

Mark Swanson

Feudum

A Fierce Yet Frolicsome Game of
Fiefdoms & Feudal Lords for 2-5 Players

Blimey! You and your blokes have been unfairly banished and stripped of everything but a few shillings and table scraps. Undaunted, you journey to a strange land to reclaim your honor.

*Under the steely gaze of her majesty, Queen Anne, you must chart your path to fame and glory. Will you farm the earth, fight as knights or finagle your own feudums?**

Whatever your fate, one thing is clear: Medieval life is not a bowl of cherry tarts. Fertile land is scarce, food is dwindling, and fanciful creatures fancy you for dinner!

Luckily, not everything feudal is (ahem)…futile. If you seize control of the local guilds, you could become most venerated in the kingdom.

* In case your medieval Latin is rusty, a feudum is a fiefdom—land granted by a feudal lord!

The Bits



1 Game Board



55 Action Cards
11 in each of 5 player colors



16 Royal Writ Cards



15 Pawns
3 in each of 5 player colors



20 Player Discs/Reeves
4 in each of 5 player colors



100 Influence Markers
20 in each of 5 player colors



24 Region/Landscape Tiles



9 Vessels
3 per kind



44 Location Discs
outposts, farms, towns and feudums



17 King's Seals/Rosary Beads



12 Archery Targets



1 Epoch Marker



1 Starting Player Marker



50 Silver and Gold Shillings
43 silver "1s" and 7 gold "5s"



1 Progress Die



5 Player Pouches
1 in each of 5 player colors



30 Saltpeter Goods



30 Sulfur Goods



30 Iron Goods



30 Wood Goods



50 Food Goods



1 Haversack



2 Monsters
1 behemoth, 1 sea serpent



3 Rulebooks, 15 Reference Cards,
(German, French and English)

The Board

King Daniel's dominion is divided into 6 regions (sea, island, forest, desert, badlands and mountain) and flanked by 6 medieval guilds (Farmer, Merchant, Alchemist, Knight, Noble and Monk).

The board also features 22 spaces for location discs (outposts, farms, towns and feudums) and a host of other functional areas relevant to gameplay.



Setup

Place the board in the middle of the table. Each player selects a color and puts the following into his personal supply: 3 pawns, 4 player discs/reeves, 11 action cards, 7 influence markers, 7 food, 7 shillings, 1 player pouch and 1 reference card (1). Each player places his blank player disc (2) on the scoring track.

Now, create a general supply of resources as follows: Place the vessels (3) near the Alchemist Guild. Place the influence markers and monsters (4) near the Knight Guild. Place the king's seals/rosary beads (5) near the Noble Guild. Place the shillings and archery targets (6) near the board.

Shuffle the Royal Writ cards (7) and put them facedown. Create six stacks of region tiles (8) in descending order. Remove the double-sided location discs including the 12 feudums (9) and put them in the general supply. Shuffle the remaining locations (10) and place the ones marked with a circle on the starting spaces circled in pink, and the others on the remaining map spaces. Finally, turn all the location discs face up.

Place goods into the Merchant Guild (11) as shown, leaving the last space in the saltpeter and sulfur rows empty. Place goods into the Alchemist Guild (12) as shown, leaving 2 spaces in the food cart and 2 in the the sulfur bowl empty. Also, randomly draw 2 vessels and place them in the guild. Put the rest of the goods into the haversack (13). From the general supply, place 2 influence markers per player in the Knight Guild (14) as shown. If there are fewer than 4 players, add "dummy" rows so there are at least 4 colors in play.



Shuffle all 17 king's seals (red side up) and draw 4 to place on the scrolls in the Noble Guild 15 as shown. Draw 4 more and flip to reveal rosary beads and put them in the Monk Guild 16 on the rosary. Draw 1 more and flip to reveal a rosary bead and place it atop a chicken in the Farmer Guild 17. Randomly draw 10 goods from the haversack and put them in the barn in the Farmer Guild.

Place the epoch marker 18 on the epoch I space (the first sunray). Randomly select 6 goods 19 from the haversack and place 1 in each region beside the location featuring the letter "N". Randomly select a starting player and give him the starting player marker and the progress die 20.

In turn order, each player selects 3 different goods of his choice from the haversack. If a player chooses a sulfur good, he must decide whether to put it into his wine barrel (it helps nourish your pawns) or into his personal supply (It lets you play two actions in a row). More on that later!

In turn order, select a character icon on one of your pawns and position it face up beside one of the 6 starting locations circled in pink. Immediately place an influence marker from your personal supply onto the 5 vp hexagon in the guild bearing the same icon as your pawn. If the hexagon is occupied, place it on the 3 vp hexagon. You are now ready to play the basic or advanced game.

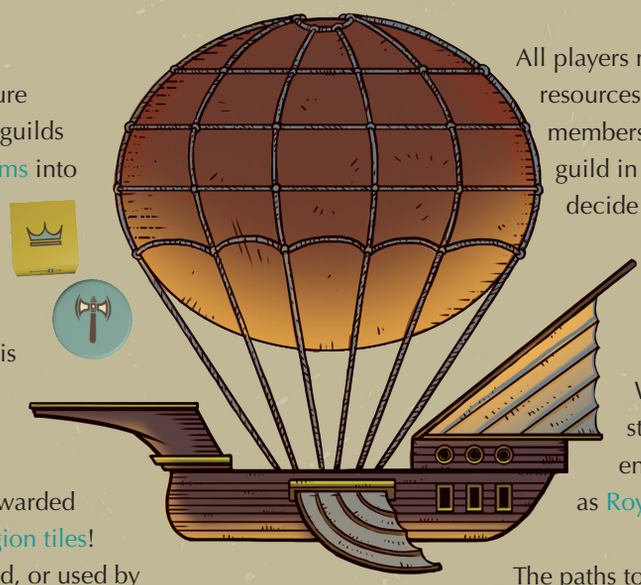
Advanced rules appear in these nifty little scrolls.



Playing the Game

The object of Feudum is to be the "most venerated in all the land." Less loftily put, players try to score the most veneration points (vp) over 5 epochs — typically 7-10 rounds. Each round, players use action cards to move pawns, influence locations, interact with guilds and a slew of other things.

During the game, you will secure membership status in different guilds by putting pawns and/or feudums into play. You will also race to rule locations, as this reinforces your guild status, and unlocks additional actions. Latecomers must settle for serfdom—but this can be advantageous!



Players who hurry to improve locations in each region are rewarded immediate vp and valuable region tiles! Tiles can be traded for any good, or used by your serfs to tend landscapes. As tiles are drawn, the dawn of each epoch is triggered and vp are scored for status in the guilds, landscapes tended and regions in which you are active.



If you are ambitious, you may acquire a feudum to become a vassal and increase your guild status immensely. However, you then must pay homage to the king by conquering opponents throughout the game to avoid negative vp for disloyalty.

All players may trade with guilds to get the resources they need. However, only guild members may move goods from guild to guild in return for immediate vp! You may decide to thwart the flow of goods, but be warned, a player could throw you a "feast" and perform your guild powers while you are incapacitated. When one region tile stack is empty the game ends and final vp (such as Royal Writs) are scored.



The paths to victory are many! Will you rule locations or humbly tend landscapes? Be a dutiful vassal or avoid royal obligations? Fortify your feudums or expand your kingdom? Rest assured, your foresight and finesse will prove fruitful. Unless you are unwittingly bludgeoned by a lumbering behemoth. Long live the king!

Playing a Round

Each epoch is made up of 1 or more rounds. Each round consists of 5 steps, briefly described here:



Step 1: Take Actions
All players secretly select 4 out of their 11 action cards. Then, each player executes them one at a time in turn order.



Step 2: Nourish Pawns
All players must sustain pawns on the board with food and/or wine.



Step 3: Roll Progress Die
Roll the progress die to determine a region tile to remove.



