

Urbe

For the King

OVERVIEW – OBJECTIVE OF THE GAME

In Urbe: for the King the players will compete to create the most beautiful and well organized City, trying to follow the Royal Decrees issued from His Majesty, the King.

By gaining City Tiles through placing their meeples, players will try to become the best builder, thus becoming appointed by the King himself. Each player represent a Guild that tries to be most influence of the Kingdom.

Guilds are represented by symbols Fox, Wheel, Crown and Boat



COMPONENTS

- + 4 sets of 8 coin cards.
- + 4 character tiles (1 for each guild and color)
- + 82 city tiles (17 purple tiles, 17 blue tiles, 17 yellow tiles, 17 green tiles, 14 grey tiles)
- + 9 meeples (2 for each color and 1 white meeple)
- + 30 Royal Decree tiles (10 starting Royal Decree, 20 advanced Royal Decree)



FOCUS ON THE COMPONENT

1

COIN CARD

The Coin cards are used in the game to pay for the City tiles that players buy from the market.



FLAG ICONS

ILLUSTRATION

GUILD ICONS

2

CHARACTER TILES

Character tiles give to the players some special powers. At the start of the game players have to choose which side of their Character tile they want to use for the rest of the game.



ILLUSTRATION

NAME

SPECIAL POWER

3

CITY TILES

The City tiles represent the buildings that you can build on your city. Each tile has a color, a victory points value and may have one or more guild icons.



COLOR OF THE TILE
VICOTRY POINT

GUILD ICONS

NAME

4

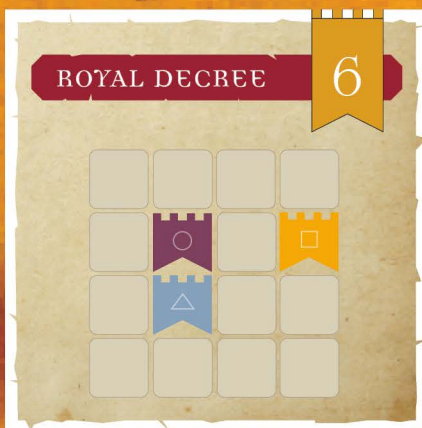
ROYAL DECREE TILES

These tiles represent the secret objective for each player. These tiles provide Victory Points at the end of the game if the player meets the placement request of the tile. Royal Decree tiles are dived in two groups, starting Royal Decree (those with the gold flag) and advanced Royal Decree (those with the black flag).

Starting Royal Decree have a fountain of value 3 on their back otherwise advanced Royal Decree have a fountain of value 1 on their back.

Starting Royal Decree

Advanced Royal Decree



VICTORY POINTS

PLACEMENT REQUEST



SETUP

Shuffle the grey tiles together and take out some of them depending on the number of players and place them in the box, as they will not be used in this game

 4 player games: use 10 grey tiles

 3 player games: use 8 grey tiles

 2 player games: use 4 grey tiles

Now take all the City Tiles (purple, blue, yellow, green and the selected grey tiles depending on the number of player) and shuffle them together. Place them face down in a pile and reveal some of them, depending on the number of player and place in grid in order to create the offer available at the Market:

 4 player games = 4x3 grid (3 rows by 4 columns) = 12 City tiles

 2 and 3 player games = 3x3 grid (3 rows by 3 columns) = 9 City tiles

Give to each player their corresponding set of 8 cards, their corresponding character tile and their meeple (in a 2 player game, give 2 meeples to each player instead).

Now the player has to choose which side of their character tiles wants to use (For example: 1 side + 2 point for each tiles of 1 and 2 victory point of the corresponding color; the other side +3 point other tiles of the corresponding color).

The player who has most recently visited a Castle starts the game otherwise randomly choose the first player. Shuffle together all the starting Royal Decree tiles and place them in a pile so that their back is visible (the fountain with value 3). Starting from the first player and then proceeding clockwise, each player draws one of these tiles.

Shuffle together all the advanced Royal Decree tiles and place them in a pile so that their back is visible (the fountain with value 1). Starting from the first player and then proceeding clockwise, each player draws two of these tiles.


These 3 tiles will be the player's Secret Objective Tiles, a player may look at their Secret Objective Tiles at any point of the game. These tiles must remain secret until the end of the game.


TURN DETAILS

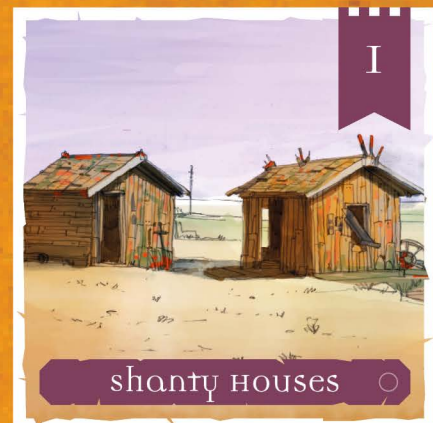
Following the player order, each player places their meeple on 1 of the city tiles available in the Market.

After all players have placed their meeples, starting from the first player and following in clockwise order, each player takes back their meeple and the City tile where their meeple was placed on. As an additional cost to do so, the active player must play one Coin card from their hand, matching or the color of the flag icons or the Guild icons on the card with the color or all the guild symbols on the City tile.

