

MERLIN

Deluxe

Big Box



A game by
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for 2-4 player, ages 14 and up

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Base Game

Contents

Shared game materials:

- 1 Game board



- 2 Terrain frames – 1x top / 1x bottom



- 24 Terrain tiles



- 1 Cards display



- 55 Mission cards



- 4 Starting tiles



- 36 Shields – 6 per principality



- 36 Flags – 6 per principality



- 36 Construction materials – 6 per principality



- 24 Traitors – 4 per principality



- 11 Apples



- 1 Grail & 1 Excalibur



- 1 Merlin & 4 Merlin dice – white



- 1 Game round marker



- 1 First Player marker



Game materials for each player (in the four player colors: Blue, yellow, red & green):

- 1 Castle board



- 7 Manors



- 3 Merlin's Sticks



- 1 Knight



- 3 Player dice



- 4 Vassal tokens

Before your first game, carefully attach the vassal stickers to the tokens.



Lady-in-waiting, Shield-bearer, Builder, Flag-bearer

- 7 Influence markers



- 1 Scoring marker &
- 1 100-point-marker



Setting up the Game

- 1) Place the **game board** in the center of the playing area.
- 2) Put the **game round marker** on the first space of the game round track.
- 3) **Merlin** starts on the Dragon Principality (black) space of the rondel.
- 4) Assemble the **Grail and Excalibur** and put them on their assigned spaces.
- 5) Sort the **flags, pieces of construction material, and shields**, and assign them to their corresponding principalities.
- 6) Place the **apples** on their designated space.
- 7) Shuffle the **mission cards** and place the deck face down on the game board. Reveal the top three cards and place them face up on the **card display** next to the game board, forming a display.



Player materials:

- A)** Each player chooses one of the player colors and takes the following materials in that color:
- 1 castle board, 1 knight, 4 vassals,
 - 6 influence markers, 3 Merlin's staffs, 7 manors,
 - 1 scoring marker, 1 100-point-marker,
 - 3 dice in their player color, 1 white Merlin die, and 1 apple.

All players place their scoring marker on the "0/100" space of the scoring track, and place their manors next to the environs. The remaining components are assigned to each player's castle board as shown in the illustration. For the time being, each player should keep their knight next to their castle board and place their 100-point-marker next to the game board.





8) Mix the traitor tiles face down and place them on the indicated spaces on the game board in three separate stacks.



9) **The Environs:** Construct the Environs next to the game board as follows: shuffle all terrain tiles, then place 6 tiles in a row face up next to one terrain frame. Continue this until all tiles are placed, then enclose with the other frame. *Note: in a 2- or 3- player game, before mixing the terrain tiles, remove 1 tile each of mountain, wood, and lake, both with and without a tower, placing these tiles back in the game box.*

10) Randomly select a starting player who then takes the first player marker.

B) Shuffle the starting tiles and deal one to each player. Then, all players place their knight on the designated principality space of the action rondel. Each player takes the flag, shield, and construction material of the depicted principality from the game board, storing it on their own castle board. Each player places one of their influence markers on the depicted principality. Return the starting tiles to the game box.

C) Now, each player takes 3 traitors from the game board, placing them in the spaces of the castle board above their matching shield. Traitors with identical shields are placed on top of each other. Each player draws a hand of 4 mission cards from the deck.

D) Finally, all players roll their 4 dice and place them on their castle board. In case a player rolls a 3 or 4 of a kind, they must re-roll all their dice, if necessary several times, until the result shows at least 3 different numbers.

Game Concept and Object of the Game

King Arthur is looking for a worthy successor to his throne. Together with Merlin, he seeks the best candidate from among the Knights of the Round Table. Each player assumes the role of a Knight of the Round Table and attempts to win King Arthur's favor.

By using their dice, the players move Merlin or their own knight on the action rondel. The space where they end their movement specifies their possible action.



Each player controls the movement of their own knight, whereas Merlin can be moved by all players.

Three scorings will take place during the course of the game.

The players have to repel the traitors and can gain victory points for their constructed manors in the environs, for their influence in principalities, and for their vassals placed on the game board. Additi-



onally, the players may complete missions in order to gain further victory points during the game. After six rounds, the player who has most effectively used their dice to navigate the rondel to complete missions and take advantage of the interim scorings, thus accumulating the most victory points, will become King Arthur's successor.

Playing the Game

A game of Merlin is played over 6 game rounds. Each game round begins with the First Player taking a turn, followed by the other players in clockwise order. During their turn, the active player selects one of their dice and moves their knight or Merlin a number of spaces on the action rondel equal to the number of pips shown on the die, and then performs the action of the space where the movement ends. Play then proceeds to the next player. The game round ends after each player has taken 4 turns, using up all their dice. A scoring takes place after the second, the fourth, and the sixth game round where the players will score additional victory points. The game ends after the final scoring at the end of the sixth game round.

Details of a game round:

The active player selects one die from their castle board and places it in the center of the game board without changing the number. Depending on the selected die, they proceed as follows:

One of the player's personal dice

The player advances their knight in **clockwise direction** on the action rondel by the same number of spaces as pips on their die.



The white Merlin die

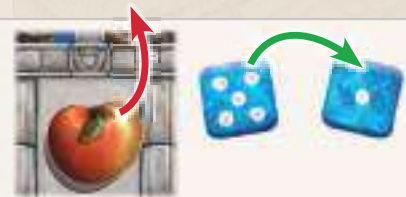
The player advances Merlin **clockwise or counterclockwise** on the action rondel a number of spaces equal to the pips shown on the Merlin die.



Note: The number of figures on a single action space is not limited.

The apples

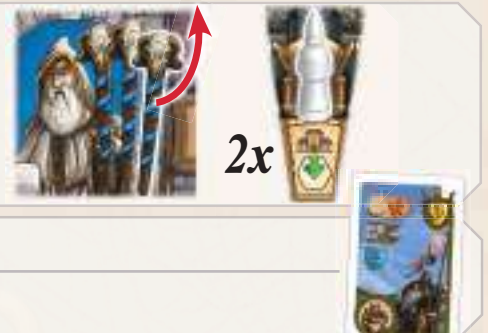
The active player may expend an apple (*returned to the supply*) from their castle board in order to change the facing of the selected die to any side, 1-6. They move their figure as many spaces as the new number.



Then, the player performs the action of the space where their movement ended.

The Merlin staffs

A Merlin staff may be spent when the player moves Merlin to perform the action two times. The first action should be performed completely before the second. Return the staff to the game box.



The Mission cards

Additionally, a player may complete **up to one** of their mission cards per turn.

