

## SETUP

Take the components in your color. Turn the **progress board** to the appropriate side (*front: 2-4 players; back: 5 players*) and place a marker at the start of each track. These three markers will be referred to as **progress markers**.

Shuffle the **bonus tiles** face down and distribute them on the designated spaces of the progress board—so that the Roman numerals match. Then turn them face up. Place one of the remaining markers on the appropriate bonus tile (*see illustration*). Keep the other two markers nearby. These three markers will be referred to as **waypoint markers**.



**NOTE:** If you dislike the random setup of the bonus tiles, let one player set up their board per the above setup, and then other players copy that distribution.

Finally, place the **journeyman pawn** on your castle. Set three **roads** and a “50/100 VP” tile aside.



## OVERVIEW

Your progress board shows three tracks featuring a sequence of symbols that you need to “collect” in your clan territory in order to advance on these tracks, thus unlocking various benefits. When adding tiles to your clan territory, you will also place waypoint markers on your tiles and collect these markers with your journeyman pawn. For each waypoint marker collected, you will advance on a track if the landscape tile meets the requirements of the next track space.



The **Warrior track** (*top*) provides an increasing number of additional victory points per round. (*Due to its length, the Warrior track wraps at the right edge of the board, indicated by a small arrow* ◀ .)

The **Merchant track** (*middle*) increases your income and your journeyman’s movement.

The **Herald track** (*bottom*) provides both immediate and repeating victory point boosts.



**Example:** If this were the first waypoint marker you collected in the game, you could either advance on the Merchant track (for the ship) or the Herald track (for the farm).

## JOURNEYMAN MOVEMENT

You plan and execute your journeyman’s movement in **phase 5, after** adding the landscape tiles you bought.

First, all players plan their movement **simultaneously** by placing waypoint markers in their clan territory. Once all players have finished planning, **in turn order**, each player demonstrates their movement to the other players, collecting the waypoint markers they placed and advancing on the tracks accordingly.

**NOTE:** Another important way that players advance on their Warrior (*top*) track is by selling tiles to opponents. This is covered in more detail later—see “Advancing in the Buy Phase”.

## PLANNING YOUR MOVEMENT

Place your waypoint markers on each landscape tile with a symbol or feature that you plan on visiting with your journeyman. At the start of the game, you have access to two waypoint markers. (*You can get a third by unlocking the appropriate bonus tile—see “Bonus Tiles”.*)

**You may only place one waypoint marker per landscape tile.** You must be able to visit all waypoint markers you place within the limited number of movement points you have. You may place fewer waypoint markers if needed.



How many movement points you have is shown on the Merchant track by the **shoe symbol**: at the start of the game, you have **4 movement points**. Your journeyman can move orthogonally, spending **2 movement points** to move from one landscape tile to another (*no matter the terrain*). If both tiles are connected via a continuous road (*printed or placed—see “Placing Roads”; dead ends do not count*), moving from one tile to the other costs **1 movement point** (*instead of 2*). Collecting waypoint markers does not consume any movement points.

**Example:** Moving onto the tile featuring two curves costs one movement point; moving off it costs another, because the tile is connected via roads to its neighbors. Moving to the tile at the far right cost two movement points, because dead ends do not count.



It is allowed to place a waypoint marker on the landscape tile with the journeyman. You can collect that marker at the start of his movement or later. You are allowed to travel through the same tile multiple times, as long as you have enough movement points left to do so.

## EXECUTING YOUR MOVEMENT

On your turn, move your journeyman as planned, collecting the waypoint markers you placed one by one (*in an order of your choice*). Each time you collect a waypoint marker on a landscape tile, you may advance **on exactly one of your progress tracks** if that landscape tile meets the requirements of the next space of the track (*see “Requirements on Track Spaces”*). Even if the landscape tile meets the requirements of multiple track spaces, you can only advance **once per waypoint marker**.



Advancing on the Herald track occasionally costs a fee (*5, 8, or 12 gold*). For instance, advancing from the second to the third space costs 5 gold (*see illustration*).

**Your movement ends when you collect the last waypoint marker**, even if you have movement points left (*which are lost*). If you made a mistake during planning and cannot visit one or more waypoint markers, consider the wrongfully placed markers not placed (*removing them*) and end your movement at the last waypoint marker you could collect (*or stand still*).

**NOTE:** Advancing on a track with a waypoint marker is optional. You may place and move to a waypoint marker at the end of your movement in order to position yourself for the next turn without advancing on a track.

## REQUIREMENTS ON TRACK SPACES

Most track spaces require the landscape tile from which you take the waypoint marker have a certain printed feature (*barrel, broch, cattle, farm, lighthouse, sheep, or ship*). The following explains the other requirements:



To advance to this space, you must collect a waypoint marker placed on your castle. Collecting this waypoint marker does not cost anything (*as opposed to “Advancing via the Castle”—see next page*).