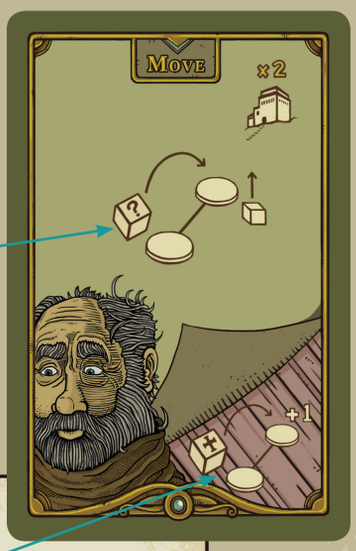
Step 4: Advance Epoch Marker & Score Epoch (If Triggered)
If a new epoch is triggered, advance the epoch marker, score veneration points and replenish the board with resources as directed. Otherwise go to Step 5.



Step 5: End Round or End Game & Final Scoring
Pass the starting player marker clockwise and begin a new round. If epoch 5 was triggered during the round, the game is over. After scoring the epoch, perform final scoring.

Step 1: Take Actions

All players secretly choose 4 action cards from their decks to create a hand for the round. Unselected cards are set aside. When everyone is ready, the starting player plays 1 card face up and carries out the action. Play continues clockwise, one card at a time, until all players have played all of their chosen cards.



Regular Action
Any player may perform the regular action depicted on the top section of the card.

Special Ability (Advanced Game)

Possession of a certain good or having a particular pawn in play gives you the option to perform the special ability depicted at the base of the card. Special abilities enhance or replace the regular action. *For example, this move action card depicts the monk pawn and his special ability.*

Card Symbols
The following symbols appear on some action cards and denote the following:

x2 This card may be played again by using the repeat action card later that same round.

x2 This card may not be played again in the same round even if the repeat action card is played.

This card may not be the last card you reveal this round.

Perform the regular action or the special ability, but not both.

Score veneration points (vp).

Extra or Sequential Action



During card selection, you may play a saltpeter or sulfur good to gain a bonus during this round. Place the chosen good on top of your player pouch to signal which bonus you intend to use:

Extra Action: Playing a saltpeter allows you to add a fifth action card to your hand.

Sequential Action: Playing a sulfur allows you to play 2 action cards back to back on a single turn. Sulfur stored in your barrel may NOT be used for sequential actions *(see Nourish Pawns on page 20)*.

After the extra or sequential action is carried out, remove the good from your player pouch and discard it into the haversack. You may play either an extra or sequential action once per round, but NOT both.

Note: *You must play at least 1 selected action card each turn, however you may forfeit the action.*

Long Live the King
If you wish, you may wait to see if anyone before you in turn order has placed a saltpeter or sulfur onto his player pouch before you finalize your card selections. When a player makes his selections, he must announce, "Long live the king." Once this is uttered, a player may not change his selections.

Protect thy cards from ruin with 71 clear "Standard European" sleeves (59 x 92 mm).



Eleven Action Cards

Choose from the 11 action cards described here.

1. Migrate Action



You may migrate 1 of your pawns to or from the board. If you choose to migrate a pawn onto the board, turn in a food for the journey. Now, take a pawn from your personal supply, rotating it so that 1 of its 6 characters faces up. Finally, place it beside a location already containing 1 of your pawns or influence markers. If neither are in play, place your pawn beside 1 of the 6 pink-circled starting locations.

If you migrate a pawn from the board, return it to your personal supply without food penalty.

Note: *Having a pawn in play earns a player membership status in 1 of 6 guilds (see Guild Membership on page 16).*

"Distant Kin" *(Advanced Game)*

If you have an Alchemist pawn already on the board, you may migrate a new pawn onto the board to any of the 6 starting locations instead (even without one of your pawns or influence markers there).



The Six Pawn Characters


Farmer


Alchemist


Merchant


Knight


Noble


Monk

2. Move Action



Your total movement allowance is equal to the number of pawns you have on the board. Movement may be divided among multiple pawns. Pawns move from 1 location to the next and may move along roads or special vessel routes.

Pilfer Resources

At the end of your Move Action, if one of the pawns you moved is beside a location containing a resource, you may pilfer 1 resource from that space. (This includes resources atop landscape tiles such as goods, targets or shillings.) You may not pilfer from a farm you rule or a landscape that your own serf is tending (limit 1 pilfered resource per movement action).

Vessels & Vessel Routes

If you have a vessel in your personal supply, you may place it under 1 of your pawns on the board, and move along the vessel route matching the vessel. The pawn remains atop the vessel until the pawn moves away from the route. Deploying a vessel does not count as an action and can be done at any time during your turn. Once the vessel is placed, it may not be taken off the board.

Submersible route 

Ship route 

Flying Machine route 

Abandoned Vessels

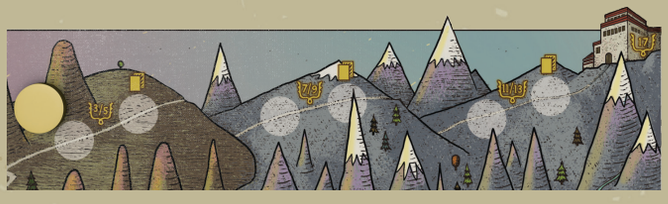
If you are using a vessel and decide to continue movement to another location requiring another mode of travel, you may abandon the vessel and continue movement on a road, or by deploying a different vessel from your personal supply. On a future turn, any player (including you) may board the abandoned vessel during a movement action.

Ferryboats

Ferryboat routes can be used by any player for a payment of 2 shillings to the general supply. Each payment grants a single, one-way trip. **Important:** *Ferryboat routes are closed if the Alchemist has 1 or more vessels for sale within his guild!*

Epic Voyage

If you successfully play the Move Action twice in a single round *(see Repeat Action, page 14)*, you may take 1 of your player discs and place it on the first space of the epic voyage track. If you are already on the track, advance your disc to the next space. Upon reaching a space marked with a card icon, draw 2 Royal Writ cards and keep 1 of them. Return the other card to the bottom of the deck.



The epic voyage track is divided into sections. At the end of the game, the leading player disc in each section will score the higher of the two veneration point values printed in that section (3/5, 7/9, 11/13 vp). If 2 discs are tied, they both score the higher value. The fourth section contains only 1 space: the monastery. Any marker reaching this spot will receive 17 vp. **Note:** A pawn must move at least 1 space for the move action to be successful.

"Godspeed" *(Advanced Game)*

If you have a Monk pawn on the board, that pawn may move +1 space at the end of your regular movement action. *The monk pawn does not have to be part of your regular movement action. If you have multiple monks, choose 1 to perform this ability.*

3. Influence Action

You may add 1 influence marker to each location containing one of your pawns. For example, if all of your pawns were at *different* locations, you could add 3 influence markers.

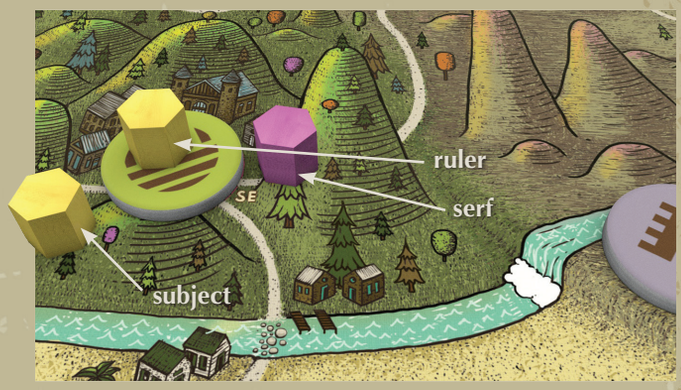


During the game, a location may hold a maximum of 3 influence markers belonging to 2 different players. No player may have more than 2 of his own markers at a location.

Rulers, Subjects & Serfs

If you are the first to add an influence marker to a location, place your marker on TOP of the disc to become its ruler. If you are the second (and different) player to add a marker, place it beside the disc to become a serf. This earns you the right to tend a landscape *(see Tend Landscape on page 11)*.

On a future turn, either player may add 1 final influence marker. If you are already the ruler, add your marker beside the disc to reinforce your rule as a subject. If you are a serf, bump the ruler down to the serf position, leaving your new marker on top as the location's new ruler.