Note: A player may not skip their turn; they must select one die, place it in the center of the game board and move the appropriate figure. However, they may forfeit the action of the space. After the active player has completed their action (or forfeited it), their turn ends, and the next player takes their turn. The round ends when all players have used all their dice.

The actions of the action rondel:



Principality spaces: (x6)

The player chooses one their four vassals from either their castle board or any of the other 5 principalities and places it on the corresponding space in the principality where they ended their movement. If that space is occupied by another player's vassal, that player's piece is returned to the castle board of its owner.

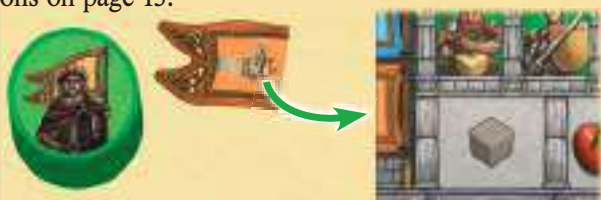


Each vassal allows the player to perform a specific action:

Builder: The player claims one piece of construction material from that principality, if available, and stores it on their castle board. *Note: It will be used to build manors in the environs.*



Flag-bearer: The player claims one flag from that principality, if available, and attaches it to their castle board. A player may have multiple flags of one kind. Flags can be used to perform various, special actions during the player's turn. You will find a detailed explanation of these special actions on page 13.



Note: Flags override certain basic rules of the game, providing the player with specific advantages.

Shield-bearer: The player claims one shield from that principality, if available, and stores it on their castle board. *Note: Shields are needed to fight off traitors.*



Lady-in-waiting: The player takes one of their influence markers from their castle board, if available, and places it on that principality. It is added to existing markers there, if any.



Note: Influence markers give the players more options when performing certain actions and may be worth victory points during scorings.

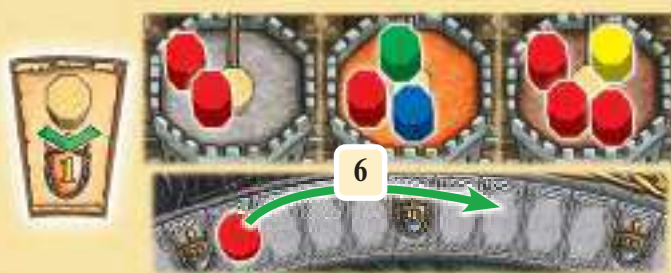


Victory point spaces: (x4)

Shield, flag, construction material: The player gains one victory point for each shield, flag, or piece of construction material on their castle board, depending on the space.



Influence marker: The player gains one victory point for each of their influence markers already been placed in the principalities (on the game board).

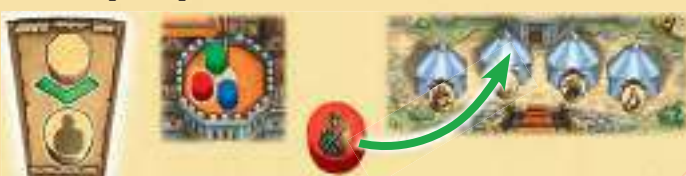


Influence spaces: (x4)

Flag, construction material, shield: Depending on the space, the player claims one shield, one flag, or one piece of construction material from **any one principality where they have at least one influence marker**, and places it on their castle board.



Vassal: The player chooses a **principality in which they have at least one influence marker** and sends one of their vassal there to perform their action. The vassal may come from their castle board, or from any of the other 5 principalities. (see above).



Excalibur: (x1)

Excalibur: The player defeats one traitor from their castle board, removing it to the discard pile. If they do not currently possess Excalibur, they claim it from the game board or the current owner.



Note: Excalibur may be worth additional victory points for its holder during scorings.

The Grail: (x1)

The Grail: The player takes one apple from the supply and stores it on their castle board. If they do not currently possess the Grail, they claim it from the game board or the current owner.



Note: The Grail may be worth additional victory points for its holder during scorings.

Relocate one vassal: (x1)

The player chooses one of their vassals from any principality and relocates that vassal to the next principality in a clockwise or counter-clockwise direction. That vassal then performs their action. (See page 7).



Example:
The red player moves their builder counter-clockwise onto the purple principality. There they perform the action of the builder, taking one purple construction material.

Exception: If all of the player's vassals are on the castle board currently, the player may choose one and send them to a principality of their choice where they will perform their action.

Exchange spaces: (x2)

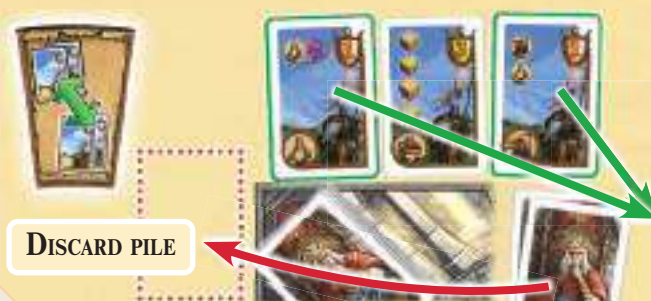
The player selects one shield, flag, or construction material from their castle board and returns it to its principality of origin. In exchange they take one shield, flag or piece of construction material from any principality and store it on their castle board.



Example: The player uses the exchange space to exchange the blue construction material from their castle board with an orange flag from the game board.

Mission spaces: (x2)

The player may discard up to two of their mission cards to the discard pile, and then draws the same number of cards from the display and/or draw pile. When a card is taken from the display, replenish it immediately. If the draw pile is exhausted, shuffle the discard pile to form the new draw pile.



Build a manor: (x3)



The player may build **one** manor in the environs. A manor can be built on any terrain tile not already occupied by a manor, provided the player has the required construction material stored on their castle board.

Required construction material:

Constructing a manor requires one construction material. To find what materials are eligible, draw a straight line in all six directions, and where it intersects the frame a possible construction material will be indicated.



Example: A player can build a manor onto the red highlighted terrain tile by using a grey, orange or blue construction material.

The player returns one of the required pieces to the principality of its origin, and places one of their manors on that terrain tile. If the tile depicts a tower, the player may additionally claim one shield or one flag from any principality, or they may place one of their influence markers in any principality. A player may build no more than 7 manors in the environs. Manors constructed in the environs may be worth victory points during scoring.



Example: The green player pays their grey construction material and builds a manor on the water terrain tile which depicts a tower. Having built on a tower, they then choose a black shield from the game board and places it on their castle board.

Mission Cards:

The active player may **complete one (only)** of their mission cards at any time during their turn. Each mission card depicts the requirements needed on the upper left-hand side of the card. If the player meets all requirements of a card, they gain the victory points as shown in the shield in the upper right-hand corner of the card, and put the card on the discard pile. You will find a detailed description of the requirements on page 13.

