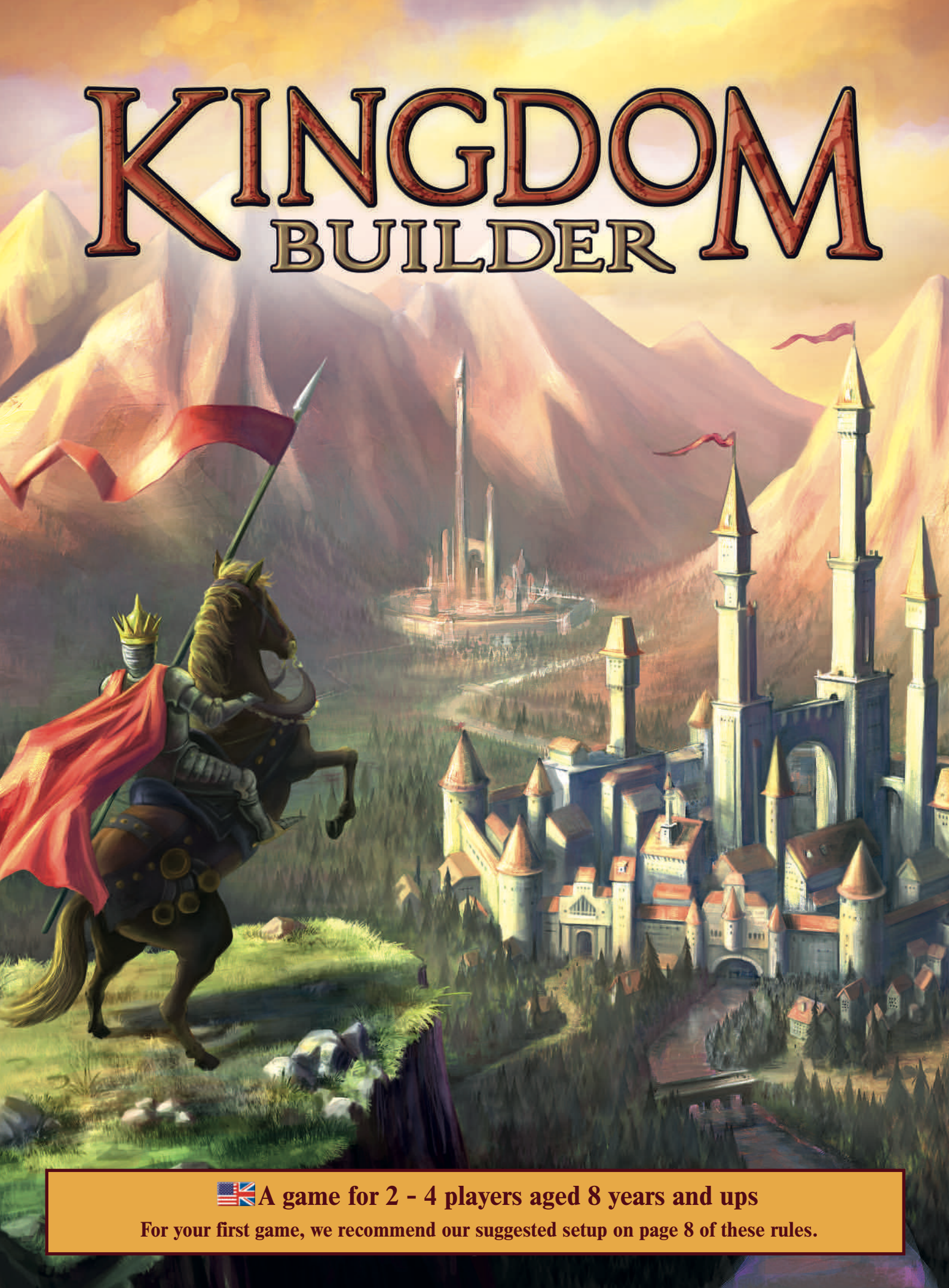
KINGDOM BUILDER



A game for 2 - 4 players aged 8 years and ups

For your first game, we recommend our suggested setup on page 8 of these rules.

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.

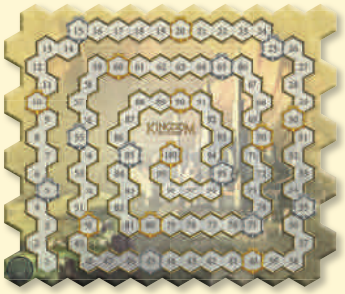
The 3 Kingdom Builder cards specify the conditions which must be met in order to earn the desired gold.

