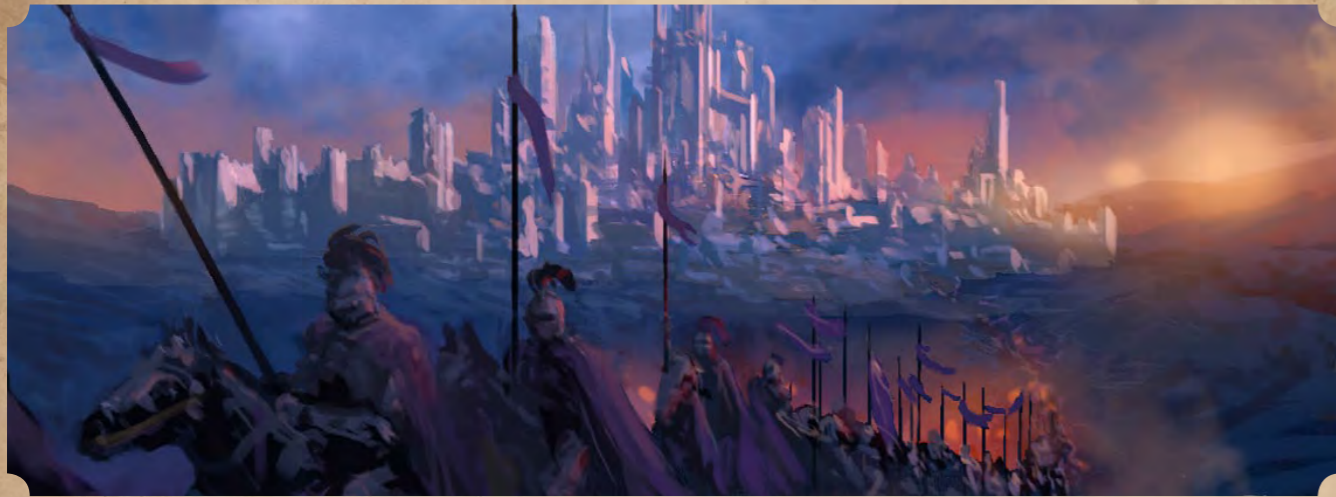




MEDIEVAL REALMS

RULEBOOK

WELCOME TO MEDIEVAL REALMS



Each **PLAYER** will assume the mantle of a king during the Middle Ages. The prosperity of any territory will depend on the player's capacity to defeat the other kingdoms with their audacity and inventiveness.

MEDIEVAL REALMS is a board game for 2 to 5 players. The duration of the game is, approximately, 60-90 minutes.



INITIAL DISPLAY

Place the **GAME BOARD** on the table.

- 1 All **PLAYERS** will place their **Scoring Token** on square number 0.
- 2 Place the **CURRENT ROUND TOKEN** on square number 1 from the **ROUND TRACK**.

3 Shuffle the **EVENTS DECK**, draw 12 **CARDS** from it and place them on the **GAME BOARD'S CURRENT EVENTS PANEL**.

4 Next, draw 6 more **CARDS** from said **DECK** and place them on the **GAME BOARD'S FUTURE EVENTS PANEL**.

5 Put the rest of the **EVENT CARDS** on the **WAREHOUSE (Deck Place)**.

6 Every **PLAYER** must select a **REALM (Player's Action Board)**, and a **DEFENSIVE WALL (Player's Screen)**.

7 Randomly, decide the turn order of each player. The player who places their Round Token on the Round Order Track's square number 1 will be considered the initial player.

8 Divide all eligible **RESOURCES** into several piles: **GOODS** (🍷), **SCIENCE** (🔬), **CULTURE** (📖), **RELIGION** (✝️), **GOLD** (👑), **RAW MATERIALS** (🌿) and **BATTLE POINT TOKENS** (🛡️).

9 Some extra **RESOURCE TOKENS** will be awarded to every **REALM'S MANOR** by the **PLAYER'S** choosing in inverse **TURN ORDER** in the following way:

- The last **PLAYER** on the **TURN ORDER TRACK** gets to choose whichever two **DIFFERENT RESOURCE TOKENS** and store them in their **MANOR**. This way, a **PLAYER** can never pick two **RESOURCES** of the same kind.
- The second to last **PLAYER** on the **TURN ORDER TRACK** gets to choose whichever two **DIFFERENT RESOURCE TOKENS** and store them in their **MANOR**. It must be pointed out that this new pair of **RESOURCES** must be **DIFFERENT** from the one chosen by their **OPPONENT** and must also be made up by two **DIFFERENT TOKENS**.
- Next, the third from last **PLAYER** on the **TURN ORDER TRACK** gets to choose two **RESOURCE TOKENS** as explained before, followed by the second and/or first **PLAYER**.

