KINGDOM BUILDER
Empire Edition

A game by Donald X. Vaccarino | for 2 - 5 players

For your first game, we recommend our suggested set-up on page 7 of these rules.

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

Front: Landscape composed of 100 terrain hexes.

Back: Gold score track for final evaluation.

There are 9 different terrain types on each front side:

5 terrain types suitable for building

Grass   *Canyon*   *Desert*   *Flower field*   *Forest*

4 terrain types not suitable for building

Castle   *Water*   *Mountain*   *8 different locations*

• 28 location tiles

2x oracle   *4x farm*   *4x tavern*   *4x tower*

2x harbor   *4x paddock*   *4x barn*   *4x oasis*
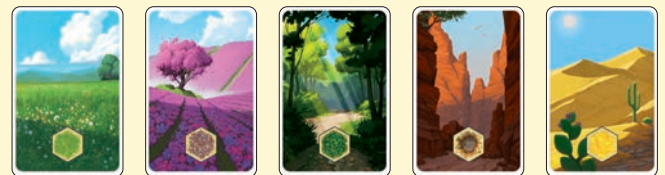
• 200 settlements –
40 of each player color

• 5 gold markers • 7 Castles • 1 start player tile
1 of each player color

• 25 terrain cards

5x Grasc   *5x Flower field*   *5x Forest*   *5x Canyon*   *5x Desert*

• 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.

There is a detailed description of the Kingdom Builder cards on page 5 of these rules (see Kingdom Builder cards).

• 8 summary cards of location tiles – pictograms of extra actions

• 5 Player boards - 1 of each player color

Set-up

1. Select any **4** of the **8 game board sections** and **assemble them to a rectangular game board** as shown in the example below. Place one **castle** on each castle hex.

1. Castle

2. Summary of location tiles

3. Location tiles

1. Game board pieces

5. Kingdom Builder cards

4. Terrain cards

Horizontal line

2. Place **four summaries of location tiles** next to the game board pieces matching the location hexes.
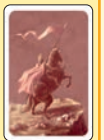
3. Place **2** corresponding **location tiles** on each **location hex.**

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:

1 Player board,
which they placed in front of them.

All 40 settlements,
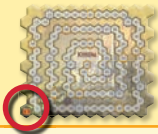they are placed on their player board, this is their personal supply.

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.
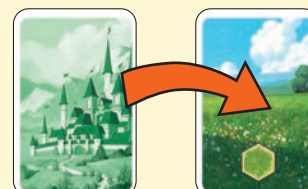
Mandatory action

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.

Terrain card

Player's supply

This illustration shows an example of a mandatory action.

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

Picture side *Pictogram side*

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.

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 on their player board, 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.

Player's supply

If there is no more location tile on a location, the player does not receive any location tile.

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.

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.

= 3 gold

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.**

Note: A terrain space is the equivalent of exactly one hex of a game board section.

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.

Grass   **Canyon**   **Desert**

Flower field   **Forest**

3.

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

This illustration is an example of 2 building options for the new settlement.

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.**
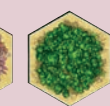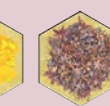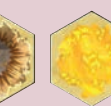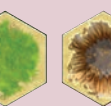
This illustration is an example of a mandatory action where the player cannot build next to their own settlement.

Mandatory action

=

= | = | =

=
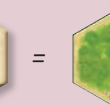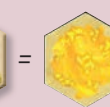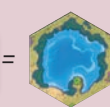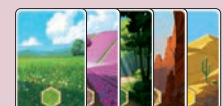
End of the game and final scoring

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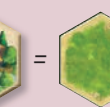
Now **each player** calculates the **amount of gold** they have earned and **records** their total on the **gold score track.**

• 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.
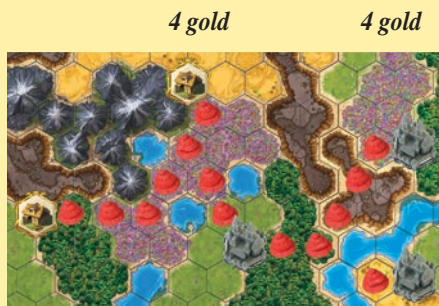
Kingdom Builder cards

FISHERMEN

Build settlements on the waterfront

1 gold for each of your own settlements built adjacent to one or more water hexes.

1 gold

Note – Extra harbor action:
The „Fishermen" card does not generate gold for settlements on water hexes.

MINERS

Build settlements next to a mountain

1 gold for each of your own settlements built adjacent to one or more mountain hexes.

1 gold

MERCHANTS

Connect location, castle, and nomads spaces

4 gold for each location and/or castle and/or nomads space linked contiguously by your own settlements to one or more other location and/or castle and/or nomads space(s).