Game components

• 8 different game board sections



Front: Landscape composed of 100 terrain hexes.



Back: Gold score track for final evaluation.

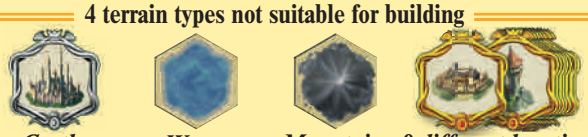
There are 9 different terrain types on each front side:

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*

• 160 settlements - 40 of each player color



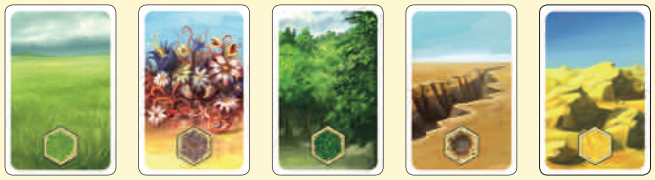
• 4 gold markers
1 of each player color



• 1 start player tile



• 25 terrain cards



5x Grass *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).

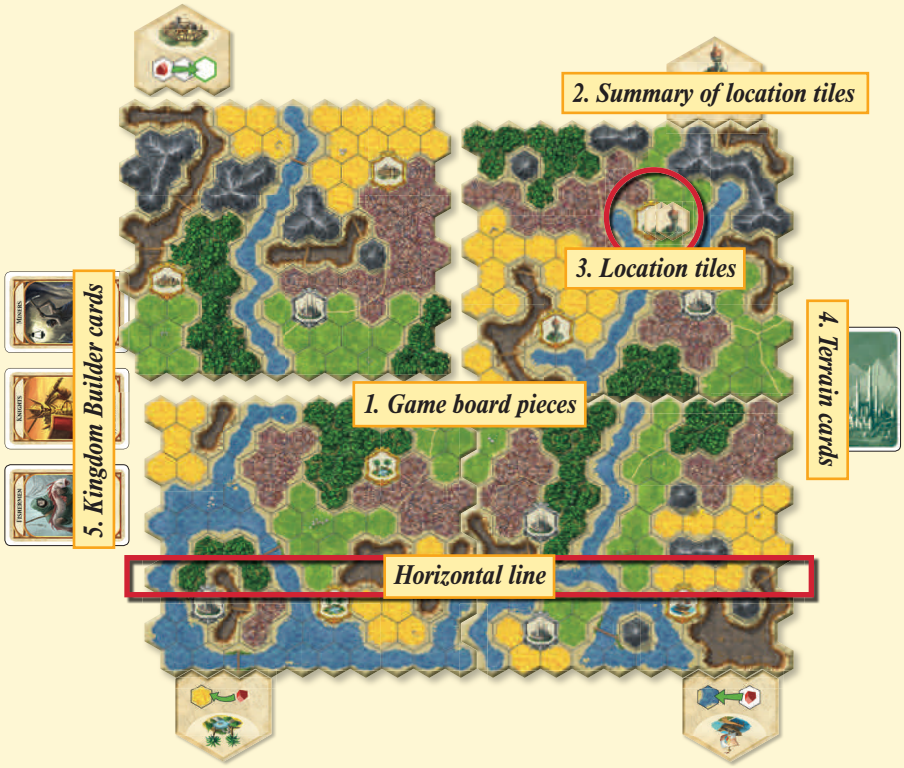
• 8 summary cards of location tiles - pictograms of extra actions



• 1 rules booklet

Setup

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



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



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



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



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



Distribution of game components

Give each player in their player color:



All 40 settlements, this is their personal supply.



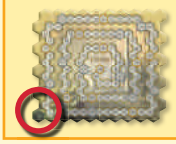
1 gold marker



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



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



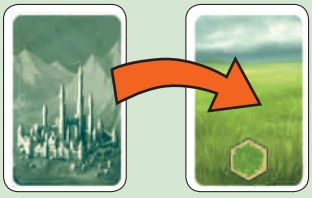
Turn **one** of the **unused game board sections** over to its **back side** and place it next to the game board. Then, each player places their gold marker on the black space of the **gold score track.**

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

Sequence of play

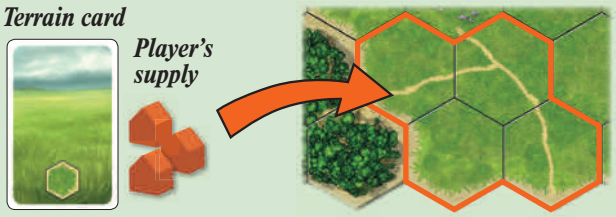
Players take their turns in **clockwise direction,** beginning with the **start player.** The game lasts for several rounds. **Each player performs their turn the following way:**

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



Mandatory action

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



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.