This way, every **PLAYER'S** two extra set of **RESOURCES MUST BE** unique, but one of the elements of a **PLAYER'S** pair of extra **RESOURCES** can coincide with any of their **OPPONENTS'**.

STARTING CAPITAL OF EACH PLAYER

The following **RESOURCES** must be distributed to every **PLAYER**:

5 🍷 2 🏰 3 📖 3 🛡️
3 📖 3 🏰 3 📖

The following **REALM LEADERS** must be distributed to every **PLAYER**:

In a **2-PLAYER GAME**:

6 🌿 1 🏰 1 📖

While 4 **MAYORS** will be used to produce **RESOURCES** throughout the **GAME** as in the **3 TO 5-PLAYER GAMES**, the other 2 will contribute to warfare strategies in a special way. (Check **THE ROUND** section).

This two **MAYORS' COMBAT VALUE** is +2 each.

In **3-PLAYER, 4-PLAYER and 5-PLAYER GAMES**:

4 🌿 1 🏰 1 📖

EXAMPLE: IN A 4-PLAYER GAME...

MICHAEL is chosen the **INITIAL PLAYER** and places his **TOKEN** on square number 1 from the **TURN ORDER TRACK**.
VALERIE places her **TOKEN** on square number 2 from the **TURN ORDER TRACK**.
CLAIRE places her **TOKEN** on square number 3 from the **TURN ORDER TRACK**.
JAMES places his **TOKEN** on square number 4 from the **TURN ORDER TRACK**.

This way, the two extra **TOKENS** from each of their **MANORS** will be taken into account as follows:
JAMES goes first and picks 1 **CULTURE TOKEN** and 1 **BATTLE TOKEN**.
CLAIRE goes second and picks 1 **GOODS TOKEN** and 1 **RAW MATERIAL TOKEN**.
VALERIE goes next and picks 1 **RELIGION TOKEN** and 1 **CULTURE TOKEN**.
MICHAEL goes last and picks 1 **SCIENCE TOKEN** and 1 **GOLD TOKEN**.

GAME CONTENTS

The **GAME** contains different elements, like one **GAME BOARD**, 5 **PLAYER BOARDS**, also called **REALMS**, and several kinds of **CARDS**. Here is a list of these elements and their description:



GAME BOARD

- 1 WAREHOUSE**
Place the **EVENT CARDS DECK** here.
- 2 CURRENT EVENT CARD' PRICES**
The first row cost **1 GOODS TOKEN** (T).
The second row costs **2 GOODS TOKENS** (T).
The third row costs **3 GOODS TOKENS** (T).
- 3 CURRENT EVENTS PANEL**
All purchasable **CURRENT EVENTS** are displayed here.
- 4 FUTURE EVENTS PANEL**
It includes those **EVENT CARDS** that will fill the empty squares from the **CURRENT EVENTS PANEL** at the end of any **ROUND**.
- 5 ROUND TRACK**
The place where the **ROUNDS** will be tracked.
- 6 DISCARD PILE**
The place where any discarded **CARD** must be put.
- 7 VICTORY POINTS TRACK**
The place where **VICTORY POINTS** will be counted.
Every time a **PLAYER** reaches or surpasses a square multiple of 5 (for example; 5, 10, 15...) they will be awarded one extra **TOKEN** of their choosing. However, these **REWARDS** will not trigger trough Victory Points acheaved by End-of-Game Effects.
- 8 TURN TRACK ORDER**
The place where the **PLAYERS' TURN ORDERS** are taken into consideration.

PLAYER BOARD (REALM)

- 1 MANOR**
The place where a **REALM'S RESOURCES** get stored.
- 2 MANAGMENT ZONE**
The place where a **REALM'S RESOURCES** are produced.
- 3 REALM'S MAP**
The place where a **REALM'S MILITARY LEADERS** (**GENERALS** (G) and **ADMIRALS** (A)) fight for extra resources



