

CASTELLANSTM OF VALERIA

Rulebook

With great change comes great opportunity, and now is your moment to seize the day. In Kosk, the western-most city of Valeria, a Castellan is needed to manage the city's development and day-to-day operations. The kingdom's newest Duke has personally invited you to compete for this once-in-a-lifetime position. Over five months, you must skillfully guide Kosk by developing districts, collecting resources, buying and selling goods at the wharf, gaining influence within the Guilds, and encouraging useful and powerful citizens to move to Valeria's frontier. Each month, Guild Magistrates will rank your performance, then the Council of Guilds will make its final report to the Duke. Will you be judged as one of the greatest Castellans of Valeria?

Game Board Setup

8 Beginning with the player to the 1st Player's right and moving counter-clockwise, players place one Manor token onto their choice of any unoccupied District in the city. This gives each player a starting power on their player board. Players then advance their Influence tokens on the Guild tracks that match the Guild icons in the District they chose.

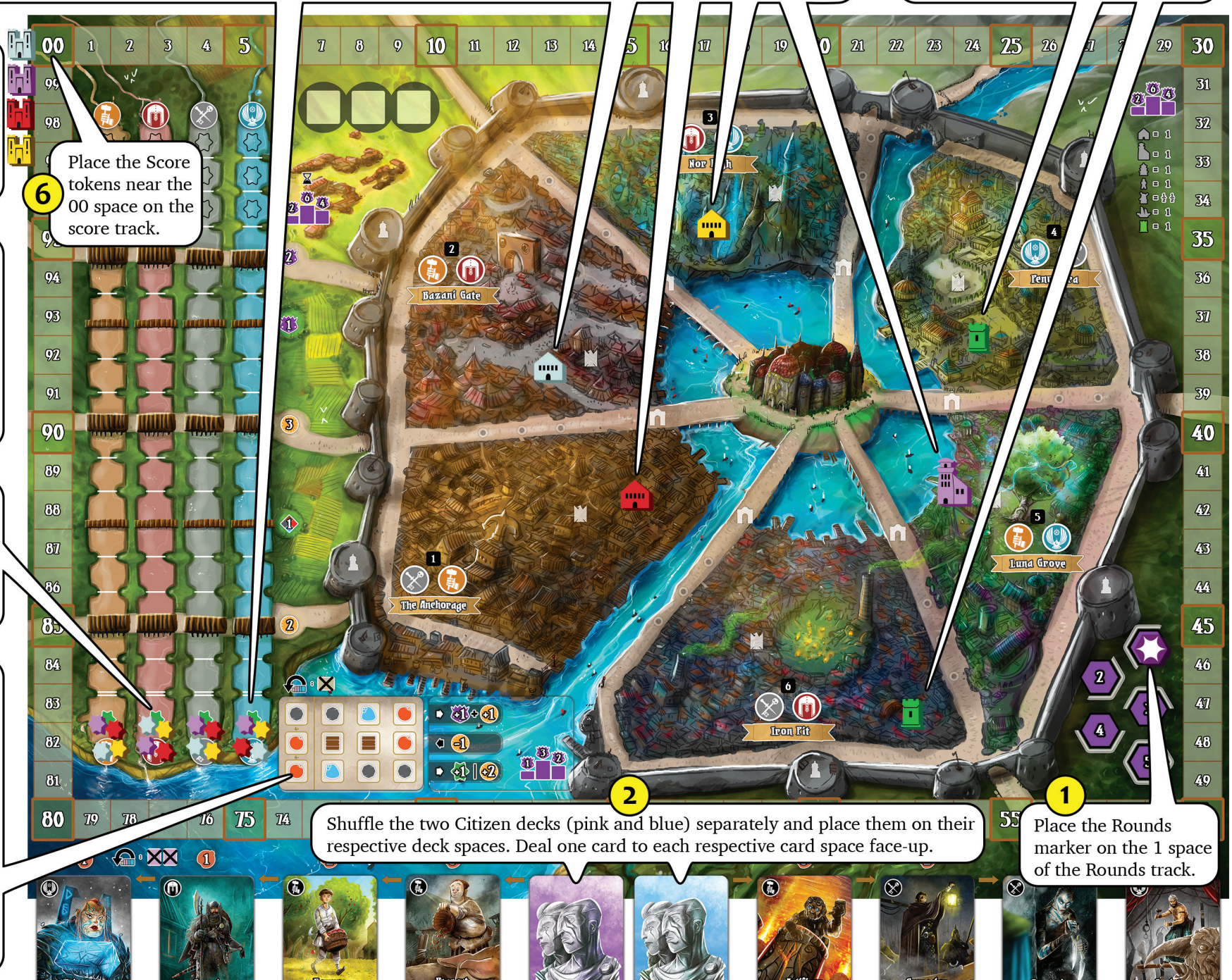
9 Empty Districts each receive one non-player Keep token to offer control competition in those Districts.

7 Give the 1st player the pool of dice.
 2 Players=9 Dice
 3 Players=12 Dice
 4 Players=15 Dice
 5 Players=18 Dice

5 After the game board is set up and all players have set up their player boards, choose one player to be the 1st Player and give them the Scepter token.

4 For each player, place an Influence token on the green starred position at the bottom of each Guild track.

3 Shuffle the Wharf cards and place the deck face-down on the right card space. Deal one card face-up to the left card space. Together, the two cards describe the cargo available during any Ship Action for that round.



6 Place the Score tokens near the 00 space on the score track.

2 Shuffle the two Citizen decks (pink and blue) separately and place them on their respective deck spaces. Deal one card to each respective card space face-up.

1 Place the Rounds marker on the 1 space of the Rounds track.

Icon Reference

Each District's name is shown on a banner along with the iconography of the two Guilds that hold sway there. A die icon near each District name indicates where the green Keep tokens will be placed each round in a 1, 2, or 3-player game.

On the outer wall, each District has a position where a Ward Tower Monument may be erected to protect the Manors in that District. The six bridges near Duke's Keep can each hold one Gate Monument linking the Districts on its left and right. Within each District is a position for one Statue Monument to beautify the Temples located in that District.

In the upper right corner you'll find both the control points earned for each type of token in a District and the VP awarded for 1st, 2nd, and 3rd most control when the Districts are scored each round.

Outside the city wall, near Bazani Gate, are the storage spaces for dice remaining after the Drafting Phase. The Rounds track is outside the city wall in the lower right corner of the board. The Wharf cards are located in the lower left area of the game board. The Citizen draft lines are along the bottom edge of the game board.

Finally, the Guild tracks are along the left edge of the game board, with Influence tokens beginning at the bottom and working their ways up during the game.

Resources				
Wood	Stone	Food	Magic	Wild
Wood Die Face	Stone Die Face	Food Die Face	Magic Die Face	Any Die Face
Not Resources				
Influence	Influence Die Face	Gold	Gold Die Face	

Wharf Action	Manor Action	Harvest Action	Temple Action	Recruit Action	Monument Action

Holy Guild	Shadow Guild	One Listed Guild	Reset Phase	Discard Wharf Card
Soldier Guild	Worker Guild	Both Listed Guilds	Discard 2 Blue Citizens	Discard 2 Pink Citizens

Any Player's Ship	Any Number of Cargo Crates	Wharf Card Back
Place Your Ship	Spend or Gain Required Resources	Move Your Ship

Gain Value of Your 3 Dice	Any Player's Windmill
Gain Value of a Die Not Drafted	Place Your Windmill

Any Player's Manor	Lighthouse is also a Manor	Place Your Manor

Citizen Card	Any Player's Citizen	Place Your Citizen

Place Your Gate	Place Your Ward Tower	Place Your Statue

Any Player's Temple	Place Your Temple

End of Game Scoring	Scoring Phase	Control Ranking	Victory Points

When You Draft a Die	Instant Effect	Or	Place or Discard	Gain or Draw
When You Spend a Die	Left Side May Become Right Side	Pay Left Side to Receive Right Side		
When You Draft or Spend a Die	When Left Side Occurs, You May Do Right Side	Plus or Extra		

Player Board Setup

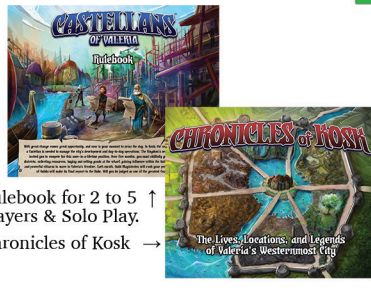
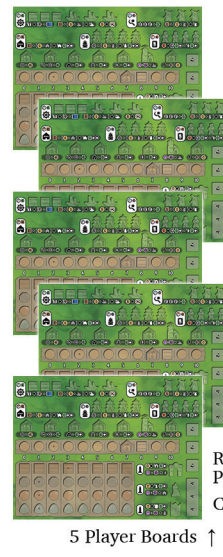
2 Move your 3rd Cargo Crate token down to the square space on the Gold track. This crate is locked away until you free it by building the Manor blocking the Gold track.

1 Gather all of the tokens in your chosen player color and place them into the matching spaces of your double-layered player board.



3 Gather one resource token of each type and place them on the 0 spaces on the tracks. then advance each token to its starting position noted by the white dot on each row.

Components List



Game Overview

Castellans of Valeria is played over five rounds, with each round broken up into four phases: **Draft, Action, Score, and Reset.**

The game combines aspects of area control and dice drafting with diverging asymmetric powers and individual bonus scoring opportunities.

Carry out all of the steps illustrated on page 2 and 3 to setup the game board and player boards before beginning the game.

Each round, a rotating area-scoring system means players will need to decide when and where to focus their efforts. Balancing this aspect, along with the compounding implications of previous actions upon the city is a tricky endeavor.

Combos and interactions between drafted dice, spent dice, Citizen cards, Manor powers, Guild tracks, and Wharf cards occur frequently. Pay attention to the player board, the game board, and recruited Citizen cards so as not to miss out on a benefit.

Various Citizen cards allow the active player to change a die face when a die is drafted or spent. In some cases, a die may be manipulated multiple times before settling on its final face.

