



Lancaster (2011)

2-5 Players

Designer: Matthias Cramer

Duration: 5 rounds. 60 minutes



by BGG user: schuetzsc

Setup

- Place game board, parliament board & 2 supply boards on table. Put voting cubes , gold & squires equally on supply boards
- Each player selects color, puts **player marker** on 0 of VP track & **7 knights** on any reserve area on the board. Each takes 1 castle board, 6 extension tiles, 1 screen, 2 knights from their reserve [strength 1 & 2]. From supply, they get **1 voting cube**, **2 gold**, **2 squires** & **2 voting tiles** [yes & no]
- Sort **law cards** by # on back. Shuffle the 3 "0" laws & place face-up from left to right on upper row of **parliament board**. Form the face-down draw pile with "4" laws shuffled on bottom, then "3" laws, then "2", then "1"
- Sort **noblemen tiles** by letter on back, place each pile face-up in matching county. # of tiles per stack varies per players: **2p/3p**: 2 tiles **4p**: 3 tiles **5p**: 4 tiles
- Each player places their 2 knights in the court area on player board. They select **1 extension tile** & place it on the castle, covering same reward space. Remaining 5 from supply, place on right
- Put the **6 king's favor tiles** face-up in conflict area. Remove **2 conflict cards** per # of players: **2p/4p**: remove 2 & 10 **3p**: remove 9 & 10 **5p**: remove 2 & 3 (1x). Shuffle remaining, put on board space. Draw top 2 cards & place face-up in upper row
- Pick start player, award start player marker , play clockwise
- Keep **gold** & **squires** hidden behind the player screen – rest is public info

End Game & Scoring

- A final scoring happens after the 5th game round
- +8 VP for highest total **combined knight strength**, +4 VP for 2nd highest. Tie: most squires wins. If still tied for 1st, divide 12 VP equally. If tied for 2nd divide 4 VP equally
- +8 VP for most **extension tiles** in castle. +4 VP for 2nd most. Tie: most gold wins. Same tie rules as squires apply for gold
- +VP for **noblemen**:

<i>Noblemen</i>	1	2	3	4	5	6	7	8	9
<i>Power points</i>	0	1	3	6	10	15	21	28	36

- Tie: no tiebreaker

Reward Icons

- Take new knight with strength 1
- Upgrade any 1 knight by 1 level by swapping with one from reserve
- Receive gold & squires shown, place behind player screen
- Take # of voting cubes shown & place on castle board
- Take nobleman tile & place in 1st empty spot on left. Player can earn each nobleman only once
- Choose an extension tile from personal supply & place it on castle, covering same reward column. No more knights need to be placed there to receive the reward when castle is scored
- Advance player marker on power point track (VP) per # shown
- Move knight from *Dorset* to a conflict in France. **Do not** win a king's favor token

Lancaster (2011)

Game Play

Play 5 Rounds, with each Round consisting of the following Phases:

1. Place knights

- Active player moves 1 knight from court to a knight space, playing clockwise until all players have placed all knights [players may have different # of knights – skip turn if no knights remaining in court]
- **County:** place on empty or occupied space. Knight must match or exceed minimum strength  of space. May also place as many squires as you wish [+1 strength, do not count against min strength needed]. Expel opponent knight back to court of owner if you exceed their total [knight + squires]. Squires go back to general supply. Can never expel own knight
- **Castle:** place knight on empty space in own castle to earn reward later, 1 knight per space
- **Conflict:** place knight in *topmost* empty space of either conflict. Each player can only occupy 1 space per conflict but can add strength to existing knight. 1st 6 knights placed pick King's Favor  of choice – flip over to show already chosen [each can be selected 1x per round]. No squires allowed in Conflict

2. Parliament

- Vote on 3 new laws. Current laws are on top, new laws being voted on are on bottom
- Vote laws 1 by 1, starting with bottom left. All player place selected voting tile   face-down in front of them. Then all players put chosen # of voting cubes [0 – x] in hand & simultaneously reveal. Tally for/against votes. Voting tile counts as 1, plus any voting cubes used. **Tie: law is approved.** Put all used voting markers back in supply
- Approved new laws slide into current law row from the right, discarding the leftmost law. Remove a rejected law from game -> box
- Unused **voting markers** are also returned to general supply [do not keep for next round]
- When 3 votes complete, players immediately gain rewards for laws in play, from left to right

3. Reward Counties

- Score in A-Z order. Winning player either takes 1 nobleman **or** takes reward shown on county **or** pays 3 gold & takes both. Take knight back into court, squires back to general supply. *You cannot take the same nobleman more than 1x.* Player who win *Surrey* awards the start player marker to any player [including themselves]

4. Reward Castles

- Score in player order. Players receive rewards for knights & castle extensions in any order. They then receive 1 voting cube for each nobleman [including themselves], except at the end of round 5

5. Reward Conflicts

- If England strength \geq France , England wins. Players gain the VP rewards on the card based on strength contributed to fight for 1/2/3 place. **Tie: player who entered fight last wins.** If nobody occupies rank 2/3, nobody gains VPs for those spots. Knights back to court, discard conflict card
- If France wins, score VP but not 1st score [top player gets 2nd place VPs, etc.]. Slide conflict card & knights down to lower row. If England wins 2nd battle, score same as 1st battle. If France wins 2nd battle, score 2nd & 3rd place contributions only & players must then pay 1 gold per strength to get knight back, otherwise the knight goes back to reserve area on board

Next Round

- Reveal 2 new conflict cards & place in upper row. Flip all face-down king's favor tokens back up
- Reveal 3 new laws from the top of draw pile, place from left to right
- If a player scored *Surrey* they assign the next start player, else current start player keeps marker