REQUIREMENTS



VICTORY
POINTS



Important: The player must **simply own** the shields, flags, construction material or influence markers needed to meet the requirements of a mission card, they do not have to expend these components.

Example: The yellow player has all the requirements needed to resolve the 3-point mission card. They announce that they are completing the mission, discard the card, and move the scoring marker 3 spaces forward.

After a player has resolved one of their mission cards, they draw a new one at the end of their turn. They may take a card from the display or from the draw pile. When a card is taken from the display, replenish it immediately.

If the draw pile is exhausted, shuffle the discard pile to form the new draw pile.

End of a game round:

After all players have used all their dice, the game round ends. The current game round determines what happens next. After the...

first game round:	Preparing the next game round
second game round:	Scoring & Preparing the next game round
third game round:	Preparing the next game round
fourth game round:	Scoring & Preparing the next game round
fifth game round:	Preparing the next game round
sixth game round:	Scoring & End of the game

Preparing the next game round:

Each player picks up their 3 personal dice and 1 Merlin die and then rolls them. If a player rolls 3 or 4 of a kind, they must re-roll all their dice, repeatedly if necessary, until the result shows no more than 2 of any given number. After rolling, the players place their dice on their castle boards, being careful not to change the facing of the dice.



The first player marker is passed to the next player on the left, who will be the first player on the next game round.



Move the game round marker to the next space of the game round track.



Scoring:

The players gain victory points depending on their success in the 4 categories described below. Victory points are tracked on the victory point track with the victory point marker. A marker landing on a space occupied by another marker is put on top of that marker. If a player's victory points marker passes the "100" space on the victory points track, that player takes a 100-point-marker and places it beside their castle board. At the end of the game, that player will add 100 points to their score.

1st Category: Traitors

a) First, the players need to repel the traitors in front of them. A traitor is repelled by returning the appropriate shield (as depicted on the traitor) from the player's castle board to the corresponding principality. The traitor is discarded.

A player loses 3 victory points for each traitor they could not repel. A player may go below zero points. The traitors are discarded afterwards.



Excalibur: If a player has managed to repel all traitors and is currently holding Excalibur, they are awarded 3 additional victory points.



Example: The yellow player can only defeat two traitors with their shields. The blue traitor remains, so they have to move their scoring markers 3 spaces backward.

Note: If a player has to repel several traitors showing the same shield, they must expend one shield for each of these traitors.

b) Then, each player draws 3 new traitors from the stacks and attaches them to their castle board. If the traitor stacks are exhausted, mix the discard pile and form three new stacks.

2nd Category: Environs

The environs are considered to be divided into territories. A territory is a group of one or more terrain tiles of the same type that are connected. For each territory, victory points are awarded to the player who has the most manors there (more than any other single player). The number of victory points awarded for each territory is equal to the number of tiles in it. In the case of a tie for the most manors, the points are split equally between the tied players (rounding down). Nobody gains points for a territory that has no manors.



Example: The blue and green players receive the full victory points for their territories since they are the only one to have built manors in them: 2 VP for blue and 1 VP for green. Red and Yellow both built 1 manor in the forest territory and split the victory points, receiving 2 VP each.

3rd Category: Influence

Victory points are awarded in the principalities for the player(s) with the most influence. Begin with the Dragon Principality (black) then continue clockwise scoring each one individually.

The player with the most influence receives one victory point for each influence in the principality, both theirs and opponents. In case of a tie divide the points evenly among the tied players rounding down.

After a principality is scored, all players return all but one of their influence markers to their castle boards.



Example: The yellow, blue, and red player all have one influence in the black principality. They each gain 1VP. ($3 \div 3 = 1$)



Example: The red player has the most influence and earns 6 VP.

4th Category: Vassals

Each player gains one victory point for each of their vassals positioned in a principality; those on castle boards are worth no victory points.



Example: Green = 4VP | Blue = 3VP | Red = 3VP | Yellow = 1VP

The Grail: The player in possession of the grail may use it to break the tie in their favor in any principality scoring (they cannot use it to break a tie between other players).

The player places the grail in the principality and scores all the victory points. After all 6 principalities are scored that player takes back the grail.



Example: The yellow player places the holy grail in the orange principality, breaks the tie, and gains 4 victory points instead of 2.

End of the game

The game ends after the sixth round. The players now gain additional victory points for the following:

Apples:

Each apple is worth 1 victory point for its owner.



Merlin's staffs:

Each staff is worth 2 victory points for its owner.



Material:

For any 3 unused materials (shields, flags, and construction material) on a player's castle board the player gains 1 victory point.



Example: The yellow player gains 1 victory point for their remaining 5 materials. (2 Flags, 2 construction materials and 1 shield)

The player with the most victory points is the winner of the game! In case of a tie, the tied players share the victory.



Special actions allowed by flags

Flags may be used at various times to perform special actions. While each flag allows 1 special action, a player may use as many flags as they wish during a turn. After it has been used, a flag is returned to its principality of origin.



Repel traitors

The player may repel all the traitors attached to their castle board showing the same shield without needing to own (and expend) the corresponding shield(s). The traitors are put on the discard pile.



Missions

The player may resolve 2 mission cards on their turn. If they do, they gain two additional victory points. The player may resolve a second mission card after resolving the first. The player draws two new mission cards at the end of their turn.



Reverse

The player may advance their knight on the action rondel in a counter-clockwise direction.



Turn one die

The player may turn one of their dice to the opposite side before moving the figure.



Different action

After the player has moved a figure, they may perform the action of any space occupied by another player's knight, instead of the action of the space where they landed with their knight.



Mirror

After the player has moved their knight, they may place the knight on the opposite space of the action rondel, and perform the action of that space. The knight remains on that space and will be moved from that space onward on future turns.

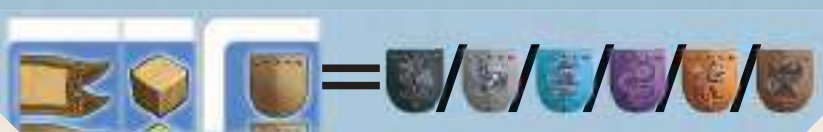


Requirements of mission cards

Specific flags, construction material, shields:



Any kind of flags, shields, construction material:



Influence marker(s) in a particular principality:



Influence marker(s) in any principality:



Specific vassal in a particular principality:



Any two vassals in a particular principality:



Two specific vassals in any one principality:



Module: King's favor

Game Concept

When resolving a mission card, the players now have the choice to either gain victory points for the card, as usual, or turn down the points in order to acquire a new, permanent ability. A player can gain up to 4 abilities in this fashion.