Beth drafts a Gold die and then uses her Cleric Citizen (when you draft or spend any die, you may change it to the Magic face) to change it to a Magic die. Beth only collects the Magic resource from the draft since that is the die's final state.

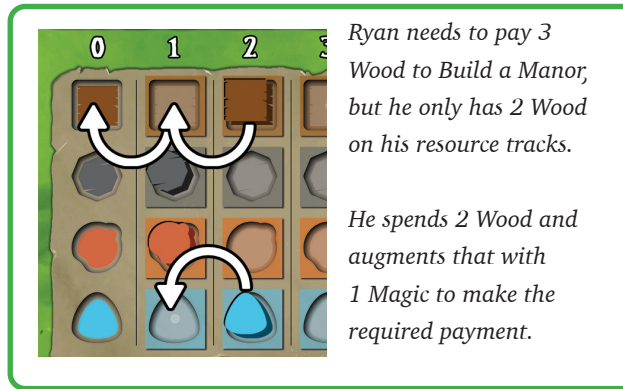


Only the final face of the die is considered when resolving a die's effect. The starting face and the intermediate faces have no effect of their own.

Depending on the number of players in the game, an imaginary green player will have some Keep tokens on the board. The Keeps may be restricted to one or two

Districts, or they may spread throughout the city. Treat the green player as a competitor, just like the human players.

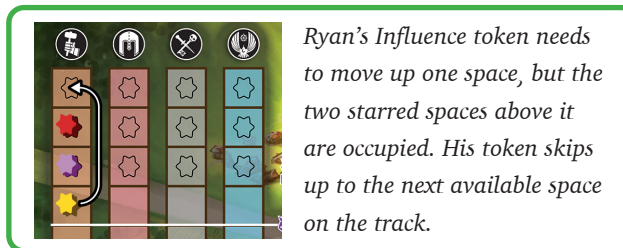
When paying physical resources (Wood, Stone or Food) for costs in the Action Phase, Magic may be used to augment your payment as long as at least one of each required resource is paid.



Magic cannot be used to augment Gold payments.

Nearly every action will provide Influence to be marked on the Guild tracks. In every case where the player's Influence token crosses a divider line on the track, the player immediately earns the reward noted to the right of the divider line. (see the example on the next page).

The starred spaces at the top of the Guild tracks can each hold only ONE influence token. If a player's token would land on an occupied star space, it moves to the next unoccupied star-space, if available.



The objective of the game is to have the most victory points at the end of the five rounds and the final scoring event.

The Guilds of Kosk

Players start with one influence token in the green “start” area on each Guild track. Throughout the game you'll be earning Influence from the actions you take, the Citizens you recruit, the Cargo Crates you ship out, and the Manor powers you unlock during the game. Each earned Influence, often called a “push”, raises your token one space higher on the appropriate Guild track. When your token crosses a white horizontal line, you immediately earn the Resource, Gold, or Victory Point award noted to the right of that line.

Any number of Influence tokens may occupy each space on the track until they reach the top three spaces on each track. Each of these spaces shows one Influence icon, denoting that it can hold only ONE Influence token. If your token would move onto an occupied space, it moves up to the next available space, if possible. When your Influence token can no longer move upward, you cannot add any additional Influence you earn for that Guild.

At the end of the game, the token progress on each Guild track is ranked with 6VP awarded to the player with the highest token on that track, 4VP for the second highest, and 2VP for the third highest. Treat tied rankings as described in the Scoring Phase rules in the main rulebook. No points are awarded to tokens that are 4th highest or 5th highest. Tokens that remain on the starting spaces at the end of the game receive no VP, even if they would be in a ranked position.

1. Draft Phase

The player with the 1st Player token gathers up all of the dice in the pool, rolls them, and places them somewhere convenient to all players. Each die has the same set of six die faces.



The 1st Player takes the first turn in this phase and turns progress clockwise.

- On your turn, draft one die from the dice pool. As noted in the Game Overview section, certain Citizen cards allow for manipulating a die when you draft it and die manipulations must be completed, and the die settled on its final face, before proceeding to the next step.
- Place the drafted die in a light-shaded die well on the right edge of your player board. A die may not be manipulated while it is on your player board.
- Gain the value of the drafted die's top face.
 - Five of the dice faces give gold or resources that are tracked on your player board by moving the token right one space (2 spaces for gold) on the appropriate track.

Beth drafts a die with the 2 Gold face on top. She adds the die to a draft space on her player board, then slides her Gold token two spaces to the right on her player board track.



- Gold cannot go higher than 6 on the track until the blocking Manor token and Cargo Crate are removed with a Manor Action.
- The sixth face gives 1 Influence that you apply to your Influence token on a Guild track of your choice at the left side of the game board.

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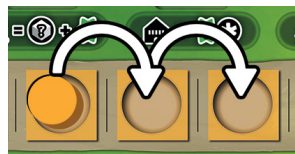
- If your token crosses a horizontal line on the Guild track, you gain the reward noted to the right of the crossed line.



Beth drafts a die with an Influence icon on top, and adds it to a draft space on her player board.



She chooses to slide her Influence token up one space on the Shadows Guild track.



The Influence token crosses the divider line so Beth earns 2 Gold and marks it on her track.

- Your turn is over and the next clockwise player takes their turn at drafting a die.
- When there are only three dice left in the pool, place those dice in the dark-shaded circles on the game board, to the right of the Guild tracks. They will be used by certain Citizens cards during different phases of the game.



When all of the dice have been removed from the dice pool, the Drafting Phase is over and the Action Phase begins.

2. Action Phase

The 1st Player takes the first turn in this phase and turns progress clockwise.

Spend one of your drafted dice to perform one Primary Action (**Wharf, Harvest, Manor, Temple, or Recruit**) by moving the die from the light-shaded drafted dice area to the dark-shaded spent dice area in the lower right corner of your player board.

As noted in the Game Overview section, certain Citizen cards allow for manipulating a die as you spend it. Die manipulations must be completed, and the die settled on its final face, before placing it in the spent dice area to resolve the Primary Action.

You may spend any die to perform any Primary Action, but each action has an associated die face and, if you spend a die showing that face to perform the action, you'll earn a bonus as shown on your player board.

The Wharf and Harvest Actions also allow for optional sub-actions.



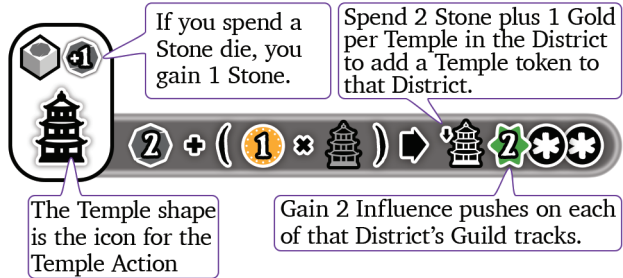
These sub-actions cannot be performed unless you have first opted to perform their associated Primary Action.

You may also perform one optional Monument Action by paying an amount of Gold to erect one of the three Monuments on the lower right of your player board.

The Primary Action and the Monument Action may be performed in any order but one action must be completed fully before beginning the other action.

Temple Action

Primary Action: Temple



The Temple shape is the icon for the Temple Action.

If you spend a Stone die, you gain 1 Stone.

Spend 2 Stone plus 1 Gold per Temple in the District to add a Temple token to that District.

Gain 2 Influence pushes on each of that District's Guild tracks.

1. Select a District where you will build your Temple.
2. Spend one die of your choice to perform the Temple Action.
 - **If you spend a die showing the Stone face, first gain 1 Stone on your resource track.**
3. Pay 2 Stone plus 1 Gold for each preexisting Temple, of any color, in the selected District.
4. Choose any single Temple token from your player board and move it onto the selected District. Each District may hold any number of Temples.
 - Each time that District is scored, you receive 1 control point (CP) for each of your Temples in the District.
5. Gain 2 Influence on each Guild track matching the Guild icons next to the District name.



Harris decides to build a Temple in the Penumbra District, which currently has no Temples.



He makes the payment of 2 Stone as 1 Stone and 1 Magic as an augment.



Harris adds one of his Temple tokens to Penumbra.

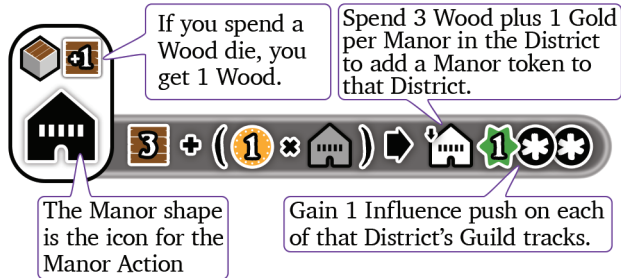


Penumbra has the Holy and Shadow Guild icons so he advances his Influence tokens twice on each of those tracks. One token crosses the divider line so he also earns 2 Gold.

The Temples of Kosk

Manor Action

Primary Action: Manor

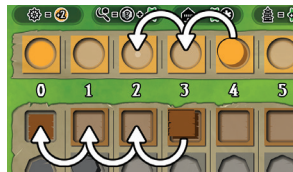


1. Select a District where you will build your Manor.
2. Spend one die of your choice to perform the Manor Action.
 - **If you spend a die showing the Wood face, first gain 1 Wood on your resource track.**
3. Pay 3 Wood plus 1 Gold for each preexisting Manor, of any color, in the selected District.
4. Choose any single Manor token from your player board and move it onto the selected District. Each District may hold any number of Manors.
 - The Lighthouse token is a Manor, but each District may only have one Lighthouse.
 - Each time that District is scored, you receive 1 control point (CP) for each of your Manors and your Lighthouse in the District.

- See the Scoring Phase rules for Monument VPs earned by your Lighthouse.
 - The Manor token you use will unlock a power on your player board that you may use for the rest of the game when applicable.
5. Gain 1 Influence on each Guild track matching the Guild icons next to the District name.



Michael wants to build a Manor in Bazani Gate. There are already 2 Manors in this District.



