

DUNGEONS & DRAGONS®

BUILDERS OF BALDUR'S GATE

RULEBOOK

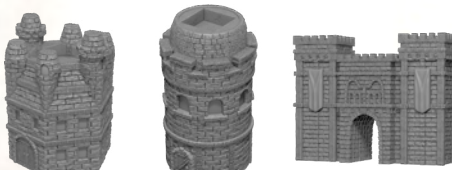
You are the heads of powerful families in the city of Baldur's Gate. The most prestigious family in the city will also be its most powerful, and it is your goal to secure your family's dominance. To do this, you must compete against the other families to construct buildings throughout the city, gain the support of its three influential factions, and play a pivotal role in defending the city from attacks. Will you have what it takes to become the most prestigious family in all of Baldur's Gate?

COMPONENTS



1 Game Board

DISTRICTS: Baldur's Gate is divided into 9 named districts. The Upper City is comprised of Manorborn, Temples, and The Wide. The Lower City is comprised of Seatower, Bloomridge, The Steeps, Brampton, Eastway, and Heapside. The Game Board color codes these districts and shows the locations where things may be built during the game.



9 Keep Figures **15 Watchtower Figures** **9 Gate Figures**

Fortification Figures



36 Plot Tokens

- 1-4: Orange (Manorborn)
- 5-8: Pink (Temples)
- 9-12: Silver (The Wide)
- 13-16: Cyan (Seatower)
- 17-20: Purple (Bloomridge)
- 21-24: Green (The Steeps)
- 25-28: Slate (Heapside)
- 29-32: Blue (Eastway)
- 33-36: Red (Brampton)



60 Building Tiles

(15 Manors, 15 Inns, 15 Markets, 15 Trade Halls)



1 Attack Marker



8 Prohibited Markers



8 Damage Markers



20 Agenda Cards

60 Building Cards

9 HQ Cards

9 Gate Cards

5 Reminder Cards

PLAYER PIECES



25 Marker Cubes per player color
1 Score Marker per player color



1 Worker per player color



1 HQ tile per player color

RESOURCES



48 Supply Tokens
(38 "1", 10 "3")



46 Favor Tokens
(37 "1", 9 "3")



84 Gold Tokens
(55 "1", 21 "3", 8 "10")



1 Bag



8 Available Plot Markers

ADVANCED COMPONENTS:

These are used with the Optional Advanced Setup (page 2). They can otherwise be left in the box.



1 Manorborn Worker



1 Steeps HQ

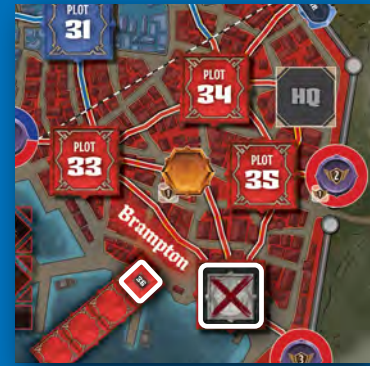


3 Eastway Reserve Tokens

SETUP

1. Place the Game Board (from now on referred to as the board) in the center of the table.
2. Each player chooses their player color. Give each player all the Player Pieces matching their player color (25 Marker Cubes, 1 Score Marker, 1 Worker, and 1 HQ Building Tile).
3. Each player places their Score Marker on 0 on the Prestige Score Track that runs along the edges of the board.
4. Each player places 1 of their Marker Cubes on the Start spaces of each of the 3 Faction Tracks on the right side of the board.
5. Shuffle the HQ Cards and deal 1 card to each player, which they place face up in front of themselves (basic side face up).
6. Each player places their HQ Tile on the board in the open HQ space in the district listed on their HQ Card. For example, if a player has the Manorborn HQ Card, they would place their HQ Tile on the HQ space in the Manorborn district.
7. **a)** Shuffle all the Building Cards together to create the Building Deck, then deal 3 Building Cards to each player face down.
b) Place 4 Building Cards face up to the side of the board to form an area called the Building Display that represents a collection of building plans designed by the finest architects and artisans in Baldur's Gate. Players will be able to obtain new Building Cards from this Display throughout the game.
c) Place the rest of the Building Deck next to this Display. Leave room for a discard pile.
8. Place the Gate Cards in a face up stack next to the board.
9. **a)** Shuffle the Agenda Cards to form the Agenda Deck.
b) Then deal 3 Agenda Cards to each player face down. Place the Agenda Deck face down next to the board.
10. Give each player 6 Gold, 1 Supply, and 1 Favor.
11. Place the Building Tiles to the side of the board in 4 stacks organized by their type.
12. Place the Plot Tokens in the bag.
13. Draw 8 Plot Tokens, reveal them to all players, and place Available Plot Markers on the corresponding spaces (plots) on the board.
14. Place these 8 Plot Tokens in the Attack Track(s) of the corresponding district(s). If you draw the 4th token of a district during setup (so that all tokens of that district have been drawn), return it to the bag and draw a different token.
15. Place the Attack Marker on the '1' space of the Attack Strength Track at the bottom of the board.
16. Lay the bag containing the remaining Plot Tokens flat on the table. Reach in and slide single tokens out one at a time until one comes out face down. Keep this face down token face down and place it on the last space of the Attack Strength Track without letting any player see which number is on the other side. Return any tokens that came out of the bag face up and shake up the bag.
17. Place the remaining resources (Gold Tokens, Supply Tokens, and Favor Tokens), as well as the fortification figures and damage tokens to the side of the board to serve as a general supply. Give each player a reminder card.
18. The youngest player at the table is the starting player.

