



KINGSBURG



The Dice Game



RULEBOOK

King Tritus has appointed you, his most trusted governors, to maintain and defend the border provinces from the enemy onslaught. To prosper, you must outmaneuver your rival governors and persuade the king's advisors to assist you. Only one governor will be admitted to the Royal Council, so gather your resources, construct your buildings, and prepare your defenses — the future of Kingsburg is in your hands!

Components



5 Reroll tokens



5 Hourglass tokens



5 Crown tokens



10 generic resource tokens



5 white dice



1 yellow die



1 King's Court sheet



1 Governor's sheet bloc



This rulebook

* The punchboard includes 5 extra tokens



Object of the Game

Over the course of the game, players gain victory points (vp) by influencing the king's advisors, constructing buildings, and repelling the invading enemies. The game ends at the end of the III year, and the player with the most VP wins.

Set Up

Give to all players a paper from the Governor's sheet bloc and 1 Reroll token. The oldest player starts as first player. The first player receives the King's Court sheet and the 5-white dice.

First Match rules: If it is the first time you play *Kingsburg: The Dice Game*, or you prefer less challenging rules, it is recommended to play by using the following rules.

Players start by constructing 1 building from the first column of their Governor's sheet. This rule is very useful also when experienced players and beginners play together. You can apply this rule only for beginners in order to have a balanced match. In addition, or as an alternatively, you can give to each player a generic resource token.



Game turn

During their turn players take all the 4 phases. After a player takes all 4 phases, turn passes to the following player, who also receives the King Court sheet and the 5-white dice. All players use their Governor's sheet to keep a record of the recruited soldiers and built buildings. The 4 phases within the turn are:

- Dice rolling
- Dice result
- Building
- Repel the invasion

Dice rolling

At the beginning of their turn players roll all 5 dice to see which goods are available and if they can influence King's advisors to get benefits. After the first roll players can decide to stop or reroll one or more dice. They can also reroll dice previously put aside. Players can reroll as many times as they want. But any hourglass result cannot be rerolled again.

Dice result

As soon as a player decides to stop rerolling, dice can be used as follows:



Hourglass: For each rolled hourglass the current player blackens one box of the time-track on the personal Governor's sheet starting with the I year until the III year.

N.B. Time flows inexorably. During their turn players have to blacken at least 1 box of their time track, even though they roll no hourglasses.



Soldiers: The current player obtains 2 soldiers for each 2 rolled dice with this icon. To keep a record, blacken 2 boxes on the soldiers' track on the personal Governor's sheet.



Crown: The current player obtains 1 token (see the part about tokens) for each 2 rolled crowns. Moreover, 1 crown can be used as resource to build unique buildings.



Numbered Faces: Numbers can be used to influence King's advisors. To influence advisors, players assign one or more of their dice to the advisor's space on the sheet. The total value of the assigned dice must be exactly equal to the advisor's rank (indicated on the shield near their portraits). For instance, to influence the general (6) a player can use 3 dice (1,2,3) or 2 dice (3,3). Each advisor can be influenced only once per turn.

N.B. Buildings' special effects should be applied during this phase.

Building

By spending the resources obtained during the previous phases players can build 1 building per turn. To keep a record, players circle the corresponding picture on their Governor's sheet. Resources can't be stocked from one turn to the following one. King's advisors are crucial, because they can grant a big amount of resources (see the King's Advisors' effects entry). Moreover, they can also give soldiers to defend what you built. Buildings' cost is indicated right under the buildings' pictures on the Governor's sheet.

The buildings on the last column (also marked by the golden box) are unique. It means that once a player builds them, no other player can build them anymore.

To keep records, other players have to **cross that building with an "X"** on their Governor's sheet. In order to build this special class of buildings it is always required a crown that can come from dice rolling, tokens or by influencing the queen.

N.B. No player can build more than 2 special buildings during the game.



