

## Contents

- 3 Region boards
- 1 King board
- 5 King's reward tiles
- 7 Bonus tiles
- 14 Reward tokens
- 4 Council balconies
- 45 Business permit tiles
- 24 Councillor pieces in 6 colours
- 90 Politics cards (13 in each of the 6 councillor colours + 12 jokers)
- 1 King piece
- 40 Emporiums (10 of each of the 4 player colours)
- 12 Marker discs (3 of each of the 4 player colours)
- 30 Assistants (21 single and 9 triple)
- 4 Overview cards

## 1. Game Board

Position the three region boards (the coast on the left, the hills in the centre, the mountains on the right). You can choose which side to use for each part of the map (there are 8 possible combinations). Place the King board underneath the map of the kingdom.



## 10. Player Setup

Each player:  
Chooses a colour then takes the 10 emporiums of that colour which they place in front of themselves.



They then take the 3 marker discs in their colour.



They place one marker on the "0" space of the Victory points track and another marker on the "0" space of the nobility track.

Choose who the first player will be.

The first player places a marker on the "10" space of the coins track and receives an assistant; proceeding clockwise, the second player places a marker on the "11" space and receives two assistants, the third places a marker on the "12" space and receives three assistants, and the fourth player places a marker on the "13" space and receives four assistants.



Each player takes an overview card.  
They draw 6 politics cards from the deck, without showing the other players.





Each region contains 5 cities with their names in alphabetical order: from A to E on the coast, from F to H in the hills, and from K to O in the mountains.



## 2. Reward Tokens

Shuffle the 14 reward tokens and place them face down. Place a token face up on the corresponding space in each city on the map. The purple city does not receive a token.



## 3. Politics Cards

Shuffle the politics cards and place the deck to the side of the board.



## 4. Assistants

Place the assistants in a pile (from now on the pool) to the side of the board.

## 5. Business Permit Tiles

Divide the business permit tiles into 3 decks with the same back, shuffle the 3 decks separately and place them face down on the corresponding spaces on the board. Then draw two tiles per region and place them face up.

## 6. The King

Place the King in his city (purple)

## 7. King's Reward Tiles

Place the King's reward tiles in a pile, with the first on the top and the 5th on the bottom, on the corresponding space on the King board.

## 8. Bonus Tiles

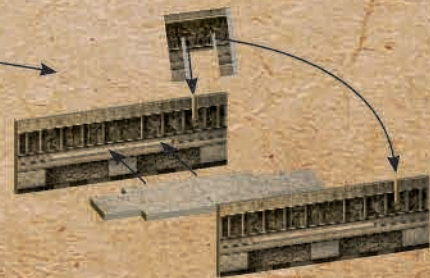
Place the 7 bonus tiles on the corresponding spaces.

## 9. Council Balconies

For the first game: assemble the 4 council balconies by connecting the four component pieces. Place the 4 council balconies in the holes on the board with the closed side to the left, on the side with the arrow.

## Councillors

Insert 4 councillors at random in each balcony. Place the 8 remaining councillors near the board.





## Playing the Game

The game is played in turns, starting with the first player and proceeding clockwise. A player's turn is composed of two phases which are performed in the order indicated:

**Phase 1** : draw a card – the player draws a politics card

**Phase 2**: perform actions – the player can perform one main action and one quick action

### Phase 1: Draw a Card

The player draws a politics card from the deck and adds it to their hand. If the deck should be finished at any point during the game, reshuffle the discarded cards to form a new deck.

### Phase 2: Perform Actions

The player **must** perform a single main action and **may then, if they wish**, perform a quick action. They can choose the order in which to perform these actions.

## Main Actions

The player may choose one of these four main actions:

*Action 1: Elect a Councillor*

*Action 2: Acquire a business permit tile*

*Action 3: Build an emporium using a permit tile*

*Action 4: Build an emporium with the help of the King*

### *Elect a Councillor*

The player chooses one of their available councillors at the side of the board. The player inserts them in the council balcony of their choice on the side of the arrow, pushing the councillors present in that council until the last one falls out. They remove the fallen councillor and place them together with the other councillors at the side of the board. The player receives 4 coins, marking this by moving their marker on the coins track.



### *Acquire a Business Permit Tile*

The player chooses and satisfies the council of a region by discarding between 1 and 4 politics cards corresponding to the colours of the councillors present in that council. The Joker (multi-coloured card) can be any colour.





The player pays a sum of money, represented by moving their marker on the coins track, depending on the number of councillors satisfied.

*1 card played = 10 coins*

*2 cards played = 7 coins*

*3 cards played = 4 coins*

*4 cards played = 0 coins*

**Each multi-coloured card played = 1 additional coin**



The player chooses one of the two permit tiles face up in front of the council they have satisfied, then takes it and places it face up in front of them.

**They immediately obtain the bonuses indicated at the bottom of the tile.**

They replace the tile with the first tile of the corresponding deck.