Michael needs to pay 3 Wood for the Manor and 2 Gold for the two pre-existing Manors.



Michael takes the #4 Manor from his player board and adds it to the Bazani Gate District.



Bazani Gate has the Worker and Soldier Guild icons so Michael moves his two Influence tokens up one space each.

The Manors of Kosk

The powers and benefits of each Manor position on your player board are locked away as long as the Manor token is on your player board. Once you use the Manor Action to move one of these tokens to the game board, its power or benefit is unlocked and can be used immediately, if appropriate.

You can build Manors in any order you like. Some provide immediate rewards, some offer powers you can use during the game, and some provide scoring opportunities.

Remember that while the Lighthouse looks different, it is still a Manor and must be built via a Manor Action, and it grants the same amount of control as any other Manor in the District where you place it. Unlike other Manors, though, there can only be one Lighthouse in a District.

Your Lighthouse also has a bonus feature – it scores VP directly during the Scoring Phase as if it were a Monument. You receive 2 VP for each Ship token of any player color in the same District as your Lighthouse.

Manor Powers

A Merchant's Manor



Whenever you take a Ship Action you gain 2 Gold. If your Gold track cannot accommodate all of the Gold, the excess is lost.

The Harbor Master Citizen's power to bring in extra Gold from a Ship Action combos well with this Manor's power.

A Land Owner's Manor



Whenever you take a Harvest Action you gain the face value of one of the non-drafted dice on the game board. You also gain one Influence push on a Guild track of your choice.

The Farmer Citizen's power to bring in extra Gold from a Harvest Action combos well with this Manor's power.

The Peasant Citizen's power to leverage the non-drafted dice also ties in nicely with this Manor's power.

An Architect's Manor



Whenever you perform a Manor Action you gain one additional Influence push on one of the Guild tracks that matches an icon of the Guilds that hold sway in the District where you place the Manor token. This applies immediately when you build the Manor, so that Manor, itself, also gains the extra Influence push.

The Constable Citizen's power to bring in extra Gold from a Manor Action combos well with this Manor's power.

A Priest's Manor



Whenever you perform a Temple Action you gain one additional Influence push on one of the Guild tracks that matches an icon of the Guilds that hold sway in the District where you place the Temple token.

The Prefect Citizen's power to bring in extra Gold from a Temple Action combos well with this Manor's power.

An Elder's Manor



Whenever you perform a Recruit Action you gain one additional Influence push on the Guild track matching the icon on the recruited Citizen card.

The Captain Citizen's power to bring in extra Gold from a Recruit Action combos well with this Manor's power.

A Lighthouse Keeper's Manor



Even though this Manor token looks different, it is moved to the game board through a Manor Action, just like every other Manor token.

During the Monument portion of each round's Scoring Phase, the Lighthouse Manor earns you 2VP for every Ship token of any player color located in the same District as the Lighthouse.

The Coxswain and Smuggler Citizens' powers to perform Sail Actions can help you get your Ships into better scoring positions.

An Adventurer's Manor



When this Manor is moved onto the game board, you receive an immediate one-time reward of 6 Gold or 3 resources of the same type. If your Gold track cannot accommodate all of the Gold, the excess is lost.

A Banker's Manor



While this Manor is on your player board, you cannot have more than 6 Gold. When this Manor is moved onto the game board, you unlock the expanded track and can have up to 10 Gold.

When this Manor is moved to the game board, you also unlock your 3rd Cargo Crate token. Move the token up to the space provided with the other Cargo Crate tokens so that you can use it in the Ship Actions you perform during the remainder of the game.

Recruit Action

Primary Action: Recruit

If you spend a Food die, you gain 1 Food.

Spend the Food noted under the Citizen card to draft that card. Gain 1 Influence push on the card's Guild track.

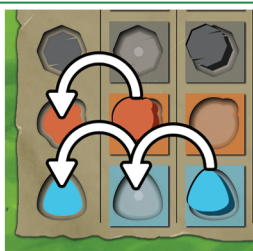
The Bust on a Card is the icon for the Recruit Action

Place a Citizen token on a District. Gain 1 Influence push on 1 of that District's Guild tracks.

1. Select a face-up Citizen card from either draft line at the top of the game board.
2. Spend one die of your choice to perform the Temple Action.
 - If you spend a die showing the Food face, first gain 1 Food on your resource track.
3. Pay the number of Food shown below the selected Citizen card.
4. Move the card to a spot near your player board, then advance and refill the draft line. If the card shows the Instant icon, immediately perform/gain the bonus shown on the card.
5. Take a Citizen token from your player board (if available) and move it onto any District. Each District may hold any number of Citizens. Once placed, a Citizen token cannot be moved.
 - Each time that District is scored, you receive 1 CP for each of your Citizens in the District.
6. Gain 1 Influence on the Guild track matching the Guild icon on the Citizen card and 1 Influence on a Guild track matching ONE of the Guild icons from the District where you placed your Citizen



Beth Recruits the Peasant Citizen card from the left draft line. The cost to Recruit that card is 3 Food and she pays it with 1 Food and 2 Magic.



The Peasant has a Worker Guild icon so Beth moves her Influence token up one space on that Guild track.



Beth takes a Citizen token from her player board and puts it in the Nor High District.



The token gives her 1 Influence push on one of the District's Guilds. She chooses the Holy Guild and moves her Influence token up 1 space on that Guild track.



The Citizens of Kosk

Along the top edge of the game board are two Citizen draft lines. Each line always has 4 Citizen cards displayed face-up. Below each card space is a Food icon showing how much Food (1, 2, or 3) must be spent to recruit that card. As soon as one card is taken, the remaining cards slide toward the edge to fill the empty space and a new card is drawn to fill the center-most space

Each Citizen card has a re-usable power or an instant reward. The pink-backed cards progress from center to left and tend to be most useful early in the game. The blue-backed cards progresses from center to right and tend to be most useful later in the game. The usefulness of the cards is not a steadfast rule, however, and you may find useful reasons to have any card at any point in the game.

If you earn resources or Gold from a card's power and your player board tracks cannot accommodate that gain, you forfeit whatever cannot be tallied on your tracks.

At the end of each round, the leftmost and rightmost cards are discarded, the other cards slide toward the edges, and new cards are revealed in the two center-most spaces. If either draw deck is ever exhausted, shuffle the discards of that back-color to form a new draw deck.

Holy Guild Citizens

Pink-Backed Cards

- **Monk:** Whenever you draft a Magic die, you gain one additional resource of your choice.
- **Prefect:** Whenever you take a Temple Action you gain 2 Gold. This Citizen combos well with Manor (4) that also gives a Temple Action bonus.
- **Priestess:** Whenever you draft an Influence die, you gain one additional resource of your choice.

Blue-Backed Cards

- **Abbot:** Whenever you draft any die, you may spend one resource to gain one Influence push on a Guild track of your choice.
- **Bishop:** Whenever you draft any die, you may spend 2 Gold to gain one Influence push on a Guild track of your choice.
- **Cleric:** Whenever you draft or spend any die, you may turn that die to the Magic face before resolving the die's effect. If you also have the Monk Citizen, it would be triggered if you used your Cleric in the Drafting Phase.
- **Sculptor:** Whenever you draft or spend any die, you may turn that die to the Stone face before resolving the die's effect. If you also have the Miner Citizen, it could be triggered if you used your Sculptor in the Drafting Phase.

Shadow Guild Citizens

Pink-Backed Cards

- **Harbor Master:** Whenever you perform the Ship Action, you gain 2 Gold in addition to any other rewards you receive for the action. This Citizen combos well with Manor (1) that also gives a Ship Action bonus.
- **Thief:** Whenever you draft a Gold die you gain one additional resource of your choice.

Blue-Backed Cards

- **Alchemist:** Whenever you draft any die, you may spend one resource of your choice to gain 2 Gold.
- **Assassin:** You immediately gain a one-time reward of one Influence push on a Guild track of your choice and 6 Gold. You may not save this card's power to use on a later turn.
- **Condottieri:** Whenever you draft or spend any die, you may turn that die to the Influence face before resolving the die's effect. If you also have the Priestess Citizen, it could be triggered if you used your Condottieri in the Drafting Phase.
- **Peddler:** Whenever you draft any die, you may spend 2 Gold to gain 1 resource of your choice.
- **Smuggler:** During the Reset Phase, you may perform one Sail Action. The Reset Phase is not performed in Round 5, so this Citizen does not provide a Ship movement in that round.

Soldier Guild Citizens

Pink-Backed Cards

- **Captain:** Whenever you perform a Recruit Action, you gain 2 Gold in addition to any other rewards you receive for the action. This applies immediately so the Captain also gains the 2 Gold when you get the card. This Citizen combos well with Manor (5) that also gives a Recruit Action bonus.
- **Constable:** Whenever you perform a Manor Action, you gain 2 Gold in addition to any other rewards you receive for the action. This Citizen combos well with Manor (3) that also gives a Manor Action bonus.
- **Guard:** You immediately gain a one-time reward of 2 Gold, 1 resource of your choice, and 2 Influence pushes on one Guild track of your choice. You may not save this card's power to use on a later turn.
- **Lumberjack:** Whenever you draft a Wood die, you gain one additional resource of your choice.

Blue-Backed Cards

- **Cook:** Whenever you draft or spend any die, you may turn that die to the Food face before resolving the die's effect. If you also have the Butcher Citizen, it could be triggered if you used your Cook in the Drafting Phase.
- **Coxswain:** You immediately gain a one-time reward of 2 Gold and one Sail Action. You may not save this card's power to use on a later turn.
- **Engineer:** Whenever you draft any die, you may spend one resource of any type to gain 2VP. This card combos well with the Butcher, Lumberjack, Miner, Monk, Priestess, and Thief because those cards give you an extra resource when you draft a die and you can immediately spend it to gain the Engineer's VP.