These symbols indicate a landscape tile that is at least 2, 3, or 4 tiles away from your castle. The distance is counted orthogonally, even across gaps.



These symbols indicate a **completed** mountain, water, and pasture area. The waypoint marker must be placed on a landscape tile that is part of the completed area (*or contains such*).



This symbol indicates both a completed mountain and completed water area. The waypoint marker must be placed on a landscape tile that is part of both completed areas (*or contains such*). (*See “Advancing via the Castle” for a way to circumvent this requirement, if needed.*)



This symbol indicates a scroll of any sort. It does not matter whether or not the scroll is in a completed area. You must place the waypoint marker on the landscape tile with the scroll.



These symbols stand for North (*top*), South (*bottom*), East (*right*), and West (*left*), referring to the topmost, bottommost, rightmost, and leftmost landscape tile in your clan territory. If multiple tiles apply, you can collect the waypoint marker from any of those tiles.

## ADVANCING VIA THE CASTLE

Separate from the spaces where visiting your castle is explicitly required (*see page 3*), you can use a **castle advancement** to advance on any track, **regardless of the requirements**. To do so, place a waypoint marker on the castle. When you collect it, pay the cost printed at the top of the progress board, above the space to which you want to advance. The progress board is divided into four segments by vertical lines. Each segment features a different cost for using a castle advancement (*1, 3, 5, or 8 gold*).



**Example:** Advancing to any of the first three spaces of the Warrior and Merchant track using a castle advancement costs 1 gold. Advancing to the fourth space of these tracks costs 3 gold via the castle.

**REMINDER:** Advancing to a space that explicitly requires the castle does not cost anything. You may not place more than **one waypoint marker** per tile, including the castle tile!

## UNLOCKING BENEFITS

Advancing on the tracks will unlock various benefits: immediate victory point boosts, additional income and victory points every round, additional movement points, and bonus tiles.

**Golden Rule:** Except for immediate victory point boosts, newly unlocked benefits from tracks may not be used before the next phase.



### Immediate Victory Point Boosts

When moving from one track space to the next, you may immediately gain a number of victory points as shown by a victory point symbol **between the spaces**.



The end of each track is special in that regard. The last couple of spaces allow you to move **back and forth** (*by collecting appropriate waypoint markers!*) to score the immediate (*3 or 4*) victory points over and over again. This is indicated by a double arrow beside the victory point symbol between the spaces.

**NOTE:** Remember that you cannot place more than one waypoint marker on the same space, but you could score end-of-the-track points three times in a turn. In the example shown, you could score the westernmost tile, then visit the castle, and then visit another westernmost tile (*assuming you have more than one*).

Permanent benefits like the following are shown below the track spaces (*on a banner*). They are unlocked as soon as you move to the space and remain active even if you move further, until they are replaced with a better value (*see next page*).



### Additional Income

On the Merchant track, you can unlock additional income of 2, 4, or 7 gold (5-player game: 2, 5, or 7 gold), which you will get in phase 1 of every round. **Only the rightmost income symbol counts** (the values are not cumulative). For instance, once you unlock “4 gold”, you get an additional 4 gold of income every round, **not** 2+4=6 gold.



### Additional Victory Points

On the Warrior and Herald track, you can unlock additional victory points, which you will get in phase 6 of every round, before evaluating the current scoring tiles. Score the two tracks separately. **On each track, only the rightmost victory point symbol on a banner counts** (the values on a track are not cumulative). For instance, once you unlock “3 VP” on the Warrior track, you will get 3 victory points every round, **not** 1+2+3=6 victory points.



### Additional Movement Points

On the Merchant track, you can increase the number of movement points you can use every round up to 8 (5-player game: up to 6). **Only the rightmost shoe symbol counts** (the values are not cumulative). Note that the increase becomes active at the end of the current phase (Golden Rule), so you cannot benefit from it in the same phase you unlock it.

## BONUS TILES

When you unlock a new bonus tile, take it off the progress board and place it in front of you. The first two tiles on a track (showing “I” and “II” on the back) provide one-time benefits and are then discarded. The third tile (showing “III” on the back) provides permanent benefits and is kept in front of you until the end of the game.



**Third Waypoint Marker** – At the end of the current phase, discard this bonus tile but keep the waypoint marker it provides. You have now access to three waypoint markers that you can place every round (until the end of the game).



**Advance on a Track** – At the end of the current phase, discard this bonus tile and advance on a track of your choice.  
**NOTE:** You may have to pay a fee if you advance on the Herald track.



