

KINGDOM BUILDER



This document contains the rules of the base game plus all expansions. This fan-made rulebook assumes that players already have a basic understanding of the rules and mechanics of Kingdom Builder, and so rules, examples, and ways in which certain card text is written have been condensed and/or simplified to some extent. Included are rule clarifications that have been sourced from the BGG community, many of which are quoted directly from the game designer Donald X. Vaccarino.

Acknowledgements: Special thanks to DesertViper, Suizul, and the BGG community in helping to develop and refine this document.

Basic Setup

KINGDOM BUILDER



- Combine the base game boards and those of any owned expansions, then select any 4 of the game board sections and assemble them into a contiguous, rectangular game board.
- Place the summaries of location tiles next to the game board sections matching the location hexes.
- Place the 2 corresponding location tiles on each location hex.
- Shuffle all **terrain cards** and create a face down draw pile.
 - Each player draws one terrain card and keeps it hidden from other players. Player draws a new terrain card to end their turn.
 - Terrain cards** with a swamp relates to the **Marshlands** expansion. Ignore this terrain type if not in play; use alternate terrain shown.
- Shuffle the **Kingdom Builder cards**, then randomly draw 3 cards and place them next to the game board, face up.
 - Red-bordered Kingdom Builder cards** score immediately during gameplay. The active player must check whether the conditions on these cards have been met after building each single new settlement. If these conditions have been fulfilled, the player immediately records the gold earned on the score track. Ignore red-bordered Kingdom Builder cards during final scoring.

 *If **Scouts** is in play: Reveal the top **terrain card** from the deck, then **remove all terrain cards of this type** from the game (including those with a swamp) and reshuffle the deck. Players may build on hexes of the removed terrain type only by using extra actions.*

Additional Setup Based on Expansions in Play

NOMADS

- Nomad Hex:** Randomly draw and place **one** nomad tile for each nomad location hex on the game board, pictogram side up.
 - After building or moving a settlement adjacent to a nomad location hex, the player claims the nomad tile from that hex, if available, and places it on the table for use next round.
 - A nomad tile provides its holder one extra action. The player may use this extra action only during the next game round. Players do not lose a nomad tile if they no longer have settlements adjacent to its nomad space; however, at the end of the next game round, remove the nomad tile from the game, **regardless if the player used the action** on it!



CROSSROADS

- Shuffle the **task cards**, then draw one card at random for each Crossroads section in play. Place these cards next to the **3 Kingdom Builder cards**.
 - Review **Barracks**, **Wagon** and **Lighthouse** extra action rules (pg. 7).
 - If any Warriors / Wagon / Ship are in play, they are considered settlements; these may score gold during each scoring evaluation.
 - Task cards** can be scored by multiple players, and can only score once per player.



MARSHLANDS

- Swamp Hex:** If the **terrain card** shows a swamp and another terrain type, the player builds as their mandatory action **either 2 settlements on unoccupied swamp hexes or 3 settlements on unoccupied hexes of the depicted terrain type**. Usual building rules apply in both cases.
- Palace Hex:** The player with the most settlements adjacent to the palace earns 5 gold at the end of the game. In case of a tie, each tied player earns 5 gold.
- Extra actions and bonus [X type actions]:** Review extra action rules (pg. 7).



HARVEST

- Farmland Hex:** Once per game round, each player may perform one farmland action by building a settlement on an adjacent farmland terrain hex. If there are more than one farmland hexes adjacent to a player's settlements, they may freely decide on which of these hexes they build their settlement upon. If no unoccupied farmland hexes are adjacent to a player's settlements, they cannot perform the farmland action. The farmland action may be performed at any time before or after their mandatory action.
- Silo Hex:** At the end of the game, but **before final scoring** takes place, a player may **either** build up to 3 settlements **or** move up to 3 of their existing settlements for each silo that is adjacent to one or more of their settlements. If multiple players are adjacent to one or more silos, they play in turn order beginning with the start player, resolving all their silo actions at once. The built or moved settlements must be built adjacent to player's existing settlements.



CAPITOL

- If **Harbor** and/or **Oracle** is in play, replace one castle on these boards with the capitol tile. If both are in play, you may use both capitol tiles. Review expanded rules (pg. 3).

CAVES

- If **Tavern** is in play, place one cave tile on each quadrant. Review expanded rules for placement directions (pg. 3).

ISLAND

- If either **Harbor** and/or **Lighthouse** is in play, place the island next to the game board. Review expanded rules (pg. 3).

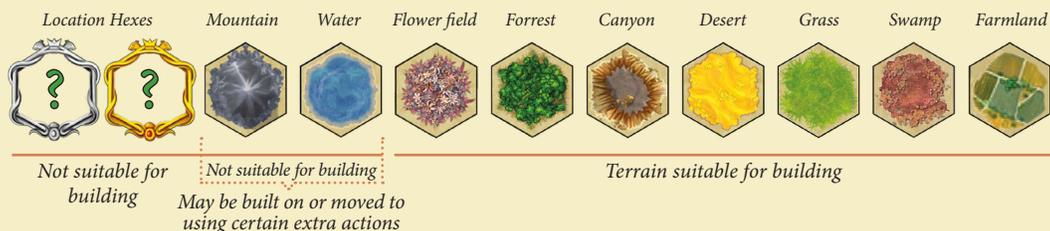
Game Terminology and Reference Guide

 Items marked with this red symbol are important rules, examples or clarifications for that card or action.