Spielmaterial

• 4 Favor boards – 1 per player color

• 16 Seals – 4 per player color



Changes during setting up the Game

Each player takes a Favor board as well as 4 seals of their player color. The board is placed below each player's castle board, and the seals are kept next to it.



Changes in playing the Game

Each time a player resolves a mission card, they have two options:

Gain victory points:

The player gains the number of victory points shown on the card.



OR

The player learns an ability, depending on the card:

The vassal depicted on the lower left corner of the card indicates the column of the favor board from which the player may gain an ability, while the number of victory points of the card defines the possible rows. A card worth 1 point allows the top row's ability only. A card worth 2 points allows the player to choose the top or the second row's ability, while a 3 point card the player may choose any one of that column's abilities.



After the player has chosen an ability, they place one of their seals on it. This indicates that the ability is active for the rest of the game. Once a player has used all four seals, they can't gain any more. Relocating seals that have already been placed is not allowed.



The abilities in detail

+1 victory point (x4)

Each time the player resolves a mission card of this vassal, they gain one additional victory point, no matter if they gain victory points from the card or acquire a new ability.



Example: The player completes a mission card and gets 3VP (2VP from the card and 1VP because they have gained the first ability of the builder).

Deploy to any principality (x4)

When placing a vassal after moving their knight or Merlin to a principality, the player may place the depicted vassal in any principality they choose. However, this ability may not be used to keep it in the principality it is currently in.



While the abilities in the third row are permanent, they can be used **no more than 3 times** during the game (once per scoring). To indicate that such an ability has been used, the player flips the seal face down. This ability cannot be used again until a scoring takes place. After each scoring, the seals are flipped face-up, indicating that the ability can be used again.

Builder: Build two manors

When moving their knight or Merlin to a space which allows the building of a manor, the player may perform that action twice.



Important: A player may not use Merlin's staff with this ability.

Shield-bearer: Repel traitor

The player may repel one traitor attached to their castle board without needing to own (and expend) the corresponding shield. The traitor is put on the discard pile. Additionally, the player is awarded 1 victory point.



Flag-bearer: Victory points for any resource

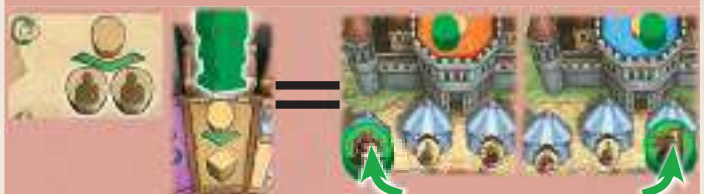
When moving their knight or Merlin to a victory points space, they may score any resource of their choice – influence markers, shields, flags or construction material (or manors, if playing with Arthur) – no matter which of these icons is shown on that space.

Additionally the player is awarded 1 extra victory point.



Lady-in-waiting: Two actions

The player chooses 2 principalities, one after the other, in which they have at least 1 influence marker and places one of their vassals there, performing the corresponding action. The player may choose the same principality twice.



Important: A player may not use Merlin's staff with this ability.

Module: Arthur

Game Concept

While the search for a successor is well under way, King Arthur has not abdicated his throne yet. Troops of Pict soldiers are emerging from the fog, and as the King, he must personally ensure everyone remains out of harm's

way. This expansion enlarges the already rich decisions of Merlin by introducing a new figure, Arthur, which will move on its own rondel with its own brand new actions to explore.

Components

• 1 Action Rondel



• 1 Game round track



• 1 Arthur pawn & 4 black dice



• 4 Arthur boards - 1 per player color



• 1 Signet ring



• 1 Picts display



• 30 Picts



• 12 Flags - 6 each of Black & Grey



Changes in Setup

Place the **action rondel** in the center of the game board, positioning it such that the colored stair sections align. (see illustration).

Place the **Arthur pawn**, the Grail, Excalibur, and the **signet ring** on their assigned spaces of the action rondel.

Exchange the **black and grey flags** of the base game for the flags of this expansion.

Place the **game round track** on the corner of the game board, covering the previous track. Put the game round marker on the first space of the track.



Place the **Picts display** next to the game board. Mix all Picts and stack them in two face down piles on the Picts display. Reveal the 4 top Picts, forming the actual display.

Arthur's starting space

Give one **black die** to each player, and one **Arthur board** of their player color. Finally, all players roll their 5 dice (3 of their player color, 1 white Merlin die, and 1 black Arthur die), placing them on their castle and Arthur board. In case a player rolls 4 or 5 of a kind, they must re-roll all their dice, if necessary several times, until the result shows at least three distinct numbers.

Changes to game play

The rules of the base game apply except for the following changes:

Instead of taking 4 turns each round, each player now takes **5 turns**. In addition to the 3 dice of their player color and the white Merlin die, each player also uses their **black Arthur die**. It is still up to the player in which order they want to use their dice. *Note: For a better overview, the players now place their used dice on their Arthur board instead of in the center of the rondel.*

Using their black die, the players move **Arthur** along the **inner circle of action spaces** of the action rondel. Arthur is moved a number of spaces equal to the pips of the black die, in the direction of the player's choice – **clockwise or counter-clockwise**. Then the player performs the action of the space where Arthur's movement ends.



The inner action spaces of the action rondel

Resource spaces: (x4)

Shield, flag, construction material: Depending on the space, the player claims one shield, one flag, or construction material from **any one principality**, storing it on their castle board.

Influence marker: The player takes one of their influence markers from their castle board (if available), and places it on **any principality**.



Grail, Excalibur, and Signet ring: (x3)

The function of the **Grail** and **Excalibur** spaces is the same as in the base game.

The Signet ring: The player claims the signet ring from the game board or from the player currently holding it and places it on their Arthur board. Then, they select one mission card from their hand, and resolve it immediately. The player gains the victory points as shown without having to meet the requirements.

The player may resolve a mission card by use of the signet ring in addition to resolving their one mission card per turn, as long as they meet the requirements of the second card. If a player has resolved two mission cards during their turn this way, they draw two new cards from the draw pile and/or the display at the end of their turn.



Stairs: (x1)

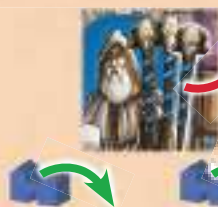
The player advances their knight to the next principality space clockwise and performs that principality's action. The player will deploy a vassal and perform their corresponding action.



Example: The yellow player moves Arthur on the stairs space and advances his knight to the black principality space. He places his Lady-in-waiting on the corresponding space and places one influence marker on that principality.

Merlin: (x1)

The player moves Merlin up to three spaces, clockwise or counter-clockwise, and performs the action of the space where Merlin's movement ended. The player may expend one Merlin's staff token as well, if they want to repeat that action.



