

## GAME COMPONENTS

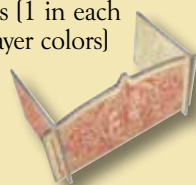
1 Game Board



7 Building Project Tiles



4 Player Screens (1 in each of the four player colors)



48 Action Cards (4 sets of 12 cards in each of the four player colors)



44 Event Cards



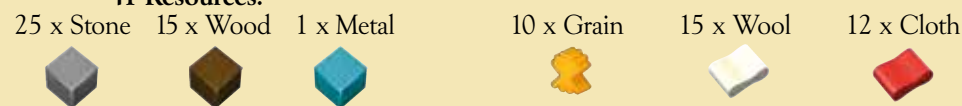
4 Chapter Cards



4 Summary Cards



41 Resources:



16 Houses (4 in each of the four player colors)



4 Scoring Tokens

(1 in each of the four player colors)



Favor Marker



12 x Piety Markers



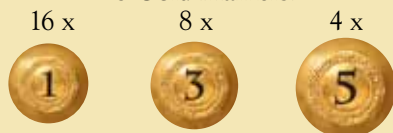
20 x Medical Knowledge Markers



14 x Loyalty Markers



28 Gold Markers:

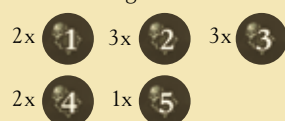


8 Donation Seals

(2 in each of the four player colors)



11 Plague Markers



1 Start Player Figure



5 Covering Tiles



1 Tax Die



## GAME PREPARATION

**For Your First Game:** To help you learn how to play, some of the rules for your first game are streamlined. These rules are marked in blue. This will allow you to gradually absorb the mechanics of play without losing the flavor of the game.

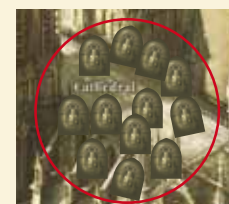
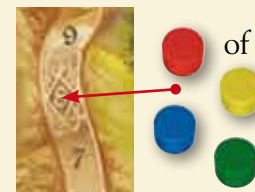
- Before starting to play, carefully remove and separate the die-cut markers and tiles from the counter sheet.
- Place the **game board** in the middle of the table.
- Sit around the table according to the **four points of a compass**, so that you and the other players are in the North, East, South, and West positions. When playing with fewer than 4 players, it doesn't matter which positions remain open.
- You and the other players each choose a color (blue, red, green, or yellow). You each receive your own set of **12 action cards**, with your color on their backs.



**For Your First Game:** In the first chapter, use only your 6 action cards that have a star in the lower right hand corner. Place your other 6 actions cards aside. You will use all 12 of your action cards in chapters 2-4 with the full rules for playing action cards.



- You each take the **4 houses**, **2 donation seals**, **scoring token**, **player screen**, and **summary card** in your color.
- You and the other players each receive your "starting resources" of **1 wool** and **2 gold**. You should keep your resources behind your player screen.
- Place all of the **scoring tokens** on space 8 of the victory point track. Thus, each player starts the game with 8 victory points.
- Place the **25 stone** resources [gray] onto the "Quarry" space on the game board. Place the **15 wood** resources [brown] onto the "Forest" space on the game board. Place the **10 grain** [yellow] onto the "Field" space in Wigleigh on the game board.



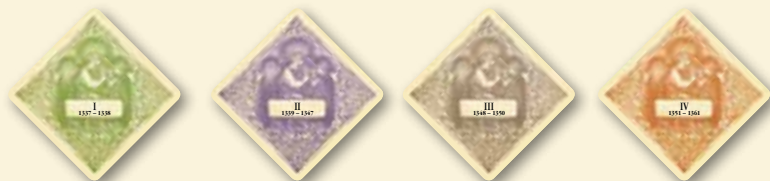
- Place the **12 piety markers** onto the cathedral.



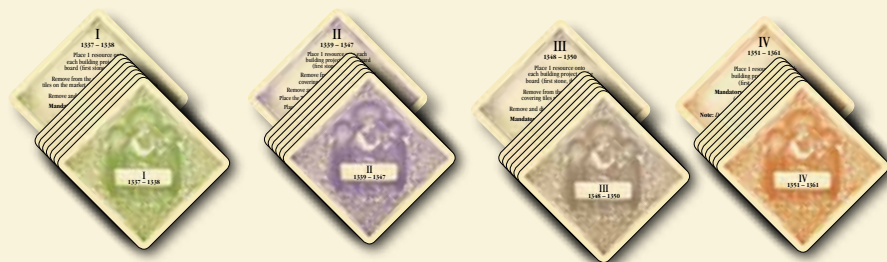
- Place the **cloth, wool, loyalty, medical knowledge, and gold** next to the game board as a supply.



- Sort the 44 **square event cards** into 4 stacks according to the color and number on each of their backs. There are 11 event cards for each number, 'I' through 'IV'.



- Shuffle each stack separately. Count out **6 cards from each stack**, returning the remaining 5 to the game box. They won't be used in the game. Place the four face down stacks of 6 cards in a row next to the game board.
- Place the corresponding **chapter card** face up at the bottom of each stack. Offset each chapter card so that it is not completely covered.



**For Your First Game:** Do not randomly select the event cards to use for each chapter. Use the 6 event cards for each chapter marked with a star in the lower right hand corner. Place the other 5 event cards back in the box. Then shuffle each stack and proceed as outlined above.



- Place the **Tower building project** between the 'II' and 'III' stacks. Also shuffle and place the 11 **plague markers**, number side down, between the 'II' and 'III' stacks (same as the Tower).

- Place the **Bridge building project** onto the space intended for it on the game board [it covers up the old, decrepit wooden bridge]. You may work on this building project right from the beginning of the game.



- Place the remaining **5 building projects**, **tax die**, **metal resource** (light blue cube), and **5 covering tiles** next to the game board.



- Place the **favor marker** onto the first [Outlaws] space of the **favor track** that runs along the bottom edge of the game board.



- Cover the **cloth space** in the wool market up with a covering tile. In the first chapter ('I'), you may not sell cloth unless an 'I' event card allows you to do so sooner than usual.



- The player who last built something is the **start player** and receives the start player figure.