Worker Guild Citizens

Pink-Backed Cards

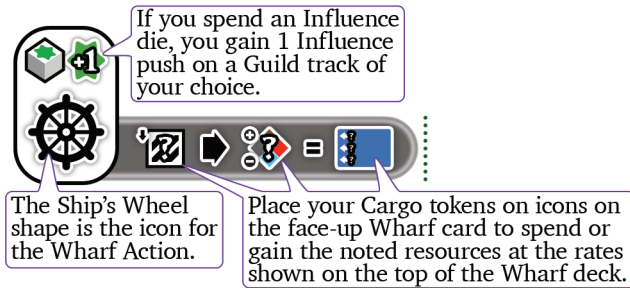
- **Butcher:** Whenever you draft a Food die, you gain one additional resource of your choice.
- **Farmer:** Whenever you perform a Harvest Action, you gain 2 Gold in addition to any other rewards you receive for the action. This Citizen combos well with Manor (2) that also gives a Harvest Action bonus.
- **Merchant:** You immediately gain a one-time reward of 3 Gold and 3 resource of one type. You may not save this card's power to use on a later turn.
- **Miner:** Whenever you draft a Stone die, you gain one additional resource of your choice.
- **Peasant:** During the Reset Phase, you may gain the resources, Influence, or Gold shown on two of the not-drafted dice located on the game board. This is not a Harvest Action and does not trigger any Harvest-related Manor powers of Citizen cards. The Reset Phase is not performed in Round 5, so this Citizen does not bestow these benefits in that round.

Blue-Backed Cards

- **Artificer:** Whenever you draft any die, you may spend 1 Gold to gain 1VP. This card is often useful when you draft a Gold die because you can use one of the newly gained Gold to buy the VP.
- **Builder:** Whenever you draft or spend any die, you may turn that die to the Wood face before resolving the die's effect. If you also have the Lumberjack Citizen, it could be triggered if you used your Builder in the Drafting Phase.

Wharf Action

Primary Action: Wharf



- Consult the two Wharf cards in the lower right area of the game board.
 - The face-down Wharf card shows one line with a left-pointing black arrow indicating that you will pay 1 Gold to buy one of the resources shown on the face-up card's row of icons aligned with that arrow.
 - The face-down Wharf card also shows two lines with right-pointing white arrows indicating how much you will receive when you sell one of the resources shown on the face-up card's row of icons aligned with those arrows.
 - One line will always give you 1 Gold and 1 VP for each resource you sell, and one line will always give you 1 Influence or 2 Gold.
- Spend one die of your choice to perform the Wharf Action.
 - If you spend a die showing the Influence face, first gain 1 Influence on any one Guild track.**
- Assign your Cargo Crates from the upper right area of your player board to the Wharf card resource icons to show what you are selling or buying.
 - You start the game with 2 Cargo Crates on your player board. A third Cargo Crate is unlocked when you build the Manor on your Gold track.
 - Each Wharf card icon can hold 1 Cargo Crate.

- The far-left icon column is only available in a 4 or 5 player game, as shown by the divider line and the 4+ notation.
- It is allowable to buy a resource and sell that same resource on the same turn, but it does require that you use two Cargo Crates – one on the buy-line and one on the sell-line.

- Adjust your resource tracks according to the transactions you marked on the Wharf cards.
 - Resources you buy are added to the resource tracks and those you sell are deducted.
 - Each Cargo Crate on a Wharf card's sell-line is an individual payment costing 1 resource. Magic cannot augment a one-resource payment. So, if you used 3 Cargo Crates to sell 3 Wood, you would have to make three payments of 1 Wood.
 - Gold you spent is deducted from your Gold track, and Gold you gained is added.
 - Your Gold cannot go higher than 6 until you build the Manor token that blocks your Gold track. Any VP gained is immediately added to your score.

- Influence gained is immediately applied to the Guild track(s) of your choice.

Harris spends an Influence die to take a Ship Action. This earns him 1 Influence for using the linked die face and he takes it on the Shadow Guild track, earning him 2 Gold. He places his first Cargo Crate on the Stone icon on the bottom row of the Wharf card to sell a Stone.



Harris reduces his Stone supply by one and collects 2 Gold for the sale. He places his remaining 2 Crates on the Wood icons in the middle row to buy 2 Wood for 1 Gold each. Harris adds the new Wood and deducts the spent Gold on the resource tracks on his player's board.

The Wharfs of Kosk

You start the game with two Cargo Crates on your player board. An additional Cargo Crate is unlocked when you use a Manor Action to remove the Manor token blocking your Gold track. The Wharf Action allows you to move your available Crates onto the resource icons on the face-up Wharf card.

- The left column is only for 4 or 5-player games.

The face-down Wharf card next to it tells whether you're selling that resource or buying it along with the cost or benefit you'll receive for the transaction.

- One row of icons will always allow you to buy resources at a cost of 1 Gold each.

- One row of icons will always allow you to sell resources to gain 1VP + 1 Gold each.
- One row of icons will always allow you to sell resources to gain either 1 Influence or 2 Gold.

At the end of the round, the player with the most Cargo Crate tokens on the Wharf card earns 3VP, the player with the second most earns 2VP, and the player with the third most earns 1VP. If there is a tie, score the VP as described in the Scoring Phase rule.

The face-up Wharf card is discarded and a new card revealed from the top of the Wharf deck at the end of each round.

Shipyards Sub-Action

Shipyards Sub-Action (Optional)

If you performed the Ship Action, you may also place a Ship token in a District on the board. Spend 2 Wood plus 1 Gold for each Ship token already in the chosen District.



Place 1 of your Ship tokens in the chosen District.

If you performed the Wharf Primary Action, you may also perform the optional Shipyards Sub-Action.

1. Identify a District where you will build a Ship.
2. Pay 2 Wood plus 1 Gold for each preexisting Ship, of any color, in the selected District
3. Choose any single Ship token from your player board and move it onto the selected District.
 - You may only Shipyards once per Wharf Action.
 - Each District may hold any number of Ships.
 - Each time that District is scored, you receive 1 CP for each of your Ships in the District.
4. You do not gain any Influence for placing a Ship token on the game board.

After Harris completes his Ship Primary Action, he also takes the Shipyards Sub-Action to place a Ship token in The Anchorage District.



Harris pays the required 2 Wood and also pays 1 Gold because Michael already has a Ship token on that same District.

Sail Sub-Action

Sail Sub-Action (Optional)

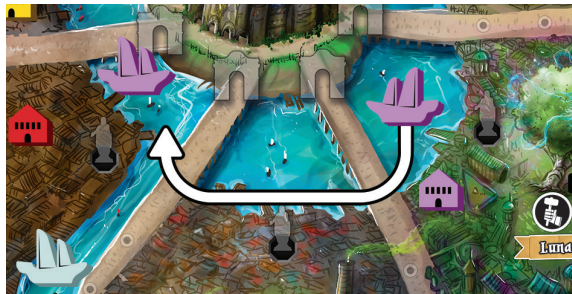
If you performed the Ship Action, you may also spend 2 Gold to move 1 of your Ship tokens from one District to any other District.



If you performed the Wharf Primary Action and you have at least one Ship token already on the game board, you may also perform the optional Sail Sub-Action.

1. Pay 2 Gold.
2. Move one of your Ship tokens from one District to any other District.
 - You may only Sail once per Wharf Action.
3. You do not gain any Influence for moving a Ship token.

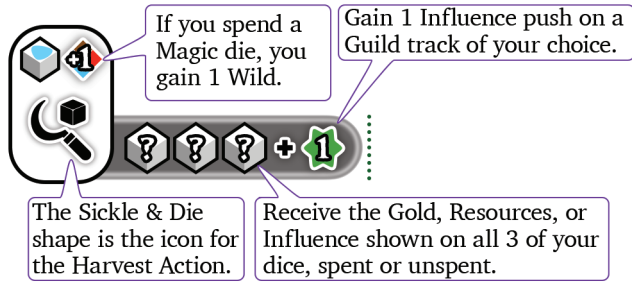
Because Harris performed a Ship Primary Action, he chooses to also take the Sail Sub-Action.



In a previous round, Harris constructed a Ship in the Luna Grove District, but now he wants to move it. He pays the required 2 Gold, and moves his Ship token to The Anchorage District.

Harvest Action

Primary Action: Harvest



1. Spend one die of your choice to perform the Harvest Action.
 - If you spend a die showing the Magic face, first gain 1 resource of your choice (Wood, Stone, Food, or Magic) on your resource track.
2. Gain the resource, Gold or Influence shown on all three of your dice, regardless of their current standing as drafted or spent.
 - When gaining Influence from a die face, you may apply it to any Guild track.
3. Gain 1 Influence on any one Guild track.

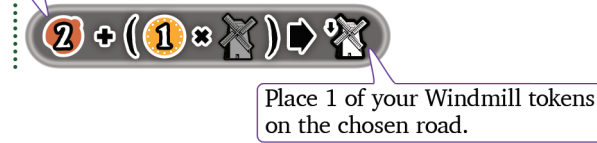
Beth spends a Magic die to take the Harvest Action. This gives her 1 resource of any type and she chooses Wood. She then collects the face value for all three of her dice, a Stone, a Magic, and an Influence. She chooses to take the Influence on the Shadow Guild track.



Windmill Sub-Action

Windmill Sub-Action (Optional)

If you performed the Harvest Action, you may also place a Windmill token on a road on the board. Spend 2 Food plus 1 Gold for each Windmill token already on the chosen road.



If you performed the Harvest Primary Action, you may also perform the optional Windmill Sub-Action.

4. Identify a road (the brown stripe with 4 dots that runs between two adjacent Districts) where you will build your Windmill.
5. Pay 2 Food plus 1 Gold for each preexisting Windmill, of any color, on the selected road.
6. Choose any single Windmill token from your player board and move it onto the selected road.
 - Each road has 4 dots where a Windmill may be placed. If all 4 dots are occupied, you may not place a Windmill on that road.

- Each time a District adjacent to that road is scored, you receive ½ CP in that District for each of your Windmills on that road.

7. You do not gain any Influence for placing a Windmill token on the game board.

After Beth completes her Harvest Action, she also takes a Windmill Sub-Action to add one of her Windmill tokens to the road between the Bazani Gate and Nor High Districts.