4 gold   *4 gold*

4 gold   *4 gold*   *0 gold*

WORKERS

Build settlements next to location, castle or nomads spaces

1 gold for each of your own settlements built adjacent to a location, castle or nomads space.

1 gold

0 gold
1 gold
1 gold

DISCOVERERS

Build settlements on many horizontal lines

1 gold for each horizontal line on which you have built at least one of your own settlements.

Horizontal line ——

1 gold
1 gold
1 gold

KNIGHTS

Build many settlements on one horizontal line

2 gold for each of your own settlements built on that horizontal line with the most of your own settlements.

Horizontal line ——

6 gold
0 gold
0 gold

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

HERMITS

Create many settlement areas

1 gold for each of your own separate settlement and for each separate settlement area.

1 gold

1 gold

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

LORDS

Build the most settlements in each sector

Each sector: 12 gold for the maximum number of settlements there; 6 gold for the next highest number of settlements.

8x 🦋 *12 gold*
8x 🦋 *12 gold*
6x 🦋 *6 gold*
2x 🦋 *0 gold*

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.

CITIZENS

Create a large settlement area

1 gold for every 2 of your own settlements in your largest own settlement area.

0 gold

3 gold

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

FARMERS

Build settlements in all sectors

3 gold for each of your own settlements in that sector with the fewest of your own settlements.

Separate Evaluation for each player:

10x	6x
6x	4x

The fewest settlements of Red are in the sector bottom right. They earn 12 gold (4x3).

Note: If there is 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.
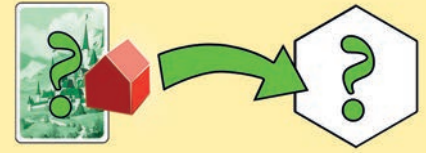
Extra location tile actions – Apply building rules as usual

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

Oracle

Build **one settlement** on a hex of the same terrain type as your played **terrain card.** Build adjacent if possible.

Farm

Build **one settlement** on a **grass hex.** Build adjacent if possible.

Skip this action if there is not a single unoccupied grass hex on the game board.

Oasis

Build **one settlement** on a **desert hex.** Build adjacent if possible.

*Skip this action if there is not a single unoccupied desert hex on the game board.*

Tower

Build **one settlement** at the **edge of the game board.** Choose any of the 5 suitable terrain type hexes. Build adjacent if possible.

Tavern

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.
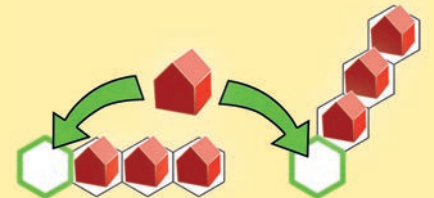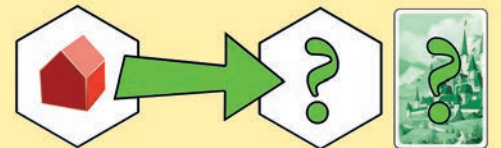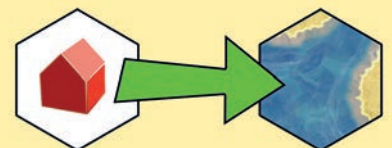
Extra action: Move one of your existing settlements.

Barn

Move **any one of your existing settlements** to a hex of the same terrain type as your played **terrain card.** Build adjacent if possible.

Harbor

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.

Paddock

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).
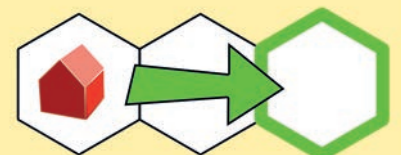
Suggested set-up for your first game

1. Combine the the 4 board sections that feature the tavern , the paddock , the oasis and the farm to form a rectangular game board, as shown below.