 Items marked with this blue symbol are additional clarifications for cards and actions located on pg. 10 of the rulebook.

Hex

The game board is made up of hexagonal shapes which contain various terrain types and special location hexes for players to explore by building and moving settlements on or adjacent to these hex spaces.



Unoccupied Hex

A suitable for building terrain hex that is not occupied by a settlement, city hall tile, warrior, wagon, ship, scout, or stone wall.

Obstacles

Obstacles are blocked hexes, which refers to hexes that are not suitable for building, hexes occupied by a settlement, warrior, wagon, ship, scout, stone wall, or city hall tile, and the surrounding area beyond the game board edges.

 Hexes under scouts and hexes immediately surrounding a warrior are also considered blocked, but considered unoccupied for scoring *Shepherds Kingdom Builder card* and *Home Country task card*.

Location Hex and Location Tile

 A location hex is any location with a gold or silver-bordered hex frame. These location hexes score for *Merchants*, *Workers*, and *Noblewomen Kingdom Builder cards* and *Place of Refuge task card*.

Whenever a player builds or moves a settlement adjacent to a location hex, they immediately collect the associated location tile, if available (Fig. 1). A player cannot play a tile on the same turn it was collected, only from their **next turn on**.

A player may collect **only one location tile from a given location hex**. A player can have up to 2 identical location tiles if they have built settlements adjacent to both identical location hexes. If there are no more location tiles on a location hex, the player does not receive the location tile for that extra action.

The player keeps a location tile as long as at least one of their settlements is adjacent to the corresponding location hex. Moving a settlement such that the player remains adjacent to a location hex does not cause the player to lose the action (Fig. 2); however, if they move their last settlement away from such a location hex, **they must discard this location tile and remove it from the game** (Fig. 3). If the player builds adjacent to the same location hex again, they **will not** receive another tile. *Example: If you use the Barn action to move your only settlement adjacent to the Barn hex away from that location hex, you must discard the tile once the action is resolved.*

If a player has 2 tiles of the same type and must discard one due to no longer being adjacent to one of the locations, they can discard either one of them, including one they already used this turn.



Fig. 1 Location hex



Fig. 2



Fig. 3

Building

Exactly **one** settlement may be built on any one suitable terrain hex.

Settlements may be built only on terrain hexes suitable for building. Certain extra actions permit the building or moving of settlements to mountain or water hexes.

Adjacency

Unless otherwise stated, the player must **build each settlement adjacent to at least one of their existing settlements**, if possible.

If there are no unoccupied hexes of the played **terrain card** adjacent to the built settlements, the player chooses a new unoccupied hex where they can build their settlement matching the terrain card in play.



Example A: Player must build on flower field hexes adjacent to their previously built settlements.

Example B: As there are no adjacent flower fields, the player must build their mandatory settlements on a flower field hex available anywhere else on the game board.

Mandatory Action

During their turn, the player must build **3 settlements** (2 settlements if building on swamp) from their supply on unoccupied hexes of the terrain type matching their played **terrain card**.

 If there are no unoccupied hexes available to build on across the entire game board for that drawn terrain card during the player's **mandatory action**, remove this card from the game and draw a new terrain card.

The mandatory action **must be performed** and the 3 settlements must be built successively one after the other, adjacent if possible.

If a player's supply has less than 3 settlements available for their mandatory action, they build these as they would normally.

Extra Action

Each collected location tile grant extra actions and players may perform each extra action once during their turn. A player may perform each **single extra action before or after** – never during – the mandatory action. A player does not necessarily need to play each of their extra actions during their turn.

Each extra action and summary tile pictogram depicts the type of action available:

-  Build one additional settlement from your personal supply.
-  Move one of your existing settlements.
-  Take/remove existing settlements or extra action tile.

 Pictogram errors: *Canoe* uses a straight arrow, but is a build action; *Refuge* bonus action has a bowed arrow, but is a move action.

Golden Rules

The following rules dictate the core mechanics of Kingdom Builder and should be respected during each player's turn.

- ! Certain actions can "temporarily" break these golden rules, such as an extra action disregarding the adjacency rule.
- The drawn **terrain card** counts for both mandatory action and extra actions, where applicable.
- Each settlement must be built on or moved to an unoccupied terrain hex suitable for building.
- Each settlement must be adjacent to one of your settlements, if possible.
- Each settlement score **only once** during **each** card evaluation (Fig. 1).
- Location tiles can only be collected once per location hex.
- Players lose the location tile when none of their settlements are adjacent to the associated location hex.
- Location tiles collected on the player's turn can only be activated on that player's next turn.

Gameplay

Settlements

All players begin with a pool of 40 settlements, called the **supply**.

- ! *Warriors, Wagon, and Ship are considered settlements when played; however, these are not counted as part of the player's supply when considering end of game requirement.*

Sequence of Play

Players take each of their turn in clockwise order, beginning with the start player.