**One Road** – At the end of the current phase, discard this bonus tile, get 1 victory point, and take 1 road that you may place at any time (but not in the same phase you gain it—see “Placing Roads”).



**Extra Movement** – Keep this bonus tile in front of you until you decide to use it (but not in the same phase you gain it). When you do, discard this tile for a **one-time boost** of 4 additional movement points. Unused movement points are lost.



**Five Gold** – At the end of the current phase, discard this bonus tile and take 5 gold from the bank.



**Two Roads** – At the end of the current phase, discard this bonus tile and take 2 roads that you may place at any time (but not in the same phase you gain them—see “Placing Roads”).



**No Axe** – At the end of the current phase, you get 3 victory points (only once). Keep this tile in front of you. In phase 1 of every round, you get an additional 3 gold of income. In phase 2 of every round, you **may** set a price for all three of your landscape tiles. If you do, do not discard any tiles in phase 3.



**Bank Pays** – At the end of the current phase, you get 3 victory points (only once). Keep this tile in front of you. In phase 4 of every round, you no longer pay for tiles bought from other players—the bank pays for you (no matter whether or not you could afford it on your own).



**Two Buys** – At the end of the current phase, you get 3 victory points (only once). Keep this tile in front of you. In phase 4 of every round, after all players have had the chance to buy a landscape tile, you **may** buy a second one (from the same or another player). If multiple players have this ability, make your second purchases in turn order. If you also have the “Bank Pays” bonus tile, the bank will pay for both of your purchases.

## PLACING ROADS

You can get up to 3 roads from two bonus tiles. You may place roads at any time, but not before the next phase after you get them (Golden Rule). Roads are placed across the edge of two adjacent landscape tiles in your clan territory. These two tiles are then considered connected via road, as though they had printed roads leading towards each other.



**NOTE:** Even if the road piece does not physically touch roads on both tiles, roads on one tile are now considered to be connected to roads on the other tile, potentially forming crossroads and T-sections. For instance, the road piece in the illustration has turned the curves into a crossroad (left) and T-section (right).

You should place roads to save movement points and to connect whisky barrels to your castle for additional income. There may be other cases in which it might make sense to place a road.



**Example:** The landscape tile depicted on the left features two barrel symbols, which do not increase your income until you place a road connecting the barrels to your castle’s road network. (This tile also features a journeyman symbol—see “Advancing in the Buy Phase”.)

Roads may be placed across water (as bridges) and even over printed roads (e.g., to connect two tiles, of which only one has a road to the other—see the example shown at the top). There is no limit to the number of roads on a tile (you could place all three on the same tile).

## ADVANCING IN THE BUY PHASE

In phase 4, **each time another player buys a tile from you**, you may immediately advance on the **Warrior track** (but no other track)—regardless of the requirement shown.



Immediately after you buy a landscape tile with the **journeyman symbol** (including the tiles you must keep yourself because no one bought them from you), even before placing it in your clan territory, you may advance on a **track of your choice**—regardless of the requirement shown. Even if you are unable to place the tile in your clan territory, you may advance on a track.

**NOTE:** You may have to pay a fee if you advance on the Herald track.

If you unlock new benefits, you may not use them before the next phase (Golden Rule).

## NEW SCORING TILES



Count the **shortest distance** in tiles between your journeyman and your castle, even across gaps. You get victory points equal to double that distance.



You get 1 victory point for **each row and each column** containing at least one **broch**. The same broch may count in both a row and column.



You get 2 victory points for **each row** (not column) containing **at least two tiles with matching symbols** (e.g. farm, journeyman, scroll, etc.). Having only a single tile with two of the same symbol does not count.



You get 1 victory point for each **bridge** on your progress board that your progress markers have passed. (The bridges are printed over the vertical lines dividing your progress board into four segments.)

**NOTE:** The game ends as described in the base game rules.



An expansion for the award-winning tile placement game by Alexander Pfister & Andreas Pelikan

Becoming king is one thing—running the kingdom is another and will require all the help you can get. Mighty warriors, to uphold the law and defend the kingdom against threats. Cunning merchants, to ensure the royal treasury is filled to the brim. Swift heralds, to spread the word of Your Excellency in all lands. Preparation is key! Luckily, your most trusted friend agreed to do the dirty work so you can focus on becoming king in the first place ...

## COMPONENTS

In each of the five player colors:



1 progress board (showing three tracks)



6 markers (used as progress and waypoint markers)



1 journeyman pawn



9 different bonus tiles

Additional components:



15 roads



5 “50/100 Victory Points” tiles

Take a “50/100 Victory Points” tile and turn it to the appropriate side as soon as you achieve 50 and 100 victory points.



4 new scoring tiles



8 new landscape tiles (showing a journeyman symbol)



7 “1 gold” coins—to be added to the other gold

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