

# Kingsburg — Quick Reference

## Phase 1: Aid from the King

First turn all players get one good of their choice, then draw a **Destiny Card (Expansion)** and skip rest of phase 1.

- A. **Turn over New Destiny Card for current year (Expansion).**
- B. The player with the fewest buildings, gets a white die for the spring season (Spring only).
  - In case of a building tie, the player with the fewest goods gets the die.
  - In case of a building and goods tie, all tied gets one good of their choice.

## Phase 2: Spring Season (Productive season)

2-player rule: Roll dice for the two dummy players.

- A. Roll dice and adjust the turn order track
  - Lowest roll goes first.
  - Ties are placed in order of the previous highest turn order position.
- B. Influence King's Advisor
  - In order of turn track, each player influences an uninfluenced Advisor. Using the King's Envoy allows you to influence a previously influenced Advisor.
  - A pass ends influence step for the player.
  - Repeat this step until all players have no colored dice left or have passed.
  - A single +2 token may be used with one die or set of dice to influence one Advisor.
  - Multiple white dice may be used as long as an Advisor is influenced by at least one colored die.
- C. Receive Help from the Advisors
  - Collect in order of advisors. Lowest to highest.
- D. Construct Buildings
  - Construct up to 1 building.
  - Use King's Envoy to build 2 buildings and return Envoy to the board.

## Phase 3: The King's Reward

- A. Player or tied players with most buildings get +1 VP.

## Phase 4: Summer Season (Productive season)

Same as Spring Season.

## Phase 5: The King's Envoy

- A. The player with the fewest buildings, gets the King's envoy until it's used (single use) or lost at next phase 5.
  - In case of a building tie, the player with the fewest goods gets the King's envoy.
  - In case of a building and goods tie, no one gets the King's envoy.

Using the King's Envoy allows you do to one of the following:

- Influence an Advisor that has already been influenced.
- Construct 2 buildings.

## Phase 6: Autumn Season (Productive season)

Same as Spring Season.

## Phase 7: Recruit Soldiers

- A. Buy soldiers for two goods each. No limit.

## Phase 8: Winter — The Battle

- A. **All players must select one of his Soldier Tokens. Reveal all selected Soldier Tokens simultaneously and advance the Soldier Track. (Expansion)**
- B. Turn over top enemy card.
- C. Receive reinforcement from King's reinforcement die, if the Soldier Tokens are not used.
  - Player 1 rolls one die for King's reinforcement. Each player advances that amount on the soldier track.
- D. Determine victor/defeat for each player.
  - Combat value = Soldier Track + Building bonuses/penalties.
  - Higher combat value = victory and claims prize.
  - Equal combat value = victory, but does not claim prize.
  - Less combat value = defeat and penalty.
- E. The victorious player or tied players with the highest combat value gets +1 VP.
- F. The Soldier Track goes back to zero for all players.

## End of Year

- A. Move the Year Track one year forward and continue with Phase 1.

## End of Game

- Game ends after Winter Season of year 5 and final score is calculated.
- **Each player increases score by final unspent Soldier Token value (Expansion).**
- Final score = Scoreboard.
  - Tiebreaker #1: Most goods left.
  - Tiebreaker #2: Most buildings.
  - If still tied, tied players share victory.