XII Century

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Game Information

Players ◦ *1 to 5*
Duration ◦ *60 – 150 minutes*
Age ◦ *14+*
Game Category/Mechanics ◦ *strategic, competitive, resources management and allocation, global events, roll and write*

Game Components

- 5 standard dice (i.e. 5d6)
- 1 *town-sheet* per player (2 pages each – to be printed, b/w friendly)
- 1 rules summary (optional, can be printed on the back of the *town-sheet*)
- 1 rulebook (this one)
- 1 pen per player (or pencils if you want to reuse the *town-sheets*)
- 1 dice organiser sheet (optional)

Game Context

It is the 12th century in England, and it is a tough time to be around!

You are competing to turn a small settlement into the biggest, safest, and wealthiest town in England. Unfortunately, this is not going to be straightforward; expect fires, plagues, famines, civil wars, water storms, and outlaws' attacks along the way, not to mention the recurring king's wars. Your objective is to endure throughout the 12th century and outperform the neighbouring towns.

End Game and Victory Condition

The game is played over 10 *rounds*, each *round* represents a decade. When the 10th *round* is completed, the game ends, the players count their *victory points* (🏆), and the player with the most *victory points* is declared the winner. *Victory points* are earned by increasing your *town assets*, attracting *prominent people* to your town, building *infrastructures*, and supporting the *king wars*.

Game Concept – Town Assets

Your town has <u>twelve assets</u>: three *basic*, five *advanced*, and four *special* (discussed later). Figure 1 shows the *basic* and *advanced town assets* as they appear on your *town-sheet*.

Figure 1. Extract of the town-sheet capturing the basic and advanced town assets.

Town assets allow you to score *victory points*, attract *prominent people*, and build *infrastructures*. For example, at the end of the game, each unit of *population* (👤) is worth 1 *victory point* (🏵); and each unit of *strong ale* (🏛) is worth 2 *victory points* (🏵).

All the *town assets* have a minimum amount (MIN), that is 0 for all the *town assets*, and a maximum amount (MAX) that varies depending on the asset. For example, the MAX of 👤 is 10, while the MAX of *food* (🍎) is 30.

MIN and MAX of the *town assets* are captured in the *town-sheet* (see Figure 1). At any time during the game, you must ignore any added amount beyond a *town asset* MAX, and you cannot reduce any *town asset* below their MIN of 0.

Some *town assets* have a MAX equal to another *town asset's* current amount. For example, *farms* (🎋) have MAX = 👤 , which means that you cannot increase the amount of 🎋 beyond the current amount of 👤 .

At any time during the game, if a *town asset's* amount falls beyond its MAX, immediately set its amount to the new MAX. For example, let's assume you have 👤 =10 and 🎋 = 8 and that a game effect requires you to halve 👤 ; then, you set 👤 = 5, and reduce also 🎋 to their allowed MAX (MAX = 👤) that is now 5, setting 🎋 = 5.

NOTE: whenever you are required to halve a *town asset*, divide it by two and round it down.

In order to increase your *town assets* you may need to fulfil one or more **requirements** (always highlighted in red in your *town-sheet*), or pay a cost (always highlighted in blue in your *town-sheet*). Here is a summary of the **requirements** and costs for each *town asset* – they are also printed on your *town-sheet*, below the name of each *town asset* (see Figure 1).

(👤) **Population** – no requirements or costs
(🍎) **Food** – you cannot increase this *town asset* if your *population* is 0 (👤 ≥ 1)
(♟) **Stone, wood, and iron supply** – you cannot increase this *town asset* if your *population* is 0 (👤 ≥ 1)
(🎋) **Farms** – no requirements or costs
(⚔) **Men-at-arms** – you cannot increase this *town asset* unless your town has the *blacksmith* (⚒)
(♟) **Knights** – you cannot increase this *town asset* unless your town has the *stables* (⌂)
(🏛) **Strong Ale** – you cannot increase this *town asset* unless your town has the *brewery* (☕) and your *population* is not 0(👤 ≥ 1)
(🏠) **Stone Houses** – you cannot increase this *town asset* unless your town has the *master builder* (🖊) and your *population* is not 0 (👤 ≥ 1); also you must pay 1 unit from your *stone, wood, and iron supply* (♟) for each unit of *stone houses* that you increase. For example, to increase 🏠 from 0 to 4, you must pay 4 ♟ ; however, if you have only 3 ♟ you must add only 3 units of 🏠