2 OR 3 PLAYER GAME: After setup draw 8 Plot Tokens from the bag in a 2-player game, or 4 Plot Tokens from the bag in a 3-player game.



Reveal the numbers on these tokens, place Prohibited Markers on the corresponding numbered plots on the board, then place these tokens on the Attack Tracks of their matching districts.

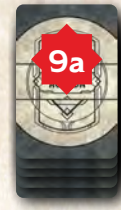
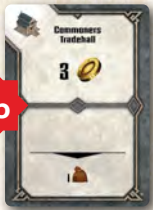
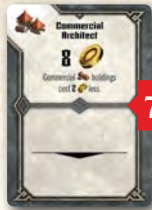
If you ever draw the 4th Plot Token of a district during this step (so that all tokens associated with that district have been drawn), return it to the bag, and draw another token.

OPTIONAL ADVANCED SETUP: Once players are familiar with the game, they may choose the advanced setup.

Instead of dealing out HQ, Building and Agenda cards during setup, perform the following steps after the regular setup is complete. Use the advanced side of the HQ Cards, which give special abilities to the players. Deal $n+1$ HQ Cards (where n is the number of players) to the center of the table with their advanced side face up. In reverse player order, players choose 1 of the HQ Cards, placing it in front of themselves on the table and collecting any relevant advanced components. The remaining unchosen cards are returned to the box.

Instead of dealing random Building and Agenda Cards to players in steps 7 and 9 of setup, deal 5 Building Cards and 5 Agenda Cards to each player. Players choose 3 of each to keep. Discard unwanted cards to the bottom of their respective decks.





HOW TO PLAY

Your goal is to gain the most Prestige by the end of the game! You can gain Prestige in many different ways, but on your turn, you can only do 1 of 3 actions:

- ◆ Build
- ◆ Send a Worker
- ◆ Collect Income

At the end of your turn, play passes to the next player clockwise and continues in that direction until the end of the game, which is triggered when the final Plot Token is removed from the bag (see page 13 for detailed information about how the end of the game is triggered). The player with the most Prestige at the end of the game has made their family the most exalted in all of Baldur's Gate and wins the game!

BUILD

When you take the Build action you build 1 Building in the city of Baldur's Gate. Perform the following steps in order when taking the Build action:

1. All of the Building Cards in your hand have a Gold cost listed at the top of the card. Select a Building Card in your hand that you can afford the cost to build, pay its cost in Gold to the supply, then place that card face up in front of yourself along with any other Building Cards you have previously built. This line of cards is called your Portfolio, and the line will continue to extend to the right as you build more Buildings.
2. Choose any 1 of the plots in the city with an Available Plot Marker on it. Remove that marker, and replace it with a Building Tile from the supply that matches the type of Building you are building. Building types can be found on the top left of each Building Card.
3. Place 1 of your Marker Cubes (from here on referred to as Cubes) on the Building Tile to mark it as one of your Buildings.

