



## 1. Overview

In this game players are powerful Archons who support the city of Cardis in order to win the King's favor. By sending their Courtiers to various locations of the city, players can perform various actions. They can also try to influence figures of authority (Magisters), winning as many as they can to their cause in a constant struggle for power and prestige.

Each game consists of 3 Seasons. For each of these Seasons, the King issues different demands that players must fulfill. Each Season consists of 3 rounds during which, players take turns using a card-driven worker placement mechanism to perform various actions that will allow them to gather resources, recruit soldiers for the royal guard, rebuild the city, and use the palace buildings to acquire scoring cards (Science, Arts, Elite Warriors). After 9 rounds, the game ends and the player with the most Victory Points, is the winner.

## 2. Contents

1 Game Board	22 King's Favor cards	4 60-Victory Point tiles
56 Magister cards	20 1-Gold piece tokens	9 Action Cover tokens
32 Courtier cards	7 5-Gold piece tokens	23 Science cards
20 Wooden Figures	6 Attack cards	23 Arts cards
24 Wooden Discs (Markers)	16 Tax Collector tiles	20 Elite Warrior cards
60 Wooden Cubes (Resources)	25 Recruit tokens	20 Province cards
6 King's Grant cards	23 Building tiles	8 Player Aid cards
	1 Season tile	3 Rulebooks

## 3. Setup

### Each player takes:

- 5 Wooden Figures and 6 Round Markers of the color of his/her choice.
- 8 Courtier cards with the emblem of his/her choice. (Unicorn, Dragon, Lion or Eagle)
- 5 Elite Warrior cards with his/her emblem.

Randomly determine the player order. Each player then places one of his/her Round Markers on the player order track under the **Palace**.

### The 1st and 2nd player receives:

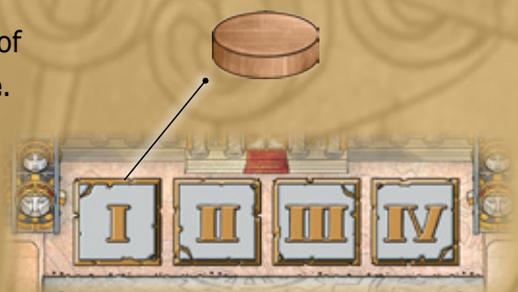
1 Grey Cube (Silver), 2 Gold coins, 1 Recruit token.

### The 3rd and 4th player receives:

1 Grey Cube (Silver), 2 Gold coins, 2 Recruit tokens

### In a 2-player game, the 2nd player receives:

1 Grey Cube (Silver), 2 Gold coins, 2 Recruit tokens



### 3. Setup

Place the game board in the center of the table.



Place all resource cubes on top of the **Repository** to form a stock pile.



Shuffle all Province cards and place them face down on the **Repository**.

Reveal the first Province card and fill the **Repository** with the indicated resources based on the number of players.



Fill the **Market Place** with the resources shown in the first King's Grant card.



Each player places 1 Marker on the scoring track on 4.



Place all Recruit tokens on the **Barracks**.



Shuffle the Attack tiles and make a face down pile. Place it on the placeholder outside the city.

Shuffle the 6 King's Grant cards and place 3 of them on top of the **Palace** and the remaining 3 back in the box. Each of these 3 cards indicates the King's demands for each of the 3 Seasons.



Place these face up next to the game board all Science cards next to the **Planetarium** and all Arts cards next to the **Academy**.

Place all gold piece tokens on top of the **Treasury**.



Science card



Arts card

Place all King's favor cards on the **Palace**. Set out 1 face up King's Favor card per player around the Palace following the order of the arrows.



Separate all Magisters and make 4 face up piles (one for each type: Merchants, Scribes, Clerics and Tax Collectors) and place them next to the game board close to the **Guildhall**.



Merchant



Scribe



Cleric



Tax Collector

Each player places 4 Markers, 1 on each starting square on the Magister track.



In player order, each player must acquire two different Magisters by paying the cost indicated on the first square of each Magister in the Magister track. They move their Markers on the Magister track to indicate their choices.

Sort all building tiles by level (by the number indicated on the back of each tile) and put each one on the placeholder of its corresponding building. For 2 player use only 1 tile per building.



Place the Round token on the 1st square on the Season track.



With 4 players, all Action slots on the game board are used.