Game Concept – Prominent People

PROMINENT PEOPLE		
spend one die to attract one (cost in blue) (requirements in red)		
🖊 MASTER BUILDER 👤 ≥ 4		🏵 1
⚒ BLACKSMITH 👤 ≥ 4		🏵 1
💎 WEALTHY MERCHANT 👤 ≥ 8 🏠 ≥5 🍲		🏵 8
🍗 BUTCHER 15 🍎 🏠 ≥5 🍶		🏵 15
📖 PRIOR 👤 ≥ 6		🏵 4
😊 BISHOP 👤 = 10 📖		🏵 6
🕴 ARMY CHIEF (worth 3 POW) ⚔ = 10		🏵 3
🏆 WAR HERO (worth 6 POW) ♟ = 10 ⚔ ≥ 3		🏵 7
👑 EARL ♟ = 10 🏠 ≥7		🏵 15

Figure 2. Extract of the town-sheet capturing the prominent people.

As your town grows, you will become able to attract *prominent people* to your town. Figure 2 shows the *prominent people* that you can attract to your town.

Each *prominent person* is worth a certain amount of *victory points* (🏵) at the end of the game (see also *Scoring* section). Some *prominent people* also enable you to build *infrastructures* or provide you with *battling power* (POW).

To attract a *prominent person*, you must fulfil some **requirements** and sometimes pay a given cost in *town assets* units. **Requirements** and costs are reported below the name of each *prominent person* in your *town-sheet*, as you can see in Figure 2. For example, to attract the *butcher* (🍗) to your town, you must have the *tavern* (🍶), 5 or more *stone houses* (🏠 ≥ 5), and pay 15 units of *food* (15 🍎). At the end of the game, the *butcher* will be worth 15 🏵

NOTE: **requirements** to attract a *prominent person* do not have to hold after you have attracted that *prominent person*. For example, if you have attracted the *master builder* (🖊) when your 👤 = 5, and then your 👤 falls to 2, you do not lose the *master builder*.

The *army chief* (🕴) and the *war hero* (🏆) are *prominent people* that come with a benefit. In fact, they provide you with an additional *battling power* (POW) of 3 and 6 (POW is discussed in the *King War* section).

Game Concept – Infrastructures

INFRASTRUCTURES		
spend one die to build one (cost in blue) (requirements in red)		
INN 🛏	3 🍶 3 🍎 👤 ≥ 8		🏆 5
STABLES ⬭	2 🍶 4 🍎 ▦▦▦ ≥ 3		🏆 3
MARKET 🍎	(🍶 ⇄ 🍎) 6 🍶 🍎 ≥ 10 ▦▦▦ ≥ 5 👤 ≥ 7		🏆 5
TAVERN 🍶	1 🍶 9 🍎 👤 ≥ 7		🏆 10
MONASTERY ▦▦	8 🍶 1 🍎 📖 🔨		🏆 10
CATHEDRAL ⛪	25 🍶 ✝ = 2 😊 🔨		🏆 20
BREWERY 🍲	1 🍶 9 🍎 ▦▦▦ ≥ 9 ⌡ ≥ 5		🏆 2
TOWN WALLS ▦	(worth 10 POW) 6 🍶 3 ⌡ 🔨		🏆 6
BARBICAN ♜	(worth 10 POW) 10 🍶 5 ⌡ 🔨		🏆 9

Figure 3. Extract of the town-sheet capturing the infrastructures.

As the game progresses, you may need to build *infrastructures* to boost the town growth and improve your defences. Figure 3 shows the *infrastructures* that you can build in your town.

Similarly to the *prominent people,* each *infrastructure* is worth a certain amount of *victory points* (🏆) at the end of the game (see also *Scoring* section). Some *infrastructures* enable you to increase some specific *town assets* (as we mentioned in the *Town Assets* section), or provide you with additional *battling power* (POW).

To build an *infrastructure,* you must fulfil some **requirements**, and pay a given **cost** in *town assets* units. **Requirements** and **costs** are reported below the name of each *infrastructure* in your *town-sheet*, as you can see in Figure 3. For example, to build the *brewery* (🍲) you must pay 1 🍶 and 9 🍎 , also you must have 9 or more *farms* (▦▦▦ ≥ 9) and 5 or more *men-at-arms* (⌡ ≥ 5).

