

KINGDOM BUILDER

HARVEST

A game by Donald X. Vaccarino
for 2-4 players, ages 8 and up

Four game board sections with two new locations each give plenty of exciting possibilities to manipulate your settlements.

Six new Kingdom builder cards pose interesting combinations for how to score during the game.

In addition, a new terrain type – farmland – is introduced, which lets players build one additional settlement each turn on farmland at any time during their turn.

Game components

• 4 game board sections



This expansion introduces a new terrain type found on all 4 game board sections that is suitable for being built upon: Farmland. In addition, all 4 sections contain a new terrain type that cannot be built upon: Silo. Finally, there are 8 new types of locations, two on each section.

• 16 location tiles



• 8 summary cards of location tiles



• 10 Settlement tiles



• 2 scout tiles



• 6 new Kingdom Builder cards



• 1 Rules booklet

Changes during set-up

Apply the set-up rules of the basic game, except for the following changes:

- Shuffle the 4 new game board sections with the 8 game board sections of the basic game, then select any 4 of the 12 sections and assemble them into a rectangular game board.
- If the cathedral is included in the game, put the number tiles next to the game board. If the scout cabin is included in the game, put the scout tiles next to the game board.
- Shuffle the 6 new Kingdom Builder cards with those of the basic game, and then randomly draw 3 cards. Place these cards face up next to the game board.

Note: You may combine all Kingdom Builder expansions any way you want.

Changes in game play

New type of terrain, suitable to be built upon: Farmland

Each of the 4 new game board sections contains the new terrain type farmland, which is suitable to be built upon. Once per game round each player may perform one farm action by building a settlement on an adjacent farmland space. If there are more than one farmland spaces adjacent to a player's settlements, they may freely decide on which of these spaces they build their settlement upon. If no farmland spaces are adjacent to a player's settlements, they cannot perform the farm action. The farm action can be performed at any time before or after their mandatory action.

Note: Settlements may be moved onto such a space by paddocks or may be built thereupon by taverns or towers.



Example: The orange player uses his farm action and builds a settlement on farmland. He now can build his 3 settlements of the mandatory action in a way that he connects to the palisade location.

Silo

Each of the 4 new game board sections contains a silo. At the end of the game, but before final scoring takes place, a player may either build up to three settlements or move up to three of their existing settlements for each silo that is adjacent to one or more of their settlements.

Players either build or move their settlements for each silo in turn order.

The built or moved settlements must be placed connecting to any of that player's existing settlements. The settlements adjacent to the silo may be moved as well, even if they are no longer adjacent to a silo afterwards.

Note: Players are not allowed to build two settlements and move another one or vice versa.



Example: Because the orange player has one settlement adjacent to the silo, he chooses to move 3 of his settlements to a different location. This way he ends up adjacent to another castle.

Extra actions for the new locations - Apply the building rules of the basic game



Bazaar

The player may repeat any other one of their extra actions during their turn.

Note: However, they cannot repeat the farm action.

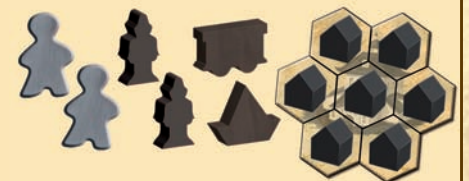


Clarification concerning other expansions:

By repeating an extra action the player will not gain any additional extra tokens or tiles like scout tiles (expansion 4) or warrior, wagon, ship and city tile (expansion 2).

However, these may be relocated during the turn by repeating that extra action.

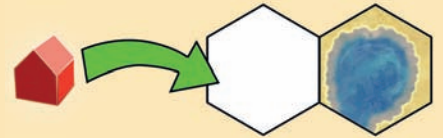
The bazaar action can be used in combination with extra actions of location tiles only, not with the nomads' tiles (expansion 1).





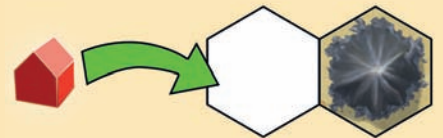
Water mill

Build one settlement upon a suitable terrain space next to a water space. It must be built connecting to an existing settlement of that player, if possible.



Mountain station

Build one settlement upon a suitable terrain space next to a mountain space. It must be built connecting to an existing settlement of that player, if possible.

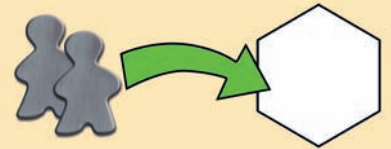


Scout cabin

The player may place both scout tiles on any suitable terrain, water or mountain spaces of the game board, connecting to their own settlements.

They count as settlements during the player's turn, and the player may build new settlements connecting to them. Scout tiles placed next to a location do not trigger any extra action, and they cannot be relocated. They are removed from the game board at the end of the player's turn, to be used again by the next player with a scout cabin.

Note: The scout do not generate points for the following Kingdom Builder cards: Mayor & Rovers from expansion 4 and Ambassadors, Families & Shepherds from expansion 1.