EVENT CARDS AND SYMBOLS

- 1 COSTS AND COLOURS**
This icon specifies the prices that **PLAYERS** have to pay to get the **CARD** into play, as well as the **CARDS' COLOURS**.
- 2 Effects**
It represents the **ACTIONS** that happen when the **CARDS** get into play. They are divided into four different effects:
 - a. **IMMEDIATE EFFECT** (⚡)
 - b. **END-OF-GAME EFFECT** (🚩)
 - c. **REPETITIVE EFFECT** (♻️)
 - d. **REPETITIVE PRODUCTION EFFECT** (⚙️)
- 3 CARD TYPE**
It represents which **CARD TYPE** it is
 - ⚡ **IMMEDIATE EFFECT**
PLAYERS trigger this **EFFECT** right when they get the **CARD** into **PLAY**.
 - 🚩 **END-OF-THE-GAME EFFECT**
PLAYERS trigger this **EFFECT** when the **8TH ROUND** finishes.
 - ♻️ **REPETITIVE EFFECT**
This **EFFECT** gets triggered every time a **CARD** of a specified **COLOUR** is played.
 - ⚙️ **REPETITIVE PRODUCTION EFFECT**
This **EFFECT** gets triggered every **ROUND**, after all **PLAYERS** withdraw their **DEFENSIVE WALLS** and generate **RESOURCES**.
 - 🃏 **HOLE CARD**
If it gets activated from the **CURRENT EVENTS PANEL**, the **PLAYERS** get it into their **HAND**.
 - 👑 **MAJORITY CARD**
If it gets activated from the **CURRENT EVENTS PANEL**, it gets into the **HAND** of the **PLAYER** with the most **RESOURCES** of the kind that is shown on the costs of the **CARD**.
 - 🏴‍☠️ **AUCTION CARD**
PLAYERS have to bid on this **CARD**.
 - 👤 **GREAT PERSON**



- 🃏 **CARD**
It represents the **CARDS**.
- 📄 **PLAY A CARD**
SPECIAL EFFECTS can be triggered, if a **CARD** with the specified **COLOUR** gets played.
- 📄 **GET A CARD**
PLAYERS choose a **CARD** from the **CURRENT EVENTS PANEL** and put it into their **HAND**.
- 🃏 **DIFFERENT COLOURED CARDS**
It represents every different type of **COLOURED CARD** a **PLAYER** owns.
- 🏆 **VICTORY POINTS**
It shows how many **VICTORY POINTS** the **PLAYERS** get awarded.
- 🏆 **VICTORY POINTS (BATTLE POINTS)**
PLAYERS get awarded with as many **VICTORY POINTS** as the sum of their **MILITARY LEADERS' (ADMIRALS (A) and GENERALS (G)) COMBAT VALUES**.
- 🌹 **IRIS**
PLAYERS can choose which **RESOURCE TOKENS** they get. But they can only get one type of **TOKENS**.

THE ROUND

Each **ROUND** consists of the following steps:

1 Hide behind the Defensive Wall

All **PLAYERS** must use their **DEFENSIVE WALLS** to hide their **REALMS**. Remember that their **REALM'S RESOURCES** need to remain in front of it and will not be hidden from their Opponents.



2 Place the Leader Tokens

All **PLAYERS** simultaneously and secretly place their **LEADERS** on their **REALM**:

In 3-player, 4-player and 5-player games...

MAYORS (♁) will be placed on the **MANAGEMENT ZONE**. That is to say, the squares from the left half of their **REALM**.

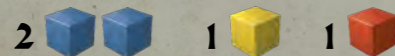
They will award **1 RESOURCE** each.

PLAYERS can pair as many **MAYORS** (♁) as they want with any **RESOURCE SQUARE**, so any of them will provide **1 TOKEN** for said **RESOURCE**.



Example:

By placing **2 MAYORS** (♁) on the **SCIENCE SQUARE** (♁), **1 MAYOR** (♁) on the **GOLD SQUARE** (♁) and **1 MAYOR** (♁) on the **GOODS SQUARE** (♁), a player gets:



GENERALS (♁) and **ADMIRALS** (♁) will be placed on the lands from their **REALM'S MAP**. That is to say, the fields from the right half of their **REALM**.



In a 2-player game...

4 MAYORS (♁) will be placed on the **MANAGEMENT ZONE**. That is to say, the squares from the left half of their **REALM**. They will award **1 RESOURCE** each.

PLAYERS can pair as many **MAYORS** (♁) as they want with any resource square, so any of them will provide 1 token for said resource.

2 MAYORS (♁) will be placed on the lands from their **REALM'S MAP**. That is to say, the squares from the right half of their **REALM**.

These **2 MAYORS'** **COMBAT VALUE** is +2.

Their distinctive features are...

They can **ONLY** be placed on those lands unoccupied by the **PLAYER'S OWN MILITARY LEADERS**.

Their mission consists of serving as buffers so the **PLAYER'S OPPONENT** is unable to gain control over said lands and claim their rewards (extra **RESOURCES**). Unlike **Generals** (♁) and **Admirals** (♁), they **DO NOT** get awarded the extra **RESOURCES** paired with the lands.