Example: The blue player moves Merlin one step counter-clockwise to the 'Build a manor' space. The player returns the required construction material to the principality of its origin, and places one of his manors on that terrain tile. Then he expends one Merlin's staff token to repeat the action.

Replace a manor: (1x)

The player chooses another player's manor from the environs, and replaces it with one of their own manors from the supply (without spending construction material). If the replacement is done on a tile showing a tower, the player does NOT get the bonus of a shield, a flag, or an influence marker. The replaced manor is returned to the player's supply.



Example: The red player returns the green manor to its owner's supply and replaces it with one of her manors. She may neither claim one shield or flag nor place an influence marker.

Picts: (x3)

Players must aid King Arthur in defeating the invading Pict armies. If they do so, he will reward them with an immediate bonus and victory points during scoring. The player selects one Pict tile from the display and places it to the right of their Arthur board. The player gains the bonus shown at the bottom of the tile immediately. The unoccupied space on the display is immediately replenished by revealing a new Pict from either of the stacks.



Example:

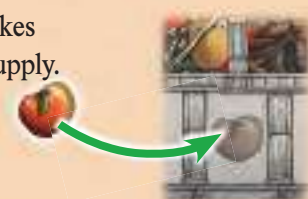
The yellow player moves Arthur to a Picts space. He chooses one Pict and places the tile next to his Arthur board. Then he gains the bonus of one orange flag.



Shield, flag, construction material – The player claims the depicted shield, flag, or construction material from the game board.



Apple – The player takes one apple from the supply.



Influence marker – The player takes one of their influence markers from their castle board (if available) and places it on that principality.



Build a manor – The player builds one of their manors on a terrain tile of the environs as shown. That terrain must not be occupied, and the player does not need to expend any construction material.



The new special actions allowed by flags

+/-1



The player may increase or decrease the number of pips of their used die by 1, before moving the matching figure. This means they can move the figure 7 spaces or the figure may remain on its current space and perform that action.



Switch



The player may use their chosen die to either move their own knight, Merlin, or Arthur, and perform the respective action. If they move Merlin, they may expend a Merlin's staff.



New spaces on the action rondel

Apple: (x1)



The player takes one apple from the supply.



Move Arthur: (x1)



The player moves Arthur 1 space clockwise or counter-clockwise, then performs the action of the space where Arthur landed.

Activate vassal: (x1)



The player chooses one of their vassals currently in a principality and performs that vassal's action in that principality.



Example: The red player chooses her builder in the orange principality and claims one orange construction material.

Victory points for manors: (1x)



The player gains 1 VP for each of their manors in the environs.



Example:

The red player gains 3 VP for her manors in the environs.

Changes in scoring

Environs:

After the victory points for majorities of manors have been awarded, each player removes all but one manor in each territory. Beginning with the First Player, all players who have built more than one manor in a territory remove all their manors from that territory but one (of their own choice), putting them back to the supply.



New Scoring: Picts

All players add the numbers shown on all of their collected Picts. The player or players with the highest result score 3 VP each. The player or players with the lowest result lose 3 VP each (having no Picts at all counts as 0).

The player holding the signet ring increases their total by 3. The players then return all their Picts to the game box.



Example:

The red player collected Picts with a total value of 11, the green player with a value of 9 plus 3 for the signet ring, thus 12 in total: Green gains 3 VPs and red loses 3 VPs.

Module: Knights of the round table

Game Concept

Your life's ambition is to become the successor of King Arthur, but it will be hard to compete against your rivals without any assistance. Find allies among the 12 Knights of the Round Table, and utilize their abilities well. Using their power at the right time will

bring advantages that may decide who wins and who loses in the end.

All 12 allies have unique abilities, offering new strategies and calling the players to experiment with them during many varied game sessions.

Components

• Sir Tristram
& 6 Movement tiles



• Sir Lamorak



• Sir Galahad
& 6 Wild tiles



• Sir Bors
& 3 Portal tiles



• Sir Gawain - 3 Special movement tiles



• Sir Lancelot
& 1 Marshal standee



• Sir Gaheris
& 2 Castle tiles



• Sir Percival
& 8 Change of color tiles



• Sir Gareth
& 6 Defense tiles



• Sir Geraint
& 5 Ally tiles



• Sir Bedivere
& 6 Swap cards tiles



• Sir Kay
& 2 Influence tiles



Changes in Setup

Sort the 12 allies into 2 stacks A and B, as marked on the rear sides.

Reverse sides:



Give stack A to the first player and stack B to the last player in player order. Both players choose one ally and keep it face up in front of them. Then, pass stack A to the next player clockwise and stack B to the next player counter-clockwise. These players choose one ally each, and so on. Continue this procedure until each player has two allies in front of them. The rest of the allies are not needed and are returned to the box.

Variant: For a faster start, give each player one random ally from stack A, and one random ally from stack B. We recommend this variant for your first session in order to become familiar with the different allies.

Each player takes the tiles associated with their allies and places them on the corresponding ally in front of them (see components). **Exception:** The tiles of Sir Gareth & Sir Geraint are placed next to them.



Changes to game play

Each ally has a unique ability that the player may use at different times. These abilities are explained below in detail:

Sir Tristram

By discarding one of their movement tiles, the player may change the number of pips on **one of their personal dice** by 1 or 2. The number of pips can never be more than 6 or less than 1.

Return the tile to the game box after use.

Once the player has run out of movement tiles, they cannot use this ability any more.



Sir Lamorak

When the player performs the action of a principality space or of the vassal influence space, they may use a vassal that is already located in the principality – it no longer has to come from the castle board or another principality.



Sir Gawain

By discarding one of their special movement tiles, the player may change the number of pips of their white Merlin die or black Arthur die to any number they want.

Return the special movement tile to the box after use.

Once the player has run out of special movement tiles, they cannot use this ability any more.



Sir Lancelot

During setup, the player places the marshal into the initial principality of their knight.

Each time the player deploys one of their vassals in this principality, they perform the action of that vassal twice in a row. Thus they would gain 2 pieces of construction material, 2 shields, 2 flags or place 2 influence markers.



Sir Gareth

After the player has repelled the traitor of a certain shield color for the first time, they put the defense tile of that color on Sir Gareth. Additionally, the player gains 1 VP.

At the end of the game, the player scores additional VPs, depending on the number of different defense tiles on Sir Gareth:

Number of different colored defense tiles:					
1	2	3	4	5	6
VPs:					
1	3	5	7	9	12



Sir Geraint

The first time the player lands on a certain victory point space, they place the corresponding ally tile on Sir Geraint. Additionally, they score 1 additional VP when scoring these spaces.