Example: The orange player uses his scout cabin first and places the 2 scouts next to his settlements on mountain spaces. Then he builds his 3 settlements of the mandatory action now able to connect to the castle.



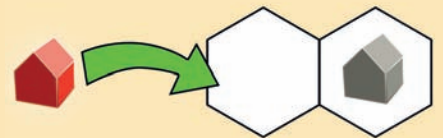
Cathedral

The number tiles are needed for this extra action. During their turn, the player may either take one more tile or return any number of tiles in order to build that same number of settlements upon suitable terrain spaces, according to the drawn terrain card. These must be built connecting to existing settlements of that player, if possible. When a player takes a cathedral tile he also takes a number 1 settlement tile.



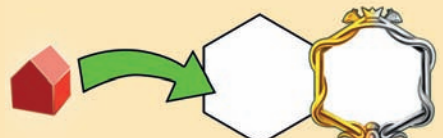
Watchtower

Build one settlement upon a suitable terrain space next to another player's settlement. It must be built connecting to your own existing settlements, if possible.



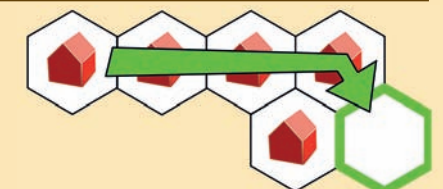
University

Build one settlement upon a suitable terrain space next to a location (including castles, nomads spaces, palaces and silos). It must be built connecting to an existing settlement of that player, if possible.



Palisade

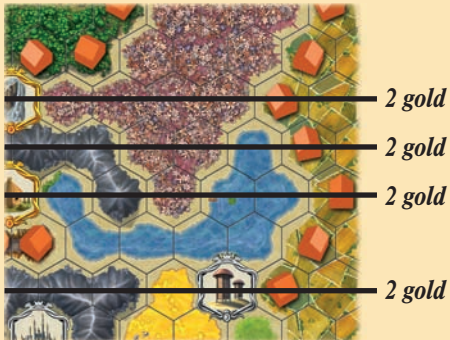
Move a settlement to a suitable terrain space connected to the same settlement area.



The 6 new Kingdom Builder cards

RANGERS

Build only one settlement in a horizontal line
2 gold for each horizontal line in which lies only one of your own settlements.



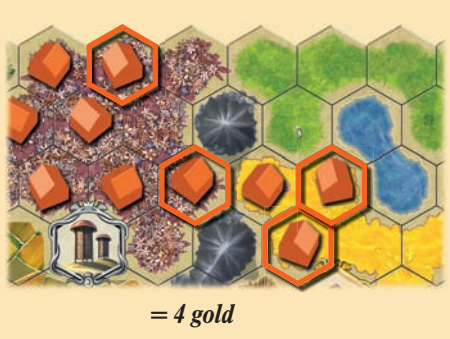
TRAVELLERS

Build at the edge of the game board
1 gold for every settlement at the edge of the game board.



CHAINERS

Build adjacent to exactly 2 of your settlements
1 gold for each settlement, that is adjacent to exactly 2 (no more, no less) of your own settlements.



HOMESTEADERS

Build as many settlements in one game board section as possible
1 gold for each settlement in the game board section with the most of your own settlements.



MAYORS

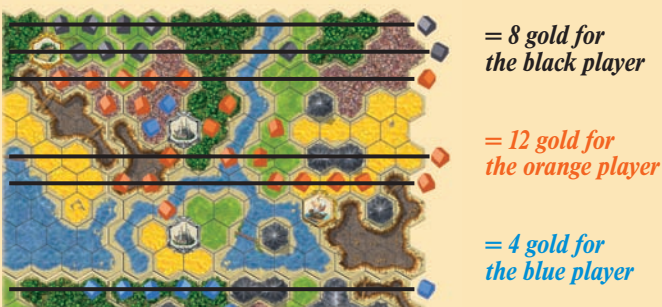
Build 4 settlements in a horizontal line
4 gold for every own settlement that was used to mark a horizontal line beside the game board.

If a player builds a settlement or moves one of their settlements in such a way that at least four of their settlements are arranged in a horizontal line, they mark this by placing a settlement from their supply next to that line outside of the game board. This can be done only if this line is not marked already by some other player. The settlements

forming this line may be moved again later. At the end of the game, each marked line is worth 4 gold for that player.



Example: The orange player builds three of his settlements on desert spaces, therefore having at least 4 settlements on that horizontal line. He takes one settlement from his supply and marks that horizontal line outside the game board.



ROVERS

Build in multiple board sections each turn
Each turn, 1 gold for every game board section you build one of your own settlements in.

The Rovers makes players gain gold during the game.

After each newly built settlement, the active player checks if they meet the conditions of the card. In case they do, they record the additional gold by flipping one of the summary of location tiles of that game board section. At the end of their turn they get gold equal to the flipped summary of location tiles and move their token on the score track accordingly. Then the summary of location tiles are flipped back. The rovers are **not scored during final scoring**.



Example: The orange player has build settlements on two different game board sections, therefore getting 2 gold this turn.