COMBAT VALUE

Each **Admiral's** (♁) **COMBAT VALUE** is **1**

Each **General's** (♁) **COMBAT VALUE** is **2**

GENERALS (♁) and **ADMIRALS** (♁) will be placed on the lands from their **REALM'S MAP**. That is to say, the squares from the right half of their **REALM**.

Remember that lands number 9 and number 10 are only available for the 5 PLAYER GAME!

3 Get Resources

Once all the **PLAYERS** have placed their **LEADERS** on the **MANAGEMENT ZONE** and the **REALM'S MAP**, they must withdraw their **DEFENSIVE WALLS**. They will get awarded every **RESOURCE** produced by their **LEADERS** (**ADMIRAL** (♁), **GENERALS** (♁) and **Mayors** (♁) alike) and their active **CARDS**.

Moreover, once every **DEFENSIVE WALL** is down the **PLAYERS** will challenge one another with their **MILITARY LEADERS** (**GENERALS** (♁) and **ADMIRALS** (♁)).



All **PLAYERS** must check the **REALM'S MAP**. Every time a **PLAYER'S MILITARY FORCES** overpower their **OPPONENTS'**, at least by **1**, in a determined **LAND** of the **MAP** (that is to say, a square), they will gain control of said **LAND** and therefore will be awarded the **RESOURCES** attached to it.

In case there is a tie between two or more **PLAYERS**, none of them will obtain the extra **RESOURCE TOKEN**.

EXAMPLE 2 PLAYER GAME:

During a 2-PLAYER GAME, a round's military warfare strategies are:

RACHEL: Her **GENERAL** is placed on **LAND 5**, her **ADMIRAL** is placed on **LAND 3** and her 2 "buffer" mayors are placed on **LAND 6**.

WYATT: His **GENERAL** is placed on **LAND 2**, his **ADMIRAL** is placed on **LAND 1** and his 2 "buffer" mayors are placed on **LANDS 5** and **4** respectively.

The result of said challenge, therefore, is:

RACHEL: Gains control over **LANDS 3**, and gets its reward. Given the fact that her **GENERAL'S COMBAT VALUE** on **LAND 5** is +2 and Wyatt's "buffer" **MAYOR'S COMBAT VALUE** on **LAND 5** is also +2, she doesn't get to claim its reward. Her "buffer" **MAYORS** on **LAND 6** have no ultimately effect because Wyatt didn't place any **MILITARY LEADER** on his map's **LAND 6**.

WYATT: On one hand, he gains control over **LANDS 1** and **2**, and therefore gets their rewards.

On the other hand, he stops Rachel from getting control over **LAND 5** by putting one of his "buffer" **MAYORS** on his map's **LAND 5**.

His "buffer" **MAYOR** on **LAND 4** has no ultimately effect because Rachel didn't place any **MILITARY LEADER** on her map's **LAND 4**.

EXAMPLE 4 PLAYER GAME:

In a 4 PLAYER-GAME, a round's military warfare strategies are:

JAMES: Their **GENERAL** is placed on **LAND 3** and their **ADMIRAL** are placed on **LAND 1**.

CLAIRE: Their **GENERAL** and their **ADMIRAL** are both placed on **LAND 3**.

MICHAEL: Their **GENERAL** is placed on **LAND 3** and their **ADMIRAL** is placed on **LAND 8**.

VALERIE: Their **GENERAL** is placed on **LAND 4** and their **ADMIRAL** is placed on **LAND 8**.

The result of said challenge, therefore, is:

JAMES: On one hand, he gets defeated by Claire over **LAND 3**, getting no rewards from it. On the other hand, he gains control over **LAND 1** and he gets its reward.

CLAIRE: Gains control over **LANDS 3**, and gets its reward.

MICHAEL: On one hand, he also gets defeated by Claire over **LAND 3**, getting no rewards from it.

On the other hand, he ends in a tie with Valerie over **LAND 8**. Therefore, he gets no rewards from said land either.

VALERIE: On one hand, she gains control over **LAND 4**, and gets its reward.

On the other hand, she ends in a tie with Michael over **LAND 8**, getting no rewards from it.

4 Extra Goods Tokens

All **PLAYERS** get awarded 2 extra **GOODS TOKENS** (T).



5 Initial Player

Determining the new **INITIAL PLAYER**. The **PLAYER** with the most **GOODS TOKENS** (T) will be assigned the **INITIAL PLAYER TOKEN**.

After that, they place their token on square number 1 from the **Turn Order Track**.

In case there is a tie, they who are seated closer from the previous **INITIAL PLAYER**, clock-wise, will be assigned said **TOKEN**.

