

ARCHITECTS OF THE WEST KINGDOM

ADDENDUM

Two rules from the Age of Artisans expansion are advised to be used for the Architects of the West Kingdom base game. The publishers feel these are minor additions that make for a better gameplay experience.

SETUP

14. In reverse turn order, each player hires (*at no cost*), 1 faceup Apprentice from the Main Board. Once all players have chosen a starting Apprentice, reveal new Apprentice Cards to replace those that were taken. This Apprentice draft should be done before players draft Building Cards. Be sure to lose or gain Virtue from chosen Apprentices if necessary.

GUILDHALL



When placing the first Worker over 1 of the Guildhall spaces containing these icons, discard both Apprentices in the left-most column on the Main Board and refill the empty spaces as normal. This should only happen after the current player has completed their turn in full. Any Silver on discarded Apprentice Cards should be returned to the Supply.

Place over the Guildhall on the main board:

