Object of the game

By skillful building of settlements players create their own kingdoms, aiming to earn the most gold at the end of the game.
The 3 Kingdom Builder cards specify the conditions which must be met in order to earn the desired gold.

Game components of the basic game

- 8 different game board sections
- 28 location tiles
- 160 settlements - 40 of each player color
- 4 gold markers - 1 of each player color
- 1 start player tile
- 25 terrain cards
- 10 different Kingdom Builder cards
- Only 3 of these cards are used in a game of Kingdom Builder. They specify the conditions for earning gold.
- 8 summary cards of location tiles - pictograms of extra actions
- 1 rules booklet
Setup

1. Select any 4 of the 8 game board sections and assemble them to a rectangular game board as shown in the example below.

2. Place four summaries of location tiles next to the game board pieces matching the location hexes.

3. Place 2 corresponding location tiles on each location hex.

4. Shuffle all terrain cards and keep them within easy reach as face down draw pile.

5. Shuffle the Kingdom Builder cards, then randomly draw 3 cards and place them next to the game board, face up.

Distribution of game components
Give each player in their player color:

- All 40 settlements, this is their personal supply.
- 1 gold marker

Additionally, each player draws one terrain card from the draw pile and keeps it hidden from the other players on their hand.

Give the start player tile to the oldest player; they will perform the first turn of the game.

Turn one of the unused game board sections over to its back side and place it next to the game board. Then, each player places their gold marker on the black space of the gold score track.

Put any game components not used in this game back into the game box.

Sequence of play
Players take their turns in clockwise direction, beginning with the start player. The game lasts for several rounds. Each player performs their turn the following way:

The active player plays their terrain card face up in front of themselves and subsequently builds their settlements.
Mandatory action

During their turn, the player must build 3 settlements from their personal supply on unoccupied hexes of the same terrain type as their played card, strictly obeying the building rules (see page 4).

Extra action

In the course of the game players will collect location tiles.
Location tiles grant extra actions and players can perform each extra action once during their turn.
A player may perform each single extra action before or after their mandatory action.
The extra actions allow building additional settlements or even moving existing settlements.

After a player has performed their mandatory action and does not want to perform any extra actions or cannot do so, they put their terrain card on the discard pile and draw a new card from the draw pile, keeping it hidden on their hand.

Location hex and location tile

Whenever a player builds a settlement next to a location hex, they seize immediately one of these location tiles, if available. Then, they place this tile in front of themselves, picture side face up and can use this extra action from their next turn on.
A player may seize only one location tile from a given location.
The player keeps a location tile as long as at least one of their settlements is adjacent to the corresponding location. If they move their last settlement away from such a location by using an extra action, they must discard this location tile and remove it from the game.

Castle hex

At the end of the game, players will earn 3 gold for each castle hex if they have built at least one of their own settlements next to it.

Please note: The mandatory action must be performed and the 3 settlements must be built successively one after the other.

In order to indicate that they have performed an extra action the player turns their corresponding location tile over to its picture side. After they have finished their turn, they flip the tiles back to their pictogram side.

Note: Shuffle the discard pile and use it as new draw pile once the draw pile is exhausted.

Please note: A player may only have 2 identical location tiles if they have build a settlement next to both identical location hexes of that game board section.

Players earn 3 gold only, even if they have built more than one settlements next to a castle hex.
### Building rules

These rules apply to each single settlement (of three) built as mandatory action and as extra action.

1. **Exactly one settlement** may be built on **any one eligible terrain space.**

2. **Settlements may be built only** on hexes of **these terrain types:** Grass, canyon, desert, flower field, and forest.  
   
   **Exception:** If the rare case should occur that there is no eligible hex at the beginning of a player’s turn or during their turn, i.e., there is no hex matching the type of their played terrain card on which they could build a settlement, the player draws a new terrain card immediately. The useless terrain card is removed from the game. If necessary, the player repeats drawing a new card until they draw a suitable card.

3. **Always, a player must** build each new settlement **adjacent to at least one of their own existing settlements,** if possible.

   If this is **not possible,** the player must (if mandatory action) or may (if extra action) **choose a new unoccupied hex** where they can build their settlement. There are several options, depending on the kind of the player’s action:
   a) If this is the player’s mandatory action or an extra **oracle** or **barn** action they must choose a hex of the same terrain type as their played terrain card.
   b) If this is the player’s extra **oasis,** **farm** or **harbor** action, they must choose a hex of that terrain type as required by **this location tile.**
   c) If this is the player’s extra **tower** action the player may choose any suitable hex at the **edge of the game board.**

### End of the game and final scoring

The game ends when one player has **built the last settlement** from their personal supply. However, the current game round is still completed; the player **on the right of the start player** is the last player to perform their turn.