Special Scoring Hexes

Castle: At the end of the game, players will earn 3 gold for **each castle hex** if they have built **at least one** of their settlements adjacent to it.

Palace: The player who has **built the most settlements** adjacent to the **palace hex** earns 5 gold at the end of the game. If tied, each of the tied players earns 5 gold.

Capitol: When a castle hex is replaced by a capitol tile, 1 gold for each of your settlements built next to or up to two hexes away from the capitol tile.

End of Game and Final Scoring

The game ends when one player has built the last settlement from their personal supply, whether by the mandatory action, or extra actions; however, the current game round is still completed. The player on the right of the start player is the last player to perform their turn.

- ! *The player may still use extra actions even though having no more settlements to build, such as moving settlements, provided they have unused extra actions to do so.*

Each player then calculates the amount of gold they have earned and records their gold total on the score track, moving their respective marker.

The 3 **Kingdom Builder cards** are evaluated one at a time for each player, beginning with the start player.



(Fig. 1) While the settlement is adjacent to multiple water hexes at once, the settlement gains only one gold.

Scoring requirement: 1 gold for each settlement built adjacent to one or more water hexes.

Then, each player adds to their total the amount of gold earned by their settlements adjacent to **special scoring hexes** and any **task cards** in play meeting the scoring requirements. The player who has earned the most gold is the winner of the game. Victory is shared between tied players with most gold.

Queenie Expansions – Setup



Capitol | QUEENIE 1

If **Harbor** or **Oracle** is in play, replace one castle hex on these boards with the capitol tile. If both are in play, you may use both capitol tiles.

- ! *Castles covered by the capitol tile are no longer considered castles, therefore they do not score 3 gold.*

Scoring at End of Game

1 gold for each of your settlements built adjacent to or up to 2 hexes away from the capitol tile.



Adjacency not required.

Caves | QUEENIE 2

If **Tavern** is in play, place one cave tile on each quadrant. Place the cave tile on any mountain hex that is not within two hexes of a location hex (Fig. 1).

Once every turn, before or after the mandatory action, you may move one of your settlements adjacent to a cave, to any unoccupied and suitable hex adjacent to any cave (including the same one) on the game board (Fig. 2).

- ! *A cave is considered a mountain hex.*



Fig. 1



Fig. 2



Island | QUEENIE 3

If either **Harbor** or **Lighthouse** is in play, place the Island next to the game board. Choose an island side randomly. Place the corresponding location tiles and summary as you would normally.

Building and moving rules apply as normal. In order to access the island, a player must build or move a settlement to a terrain hex suitable for building on the island.

- ! *The island is not connected to the game board, and does not have a game board edge as the water surrounding the island is not made up of hexes; therefore, cannot be built on or moved to. The island cannot score for **Travellers, Vassals, Advance, and Compass Points**.*

- ! *The island does not count as its own sector, and thus does not score for **Lords, Farmers, Homesteaders, and Rangers**. The horizontal line with the most of your settlements for **Knights** may be on the island, and does not extend onto the game board, or vice versa. You may score additional horizontal lines on the island for **Discoverers, Mayors, and Rangers**. All other **Kingdom Builder cards** and **task cards** score normally.*



Complete Sequence of Play

Game Round Phase

Repeat this phase until a player within the round has exhausted their supply and the round is completed. The player on the right of the **start player** is the last player to perform their turn.

Start Player Turn Phase



1. Play previously drawn **terrain card**.
2. You may activate extra actions if available.
3. You must build your mandatory settlements.
4. You may activate any remaining extra actions that were not previously used this turn.
 - Any collected location tiles during this phase become available on your next turn.
5. Discard your **terrain card** and draw a new one in preparation for the next game round.



If Caves are in play: Once per game round, you may perform one cave action (pg. 3) before or after your mandatory action.

If a Harvest board is in play: Once per game round, you may perform one farmland action (pg. 1) before or after your mandatory action.

Second > Third > Fourth > Fifth Player Turn Phases

1. Play previously drawn **terrain card**.
2. You may activate extra actions if available.
3. You must build your mandatory settlements.
4. You may activate any remaining extra actions that were not previously used this turn.
 - Any collected location tiles during this phase become available on your next turn.
5. Discard your **terrain card** and draw a new one in preparation for the next game round.

If Red-bordered Kingdom Builder Cards are in Play

The active player must check whether the conditions on these cards have been met after building each single new settlement. If these conditions have been fulfilled, the player **immediately** records the gold earned on the score track. Ignore red-bordered Kingdom Builder cards during final scoring.

If Silos are in Play

If Harvest game boards are in play, and players are adjacent to one or more silos, this phase occurs before final scoring. If multiple players are adjacent to one or more silos, they play in turn order beginning with the start player, resolving all their silo actions at once.

Start Player Silo Phase



You may **either** build up to 3 settlements **or** move up to 3 of your existing settlements for **each** silo that is adjacent to one or more of your settlements. The built or moved settlements **must** be built adjacent to your existing settlements.

If you are adjacent to another silo, repeat this step before proceeding to the next player.