2. Place **each location tile summary** next to the game board section that features the **corresponding locations.**

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

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

5. Place the 3 Kingdom Builder cards **Fishermen, Knights, and Merchants** next to the game board, face up.

All other steps of the game set-up remain unchanged.
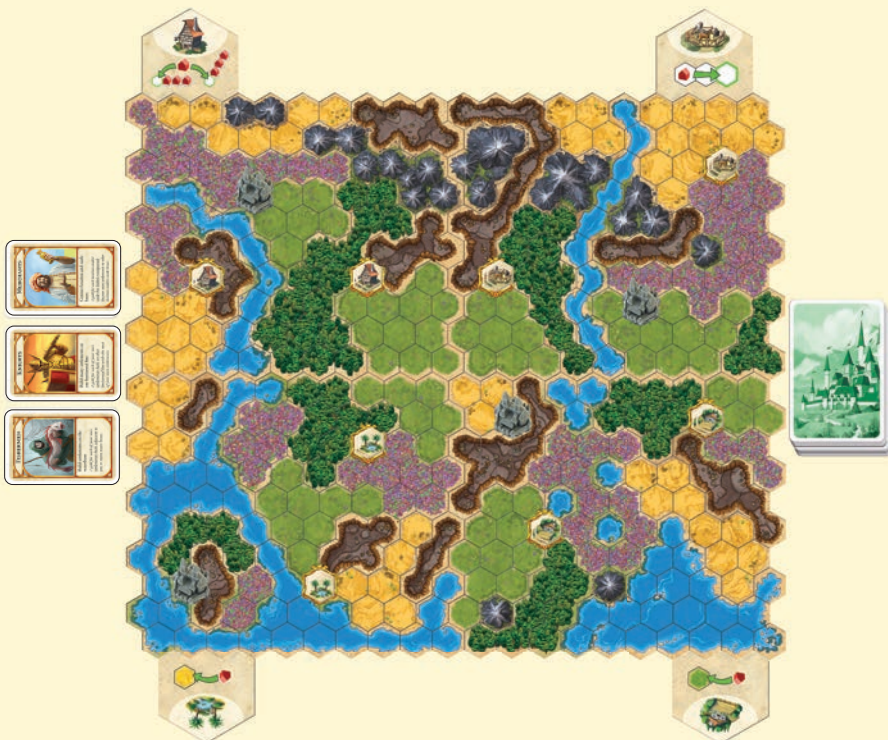
Some hints for your first settlements

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.

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

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: 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.

The Expansion Tableaus

• **5 Expansion tableaus**
  1 in each player color

The expansion tableau is used as a personal supply for various expansion components.

The following expansion rules denote which component is to be placed on the expansion tableau with this symbol:

If a game is played with one or more expansions that need the expansion tableau, each player takes his corresponding expansion tableau and places it next to his player tableau.

The expansion tableau exists purely for the purpose of storing expansion components, it does not change any rules of the expansions.

KINGDOM BUILDER
NOMADS

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.

Nomads space

Location spaces

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

2x quarry   *4x caravan*   *4x village*   *4x garden*

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

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

7x donation 2x resettlement 2x outpost   2x sword   2x treasure
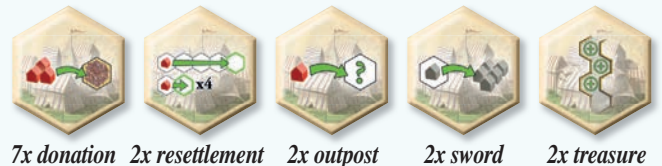
• **3 new Kingdom builder cards** – With these cards, players can earn gold during the course of the game.

1x Families 1x Shepherds   1x Ambassadors

• **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.

Changes during set-up

Compared to the basic game, set-up 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.

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!

Picture and pictogram side

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".*

The player builds 3 additional settlements on the flower field spaces after her mandatory action.

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.

The player moves one of her settlements 3 spaces, then claims the nomad tile next to its new location. Then she moves another settlement 1 space next to a location space.

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.

The player builds settlements A and B next to a location space on the appropriate terrain, then uses the outpost to build settlement C next to a nomad space.

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.

Kingdom Builder cards

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.**
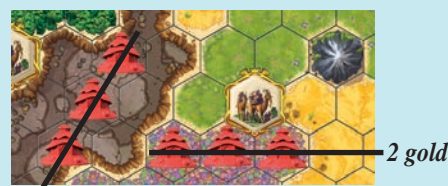
The 3 new Kingdom Builder cards
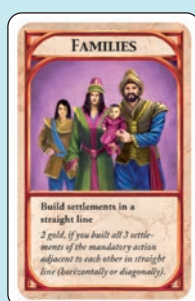
Families

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.

Horizontal / diagonal line ⎯⎯⎯

2 gold

2 gold

Here are 2 examples of settlements being built in a straight line during a player's mandatory action.

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.

The player builds settlement C. Since no empty flower space is adjacent to this settlement, this player earns 2 gold.

If the player builds her settlements in order ABC, she earns 2 gold, but…

…if she instead builds the settlements in order CBA, she earns no gold.

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.

1 gold

1 gold

0 gold
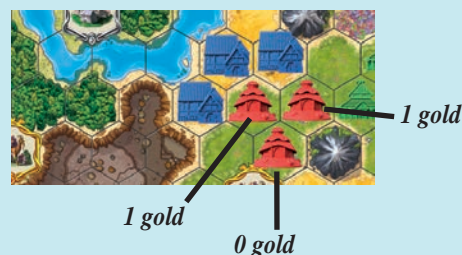
The red player earns 2 gold during her turn.

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 red 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.

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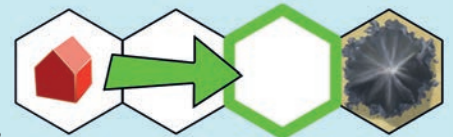
The red player wants to move this settlement. She has four options as one direction is blocked by a mountain and another is blocked by an opponent's settlement.

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.