This costs her 2 Food, which she pays as 1 Food and 1 Magic. There is no Gold cost because hers is the first Windmill on this road.

Monument Actions

Monument Action: Gate (Optional)



When you score Monuments, your Gate earns 1VP for each Citizen token in the two adjacent Districts.

Spend 8 Gold to place your Gate token on an unoccupied position on the game board. Gain 2 Influence pushes on one of the four Guild tracks noted on the two Districts connected by your Gate token.

1. Identify an unused Gate position surrounding the castle at the center of the city
 - Each Gate position celebrates the union of two adjacent Districts and can hold one Gate token.
2. Spend 8 Gold.
3. Place your Gate token on the chosen position.
 - Gate tokens DO NOT give control points.
 - Gate tokens earn VP every round. You earn 1VP for every Citizen token of any color located in the two Districts adjacent to your Gate token during every Scoring Phase.
4. Gain 2 Influence on a Guild track that matches

ONE of the four Guild icons present near the names of the two adjacent Districts.

- Both Influence points must be applied to the same Guild track.

After taking her Primary Action, Beth decides to erect a Gate as her optional Monument Action. She pays the 8 Gold (remember, Magic cannot augment Gold) and places her Gate token on the road between Nor High and Penumbra. This earns Beth two Influence pushes on one of the four Guild icons on the Districts.



In every Scoring Phase for the rest of the game, Beth will earn 1VP for each Citizen token in the Nor High and Penumbra Districts.

Monument Action: Ward Tower (Optional)



When you score Monuments, your Ward Tower earns 1VP for each Manor in that District.

Spend 7 Gold to place your Ward Tower token on an unoccupied position on the game board. Gain 1 Influence push on one of that District's Guild tracks.

1. Identify an unused Ward Tower position along the wall that surrounds the city.
 - Each Ward Tower protects one District.
 - Each Ward Tower position can hold only one Ward Tower token.
2. Spend 7 Gold.
3. Place your Ward Tower token on the chosen position.
 - Ward Tower tokens DO NOT give control points.
 - Ward Tower tokens earn VP every round. You earn 1VP for every Manor token of any color located in that same District during every Scoring Phase.

Monument Actions

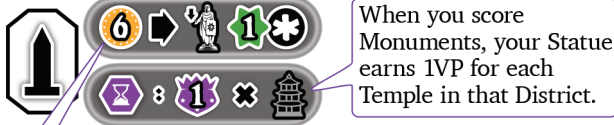
- Gain 1 Influence on one of the Guild tracks matching one of the Guild icons present near the District's name.

Michael uses his optional Monument Action to erect a Ward Tower on the outer wall of the Bazani Gate District at the cost of 7 Gold. This earns Michael one Influence push on either the Worker or Soldier Guild track.



In every Scoring Phase for the rest of the game, Michael will earn 1VP for every Manor token in the Bazani Gate District. Don't forget to count a Lighthouse, if it's there, because they are Manors, too.

Monument Action: Statue (Optional)



Spend 6 Gold to place your Statue token on an unoccupied position along the shore of the lake at the city's center. Gain 1 Influence push on one of that District's Guild tracks.

- Identify an unused Statue position along the shore of the lake at the city's center.
 - Each Statue beautifies one District.
 - Each Statue position can hold only one Statue token.
- Spend 6 Gold.
- Place your Statue token on the chosen position.
 - Statue tokens DO NOT give control points.
 - Statue tokens earn VP every round. You earn 1VP for every Temple token of any color located in that same District during every Scoring Phase.

- Gain 1 Influence on one of the Guild tracks matching one of the Guild icons present near the District's name.

Harris decides to take his optional Monument Action before his Primary Action, while he still has plenty of Gold. He spends 6 Gold and places his Statue token in the Penumbra District.



In every Scoring Phase for the rest of the game, Harris will earn 1VP for every Temple token in the Penumbra District.

When all players have moved all of their drafted dice into their spent dice well, the Action Phase is over and the Scoring Phase begins.

The Monuments of Kosk

The scoring opportunity of each Monument is locked away as long as the Monument token is on your player board. Once you use a Monument Action to move the token to the game board, its scoring benefit is unlocked. You may perform the Monument Action before or after your Primary Action and you can build each Monuments in any order you like.

Gate Monuments

Pay 8 Gold to move the Gate token from your player board to an open Gate position on one of the bridges over Lake Saffrina. Doing so earns you two Influence pushes on one of the Guild tracks that matches an icon of the Guilds that hold sway over the two Districts adjacent to your Gate token. During each Scoring Phase thereafter, you earn 1VP for every Citizen token of any player color present in the two Districts adjacent to your Gate token.

Ward Tower Monuments

Pay 7 Gold to move the Ward Tower token from your player board to an open Ward Tower position on the city walls. Doing so earns you one Influence push on one of the Guild tracks that matches an icon of the Guilds that hold sway over the District where you placed your Ward Tower token. During each Scoring Phase thereafter, you earn 1VP for every Manor token of any player color present in the same Districts as your Ward Tower token.

Statue Monuments

Pay 6 Gold to move the Statue token from your player board to an open Statue position on the shores of Lake Saffrina. Doing so earns you one Influence push on one of the Guild tracks that matches an icon of the Guilds that hold sway over the District where you placed your Statue token. During each Scoring Phase thereafter, you earn 1VP for every Temple token of any player color present in the same Districts as your Statue token.

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3. Scoring Phase

Step 1: Control Scoring

Scoring for control of the City Districts happens in every round, but each round scores a different set of Districts.

1

Round 1: Score the Western Districts of The Anchorage, Bazani Gate, and Nor High.

2

Round 2: Score the Eastern Districts of Penumbra, Luna Grove, and Iron Pit.

3

Round 3: Score the Northern Districts of Bazani Gate, Nor High, and Penumbra.

4

Round 4: Score the Southern Districts of Luna Grove, Iron Pit, and The Anchorage.

5

Round 5: Score All Six Districts.

The Scoring Districts are highlighted around the edges of the hexagon spaces on the Rounds track, as illustrated above.

Consider each Scoring District individually to determine which players have the most control, 2nd most control, and 3rd most control.

1. Each Manor, Lighthouse, Temple, Ship, and Citizen in a District being scored gives that player 1 control point (CP).
2. Each Windmill on a road adjacent to the District being scored gives that player ½ CP.
 - Since there are two Districts adjacent to every road, the same Windmill will score ½ CP in both Districts if both are scoring that round.
3. Each Keep token in a District being scored gives the imaginary green player 1 CP as added competition.
4. Gates, Ward Towers, and Statues do not give any control points.

5. Award VP based on the ranked control each player has in the District being scored.

- The player with the most CP in the District scores 6VP.
- The player with the second highest CP in the District scores 4VP.
- The player with the third highest CP in the District scores 2VP.
- There are no VP awarded for fourth or fifth most control points.
- The green player is included in all ranking decisions.
- If two players are tied for most control points, they split the total of the two tied positions.

◦ $6VP + 4VP = 10VP$

◦ $10VP / 2 \text{ Players} = 5VP \text{ each.}$

- If three players are tied for most control points, total the VP for all three positions and divide by 3.

◦ $6VP + 4VP + 2VP = 12VP$

◦ $12VP / 3 \text{ Players} = 4VP \text{ each.}$

- However a tie works out, total the appropriate VP for the tied positions and divide by the number of tied players. If the result is not a whole number (1.5 per player, for example, in a 4-way tie for 2nd most control) always round down.

- If the green player earns VP from control ranking, the VP are not marked on the score track.



At the end of round 1, The Anchorage, Bazani Gate, and Nor High Districts are scored for control.

In The Anchorage, Harris (purple) has the most control at 2CP for his Temple and Ship, so he earns 6VP. Beth, Michael, and Ryan are tied for 2nd most control with 1CP each for their Manor, Ship, and Lighthouse (also a Manor). Add the VPs for 2nd and 3rd ($4 + 2 = 6VP$) and divide that by the number of tied players for 2VP each.

In Bazani Gate, Michael (white) has the most control with 2CP for his 2 Manors, so he earns 6VP. Beth has 2nd most control at 1½CP for her Temple and Windmill, so she earns 4VP. Ryan has 3rd most control at 1CP for his Manor and earns 2VP.

In Nor High, Beth (red) has the most control at 1½CP for her Citizen and Windmill. Note that the Windmill gave ½CP in both Bazani Gate and Nor High, allowing Beth to avoid two potential control ties. Michael and Ryan are tied for 2nd most control at 1CP each for their Citizen and Manor. Add the VPs for 2nd and 3rd ($4 + 2 = 6VP$) and divide that by the number of tied players for 3VP each.

Control Scoring tally for round 1 is...

Beth @ 12, Michael @ 11, Ryan @ 7, and Harris @ 6.

3. Scoring Phase

Step 2: Monument Scoring

When Control Scoring for the appropriate Districts has been completed, score VP for all of the Monuments present in ALL SIX Districts.

1. Each player's Gate token earns them 1VP for each Citizen token of any color located in the two Districts adjacent to the Gate.
 - Because Gate tokens hold sway over two adjacent Districts, two adjacent Gate tokens will both hold sway in one overlapping District. Both players score VP for the Citizens in that District.
2. Each player's Ward Tower token earns them 1VP for each Manor token of any color located in the same District.

- Remember, a Lighthouse is also a Manor so it counts for Ward Tower scoring.
3. Each player's Statue token earns them 1VP for each Temple token in that same District.
 4. Each player's Lighthouse token scores like a Monument, earning 2VP for each Ship token of any color located in the same District.
 - The Lighthouse is unique in that it acts as a Manor for calculating control in a District and when counting VP for a Ward Tower, but it also scores VP as a Monument to Ship tokens in that District during each Scoring Phase.

Step 3: Wharf Scoring

When Monument Scoring is complete, score for control of the Wharf. This is handled just like Control Scoring for a District, with control being awarded based on the number of Cargo Crates players have added to the Wharf card.