Guild Status & Active Regions

The locations you rule may increase your guild status, and earn you veneration points for active regions. *(see Step 4 on page 21)*.

"Money is Influence" *(Advanced Game)*

If you use your Merchant pawn to influence a location ruled by an opponent's SINGLE marker, you may pay 1 shilling to the general supply to move his marker to the serf position and place yours on top as the ruler (even though you are merely tied for influence). *If you have multiple merchants, choose 1 to perform this ability.*

4. Improve Action

Turn in the required resource to improve a location you rule as follows:



- outpost to farm (wood)
- farm to town (iron)
- town to feudum (king's seal)

Replace the location disc with the NEW one from the general supply and place your ruling influence marker on top. If you improve a town to a feudum, choose one with an icon related to the guild in which you wish to gain status *(see Guild Membership on page 16)*.



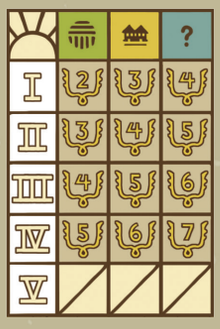
Outpost Farm Town Feudum

Note: *If you improve from a farm to a town, discard all goods that were on the farm into the haversack.*

Region Tiles & Veneration Points



As a reward for improvement, draw the top region tile from the stack that matches the region where the improvement occurred. The tile must be from the current or a former epoch, or it is prohibited. The region icons at the base of each stack correlate to the map regions *(see The Board on page 3)*.



Consult the region tile chart and score veneration points based on the tile's epoch number and the new location. For example, if you improved a farm to a TOWN and the tile drawn had the Roman numeral I on it, you earn 3 vp as printed on the chart.

If the tile is prohibited, draw a former epoch tile from a different region tile stack. You score NO points for collecting this tile. If there are no former epoch tiles available, do not draw a tile.

Wild Tiles



Collected region tiles are considered "wild," and may be substituted for any good (food, wood, iron, sulfur or saltpeter) at any time. Alternatively, they may be used as a landscape *(see Tend Landscape on page 11)*. **Note:** *Removing region tiles may trigger the next epoch (see page 21).*

Feudums, Vassals & Military Service



The moment you rule a feudum, you become a vassal, earning you powerful status in the related guild. However, you must now pay tribute to the king in the form of military service. If you do not perform several conquer actions by the end of the game, you could lose veneration points for disloyalty. **Tip:** *Even one conquer action will help a vassal immensely.*

Details on how to conquer are presented later *(see page 13)*, but the military service track works as follows: When you conquer an opponent, you may place 1 of your player discs (blank side up) on the FIRST catapult projectile space on the military service track. After each subsequent conquer action, place another one of your discs on the SECOND space and so on.



If you fail to perform conquers by the dawn of the epochs designated with catapult icons, you must subtract the vp noted in the epoch's related catapult space, as well the negative value in the uncovered space(s) before it. In this way, penalties for disloyalty are cumulative. You may satisfy your military service earlier (or later) than the designated epoch.



For example, epoch 4 was just triggered. The yellow player has a feudum but is not on the military service track. At the dawn of epoch 2, he lost 3 vp. Now, he will lose 4 vp, plus another 3 vp for still not covering the first catapult space. So far, yellow has lost 10 vp. If he fails to get a player disc onto the track before the end of the game, he will lose another 12 vp, for a total of 22 vp lost over the course of the game.

Non-Vassals

If you do not rule (or no longer rule) any feudums, you are not subject to point deductions. Even without a feudum, a player may still put player discs onto the military track for each successful conquer action in anticipation of becoming a vassal later.

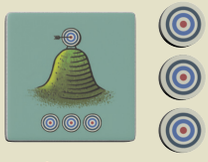
"Tend Landscape" *(Advanced Game)*



If you turn in Wood to the haversack, you may place 1 of your collected landscapes beside any location where you are the serf and score 2 vp. Only 1 landscape is allowed per location. Landscapes may not be replaced. **Important:** *Play this instead of the regular improve action.*

Immediately upon placing a landscape, AND at the dawn of each subsequent epoch (after scoring), take 3 designated resources and add them to the tile. Each time, you may choose to collect all of the resources that have accumulated, or let the resources continue to grow. When you decide to collect the resources, you must pay 1 resource to the location's ruler. The landscapes and their resources are:


Orchard: food


Archery Butt: targets

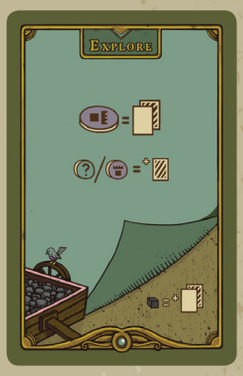

Silver Mine: shillings


Sulfur Mine: sulfur

Note: *Targets are traded in for influence markers from the general supply when you collect the resources.*

At the dawn of each epoch (before adding resources), score veneration points for each landscape tended by your serf(s). Score 2 vp per empty landscape and 4 vp per landscape containing 1 or more resources. In order to score the higher value, players may forego immediate collection of resources. Of course, be aware that other players may pilfer resources! **Note:** *Tended landscapes count towards active regions during epoch scoring.*

5. Explore Action



If you rule an outpost, you may play the explore action. Draw 2 Royal Writ cards, +1 card for each additional outpost and/or feudum ruled, and keep 1 of them. Return the other card to the bottom of the deck.

Royal Writs

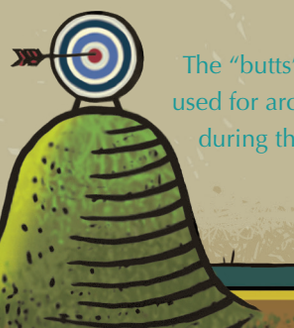


Royal Writ cards come in 2 varieties: Mandates and Charters. Mandates grant you resources (from the general supply) or attack strength, and may require you to either turn in a good (outlined by a square) or achieve guild status in order to realize the award. Charters grant you end game veneration points based on completed objectives. Mandates are already sealed by the king and can be played and discarded at any time; however, in order for charters to become valid, you must obtain a king's seal and place it on the card at the END of the game. You may not have more than 3 Royal Writ cards at a time, but may discard unused cards to the bottom of the deck at any time *(see Royal Writs on page 24)*.

"Shovels & Swords" *(Advanced Game)*



If you turn in an Iron to the haversack, draw 2 additional cards and pick another one to keep! **Note:** *This is done AFTER the normal explore action is taken.*



The "butts" were fields used for archery training during the Middle Ages.

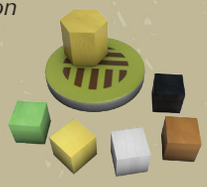
6. Harvest Action



If you rule a farm, you may play the Harvest Action to randomly draw 5 goods from the haversack to place beside 1 of your farms, and score 1 vp.

Add +1 good for each additional farm and/or feudum ruled, and +2 to +5 goods for each rosary bead in your possession.

Note: *The maximum harvest permitted on a single action is 10 goods—even if your yield calculation is higher.*



Note: *If a farm has 10 or more goods, you may not harvest there again until the farm drops below 10 goods.*

On a future turn, you may play the Guild Action (trade) to move all goods from a ruled farm to the Farmer Guild to acquire 1 food or 1 shilling for every 2 goods traded *(see Guild Action on page 15)*.

Favors

In lieu of placing the total harvest onto 1 of your ruled farms, you may choose to randomly draw and place a partial harvest there, and then randomly draw and place the remaining goods (favors or "kickbacks") into your personal supply. Consult the harvest chart to see how a total harvest breaks down into a partial harvest plus favors.

Total Harvest	5	6	7	8	9	10
Partial Harvest	4	5	5	5	6	6
Favor(s)	1	1	2	3	3	4



Rosary Beads



Rosary beads increase your total harvest yield from +2 to +5 additional goods for as long as you possess the bead(s). However, if you take the allotted favors (a rather unholy act), your bead(s) are immediately flipped over and become king's seals (you give up future harvest bonuses, but gain king's seals).