With 3 players, use 2 Action Cover tiles to cover all the 4-player slots (green colored) on the game board.

With 2 players, use 11 Action Cover tiles to cover all 4-player and 3-player slots (green and orange colored) on the game board.

All covered slots will not be available.



## 4. Gameplay

Players take their 8 Courtier and 2 Magister cards and split them into 2 face down piles of 5 cards, dividing the cards however they want. They choose one of those piles which should be their hand for the first round. The remaining 5 cards should be used on the 2nd round. After the 2nd round, players should once again split their 10 cards into 2 piles of 5 to play the 3rd and 4th round and so on.

The rounds during which the player will have to split their 10 cards are indicated on the Season track on the lower right corner of the game board.

One by one following player order, players must play one card from their hand and place one of their wooden figures on any one of the available (non-occupied) action slots on the board, immediately performing the corresponding action. Some slots are more expensive and require two cards or one Magister. The turn ends once all players have either passed or placed all of their wooden figures on the board.

### 4.1 Pass - Player order

A player may choose to pass even if he/she still has unused cards and wooden figures. When a player passes, he/she can no longer perform any action in that round. Any unused cards remain hidden until the round ends. When a player chooses to pass, he/she must announce to all opponents the number of unused cards he/she has. Once the round is over, players reveal their unused cards. This will determine next round's player order.

The player with the most unused cards becomes the starting player and the rest of the player order is determined in the same manner. Whenever two or more players are tied for having the same number of unused cards, the player with the highest value of unused cards (see below) wins the tie. If there is still a tie, the current player order remains between the tied players.

The values for determining player order are:

Courtier=0, Tax Collector=1, Cleric=2, Scribe=3, Merchant=4.



## 4.2 Actions

As mentioned previously, whenever a player places a wooden figure on an available slot on the game board, he/she immediately performs the corresponding action.

### Important Notes:

**A player cannot place a wooden figure on an already occupied action slot** (with the exception of Clerics or Building abilities that allow it).

**A player may not place a wooden figure on an action slot without performing the corresponding action.**



### 4.2.1 Repository

Each time a player places a wooden figure in the Repository, he/she gets one of the available resources. If a Merchant is used, he/she gets 2 resources.



### 4.2.3 Barracks

Each time a player places a wooden figure in the Barracks, he/she gets 1 Recruit token.

If a Merchant is used, he/she gets 2 Recruit tokens.



### 4.2.2 Treasury

Each time a player places a wooden figure in the Treasury, he/she gets 2 coins. If a Merchant is used, he/she gets 3 coins.



### 4.2.4 Market Place

Each time a player places a wooden figure in the Market, he/she can make 2 purchases and/or 1 sale. If the player does both, it must be for two different resources. When buying a resource the player must pay the cost indicated on the slot above the resource. When selling a resource the player gets the highest available amount of gold and places the sold resource on that slot in the Market.



*Example: the player wants to acquire 1 Silver. He/She pays two Gold coins and get the corresponding cube.*



*Example: the player wants to acquire 1 Silver and 1 Papyrus. He/She sells one Iron for 3 Gold coins and then pays 2 Gold coins and acquires the corresponding cubes.*





#### 4.2.5 Guild Hall

Each time a player places a wooden figure in the Guild Hall, he/she can acquire a new Magister card. The player pays the cost, moves his/her Marker on the next slot to the right on the Magister track and scores any indicated Victory Points. The newly acquired Magister must immediately replace any one of the 8 Courtiers cards in the player's possession. The replaced card should be removed from the game.



*In the example above, the player wants to acquire a second Cleric. He/She must pay one gold coin and one Recruit token. He/She must move his/her Marker to the next slot on the Magister track and score 3 Victory Points.*



#### 4.2.7 Royal Guard

Each time a player places a wooden figure in the Royal Guard, he/she can train an Elite Warrior and place him on one of the available slots on the city wall by spending one Recruit token and a grey cube (Silver). This can be done up to two times per wooden figure. The two slots next to the main gate also offer 1 Victory Point to the owner of the Elite Warriors placed in these slots.



#### 4.2.6 Builders' Guild

Each time a player places a wooden figure in the Builders' Guild, he/she can build one of the available buildings on the lower part of the city. After choosing the building, the player must pay the indicated cost in resources, get the corresponding tile placing it in front of him/her and score the indicated Victory Points. The building's ability is immediately available to the player. A player may not build the same building more than once.