NOTE: **requirements** to build an *infrastructure* do not have to hold after you have built that *infrastructure*. For example, if you have built the *stables* (⬭) when your ▦▦▦ = 4, and then your ▦▦▦ falls to 2, you do not lose your *stables*.

The *town walls* (▦) and the *barbican* (♜) are *infrastructures* that come with a benefit. In fact, they provide you with an additional *battling power* (POW) of 10 each. However, this POW is useful only when you defend your town from the *Outlaws' Attack* (see *Global Events* section).

Game Concept – Special Assets, Special Prominent People, and Special Infrastructures

At a certain point of the game, you will become able to increase *special town-assets,* attract *special prominent people*, or build *special infrastructures.* They are so-called *special* because they provide you with bonuses and special abilities (mostly to manipulate rolled dice), or with a nice stack of *victory points*, or both. Such perks do not come for free, indeed, it is more difficult to increase *special town-assets,* attract *special prominent people*, or build *special infrastructures.*

				you can increase special assets only by spending a die of value 1		
SPECIAL ASSETS	▢ = 1	✝	**MONKS** 2 🍎 ▦▦	(only for assets' MAXs and requirements, 1 ✝ counts as 2 👤) 0	MAX = 2	2 🏆 each
	▢ = 1	🛡	**MERCENARIES** 2 🍎 ⌡ ≥ 5	(worth 3 POW each) 0	MAX = 2	2 🏆 each
	▢ = 1	🔨	**MASONS** 1 🍎 👤 ≥ 8	(when building an infrastructure, pay 1 🍶 less per each 🔨) 0	MAX = 3	1 🏆 each
	▢ = 1	🥖	**BREAD** 3 🍎 👮	0	MAX = 3	5 🏆 each

Figure 4. Extract of the town-sheet capturing the special town-assets

Figure 4 shows the *special town-assets,* as the *basic* and *advanced town-assets* they have a MAX, a MIN, **requirements**, and **costs**, but they come with perks.

(✝) *Monks* – whenever you consider *town-assets* MAXs and **requirements**, you can count each *monk* as **2** additional 👤 . For example, let's assume you have 👤 = 5, ▦▦▦ = 3, and ✝ = 1, then the current MAX of ▦▦▦ would be 7, instead of 5. So you could increase ▦▦▦ up to 7 while having 👤 = 5

(🛡) *Mercenaries* – each of them is worth 3 POW, and you never lose *mercenaries* (see also *King War* Section)

(🔨) *Masons* – every time you are required to pay 🍶 to build an *infrastructure* you get a discount of 1 🍶 per *mason* you have. For example, if you have 🔨 = 2, to build the *town walls* (▦) you would pay 4 🍶 instead of 6 🍶

(🥖) *Bread* – each unit of *bread* is worth **5** 🏆 at the end of the game, which is a considerable amount of *victory points*

Figure 5 shows the *special prominent people* and the *special infrastructures,* like the *prominent people* and the *infrastructures* introduced before, they have requirements and costs. However, each *special prominent person* and *special infrastructure* is associated to two different *special abilities* or *bonuses* (divided by a dashed line, see Figure 5). When you attract a *special prominent person* or build a *special infrastructure*, you can pick one of the two associated perks to keep for the remaining part of the game. When you do that, mark it with an X (as shown in Figure 5). Mind that you cannot change your choice once taken.

SPECIAL PROMINENT PEOPLE (after attracting one, select one special ability from the two available on the right)
to attract one, spend one die of the value shown in the left box of the special prominent person (requirements in red)

|						
☐ = 2	MILLER 👤 = 10 🌀		🏆 1		if ⬛= 3 you do not pay 🍎 at the end of your turn	
					treat dies of value 2 as of value 4 when spent to increase 🍎	
☐ = 2	SHERIFF 👤 = 10 ⚔ ≥ 5		🏆 1	X	once per turn, you can increase the value of a die by 1	
					once per turn, you can decrease the value of a die by 1 or 2	
☐ = 1	WITCH 👤 = 10 😈		🏆 2		you can spend two dies to increase the same asset in one turn	
					you can split one die's value to increase two different assets	
☐ = 1	JONGLEUR 👤 = 10		🏆 0		add the following dies to your dies reserve: 1, 2, 2, 4	
					add the following dies to your dies reserve: 1, 1, 1, 5	