"Inspect the Harvest" *(Advanced Game)*

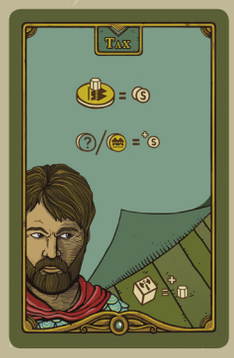
If you have a Farmer pawn in play, you may visibly choose your favors after randomly drawing the total harvest.

7. Tax Action



If you rule a town, you may play the Tax Action to collect 2 shillings.

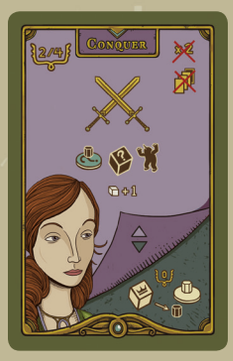
Add +1 shilling for each additional town and/or feudum ruled.



"Reinforcements" *(Advanced Game)*

If you have a Knight pawn on the board, you may also collect 1 influence marker from the general supply, or from the Knight Guild if the general supply is depleted. *If you have multiple knights, you still only receive 1 influence marker.*

8. Conquer Action



If 1 or more of your pawns occupies the same location as an opponent's pawn or feudum, you may attempt to conquer and remove it from play. **Important:** *The Conquer Action may not be your last action in a round. Also, outposts, farms and towns may NEVER be targeted.*

A successful Conquer Action scores you 2/4 vp and lets you move 1 of your player discs onto the military service track *(see Feudums, Vassals & Military Service on page 10)*.

Players may attack or defend with multiple pawns; however, only 1 pawn or feudum may be targeted. *Pawns or serfs belonging to a third player do NOT factor into the battle. To win, your attack value must be greater than your opponent's defense value. A tie is a failed action.*

Conquering a Pawn

When attacking a pawn, players add up the attack and defense values of:



- Character pawn(s): + 1 attack, + 2 defense
- Monster pawn(s): + 1 attack, + 1 defense

If the attack is successful, score 2 vp, return the conquered pawn to the opponent, adjust guild status and, if desired, move 1 of your player discs (blank side up) onto the military service track. If the pawn was atop a vessel, the vessel remains on the board.

Conquering a Feudum

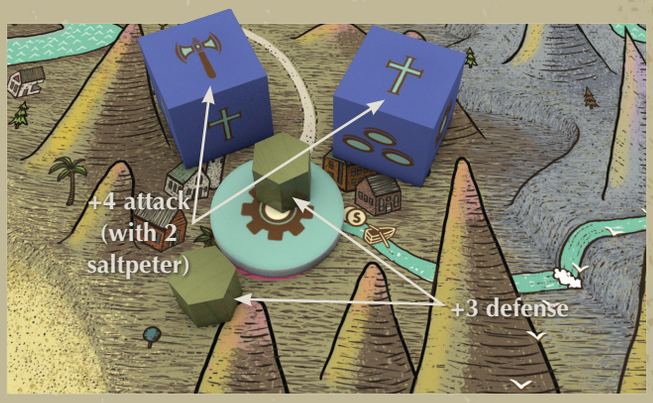
When attacking a feudum, players add up the attack or defense values of the following:

- Character and/or Monster pawns
- Ruled feudum: +2 defense
- Defending subject: +1 defense
- Rebelling serf (of attacker): +1 attack

If the attack is successful, score 4 vp, replace the feudum with an outpost, adjust guild status and, if desired, move a player disc onto the military service track. Return all influence markers to their respective owners unless you had a rebelling serf there. If so, place the serf atop the outpost to rule it. Any goods or landscape tiles remain.

Saltpeter & Weapons

Turn in 1 saltpeter to the haversack to increase your attack by +1. **Important:** *Typically, you may only use 1 saltpeter. However, if your knight is involved in the attack, you may use as many as needed! Additionally, any of your pawns may use weapons to increase your attack by +1 or +2. Saltpeter and/or weapons may be added even after your opponent flips over a defend action card.*



For example, the blue player attacks green's feudum which has a defense value of +3 (+2 for the feudum and +1 for a defending subject). Blue's attack value is +2 (+1 for each pawn). Because his knight is leading the attack, blue plays 2 saltpeter to bring his attack to +4. Since green did not play a defend action, the feudum is destroyed and is replaced with an outpost. Blue scores 4 vp and places a player disc onto the military service track.

"Starve the People" *(Advanced Game)*



If you have a Noble pawn beside a location with an opponent's subject or serf, you may conquer 1 of them and return it to its owner. **Important:** Play this instead of the regular Conquer Action. You do not earn veneration points (as this act is quite ignoble), but you may move one of your player discs onto the military service track. **Important:** *After a successful "starve the people" action, remove ALL alms (rosary bead discs) atop the chickens and return them to the general supply.*

9. Defend Action

If an opponent attacks 1 of your pawns or feudums, and you preselected the Defend Action, you may flip it over out of turn and add +1 to your defense and score 1 vp. If no one attacks you during the round, you still collect 1 vp.





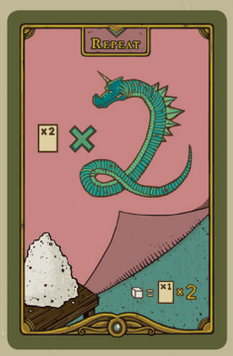
For example, the blue player decides to conquer red's merchant with a noble, a monk and a saltpeter. (Blue's attack value is +3 compared to red's +2 in defense). However, in anticipation of blue's action, red played a defend action and turns over the card (out of turn) to thwart the conquer attempt.

"Royal Immunity" *(Advanced Game)*

If you turn in a Food to the haversack, you may play this action out of turn to nullify a noble's *Starve the People* action against you. Additionally, place a king's seal from the general supply beneath your subject or serf to denote royal immunity from further *Starve the People* attacks! You may remove and use the king's seal at any time; however, your subject or serf will revert back to its unprotected status.

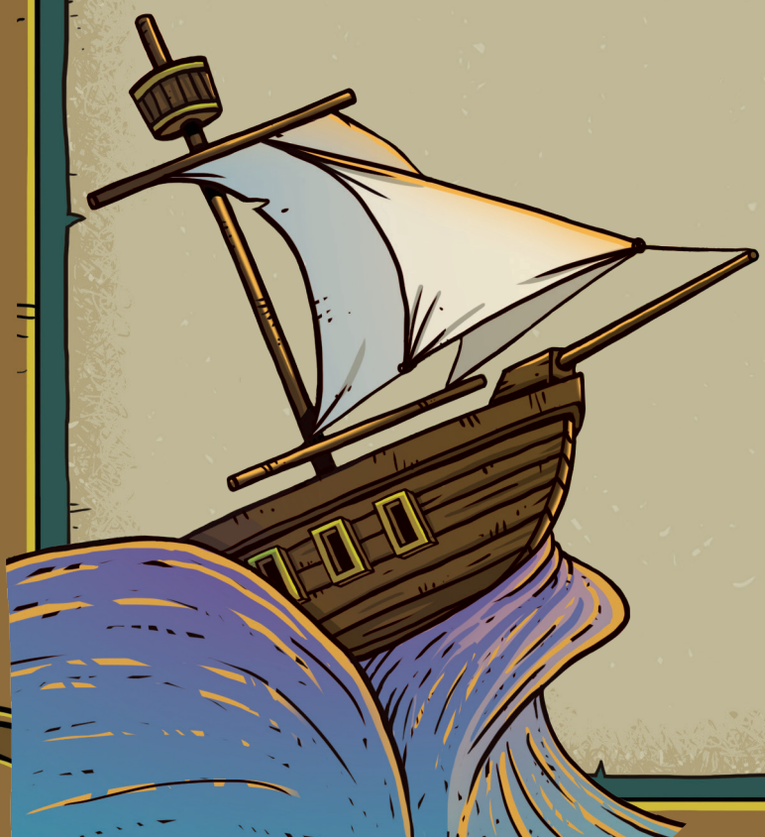
10. Repeat Action

The Repeat Action lets you execute any action card you have already played during that round again, provided it features the (x2) symbol at the top.