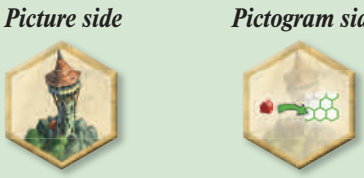
Extra action

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.



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.

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.



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 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.



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.**

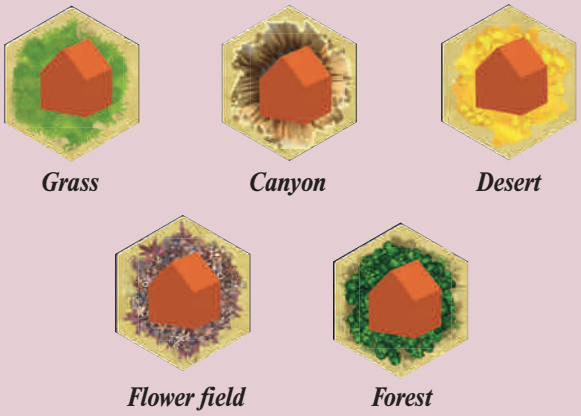


Note: A terrain space is the equivalent of exactly one hex of a game board section.

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.*



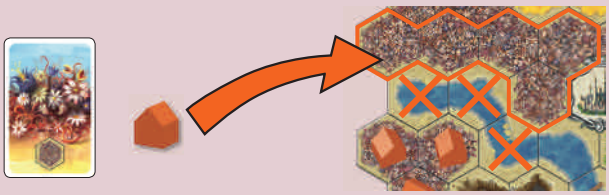
3.

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:

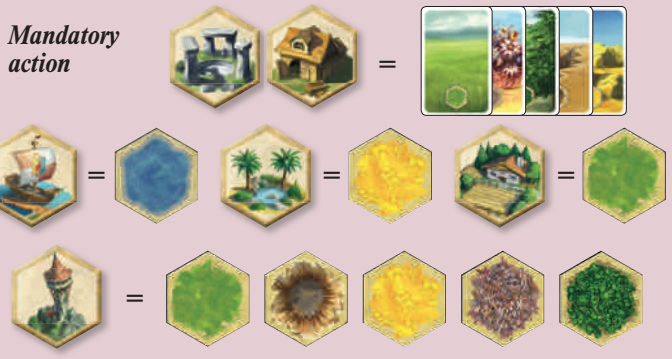


This illustration is an example of a mandatory action where the player cannot build next to their own settlement.

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 card.

b) If this is the player's extra **oasis, farm** or **harbor** action, they must choose a hex of that terrain type as required by **this location tile.**

c) If this is the player's extra **tower** action the player may choose any suitable hex at the **edge of the game board.**



End of the game and final scoring

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

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

• The **3 Kingdom Builder cards** are **evaluated** one after the other **for each player,** beginning with the start player.

• Then, **each player** calculates the amount of gold earned by their settlements next to **castle hexes** (3 gold per castle hex) and adds it to their score.

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

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Kingdom Builder cards





1 gold

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



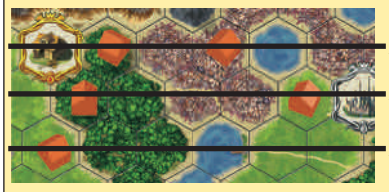
4 gold 4 gold



4 gold 4 gold 0 gold



Horizontal line



1 gold
1 gold
1 gold



1 gold



1 gold

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



0 gold



3 gold

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





1 gold



1 gold



0 gold
1 gold
1 gold



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.



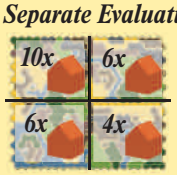


8x 12 gold
8x 12 gold
6x 6 gold
2x 0 gold

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.



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.

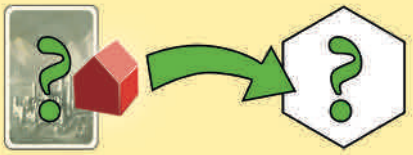
Extra location tile actions – Apply building rules as usual

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 card.** Build adjacent if possible.