SPECIAL INFRASTRUCTURES (after building one, select one special ability from the two available on the right)
to build one, spend one die of the value shown in the left box of the special infrastructure (cost in blue) (requirements in red)

☐ = 2	MILL 4🪨 1🍎 ⬛ ≥ 7	🏆 1	at the end of each round, increase 1🍎 per every 3 ⬛
			you pay 1 less 🍎 to increase ⬛
☐ = 2	GRANARY 4🪨 👤 = 10 🍎 ≥ 9	🏆 5	during *Famine* do not reduce your 👤
			at the end of each round get 2 🍎
☐ = 1	TOWN COURT 6🪨 👤 = 10	🏆 1	once per turn, you can turn a die of value 2 into one of value 4
			once per turn, you can re-roll a die of value 3 or below
☐ = 1	CASTLE 30🪨 ⚔ = 10 👑 🪚	🏆 30	worth 20 POW
			score an additional 1🏆 per each 🏠

Figure 5. Extract of the town-sheet capturing the special prominent people and the special infrastructures.

All the perks associated to *special prominent people* and *special infrastructures* are reported in plain English on your *town-sheet,* as you can see from Figure 5. Below, we clarify only few of them.

(✊) *Sheriff* – its abilities permanently alter a die, and you can use them also on the dice that are shared by all the players.
(🎩) *Witch* – when splitting a die you are not forced to divide it by two, you can split a die of value 5 into one of value 1 and one of value 4; or one of value 3 and one of value 2. This ability does not alter permanently the value of the split die, however, you must consider the split die as if you had two physically different dice.
(⚖) *Town court* – its abilities permanently alter a die, and you can use them also on dice that are shared by all the players.

Game Concept – Dice Reserve

DICE RESERVE 🎲	2	3	4	5						

Figure 6. Extract of the town-sheet capturing the dice reserve.

As this game involves rolling dice, bad and good luck may come and go at any time. To balance the impact of bad luck (especially in early *rounds*), each player can access a dice reserve. During your *turn*, you can use one additional die roll from your reserve. At the beginning of the game, the *dice reserve* contains the die values captured in Figure 6. The reserve has a maximum of 10 *slots*, because you cannot spend more than a die per *turn* from your *dice reserve*, so you cannot store more than 10 dice in your *dice reserve*. No abilities of the *special prominent people* or *special infrastructures* can be used on the dice in the reserve. However, the *jongleur* (🎭) abilities will refill the *dice reserve* if there are enough empty *slots*.

Game Concept – Locations

Around your town, there are four *locations* that can yield 🍎 or 🪙 . Figure 7 shows the four *locations* and the bonuses that they yield <u>at the end of each *round*</u>. However, to collect a bonus from a *location* you must have a minimum *influence* at that *location* by the end of each *round*. The required *minimum influence* increases over time, so keep increasing your influence at a given *location* if you want to keep collecting its bonus. <u>Your influence at a *location* never decreases</u>.

you can spend one die to increase your influence at one location of the die value - max one die per location per turn														
at the end of each round, collect the bonus from all the locations where your influence is **higher than** or **equal to** the MIN influence for that round														
LOCATIONS		game rounds >	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	bonus
☀🌱	GRASSLAND	your influence >	0										1🍎 or 1🪙
		MIN influence (at each game round) >	*1*	*2*	*3*	*4*	*5*	*5*	*5*	*6*	*6*	*6*	
☀🌾	FARMLAND	your influence >	0										2🍎
		MIN influence (at each game round) >	*3*	*3*	*5*	*5*	*7*	*7*	*9*	*9*	*11*	*11*	
☀⛰	QUARRY	your influence >	0										2🪙
		MIN influence (at each game round) >	*3*	*3*	*3*	*7*	*7*	*7*	*7*	*10*	*10*	*10*	
🌲	FOREST	your influence >	0										2🍎 or 2🪙
		MIN influence (at each game round) >	*4*	*4*	*6*	*6*	*8*	*8*	*10*	*10*	*12*	*12*	

Figure 7. Extract of the town-sheet capturing the four locations around your town.