Now each player calculates the **amount of gold** they have earned and records their total on the **gold score track.**

- **The 3 Kingdom Builder cards** are evaluated one after the other for **each player,** beginning with the start player.
- Then, **each player** calculates the amount of gold earned by their settlements next to **castle hexes** (3 gold per castle hex) and adds it to their score.

The player who has earned **the most gold** is the **winner** of the game. In case of a tie for the most gold, the tied players share the victory.
Kingdom Builder cards

**Fishermen**
- Build settlements on the water hexes.
- 1 gold per settlement on water hexes.

**Note – Extra harbor action:**
The “Fishermen” card does not generate gold for settlements on water hexes.

**Merchants**
- Earn 4 gold per any hex containing one or more adjacent merchant settlements.

**Workers**
- Earn 1 gold per any hex containing one or more adjacent worker settlements.

**Knights**
- Earn 6 gold per any hex containing one or more adjacent knight settlements.

**Lords**
- Earn 12 gold per any hex containing one or more adjacent lord settlements.

**Citizens**
- Earn 3 gold per any hex containing one or more adjacent citizen settlements.

** Farmers**
- Earn 4 gold per any hex containing one or more adjacent farmer settlements.

**Note:** Settlement area = cluster of adjacent settlements belonging to one player.

**Note:** If a player has built the same maximum number of settlements on more than one horizontal line, they earn gold for one line only.

**Note:** If several players tie for the most settlements all tied players earn 12 gold. Likewise, tied players for the second most settlements earn 6 gold each.

**Note:** If a player has the same number of a player’s fewest settlements in more than one sector, they earn gold for one sector only. In order to qualify as a “Farmer” a player must have built at least 1 settlement in each sector.
### Extra location tile actions - Apply building rules as usual

**Extra action: Build one additional settlement from your personal supply.**

<table>
<thead>
<tr>
<th>Location</th>
<th>Build one settlement on a hex of the same terrain type as your played terrain card. Build adjacent if possible.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oracle</td>
<td></td>
</tr>
<tr>
<td>Farm</td>
<td>Build one settlement on a grass hex. Build adjacent if possible. <em>Skip this action if there is not a single unoccupied grass hex on the game board.</em></td>
</tr>
<tr>
<td>Oasis</td>
<td>Build one settlement on a desert hex. Build adjacent if possible. <em>Skip this action if there is not a single unoccupied desert hex on the game board.</em></td>
</tr>
<tr>
<td>Tower</td>
<td>Build one settlement at the edge of the game board. Choose any of the 5 suitable terrain type hexes. Build adjacent if possible.</td>
</tr>
<tr>
<td>Tavern</td>
<td>Build one settlement at one end of a line of at least 3 of your own settlements. The orientation of the line does not matter (horizontally or diagonally). The chosen hex must be suitable for building.</td>
</tr>
</tbody>
</table>

**Extra action: Move one of your existing settlements.**

<table>
<thead>
<tr>
<th>Location</th>
<th>Move any one of your existing settlements to a hex of the same terrain type as your played terrain card. Build adjacent if possible.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barn</td>
<td></td>
</tr>
<tr>
<td>Harbor</td>
<td>Move any one of your existing settlements to a water hex. Build adjacent if possible. This is the only way to build settlements on water hexes.</td>
</tr>
<tr>
<td>Paddock</td>
<td>Move any one of your existing settlements two hexes in a straight line in any direction (horizontally or diagonally) to an eligible hex. You may jump across any terrain type hex, even water, mountain, castle and location, and/or your own and other players’ settlements. The target hex must not necessarily be adjacent to one of your own settlements (building rule no. 3 does not apply in this case).</td>
</tr>
</tbody>
</table>
1. You should build your first settlement next to a location hex.

This way you will gain a location tile that you can use starting with your next turn, which will give you more options for placing settlements on the game board.

For each terrain card, you have a choice of several location hexes for your first settlements.

Example: Mats has the flower field terrain card and with the suggested set-up, he can choose from 5 different location hexes for his first settlements.

2. You should try to build your first 3 settlements adjacent to as few different terrain types as possible.

By building this way, you lessen the chance of being forced to build next to your own settlements, thereby allowing you to build in other sectors of the game board more quickly.

Example: Mats has built his first 3 settlements adjacent to only one other terrain type (Forest).

