

KINGDOM BUILDER

A game by Donald X. Vaccarino
for 2 - 4 players aged 8 years and up

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 tiles specify the conditions which must be met in order to earn the desired gold.

Game components

- 4 different game board sections



Front and back show terrain composed of 100 hexes. There is the A-side and the B-side depicted on the location hexes.

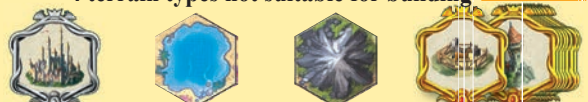
There are 9 different terrain types on each side:

5 terrain types suitable for building



Grass Canyon Desert Flower field Forest

4 terrain types not suitable for building



Castle Water Mountain Locations (A & B)

- 1 Gold score track



- 32 location tiles, 8 selection tiles & 2 castle tiles



- 8 summary tiles of location tiles



- 160 settlements - 40 of each player color

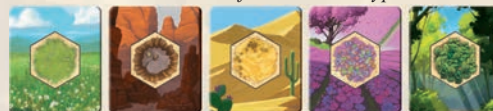


- 8 gold markers - 2 of each player color

- 1 start player tile



- 25 terrain tiles - 5 of each terrain type



Back:



- 10 different Kingdom Builder tiles



Front: EN / Back: DE, FR, NL

- 1 rules booklet



Est. 1989



Set-up

1. Take the **4 quadrants** and decide on **side A or B**. Turn all the quadrants to the corresponding side. Then arrange the quadrants as you wish to form a **rectangular game board** as shown in the example.

2. Shuffle the **8 selection tiles** face down and then draw 1 tile for each quadrant and place it face up next to the quadrant.

Then place on each location hex of a quadrant **2 location tiles** matching the selection tile.

3. From the **summary tiles of location tiles**, select the 4 matching ones and place them next to the quadrants.

4. The **terrain tiles** are **shuffled** and placed as a **face-down draw pile** next to the game board.

5. The **Kingdom Builder tiles** are **shuffled**, 3 tiles are drawn at **random** and placed face up next to the game board.

6. **Distribution of game components** – give each player in their player color:

 **All 40 settlements**, this is their personal supply.

 **2 gold marker**

 Additionally, each player draws one **terrain tile** 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.

7. Place the **gold score track** next to the game board and place your **gold markers** next to it. Place the tile next to the track in increments of 10 and the wooden marker next to the track in increments of 1.

Note: On the gold score track, you can read off your gold amount by adding the number on which your tile (top bar) and the number on which your wooden marker (bottom bar) is placed.

 = 78 gold

Put all selection tiles and 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 tile 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 tile, strictly obeying the building rules (*see page 4*).

Extra action

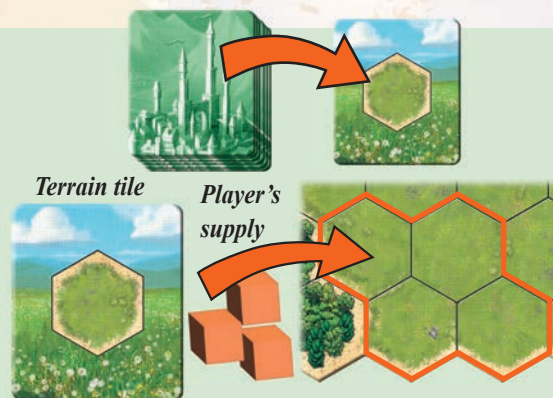
Over the course of the game players will collect **location tiles**.

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 tile on the discard pile and draw a **new tile** from the draw pile, keeping it hidden on their hand.



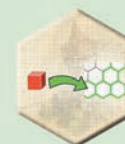
This illustration shows an example of a mandatory action.

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

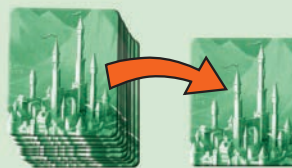
Picture side



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.

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.

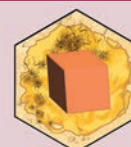
Exception: If the rare case should occur that there is no eligible hex at the beginning of a player's turn or during their turn, i.e. there is no hex matching the type of their played terrain tile on which they could build a settlement, the player draws a new terrain tile immediately. The useless terrain tile is removed from the game. If necessary, the player repeats drawing a new tile until they draw a suitable tile.