Their **OPPONENTS' TURNS** will go on taking their respective stored **GOOD TOKENS** (T) into consideration, and so they will place their **TOKENS** on those squares from the **TURN ORDER TRACK**.



EXAMPLE:

At the end of step 4 in the 4-player game...
James (Green) owns 5 **GOOD TOKENS** (T).
Claire (Violet) owns 2 **GOOD TOKENS** (T).
Michael (Blue) owns 5 **GOOD TOKENS** (T).
Valerie (Yellow) owns 6 **GOOD TOKENS** (T).

This way, Valerie is awarded with the **Initial Player Token** and places her **TOKEN** on square number 1 from the **TURN ORDER TRACK**.

After that...

James puts his **TOKEN** on square number 2 from the **TURN ORDER TRACK**.

The reason why is the fact that James is seated closer (clock-wise) to the new **INITIAL PLAYER**

Michael puts his **TOKEN** on square number 3 from the **TURN ORDER TRACK**.

Claire puts her **TOKEN** on square number 4 from the **Turn Order Track**.

6 Actions

All **PLAYERS**, beginning by the **INITIAL PLAYER** and following the **TURN ORDER TRACK**, will execute one of the following **ACTIONS**:

1. *Activate a **CARD** from the **CURRENT EVENTS PANEL***
2. *Bring a **CARD** from their **HAND** into **PLAY***
3. *PASSING*

Once a **PLAYER** has executed one of the aforementioned **ACTIONS**, the next **PLAYER** according to the **TURN ORDER TRACK** will execute theirs and so on until every **PLAYER** has passed.

ACTION 1 – ACTIVATING CARDS FORM THE CURRENT EVENTS PANEL

There are 3 different types of **CARDS** in **MEDIEVAL REALMS**:

HOLE CARDS

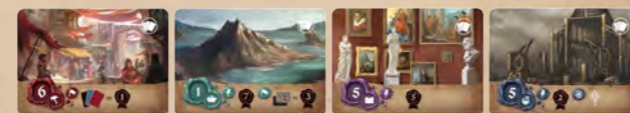
Every time a **PLAYER** activates a **HOLE CARD**, they must purchase it using **GOODS TOKENS** (T). Their price is indicated on top of the squares from the **CURRENT EVENTS PANEL**:



- 1 **GOODS TOKEN** - **HOLE CARDS** from squares 1 to 4
- 2 **GOODS TOKENS** - **HOLE CARDS** from squares 5 to 8
- 3 **GOODS TOKENS** - **HOLE CARDS** from squares 9 to 12

Hole cards can be activated even if the **Player** does not have enough **SPECIFIC RESOURCE TOKENS** to bring them into play.

Next, the **PLAYER** must place it in their **HAND** of **CARDS**.



All **PLAYER'S HANDS** OF **CARDS** must be visible to their **OPPONENTS**, so they must be placed at the top of their **REALMS**.

Any **HAND** of **CARDS** will consist of up to 4 **CARDS**, and it will never be made up of **CARDS** by the same **STAMP COLOUR**.

A **PLAYER** cannot activate a **HOLE CARD** under these circumstances:

1. *They already have 4 **CARDS** in **HAND**.*
2. *They have insufficient **GOODS TOKENS** (T).*
3. *They have a **CARD** by the same **COLOUR** in **HAND**.*

MAJORITY CARDS

Every time a **PLAYER** activates a **MAJORITY CARD**, they must purchase it using **GOODS TOKENS** (T). Their price is indicated on top of the squares from the **CURRENT EVENTS PANEL**.

These **CARDS** indicate the kind of **RESOURCE** which is taken into consideration. This way, they will be awarded to the **PLAYER** with the most **SPECIFIC RESOURCES** in their **REALM**.



It must be remembered that **MAJORITY CARDS** will not be acquired if a **PLAYER'S HAND** already consist in 4 **CARDS** or if they already have a **CARD** with the same **STAMP COLOUR**.

This way, **PLAYERS** with less **SPECIFIC RESOURCES** in their **REALM** than the **OPPONENT** who "was meant to acquire it" can get **MAJORITY CARDS**.

In case there is a tie, the **PLAYER** who activated the **MAJORITY CARD** in play will place it in their **HAND**. If they already have 4 **CARDS** in their **HAND**, it will be acquired by the tied **PLAYER** seated closer to the **INITIAL PLAYER** following the **TURN ORDER TRACK**.

If no **PLAYER** can acquire them, that **MAJORITY CARD** must be discarded.



AUCTION CARDS

These are the only **CARDS** that do not require **GOODS TOKENS** (T) to be activated.

