GATES OF GOLD
VISCOUNTS OF THE WEST KINGDOM

GAME DESIGN – SHEM PHILLIPS & S J MACDONALD
ILLUSTRATION – MIHAJLO DIMITRIEVSKI
GRAPHIC DESIGN & LAYOUTS – SHEM PHILLIPS

INTRODUCTION

In Viscounts of the West Kingdom: Gates of Gold, people from near and far have come to see the splendour of our great city. While most are traders and labourers eager to make a home for themselves, others seem to have more devious intentions. Can we really trust those who once attacked our walls? Do they truly desire peace? The King has sent his orders, but we will decide who may stay and who must go.

COMPONENTS
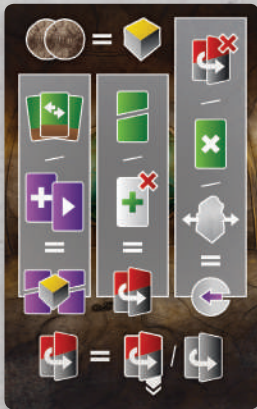
5 Hero
Townsfolk Cards
(Marked with a 🏛)

28 Neutral
Townsfolk Cards
(Marked with a 🏛)
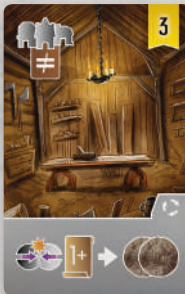
24 Outsider Cards

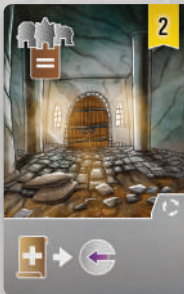24 King's Order
Cards

1 AI Reference Card
For Solo Play

5 Manuscripts
*(Marked
with a 🏛)*

4 Manuscript Boards

6 Diversified
Builder Cards

6 Specialized
Builder Cards

6 Castle
Leader Cards

Set up Viscounts of the West Kingdom as described in the original rulebook, with the following changes:

1. Shuffle the new Hero Townsfolk Cards and Townsfolk Cards into their respective piles.

2. Mix the 5 new Manuscripts in with the originals. This will result in each pile having an extra Manuscript.

3. Leave the original Castle Leader Card in the box. Shuffle the 6 new Castle Leaders Cards, revealing 1 faceup near the Main Board and returning the rest to the box. These function in the same way as the original, but provide some variety in the ongoing ability available for the player holding it.

4. Shuffle the Diversified Builder Cards and Specialized Builder Cards separately. Reveal 1 of each faceup near the Main Board. Return the rest to the box.

5. Shuffle all Outsider Cards into a facedown Draw Pile near the Main Board. Draw the top 3 Outsider Cards and place them in a faceup line by the Draw Pile.

6. Place all King's Order Cards in a faceup Draw Pile near the Main Board.

7. Deal 1 Manuscript Board randomly to each player before any players select their starting Hero and Player Card. This should be placed faceup alongside their Player Board. As the attached Manuscript indicates, each player also gains 1 King's Order Card into their starting deck. Players cannot destroy their starting King's Order Card through any effects on Player Cards during Setup.

Each player receives a Manuscript Board during Setup. These provide players a place to store their Manuscripts during the game. They also give players 1 starting Manuscript, and new abilities to unlock. When transcribing Manuscripts, players must place them into the column of the matching ribbon colour.

Once players have at least 1 Manuscript in a particular column, they unlock the associated ability. The first column is already unlocked, since all players begin with a Manuscript there.

Column 1: Any time players have the opportunity to hire a Townsfolk Card *(by any means)*, they may instead gain a King's Order Card. Unless a player has a Free Hire, gaining King's Orders this way always costs 3 Silver. Choosing to gain a King's Order Card still counts as a hire for other purposes. If there are no King's Order Cards available to draw, this effect is ignored.

Column 2: Players may spend 1 resource in place of 1 Silver.

Column 3: Players may spend 2 Silver to draw the top card from their Draw Pile to their hand.

Column 4: Players may spend any 3 resources to Rearrange the cards on their Player Board.

Players can use these abilities at any point on their turn, any number of times, in any combination.
For example, if they had unlocked columns 2 and 3, they could spend 2 resources to draw the top card from their Draw Pile to their hand before selecting which card to play onto their Player Board. With column 4 unlocked, they could spend 3 resources to Rearrange their cards before shifting them to the right.

This Manuscript can be any ribbon colour. However, this decision must be made immediately after it is transcribed. A player with this Manuscript must place it into a chosen column. Once it has been placed, it cannot be moved to a different column.

King's Orders are a new type of card that players can add to their deck. Anytime players gain a King's Order, it must be placed into their Discard Pile. This also grants players the ability to discard a card if they choose. King's Orders provide 2 options for players to consider. For both of these options, their decisions are focused on how to interact with the new Outsider Cards.

1 Welcoming Outsiders

To Welcome an Outsider, a player must play a King's Order Card onto their Player Board, just like they would any other card. When a King's Order Card drops off, it is returned to the King's Order Draw Pile. That player must then take any 1 of the 3 faceup Outsider Cards, and add it to their Discard Pile at no cost. This is not considered a hire, and therefore does not trigger any abilities tied to hiring. Welcomed Outsiders become part of a player's deck and may be played onto their Player Board like any other card. At the end of the game, players will score points for each Outsider in their deck, based on the specific scoring conditions of each card.