4. Next, check to see if any of the following happen:
 - ◆ Whenever you build a Building, any Worker that is currently in the Special Location in that district is immediately returned to the player who placed it there. This may be your own worker!
 - ◆ Anyone who owns an HQ, Building, or Fortification connected to your new Building by a solid line gains some benefit (see Building and Fortification Effects on page 15). You may benefit from building Buildings next to ones you've already built, but you may also benefit your opponent's.
 - ◆ If the Building Card you just played has a "When built" effect, you immediately carry out this effect as specified on the card.
5. Draw another Plot Token from the bag, then place an Available Plot Marker on the matching plot in the city.
6. Place the Plot Token you just drew on the Attack Track matching the district of the newly placed Available Plot Marker. This may or may not be the district where you just built a Building.
7. Check for triggered Attacks (see pages 6-8).



Yellow wants to build a Factory Building Card (which is a Market type) from their hand. They pay the Gold cost (5) to the supply, then place the Factory Building Card face up in their Portfolio.

They then take a Building Tile matching the type shown in the top left of the card (Market) from the supply.



They choose to build on Plot 24, so they remove the Available Plot Marker and replace it with the Market Tile. They then place a yellow Cube on the Market Tile.

Yellow checks to see if any other Buildings or Fortifications are connected to their newly built Market Tile. There are 3:

- a Trade Hall built by Red,
- a Keep built by Pink,
- and an Inn previously built by Yellow.

Yellow, Red, and Pink will all immediately gain some benefit associated with their Building or Fortification, gaining that benefit in order starting from Yellow (the active player) and moving around the table clockwise.



When Yellow built their Building in the Steps District, Pink had a worker on the Counting House, the Special Location in the same district.

As a result, Pink immediately takes back the worker into their supply.



Building and Fortification Effects

Whenever you build a new Building or Fortification (Watchtower, Keep, or Gate), players with HQ's, Fortifications, or undamaged Buildings connected to your new Building or Fortification by a solid line immediately gain some benefit.



Market: Gain 1 Gold.



Manor: Draw the top Building Card from the Building Deck.



Trade Hall: Gain 1 Supply.



Inn: Gain 1 Favor.



HQ: Gain 2 Gold.



Fortifications (Watchtowers, Keeps, Gates): Gain 1 Prestige.

Note: Building and HQ Tiles show their bonus in the bottom left.

If a player has multiple connected Buildings or Fortifications, they gain all the benefits.

If multiple players would receive benefits, they receive them in order starting with the player currently taking their turn and going around the table clockwise.

HQ tiles are not considered Buildings for the effects of Gates, Agendas, or Building cards.

Attacks

Baldur's Gate is a dangerous place. Building Fortifications to help protect the city is a good way to gain Prestige.

Whenever a player draws the 4th and final Plot Marker for a district, that district is immediately attacked before another player can take their turn. Players compare the strength of the attack to the defense of the district being attacked to see if the attack is defended:

- ◆ The strength of the attack is determined by where the Attack Marker currently is on the Attack Strength Track.
- ◆ The defense total of a district is determined by the number of Watchtowers and Keeps built in that district. Each Watchtower built on the border of the district adds 1 defense, and each Keep built in the district adds 2 defense.

Note: Gates are worth 0 defense.

If the total defense of a district is higher than or equal to the attack strength, the attack is successfully defended and the families that contributed resources to bolstering the district's defenses earn Prestige!

- ◆ All players who built at least 1 of the Fortifications that contributed to the defense (Watchtowers and/or Keeps) gain Prestige equal to the current attack strength.
- ◆ The player who contributed the most to the defense total gains Prestige equal to the attack strength again. If there is a tie, no player gains this bonus.
- ◆ **IMPORTANT:** Move the Attack Marker 1 space to the right on the Attack Strength Track after every attack, regardless of whether the attack is successfully defended.





The 4th and final Plot Token is drawn for the Seatower district, so it is immediately attacked.

The Attack Marker is currently at 2 on the Attack Strength Track, so the attack strength is 2. The Keep built in the district contributes 2 defense, and the Watchtower built in the district contributes 1 defense, for a total of 3 defense.

Because the total defense (3) of this district is greater than or equal to the attack strength (2), the attack is successfully defended.

Yellow and Pink both gain 2 (the attack strength) Prestige for contributing the Fortifications that made the defense successful.

Pink gains an additional 2 Prestige for contributing the most defense to the district (2 from their Keep vs 1 from Yellow's Watchtower).