Game Concept – Global Events

A certain number of *game rounds* will be affected by *global events. Global events* affect the gameplay and the strategy of the players, and most of the times they reduce the players' *town-assets,* slowing down their towns' growth.

The table below describes the six *global events* and their effects.

Global Event	Die Value	Effect Description (Resolution)
Fire	*1*	Players must immediately halve their *stone houses* 🏠 During this *round,* players cannot *attract prominent people* to their towns.
Plague	*2*	All the players must immediately halve their *population* 👤 and, if required, reduce any *town asset* with MAX = 👤
Famine	*3*	All the players must immediately reduce their *population* 👤 by 3. Players *farms* 🌾 will not produce any *food* 🍎 in the *current round.*
Civil War	*4*	All the players must immediately halve their *men-at-arms* 🗡 *and knights* 🛡
Outlaws' Attack	*5*	At the beginning of the round, the players having a total **POW** *less than* 5 multiplied the current round (a number from 1 to 10), must reduce their 🍎 and 🏛 by **5** each, and set 🗡 = **0** and 🛡 = **0** For example, if there is an *Outlaws' Attack* at round **7**, the players affected by this *global event* are those having **POW < 35**
Water Storm	*6*	All the players must immediately halve their *farms* 🌾

Global events determine the difficulty of the game (as explained in the next page), but they also introduce variability and make each game different. This forces players to change their strategy and decisions every time they play. However, <u>only for the very first game</u>, we suggest avoiding the use of *global events*, just to familiarise with the overall gameplay and the other game concepts.

Now that we covered all the *game concepts*, let's see how to play *XII Century*.

Game Setup

Print and give one *town-sheet* to each player. Give a pen (or a pencil) to each player. Each player chooses a name for their town and writes it on their *town-sheet* in the appropriate space (see Figure 8). Each player rolls one die, the player who rolled the lowest value will be the *first player* of the *first round*. Give four dice (4d6) to the first player. Each player marks the first *round* on their *town-sheet* (as shown in Figure 8). Now, before starting the game, let's set the *game difficulty*.

TOWN NAME		GAME ROUNDS	X	2	3	4	5	6	7	8	9	10
BGG Land		GLOBAL EVENTS							C	Fi	O	P

Figure 8. Extract of the town-sheet capturing the town name space, the game rounds and the global events tracks (after setting difficulty to normal).

Game Difficulty

XII Century can be played at different difficulties, varying from *very easy* to *forget-about-it*. The game difficulty influences how quickly and easily the towns grow, the required amount of strategic planning, and what could be a competitive score at the end of the game. The *game difficulty* is determined by the total number of *rounds* affected by a *global event.*

The table below shows the game difficulties, which *rounds* are affected by a *global event,* and good score ranges.

Difficulty	How to set it	Good Scores
Very easy	Do not use *global events* at all.	*100 to 110*
Easy	Assign a *global event* to *round* 9, and 10	*90 to 100*
Normal	Assign a *global event* to *round* 7, 8, 9, 10	*70 to 90*
Hard	Assign a *global event* to *round* 5, 6, 7, 8, 9, 10	*50 to 70*
Very hard	Assign a *global event* to *round* 3, 4, 5, 6, 7, 8, 9, 10	*40 to 60*
Forget-about-it	Assign a *global event* to *round* 2, 3, 4, 5, 6, 7, 8, 9, 10 Assign the *Outlaws' Attack global event* to *round* 1	*Above 30*

Once the players agreed on the level of difficulty, they assign the *global events* to the specific *rounds*. We suggest two methods to assign *global events*. However, players could apply their own method to assign *global events* to the *rounds,* just do not assign the same *global event* to more than two *rounds*.

Method 1. The first player rolls one die (1d6) per each *round* affected by a *global event,* then lookup the table in the previous page to match *global events* to the rolled values. All the players must take note of the *global events* assigned to each *round* by writing the first letter (or first two letters) of each *global event* in the *global events track* on their *town-sheet* (as shown in Figure 8) – this is useful to remember what's going to happen later in the game and to plan ahead.

NOTE: in the case you would assign the same *global event* to more than two different *rounds*, re-roll. You must allow only for two *rounds* (even consecutive) to be affected by the same *global event*.