### Symbols



*You obtain an assistant*



*You draw a politics card from the deck*



*You earn one coin*



*You can perform an additional main action*



*You earn one victory point. Move your marker disc one step along the victory track*



*You move your marker disc one step along the nobility track*

### Example of Business Permit



*You can build an emporium in the city of "Castrum"*

*Take 2 assistants and earn 3 coins*

### Build an Emporium Using a Permit Tile

The player chooses one of the permit tiles face up in front of them. They place an emporium on the corresponding space in the city whose initial is indicated on the tile. If the tile indicates more than one city, they choose which city to build in. They turn the used tile face down and can't use it anymore to build another emporium.

### Build an Emporium with the Help of the King

The player must satisfy the King's council following the same rules of "Acquire a business permit tile" (discard cards and pay coins).

They move the King to the city of their choice. The King must use uninterrupted roads to make the journey. The player pays 2 coins for each road travelled. The King may also be left in the same city; in this case, the player pays no money.

The player immediately builds an emporium in the space where the King is located at the end of his journey.





## Rules for Building an Emporium

- Each player can build one emporium only in each city.
- Each time they build an emporium in a city, whether using a permit tile or with the help of the King, the player must return 1 assistant to the pool for each emporium already built by the other players in the same city. If the city is empty, they do not need to return anything.
- Each time a player builds an emporium in a city, they immediately obtain the reward indicated by that city's token. In addition, **if the city in which a player builds an emporium is connected directly (via road) to another city or to other cities, or to a group of already connected cities, in which one of their emporiums is already present, they also obtain the reward of all the connected cities.**

## Bonus and King's Reward Tiles

When a player possesses an emporium in all cities of one colour or of one region, they receive the corresponding bonus tile, and in addition the King's reward tile at the top of the deck. If the King's reward tiles are finished, they only receive the bonus tile.

There are seven different bonus tiles: gold cities, silver cities, bronze cities, iron cities, seaside cities, hillside cities, mountain cities.

### Example of building an emporium



*Green builds an emporium in the city of "Indur", thanks to a building permit. They must return an assistant to the pool because there is already an emporium (red) in their city. They immediately earn 3 coins as indicated on the reward token of that city. They also earn 2 victory points for the city of "Framenk", 3 victory points for the city of "Castrum", 1 coin and 1 assistant for the city of "Graden", and 1 coin for the city of "Hellar"; they receive these rewards because the cities are connected by road to "Indur". As they have now built an emporium in each city of the "Hills" region, they earn the corresponding Bonus tile. They also receive the first King's reward tile from the deck.*





## Quick Actions

Quick actions are not obligatory and can be performed before or after the main action. The player may choose one of these four quick actions:



*Action 1: Engage an assistant*

*Action 2: Change building permit tiles*

*Action 3: Send an assistant to elect a councillor*

*Action 4: Perform an additional main action*

### ***Action 1: Engage an Assistant***

The player pays three coins (they move their marker on the coins track back three spaces).

They take an assistant from the pool. If they are unable to move back 3 spaces, they cannot perform an action.

### ***Action 2: Change Business Permit Tiles***

The player returns an assistant to the pool, then takes the two business permit tiles face up in a region, returns them to the bottom of the corresponding deck and draws two new ones from the top of the deck.

### ***Action 3: Send an Assistant to Elect a Councillor***

The player returns an assistant to the pool. The player takes a councillor and inserts them in a balcony, exactly as with the main action “*elect a councillor*”, but they do not earn any coins by performing this action.

### ***Action 4: Perform an Additional Main Action***

The player returns 3 assistants to the pool and performs two main actions instead of one in this turn (it is also possible to perform the same action twice).

## The Nobility Track

There are two ways to move forward on this track: ➡ as an instant bonus from an acquired permit tile, or by activating reward tokens from a city. When a player reaches a square on the nobility track marked with a bonus symbol, they receive that bonus.

***At the end of the game the player who is furthest on the nobility track receives 5 additional points, while the second placed player receives 2.***





You obtain the bonus of a reward token from a city in which you have an emporium. You cannot choose one of the tokens which advance you along the nobility track.

You can take a face-up building permit tile without paying the cost.

You receive the bonus of one of the permit tiles which you previously bought (also a face-down tile).

You obtain the bonus of two different reward tokens from two cities in which you have an emporium. You cannot choose one of the tokens which advance you along the nobility track.

## End of the Game and Final Score

***When a player builds their last emporium, they immediately earn 3 victory points.***

All other players take one last turn, then the game finishes.

Each player earns the victory points marked on their bonus tiles.

The player furthest ahead on the nobility track earns 5 victory points, and the player in second place earns 2 victory points. If more than one player is tied for first place on the nobility track, they all earn 5 victory points each and there are no points for second place. If multiple players are tied for second place, they all earn 2 points.

***The player with the most permit tiles receives 3 victory points.***

***The player with the most victory points is the winner.***

In the event of a draw, the player who holds the most assistants and politics cards is the winner.

## Setting up a Two-Player Game

For a two-player game, first set up the game as normal, then draw one permit tile at random for each region and position an emporium (of one of the colours not chosen by the players) in each of the cities which appear on the tiles drawn. Then shuffle the tiles back into their starting decks.

***N.B.: There can be a minimum of 3 and a maximum of 9 emporiums present on the map at the beginning of the game.***




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