- 3VP is awarded to the player with the most Cargo Crates on the card.
- 2VP is awarded to the player with the second most Cargo Crates on the card.
- 1VP is awarded to the player with the third most Cargo Crates on the card.
- No VP is awarded for 4th or 5th most Cargo Crates on the card, or if the player had no Cargo Crates on the card.
- Ties are handled the same as District scoring.

At the end of every round, every Monument in every District is scored for VP related to its linked token in its covered District(s). Remember, Monument scoring is not limited to the Districts you score for control. It covers the entire game board in all rounds.

Gates score for Citizen tokens. Beth (red) has a Gate that covers Nor High and Penumbra. Each of those Districts has 1 Citizen in it, so Beth earns 2VP for her Gate. Ryan has a Gate token that covers Penumbra (with 1 Citizen) and Luna Grove (with no Citizens), so Ryan earns 1VP.

Ward Towers score for Manors. There is only 1 Ward Tower on the board so far, Michael's Ward Tower (white) on the outer wall of Bazani Gate. There are three Manors in the District, so Michael earns 3VP for his Ward Tower.

Statues score for Temples. In Penumbra, Harris (purple) has the only Statue on the board. There is one Temple in Penumbra, so Harris earns 1VP for his Statue.

Lighthouses score for Ships. Ryan (yellow) has the only Lighthouse currently present and it is located in The Anchorage. That District has two Ships in it and each is worth 2VP, so Ryan earns 4VP for his Lighthouse.

Monument Scoring tally for round 1 is...
 Ryan @ 5, Michael @ 3, Beth @ 2,
 and Harris @ 1.

At the end of each round, the Wharf card is evaluated for 1st, 2nd, and 3rd most Cargo Crates. The VP ranking icon is shown on the face-down card as a reminder:



In this image, Harris (purple) has the most Crates and receives 3VP. Michael (white) and Ryan (yellow) are tied for 2nd most Crates, so $2VP + 1VP = 3VP$ divided by 2 players is 1.5VP each. That is rounded down, so both Michael and Ryan get 1VP each. Beth (red) had no Crates on the wharf card.

Total Scoring Phase tally for Round 1 is...
 Michael @ 15, Beth @ 14, Ryan @ 13, and Harris @ 10

If you just completed the Scoring Phase for round 5, move on to Final Scoring, otherwise proceed to the Reset Phase.



4. Reset Phase

At the end of rounds 1 through 4, you will reset certain areas of the game board in preparation for the next game round.

1. Reset the Wharf.
 - Return all of the Cargo Crate tokens to their players and discard the face-up Wharf card.
 - Flip the top card on the Wharf deck face-up and set it next to the deck.
2. Reset the Citizen draft lines.
 - Discard the two leftmost Citizen cards, slide the other cards left to fill the empty spaces, then draw two new cards from the pink deck to complete the draft line.
 - Discard the two rightmost Citizen cards, slide the other cards right to fill the empty spaces, then draw two new cards from the blue deck to complete the draft line.
 - If either draft deck is exhausted, shuffle its discards to create a new draft deck.
3. Advance the Rounds token to the next space.
4. **2 and 3-Player Games Only:** Roll the black Decision die and place a green Keep token in the District with the matching die icon above its District name. This helps to increase competition in games with lower player-counts.
5. Reset the dice.
 - Gather all of the dice from all of the player boards and from the upper left area of the game board.
 - Pass the 1st Player token to the next clockwise player and give that player all of the dice.
6. Begin the next round with the Drafting Phase.

5. Final Scoring

After you have completed the Scoring Phase for Round 5, Final Scoring will reward each player for their positioning on the four Guild tracks.

- Beginning with the Worker Guild track and working right, score each Guild Track individually.
 - The player with the highest Influence token on the track earns 6VP.
 - The player with the second highest Influence token on the track earns 4VP.
 - The player with the third highest Influence token on the track earns 2VP.
 - No VP is awarded for fourth or fifth highest token.
 - No VP is awarded if a player's Influence token is still on the track's starting position, even if the token would otherwise qualify for ranked VP.
- Repeat the process for the other three Guild tracks.

The example in the next column will help you see how this all works.

The Winner Is...

After scoring all four Guild tracks, the player with the most VP is the winner.

- If there is a tie, look at the top three spaces of all four Guild tracks. The tied player with the most tokens in those 12 spaces is the winner.

In the image to the right, if Michael (white) and Harris (purple) had been tied for the endgame score, Harris would be the winner, because he has 2 tokens on starred spaces while Michael has only one.

- If the tie persists, the tied players rejoice in their shared victory and vow to meet again for another game of Castellans of Valeria.

Final Scoring will reward you based on how much Influence you've earned on each of the Guild tracks.



For the Worker Guild: Ryan (yellow) is the highest token, so he earns 6VP. Harris and Michael are tied for 2nd highest token so add the VPs for 2nd and 3rd ($4+2=6VP$) and divide by the number of tied players, giving them each 3VP. Beth (red) is 4th highest, but no VPs are awarded for 4th highest token.

For the Soldier Guild: Beth is highest for 6VP, Ryan is 2nd highest for 4VP, and Michael is 3rd highest for 2VP. Remember that each starred space can hold only 1 token.

For the Shadow Guild: Harris is highest for 6VP, Beth is 2nd highest for 4VP, and Michael is 3rd highest for 2VP.

For the Holy Guild: Harris is highest for 6VP, Ryan is 2nd highest for 4VP, and Beth is 3rd highest for 2VP.

Final Scoring tally for the Guild tracks is ...
Harris @ 15, Ryan @ 14, Beth @ 12, and Michael @ 7.

CASTELLANSTM OF VALERIA

Solo Rules

You've been the Castellan of Kosk for years, but the Duke has decided you're not doing a good enough job. He's brought in some young upstart to pit against you in a test to see who can best improve and manage the city. You have insights into your opponent's plans, but you'll have to work hard to prove that you're still one of the best Castellans of Valeria.

Character Cards

Joseefus, the Builder

Callouts:

- Dice Drafting Priorities
- Current Round
- Shipyard Action
- Recruit & Citizen Action
- Manor Action
- Temple Action
- Windmill Action
- Monument Action
- Earns VP or Influence
- Bonus Cargo Crate Action
- Allowed Cargo Crates
- Bonus Sail Action
- Opponent's Influence Applied to the Specified Guild Tracks
- Opponent's Influence Applied to Its Lowest Guild Track
- Opponent's Influence Applied to Its Highest Listed Guild Track

Card Features:

- Left Panel:** Dice Drafting Priorities (dice icons), Bonus Sail Action (sail icon), and a vertical stack of six Cargo Crates (dice with different colors).
- Center:** Illustration of Joseefus, the Builder, carrying a log and holding a saw.
- Right Panel:** Five horizontal tracks labeled 1 through 5, each containing various icons representing different actions and buildings.
- Bottom Panel:** Influence diagrams showing how an opponent's influence is applied to specific guild tracks.
 - Track 1: 1 influence applied to 2 tracks.
 - Track 2: 2 influence applied to 2 tracks.
 - Track 3: 1 influence applied to 1 track.
 - Track 4: 2 influence applied to 1 track.
 - Track 5: 1 influence applied to 1 track.

Solo play will require the use of the four large-format cards included in the game box.

Three of these cards are the double-sided Opponent cards which provide six different opponent to contest your position as the current Castellan of Kosk.

Each opponent offers different action plans and strategic priorities.

The fourth large-format card is the Charts card.

This card shows various diagrams you will use to interpret a roll of the Decision die in determining the choice of available options for the opponent's actions.

Charts Card



Roll the black die and consult the Draft diagram on the Charts card whenever the opponent needs to Recruit a Citizen card.

When the opponent is presented with several options, these Selector Charts and a die roll will help determine the opponent's actions based on the number of possible choices.

The Charts Card is divided into several functional areas:

- Draft Diagram:** A horizontal row of six boxes labeled 1 through 6. Boxes 1, 2, 3, 4, 5, and 6 contain icons: 1 (black die), 2 (black die), 3 (black die), 4 (red X), 5 (Citizen card), 6 (Citizen card). Boxes 2 and 4 are crossed out with red X's.
- Selector Charts:** Two charts labeled A and B. Chart A has columns 1-6. Chart B has columns 1-6.
- Rounds Diagram:** A central area with five hexagonal nodes labeled 1 through 5. Node 1 is connected to nodes 2 and 3. Node 2 is connected to nodes 1 and 4. Node 3 is connected to nodes 1 and 4. Node 4 is connected to nodes 2 and 5. Node 5 is connected to nodes 4 and 6. Each node has associated numbers around it: Node 1 (4, 5, 6, 3, 2, 1), Node 2 (2, 1, 3, 4, 5, 6), Node 3 (2, 3, 4, 5, 6, 1), Node 4 (1, 2, 3, 4, 5, 6), Node 5 (3, 4, 5, 6, 1, 2).
- Monument Scoring Table:** A table with four rows, each representing a monument type and its scoring conditions.

	: 2	×	
	: 1	×	
	: 1	×	
	: 1	×	

Roll the die and consult the Rounds diagram for the current round when a token needs to be added to the game board.

End of Round Monument Scoring
VP x Trigger Token

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What Am I In For?

You will be following all of the standard rules for a 2-player game of Castellans of Valeria. As such, you should be knowledgeable of how the game works in multiplayer mode.

Your opponent will be one of the six people illustrated on the solo play Opponent cards. This opponent's actions are all pre-planned on its card and decisions about placements or selections will be made with a die roll.

The opponent will draft dice according to a pre-set priority list but it will not collect Gold or Resources. It will collect Influence on a die draft, as usual.

The opponent will not spend any gold or resources for its actions, but you must adhere to those regular costs and processes as you play.

The opponent cannot use the powers of the Citizen cards it collects, but you can use your Citizens normally.

The opponent will build its Lighthouse as a Monument Action, but you will build your Lighthouse in the usual Manor Action process.

The opponent always has all three Cargo Crate tokens available to use on the Wharf card.