Method 2 – only in multiplayers. Taking turns, players choose the *global event* to assign to each affected *round*, instead of assigning them randomly. Remember that *global events* will affect all the players equally, so it does not matter what *global events* will take place during the game, nobody will be in a position of advantage.

Game Round Overview

XII Century is played over 10 *rounds*. Each *town-sheet* has a *game rounds track* at the top (see Figure 8), when beginning a new *round*, always mark it in the *game rounds track* (as shown in Figure 8). Each *round* includes three major phases: the *global event phase*, the *player turns phase*, and the *king war phase*. This section of the rules provides an overview of a *round,* showing step-by-step how it unfolds.

1. All the players resolve the effects of the *global event* assigned to the *current round* (if any).

2. The first player of the *current round* rolls two dice (2d6). The values of these two dice will be shared by all the players during the *current round*. If the two shared dice have the same value, the first player must increase or decrease one of the two dice of one value, or re-roll both and repeat this step until the two shared dice have different values. For example, let's assume that Jack is the first player and he rolls two 3, then Jack can turn one of the two 3 into a 4 or into a 2, or re-roll both dice. Jack decides to re-roll both dice, and after re-rolling he gets two 5. Jack decides to stop rolling and he turns one 5 into a 6. The first player should place the two shared dice at the centre of the playing space, so that everyone can see them (use our *dice organiser* to facilitate this).

3. Starting from the first player of the *current round*, each player plays his *turn* (read *Player Turn* section, below).

4. Once all the players completed their turns, they resolve the *king war phase* (read *King War* section, below).

5. Once the *king war phase* is over, the players' *farms* (🏚) produce *food* (🍎). Players increases their 🍎 by 1 unit per every 2 🏚 they have (rounded down). For example, if after the *king war phase* you have 🏚 = 5 and 🍎 = 5, your *farms* will produce 2 units of *food* (🍎 = 7).

6. Players collect bonuses from the *locations* where they have the required *minimum influence* and from any *special infrastructures* they have built (if any).

7. If the *current round* is not the 10th, the last player of the *current round* becomes the first player of the *next round*, and the *next round* starts immediately. Instead, if the *current round* is the 10th, the game is over and the player with the most *victory points* (🏵) wins (see also the *Scoring* Section).

Player Turn

A player *turn* is made of the following five steps that must be executed exactly in this order.

1. Roll two dice (2d6). Now, you have four dice to spend: the two dice you just rolled, and the two shared dice that the first player rolled at the beginning of the *current round,* as explained in the *Game Round Overview* Section. Additionally, at any time during step 2, a player may spend an extra die from his *dice reserve*.

   For example, Jack, the first player of the *current round*, rolled a 5 and a 6 at the beginning of the *current round*, which are the shared dice. Then, Jack starts his turn and he rolls a 3 and a 1. Now, Jack can spend a 5, a 6, a 3, and a 1.

2. Spend the four dice, one by one, to do one of the following (in any order, even multiple times):
   o increase a *town asset* (*basic*, *advanced*, or *special*) of an amount **exactly equal** to the die's value spent
   o attract a *prominent person or special prominent person*
   o build an *infrastructure or special infrastructure*
   o increase your influence in one *location* of an amount **exactly equal** to the die's value spent
   o save in your *dice reserve* the die's value spent – **only** if you have free *slots* in your *dice reserve*

   Restriction₁: when spending your dice, you **cannot** spend the die with the highest value (out of the four you have to spend this turn, including any additional die you retrieve from your *dice reserve*) to increase an *advanced asset* (🏚 🏛 ⚒ 🍷 🏠). However, you can always spend the die with the highest value to increase one of your *advanced assets* of an amount up to the die's value minus 1.

   Restriction₂: when spending your dice, you **cannot** spend two dice to increase the same *town asset* twice in a single *turn,* unless stated otherwise by an ability you acquired.

   Restriction₃: when spending your dice, you **cannot** spend any die to increase *special town assets*, or attract *special prominent people,* or build *special infrastructures*. To do that, you **must** spend dice with a required value. The required die value is captured in a box next to the *special town assets, special prominent people,* and *special infrastructures* (see Figure 4 and Figure 5). For example, to attract the *sheriff* (👊) you must spend a die of value 2.