After these points are awarded, the Attack Marker is moved 1 space to the right on the Attack Strength Track.



If Pink had built a Watchtower instead of a Keep, the attack would still be defended.

The Attack Strength would still be 2 because of the location of the Attack Marker on the Attack Strength Track, but the total defense of the district would be 2 instead of 3 in the previous example.

This defense total only has to be greater than OR equal to the attack strength, so 2 defense would be sufficient.

Yellow and Pink would still earn 2 Prestige each for contributing Fortifications, but since they tie for how much defense they contributed (1 from each of their Watchtowers), neither player gets the 2 bonus Prestige that would go to the player who contributed the most to the defense total.



If the total defense is lower than the attack strength, the attack succeeds!

- ◆ If an attack succeeds, place a Damage Marker on the Special Location within that district. Any deals taken at this Special Location now cost 1 Favor IN ADDITION TO their normal cost (making previously free deals now cost 1 Favor, for example).
- ◆ Any Buildings (not HQ tiles or Fortifications) within the district owned by players *who did not contribute any defense to the total* (had not built Watchtowers and/or Keeps) are damaged. Remove the Cubes from damaged Buildings but leave the tile. Damaged Buildings WILL NOT count towards any end game scoring for the players that built them or allow those players to collect bonuses when Buildings or Fortifications are built nearby. Players who built Buildings that become damaged CAN still use any effects of the Building Card in their Portfolio, including Collecting Income (page 10).

REMEMBER: Once any attack is resolved, move the Attack Marker 1 space to the right on the Attack Strength Track.

In this example, the district is attacked before Pink has gotten a chance to build the Keep or Watchtower used in the previous examples. The attack strength is 2, and the defense total is only 1 because of Yellow's Watchtower. The attack strength is greater than the defense total, so the attack is successful. Yellow gains no Prestige for contributing Fortifications, but their Building in the district is not damaged like the other players' are.



All other Buildings in the district are damaged, and the Cubes are removed from these buildings. A Damage Marker is also placed on the Special Location in this district, making deals at the Sewer Keep cost 1 additional Favor.



The Attack Marker is then moved 1 space to the right on the Attack Strength Track.

SEND A WORKER

The Send a Worker action allows you to negotiate trade deals on your behalf at Special Locations in Baldur's Gate.

If you have a Worker that is not already at a Special Location, you can take this action to place the Worker on any 1 Special Location on the board. When you place your Worker on a Special Location, 1 or more of the following things may happen:

1. If there is already a Worker at the Special Location you choose, that Worker is returned to the player who placed it there.
2. You may choose to make 1 of the deals available at the Special Location. Some deals are free, but many cost some amount of Favor.

Note: Remember, deals at damaged Special Locations cost 1 Favor IN ADDITION TO their normal cost. This includes the deals that were previously free!

The deals available at the different locations are:

BLUSHING MERMAID

Free » Gain 1 Influence with the Guild Faction

1 Favor » Gain 2 Influence with the Guild Faction.

See page 10 for the rules on the Faction Tracks.

COUNTING HOUSE

Free » Gain 4 Gold.

3 Favor » Perform a Build action with a Building from the Building Display without paying its cost. Replace the Building Card with a new 1 from the top of the Building Deck.

EASTWAY EXPEDITIONS

Free » Gain 2 Supplies.

1 Favor » Gain 4 Supplies.

HIGH HALL

Free » Gain 1 Influence with the Council Faction.

2 Favor » Gain 2 Influence with the Council Faction.

See page 10 for the rules on the Faction Tracks.

HIGH HOUSE OF WONDERS

Free » Gain 1 Favor.

1 Favor » Build a Watchtower.

Follow the rules for Building a Watchtower which can be found on page 12.

INSIGHT PARK

Free » Gain 1 Influence with a Faction of your choice.

2 Favor » Build a Keep.

Follow the rules for Building a Keep which can be found on page 12.

MINSC & BOO STATUE

Free » Refresh the Building Display and take 1 card from it.

- Discard all of the Building Cards in the Display to a face up discard pile near the board.
- Lay out 4 new Building Cards to make a new Building Display.
- Finally, take 1 Building Card of your choice from the Display and put it into your hand of Building Cards. Lay out a new Building Card in its place so that there are 4 cards in the Display again.
- If there are not enough Building Cards to refresh the Display, shuffle the discarded Building Cards to make a new Building Card deck.