NOTE

 All city tiles that are worth 1 Victory Point have no guild symbol this means that any Guild symbol can be spent to acquire this city tiles.

 All the grey tiles have no matching colors and have no guild symbols. Those tiles can only be taken by placing the meeple on it. The cost for those tiles is one Coin card. When buying those tiles, you are not allowed to take any other tile with this action.



After the player chooses and declares what part of their Coin card is used to pay the City tile where the meeple was, they can immediately take another City tiles with no meeple on it, using the color or the symbol not used just before.

After all players have taken back their meeple and paid for their City tiles acquired, all the players have to place their City tiles in their city. Each tile must be placed orthogonal adjacent to a tile already placed, except for the first one that can be placed anywhere.

The City must be built forming a 4 by 4 grid (4 rows by 4 columns).

When a player connects 4 tiles forming a square, they can immediately take the fountain tile with most value available and place it where all the 4 tiles are adjacent to each other. This rule applies even when one or more City tiles have been considered for the creation of another square.

After all the players have placed all the City tiles acquired during the turn, discard all the remaining City tiles in the Market.

Draw new City tiles to form a new grid depending on the number of players (in the case there are no remaining City tiles take the discarded tiles and shuffle them to form a new pile of City tiles).

The player on the left first player became the new first player, then start a new round.

END OF THE GAME

The games can end when all the Coin cards have been played.

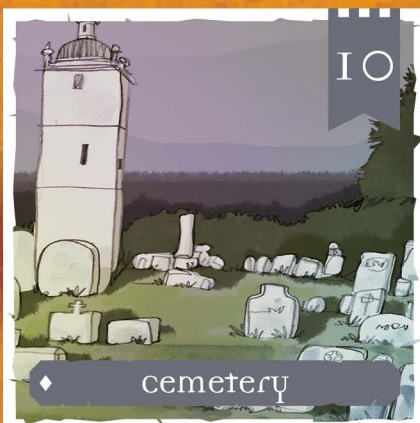
The rest of the turn is played and, at the end of that turn, the game will end.

The players will add the VPs deriving from:

- the buildings in their Cities
- the VPs deriving from their Character tile
- the VPs from their Secret Objectives Tiles, if completed. A player does not lose VPs if they don't complete their Secret Objective Tile.
- the point deriving from the Fountain tiles.

The player with the most VPs wins. In case of a tie, the players involved in the tie share the Victory.

SPECIAL POWER ON GREY TILES



If you place it in the corner of your City grid is worth 1 additional Victory Point at the end of the game. If it is placed as one of the central tiles (the 4 tiles in the middle of the City grid) is worth -1 Victory point at the end of the game. (so it can be a tile of 11 points, 10 points or 9 points depending on the position on the grid)



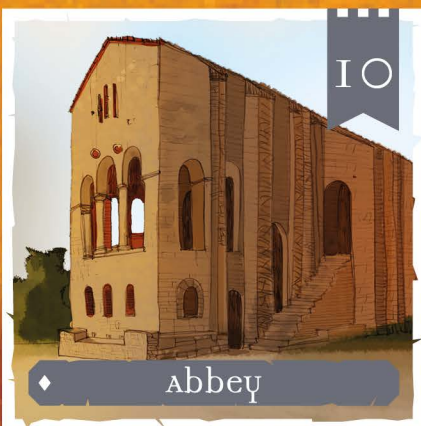
It can be considered as a colour of your choice in order to complete the Royal decree tiles.



It can be placed on top of the intersection of two existing tiles.



It can be placed only on the City grid perimeter (not the central 4 spaces of your City grid). It is worth 1 additional Victory point for every 1 or 2 victory point City tiles adjacent to the church at the end of the game. (for a Maximum of 3 additional Victory Points)



Must be placed outside of the 4 by 4 City grid of your city. It must be placed adjacent to a tile on the perimeter of your City grid. Can be your first tile of the game.





From now on you will be the first to place the meeple and you will be the last to take back your meeple.



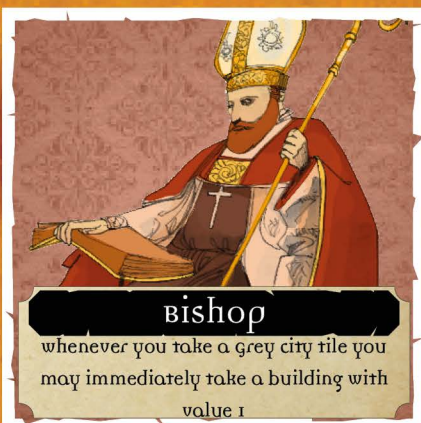
Add the Archbishop (the white meeple) to your meeple pool. When you place your meeple you can also place this Archbishop meeple. You do not have to pay for the city tiles under this meeple. Discard this meeple from the game after you have used it. The Archbishop allows the player to acquire a maximum of 3 City tiles in the turn it is used (2 tiles maximum acquired as explained in the rules plus the City tile acquired thanks to the Archbishop meeple).



You do not have to place it immediately. On any of your following turns you can place this tile in your city.

THE USEFUL EIGHT EXPANSION

At the start of the game each player draws 2 character tiles. each player chooses one of them and discard the other.



each character tile can give to the players a new way to get victory points or a completely new approach to the game.

Front of Character tile

Back of Character tile