Example: For his 2nd turn, Mats has a Canyon terrain card. Since the settlements he built on his 1st turn are not adjacent to a canyon, he may now start building in any canyon location. He builds a settlement next to the Oasis location hex.
Nomads now roam the Kingdom, making their special skills available to whoever comes to visit them.

Four new landscapes with interesting locations allow for even more variation during set-up, and new Kingdom Builder cards give players the chance to earn gold during the course of the game, providing a new level of interaction.

### Game components

- **4 game board sections** - This expansion introduces a new terrain type not suitable for being built upon: the nomad spaces, which appear on these game board sections in place of castle spaces. Each game board section also features a new location.

- **15 nomad tiles** - These tiles allow additional extra actions, but can be used only once during the game.

- **3 new Kingdom builder cards** - With these cards, players can earn gold during the course of the game.

- **14 location tiles** - Each location tile allows its holder an extra action during each turn.

- **4 summary cards for the location tiles**

- **25 stone walls** - These pieces come into play via the quarry location tile, and they block terrain spaces. Place them next to the game board when the quarry is available.

- **40 settlements and 1 gold marker** - Playing pieces for a fifth player.

- **1 rules booklet**

### Changes during set-up

Compared to the basic game, setup remains the same except for these changes:

- Shuffle the **4 new game board sections** with the 8 sections from the basic game, then select any 4 of the 12 sections and assemble them into a rectangular game board.

- Place the **15 nomad tiles** on the table picture side up, shuffle them, then randomly draw and place 1 tile for each nomad space on the game board, now with the pictogram side up.

- Shuffle the **3 new Kingdom Builder cards** with the 10 cards from the basic game, then randomly draw 3 cards and place them face-up next to the game board.

For five players, use the rules of the basic game, along with the changes explained above.
Nomad spaces and nomad tiles

After building a settlement next to a nomad space, the player claims the nomad tile from that space, if available, and places it on the table for use next round.

If the nomad space is empty, the player receives nothing for building a settlement next to it.

A nomad tile provides its holder one extra action. The player can use this extra action only during the next game round, not the game round in which it is claimed. At the end of the next game round, remove the nomad tile from the game, whether or not the player used the action on it!

Extra actions of the nomad tiles  – Apply the building rules of the basic game

Donation
Build 3 additional settlements, taken from your supply, on spaces of the terrain type shown on the nomad tile. You may perform this extra action either before or after your mandatory action.

Note: If these 3 additional settlements are built on water or mountain spaces, they do not count for gold for the Kingdom Builder cards “Fishermen” and “Miners”.

Resettlement
Move 1-4 settlements up to 4 spaces in total. Settlements can be moved only to adjacent, unoccupied spaces that are eligible for building. After movement, these settlements don’t need to be adjacent to the player’s other settlements.

You may perform this extra action either before or after your mandatory action.

Outpost
When building settlements, whether during your mandatory action or any extra actions, you may use the outpost in order to disregard the adjacency requirement for one settlement.

This settlement must still be built on the appropriate terrain type for your mandatory action or the specific extra action.

Sword
Remove one settlement belonging to each other player from the game board, then return those settlements to their respective supplies. You may perform this extra action either before or after your mandatory action.

Treasure
Gain 3 gold immediately when claiming this tile, then remove it from the game.
This expansion introduces a new type of Kingdom Builder card – red cards – which allow players to gain gold during the game.

The active player must check whether the conditions on red cards have been met after building each single new settlement. If these conditions have been fulfilled, the player immediately records the gold earned on the score track.

Ignore red Kingdom Builder cards during final scoring.

The 3 new Kingdom Builder cards

**Families**
Build settlements in a straight line.
2 gold, if you built all 3 settlements of the mandatory action adjacent to each other in straight line (horizontally or diagonally).
Record this gold on the score track immediately.

**Shepherds**
Complete terrain areas.
2 gold for each of your settlements not adjacent to an empty terrain space of the same kind on which this settlement was just built.
Record this gold on the score track immediately.

Note: Check whether you fulfill the condition on this card after building every single settlement, whether during your mandatory action or extra actions.

**Ambassadors**
Build settlements adjacent to other players’ settlements.
1 gold for each of your settlements built adjacent to at least one settlement of another player.
Record this gold on the score track immediately.
Note: Check whether you fulfill the condition on this card after building every single settlement, whether during your mandatory action or extra actions.
New locations and their extra tile actions

Four new locations are included in this expansion: quarry, caravan, village and garden.