As an extra action all its own, the opponent will add Cargo Crates to a Wharf card or move one or more of their Ship tokens at the end of its turns. You get no special bonus action.

The opponent's focus is on District Control, gaining Influence on the Guild tracks, and earning Victory Points. You have a lot more to focus on.

Setup

The Gameboard, Citizen cards, Wharf cards, Score tokens, and Rounds token are all set up as usual.

The Player Boards are set up as usual on both players, except that the opponent does not get the Gold, Wood, Stone, Food, or Magic tracker tokens. Also, the opponent's Manor token on the Gold track is returned to the box and the opponent has immediate access to all three of its Cargo Crate tokens.

Select one Opponent card to be your opponent and place the card near the opponent's player board. Place the Charts card nearby.

Roll the black die and, using the District Selector for Round 1 on the Charts card as your guide, move any one of the opponent's house-style Manor tokens onto the indicated District, then adjust the opponent's Influence tokens for the associated Guild tracks. The opponent does not get the power associated with the Manor, so it does not matter which Manor you use, except that it cannot be the Lighthouse Manor, because the opponent treats that token as a Monument.

Move one of your Manor tokens to any unoccupied District and adjust your Influence tokens accordingly. This can be any of your Manor tokens, even the Lighthouse Manor, because you are playing by the standard game rules for Manors and their powers.

Place a green Keep token in the other four unoccupied Districts.

You will be the 1st Player in round 1. Thereafter, the player (you or the opponent) with the lowest score at the end of the round will be the 1st Player for the next round.

Roll the 9 game dice to begin the game.

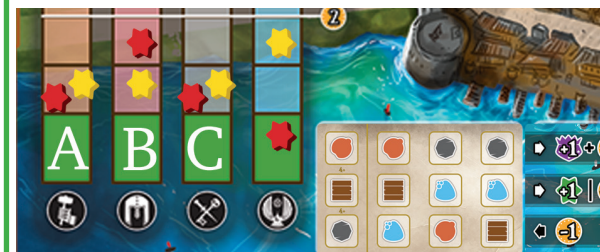
Flow of the Game

The solo game follows the same phase and rounds structure as the multiplayer game, and you (the human player) will follow all of the standard rules. It is recommended that you play the multiplayer game a few times before attempting the solo game. If that's not possible, be sure to have the *Rulebook for 2-5 Players* available while you play.

The rules in this book predominantly cover the changes from the multiplayer rules and the specifics of the opponent's performance.

There are 5 rounds in the game and each round has 4 phases: **Draft, Action, Scoring, and Reset**. Final Scoring is a separate phase that is performed only after the 5th round's Scoring Phase.

Early in the game, the opponent has three Guild tracks tied for least Influence.



To see which token the opponent will move, assign A, B, and C to each Guild track in your mind, then roll the black die and consult the A/B/C Selector Chart on the Charts card.



The roll comes up a 4 so the opponent's Influence token on the Soldier Guild track will move up.

1. Draft Phase

You and the opponent alternate drafting one die at a time until both have drafted three dice.

You: Draft a die from the pool and gain a Resource, Gold, or Influence as you would in a multiplayer game. The standard rules for manipulating die faces apply.

Opponent: Compare the pool of dice to the line of draft priorities along the left side of the opponent's Opponent card. The topmost die icon is the opponent's most-desired die and the bottommost die icon is the opponent's least-desired die. The opponent will draft the die that matches the highest possible icon on its priorities list.

To the left is the opponent's die draft priority list. Below is the dice pool rolled for round 1.

You draft the Stone die and the opponent must draft the Wood die. You draft the Magic die and the opponent must draft the Gold die. You draft the Influence die and take 1 push on the Holy Guild, then the opponent must draft a Food die.

- The opponent does not gain resources or gold from its drafted die.
- If the opponent drafts an Influence die, it gains one Influence on its Guild track with the least influence.
 - If there is a tie for least Influence, roll the black die and consult the Selector Chart on the Chart card for the number of valid choices.
 - The opponent does not gain any gold or resource rewards for crossing divider lines on the Guild tracks, but it does gain victory point rewards.

When both players have drafted three dice, place the three leftover dice on the game board in the usual spaces and move on to the Action Phase.

2. Action Phase

You and the opponent alternate turns taking allowed actions.

You: Perform one Primary Action, applicable Sub-Actions, and an optional Monument Action on each of your turns as you would in a multiplayer game.

Opponent: On the Opponent card, the area to the right of the portrait shows the icons for the actions the opponent will perform in each round. In all cases, the opponent performs the actions for the current round in order from left to right.

- The first section on the current round line (3 icons) corresponds to the opponent's three dice-spend actions. You and the opponent alternate one turn each until all three turns have been completed.
- The second section is the icon for the opponent's Monument Action. It is performed after both you and the opponent have finished your dice-spend actions.
- The last section on the line is the opponent's Bonus Action, either a Wharf Action or one or more Sail Actions. The Bonus Action is performed as the last action of the current round.

Compare the Opponent card icons to the rules that follow to properly resolve each opponent's action.

When your three turns and all of the opponent's icon actions for the current round are complete, continue on to the Scoring Phase.



Manor

Roll the black die and consult the Rounds diagram on the Charts card for the current game round.

- Place one of the opponent's standard house-style Manor tokens on the indicated District.
- Give the opponent's Influence tokens one push on each of the Guild tracks matching the Guild icons on the selected District.

The Opponent card indicates a Manor action. Spend any drafted die, then roll the black die and consult the Rounds diagram on the Charts card to see where to place the Manor token, then push the opponent's Influence tokens on the noted Guild tracks.

2. Action Phase



Temple

Roll the black die and consult the Rounds diagram on the Charts card for the current round.

- Place one of the opponent's Temple tokens on the indicated District.
- Give the opponent's Influence tokens two pushes on each of the Guild tracks matching the Guild icons on the selected District.

To perform the opponent's Temple Action, spend any drafted die, then roll the black die and consult the Rounds diagram on the Charts card to see where to place the Temple token. Then push the opponent's Influence tokens twice on the noted Guild tracks.



Recruit

Roll the black die and consult the Draft diagram on the Charts card for which Citizen the opponent will choose.

- Take the indicated Citizen card and place it near the opponent's player board, then refill the draft line.
- Give the opponent's Influence token one push on the Guild track noted on the Citizen card.

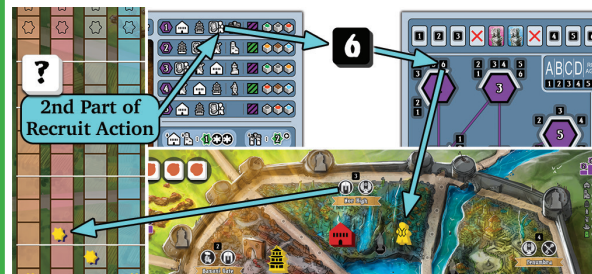
The opponent does gain a Citizen card's Influence, but the opponent cannot use the Citizen card's powers.



Roll the black die again and consult the Rounds diagram on the Charts card for the current game round.

- Place one of the opponent's Citizen tokens on the indicated District.
- Considering only the two Guild icons on the selected District, give the opponent's highest Influence token one push on that Guild track.

The opponent's Citizen token earns 1 Influence push on the highest token for one of the two listed Guilds.

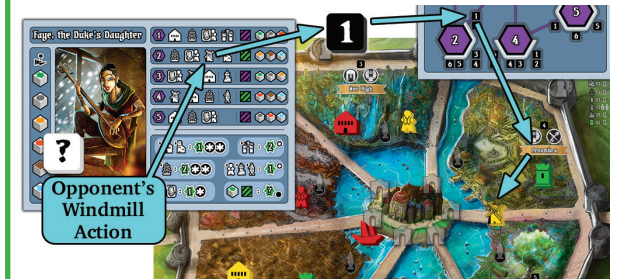


Windmill

Roll the black die and consult the Rounds diagram for the current game round.

- Place one of the opponent's Windmill tokens on a dot on the road that is clockwise adjacent to the indicated District.
- No Influence is gained on the Guild tracks for a Windmill placement.

To perform the opponent's Windmill Action, spend any drafted die, then roll the black die and consult the Rounds diagram on the Charts card to see which District will receive the Windmill. Move clockwise from that District to the adjacent road, and place the token on one of the dots on that road.



While a Windmill does not give any Influence, it does provide 1/2 control point in both Districts adjacent to the road on which it's located.

2. Action Phase

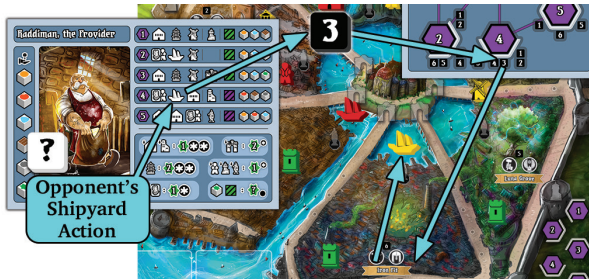


Shipyard

Roll the black die and consult the Rounds diagram on the Charts card for the current game round.

- Place one of the opponent's Ship tokens on the indicated District.
- No Influence is gained on the Guild tracks for a Ship placement.

To perform the opponent's Shipyard Action, spend any drafted die, then roll the black die and consult the Rounds diagram on the Charts card for the current round to see which District will receive the Ship token. Place the token in a water area in that District.



While a Ship does not give any Influence, it does provide 1 control point in the District where it's located.



Monument Actions

When the opponent performs a Monument Action, it always adds the Monument token to the District, anywhere on the game board, where it will earn the most VP at the end of the current round.

- If that Monument position is already occupied, it will choose the second-highest scoring placement option.
- If there is a tie for which District would provide the most VP, roll the black die and consult the appropriate Selector Chart to choose the placement.

To perform the opponent's Monument Action, you first have to review the game board to determine which placement option will give the opponent the most Victory Points.



In the image above, the opponent will place the Gate token, which scores VP based on the Citizen tokens in the two Districts adjacent to the Gate token. There are 4 possible placements with varying VP outcomes.

- The **Ananchorage/Bazani Gate** position gives 1VP
- The **Bazani Gate/Nor High** position gives 2VP
- The **Nor High/Penumbra** position gives 3VP
- The **Penumbra/Luna Grove** position gives 2VP

Because the **Nor High/Penumbra** position gives the highest VP, the opponent places the Gate token there.

After the Monument token has been placed on the game board, the opponent will earn one or more Influence pushes based upon the Guild icons noted in the District(s) where the token is placed.

• Gate Monument

- Considering only the four Guild icons on the two Districts adjacent to the Gate token, give the opponent's highest Influence token two pushes on that Guild track.

• Ward Tower Monument

- Considering only the two Guild icons on the Districts where the opponent places its Ward Tower token, give the opponent's highest Influence token one push on that Guild track.

• Statue Monument

- Considering only the two Guild icons on the Districts where the opponent places its Statue Tower token, give the opponent's highest Influence token one push on that Guild track.

• Lighthouse Monument

- Give the opponent's Influence tokens one push on each of the Guild tracks matching the Guild icons on the selected District.

2. Action Phase



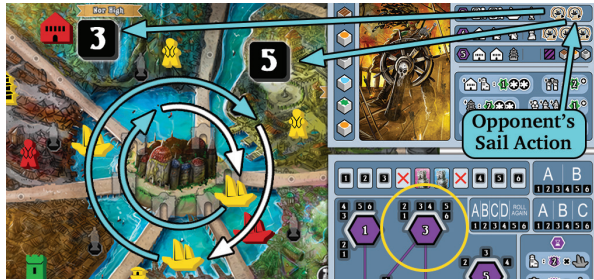
Bonus Sail Action

For each Sail icon shown on the current round's line of the Opponent card, roll the black die and consult the Rounds diagram for the appropriate game round.

- Looking clockwise from the selected District, take the first opponent Ship token you encounter and move it to the selected District.
- If all of the opponent's Ship tokens are already in the selected District, then do nothing.
- No Influence is gained on the Guild tracks for a Sail Action.

In this round 3 example, the opponent has two Bonus Sail Actions to perform.

For the first Sail, the black die comes up as 3, equalling Nor High District by the Rounds diagram on the Charts card. So, starting from Nor High, look clockwise to the first opponent Ship token and you find the Ship located in Luna Grove. Continuing clockwise, move that Ship token from Luna Grove to Nor High (see inner circle below). That completes the first Sail Action.



For the second Sail Action, the black die comes up as 5, equalling Penumbra District in the Rounds diagram. Starting in Penumbra, look clockwise to the first opponent Ship token, this one is located in Iron Pit. Continuing clockwise, move the Ship token from Iron Pit to Penumbra (see outer circle above). This completes both of the opponent's Bonus Sail Actions.



Bonus Wharf Action

The Cargo Crate and three die icons in the Bonus Action area indicates the opponent will take a Bonus Wharf Action. For each drafted die that matches one of the dice icons on the Opponent card, the opponent can place one Cargo Crate token on the Wharf card.

- Each drafted die is considered individually so, if the opponent drafted 2 Food dice and one of the icons on the Opponent card is a Food die, each of those drafted dice would allow the opponent to place a Cargo Crate token on the Wharf card.



Each drafted die is compared to the list of qualifying die icons. If the die matches an icon, then the opponent gets 1 Cargo Crate to place on the Wharf card.

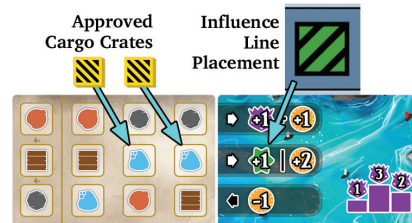


In this example, the two drafted Food dice match an icon and qualify for a Cargo Crate.

The color of the Cargo Crate icon on the Opponent card indicates on which line of the Wharf card the opponent will place its Cargo Crate tokens.

- Green Icon = Influence payout line
- Purple Icon = VP payout line

The green Cargo Crate icon on the Opponent card indicates that the Cargo Crate tokens will be placed on the rightmost available spaces in the Influence reward line. The leftmost cargo column is not available for the solo game.



The actual resource icons on the Wharf card do not matter to the opponent. If two of its dice match the dice icons on the Opponent card, then the opponent places two Cargo Crate tokens on the Wharf card on the rightmost available cargo icons on the appropriate cargo line and gets the Influence or VP payout for each Cargo Crate token.

- The total VP earned from Cargo Crate placement is immediately added to the opponent's score.
- The total Influence earned from Cargo Crate placement is all applied to the opponent's one lowest Influence token on the Guild tracks.



In the example on the previous page, the opponent earned 2 Influence for placing 2 Cargo Crates on the Wharf card's Influence line. Those Influence pushes are both applied to the opponent's lowest token on the four Guild tracks.

Here, the opponent's lowest token is a tie on the Worker and Shadow Guild tracks. Refer to the Selector Chart for an A/B decision and roll the black die. It comes up as a 3, so the 2 Influence pushes are applied to the Worker Guild track.

Because you know the opponent's dice drafting priorities and you know what dice will allow the opponent to place Cargo Crates in its bonus action, you can manipulate the opponent's bonus action a bit.

- If you draft the dice that match the opponent's Cargo Crates requirement, you can force the opponent to draft dice that do not qualify for Cargo Crates.
- If the opponent has a drafting priority for a type of die that's not on their bonus action icons, you can

2. Action Phase

leave those dice in the pool and the opponent will draft those dice and block itself from qualifying for Cargo Crate placements.

- Since you know what line the opponent will use when it places Cargo Crates, you could use a Ship Action early in the round to put your own crates on that line. The opponent could qualify to place 3 Cargo Crates on the Influence line, but if those Wharf card positions are already occupied with your own Cargo Crates, the opponent cannot place its Cargo Crates.

Scoring Phase

As with the multiplayer game, there are three parts to the Scoring Phase.

• Control Scoring

- All aspects of Control Scoring are handled just as they are in the multiplayer game.
- The green imaginary player will be competing with both you and the opponent for control of the Districts, though green's VP is not tracked.

• Monument Scoring

- All aspects of Monument Scoring are handled just as they are in the multiplayer game.

• Wharf Card Scoring

- All aspects of Wharf Card Scoring are handled just as they are in the multiplayer game.

Reset Phase

If you just completed round 5, move directly to the Final Scoring Phase, otherwise, proceed to the Reset Phase before beginning the next round.

All aspects of the Reset Phase are handled just as they are in the multiplayer game.

Remember, the solo game is, essentially, a two player game with an automated 2nd player. As such, the two player rule for the imaginary green player applies.

- At the end of the Reset Phase, roll the black die and place a green Keep token in the District with the matching die icon above its District name.



The player (you or the opponent) with the lowest score at the end of the round will be the 1st Player for the next round.

Final Scoring

The scoring of the Guild tracks at the end of the game is handled just as it is in a multiplayer game.

- Because there are only two sets of Influence tokens to evaluate on each track, there are only VP awards for highest and second highest Influence token on each Guild Track.
- In the event of a tied final score, the player with the most Influence tokens on starred spaces on the four Guild tracks is the winner.



In this example, you, the red player, have 1 highest Influence token and 3 second highest tokens, for a total of 18VP

The opponent has 3 highest tokens and 1 second highest token for a total of 22VP

Add those VP to the score track to see who wins.

If the final game score is tied after these VP are added to the score track, the opponent would be the winner with its 3 tokens on starred spaces.

Icon Reference

Resources

Wood	Stone	Food	Magic	Wild
Wood Die Face	Stone Die Face	Food Die Face	Magic Die Face	Any Die Face

Not Resources

Influence	Influence Die Face	Gold	Gold Die Face

Wharf Action	Manor Action	Harvest Action	Temple Action	Recruit Action	Monument Action

Holy Guild	Shadow Guild	One Listed Guild	Reset Phase	Discard Wharf Card
Soldier Guild	Worker Guild	Both Listed Guilds	Discard 2 Blue Citizens	Discard 2 Pink Citizens

Any Player's Ship	Any Number of Cargo Crates	Wharf Card Back
Place Your Ship	Spend or Gain Required Resources	Move Your Ship

Gain Value of Your 3 Dice	Any Player's Windmill
Gain Value of a Die Not Drafted	Place Your Windmill

Any Player's Manor	Lighthouse is also a Manor	Place Your Manor
Citizen Card	Any Player's Citizen	Place Your Citizen

Citizen Card	Any Player's Citizen	Place Your Citizen

Place Your Gate	Place Your Ward Tower	Place Your Statue
Any Player's Temple	Place Your Temple	

Any Player's Temple	Place Your Temple

End of Game Scoring	Scoring Phase	Control Ranking	Victory Points

When You Draft a Die	Instant Effect	Or	Place or Discard	Gain or Draw
When You Spend a Die	Left Side May Become Right Side	Pay Left Side to Receive Right Side		
When You Draft or Spend a Die	When Left Side Occurs, You May Do Right Side	Plus or Extra		

Flow of the Game

1. DRAFT PHASE

- Roll the game dice.
- Draft 3 dice each then place remainders on game board.

2. ACTION PHASE

- Spend 1 die to take 1 Primary Action (required) and optional sub-actions.
 - Manor Action
 - Temple Action
 - Recruit Action
 - Harvest Action
 - Wharf Action
- Take 1 Monument Action (optional)
 - Gate Monument
 - Ward Tower Monument
 - Statue Monument
- Continue in player order until all drafted dice are spent.

3. SCORING PHASE

- Score control in the Districts noted for this round.
- Score all Monuments.
- Score Wharf card.

4. RESET PHASE

- If 5th round just completed, jump to Final Scoring.
- Reset Citizen cards.
- Reset Wharf card.
- Advance Rounds token.
- Begin the next game round.

5. FINAL SCORING

- After the 5th round, score the Guild tracks.
- Tiebreaker is # of Influence tokens on star spaces.