The **PLAYER** who activates this kind of **CARD** gets to initially bid for it using the type of **RESOURCE** indicated it.



Clock-wise, the rest of the **PLAYERS** can either bid higher or pass. **PLAYERS** will keep bidding until all of them but one have passed.

Said **PLAYER** wins the auction and pays as many **RESOURCES** as they bid, by placing those **RESOURCES** on the **RESOURCE PILE**. Next they must place this **AUCTION CARD** beside their **REALM** (on its right) and activate the **IMMEDIATE EFFECTS** implied by the **CARD** (T).

IT MUST BE REMEMBERED THAT:

*A **PLAYER** can only bid with the **RESOURCES** stored in their **REALM**.*

*Once a **Player** has Passed on auctioning, they can not bid again for the same **AUCTION CARD**.*

*Only the **PLAYER** who wins the **AUCTION** needs to pay the **RESOURCES**.*

RESOURCES are limitless, if during a **GAME** any kind of them runs out, **PLAYERS** can use any other **TOKEN** to replace them.



ACTION 2 – BRING A CARD FROM THEIR HAND INTO PLAY

PLAYERS can do this by paying as many **RESOURCES** as indicated by the **CARD** of their choice. Next they must place this **CARD** beside their **REALM** (on its right) and activate the **IMMEDIATE EFFECTS** implied by it (↗).

*It must be kept in mind that a **CARD** from one's **HAND** cannot be **DISCARDED**.*

ACTION 3 – PASSING

PLAYERS can pass whenever they do not want to keep making more **ACTIONS** during the current **ROUND**.

This way, when a **PLAYER** passes, they must wait until the next **ROUND** to make a move again. The only exception to this is the **BID** for an **AUCTION** or a **MAJORITY CARD** activated by another **PLAYER**.

Once a **PLAYER** has executed one of the aforementioned **ACTIONS**, the next **PLAYER** according to the **TURN ORDER** will execute theirs, and so on until every **PLAYER** has passed.

7 Ending the Round

Ending the **ROUND**, once all **PLAYERS** have **PASSED**. Next, they must:

Withdraw the **CARDS** from the **BOARD'S CURRENT EVENTS PANEL**. Depending on the number of **PLAYERS**, **PLAYERS** must discard...

- 5♣ : the **CARD** from square 1
- 4♣ : the **CARDS** from squares 1 and 2
- 3♣ : the **CARDS** from squares 1 to 3
- 2♣ : the **CARDS** from squares 1 to 4

Scroll the rest of the **CARDS** until the vacant square/s get refilled.



Refill the other squares using the **CARDS** from the **FUTURE EVENTS PANEL**.

Then, they must fill the empty spaces on both the **CURRENT** and **FUTURE EVENTS PANELS** with **CARDS** from the **EVENTS DECK**.



Move the **ROUND TOKEN** forward one square. The next **ROUND** begins!

A QUICK ROUND OVERVIEW

- 1 All **PLAYERS** place the **DEFENSIVE WALL** before their **REALMS**, so that their **MANORS** are the only visible parts from them.
- 2 All **PLAYERS** must put their **MAYORS** (♣) on the **MANAGEMENT ZONE** and their **MILITARY LEADERS** (**GENERALS** (♠) and **ADMIRALS** (♣)) on the **REALM'S MAP**.
- 3 All **PLAYERS** withdraw their **DEFENSIVE WALLS**. They get several **RESOURCES** depending on the placement of their **MAYORS** (♣) and their **MILITARY LEADERS** (**GENERALS** (♠) and **ADMIRALS** (♣)) on their **REALMS' MAP**. They also get awarded the **RESOURCES** paired with those **CARDS** in their **REALM** which include a "**REPETITIVE PRODUCTION EFFECT**".
- 4 All **PLAYERS** get awarded 2 **GOODS TOKENS** (♣).
- 5 The **PLAYER** with the most **GOODS TOKENS** (♣) in their **MANOR** gets to be the **INITIAL PLAYER**.
- 6 All **PLAYERS**, beginning by the **INITIAL PLAYER** and following the **Turn Order Track**, will execute one of the following **ACTIONS**:

ACTIONS

1. **ACTIVATE** a **CARD** from the **CURRENT EVENTS PANEL**.
2. **Bring a CARD** from their **HAND** into **PLAY**
3. **PASSING**

- 7 Ending the **ROUND**, once all **PLAYERS** have **PASSED**.

END OF THE GAME

The **GAME** finishes at the end of the 7th **ROUND**.