At the end of the game, the player scores additional VPs depending on the number of ally tiles on Sir Geraint:

Number of ally tiles:				
1	2	3	4	5
VPs:				
1	3	5	7	10

Note: There are only 4 victory points spaces available in the base game; if playing with the Arthur expansion there are 5 such spaces.



Sir Galahad

Each time the player claims one shield, one flag, or construction material from any one principality, they can decide to discard one wild tile and instead claim a shield, flag, or construction material from a different principality.

Please note: The same type of material must be claimed. For instance, you may not claim a flag instead of a shield.

Return the wild tile back to the game box. Once the player has run out of wild card tiles, they cannot use this ability any more.



Sir Bors

By discarding one portal tile, the player may ignore their selected personal die. Then, they place their knight on any principality space of their choice and perform that action.

Return the portal tile to the game box after use.

Once the player has run out of portal tiles, they cannot use this ability any more.



Sir Gaheeris

When the player builds a manor in the environs, they may put one of their castle tiles under that manor.

If it is built on a terrain tile with a tower, the player doubles their bonus and may claim 1 shield or 1 flag each from any two different principalities or place 1 of their influence markers there.

When scoring the environs, a castle tile counts as an additional manor.

Once the player has spent their 2 castle tiles, they cannot use this ability any more.



Changes to Arthur: A manor set on a castle tile can never be removed or replaced by another player. After scoring, the player may keep one manor in addition to ones on castles in a territory.

Note: If playing with Queenie 1, Sir Gaheeris only receives the double bonus on tiles with towers.

Sir Percival

When resolving a mission card, the player may discard one change of color tile in order to change the color of one of the requirements.

The player may discard only one change of color tile per mission card. Once the player has run out of change of color tiles, they cannot use this ability any more.



Example: If the mission card requires a purple flag, the player may discard one change of color tile to change the color of the flag to any color they like.

Sir Bedivere

During setup, the player draws 2 additional mission cards and may have a hand of 6 mission cards instead of only 4 during the complete game.

By discarding one of their swap cards tiles, the player may swap one mission card from their hand for one from the open display.

Once the player has run out of swap cards tiles, they cannot use this ability any more.



Sir Kay

Each time the player places one of their influence markers in a principality, they may add one of their tiles as well. The player retrieves these tiles only after the next influence scoring.

During influence scoring, each influence tile counts as an additional influence marker of that player.

However, they do not count towards the total of VPs awarded for that principality. In other words, the tiles help to secure majorities, but do not yield any VPs.



Gold coins and mistletoe

Gold coins and mistletoe allow new actions during the game and are used with each of these three new modules, granting various special actions. They may be used with the base game and any expansions, or by themselves with no other expansions.

Components & changes in setup

• 30 Gold coins



• 11 Mistletoe pieces



• 1 Action rondel (double-sided)



Front side
used without
the "Arthur"
expansion



Reverse side
used with
the "Arthur"
expansion.

1) Cover the action rondel printed on the board with the new action rondel (aligning it properly). If playing with the "Arthur" expansion, use the side with the Arthur track, otherwise use the opposite side.

2) Place all **gold coins** in a common supply next to the game board; stack the mistletoe pieces next to the apples.

3) At the start of the game, give 2 gold coins to each player and 1 mistletoe. The players place their mistletoe next to their apple on their castle board.

Without "Arthur":



With "Arthur":



Changes in game play

Gold coins

By spending **one gold coin**, a player may increase or decrease the value of **one of their dice** (*Knight, Merlin, or Arthur*) by one.

A player may spend as many gold coins on their turn as they like in order to change the value of one die several times and/or change the value of several dice. A value of 6 cannot be changed to 1 or vice versa.



At the end of the game, players will score 3 points for every 2 gold coins they still own.



Mistletoe

By spending **one mistletoe** a player may **ignore any one requirement** when resolving a mission card, making it easier to resolve the more demanding missions.

A player may spend more than one mistletoe when resolving a single mission card.



Example: The yellow player is able to fulfill two of the three requirements of the mission card. By spending a mistletoe they may ignore the third requirement and complete the mission. They discard the card and advance their scoring marker three spaces.

Action rondel

The action rondel introduces two new action spaces, each of which is featured twice on the rondel.



Apple/mistletoe – The player takes one apple or one mistletoe from the supply, if available.



Gold coin – The player takes one gold coin from the supply, if available.

Module: The Market

Players may visit the market to purchase valuable resources for one gold each.

Components & changes in setup

- 1 Market board
- 6 Construction material tiles
- 6 Plus tokens
- 4 Apple/mistletoe
- 6 Day laborers



1) Place the **market board** next to the game board.

2) Put the **shield tiles**, **construction material tiles**, **day laborers**, **plus tokens**, and **apple/mistletoe tiles** on their corresponding spaces of the market board.



Changes in game play

Once during their turn a player may go to the market in order to buy any one resource by spending one gold coin. A player may go to the market only if they **don't resolve a mission card during this turn**.

After spending one gold coin, the player may take any one of the available resources from the market board. The effects of the various resources are explained below:

Shield tile:

The shield tile is just like a standard shield and may be used when repelling a traitor or resolving a mission card. If it is used against a traitor, put it back on the market board.



Construction material tile:

The construction material tile is just like a usual construction material and may be used when constructing a manor in the environs or resolving a mission card. If it is used for construction, put it back on the market board.



Plus token:

Plus tokens are stored next to the player's castle board. When a player places an influence marker in a principality, they may also place a plus token underneath it. This influence marker counts as two for the next influence scoring.

After scoring it is returned to the market board.



Example: Because of the plus marker the green player has the influence majority in the principality, and will earn 6 points during scoring.

Day laborer:

When you hire a day laborer, place him on the knight's space of your castle board. You may return him instead of using one of your other dice in order to move your knight as many spaces as shown by the die and then perform the corresponding action. This allows the player to take an additional action at the end of the round. Gold and apples may not be used to modify the movement from a day laborer. Return the day laborer to the market board after use.



Apple/mistletoe tile:

The apple/mistletoe tile may be used by the player as an apple or as a mistletoe. Once used, place it back on the market board.



Example 1: The player can utilize their apple-mistletoe marker to change the outcome of one of their dice to any number of their choice.



Example 2:

While using the apple-mistletoe marker as a mistletoe the player may ignore one requirement on a mission card and still resolve that mission card.

Module: The City of Caerleon

The City of Caerleon changes the base rules of the game by substituting the 6 principalities for 6 urban districts. In contrast to the principalities, each urban district (here on “district”) has its own, specific rules, which will require new strategies in order to win.