*If you are **building** your settlements, you may score for **Ambassadors** and **Shepherds** red-bordered Kingdom Builder cards.*

Second > Third > Fourth > Fifth Player Silo Phases

You may **either** build up to 3 settlements **or** move up to 3 of your existing settlements for **each** silo that is adjacent to one or more of your settlements. The built or moved settlements **must** be built adjacent to your existing settlements.

If you are adjacent to another silo, repeat this step before proceeding to the next phase.

Final Scoring Phase

The 3 **Kingdom Builder cards** are evaluated one at a time for each player, beginning with the start player.

Start Player Gold Evaluation Phase



1. Evaluate each **Kingdom Builder card** and record your total gold on the score track.
2. Evaluate each **task card**, if any are in play, and add any additional gold to your total on the score track.
3. Evaluate each **special location hex**, such as Castles, Palaces, or Capitols that are in play, and add any additional gold to your total on the score track.



*If **Noblewomen Kingdom Builder card** is in play: Palaces are **not scored** during the special location hex evaluation.*

Second > Third > Fourth > Fifth Player Evaluations

1. Evaluate each **Kingdom Builder card** and record your total gold on the score track.
2. Evaluate each **task card**, if any are in play, and add any additional gold to your total on the score track.
3. Evaluate each **special location hex**, such as Castles, Palaces, or Capitols that are in play, and add any additional gold to your total on the score track.

Crown the Kingdom Builder Victor(s)

Basic Extra Actions – BUILD Settlement



- Build adjacent to one of your settlements, if possible, unless specified otherwise.
- Terrain hex must be unoccupied and suitable for building, unless specified otherwise.

Farm / Oasis | BASE GAME **Garden** | NOMADS **Forester's Lodge / Monastery** | CROSSROADS

Build one settlement **on** the designated hex.



Mountain Station / Watermill / University | HARVEST

Build one settlement **adjacent** to the designated hex.



Tower | BASE GAME

Build one settlement at the edge of the game board.



If no game board edge hex suitable for building is adjacent to your settlements, you may build on any edge hex suitable for building.



Village | NOMADS

Build one settlement on a hex adjacent to at least 3 of your settlements.



Tavern | BASE GAME

Build one settlement at one end of **any** straight horizontal or diagonal line of at least 3 of your settlements.



Watchtower | HARVEST

Build one settlement on a hex adjacent to an opponent's settlement.



Fort | CROSSROADS

Draw a **terrain card** and build one settlement on a hex matching the terrain type of that revealed card.



The action includes both the **terrain card draw** and **settlement build**. You may not perform any unrelated action* between drawing the terrain card and building the settlement. Once the terrain card is drawn, you cannot avoid building the settlement (unless you have no settlements remaining in your supply to build).

* If you have an Outpost nomad tile (see pg. 6), you may decide whether or not to use the outpost action between terrain draw and build.



Oracle | BASE GAME

Build one settlement on a hex matching the terrain type of your played **terrain card**.



Cathedral | HARVEST

When you takes a cathedral tile, you **also take a number 1 settlement tile**. During your turn, you may either take one additional number 1 settlement tile, **or** return **any amount** of number tiles in order to build that same amount of settlements upon hexes according to the played **terrain card** of that turn.



City Hall | CROSSROADS

During your turn, you may build your city hall tile on the game board. Once placed, this tile cannot be moved, and remains in play for the rest of the game, regardless if you lose the location tile once built. You **must** build it adjacent to one of your settlements on 7 unoccupied hexes suitable for building. The city hall tile counts as 7 settlements in all respects for **Kingdom Builder cards** and **task cards**! You may build additional settlements adjacent to your city hall tile just as you would with your other settlements.



The 7 settlements of City Hall are considered to be placed simultaneously, so you could earn more than 2 gold for **Shepherds Kingdom Builder card**. Evaluate each of the 7 settlements, and if it is not adjacent to an unoccupied hex of that type, you gain 2 gold, counting the City Hall-filled spots as occupied. This means the center hex will always score 2 gold; the rest depend on the lay of the land.



Each of the 6 outer settlements of City Hall may potentially give gold via **Ambassadors Kingdom Builder card**. City Hall is a configuration of 7 settlements which automatically fulfills the **Fortress task card**.



Scout Cabin | HARVEST

You may place one or both scout meeple on **any** unoccupied hex (including water and mountain; excluding location hexes) connecting to your settlements. They count as settlements during your turn, and you may build new settlements connecting to them. Scout meeples placed adjacent to a location hex do not collect action tiles, cannot be relocated, or score gold. They are removed from the game board at the end of your turn, to be used again by the next player with a scout cabin.



Scouts can count towards **Tavern, Village, Fountain, and Farmland** extra action requirements.



A scout meeple does not gain gold for **Mayors, Rovers, Ambassadors, Families, and Shepherds Kingdom Builder cards**.



Quarry | NOMADS

Build 1 or 2 stone walls on **unoccupied terrain hexes of the same type** as your played **terrain card**. These stone walls **must** be adjacent to at least one of your settlements on the game board. Stone walls are not owned by any player, cannot be moved, and they gain no gold. Instead, they simply block the hexes they are on for the remainder of the game. If the pool of available stone walls run out, no more walls can be built.