KINGDOM BUILDER
CROSSROADS

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.
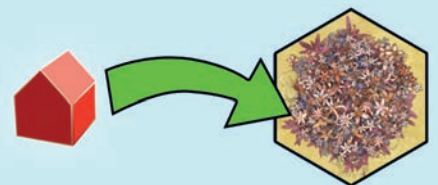
Game components

- **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.

2x lighthouse *2x forester's lodge* *2x barracks* *2x crossroads*

2x city hall *2x fort* *2x monastery* *2x wagon*

- **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.

Home country, Fortress, Road, Place of refuge, Advance, Compass point

- **10 warriors -** Two of each player color

A warrior enters the game through the "barracks" action and prevents any building actions on its adjacent terrain spaces.

- **5 wagons -** One of each player color

A wagon enters the game through the "wagon" action and it may move across land spaces of the game board.

- **5 ships -** One of each player color

A ship enters the game through the "lighthouse" action and it may move across water spaces of the game board.

- **5 city hall tiles -** One of each player color

A city hall tile enters the game through the "city hall" action and counts as seven settlements.

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.

New location tiles and their extra actions – Apply the building rules of the basic game

This expansion introduces 8 new locations.

Extra action: Build an additional settlement from your supply.

Forester's lodge

Build **one settlement** on an empty **forest space.** You must build this settlement adjacent to one of your settlements, if possible.
Forfeit this action if no empty forest spaces remain on the game board.

Monastery

Build **one settlement** on an empty **canyon space.** You must build this settlement adjacent to one of your settlements, if possible.

Forfeit this action if no empty canyon spaces remain on the game board.

Fort

Draw a terrain card and build **one settlement** on an empty space of the terrain type the card shows. You must build this settlement adjacent to one of your settlements, if possible.

Extra action: Draw one additional terrain card.

Crossroads

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.

either   *or*
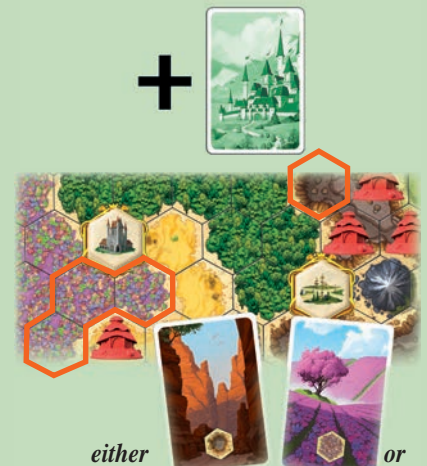
Extra action: Claim ground with your city hall.

City hall

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. You **must** 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.
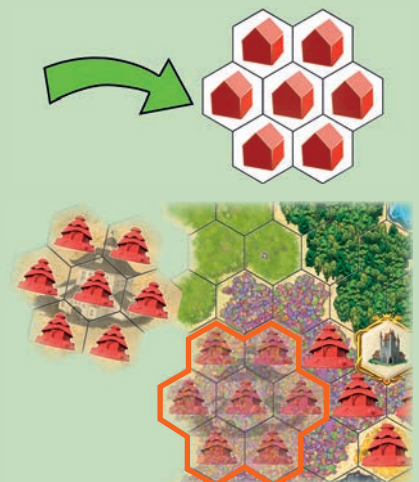
Extra action: Bring new forces into play – ships, warriors and wagons – to claim ground in the kingdom. Warriors, wagons and ships count as settlements.

Barracks

During each of your turns, you may choose **one** of these **two options:**

- 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.

- *Or* 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.

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.

Wagon

During each of your turns, you may choose **one** of these **three options:**

- 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.
  You can take this action only if your wagon is not on the game board.
  Or

- **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.

- *Or* 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.

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

Lighthouse

During each of your turns, you may choose **one** of these **three options:**

- Place your ship on an **empty water space.** You must place this ship adjacent to one of your settlements, if possible.
  You can take this action only if your ship is not on the game board.
  Or

- **Move** your ship up to **3 spaces** across empty water spaces. These spaces may not be occupied by ships.

- *Or* 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.

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.

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.

Place of Refuge:

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

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!

KINGDOM BUILDER MARSHLANDS

The third Kingdom Builder expansion: Marshlands posts new challenges for the players. New bonus actions, that players acquire, once they take two of the same location tile, give them even more possibilities to shape their Kingdom the way they want. The swamps, a new terrain hold more ways to place your settlements once you draw the new terrain cards. Six Kingdom Builder cards make the chase for Gold even more exciting and interesting.

Game components

• 4 game board sections

Palace   *Swamp*

This expansion introduces a new terrain type found on all 4 game board sections that is suitable for being built upon: swamp. In addition, all 4 sections contain a new terrain type that cannot be built upon: the palace, which replaces the castle spaces. Finally, there are 4 new types of locations, one on each section.