3 Favor » Build a Gate.

Follow the rules for Building a Gate which can be found on page 12.

SEWER KEEP

Free » Gain 1 Influence with the Flaming Fist Faction.

1 Favor » Gain 2 Influence with the Flaming Fist Faction.

See page 10 for the rules on the Faction Tracks.

SMILIN' BOAR

Free » Draw 2 Cards from the top of the Building Deck (not the Display).

2 Favor » Take over an empty HQ space.

- Place 1 of your Cubes on an empty HQ space anywhere in the city.
- This is treated as a HQ tile (Anything built connected to this space gains you 2 Gold; It does not get damaged in an attack; It counts towards end of game scoring).

Retrieving Workers

There are three main ways to gain your Worker back from the board:

- ◆ A Worker returns when a Building is built in the district the Worker is in.
- ◆ A Worker returns when another Worker is placed on the Special Location it is on.
- ◆ A Worker returns when you choose the Return Worker option (👤) on your HQ Card when Collecting Income.

COLLECT INCOME

When you Collect Income, follow these steps:

1. Gain the income as specified at the top of your HQ Card. For the basic side, this is always 6 Gold and 1 Supply. For the advanced side, this can vary.
2. For each card in your portfolio (including your HQ), you may receive the Income benefit as shown in the bottom half of the card.

Each Income benefit may only be taken once each time you Collect Income, and they can be taken in any order. Tilt a card to show it has already been used.

3. Straighten all cards in your Portfolio back to their vertical position.

Note: Most Collect Income actions cost 1 or more Supplies, which are returned to the general supply, but some are free to use.

The basic side of the HQ Cards have 3 possible Income benefits, each of which cost 1 Supply to use: either gain 1 Building card from the Display, retrieve your Worker, or gain 1 Favor.

The Income benefits of Buildings or Gates that you get when Collecting Income may be used immediately.

Faction Tracks and Gaining Influence

Whenever an effect causes you to gain 1 Influence on a Faction track, advance your marker 1 space up the corresponding track for each Influence you gained.

Immediately gain the benefit for each space you pass or land on.

At the end of the game, you will be able to score 1 of your Agendas for each Faction Track where you have at least 4 Influence.

Note: When something refers to the level of Influence, it means how many spaces you have advanced on the Faction Track.

Taking Cards from the Building Display

Whenever an effect causes you to take a card from the Building Display, choose 1 of the cards and put it into your hand, then immediately replace the card with 1 from the top of the Building Deck. If you are taking more than 1 card from the Building Display, replace each card you take before you take your next. You must take your cards from the Building Display and not from the deck.

Note: Other effects in the game (Smilin' Boar, Manors, Faction Track, etc) allow players to draw cards from the Building Deck, not the Display.



Yellow has their HQ and 2 previously built buildings in their Portfolio when they choose to Collect Income.

First they gain 6 Gold and 1 Supply from their HQ.

Then they choose to draw a Building Card from the Building Deck with their Librarian's Trade Hall, which is free to use.

Not happy with what they drew, they choose to spend 1 Supply to draw an additional Building Card from the Building Display. They choose the General Store, adding it to their hand and then refilling the Display with a card from the deck.

Then they receive the Income benefit of their Guildmaster's Trade Hall, spending 3 more Supplies to build the General Store for free. They then gain 1 Supply for the Income benefit of the General Store.



FORTIFICATIONS

Watchtowers

To build a Watchtower:

1. Choose one empty circular Watchtower space on the board, place a Watchtower figure on it, and gain any Prestige shown on the space (if any).
2. Place 1 of your Cubes on top of the Watchtower figure.
3. Players gain the benefit of any existing HQs, Buildings, and Fortifications that are connected to the new Watchtower by a solid line.

All Watchtowers contribute to the Defense totals of the districts they are located in.

Keeps

To build a Keep:

1. Choose one empty hexagonal Keep space on the board and place a Keep figure on it.
2. Place 1 of your Cubes on top of the Keep figure.
3. Players gain the benefit of any existing HQs, Buildings, and Fortifications that are connected to the new Keep by a solid line.

Keeps contribute to the Defense totals of the districts they are located in.