Basic Extra Actions – MOVE Settlement

- Move adjacent to one of your settlements, if possible, unless specified otherwise.
- Terrain hex must be unoccupied and suitable for moving, unless specified otherwise.

When a settlement is being moved, it is considered removed from the game until it is relocated on the game board. Adjacency is checked when placing the settlement as you would during a build action.

Harbor | BASE GAME Rope Bridge / Tree House | QUEENIE

Move any one of your existing settlements on the designated hex.



Caravan | NOMADS

Move any one of your existing settlements in a straight line, until it is blocked by an obstacle. Build this settlement on the unoccupied hex directly in front of the obstacle.

Adjacency not required.



A settlement on water cannot move onto an adjacent water hex via the caravan action, but it can move onto a suitable adjacent hex, and continues until it reaches an obstacle.



Barn | BASE GAME

Move any one of your existing settlements to a hex matching the terrain type of your played **terrain card**.



Palisade | HARVEST

Move any one of your existing settlements to a suitable terrain hex connected to that same settlement area.



Paddock | BASE GAME

Move any one of your existing settlements 2 hexes in a straight line (horizontal or diagonal) in any direction to a suitable hex. You may jump across any hex type, scout meeples, stone walls, hexes blocked by warriors, and settlements.

Adjacency not required.

Extra Actions – NOMADS

- Build adjacent to one of your settlements, if possible, unless specified otherwise.
- Terrain hex must be unoccupied and suitable for building, unless specified otherwise.

Becomes active on player's next turn. Once active, remove from game at the end of that turn, **regardless of play**. Moving away from the nomad hex in the same or following turn does **not** cause the tile to be lost, as it does with other location tiles.



Donation

Build 3 additional settlements from your supply on hexes of the terrain type shown on the nomad tile.



If these 3 additional settlements are built on water, they do not count for gold for the **Fishermen KB card**. Likewise, if built on mountain, they do not count for **Miners KB card**.



Resettlement

Move 1–4 of your settlements **up to 4 hexes in total**.

Example: 1 settlement moved 4 hexes or 2 settlements moved 2 hexes each.



Each moved space must be legal; you cannot move through obstacles.



Sword

Remove one settlement belonging to each other opponent from the game board, and return them to their respective supplies.



Once a player has run out of settlements, returning one via Sword does not prevent the end game phase once triggered.



Removing an opponent's last settlement adjacent to a location hex causes their location tile to be lost.



Outpost

When building (*not moving*) settlements, whether during your mandatory action or any extra actions, you may use the outpost in order to **disregard the adjacency requirement for one settlement**. This settlement must still be built on the appropriate drawn terrain type for your mandatory action or the specific extra action.



Treasure

Gain 3 gold **immediately** when claiming this tile, then remove it from the game.

Special Extra Actions



Crossroads | CROSSROADS

You may now draw one additional **terrain card** at the end of your turns, beginning with the turn during which you gained this location tile. During your **next** turn, choose which of your two terrain cards you will use for your actions. Discard both terrain cards after you complete your actions.



Bazaar | HARVEST

You may repeat any other one of your collected extra action tiles played during your turn.

- When repeating an extra action, you do not necessarily have to make the same decision if more than one option can be made with an action.
- By repeating an extra action, you will not gain any additional scout meeple, warrior, wagon, ship or city tile. However, you can still repeat Barracks, Wagon and Lighthouse extra actions according to their rules (pg. 7).
- The bazaar cannot repeat extra actions from nomad tiles, or building a settlement on a farmland hex, or moving a settlement using a cave.
- Scout Cabin action may be repeated only if a scout meeple is still available to play. Scout meeples in play remain in position until the end of the turn. Bazaar does not generate a 3rd meeple to be placed.
- Quarry action may be repeated wherein you may build up to 4 stone walls in the same turn.
- The **base** action of Refuge, Fountain, and Temple may be repeated; the **base** action of Canoe **cannot** be repeated.
- The **bonus** action of Canoe, Refuge, and Fountain may be repeated; the **bonus** action of Temple **cannot** be repeated.
- The Crossroads extra action may be repeated. Doing so will give you 3 terrain cards instead of 2 at the end of that turn.

Advanced Extra Actions • Warriors / Wagon / Ship are considered settlements, thus normal rules apply; extra actions may be used where applicable. • Build adjacent to one of your settlements, if possible, unless specified otherwise.

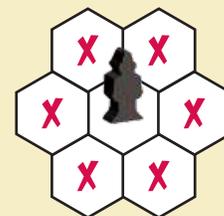


Barracks | CROSSROADS

You may choose one of these options during your turn:

- Build one of your warriors on an unoccupied hex suitable for building.
- OR
- Remove one of your warriors from the game board and place it back into your supply. You may build this warrior on the game board again on a future turn.

A warrior prevents all building actions – whether by you or by any other player – on all hexes adjacent to it. Any existing settlements are not affected. Warrior does not block its own movement when moved, and other settlements may be moved **out** of the warriors adjacency, but cannot move **into**. After a warrior has been removed, the blocked hexes are once again suitable for building. Warriors score gold like other settlements.