#### 4.2.8 Academy

Each time a player places a wooden figure in the Academy, he/she can acquire an Arts card by spending 2 gold pieces. This can be done up to two times per wooden figure.



#### 4.2.8 Planetarium

Each time a player places a wooden figure in the Planetarium, he/she can acquire a Science card by spending 1 gold piece and one brown cube (Papyrus). This can be done up to two times per wooden figure.



#### 4.2.9 Palace

The Palace is where the King's Favor cards are deployed. King's Favor cards provide additional action slots that change every round. They can be used in the same manner as building actions.

With 2 players, only the first 2 slots are filled with King's Favor cards.



With 3 players, only the first 3 slots are filled with King's Favor cards.



With 4 players, all slots are filled with King's Favor cards.



### 5. Magisters

By using Magisters instead of Courtiers when performing an action, a player can get additional benefits and expand his/her strategy. A player can always choose to have a Magister count as a Courtier and enter any action slot as normal without taking advantage of the additional benefit. A player can use a single Magister card to enter action slots that normally requires two cards.



#### 5.1 Tax Collector (Red)



When using a Tax Collector to perform an action, the player must place a Tax Collector token on the slot of his/her choice below his/her wooden figure. Whenever another player places another wooden figure in the same building, he/she must pay 1 gold piece to the owner of the tax collector. The Tax Collector's payment can be ignored by the opponents when they enter the building using a Tax Collector of their own.

#### 5.2 Cleric (Blue)



When using a Cleric to perform an action, the player may ignore all slot limitations and place his/her wooden figure on a slot that is already occupied by another wooden figure. By using a Cleric a player cannot avoid paying the Tax Collector.

#### 5.3 Scribe (Green)



When using a Scribe to perform an action, the player may perform another action right away. The second action can be performed in any building the player wants. An action performed as a result of a Scribe's ability, cannot be done using another Scribe (unless the second Scribe is used as a Courtier).

#### 5.4 Merchant (Yellow)



By using a Merchant in buildings bearing the Merchant symbol, a player can get additional benefits. When a Merchant is used in the Treasury, the player gets one additional gold piece. When used in the Repository, the player gets one additional resource. When used in the Barracks, the player gets one additional Recruit token.



## 6. End of Round

When a round ends, the following must be done:

- Players compare any unused cards in their hands and determine next round's player order as described in **4.1 Pass-Player Order**. The cards are then discarded.
- Players retract all of their wooden figures from the game board.
- The last King's favor card is removed. The rest move clockwise 1 slot and a new card is revealed.
- Any remaining resources in the Repository are returned to the resource supply. A new province card is revealed and the indicated resources are used to refill the Repository.
- If the next round is an odd-numbered round (3rd, 5th etc) then each player splits his/her 10 cards into two piles and chooses one to use in the next round as described in **4. Gameplay**. If the next round is an even-numbered round (2nd, 4th etc) then each player picks up his/her remaining 5 cards to use in the next round.
- The Season tile moves one space ahead.

## 7. End of Season - Attack



When the Season tile reaches the last space, the season ends and the city is attacked. The Attack tiles are shuffled and one is revealed to determine the strength of the attack based on the number of players. The tile is then removed from the game.

If the total number of Elite Warriors on the wall is equal or greater than the strength of the attack, the city is successfully defended without any consequences.

If the total number of Elite Warriors on the wall is smaller than the strength of the attack, then the enemy raids the city. Each player must lose Recruit tokens equal to the difference between **his/her** Elite Warriors on the wall and the strength of the attack. If a player does not have enough Recruit tokens to lose, he/she must then lose resources to match the required number. If a player does not have enough Recruit tokens and resources to lose, he/she must then lose 2 Gold coins for every 1 strength remaining to match the required number. If after losing all Recruit tokens, all resources and all coins a player still cannot match the required number, he/she must lose Victory Points until the number is matched. Note that a player's score can even drop below 0.