• 16 location tiles

4x temple   4x refuge   4x canoe   4x fountain

• 4 summary cards for the location tiles

• 8 bonus action tiles

2x temple   2x refuge   2x canoe   2x fountain

• 4 summary cards for the bonus actions

• 6 new Kingdom Builder cards

Geologists   Messengers   Noble-women   Vassals   Captains   Scouts

• 5 new terrain cards

swamp/ grass   swamp/ canyon   swamp/ desert   swamp/ flower field   swamp/ forest

Changes during set-up

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

- Shuffle the 4 new game board sections with the 8 game board sections of the basic game, then select any 4 of the 12 sections and assemble them into a rectangular game board.
- If the assembled game board contains one or more sections from this expansion, place the summary cards for the corresponding locations and bonus actions next to the appropriate sections. Stack two location tiles on each corresponding location space, and place the bonus action tiles on the appropriate summary cards.
- Shuffle the 6 new Kingdom Builder cards with those of the basic game, then randomly draw 3 cards. Place these cards face up next to the game board.
- Shuffle the 5 new terrain cards with the terrain cards of the basic game, then place this deck face down next to the game board.

Note: If you want, you can combine all the Kingdom Builder expansions, leaving the new terrain cards in the terrain deck even when one of these game board sections is not in play. In this case, simply ignore the swamp pictured on these cards.

Changes in game play

New terrain cards: Swamps

If a player's terrain card shows a swamp and another terrain type that's suitable to be built upon, the player must place as their mandatory action either 2 settlements from their personal supply on unoccupied swamp hexes or 3 settlements on unoccupied hexes of the depicted terrain type. The usual building rules apply in both cases.

Note: If a player performs the oracle or barn extra action, they must choose the same terrain type for both their mandatory action and their extra action.

or:

Example: Frank (red) has drawn a swamp/desert card. He now chooses whether to build 2 settlements on swamp hexes or 3 on desert hexes.

Palace

The new game board sections feature palace hexes instead of castle hexes.

The player who has **built the most settlements next to the palace earns 5 gold** at the end of the game. In case of a tie, each of the tied players earns 5 gold.

Note: The palaces also count for the Kingdom Builder cards "Workers" and "Merchants".

Example: Frank (red) has built the most settlements next to the palace and earns 5 gold.

Jenny (yellow) and Ani (blue) do not earn gold.

Extra actions and bonus actions for the new locations – The usual building rules apply

In addition to the extra actions of the location tiles, this expansion introduces **bonus actions.** When a player takes a second location tile of the same type, they also take the bonus action tile from the corresponding bonus action summary card.

Now the player can not only perform that **extra action twice** during each game round, but they can also perform the **additional bonus action as well.**

As with extra actions, a bonus action may be performed before or after the mandatory action. Any exceptions are clearly mentioned below.

Extra action: Build an additional settlement from the supply

Canoe

Build one settlement on an unoccupied swamp or water hex, building adjacent to one of the player's own previously built settlements, if possible. However, this action can be performed **only after any other player** takes the last location tile from a location space.
That player's turn is briefly interrupted for this action. If more than one player owns a canoe tile, they perform this extra action in player order, starting with the player to the left of the active player.

Note: A player can pick swamp despite beeing adjacent to water and vice versa.

Example: Ani (blue) builds next to the refuge and takes the last refuge tile.

Frank (red) now builds one settlement on a swamp or water hex immediately. He has seven options where to build.

Note: If playing with Kingdom Builder: Nomads, this extra action also takes place when an opponent takes the last nomad tile from a nomad space.

Canoe bonus action
Build one settlement on an unoccupied swamp or water hex. If possible, this must be built adjacent to one of the player's own previously built settlements. This bonus action may be performed before or after the player's mandatory action.
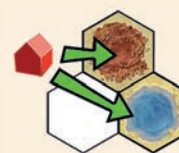
Extra action: Build an additional settlement from the supply

Fountain

Build one settlement next to exactly one of your own settlements and next to none of any opponent's settlements on any unoccupied hex suitable to be built upon.

Example: Frank (red) wants to build next to the palace space in order to draw level with Jenny (yellow). There is only one possible space.

Fountain bonus action

The fountain extra action allows the player to **build** this bonus settlement **on a mountain hex.**

Important: The fountain bonus action does not allow for the building of an additional settlement; instead it modifies and improves the fountain extra action.
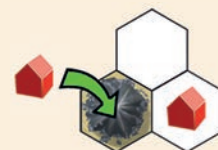
Extra action: Remove one of your previously built settlements for use in your next turn

Temple

Remove one of your own settlements from the game board; you must build this settlement during the mandatory action on your next turn in addition to your other required builds.

Note: This settlement must be built on the terrain type indicated on the card you play next turn.
Note: Place the removed settlement on the temple tile as a reminder that you must build it next turn.