Once the **LAST ROUND** comes to an **END**, **PLAYERS** will have to follow several steps:

- 1 **End of Game Effects**
Activate every **END OF GAME EFFECT** (♣) from their **CARDS**.
- 2 **Bonus Victory Points**
Get awarded 1 extra **VICTORY POINT** for every 2 stored **RESOURCES** from their **MANORS**, always rounding down.
- 3 **Great Person Points**
Get awarded some extra **VICTORY POINTS** depending on a **PLAYER'S** amount of **GREAT PERSON CARDS**:
 1 **GREAT PERSON CARD** – 1 extra **VICTORY POINT**
 2 **GREAT PERSON CARDS** – 3 extra **VICTORY POINTS**
 3 **GREAT PERSON CARDS** – 6 extra **VICTORY POINTS**
 4 **GREAT PERSON CARDS** – 10 extra **VICTORY POINTS**
 5 or more **GREAT PERSONS** – 15 extra **VICTORY POINTS**

If there is a tie:

1. *The **REALM** with the most **CARDS** wins.*
2. *The **REALM** with the most **CASTLE CARDS** wins.*
3. *The **REALM** with the most **LEADERS** wins.*
4. *The **Initial Player** or the one who is seated closer to them, following the **TURN ORDER TRACK**.*

The **PLAYER** with the most **VICTORY POINTS** will win the **GAME**.

In case there is a tie, some criteria will be taken into consideration to rule out the **WINNER**, in descending order of importance.



CARD DESCRIPTION

MEDIEVAL REALMS contains several different CARDS, whose descriptions are detailed as follows:



CASTLE CARDS, ORANGE STAMP, MAJORITY CARD

They Cost 6 RAW MATERIAL TOKENS (👉).

END-OF-THE-GAME EFFECT: At the END of the GAME, the PLAYER gets awarded as many VICTORY POINTS as the sum of their MILITARY LEADERS' COMBAT VALUES.

PRODUCTION REPETITION EFFECT: The PLAYER gets awarded 1 BATTLE POINT TOKEN (⚔).



MARKET CARDS, RED STAMP, Hole Card

They cost 6 Goods Tokens (👉).

END-OF-THE-GAME EFFECT: The PLAYER gets one VICTORY POINT for each different CARD COLOUR they own.



REALM LEADER CARDS, YELLOW STAMP, AUCTION CARD

They cost as many GOLD TOKENS (👉) as the bid price that was set by a PLAYER.

IMMEDIATE EFFECT: Said PLAYER instantly gets an extra MAYOR (👉), an extra ADMIRAL (👉) or an extra GENERAL (👉), depending on the CARD.



CITY CARDS, GREEN STAMP, HOLE CARD

They costs 5 RAW MATERIAL TOKENS (👉).

END-OF-THE-GAME EFFECT: At the END of the GAME, the PLAYER gets awarded one VICTORY POINT for each MAYOR (👉) in their REALM.

REPETITIVE PRODUCTION EFFECT: Every time a PLAYER gets into play another CARD with the COLOUR that is shown, they get awarded 1 specified RESOURCE TOKEN and 1 VICTORY POINT.



Territory Cards, Grey Stamp, AUCTION CARD

They cost as many Battle Point Token (⚔) as the bid price that was set by a PLAYER.

IMMEDIATE EFFECT: Said PLAYER gets awarded 5 TOKENS of the specified RESOURCE.



ISLAND CARDS, TURQUOISE STAMP, HOLE CARD

They cost 1 ADMIRAL TOKEN (👉).

IMMEDIATE EFFECT: The PLAYER gets 2 VICTORY POINTS.

END-OF-THE-GAME EFFECT: The PLAYER gets awarded 3 VICTORY POINTS if they fulfill the mentioned condition.

If a PLAYER wants to activate a second ISLAND CARD, they must have 2 ADMIRAL TOKENS (👉) to do so.

A third ISLAND CARD requires 3 ADMIRAL TOKENS (👉) and so on.



WAR CARDS, BLACK STAMP, MAJORITY CARD

They cost several BATTLE POINT TOKENS (⚔), depending on the number of PLAYERS...

During a 5-PLAYER GAME, 5 BATTLE POINT TOKENS (⚔) are needed.

During a 4-PLAYER GAME, 6 BATTLE POINT TOKENS (⚔) are needed.

During a 2-PLAYER GAME and a 3-PLAYER GAME, 7 BATTLE POINT TOKENS (⚔) are needed.

IMMEDIATE EFFECT: The PLAYER gets awarded 6 VICTORY POINTS.



GREAT PERSON CARDS, MAJORITY CARD

there are 3 different kinds of them...

ARTISTS (VIOLET STAMP): They cost 5 CULTURE TOKENS (👉).

MISSIONARIES (WHITE STAMP): They cost 5 RELIGION TOKENS (👉).