"Déjà vu" *(Advanced Game)*

If you turn in a Saltpeter to the haversack, you may execute a card that does not feature the (x2) symbol a second time in the round. For example, the Migrate Action could be played a second time in the same round to enter a second pawn onto the board. **Note:** *The Conquer and Defend Actions may never be played twice in one round as indicated by the ~~(x2)~~ symbol.*



11. Guild Action



A Guild Action lets players interact with 1 of the 6 guilds that flank the game board. An overview of the guild action is presented here. An in-depth look is presented later *(see The Six Guilds on page 17)*.

Guild Functions

A Guild Action lets you perform 1 of 3 guild functions: trade, push or pull. Any player may trade for goods depicted at the base of each guild. The player with the highest status in a guild is the *guild master* and may perform the push function. The player ranked second in status is the *journeyman* and may perform the pull function. **Note:** *In a game with 4+ players, the third ranked player is the apprentice (see Guild Membership on page 16)*.

Repeating Guild Action

If a player plays the Repeat Action to perform the Guild Action again, he must interact with a **different** guild.

1. Trade (Any Player)



You may trade for resources at a guild (even if you are not a member).

- Farmer Guild: 1 food (from haversack) or shilling for every 2 goods sent to Farmer Guild
- Merchant Guild: 1-3 goods for stated shilling price
- Alchemist Guild: 1 vessel for 3 shillings
- Knight Guild: 1 row of Influence markers for 3 shillings
- Noble Guild: 1 or 2 King's Seals for 3/6 shillings
- Monk Guild: 1 rosary bead for 3 shillings

Trading Procedure



When you trade shillings for resources, you must pay guild members in rank order. For example, if the total cost is 3s (3 shillings), you would pay:

- 1 shilling to the guild master
- 1 shilling to the journeyman
- 1 shilling to opposite side of board into the farmer's purse or church coffer. (The apprentice's share ALWAYS goes to charity!)

If guild members are absent, return their shillings to the general supply (except for the apprentice's share). If the cost of resources is higher than 3 shillings, simply repeat the sequence until the cost has been satisfied. **Important:** *Even though guild members who trade with their own guilds will pay themselves, they still MUST have the total shillings required to complete each* purchase.



For example, the purple player (journeyman) buys 5 shillings worth of goods. He pays the 1st shilling to the blue player (guild master), the 2nd to himself, the 3rd to the church coffer, the 4th to blue again and finally the last to himself. Even though he got back 2 shillings, he had to possess 5 shillings to perform the transaction.

2. Pull (Journeyman)



The journeyman pulls resources **into** his guild *(from the guild on the left)* to score 3 vp and to draw 2 Royal Writ cards, keeping 1 of them. Return the other card to the bottom of deck. **Note:** *The Monk Guild is to the left of the Farmer Guild, and the Alchemist Guild is to the left of the Knight Guild.*

3. Push (Guild Master)



The guild master pushes resources **out** of his guild *(to the guild on his right)* to score 4, 5, or 6 vp based on outcome (*see The Six Guilds on page 17*).

"Feast" (Advanced Game)



If you turn in a Sulfur from your wine barrel to the haversack, you may throw a feast for any pawn or feudum owner your pawn is beside. Perform his push/pull function to score his regular points +3 vp. If a push function triggers the distribution of the church coffer or farmer's purse, take his share of the shillings *(see The Six Guilds on page 17)*.

Guild Membership

Guild membership is a crucial part of the game. Not only does it enable you to perform the push and pull functions during a Guild Action for immediate veneration points, it also earns you *reccurring* vp at the dawn of each epoch. Membership in a guild is realized by earning related status stars as follows:



- Each related pawn in play: +1★ *(primary)*
- Each related feudum ruled: +3★ *(primary)*
- Each related location ruled: +1★ *(secondary)*

You must have at least 1 of the guild's primary criteria (pawn or feudum) in play BEFORE the guild's related location (outpost, farm or town) counts towards status in that guild. *(Refer to location icons printed in each guild.)*

Guild Track

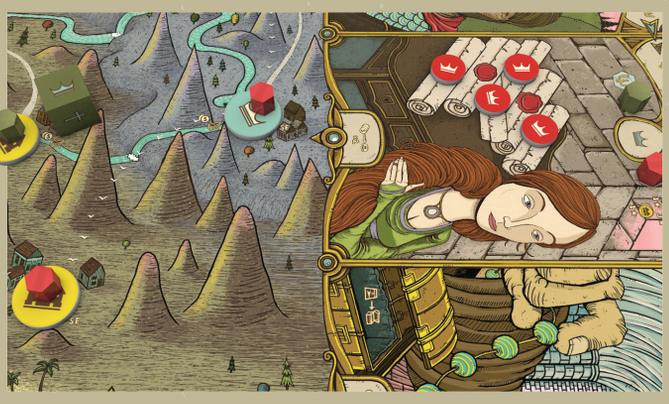
If you have earned 1 or more status stars in a guild, you MUST immediately place an influence marker from your personal supply onto the related guild track. If you have no influence markers in your personal supply, place one in the guild as soon as you get one. Influence markers in guilds may not be voluntarily removed.

Guild Status



The player with the most status stars places his marker on the space furthest to the right on the guild track denoting him as guild master. Players with the second and third most status stars place markers to the left in descending order and are known as the journeyman and apprentice respectively. The guild master, journeyman and apprentice score 5, 3 or 1 vp respectively at the dawn of each epoch. **Note:** *The apprentice space is NOT used in a game with less than 4 players. Whether or not the space is occupied, the apprentice portion of a payment is ALWAYS sent to the opposite side of the board to the church coffer or farmer's purse.*

You must surpass (not tie) another player in status stars to take his spot on a guild track. When this happens, replace his marker with yours and bump his marker 1 square to the left (or return his marker if no space remains).



For example, the red player rules a noble feudum (+3★), and a town (+1★) for a total of +4★, making him the guild master. Green has a noble pawn (+1★) and a town (+1★) in play for a total of +2★, making him the journeyman. Later, red loses his feudum, and suddenly his town does not count towards his star total. Red loses his guild membership and green becomes the guild master. Later, red migrates a noble pawn to the board (+1★). Suddenly, his town counts towards his total again, but he now only ties green with +2★ and must settle for journeyman status.

Reeves *(Advanced Game)* 

When you perform a journeyman's pull or a guild master's push, you may add a maximum of 1 Reeve disc to the guild (top left or right respectively) to immediately score a bonus of +1 vp AND another +1 vp if your second reeve is in play at another guild! A future push or pull done with your reeve present will score in the same manner.

Note: *Players who throw feasts do NOT score for their opponent's reeves.*

If you switch from journeyman to guild master or vice versa, move your reeve to that side of the guild. If you are demoted to apprentice (4 to 5-player game), or get bumped off the guild, return the reeve to your personal supply.

Note: *Using your reeves may limit you from entering the Epic Voyage and Military Service Tracks!*

The Six Guilds

When playing a Guild Action, you must choose 1 of 3 guild functions. The 6 guilds and their functions are described on the next few pages and summarized on the back side of your reference card. **Note:** *There are limited resources in the game and a shortage may weaken or prevent a guild action.*



Miss Allison

1. Farmer Guild

1. Trade at Guild

Any player may send all goods from one of his ruled farms to the Farmer Guild to receive 1 food or 1 shilling for every 2 goods sent. **Note:** *Acquired food and/or shillings are taken from the haversack and/or general supply.*

Surplus

Any goods sent to the Farmer Guild above its limit of 10 go back into the haversack, UNLESS there are beads atop the chickens. The sum of the beads here is the number of goods that randomly "spill over" into first the Merchant Guild and then the Alchemist Guild if space permits. Whatever is left, or does not fit, goes back into the haversack.

2. Pull into Guild

The journeyman at the Farmer Guild pulls 2 rosary beads from the Monk Guild with the lowest and highest values and gives them to an opponent who secretly divides the beads into two closed fists. The journeyman selects a fist and places the chosen bead (alms) onto an empty chicken space in the Farmer Guild, returning the other to the rosary.