**Quarry**

Build 1 or 2 stone walls on empty terrain spaces of the same type as your played terrain card. These stone walls must be adjacent to at least one of your settlements on the game board.

Stone walls are not owned by any player, and they generate no gold for anyone. Instead, they simply block the spaces they’re on for the remainder of the game.

**For her mandatory action, the orange player has revealed a desert terrain card and built 3 settlements. She then builds 1 stone wall adjacent to one of her newly built settlements. She cannot build a second stone wall because no available desert spaces are adjacent to one of her own settlements.**

**Karawane**

**Caravan**

Move one of your own previously built settlements in a straight line, either horizontally or diagonally, until it is blocked by an obstacle. (Obstacles are water, mountains, castles, location spaces, nomad spaces, and each space occupied by a settlement.)

Place this settlement on the empty space eligible for building directly in front of the obstacle.

**The orange player wants to move this settlement. She has four options as one direction is blocked by a mountain and another is blocked by an opponent’s settlement.**

**Village**

Build one additional settlement on an empty space eligible for building that is adjacent to at least 3 of your settlements.

**Garden**

Build one additional settlement on an empty flower field space. You must build this settlement adjacent to one of your settlements, if possible.
New locations and new challenges are what this land needs!

Four new landscapes, each with two different location spaces, provide new options for shaping the kingdom. What's more, the task cards challenge players to build their settlements in a certain way in order to gain even more gold at the end of the game.

Game components

• 4 game board sections - Each section includes two different location spaces and one castle space

• 16 location tiles - Each location allows a new extra action.

• 8 summary cards for the location tiles

• 6 task cards - This new card type allows players to earn gold at the end of the game in addition to gold earned from Kingdom Builder cards.

• 10 warriors - Two of each player color

• 5 wagons - One of each player color

• 5 ships - One of each player color

• 5 city hall tiles - One of each player color

• 1 rules booklet

Changes during set-up

Apply the set-up rules of the basic game, except for the following changes:

• Mix the 4 new game board sections with the 8 game board sections of the basic game and/or any expansion game board sections; then select any 4 sections and assemble them into a rectangular game board.

• If the game board contains one or more sections from this expansion, place the appropriate two location tile summary cards next to these sections.

• Shuffle the task cards, then draw one card at random for each game board section from this expansion. Place these cards next to the 3 Kingdom Builder cards.

Note: Thus, 0 – 4 task cards will be in a game, depending on the number of new sections that are part of the game board. You can identify these new sections easily because they have two location tile summary cards.

• Give each player 1 wagon, 1 ship, 2 warriors, and 1 city hall tile in his player color.
<table>
<thead>
<tr>
<th><strong>Barracks</strong></th>
<th>![Barracks image]</th>
</tr>
</thead>
<tbody>
<tr>
<td>During each of your turns, you may choose one of these two options:</td>
<td>![Barracks diagram]</td>
</tr>
<tr>
<td>• Place one of your warriors on an empty space eligible for building. You must place this warrior adjacent to one of your settlements, if possible.</td>
<td>![Barracks diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Barracks diagram]</td>
</tr>
<tr>
<td>• Remove one of your warriors from the game board and place the token back into your supply. You may place this warrior on the game board again on a future turn.</td>
<td>![Barracks diagram]</td>
</tr>
</tbody>
</table>

*A warrior prevents all building and moving actions* – whether by you or by any other player – on all spaces adjacent to it. Any existing settlements are not affected. After a warrior has been removed, the blocked spaces are once again eligible for building.

*Warriors score gold at the end of the game, like other settlements.*

<table>
<thead>
<tr>
<th><strong>Wagon</strong></th>
<th>![Wagon image]</th>
</tr>
</thead>
<tbody>
<tr>
<td>During each of your turns, you may choose one of these three options:</td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td>• Place your wagon on an empty space eligible for building or a mountain space. You must place this wagon adjacent to one of your settlements, if possible.</td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td>• You can take this action only if your wagon is not on the game board.</td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td>• Move your wagon up to 3 spaces across empty spaces eligible for building or mountain spaces. These spaces may not be occupied by settlements, other wagons, or any of your own or other players’ warriors.</td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Wagon diagram]</td>
</tr>
<tr>
<td>• Remove your wagon from the game board and place it back into your supply. You may place the wagon on the game board again on a future turn.</td>
<td>![Wagon diagram]</td>
</tr>
</tbody>
</table>

*You may build settlements adjacent to your wagon. Wagons score gold at the end of the game, like other settlements.*

