

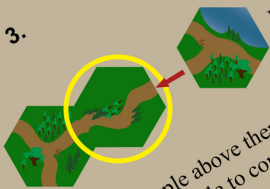
1. Components

66 land tiles
Pencil and paper needed to keep track of the score.
Setup
Find the land tile that says Start on it and place it in the center of the playing area. Shuffle the rest of the land tiles and deal each player 3 tiles (players may look at their hand). Place the rest of the tiles off to the side. This will be the draw pile. The youngest player goes first.

2. Starting The Game

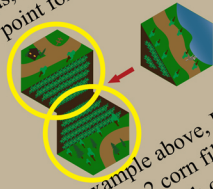
The first player draws a tile and places a tile connecting like sides.
The Second Turn And Beyond
Continue placing tiles to help map the kingdom.
Scoring
There are multiple ways to score. Closing off all road exits on a tile in play scores one point for the player closing off the last road exit.

3.



In the example above there are three road exits available to connect to on the tiles in play. Player A connects his tile to the tile with one road exit on it, closing off all road exits on the center tile, thus scoring 1 point for Player A.

4. Connecting water ways, corn fields, and pastures will score 1 point for each connection.



In the example above, Player B connects her tile to 2 corn fields closing off 1 side on each of the tiles, thus scoring 1 point for each.

5. Scoring Continued

When the road exits on a castle tile are closed off the castle tile gains 2 points for closing off the roads. Closing of water ways, cornfields, and pastures on a castle tile score the same as they do on any other tile with those pictures on them.

Example



Winning the game
The first player to collect 20 points wins the game.



White Wizards Workshop
Jeremy White
Graphic Designer / Game Designer
White Wizards Workshop LLC
whitebook/whitewizardsworkshop
Facebook/whitewizardsworkshop
Twitter @WhiteWizWorks