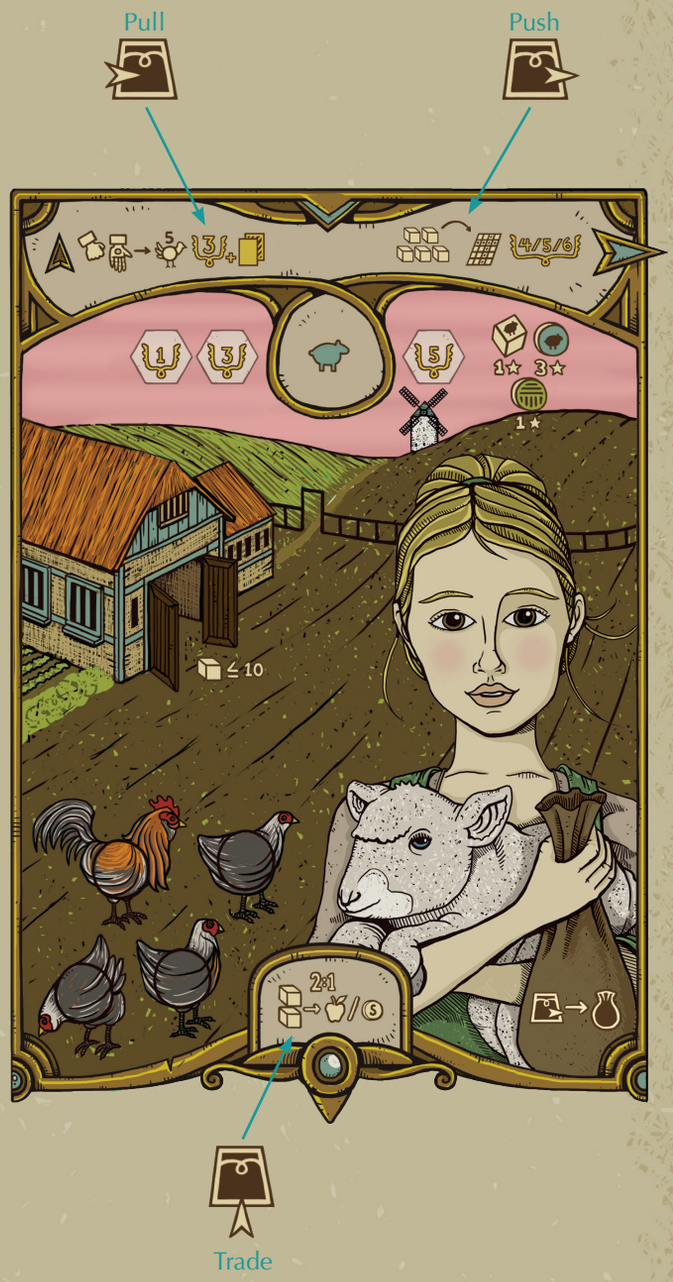
If the new sum of beads atop the chickens is 5 or more, score 3 vp and draw 2 Royal Writ cards keeping 1 of them. Return the other card to bottom of deck.

3. Push out of Guild

The guild master at the Farmer Guild moves 5 goods (fewer if impossible) from the Farmer Guild to the Merchant Guild. Place the goods in their respective bins. If there is no room for a particular good, you may not transfer it. If you complete 1/2/3 rows **or** columns, you receive 4/5/6 vp respectively. (You may complete rows/columns that were partially filled.) **Note:** *During this function, you may complete rows or columns, but not both, as a good may not count twice toward your goal.*

Farmer's Purse

When the guild master at the Farmer Guild performs the push function, he splits any shillings in the farmer's purse with the journeyman, keeping the odd numbered shilling. If there is no journeyman, that portion remains in the purse for the next distribution.





Lord Brett

2. Merchant Guild

1. Trade at Guild

Any player may purchase a maximum of 3 goods from the market. The shilling cost is located under the good itself.

2. Pull into Guild

The journeyman at the Merchant Guild moves 3 goods (fewer if impossible) from the Farmer Guild into the Merchant Guild. Simply place the goods in their respective bins. If there is no room for a particular good, you may not transfer it. If you complete at least 1 row or column, score 3 vp and draw 2 Royal Writ cards keeping 1 of them. Return the other card to bottom of deck.

3. Push out of Guild

The guild master at the Merchant Guild moves 4 goods (fewer if impossible) from the Merchant Guild to the Alchemist Guild. Simply place the goods in their respective carts or piles. If there is no room for a particular good, you may not transfer it. If you complete 1/2/3 carts and/or piles, you receive 4/5/6 vp respectively.



Lord Arthur

3. Alchemist Guild

1. Trade at Guild

Any player may purchase 1 vessel from the Alchemist Guild for 3 shillings.

2. Pull into Guild

The journeyman at the Alchemist Guild moves 2 goods (fewer if impossible) from the Merchant Guild to the Alchemist Guild. Simply place the goods on their respective squares. If there is no room for a particular good, you may not transfer it. If you complete at least 1 cart/pile, you score 3 vp and draw 2 Royal Writ cards keeping 1 of them. Return the other card to bottom of deck.

3. Push out of Guild

The guild master at the Alchemist Guild completes 1-3 inventions (either vessels and/or barrels of krud) by removing available goods from the carts/piles per the production chart and returning them to the haversack.

Production Chart

- Ship: 1 food + 2 wood
- Submersible: 1 food + 2 iron
- Flying machine: 1 food + 1 iron + 1 wood
- 1st barrel of krud: 2 saltpeter + 1 sulfur
- 2nd barrel of krud: 1 saltpeter + 1 sulfur
- 3rd barrel of krud: 1 wood

If you complete 1/2/3 inventions, you receive 4/5/6 vp respectively. **Note:** *While the first krud barrel will always cost 3 goods, multiple barrels created are completed with increasing ease.*

Vessels & Closed Ferryboat routes

When vessels are completed, the creator stacks them on the vessel space covering the ferryboat symbol. **Note:** *If the symbol is covered by one or more vessels, ferryboat routes are CLOSED!*

Krud Barrels

When barrels of krud (gunpowder) are invented, the creator fills up the leading barrel section in every player's row with influence markers at the Knight Guild! Each player has a row divided into 3 barrel sections. The first barrel holds 1 marker per player, the second holds 2 markers and the final barrel holds 3. If at least 1 player has an entire row empty, 3 barrels can be invented—otherwise barrel creation is limited. **Note:** *Some players may receive fewer markers per barrel created depending on empty or partially filled sections in their rows.*



For example, the guild master in the Alchemist Guild creates 1 barrel. He adds zero influence markers to the green player's row above, 3 to blue's row, 1 to red's row, 2 to yellow's row, and 1 to the empty row (purple player).



"Krud" is Old Danish for gunpowder and was made by mixing saltpeter, sulfur and dry wood.



Sir Marcus

4. Knight Guild

1. Trade at Guild
Any player may pay 3 shillings to acquire all the influence markers in his row.

Tame the Beast (Advanced Game)

After purchasing a row of 3 or more influence markers, you may return 3 of them to control a single monster. (Return 2 to the general supply, and place the third marker onto the related monster icon to indicate ownership). Then, immediately deploy the monster to any location containing one of your influence markers or pawns. (Sea Serpent must be on a port bordering the sea or river).

The sea serpent is limited to ship and submersible routes. The behemoth is limited to roads and flying machine routes. If either monster is defeated, return it to the Knight Guild for reuse and retrieve your influence marker.

Behemoth & Sea Serpent
Monsters add to your movement allowance, and can pilfer, conquer and use weapons just like pawns. However, there are some differences:

- Monsters pin opponent pawns unless the pawn migrates off the board, or defeats the monster
- Monsters have only a defense of +1
- Monsters can NOT influence locations, perform feasts or use vessels
- You do not need to feed them (they eat people)

2. Pull into Guild
The journeyman at the Knight Guild pulls goods from the Alchemist Guild to invent either 1 krud barrel to add influence markers, or 1 vessel to place in the Alchemist Guild. Either way, score 3 vp and draw 2 Royal Writ cards keeping 1 of them. Return the other card to the bottom of the deck.

