

MEDINA

MANIFEST:

1 board
4 screens in 4 colors
4 tower tokens
4 palace tokens

80 palace pieces (20 each of orange, brown, black and grey)
16 domes (4 each of each player color)
12 stables
25 meeples (inhabitants)
32 walls
4 towers

SETUP:

Place the four towers at the 4 corners of the city wall spaces.
Place the four palace tokens and four tower tokens face up next to the board.
Youngest player places 1 inhabitant on any space that is one space away from the city wall spaces.

PLAYING PIECE DISTRIBUTION:

3 PLAYERS:

Each player gets the four domes of his color *plus*
6 Palace pieces of each color (24 total), 4 stables, 8 inhabitants, 10 walls

4 PLAYERS:

Each player gets the four domes of his color *plus*
5 Palace pieces of each color (20 total), 3 stables, 6 inhabitants, 8 walls

- * In both cases, any unused pieces are returned to the box.
- * Each player takes a screen and conceals his pieces behind it, with the exception of the domes.

GAME OBJECTIVE:

The winner is the player with the most points at the end of play.

GAME PLAY:

On a player's turn he plays any two of his pieces on any empty space on the board, following the rules for placement. When only one player is left with pieces, at least one dome must be played per turn. The game ends when all players are out of playable pieces.

PALACE PIECES

A player may place the first palace piece of a color on any empty non-wall space in the city with one exception: he may not place it orthogonally or diagonally adjacent to any palace piece already on the board (of ANY color). This leaves room between all palaces for at least a narrow street. When any player chooses

to place a palace piece of the same color as one already on the board, he MUST place it in a space orthogonally adjacent to one of the palace pieces of that color on the board.

A palace can become quite large when many pieces of the same color are placed next to each other. Of course, a palace can also be as small as one palace piece. All players build the different colored palaces together. As long as a palace has no dome, it is incomplete and unclaimed. *Only one incomplete palace of each color may exist in the city.*

When a player places one of his domes on an incomplete palace, he both claims the palace as his AND completes it. If there is no legal space orthogonally adjacent to an incomplete palace where a palace piece could be played, the palace is considered completed, but unclaimed. Players may not add palace pieces to complete palaces.

When there are no incomplete palaces of a color on the board, a player may begin a new palace of that color, using the rules above for starting the first palace in a color. When all players have claimed a palace of one of the colors, players may not begin or add to palaces of that color. The players place all palace pieces of that color back in the box. Of course, eventually, all possible palaces of all colors will likely be built, and then no more palace pieces may be played.

DOMES

When a player places a dome on the palace he claims it for himself and completes the palace. *Each player may claim JUST ONE of each of the four palace colors*, i.e. each player may claim 4 differently colored palaces in the game. For example, if a player claims a grey palace, he may not claim another grey palace. He may still place grey palace pieces according to the Palace piece placement rules. The number of palace pieces in a palace determines the value of the palace.

Summary of Palaces and domes:

A palace may be incomplete and unclaimed, but placing a dome on it completes and claims it.

A palace may be completed (have no further legal placements for palace pieces) but unclaimed.

STABLES

A player places a stable on an empty border or interior (not wall) space orthogonally adjacent to a palace piece already on the board. The players may place stable next to complete or incomplete palaces, regardless of palace ownership. Each stable attached to (adjacent to) a palace adds 1 point to the palace's value. As with palace pieces, players must leave room for streets between palaces, including attached stables when placing stables. A player may not place a stable where it is orthogonally adjacent only to another stable.

MEEPLES (INHABITANTS)

Inhabitants on the board represent the location of the market or markets in Medina. Initially there is just one market, but others may be started during the game if the original market cannot be increased in size. A player may place an inhabitant on either end of a string of inhabitants. The player places the new inhabitant in an empty border or interior space orthogonally adjacent to the inhabitant on one end or the other of a string of inhabitants. A player may not place a meeple so it is adjacent to two or more meeples. Thus from turn to turn, the size of the market grows.

If a player cannot add a meeple to either end of the line, he may begin a new line by placing a meeple on any empty border or interior space on the board. Meeples add 1 point to any palace that they are orthogonally adjacent to (this also includes being orthogonally adjacent to a palace's stables).

WALLS

A player may only place a city wall on an empty wall space. In addition, a player may only place a wall piece next to another wall piece or a tower piece. Players must leave at least one wall space empty on each side of the city to serve as a gate. Thus the city walls from neighboring towers can never meet. There are no restrictions to placing walls next to palace pieces, inhabitants or stables, i.e. the border space adjacent to a city gate does not have to be empty.

GAME TILES:

Palace Tiles

The first player to complete a palace in a color takes the palace tile of that color and places it face up in front of his screen. He keeps the palace tile until another player has a larger palace in this color. The size of the palace is determined by the number of palace pieces and attached stables. The player holding the tile at the end of the game scores the points indicated on the tile (orange palace tile is worth 4 points; grey palace tile is worth only 1).

Tower Tiles

When a player claims a palace that is adjacent to a city wall, the player becomes the watcher for the nearby tower and takes the tower tile corresponding to the tower number.

When another player takes control of a palace adjacent to a city wall connected to the same tower, this player takes the tower piece from the player who had it, regardless of palace sizes.

If a player has claimed a palace and later he or another player places a city wall adjacent to it, he takes the tower tile for the tower connected to the city wall adjacent to his palace; he takes it from the table or from another player. If a player has claimed a palace and later he or another player places a stable adjacent to the palace and a city wall, he takes the tile for the tower connected to the city wall adjacent to his extended palace.

Once a palace is connected to a tower by a city wall, subsequent piece placements DO NOT COUNT as new connections to the tower, i.e. a player CANNOT take the tile for a tower that is already connected to a palace, by placing another city wall or stable.

* Although unlikely, a palace may be connected to more than one tower.

GAME END:

When all players are out of pieces, the game is over. When just one player has pieces left to play, he MUST place at least one dome each turn until the end of the game.

The winner is the player with the most points at the end of play.

SCORING:

Each player scores ONE POINT for each of the following:

- * Each palace piece in a player's palace.
- * Each stable attached to a player's palace.
- * Each meeple orthogonally adjacent to a players palace (either stable or palace piece).
- * Each city wall orthogonally adjacent to a players palace (either stable or palace piece).

ADD any points from palace tiles or tower tiles.

HIGHEST TOTAL WINS. Ties share victory and rejoice!