAP**.
- 3 All **PLAYERS** withdraw their **DEFENSIVE WALLS**. They receive several **RESOURCES** depending on the placement of their **MAYORS** (👤) and their **MILITARY LEADERS** (**GENERALS** (👑) and **ADMIRALS** (👑)).
- 4 All **PLAYERS** receive 2 **PRODUCTION TOKENS** (🔨).
- 5 The **PLAYER** with the most **PRODUCTION TOKENS** (🔨) is the new **START PLAYER**.
- 6 All **PLAYERS**, beginning with the **START PLAYER** and following the **Turn Order Track**, will execute one of the following **ACTIONS**:
















*Activating a **CARD** from the **CURRENT EVENTS PANNEL**.*

*Putting a **CARD** from their **PERSONAL DISPLAY** into **PLAY***

PASSING

- 7 Ending the **ROUND**, once all **PLAYERS** have **PASSED**.

Card Symbols

 Immediate Effect	 Card
 End-of-Game Effect	 Play a card
 (Repetitive) Colour Effect	 Get a card
 (Repetitive) Production Effect	 Differently Coloured Cards
 Great Person	 Victory Points
 Realm Card	 Victory Points (Battle Points)
 Auction Card	 Iris
 Majority Card	

Resources and Leader Tokens

  Production Token	  Religion Token	  Mayor
  Science Token	  Gold Token	  General
  Culture Token	  Raw Material Token	  Admiral
	  Battle Point Tokens	