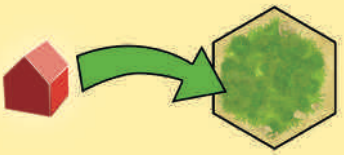




Farm

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.

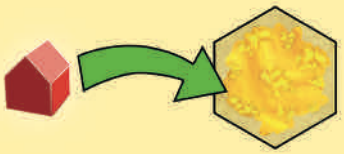




Oasis

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

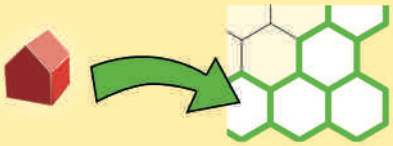
Skip this action if there is not a single unoccupied desert hex on the game board.





Tower

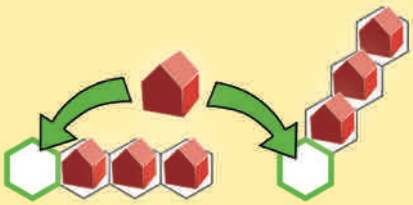
Build **one settlement** at the **edge of the game board.** Choose any of the 5 suitable terrain type hexes. Build adjacent if possible.





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.

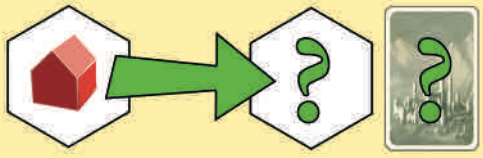


Extra action: Move one of your existing settlements.



Barn

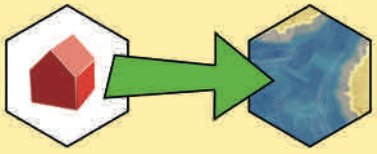
Move **any one of your existing settlements** to a hex of the same terrain type as your played **terrain card.** Build adjacent if possible.





Harbor

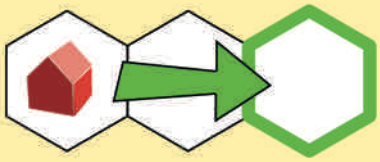
Move **any one of your existing settlements** to a water hex. Build adjacent if possible. This is the only way to build settlements on water hexes.





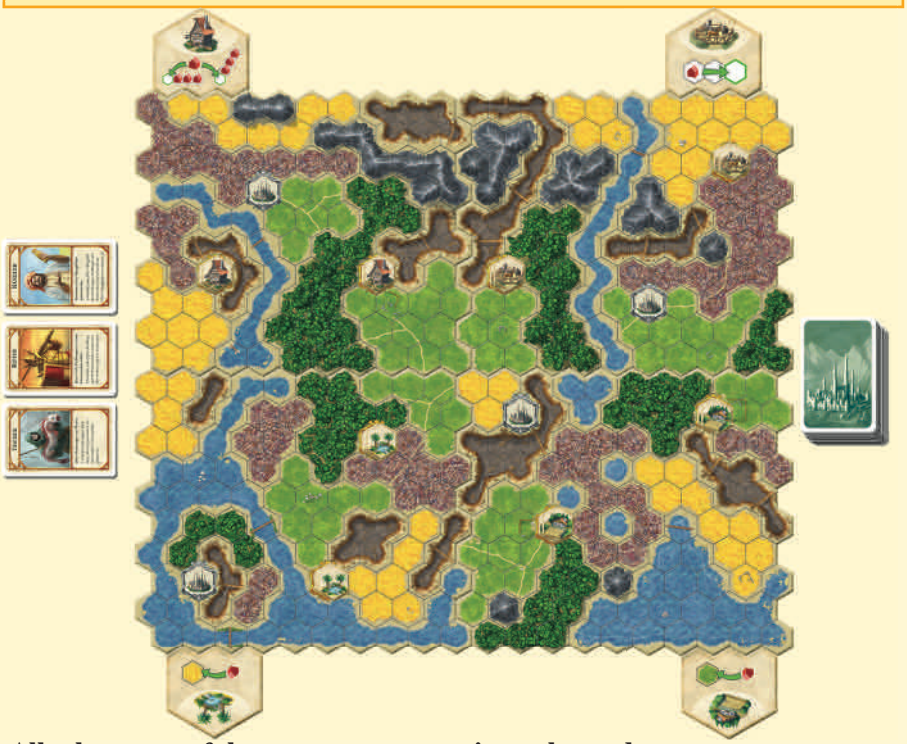
Paddock

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.



All other steps of the game set-up remain unchanged.

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.



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.

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