2 Refusing Outsiders

To Refuse an Outsider, a player must destroy a King's Order Card from their hand. This must be done by gaining the ability to destroy a card through some other effect. When destroying a King's Order Card, it should be returned to the King's Order Draw Pile. That player gains 3 Silver, and selects 1 of the 3 faceup Outsider Cards to remove from the game. They immediately resolve all effects shown in the top-right of the chosen card. This often includes gaining Corruption or Debts.

Anytime an Outsider Card is removed, immediately replace it with the top card from the Outsider Draw Pile. Outsider Cards are a limited supply. If the Draw Pile runs out, do not shuffle the discards.

BUILDING BONUS CARDS

During Setup, 1 Diversified Builder Card and 1 Specialized Builder Card are placed faceup near the Main Board. These are new Bonus Cards for players to compete over, much like Cleric Bonus Cards. The first player to construct 3 Buildings of a different type *(1 Trading Post, 1 Guildhall and 1 Workshop)* immediately gains the Diversified Builder Card. The first player to construct 3 Buildings of the same type immediately gains the Specialized Builder Card. Once claimed, these cards cannot be lost. They each provide a new ongoing ability for the players holding them. It is possible for 1 player to gain both.
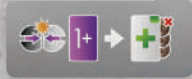
The player holding this card gains 2 Silver during all players' Collisions if they have 1 or more King's Order Cards on their Player Board.

The player holding this card may flip 1 Debt or Deed during all players' Collisions if they have 1 or more King's Order Cards on their Player Board.

The player holding this card may act as if they have 2 additional Merchant Icons when they have 1 or more King's Order Cards on their Player Board.
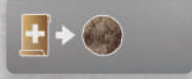
The player holding this card gains 1 Free Hire during all players' Collisions if they have 1 or more Outsider Cards on their Player Board.
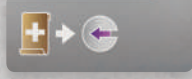
The player holding this card may move their Viscount 1 additional space when they have 1 or more Outsider Cards on their Player Board.

The hand limit of the player holding this card is increased by 1 when they have 1 or more Outsider Cards on their Player Board.

The player holding this card gains 1 Silver each time they gain a King's Order Card.

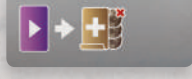The player holding this card gains 1 Virtue each time they gain a King's Order Card.

The player holding this card draws the top 2 cards from their Draw Pile to their hand each time they Welcome an Outsider.

The player holding this card gains 2 Silver each time they Welcome an Outsider.

The player holding this card may Rearrange the cards on their Player Board each time they Refuse an Outsider.

The player holding this card gains a free King's Order Card each time they Refuse an Outsider.

END-GAME SCORING

The game ends in the same way as the original game. In addition to the original scoring steps, players also score Victory Points for their Welcomed Outsiders and Building Bonus Cards.

OUTSIDER SCORING

Assassin - Either discard 2 Debts or gain 1 flipped Deed at the game's end.

Carpenter - Gain 1 VP per Building Link where you have Buildings on both sides.

Champion - Gain 1 VP for each wedge of the Castle *(on the first 2 tiers)* where you have more Workers than any other player.

Envoy - Act as if you have 1 extra ribbon of any 1 colour when scoring Manuscripts and other relevant Outsiders.

Guardian - Gain the indicated VPs if you have 3 Buildings of the indicated type.

Hunter - Gain 1 VP per 3 resources left in your supply.

Mercenary - Gain 1 VP for every 1-2 workers *(as indicated)* in the indicated tier of the Castle.

Outrider - Gain 1 VP per segment of the Main Board where you have at least 1 Building.

Protector - Lose 1 fewer VP for each unpaid Debt you have.

Rogue - Flip 1 Debt or 1 Deed at the game's end.

Scholar - Gain 1 VP, plus 1 more VP for each ribbon of the indicated colour.

Translator - Gain 3 VP per set of 4 unique ribbons.

Tyrant - Gain 3 VP.

Warrior - Gain 1 VP, plus 1 VP for each Outsider in your deck *(including this 1)*.

Purple Cards in player decks are public information at the game's end. When resolving the Assassin and Rogues, this should be done in reverse turn order, as it may impact how Poverty and Prosperity are scored.

ICONOGRAPHY

King's Order Card	Draw 1 card	May dismiss from any wedge (not only adjacent to Viscount)
Outsider Card	Welcome an Outsider	Refuse an Outsider

All rules from the Solo Variant remain unchanged, unless specified below. There are some additional rules for managing how the AI interacts with Outsider Cards, and how they resolve gaining a Rearrange effect. There is a reminder of this on the new AI Reference Card. The AI does not gain a Manuscript Board during Setup.

Any time the AI gains a Rearrange, or is instructed to Welcome or Refuse an Outsider, they remove the 2 right-most Outsider Cards and gain 1 resource. These cards should be immediately replaced from the top of the Outsider Draw Pile. Always slide the remaining Outsider Card to the right before adding new ones. In this way the AI will always target the older cards first. Outsider Cards should also be shifted from left-to-right in the same way when the player Welcomes or Refuses an Outsider.

The AI ignores all information on any Outsider Cards it removes.

The AI can claim Building Bonus Cards for end-game scoring, but ignores all in-game effects on them. The same is true for the new Castle Leader Cards.

Since the AI does not collect Outsider Cards, this particular Manuscript does not score any additional points for the AI beyond providing a grey ribbon for set collection.

If the AI collects this Manuscript, it does not assign its colour till the game's end. It will treat it as whichever ribbon colour helps it get closer to completing a full set.