Temple bonus action

During each of your turns, you may build the first settlement of your mandatory action in a hex not adjacent to one of your previously built settlements.
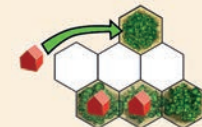
Example: Because of his 2 temple location tiles, Frank (red) has 2 more settlements to build during his mandatory action. Thanks to his temple bonus, he builds the first settlement next to the fountain location hex to take that last tile. He must build his 4 other settlements adjacent to his previously built settlements.

Extra action: Relocate one of your own previously built settlements

Refuge

Relocate one of your previously built settlements to an adjacent unoccupied hex suitable to be built upon; this hex does not have to be adjacent to one of your previously built settlements.

Refuge bonus action

Relocate one of your previously built settlements in a straight line from its current location to the next unoccupied hex suitable to be built upon.
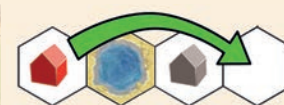
Example: Using his refuge bonus action, Frank (red) relocates his settlement, jumping over the location space and Ani's settlements (blue) to land next to the temple location and claim his second temple location tile, thus gaining the temple bonus action.

The 6 new Kingdom Builder cards

GEOLOGISTS

Connect mountains with one another

2 gold for each mountain that is connected with another mountain by your own settlements.

2 gold   *2 gold*

2 gold   *2 gold*

Note: *A mountain is a series of adjacent mountain hexes and may consist of only a single hex. If mountains are connected to one another through more than one hex, the player still scores for each mountain only once.*

MESSENGERS

Maximize the distance between your own connected settlements

2 gold for each hex in the path between your two connected settlements separated by the greatest distance.

16 gold

Note: *Consider only the shortest path between the 2 connected settlements that are separated by the most distance, regardless of whether the hexes in this path have settlements on them or cannot be built upon. Include the hexes where these settlements are located.*

NOBLEWOMEN

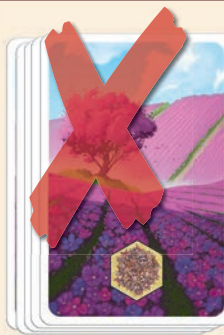Castle, Capitol, nomad and location spaces score additionally like Palaces.
Each player who has built the most settlements next to these spaces earns 5 gold.

Note: *Palaces are scored only once.*

Player red: 5 gold
Player blue: 5 gold
Player yellow: 15 gold

VASSALS

Build along the inner edges of the game board sections

1 gold for each of your own settlements built next to at least one inner edge of a game board section.

6 gold

Note: *You can count these settlements more easily if you carefully pull the sections a little bit apart.*

CAPTAINS

Build your settlements close to each other

1 gold for each of your settlements next to at least 3 of your own settlements

3 gold

SCOUTS

Build next to the removed terrain type

1 gold for each of your own settlements adjacent to the removed terrain type that is not itself on that terrain type.

7 gold

Important: *Prior to the first player's turn, reveal the top terrain card from the deck, then remove all terrain cards of this type from the game (including the one with swamp on it). If the revealed card shows a swamp, then you remove that card and all cards showing the other type of terrain. Shuffle the terrain deck once again.*

During the game, players can build on hexes of the removed terrain type only by using extra actions.

KINGDOM BUILDER HARVEST

Four game board sections with two new locations each give plenty of exciting possibilities to manipulate your settlements.

Six new Kingdom builder cards pose interesting combinations for how to score during the game.

In addition, a new terrain type – farmland – is introduced, which lets players build one additional settlement each turn on farmland at any time during their turn.

Game components

• 4 game board sections

Silo   Farmland

This expansion introduces a new terrain type found on all 4 game board sections that is suitable for being built upon: Farmland. In addition, all 4 sections contain a new terrain type that cannot be built upon: Silo. Finally, there are 8 new types of locations, two on each section.

• 16 location tiles

2x Bazaar   2x Water mill   2x Mountain station   2x Scout cabin

2x Cathedral   2x Watchtower   2x University   2x Palisade

• 8 summary cards of location tiles

• 10 Settlement tiles

2 tiles #5:   8 tiles #1:

• 2 scout tiles

• 6 new Kingdom Builder cards

Rangers   Mayors   Chainers   Travellers   Homesteaders   Rovers

Changes during set-up

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

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

• If the cathedral is included in the game, put the number tiles next to the game board. If the scout cabin is included in the game, put the scout tiles next to the game board.

• Shuffle the 6 new Kingdom Builder cards with those of the basic game, and then randomly draw 3 cards. Place these cards face up next to the game board.

Note: You may combine all Kingdom Builder expansions any way you want.