Wagon / Lighthouse (Ship) | CROSSROADS

You may choose one of these options during your turn:

- Build your **wagon** on an unoccupied hex suitable for building **or a mountain hex** / Build your **ship** on an **unoccupied water hex**.

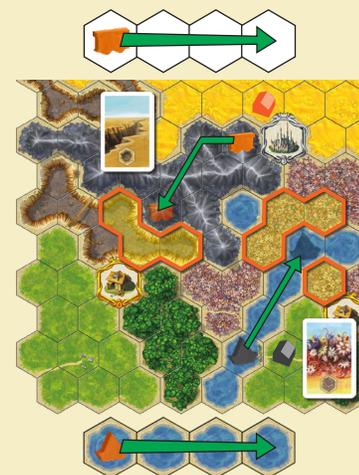
OR

- Move your **wagon** up to 3 hexes across unoccupied hexes suitable for building **or mountain hexes**, regardless of terrain type in play / Move your **ship** up to 3 hexes across **unoccupied water hexes**. These hexes may not be occupied by settlements, other wagons or ships, or any of your own or opponents' warriors. Adjacency is not required for movement.

OR

- Remove your **wagon** or **ship** from the game board and place it back into your supply. You may build these on the game board again on a future turn.

You may build a settlement adjacent to your **wagon** or **ship** when building adjacent to your settlement is required. Wagon and Ship score gold like other settlements.



Extra Actions with BONUS [X Type Actions] • Build adjacent to one of your settlements, if possible, unless specified otherwise. • Terrain hex must be unoccupied and suitable for building, unless specified otherwise.

A **bonus** tile is collected when you have 2 of the **same base** extra action tile. If one of these 2 base action tiles is lost, the bonus is also lost.



Canoe | MARSHLANDS

Build one settlement on a **swamp** or **water** hex. This action may only be performed **each time an opponent takes the last location/nomad tile** from a location/nomad hex. That player's turn is briefly interrupted for this action.

 Your Canoe becomes active at the **end of your turn** as opposed to the usual next turn rule. You may pick swamp despite being adjacent to water and vice versa.

 If more than one player owns a Canoe tile, excluding the active player when activated, they perform this extra action in play order, starting left of the active player. Empty location hexes present before a Canoe is collected do not count; only those emptied after the first Canoe is collected.



Canoe Bonus [Extra Settlement Action]

Build **one** settlement on a **swamp** or **water** hex. It **does not** require an opponent to first empty a location hex. This bonus action may be performed before or after your mandatory action.



Refuge | MARSHLANDS

Move any one of your existing settlements to a hex adjacent from its current location.

Adjacency not required.



Refuge Bonus [Extra Settlement Action]

Move any one of your existing settlements in a straight line – ignoring any obstacles along the path – from its current location to the next unoccupied hex suitable to be built upon.

Adjacency not required.



Fountain | MARSHLANDS

Build one settlement adjacent to **exactly one** of your settlements and **adjacent to none** of any opponent's settlements.



Fountain Bonus [Modify Fountain Action]

You may build this bonus settlement on a **mountain** hex.

 The fountain bonus action does not allow for the building of an additional settlement; instead it **modifies** the base Fountain extra action.



Temple | MARSHLANDS

Remove one of your settlements from the game board; you must build this settlement during the **mandatory action on your next turn**.

 If your activated Temple is lost **before your next turn**, you must still resolve this action during your next turn.



Temple Bonus [Modify Mandatory Action]

You may build the **first** settlement of your **mandatory action** on a hex not adjacent to one of your settlements on the terrain type matching the played **terrain card**.

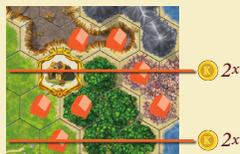
 The bonus does not add or modify the Temple action, it **modifies** your **mandatory action**.

Kingdom Builder Cards – Score AFTER the game ends.



1 gold for each horizontal line on which you have built at least one of your settlements.

BASE GAME



Build only one settlement in a horizontal line.
2 gold for each horizontal line where only one of your settlements is built.

HARVEST

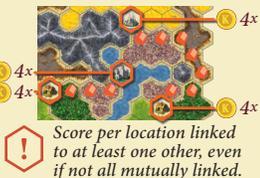


Build many on one horizontal line.

! If 2 or more lines of your settlements tie, score only one line.

2 gold for each of your settlements built on the horizontal line with the most of your settlements.

BASE GAME



4 gold for each location hex linked continuously by your settlements to other location hexes.

BASE GAME



Connect mountains to one another.

2 gold for each mountain that is connected to another mountain by your settlements.

MARSHLANDS



Build along the inner edges of the game board sectors.

1 gold for each of your settlements built adjacent to at least one inner edge of a game board sector.

MARSHLANDS



Build adjacent to location hexes.

1 gold for each settlement built adjacent to a location hex.

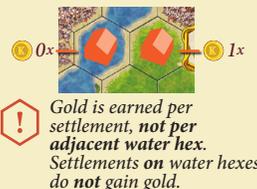
BASE GAME



Build adjacent to a mountain.