*Example: It is the end of the first Season. Players have managed to send a total of 4 Elite Warriors to the walls. 1 of these Warriors belongs to Sandra. An Attack tile is revealed indicating that the strength of the attack is 5. Since the number of Elite Warriors is smaller than the strength of the attack, the city gets raided. Since Sandra has 1 Elite Warrior on the walls and the strength of the attack is 5, which means she must now lose 4 Recruit tokens. Sandra only has one Recruit token in her possession. She returns it to the supply and must now lose 3 resources. Sandra only has 1 resource in her possession. She returns it to the supply and must lose 4 Gold coins. She only has 2 Gold coins in her possession so she must also lose 1 Victory Point.*

### 7.1 Scoring

After the attack is resolved, players score Victory Points based on the Season's King's Grant card. The player with the most Arts cards scores the highest number on the King's Grant card,

the player with the second most scores the second highest number and so on. The same is done for Science cards and Elite Warriors on the walls.

Whenever there is a tie, the players add the Victory Points of the two tied positions and divide them equally between them (rounded down). At least 1 Arts card, Science card or Elite Warrior is needed to claim the offered Victory Points.

## 7.2 Preparation of the next Season

- The previous Season's King's Grant card is turned face down.
- The Market is filled based on the next King's Grant card.
- Each player takes back any Elite Warriors he/she placed on the walls.
- Each player returns any Arts and Science cards to their respective piles.

## 8. Winning the Game

After scoring is done for the 3rd King's Grant card on the 3rd Season, the game ends. Players add any Points scored by Buildings' abilities to the scoring track and the player with the most Victory Points is the winner. In the case of a tie, the player with the largest total of Recruit tokens, gold pieces and resources is the winner. If there is still a tie, it is a shared victory.

## 9. Building Tiles

Building tiles can be acquired through the Builder's Guild action. Some buildings have more than one ability tile available which others offer only one. In a 2-player game, players should always use 1 ability tile for each building, while with 3 or 4 players, the maximum number of available tiles is used.

**A player cannot acquire the same building tile twice.**

During the 2nd Season, all level 2 building tiles cost 1 black cube (Iron) less to acquire.

During the 3rd Season, all level 2 building tiles cost 1 black cube (Iron) less to acquire and all level 3 building tiles cost 1 white cube (Stone) less to acquire.



**Craftsman:** Each time a player acquires a new building tile, he/she gets 2 Gold coins. This ability also includes the Craftsman tile itself. The player also scores 2 Victory Points.



**Inn:** The player pays one less resource when acquiring a new Magister through the Guildhall. The player also scores 2 Victory Points.



**House of Arts:** At the start of each remaining Season, the player gets two Recruit tokens. The player also scores 2 Victory points.



**Tavern:** At the start of each remaining Season, the player gets two Recruit tokens. The player also scores 2 Victory Points.





**Weaponsmith:** The player gets two additional Recruit tokens when he/she enters the Barracks. The player also scores 2 Victory Points.



**House of Trade:** The player gets 1 additional Gold coin when selling resources in the Market Place. The player pays 1 Gold coin when buying resources in the Market Place. The player also scores 2 Victory Points.



**Laboratory:** The player gets one Papyrus or one Silver from the supply when entering the Market Place. The player also scores 2 Victory Points.



**Chapel:** The player's Merchants also count as Tax Collectors and vice versa. The player also scores 2 Victory Points.



**Armory:** During each Season scoring, the player get 1 Victory Point for each Elite Warrior he/she has on the walls. The player also scores 4 Victory Points.



**Gallery:** During each Season scoring, the player gets 1 Victory Point for each Arts card in his/her possession. The player also scores 4 Victory Points.



**Library:** During each Season scoring, the player gets 1 Victory Point for each Science card in his/her possession. The player also scores 4 Victory Points.



**Architects' Guild:** The player scores 1 Victory Point each time he/she acquires a new building including Architect's Guild. The player also scores 4 Victory Points.



**Magisters' Court:** At the end of the game, the player gets 1 Victory Point for each Magister in his/her possession. The player also scores 2 Victory Points.



**Gardens:** The player scores 8 Victory Points.



**Statue:** The player scores 9 Victory Points.

## SPACE FOR PLAYER TESTERS AND SPECIAL THANKS

Designers: Nikolas Sakaloglou  
Sotiris Tsantilas

Assistant developers: Pantelis Bouboulis  
Kostas Retalis  
Konstantinos Kokkinis

Illustrator: Antonis Papantoniou

Graphic designer: Giota Vorgia  
Production supervisor: Konstantinos Kokkinis

Should you have any comments or questions, please contact us at [info@artipiagames.com](mailto:info@artipiagames.com)

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