Repel the invasion

Each time the last box of a year (I, II or III) in the time-track of Governor's sheet is blackened, an invasion takes place at the end of the current turn. Invaders' strength is indicated beside the blackened boxes. Players' strength is calculated by summing up blackened soldier boxes on governor's sheets and soldiers granted by buildings. If players are stronger than invaders, they earn the *vp* indicated right under invaders' strength. Otherwise, if players are weaker than invaders, they have to destroy their most valuable building in terms of *vp*; in the event that more than one building has the same *vp* value, current player chooses which one is destroyed. In case of a tie between player and invaders, nothing happens. When this phase ends, the game passes to the next player, who also receives the 5 white dice and the King Court sheet.

Game's end

When a player blackens the last box of the III year, the game is up to finish. The current player's turn finishes normally (including the invasion at the end of the year). Then, all other players perform a final turn. Players shall fight against the final invaders at the end of this turn even though they haven't blackened yet the last box.

In order to check the winner, all players calculate their *vp*. More specifically, they sum up *vp* scored for repelling the invasions, and *vp* scored for build the buildings; as shown on Governor's sheets, first column buildings worth 1 *vp*, while second column and third column ones worth 2 and 3 *vp*. The player with the most victory points wins the game.

Tokens

During phase 2, players can spend 2 crowns to get 1 token. Tokens can be stocked from one turn to the following one and have special effects. Players can't have more than 1 reroll and/or crown and/or hourglass token at the same time, while it is possible to stock up to 2 generic good tokens.



Generic good: Every time players gets 1 of these tokens, they have to draw 1 extra generic good token and give it to another player. During their turn players can spend this token to instantly get 1 resource of their choice among gold, wood and stone.



Crown: During their turn players can spend this token to build special building or to get other tokens.



Hourglass: As soon as players get this token, they can keep it or give it to any other player. The players who receive this token will blacken one extra box of the time-track on their personal Governor's sheet during their next turn. Then, they discard this token.



Reroll: By discarding this token it is possible to reroll hourglass dice.



Buildings' effect

Here follows a more detailed explanation for every building.

first row

Wooden Tower (1 “virtual” soldier), **Stone Tower** (2 “virtual” soldiers), **Fortress** (4 “virtual” soldiers). These troops are always be available once generated, unless their building is being destroyed.

Second row

Statue (you can add +1 to one die result during phase 2), **Garden** (you can reroll 1 hourglass die per turn), **Mausoleum** (you can add +3 to one die result during phase 2).

Third row

School (every turn you don't blacken more than 2 boxes of the time-track on your Governor's sheet, even when you roll more hourglasses), **Stonecutter** (you have 1 “virtual” stone every turn), **Town Hall** (once per turn you can turn a **not- hourglass** die in another result of your choice).

fourth row

Barracks (1 extra soldier to repel the first two invasion), **Market** (you have 1 “virtual” gold every turn), **Church** (during your turn you also roll the yellow die).

fifth row

Gladiators' Pit (during building phase you can spend 2 resources to get 1 soldier), **Sawmill** (you have 1 “virtual” wood every turn), **Cemetery** (you have 1 “virtual” crown every turn).



Player's name

Victory points



Vertical track with 8 empty boxes.

4

8

13

1

2

3

Building's outcome

Unique buildings

Soldiers' track

Time-track

Building's cost

Track I with 3 empty boxes.

3

Track II with 7 empty boxes.

7

Track III with 12 empty boxes.

12

Tokens' legend

King's Advisors' effects

Here follows an explanation of King's advisors' effects. Every time generic goods or crown are mentioned it does not refer to tokens but rather to "virtual resources" that players have to spend by the turn's end.



1. You get 1 gold
2. You get 1 wood
3. You get 1 stone
4. You get 1 soldier
5. You get 1 resource of your choice (gold, wood, stone)
6. You get 2 soldiers
7. You get 2 gold
8. You receive 1 soldier and 1 resource of your choice (gold, wood, stone)
9. You receive 1 crown and 2 resources of your choice (gold, wood, stone)
10. You receive 1 soldier, 1 gold, 1 wood and 1 stone

Icons' legend



Icons for 1 gold, 1 wood, 1 stone



Generic resource



Soldier



Victory point (vp)



Crown



A player of your choice



Yourself



Change the result of a non-hourglass die



It applies to a single die



It applies to a hourglass die

Kingsburg The Dice Game

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