3. Push out of Guild
The guild master at the Knight Guild pushes 1-3 different colored influence markers to the general supply and exchanges them for king's seals to place onto the scrolls in the Noble Guild (without peeking at the values underneath).

If you complete 1/2/3 rows or columns, you receive 4/5/6 vp respectively. **Note:** *During this function, you may complete rows or columns, but not both, as a king's seal may not count twice toward your goal.*



Queen Anne

5. Noble Guild

1. Trade at Guild
Any player may purchase 1 or 2 king's seal for 3/6 shillings.

2. Pull into Guild
The journeyman at the Noble Guild pulls 2 different colored influence markers from the Knight Guild into the general supply and exchanges them for king's seals. If you complete at least 1 row or column of scrolls with the seals, you score 3 vp and draw 2 Royal Writ cards keeping 1 of them. Return the other card to the bottom of the deck.

3. Push out of Guild
The guild master at the Noble Guild pushes 2 king's seals (fewer if impossible) over to the Monk Guild and flips them to reveal rosary beads. If the sum of the numbers on the rosary beads reaches at least 5/11/17, score 4/5/6 vp respectively.





Brother Justinius

6. Monk Guild

1. Trade at Guild

Any player may pay 3 shillings for the chance to collect a favorable rosary bead. Take 2 beads from the rosary with the lowest and highest values and give them to an opponent who secretly places each bead into a closed fist. Select a fist and place the bead into your personal supply, returning the other to the rosary. Rosary beads increase your harvest yield during the harvest action *(see Rosary Beads on page 12)*.

2. Pull into Guild

The journeyman at the Monk Guild moves 1 king's seal (land grant) from the castle over to the rosary and flips it to reveal a rosary bead.

If the sum of the rosary now totals 11 or more, score 3 vp and draw 2 Royal Writ cards keeping 1 of them. Return the other card to the bottom of the deck.

3. Push out of Guild

The guild master at the Monk Guild takes 2 beads from the rosary with the lowest and highest values and gives them to an opponent who secretly places each bead into a closed fist. Select a fist and place the chosen bead (alms) onto a chicken space in the Farmer Guild, returning the other to the rosary.

If the new sum of beads atop the chickens is at least 3/6/9, score 4/5/6 vp respectively.

Church Coffer

When the guild master at the Monk Guild performs the push function, he splits any shillings in the church coffer with the journeyman, keeping the odd numbered shilling. If there is no journeyman, that portion remains in the church coffer for the next distribution.

Step 2: Nourish Pawns

After the last action card is played in a round, you must nourish your pawns with food and/or wine (using a wild tile is optional). Unnourished pawns go back into your personal supply. If losing a pawn takes you out of a guild, retrieve your influence marker from that guild.

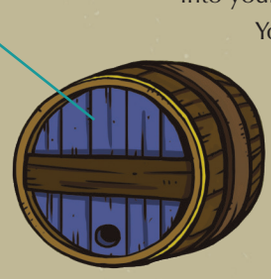
Food

To nourish a pawn with food, turn in 1 food to the haversack. Player-controlled monsters do not need feeding.

Wine

To nourish a pawn with wine, remove a sulfur good from your wine barrel and place it atop the pawn to sustain it for 2 full rounds. At the end of the following round, simply remove the sulfur from atop the pawn to satisfy the nourishment requirement (the pawn has sobered up). While wine is a more efficient way to nourish pawns, it carries a risk!

Important: *During the first round when the pawn carries the sulfur, its defense and attack capabilities are reduced to 0.*



Wine Barrels & Sulfur

Upon purchasing, pilfering, or acquiring a sulfur in any way, you must decide whether to place it into your personal supply, or into your wine barrel. Your wine barrel may hold a maximum of 3 sulfur goods.

Medieval wine was preserved by placing sulfur in the wine barrels.

Step 3: Roll Progress Die

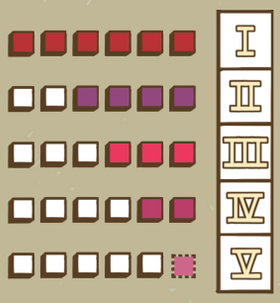
After nourishing pawns, roll the progress die and remove a region tile matching the region rolled. The tile to be removed must be from the current or a former epoch. If it is not, roll again until one is removed. If no region tiles from the current or a former epoch remain, do not roll the progress die.

Step 4: Advance Epoch Marker & Score Epoch (if triggered)

After rolling the progress die, consult the region tile chart to see if a new epoch has been triggered based on the following criteria:

Epoch Advancement Criteria

- Epoch II: 4 epoch II tiles must be showing
- Epoch III: 3 epoch III tiles must be showing
- Epoch IV: 2 epoch IV tiles must be showing
- Epoch V: 1 epoch V space must be showing



If a new epoch was triggered, advance the epoch marker to the next sunray and do the following:

1. Score Epoch (dawn of all epochs)

- Guild Status: 1/3/5 vp
- Landscapes
  - Empty landscape: 2 vp
  - Landscapes with at least 1 resource: 4 vp
- Active Regions: 1/3/5/7/9/11 vp (score for each region occupied by either a ruler or a landscape-tending serf).

2. Subtract for Disloyalty (epochs 2, 4 & 5 only)
Subtract for disloyalty (- 3/- 4/- 5 vp) if you rule a feudum but have not covered the current epoch's catapult space. Also, cumulatively subtract points for previously uncovered spaces.

3. Replenish Landscapes (dawn of all epochs)
Add 3 appropriate resources to each landscape tile. Serfs must decide if they wish to collect all accumulated resources or leave them on the tile. When serfs collect, they must pay 1 resource to the location's ruler.

4. Replenish Map (epochs 2, 3 & 4 only)
Randomly select goods from the haversack and place 1 in the southern, eastern, or western-most location in each region per the direction icon in the sunray. Look for the locations containing the letter S, E, or W (goods are placed at Northern locations at the beginning of the game). Goods placed on farms become part of that farm's harvest.

5. Replenish Guilds (dawn of epoch 3 only)
At the dawn of epoch 3, replenish the 6 guilds with resources so they cover the spaces indicated at setup. (Leave any extra resources where they are.)

Step 5: End Round/Game & Final Scoring

At the end of the round, pass the starting player marker clockwise, take up all your action cards and begin a new round.

However, if epoch 5 was triggered during the round, the game is nearly over. Complete all remaining actions and score the epoch as usual.

Then, perform Final Scoring as follows:

- Epic Voyage: 3/5, 7/9, 11/13, 17 vp
  Score the higher value if you are in the lead (or tied) in any section.
- Large Empires
  - Each outpost, farm, town ruled: 1 vp
  - Each feudum ruled: 3 vp
  - 3 identical locations ruled: 3 vp (Here, a feudum is "wild" and may either match itself or another location type)
- 3 Shillings: 1 vp
- Royal Writ with king's seal: ? vp

The Winner

The player with the most vp is heralded, "most venerated in all the land!" If there is a tie, the player with the most sulfur left in his barrel wins (sobriety is more honorable).

If there is still a tie, the players share in the victory.





Queens before her were seduced by queenly couture and wore status like a royal overcoat. Others were conned by fine cutlery or lulled by lavish linens from the bedding chambers. Not Queen Anne. No, this red-haired Highness loved something else: Gold. From her dazzling tiara down to her gilded toe rings, no other queen had been so utterly taken by the yellow metal. It wasn't always so. The good king had courted a kind and generous heart, not swayed by material greed. But as the Queen's beauty faded, she placated her fears with fawning men and a tryst or two in the treasury room.



King Daniel was generous and without guile. His subjects insisted that heaven itself bestowed benevolence upon him. Yet Queen Anne, who had less noble intentions on how to run the kingdom, bemoaned his charity. Unaware of her dwindling loyalty, King Daniel put her in charge, while he accompanied his bravest knight, Sir Marcus, on a noble expedition. "I bid thee farewell, my love," he told his queen. And with that, he kissed her, not realizing that love was not to be found on her lips (or in her hips, for that matter).