Changes in game play

New type of terrain, suitable to be built upon: Farmland

Each of the 4 new game board sections contains the new terrain type farmland, which is suitable to be built upon. Once per game round each player may perform one farm action by building a settlement on an adjacent farmland space. If there are more than one farmland spaces adjacent to a player's settlements, they may freely decide on which of these spaces they build their settlement upon. If no farmland spaces are adjacent to a player's settlements, they cannot perform the farm action. The farm action can be performed at any time before or after their mandatory action.

Note: Settlements may be moved onto such a space by paddocks or may be built thereupon by taverns or towers.

Example: The red player uses his farm action and builds a settlement on farmland. He now can build his 3 settlements of the mandatory action in a way that he connects to the palisade location.

Silo

Each of the 4 new game board sections contains a silo.

At the end of the game, but before final scoring takes place, a player may either build up to three settlements or move up to three of their existing settlements for each silo that is adjacent to one or more of their settlements.

Players either build or move their settlements for each silo in turn order.

The built or moved settlements must be placed connecting to any of that player's existing settlements. The settlements adjacent to the silo may be moved as well, even if they are no longer adjacent to a silo afterwards.

Note: Players are not allowed to build two settlements and move another one or vice versa.

Example: Because the red player has one settlement adjacent to the silo, he choses to move 3 of his settlements to a different location. This way he ends up adjacent to another castle.

Extra actions for the new locations – Apply the building rules of the basic game

Bazaar

The player may repeat any other one of their extra actions during their turn.
Note: However, they cannot repeat the farm action.

Clarification concerning other expansions:

By repeating an extra action the player will not gain any additional extra tokens or tiles like scout tiles (expansion 4) or warrior, wagon, ship and city tile (expansion 2).

*However, these may be relocated during the turn by repeating that extra action.*

The bazaar action can be used in combination with extra actions of location tiles only, not with the nomads' tiles (expansion 1).
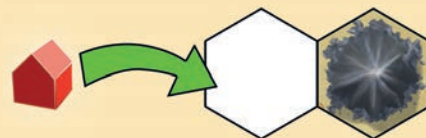
Water mill

Build one settlement upon a suitable terrain space next to a water space. It must be built connecting to an existing settlement of that player, if possible.
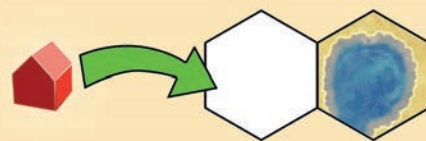
Mountain station

Build one settlement upon a suitable terrain space next to a mountain space. It must be built connecting to an existing settlement of that player, if possible.
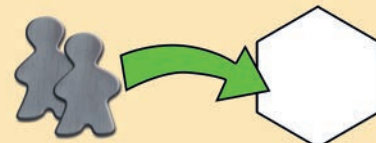
Scout cabin

The player may place both scout tiles on any suitable terrain, water or mountain spaces of the game board, connecting to their own settlements.

They count as settlements during the player's turn, and the player may build new settlements connecting to them. Scout tiles placed next to a location do not trigger any extra action, and they cannot be relocated. They are removed from the game board at the end of the player's turn, to be used again by the next player with a scout cabin.

Note: The scout do not generate points for the following Kingdom Builder cards: Mayor & Rovers from expansion 4 and Ambassadors, Families & Shepherds from expansion 1.

Example: The red player uses his scout cabin first and places the 2 scouts next to his settlements on mountain spaces. Then he builds his 3 settlements of the mandatory action now able to connect to the castle.

Cathedral

The number tiles are needed for this extra action. During their turn, the player may either take one more tile or return any number of tiles in order to build that same number of settlements upon suitable terrain spaces, according to the drawn terrain card. These must be built connecting to existing settlements of that player, if possible. When a player takes a cathedral tile he also takes a number 1 settlement tile.

Watchtower

Build one settlement upon a suitable terrain space next to another player's settlement. It must be built connecting to your own existing settlements, if possible.
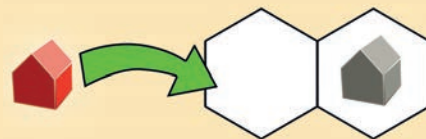
University