Gates

To build a Gate:

1. Choose any 1 of the Gate Cards from the stack near the board.
2. Place the Gate Card in your Portfolio. This card will have the name of the Gate at the top, and below the name are the 2 districts that the Gate connects.
3. Find the matching empty oval Gate space at the border between these 2 districts, place a Gate figure in this space, then place 1 of your Cubes on top of the figure.
4. Players gain the benefit of any existing HQs, Buildings, and Fortifications that are connected to the new Keep by a solid line.
5. As shown on the bottom of the Gate Card, immediately gain Prestige for EVERY Building (not HQ's or Fortifications) built in the adjacent districts, regardless of who built them.



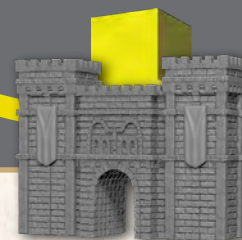
Gate Cards in your Portfolio also provide an income benefit, allowing you to spend 1 Supply to make the free deal at a Special Location in a district adjacent to your Gate. This cost is increased to 1 Supply and 1 Favor if the district is damaged.

Yellow chooses to build the Sea Gate.

They take the matching card from the Gate Card stack and add it to their Portfolio.

Then they place a Gate figure on the border between the 2 districts listed on the card and place 1 of their Cubes on the figure.

They immediately gain 10 Prestige: 2 for each of the 4 Buildings built in the adjacent Manorborn and Seatower districts. The HQ does not score.



END OF THE GAME

The game end is triggered when the last Plot Token is drawn from the bag. The current player finishes their turn, then all players (including the current player) take 1 last turn. If a player builds a building, remove the available plot marker and put it to the side, without drawing a new token from the bag, as there are none left.

After all players have taken their final turn, the Final Attack happens. The Plot Token that was placed at the end of the Attack Strength Track during setup is revealed, indicating the district that gets attacked. This attack is resolved as normal, with players scoring Prestige or Buildings being damaged.

At the end of the game, the last Plot Token is revealed—number 19 in Bloomridge. This means the final attack of strength 5 will occur in Bloomridge.



Scoring

Each player gains additional prestige by following steps 1-4 below. The player with the most Prestige wins!

1. For each Faction Track players have at least 4 Influence with, they may score 1 of their Agendas and gain the Prestige shown on the Agenda Card. Each Agenda can only be scored once.

Yellow has reached the 4th space on both the Guild and Flaming Fist Faction Tracks, so they can score any 2 of their Agendas.

GUILD	FLAMING FIST	COUNCIL
END OF GAME: SCORE 1 AGENDA	END OF GAME: SCORE 1 AGENDA	END OF GAME: SCORE 1 AGENDA

2. Each player locates their largest connected group (connected by solid lines) of their Buildings, Fortifications, and HQ tiles. Players gain 2 Prestige for each Building, HQ tile and Fortification in this chain.
3. Players determine how many districts they have built at least 1 Building or HQ tile in (does not include Fortifications). Players gain Prestige according to the following chart:
 - 1 District = 1 Prestige
 - 2 Districts = 2 Prestige
 - 3 Districts = 4 Prestige
 - 4 Districts = 6 Prestige
 - 5 Districts = 9 Prestige
 - 6 Districts = 12 Prestige
 - 7 Districts = 16 Prestige
 - 8 Districts = 20 Prestige
 - 9 Districts = 25 Prestige
4. Players count up all their remaining Gold, Supplies, Favors, and Building Cards in hand. Each player divides the total number of these by 3, rounding down, and gains that much Prestige.

Yellow has 3 Building Cards in hand, 2 Gold, 1 Favor, and 4 Supplies at the end of the game, for a total of 10.

They divide this number by 3 and round down, which gives them 3 Prestige.



Yellow has 4 buildings and 2 Fortifications in their largest group, so they gain 12 Prestige.



- ◆ In the event of a tie, the player with the most Buildings (but not HQ) in their portfolio wins.
- ◆ If there is still a tie, the player with the most Fortifications wins.
- ◆ If there is still a tie, the player who scored the most points from Agendas wins.
- ◆ If there is still a tie, the heads of the tied families agree to combine the might of their houses into a powerful syndicate and share control of Baldur's Gate.

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TURN SUMMARY

You can do 1 of 3 actions each turn:
Build | Send a Worker | Collect Income

After you have done 1 action, play passes to the next player clockwise and continues in this direction until the game ends when the final Plot Marker is drawn from the bag.