Sir Marcus was a brave but battleworn knight, widely admired across the kingdom. In the still of the day, he dreamt of a certain farm maiden who had come of age. Yet his allegiance to the throne never faltered. In service to his king, Sir Marcus recruited troops and dutifully enforced a tax that funded the building of outposts at the edges of the kingdom. With Sir Marcus at his side, King Daniel penned into law several Royal Writs—charters that expanded the kingdom, and mandates that rewarded the ingenuity of his subjects.



In his absence, the king entrusted the granting of fiefdoms to his queen. And thus he lent her his royal crown seal, a ring whose stamp on burning red wax could turn mere commoners into doting vassals in a single stroke. Queen Anne was often seen peering out the window in the royal tower, running her fingers through her vermilion hair and whispering to her pet snake, Samuel. "Nothing suits my suitors sweeter than gold," she uttered—and her pet agreed, "Sssssss."



When a famine struck the land, the good king's heart was troubled. He beseeched the monks to pray for a bountiful harvest, and bestowed lands and wealth upon the church so that alms could be given to the poor. His loyal subject and holy confidant, Brother Justinius, chortled with gratitude as the king tossed a pouch of shillings into the church coffer. "The people cherish thy charity, good king! May choirs cheer and Chaucer chronicle your good name." The coins echoed throughout the basilica, "Ka-Chink. Ka-Chink."



In front of her public, the queen feigned sympathy for the king's penchant for charity. But secretly, she abhorred the idea of depleting the royal treasury! Donning a dark, emerald cloak, she stole away one frozen night to seek out Lord Arthur, Earl of alchemy. The earl was most famous for his spinning cogs, pulleys and contraptions; but deeper rumors likened him to a sorcerer who could summon explosions and fuse common elements into gold.

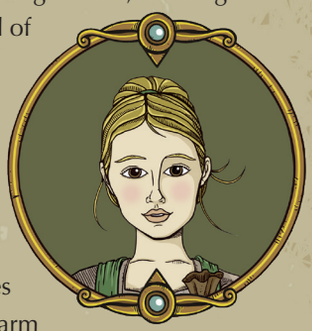
One evening, the earl and his cat Norrin were startled by a knock at the door. "It is your queen my good earl," she revealed. "I have come to share concoctions of my own." The queen spoke to him in hushed tones, urging him to reveal the secrets of his alchemy. But when the earl forbade her procurement of the unstable formula, she stealthily snatched his journal and departed. As she strode away, the earl uttered his defiance, "May malady malign you my mercurial menace." Norrin had witnessed the queen's mischief and mused, "Meow."





Frustrated by her husband's charity, Queen Anne seized the alms set aside for the poor and restored her royal treasury to its former luster. Not only did her treachery trigger starvation among the common folk, it drove up the price of goods. This enriched the pockets of the dashing Lord Brett, the wealthiest merchant in all the land. "Good squires, like squirrels, never squander," the merchant quipped, as he shooed a rat from his apple barrel. "Squeak!"

To surmise the gravity of a looming famine, the king invited farm maiden and friend of the poor, Miss Allison into his court. The girl was plain in manner, but not in beauty. Her eyes were swirling vats of endless chestnuts. Her pure round lips could out pout a tantrum. Even her collarbones stood up to greet you with a warm hearty, "hello." When the time came to address the king, she held a lamb in her arms and boldly spoke on behalf of her starving countrymen, "Banish us before hunger becomes the bane of our existence." Her lamb bleated softly, "Baaaaa."



…the fable continues in the expansion, Windmills & Catapults.

Game Credits

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Artist: Justin Schultz
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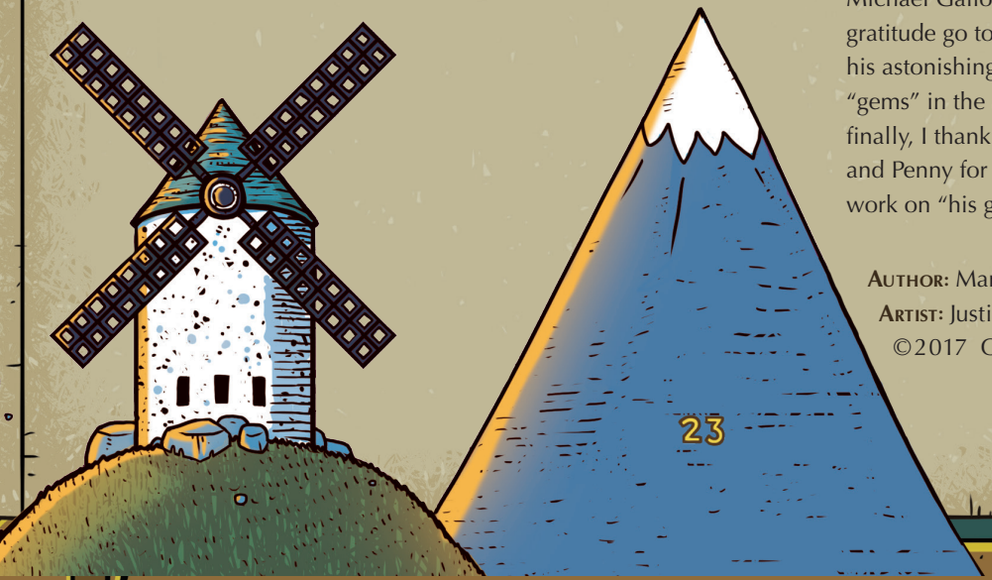
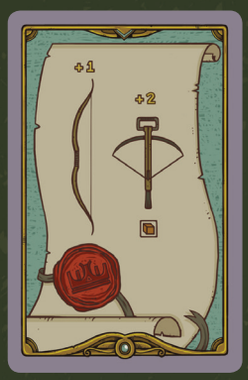


Royal Writs

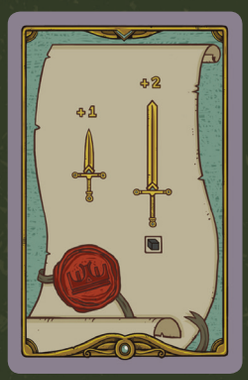
Mandates (play once anytime)



Use bow for free: +1 attack
Turn in wood: +2 attack



Turn in food: flying machine*
Turn in wood: ship*



Use sword for free: +1 attack
Turn in iron: +2 attack



Turn in wood: ship*
Turn in iron: submersible*



Turn in food: 3s
Turn in wood & food: 7s



Reach 3★ in 1 guild to earn
3 goods, 3s or any vessel*



Turn in iron, wood & food: 9s
Turn in sulfur, iron, wood & food: 13s



Reach 3★ in 1 guild to earn
3 influence*, 1 seal* or 1 bead*

Charters (play at game end)



End game with 2 or 3
sulfur in barrel: 5/7 vp



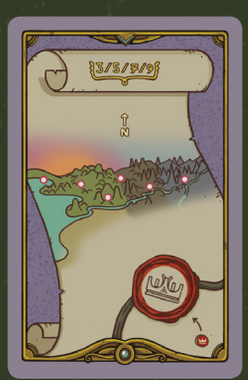
Eastern Kingdom (per
location ruled): 3/5/7/9 vp



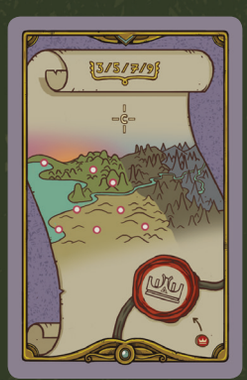
If you defeat either monster
during game: 7 vp



Western Kingdom (per
location ruled): 3/5/7/9 vp



Northern Kingdom (per
location ruled): 3/5/7/9 vp



Central Kingdom (per
location ruled): 3/5/7/9 vp



Southern Kingdom (per
location ruled): 3/5/7/9 vp



Isolated Kingdom (per
location ruled): 5/11/17 vp



* Drawn from supply