   Continuing our example of Jack, he spends his four dice to do the following:

   o the die of value 6 to increase 🧍
   o the die of value 3 to increase 🍎
   o the die of value 1 to attract a *prominent person*, the *master builder* 🪚
   o the die of value 5 to increase 🏚

   After that, Jack realises that he would like to get the bonus from a *location*, so he decides to spend a die of value 3 from his *dice reserve* to *increase his influence* at the *quarry*, in this way, Jack will get the bonus from the *quarry* till the end of *round* 3 (which at the end of round 3 will total 6 👤).

   Figure 9 shows how Jack's *town-sheet* will look like after his first turn.

   NOTE: when the amount of a *town asset* (either *basic*, *advanced*, or *special*) or your *influence* at one *location* changes, cross its last value with the pen and write next to it the new value (as shown in Figure 9). Every time you attract a *prominent person* or build an *infrastructure,* write an X inside the empty box on the left of the *victory points* box (as shown in Figure 9). When you attract a *special prominent person* or build a *special infrastructure*

tick the ability or bonus you choose (as shown in Figure 5). When you spend a die from your *dice reserve* cross it (as shown in Figure 9). When you add a die to your *dice reserve* write its value in one of the empty *slots*.

NOTE: you can always spend a die whose value would increase a *town asset* beyond its MAX, however, you **must** ignore any added amount beyond the MAX. For example, if your 👤 = 7, and you spend a die with value 5 to increase 👤, the final amount of 👤 will be 10 (that is its MAX).

DIES RESERVE	🎲	2	X	4	5							

	POPULATION				1 🌿
👤	6			MAX = 10	each

	FOOD (at the end of each turn pay 1🍎 every 2 👤 rounded up)	
🍎	👤 ≥ 1 | 3	MAX = 30

	STONE, WOOD, and IRON SUPPLY	
🪨	👤 ≥ 1 | 0	MAX = 30

	FARMS (at the end of each round, increase 1🍎 per every 2 🌾 rounded down)	
🌾	5	MAX = 👤

LOCATIONS		game rounds >	1	2	3	4	5	6	7	8	9	10	bonus
GRASSLAND		your influence >	0										1 🍎 or 1 🪨
		MIN influence (at each game round) >	1	2	3	4	5	5	5	6	6	6	
FARMLAND		your influence >	0										2 🍎
		MIN influence (at each game round) >	3	3	5	5	7	7	9	9	11	11	
QUARRY		your influence >	3										2 🪨
		MIN influence (at each game round) >	3	3	3	7	7	7	7	10	10	10	
FOREST		your influence >	0										2 🍎 or 2 🪨
		MIN influence (at each game round) >	4	4	6	6	8	8	10	10	12	12	

PROMINENT PEOPLE			
spend one die to attract one (cost in blue) (requirements in red)			
🪚	MASTER BUILDER 👤 ≥ 4	X	🌿 1
⚒	BLACKSMITH 👤 ≥ 4		🌿 1

INFRASTRUCTURES			
spend one die to build one (cost in blue) (requirements in red)			
🛏	INN 3 🪨 3 🍎 👤 ≥ 8		🌿 5
🧲	STABLES 2 🪨 4 🍎 🌾 ≥ 3		🌿 3

Figure 9. Extract of Jack's town-sheet after his first turn, as explained in the example.

3. Once you have spent all your dice, making sure that you do not *accidentally* alter the value of the shared dice. Give the two non-shared dice to the next player. Then, you must reduce 1 🍎 for every 2 👤 (rounded up).
For example, Jack will spend all his 3 🍎 because he has 6 👤.

NOTE: if at this step a player does not have the required *food* units to pay, the player must reduce their *population* until they can pay the required *food*. For example, let's assume that at his second round, Jack will have 👤 = 9 and 🍎 = 4. Jack should pay 5 🍎, but he has got only 4 🍎, so given that Jack can pay *food* only for 8 👤, he must reduce 👤 from 9 to 8, and then pay 4 🍎.

4. At this point, if you have built the *market* (🍲), you can turn any units of 🍎 into 🪨 or vice versa.
This is reminded in the *town-sheet* by the symbol: 🪨 ⇆ 🍎 (captured next to the *market*)

5. Your *turn* is now over, and the next player *turn* starts. Wait until all the players completed their turn, then resolve the *king war phase*.