1 gold for each settlement built adjacent to one or more mountain hexes.

BASE GAME



Build adjacent to water.

1 gold for each settlement built adjacent to one or more water hexes.

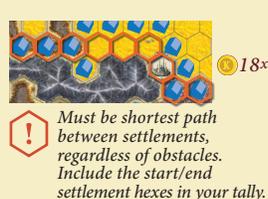
BASE GAME



Create a large settlement area.

1 gold for every two settlements in your largest settlement area.

BASE GAME



Max distance between your connect settlements.

2 gold for each hex in the path between your two furthest connected settlements.

MARSHLANDS



Build at the edge of the game board.

1 gold for every settlement at any of the four game board edges.

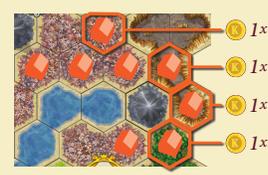
HARVEST



Create many settlement areas.

1 gold for each separate group of one or more settlements.

BASE GAME



Built adjacent to exactly 2 of your settlements.

1 gold for each settlement that is adjacent to exactly two of your settlements.

HARVEST



Build your settlements close to each other.

1 gold for each of your settlements adjacent to at least three of your settlements.

MARSHLANDS

Kingdom Builder Cards – Score AFTER the game ends.



HARVEST



4 gold for every settlement that was used to mark a horizontal line beside the game board.

! If you build or move one of your settlements in such a way that at least 4 of your settlements are arranged in a horizontal line, you mark this by placing a settlement from your supply next to that line outside of the game board. Only one player may claim a specific line.

The settlements forming this line may be moved again once marked. At the end of the game, each marked line is worth 4 gold for that player.

! If a player does not have a settlement in their supply to mark the line, then this line will not be scored and ownership remains unclaimed.



MARSHLANDS



! Players that would tie both gain 5 gold. Palaces score only once.

Players who have built the most settlements adjacent to location hexes earn 5 gold.



BASE GAME



Repeat for each sector: 12 gold for the player(s) with the highest number of settlements in that sector; 6 gold for the player(s) with the next highest number of settlements in that same sector.

! If several players tie for the most settlements, all tied players earn 12 gold. Likewise, tied players for the second most settlements earn 6 gold each.

If there are 0 settlements in a sector, these too can qualify if it is the most or second most settlements in a sector.



BASE GAME



! If a sector has 0 of your settlements, then you receive 0 gold.

3 gold for each of your settlements in the sector with the fewest of your settlements.



MARSHLANDS



1 gold for each settlement built adjacent to the removed terrain type that is not itself on that terrain type.

! **During game setup:** Reveal the top terrain card from the deck, then remove all terrain cards of this type from the game (including the one with swamp on it). If a swamp is first revealed, then remove that card and all cards matching the other terrain type. Shuffle the newly trimmed deck.

Players may build on or move to the removed terrain type only by using extra actions.

! Settlements built on the removed terrain type do not score gold.



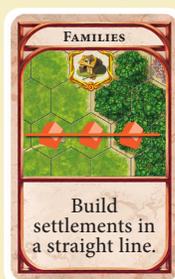
HARVEST



1 gold for each settlement in the game board sector with the most of your settlements.

Red Kingdom Builder Cards – Score IMMEDIATELY during the course of the game.

After each newly built (*not moved*) settlement, the active player checks if they meet the conditions of the card. If they do, they record the additional gold and move their gold marker on the score track accordingly. **These are not scored during final scoring.**



NOMADS

Once per turn, earn 2 gold if you build three settlements of the **mandatory action** adjacent to each other in straight line, either horizontal or diagonal.



NOMADS

2 gold each time you build settlements not adjacent to an unoccupied terrain hex of the same kind on which this settlement was just built.



NOMADS

1 gold each time you build a settlement adjacent to at least one settlement of an opponent.

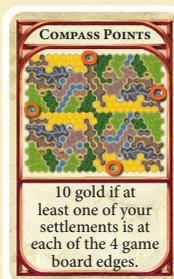
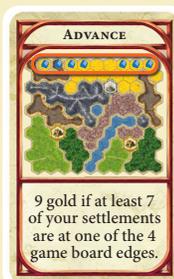
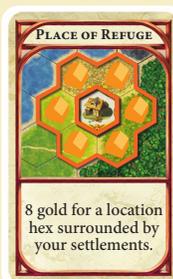


HARVEST

1 gold for every board sector you build one of your settlements in, for a maximum of 4 gold per turn.

Task Cards – Score AFTER the game ends.

Each **task card** states one requirement that a player must meet in order to earn the amount of gold indicated. Each player who meets a card's requirement earns the reward. Meeting a requirement **more than once** does **not** increase the amount of gold earned.



Adjacency not required.

!! Additional clarifications available (pg. 10) for *Mayors*, *Rovers*, and *Shepherds* Kingdom Builder cards; *Compass Points*, *Home Country*, and *Place of Refuge* task cards.