BUILD

- ◆ On your turn, you may only build 1 Building by taking the Build action.
- ◆ Pay the Gold cost listed on the Building Card in your hand, place the card face up in front of yourself to the right of any previously built Buildings.
- ◆ Pick a plot with an Available Plot Marker on it, remove the marker, and replace it with a Building Tile that matches the type you just built. Place 1 of your cubes on the Building Tile.
- ◆ Any Worker at the Special Location in the district you just built in is returned to the player who placed it there.
- ◆ Anyone who owns a Building or Fortification connected to your new building by a solid line earns some benefit (page 15).
- ◆ If your Building has a “when built” effect, immediately carry out this effect.
- ◆ Draw a Plot Token from the bag and place an Available Plot Marker on the matching plot on the board. Then place the Plot Token on the Attack Track in the district you just placed the Available Plot Marker in. Note: This may trigger an Attack.

SEND A WORKER

- ◆ Place your Worker on a Special Location, then decide if you'd like to make 1 of the deals available at that location.
- ◆ If there is already a Worker at that location, return it to the player who placed it there.
- ◆ Deals are made by spending Favor. Deals at damaged Special Locations cost 1 additional Favor. There are no free deals at damaged Special Locations.

COLLECT INCOME:

- ◆ Immediately gain the resources listed at the top of your HQ Card.
- ◆ In any order, you may gain the Income benefit from each card in your portfolio (paying the cost, if any).

DEFENDING FROM ATTACKS

A district is attacked when the 4th and final Plot Marker for that district is placed in its Attack Track.

Before another player takes their turn, immediately compare the strength of the attack (the current position of the Attack Marker on the Attack Strength Track) to the defense total of the district being attacked (determined by the number of Watchtowers and Keeps built there) to see if the attack is successful.

If the total defense is greater than or equal to the attack strength, the attack is defended and all players who built Watchtowers and Keeps in that district score the following points:

- ◆ All players who contributed to the defense total of that district score Prestige equal to the current attack strength.
- ◆ The player who contributed the most to the defense total scores this same amount of Prestige again. If there is a tie, no player scores this bonus.

If the total defense is less than the attack strength, the attack is not defended and the following consequences occur:

- ◆ Place a Damage Marker on the Special Location in that district, making all actions in that Special Location cost 1 Favor IN ADDITION TO their normal cost..
- ◆ Any Buildings (not Fortifications) within the district owned by players who did not contribute to the defense total are damaged. Remove the player cubes from these buildings. These buildings no longer belong to the players who originally built them and can no longer earn them any Prestige or bonuses. Players CAN still use their matching Building Cards to Collect Income.

After ANY attack happens, move the Attack Marker 1 space to the right on the Attack Strength Track.

END OF THE GAME

The game ends when the last Plot Token is drawn from the bag. The current player finishes their turn, then all players take 1 last turn. After all players have taken this final turn, a final attack happens. Flip over the Plot Token that was placed at the end of the Attack Strength Track during setup to reveal which district is attacked. Resolve this attack as normal, then move on to final scoring.

FINAL SCORING

SCORE YOUR AGENDAS

For each Faction Track you have reached at least the 4th space of, you may score 1 Agenda. Agendas are worth the Prestige shown on the card. Each Agenda can only be scored once.

SCORE YOUR LARGEST GROUP OF BUILDINGS/FORTIFICATIONS

Locate your largest group of Buildings, HQ tiles, and Fortifications connected by solid lines. Score 2 Prestige for each Building, HQ and Fortification in this chain.

SCORE NUMBER OF DISTRICTS WITH YOUR BUILDINGS IN THEM

Determine how many Districts have your Buildings or HQ tiles in them and gain Prestige according this chart:

- 1 District = 1 Prestige
- 2 Districts = 2 Prestige
- 3 Districts = 4 Prestige
- 4 Districts = 6 Prestige
- 5 Districts = 9 Prestige
- 6 Districts = 12 Prestige
- 7 Districts = 16 Prestige
- 8 Districts = 20 Prestige
- 9 Districts = 25 Prestige

SCORE REMAINING RESOURCES

- Remaining Gold
- +Remaining Supplies
- +Remaining Favors
- +Number of Building Cards Not in Portfolio Divided by 3.

Whoever has the most Prestige wins!