Build one settlement upon a suitable terrain space next to a location *(including castles, nomads spaces, palaces and silos)*. It must be built connecting to an existing settlement of that player, if possible.
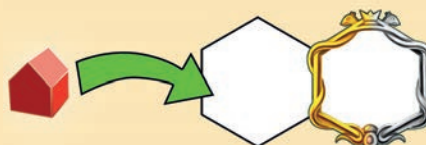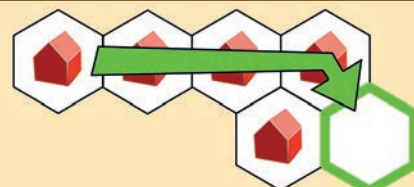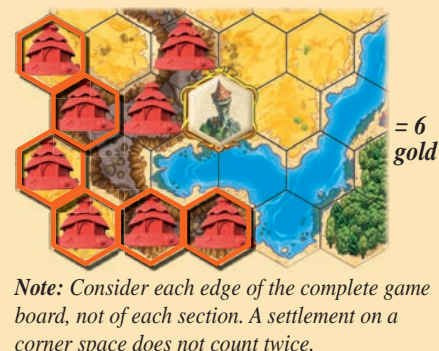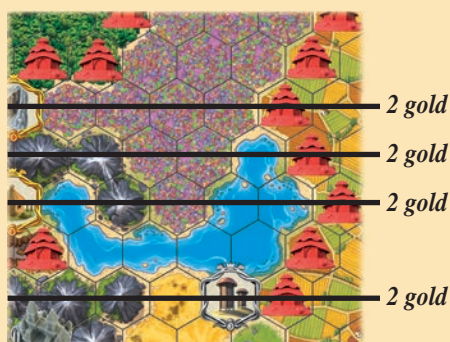
Palisade

Move a settlement to a suitable terrain space connected to the same settlement area.

The 6 new Kingdom Builder cards

RANGERS

Build only one settlement in a horizontal line

2 gold for each horizontal line in which lies only one of your own settlements.

= 2 gold
= 2 gold
= 2 gold
= 2 gold

TRAVELLERS

Build at the edge of the game board

1 gold for every settlement at the edge of the game board.

= 6 gold

Note: Consider each edge of the complete game board, not of each section. A settlement on a corner space does not count twice.

CHAINERS

Build adjacent to exactly 2 of your settlements

1 gold for each settlement, that is adjacent to exactly 2 (no more, no less) of your own settlements.

= 4 gold

HOMESTEADERS

Build as many settlements in one game board section as possible

1 gold for each settlement in the game board section with the most of your own settlements.

8 x   5 x

11 x   12 x   = 12 gold

MAYORS

Build 4 settlements in a horizontal line

4 gold for every own settlement that was used to mark a horizontal line beside the game board.

If a player builds a settlement or moves one of their settlements in such a way that at least four of their settlements are arranged in a horizontal line, they mark this by placing a settlement from their supply next to that line outside of the game board. This can be done only if this line is not marked already by some other player. The settlements forming this line may be moved again later. At the end of the game, each marked line is worth 4 gold for that player.

Example: The red player builds three of his settlements on desert spaces, therefore having at least 4 settlements on that horizontal line. He takes one settlement from his supply and marks that horizontal line outside the game board.

= 8 gold for the green player

= 12 gold for the red player

= 4 gold for the blue player

ROVERS

Build in multiple board sections each turn

Each turn, 1 gold for every game board section you build one of your own settlements in.

The Rovers makes players gain **gold during the game.**

*After each newly built settlement, the active player checks if they meet the conditions of the card. In case they do, they record the additional gold by flipping one of the summary of location tiles of that game board section. At the end of their turn they get gold equal to the flipped summary of location tiles and move their token on the score track accordingly. Then the summary of location tiles are flipped back. The rovers are **not scored during final scoring.***

= 1 gold   = 1 gold

Example: The red player has build settlements on two different game board sections, therefore getting 2 gold this turn.

QUEENIE 1: CAPITOL

• 2 capitols

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

QUEENIE 2: CAVES

• 4 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.*

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.

Example: 2 possibilities to place the cave.

QUEENIE 3: ISLAND

• 1 Island (double-sided) • 2 summary cards of the location tiles

• 4 location tiles (2x rope bridge and 2x tree house)

Place the island next to the game board. Put 2 corresponding location tiles on the location hex and place the corresponding summary of location tile next to the island.

The island is an extra board, but not connected to the rest of the board. A player can get there by having to place or move a settlement to a terrain he is not adjacent to, and putting that settlement on the island. Once on the island, a player may be forced to play there due to being adjacent to terrains there, just like anywhere else on the board.

Important: The island does not count as its own sector, and thus does not score gold for the "LORDS" kingdom builder card. It is also ignored in scoring for "FARMERS". You can choose a line on the island for "KNIGHTS". You can score up to 5 gold for the horizontal lines on the island for "DISCOVERERS". All other kingdom builder cards score normally.

Example: Frank (red) builds his three mandatory action settlements on desert (1). With his extra action (Oasis) he is allowed to build another settlement on a desert space. He may build it onto the island (2), because no unoccupied desert space is adjacent to his settlements. With his second extra action (Fram) he builds another settlement, next to it, on a grass space (3).

New location tiles and there extra actions – Apply the building rules of the basic game

Rope bridge

Move any of your existing settlements to a canyon hex. Must be adjacent to your settlements if possible.
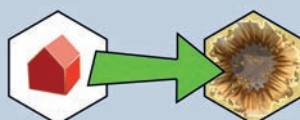
Tree house

Move any of your existing settlements to a forest hex. Must be adjacent to your settlements if possible.