Extra Actions – Additional Clarifications

Crossroads

The **terrain card** for the turn is fixed once you have made a choice between your 2 terrain cards. The choice may be delayed until an action depends on the terrain type of the turn. Until that point, both cards may be kept for consideration. Once that choice is made, it is set for both the mandatory action and any other actions relating to the terrain type of the turn.

If you lose your crossroads action before your next turn, you keep the 2 cards you drew at the end of your last turn, and choose from them as usual, but then revert to drawing only 1 card per turn.

Warriors / Wagons / Ships

The end of game trigger ignores Warriors / Wagons / Ships

Although these are considered settlements when placed on the board, only the exhaustion of one player's 40 ordinary settlements mark the final round of the game.

Moving a Warrior / Wagon / Ship with other extra actions

Actions that affect settlements, such as moving, may be used to control these pieces as they are considered settlements. The such moved piece follows the rules from the extra action. *Example: using the Paddock action, the Ship jumps onto a hex suitable for building – not a water hex.*

Losing a Warrior / Wagon / Ship location tile

Losing their respective location tile does not cause the played piece to be removed from the game board, instead they remain on the game board and you simply lose the actions associated with those pieces.

Scoring Cards – Additional Clarifications

Compass Points

A settlement in a corner space is simultaneously on 2 map edges. So in principle you could fulfill the task with only 2 settlements in opposite corners.

Home Country

A player can fulfill the requirement of this task by building or moving a single settlement on a single water or mountain hex and thus, populating the terrain completely.

Mayors

If a warrior/wagon/ship is added to a row of 3 settlements, these count as the 4th settlement to score a line. You cannot claim mayor-of-a-line during the Resettlement nomad action, or during a wagon or ship movement. For instance, you decide to move the wagon 3 hexes. Only the 3rd hex is considered to score the line.

Place of Refuge

“Completely surrounded” means you must have 6 of your settlements around the location hex. If some of the adjacent spaces are mountain or water, then you need to somehow get a settlement onto them to fulfill the task.

Rovers

Silo placements cannot score Rovers gold as the silo action occurs at the end of the game, not during the player's turn.

Shepherds

When Shepherds is in play, it is important to take note the order in which your settlements are built. You must check whether you fulfill the condition on this card after building every single settlement. If you build your settlements in order A-B-C, you earn 2 gold for settlement C, but if you instead build the settlements in order C-B-A, you earn no gold for any of these settlements (*See fig. on pg. 9*).

Terminology Glossary

Action

The process of a player doing something during their turn: drawing additional terrain cards, building mandatory settlements, acquiring action tiles from location hexes, building next to farmland, moving via caves, activating extra and/or bonus actions via previously acquired location tiles, and building or moving settlements with the Silo action.

Adjacency

Settlements built on or moved to a hex immediately next to another hex, location, or settlement.

Building / Built

A settlement must be placed on a terrain hex suitable for building, unless an action specifies otherwise.

Once a settlement is placed on the game board, it is now considered built.

Evaluation

Players make a judgment regarding their settlements that fall within the criteria of each scoring calculation. Each settlement is counted only once per scoring card evaluation.

Extra Action

The act of a player activating the stipulated action on a collected location tile.

Gold

Type of points gained for scoring and identifying the winner using the tracker located on the reverse side of any unused game board.

Game Board / Game Board Edge

The Kingdom Builder map is made up of 4 game boards arranged into one large contiguous rectangle. Hexes around the outer edge of the 4 game boards in play are considered the edge.

Kingdom Builder Card

A type of scoring card which stipulate the conditions required to acquire gold for that specific scoring card. Red-bordered Kingdom Builder cards will score immediately when the stipulated condition is met during a player's turn.

Location Hex

A gold or silver-bordered hex on the game board.

Location Tile

Hexagonal token granting a player an extra action during their turn.

Mandatory Action

The act of building a specifically required amount of settlements (normally 3) during a player's turn.

Meeple

A small stylized humanoid figure used as a playing piece for the Scout Cabin extra action.

Moving

A previously built settlement relocated based on the condition stipulated by the activated extra action to move said piece.

Pictogram

A drawing to symbolize the type of action associated with the tile.

Round

Every player takes one turn, beginning with the starting player. Example: In a 5 player game, a round consists of 5 turns.

Sector

Each of the 4 game board sections in play is considered a sector. Where these 4 meet, forming the game board, is considered the inner edge.

Settlement

House-shaped playing piece that may be built or moved during a player's turn, and has the potential to score at the end of the game.

Suitable for Building

A legal, unoccupied hex in which a settlement may be built on or moved to.

Supply

A pool of 40 settlements for each individual player available to be placed upon the game board.

Task Card

A type of scoring card which stipulate the conditions required to acquire gold for that specific scoring card.

Terrain Card

A card identifying the type of terrain in which a player must build their mandatory settlements upon during that turn.

Terrain Type

A hex on the game board consisting of 9 unique land types which can be built on or moved to depending on the type of action played.

Terrain Area

A grouping of **one or more** hexes of a single terrain type. This area can spread over several game board sectors.

Activating / Triggering

The act of causing a particular action, process, or situation to happen.

Turn

The phase during which the active player performs actions within the scope of the game rules.