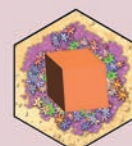
Grass



Canyon



Desert



Flower field



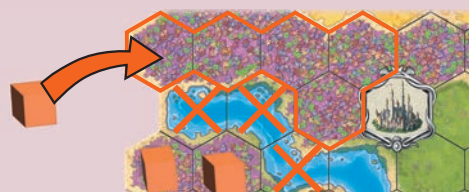
Forest

3. A player **must always** 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:



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



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

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 tile.

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**.



Location hex and location tile

Whenever a player builds a settlement **next to a location hex**, they **immediately** seize 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.

Player's supply



Note: 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.

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** tiles 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 tiles



FISHERMEN
Build settlements on the waterfront
1 gold for each of your own settlements built adjacent to one or more water hexes.

Note: Extra harbor action:
The „Fishermen“ tile
does not generate gold
for settlements on water
hexes.



1 gold



MERCHANTS
Connect location and castle hexes
4 gold for each location and/or castle hex linked sequentially by your own settlements in either location and/or castle hexes.

4 gold 4 gold 0 gold



4 gold 4 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



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.



CITIZENS
Create a large settlement area
1 gold for every 2 of your own settlements in your largest own settlement area.

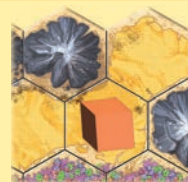


0 gold 3 gold

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



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



WORKERS
Build settlements next to location or castle hexes
1 gold for each of your own settlements built adjacent to a location or castle hex.



0 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.



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.



FARMERS
Build settlements in all sectors
1 gold for each of your own settlements in that sector with the fewest of your own settlements.

Separate Evaluation for each player:



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

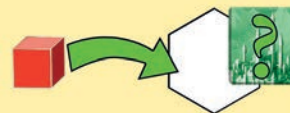
Note: If there is the same number of a player's fewest settlements in more than one sector, they earn gold for one sector only. In order to qualify as a "Farmer" a player must have built at least 1 settlement in each sector.

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 tile**. Build adjacent if possible.



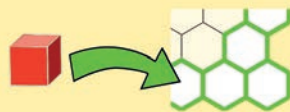
Farm: Build **one settlement** on a **grass hex**. Build adjacent if possible.
Skip this action if there is not a single unoccupied grass hex on the game board.



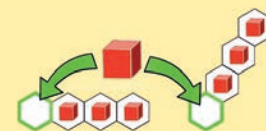
Oasis: Build **one settlement** on a **desert hex**. Build adjacent if possible.
Skip this action if there is not a single unoccupied desert hex on the game board.



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



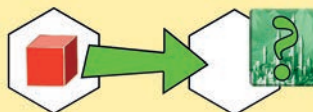
Tavern: Build **one settlement** at one **end of a line** of at least **3 of your own settlements**. The orientation of the line does not matter (*horizontally or diagonally*). The chosen hex must be suitable for building.



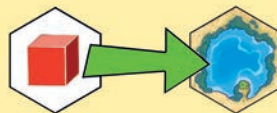
Extra action: Move one of your existing settlements.



Barn: Move **any one of your existing settlements** to a hex of the same terrain type as your played **terrain tile**. 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.

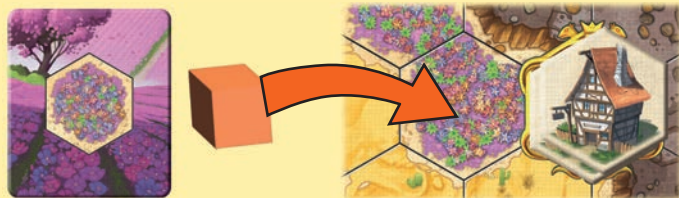


Paddock: Move **any one of your existing settlements two hexes in a straight line** in any direction (*horizontally or diagonally*) to an eligible hex. You may jump across any terrain type hex, even water, mountain, castle and location, and/or your own and other players' settlements. The target hex must not necessarily be adjacent to one of your own settlements (*building rule no. 3 does not apply in this case*).



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 tile, you have a choice of several location hexes for your first settlements.



Example: Mats has the flower field terrain tile 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 tile. 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.

Variant: Beautiful castles

Changes to set-up

Before the selection tiles are shuffled, the players determine 2 quadrants, on each of which they place a castle tile on 1 location space.

No location tiles are then placed on these location spaces.

Then place 2 location tiles on the empty location space.

Put the 2 leftover location tiles back into the game box.



Changes to the sequence of play and final scoring

The castle tiles are castle spaces and players also receive 3 gold in the final scoring if they have built at least one settlement adjacent to a castle tile.