Components & changes in setup

• 6 Urban Districts (double-sided)

Front side with colored roofs:



Mint, Market, Orchard, Smith, Quarry, Tailor



Reverse side with brown roofs

1) Cover the 6 principalities with the 6 corresponding districts, matching the color of the roof below the action banner.

2) Sort the shields, construction materials, and flags by color, then put them on the Smith, Quarry, and Tailor. Put the coins on the Mint and the apples and mistletoe tiles on the Orchard.

Set-up variant: The six districts can be placed randomly on top of the principalities using the backside (same roof color) of the districts. Each district is associated with the adjacent principality space on the action rondel and is considered that space's color for the rest of the game.



Changes in game play

Important: In all cases where the base rules and other expansions mention “principality,” this must be substituted for “district” when playing with this module.

The actions of the action rondel

District spaces (6x)

When a player performs the action of one of the 6 district (previously principality) spaces they place one of their vassals from their castle board or from any one of the other 5 districts on the corresponding district.

In the districts, only the Lady-in-waiting has a dedicated space. If that space is occupied by another player's Lady-in-waiting, the owner returns her to their castle board.



Example:

The yellow player places their lady-in-waiting in the district, and one influence marker to the roof.

The other two spaces may be taken by any of the three other vassals. If a vassal is placed in a district, and that type of vassal is present already, the new vassal replaces the former, who is returned to its owner. If both spaces are occupied and the type of vassal is not already present, the player chooses one of the two existing vassals to return to its owner.

When placing their Lady-in-waiting, the player takes one of their influence markers from their castle board, if available, and places it on that district, next to any other influence markers.



Example: The blue player places their lady-in-waiting in the district, removing the lady-in-waiting of the green player. Next, they place an influence marker on the roof.

The actions of the 3 other vassals depend on the type of district. This is explained in the following:

Quarry:

Builder:
The player takes 2 construction materials of their choice.

Shield-bearer & Flag-bearer:
The player takes 1 construction material of their choice.



Smith:

Shield-bearer:
The player takes 2 shields of their choice.

Builder & Flag-bearer:
The player takes 1 shield of their choice.



Tailor:

Flag-bearer:
The player takes 2 flags of their choice.

Builder & Shield-bearer:
The player takes 1 flag of their choice.



Mint:

Builder, Shield-bearer & Flag-bearer:
The player takes two gold coins from the supply, if available.



Orchard:

Builder, Shield-bearer & Flag-bearer:
The player takes any combination of 2 apples and mistletoe from the supply.



Market:

Builder, Shield-bearer & Flag-bearer:
The player may perform up to 4 exchanges. As an exchange, the player replaces one flag, one shield, one construction material, or one gold coin with one flag, one shield, or one construction material of their choice. The exchanged materials do not have to be of the same type (e.g. a flag may be exchanged for a shield). They may also swap one flag, one shield or one construction material for one gold coin. The player places the returned resources on the correct districts.



Example: The player discards two blue shields, one gold coin, and an orange construction material, choosing to gain three black flags and one brown construction material.

Influence spaces (4x):

Flag, shield & construction material:
The player takes one flag, one shield, or one construction material of a color that matches the roof color (or the principality color) of any district where they have at least one influence marker.



Example: The yellow player has influence in the purple district and can therefore choose to gain a purple construction material from the quarry.

Vassal:
The player may deploy one vassal from their castle board or from one of the other 5 districts to a district where they have at least one influence marker.



Example: The yellow player may place the shield-bearer in the blacksmith since they have an influence marker in that district.

Module: Morgana

It is bubbling in the witch's kitchen! Morgana is brewing all sorts of potions in her magical cauldrons, and the players can use these to gain an advantage for themselves or to impede their competitors. All players have one additional action each round when playing with Morgana!

Components & changes in setup

- 1 Witch's kitchen board
- 1 Morgana figure
- 4 Pentagram markers



- 4 Morgana dice
- 1 Drinking horn
- 11 Poisoned apples



- 7 Witch's huts
- 5 cauldron tokens
- 6 Morgana influence markers



1) Place the witch's kitchen board next to the game board.

2) Place the poisoned apples on the top left of the kitchen board and the 4 pentagram markers on their dedicated spaces at the top right. Roll the 4 Morgana dice and place one on each of the pentagram markers without changing the result. If you roll a three or four of a kind, repeat the rolls until there are at least 3 unique numbers. Place the drinking horn at the top of the board's center section.



3) Shuffle the 5 cauldron tokens and randomly place them on the 5 cauldron spaces, one after the other from left to right. It does not matter which side is shown.

4) Place the 7 witch's huts next to the environs. Keep the Morgana figure and the 6 Morgana influence markers next to the board.

Changes in game play

Morgana offers each player one additional action during each round of the game. On their turn, a player may use one of the available Morgana dice from the witch's kitchen board instead of one of their dice (*Knight, Merlin, or Arthur*).

The player takes the pentagram marker from underneath their chosen die, thus indicating they may not take another Morgana die anymore this round. At the end of the round, all pentagram markers are returned to the tableau and the morgana dice are rolled again and placed on top of the markers. The Morgana die can be used in several ways on the witch's kitchen board. A result of 6 can be used as any result (*including a 6 – it is wild*).

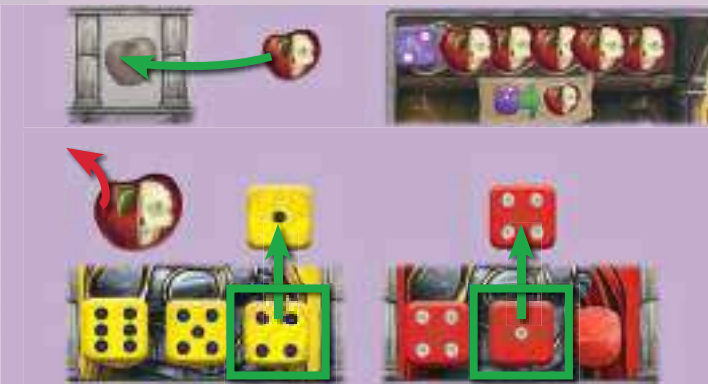


Poisoned apple

A player may always use a die to gain a poisoned apple, no matter what result it shows.

The player puts the die on the top left of the board, takes one poisoned apple, and places it on their castle board.

A player may use the poisoned apple during one of their turns in order to swap the results of any of **their** dice with **another player's**. After spending a poisoned apple, the player chooses one of their dice and one opponent's die – these do not have to be of the same type (Merlin, Arthur, Knight, or Morgana). Both players change their die results to match the other players.



Note: The common apple cannot be used to change the result of a Morgana die.

Drinking horn

The drinking horn may only be used with a result of a Morgana die.

