



Rules modifications for 3-6 players

Additional Components

For each additional player beyond two, you will need seven additional followers and one keep of a different color. The meeples and barns from Carcassonne work well.



Set Up

When placing wall tiles onto the corner towers of the scoring track at the start of the game, place them as follows:



3 players: stack two wall tiles each on the first nine corner towers (beginning with 12/13). The last four corner towers will not receive wall tiles.



4 players: stack three wall tiles each on the first two corner towers (beginning with 12/13) and two wall tiles each on the next six corner towers (beginning with 20/21). The last five corner towers will not receive wall tiles.



5 players: stack four wall tiles each on the first two corner towers (beginning with 12/13), three wall tiles each on the next two corner towers (beginning with 20/21), and two wall tiles each on the next two corner towers (beginning with 32/33). The last seven corner towers will not receive wall tiles.



6 players: stack five wall tiles each on the first two corner towers (beginning with 12/13) and four wall tiles each on the next two corner towers (beginning with 20/21). The last nine corner towers will not receive wall tiles.

Rule Changes

- If there are two or more tiles on a corner tower when a player's scoring marker lands there, he or she looks at all tiles there, takes one, and returns the rest to the space (to be claimed by other players later).
- When a feature is scored, players who are tied for the most followers on that feature each receive the full points for that feature. Players who are tied for the largest keep each receive the full points. Wall tiles used to score points affect only the player who plays them; other players with followers there do not benefit.