SCIENTISTS (BLUE STAMP): They cost 5 SCIENCE TOKENS (👉).

IMMEDIATE EFFECT: The PLAYER gets awarded 2 VICTORY POINTS.

END-OF-THE-GAME EFFECT: The PLAYER gets awarded 1 VICTORY POINT for each CARD of the specified COLOUR they own.



SCIENTIFIC DEVELOPMENT CARDS, BLUE STAMP, HOLE CARD

They cost 5 SCIENCE TOKENS (👉).

IMMEDIATE EFFECT: The PLAYER gets awarded 2 VICTORY POINTS.

PRODUCTION REPETITION EFFECT: The PLAYER gets awarded 1 extra TOKEN (the kind of which is specified by every CARD) for every MAYOR (👉) they have.



Art Gallery, Violet Stamp / Cathedral Cards, White Stamp, MAJORITY CARD

They costs 5 of the shown RESOURCES.

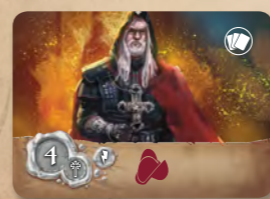
IMMEDIATE EFFECT: The PLAYER gets 5 VICTORY POINTS.



TITHE CARDS, WHITE STAMP, HOLE CARD

They costs 5 RELIGION TOKENS (👉).

IMMEDIATE EFFECT: The PLAYER gets awarded 2 VICTORY POINTS. Furthermore, they choose one kind of the specified RESOURCES (accept of RELIGION TOKENS (👉)) and get awarded with 4 of them.



INQUISITIONS, WHITE STAMP, HOLE CARD

They costs 4 RELIGION TOKENS (👉).

IMMEDIATE EFFECT: The PLAYER get 1 GENERAL (👉) TOKEN.



GUNPOWDER, UNIVERSITY AND DOCKING BAY CARDS, BLUE STAMP, HOLE CARD

They costs 4 SCIENCE TOKENS (👉).

IMMEDIATE EFFECT: The PLAYER instantly gets an extra MAYOR (👉), an extra ADMIRAL (👉) or an extra GENERAL (👉), depending on the card.



Credits



A game by **LOST GAMES**

GAME DESIGN: **CARLOS MICHÁN**

ILLUSTRATION: **DANIEL ROSA, FRAN FERNÁNDEZ and PHILIPP ACH**

GRAPHIC DESIGN: **PHILIPP ACH**

ENGLISH TRANSLATION: **BÁRBARA MATA**

GAME TESTING AND ADDITIONAL DEVELOPMENT: Bárbara Mata, Alfredo Michán, Adela Amado, Enrique Holguín, Irina Gumeniuk, José Picos, Francisco González, Jaime Navas, Lea Dallier, Daniel Morales, Sergio Morales, Soi Núñez, Javier Benítez, Joni Rua, Daniel Rosa, Fran Fernández

ROUND OVERVIEW
















- 1 All PLAYERS place the DEFENSIVE WALL before their REALMS.
- 2 All PLAYERS must put their MAYORS (👤) on the MANAGEMENT ZONE and their MILITARY LEADERS (GENERALS (👑) and ADMIRALS (👑)) on the REALM'S MAP.
- 3 All PLAYERS withdraw their DEFENSIVE WALLS. They get several RESOURCES depending on the placement of their MAYORS (👤) and their MILITARY LEADERS (GENERALS (👑) and ADMIRALS (👑)) on their REALMS' MAP.
- 4 All PLAYERS get awarded with 2 GOODS TOKENS (🔨).
- 5 The PLAYER with the most GOODS TOKENS (🔨) get the INITIAL PLAYER TOKEN.
- 6 All PLAYERS, beginning by the INITIAL PLAYER and following the Turn Order Track, will execute one of the following ACTIONS:

ACTIONS

1. ACTIVATE a CARD from the CURRENT EVENTS PANNEL.
2. Bring a CARD from their HAND into PLAY
3. PASSING

- 7 Ending the ROUND, once all PLAYERS have PASSED.

Card Symbol Overview

 Immediate Effect	 Card
 End of the Game	 Play a card
 Repetitive Effect	 Get a card
 Production Repetitive Effect	 Different Coloured Cards
 Great Person	 Victory Points
 Hole Card	 Victory Points (Battle Points)
 Auction Card	 Iris
 Majority Card	

Resources and Leader Tokens

 Goods Token	 Religion Token	 Mayor Token
 Science Token	 Gold Token	 General Token
 Culture Token	 Raw Materials Token	 Admiral Token
 Battle Point Tokens		