The player may adjust the result of a Morgana die up to a 7 by discarding gold coins and construction materials to increase the die value by one each. If they do this, the die is placed on the center of the board and the player takes the drinking horn (from another player if necessary), plus 1 poisoned apple and 1 VP. The player keeps the drinking horn next to their castle board. Several players may place their Morgana die here during the same round.

The player keeps the drinking horn until another player takes it from them by using a Morgana die of value 7.

At the end of a round, the current owner of the drinking horn scores as many VPs as the round number.



Witch's cauldron

A player may choose a cauldron matching one of the available Morgana dice.

They place the die below the cauldron on the unoccupied space with the corresponding die face, then perform the following actions in this order:

a) Move the Morgana figure

As long as the Morgana figure still rests next to the witch's kitchen board, the player can place the figure on any principality space of the action rondel, no matter if another figure is there or not.

If Morgana is on a principality space already, the player moves her clockwise or counterclockwise a number of principality/district spaces as indicated by the number above the cauldron.

Morgana blocks the principality space she is on completely. Nobody may enter it, and it is simply skipped by other figures and not counted. No resource – shield, flag, or construction material – may be taken from the corresponding principality until Morgana is relocated somewhere else.

Module: The City of Caerleon – Here, Morgana blocks the corresponding district. If, for example, she blocks the Smith, no player may obtain a shield until she is moved away.



b) Resolve the cauldron token

The player performs the action of the cauldron token located on the chosen cauldron. They then turn the cauldron marker to the other side:



Bewitch:

The player may turn one of their dice – Knight, Merlin or Arthur – to any face they like, or turn a knight's die of another player to any face they like.





Swap figures:

The player may swap the positions of Merlin and Arthur or the positions of their own knight and another player's knight.



Witch's gold:



By returning any 2 resources – shield, flag and/or construction material – the player gains 3 gold coins from the supply.



By paying 2 gold coins, the player takes 3 resources of their choice – shield, flag and/or construction material – from the principality blocked by Morgana.



Example: The player discards two gold coins and decides to take two flags and one construction material from the principality that Morgana is currently occupying.

Module: The City of Caerleon – Here, the player takes any 3 resources from the corresponding district. There are no resources at the market.

Witch's hut:



The player places one witch's hut from the supply (if available) on one of their manors in the environs. That manor counts as two manors when scoring the environs. If the player doesn't have a manor without a witch's hut, they may not perform this action.

If the player wins the an environs section's scoring outright (without having to share points), they gain 1 additional point for each witch's hut on their manors. After scoring, return all manors with a witch's hut to the owner's supply, and all witch's huts to the common supply.



Example: The red player gains 10 points (6 + 3 + 1) when the environs scoring takes place.

Arthur expansion: All manors in a territory with a witch's hut (on any player's manor) are returned to the owners' supply after scoring, except manors with a castle tile underneath them (Sir Gaheris ability).

Dark influence:



The player places 2 Morgana influence markers from the supply (if available) in principalities/districts. One of these goes to the principality/district currently blocked by Morgana, and the other one to a principality/district of the player's choice adjacent to this principality.

If that player has an influence marker in either of these principalities/districts without a Morgana influence marker on top of it now, otherwise it is just placed next to any other influence markers. A player's influence marker with a Morgana influence on top of it counts as two for scoring. Any single Morgana influence markers do not count for any player, but rather for Morgana herself. However, she does not gain any points when scoring influence, but may take away points from players. After scoring influence, put all Morgana influence markers back next to the witch's kitchen board, and each influence marker with a Morgana influence on top must be returned to that player's castle board.



Example: The red player wins the influence scoring because of the Morgana influence marker on top of their marker and gains 4 points.



Example: Morgana wins the influence scoring, and neither the blue or the yellow player gain any points.

Queenie: Treasures of the environs

Components

- 15 Terrain tiles



5x mountain, wood, lake

- 2 Neutral Merlin's Sticks



Changes during setup

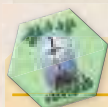
Before set-up take all terrain tiles without a tower from the base game and return them to the box.

Replace them with the new terrain tiles from this Queenie. Place the neutral Merlin's sticks next to the assembled environs.



Changes during game play

Every time a player builds a manor on one of the new terrain tiles, they may use a special action granted by the tile. Here are descriptions of the different special actions:



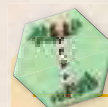
Excalibur:

The player discards a traitor from their castle board. If they do not possess Excalibur, they take it from the game board or the player who currently possesses it.



Holy Grail:

The player takes an apple from the supply. If they do not possess the Holy Grail, they take it from the game board or the player who currently possesses it.



Merlin staff:

The player takes one of the neutral Merlin's sticks and places it on their castle board. This staff can be used like the normal Merlin's sticks.

Each unused staff is worth 2 victory points at the end of the game.



Victory Point & Apple:

The player immediately gains the victory points depicted on the tile and takes an apple from the supply, placing it on their castle board.



Influence:

The player chooses one principality where they have at least one influence marker, and takes from it the two rewards depicted on the terrain tile.



Example:

The red player builds a manor on the influence terrain tile and decides to take the construction material and the shield from the black principality.

Discard:

Each other player must choose and discard one of the items shown on the terrain tile. Shields, flags, and building materials are returned to the appropriate space on the game board. Influence markers are returned from the game board to the players' castle boards. If a player doesn't currently have any of the depicted items, they are not required to discard anything.



Example: The red player builds a manor on the discard terrain tile, therefore forcing the other players to discard either a flag or a shield. The yellow player discards a shield, the green player a flag. The blue player does not have a flag or a shield, so he discards nothing.

Queenie: The King's decree

Components

- 24 Decree tiles



6x Shields, 6x Construction materials,
6x Flags, 6x Victory points

- 2 Decree boards



Reverse
side

Changes during setup

Shuffle all decree tiles face down, then stack 4 tiles face down in each of the six principalities.

Place the decree boards for reference next to the game board.

Changes during game play

Any time a player performs an action at one of the 6 principality spaces, they may decide to choose a decree of that principality, if one is available, instead of performing the action of the placed vassal. They may look through the entire stack of remaining decrees and choose one, but once they have looked at the stack they may no longer choose a different action.

The player immediately takes the shield, flag, or construction material depicted on the front side of the decree from the game board, if still available. If victory points are depicted, they advance their scoring marker accordingly. The decree is then placed in front of the player.

Decree actions:

A player may discard as many decree tiles as they like from in front of them on their turn to perform special actions. Depending on the number of decree tiles discarded, a player can perform following actions:



1 Decree: The player may increase or decrease one of their die results (*Knight or Merlin*) by one.



2 Decrees: The player can take any one shield, flag, or construction material from the game board or place one of their influence markers on any principality.



3 Decrees: The player gains 5 victory points.



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