<table>
<thead>
<tr>
<th><strong>Lighthouse</strong></th>
<th>![Lighthouse image]</th>
</tr>
</thead>
<tbody>
<tr>
<td>During each of your turns, you may choose one of these three options:</td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td>• Place your ship on an empty water space. You must place this ship adjacent to one of your settlements, if possible.</td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td>• You can take this action only if your ship is not on the game board.</td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td>• Move your ship up to 3 spaces across empty water spaces. These spaces may not be occupied by ships.</td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td><strong>Or</strong></td>
<td>![Lighthouse diagram]</td>
</tr>
<tr>
<td>• Remove your ship from the game board and place it back into your supply. You may place the ship on the game board again on a future turn.</td>
<td>![Lighthouse diagram]</td>
</tr>
</tbody>
</table>

*You may build settlements adjacent to your ship. Ships score gold at the end of the game, like other settlements.*
Task cards

The task cards offer new ways for players to earn gold at the end of the game, in addition to the gold earned from the 3 Kingdom Builder cards.

Each card states one requirement that a player must meet in order to earn the amount of gold indicated. Each player who meets a task card’s requirement earns the reward. Meeting a card’s requirement more than once does not increase the amount of gold earned.

Home country:
5 gold for a terrain area completely populated by your own settlements.

This terrain area may not contain any empty spaces or spaces with other players’ settlements.

Fortress:
6 gold for an own settlement surrounded by another 6 of your own settlements.

Place of Refuge:
8 gold for a location, castle or nomads space completely surrounded by your own settlements.

Road:
7 gold, if at least 7 of your own settlements form a continuous diagonal line.

Each settlement in this line must be adjacent to another of your settlements in this line. A horizontal line does not qualify! The diagonal orientation of this line does not matter.

Advance:
9 gold, if at least 7 of your own settlements are built at one of the 4 game board edges.

Each corner space is part of two edges. These settlements need not be adjacent to one another; they may be built discretely.

Compass points:
10 gold, if at least 1 of your own settlements is built at each of the 4 game board edges.

Each corner space is part of two edges!
This expansion introduces 8 new locations.

### Extra action: Build an additional settlement from your supply.

<table>
<thead>
<tr>
<th>Location</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forester’s lodge</td>
<td><strong>Build one settlement</strong> on an empty forest space. You must build this settlement adjacent to one of your settlements, if possible. <em>Forfeit this action if no empty forest spaces remain on the game board.</em></td>
</tr>
<tr>
<td>Monastery</td>
<td><strong>Build one settlement</strong> on an empty canyon space. You must build this settlement adjacent to one of your settlements, if possible. <em>Forfeit this action if no empty canyon spaces remain on the game board.</em></td>
</tr>
<tr>
<td>Fort</td>
<td>Draw a terrain card and <strong>build one settlement</strong> on an empty space of the terrain type the card shows. You must build this settlement adjacent to one of your settlements, if possible.</td>
</tr>
</tbody>
</table>

### Extra action: Draw one additional terrain card.

<table>
<thead>
<tr>
<th>Location</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossroads</td>
<td>Draw one additional terrain card at the end of each of your turns. During your turn, you choose which of your two terrain cards you will use for both your mandatory action and your extra actions, if any. Discard both terrain cards after you have finished your actions. Draw the first additional terrain card at the end of your turn during which you gained this location tile.</td>
</tr>
</tbody>
</table>

### Extra action: Claim ground with your city hall.

<table>
<thead>
<tr>
<th>Location</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>City hall</td>
<td>During your turn, you may place your city hall tile on the game board; once placed, this tile remains in place for the rest of the game. <strong>You must</strong> place it adjacent to one of your settlements on 7 empty spaces eligible for building. The city hall tile counts as 7 settlements in all respects for Kingdom Builder cards and task cards! You may build additional settlements adjacent to your city hall tile just as you would build adjacent to other settlements of yours.</td>
</tr>
</tbody>
</table>
**Queenie 1: Capitol**

If the game board sections with location harbor or oracle are in play, place the capitol on one of the castles.

If both sections are in play, you may use both capitols.

The following rules applies: At the end of the game 1 gold for each of your own settlements built next to or up to 2 hexes away from the capitol.

**Example: 4 gold**

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**Queenie 2: Caves**

On each quadrant, put one of the cave tiles on any mountain hex, which is not within two hexes of a location, castle or nomad hex.

*A cave counts as a mountain hex.*

**Example: 2 possibilities to place the cave.**

Once every turn, before or after the mandatory action, the player may move one of his settlements adjacent to a cave, to any unoccupied and suitable hex adjacent to any cave *(including the same one)* on the board.