King War

In *XII Century*, players do not fight each other, however, they have the chance to support the *king war*. Players supporting the *king war* will increase their **reputation** (⚔) at the cost of some *town assets*. Each *town-sheet* has a *reputation track* (shown in Figure 10). When a player supports the *king war,* they may increase their **reputation** by 1 or 2 points. At the end of the game, every two points of **reputation** (rounded down) are worth 4 🌿. Note that, a player cannot lose *reputation*.

Figure 10. Extract of the town-sheet capturing the reputation track of a player who supported the king war three times, twice having the highest POW.

The *king war phase* is resolved over 6 steps, but most of the steps are resolved **only** by players *supporting* the *king war*.

For the examples in this Section, we assume to have four players: Jack, Tom, Martha, and Mary. The table below shows the *town-assets*, *prominent people*, and *infrastructures* that the players have at the beginning of the *king war phase*.

Players	Town Assets	Prominent People and Infrastructures	
Jack	🚹 = 10; 🍎 = 5; ▥ = 1; ⚔ = 3; ♟ = 3	⚒ ✎	🎧
Tom	🚹 = 10; 🍎 = 8; ▥ = 2; ⚔ = 7	⚒ ✎	▦
Martha	🚹 = 10; 🍎 = 6; ▥ = 4; ⚔ = 4	⚒ ✎	▦
Mary	🚹 = 10; 🍎 = 9; ▥ = 10	✎	

1. Each player takes one die (1d6), which will be used to secretly decide to **support** the *king war* or to **avoid** it.

2. Players who want to **support** the *king war* secretly set their die value to 6; while players who want to **avoid** the *king war* secretly set their die value to 1.

   NOTE: a player whose current *battling power* (POW) is equal to 0, must set their die value to 1.

3. All at the same time, the players show their dice revealing their choices.

4. The players who set their die value to 1, choosing to **avoid** the *king war,* do not have to perform any other action during this phase. The players who set their die value to 6, choosing to **support** the *king war*, must now calculate their *battling power* (POW).

   To calculate your **POW** consider to add the following elements (this information is also shown on the *town-sheet*):

   Each ⚔ is worth **1 POW**; Each ♟ is worth **2 POW**; Each 🛡 is worth **3 POW**

   The *army chief* (🚹) and the *war hero* (🏋) are worth respectively **3 POW** and **6 POW**

   In addition, if ⚔ ≥ 4, roll one die and add its value to the final **POW**

   In addition, if ♟ ≥ 4, roll one die and add its value to the final **POW**

   NOTE: you cannot spend dice from your *dice reserve* during this *phase*.

   NOTE: in this phase, you must not count the **POW** yielded by your infrastructures (▦ 🏰 🏯), add their **POW** to your total **POW** only during the *Outlaws' Attack global event* (see *Global Events* section).

   In our example, we assume that Jack, Tom, and Martha set their dice to 6, supporting the *king war.* While Mary was forced to set her die to 1, because her POW is 0.

   Jack, Tom, and Martha now calculate their final POW by adding any additional roll.

   Jack has a final POW of 9, because he cannot roll any die (having ⚔ = 3 and ♟ = 3),
   Tom has a final POW of 7 plus the value obtained by rolling a die (for having ⚔ ≥ 4), which we assume to be 1.
   Martha has a final POW of 4 plus the value obtained by rolling a die (for having ⚔ ≥ 4), which we assume to be 5.

5. The player(s) with the highest POW, will increase their *reputation* by **2 points**, while all the other players will increase their *reputation* by **1 point**.

   In our example, Jack and Martha will increase their *reputation* by 2 points, because they both have a final POW of 9. While Tom will increase his *reputation* by only 1 point, because he has a final POW of 8.

   NOTE: if only one player supported the *king war,* that player gets **only 1** *reputation* point.

6. The players who supported the *king war* must halve their *men-at-arms* (⚔) *and knights* (♟).

Players	Town Assets	Prominent People and Infrastructures		
Jack	👤 = 10; 🍎 = 5; 🧱 = 1; ⚔ = **1**; 🏺 = **1**	⚒ ✎		🎧
Tom	👤 = 10; 🍎 = 8; 🧱 = 2; ⚔ = **3**	⚒ ✎		🧱
Martha	👤 = 10; 🍎 = 6; 🧱 = 4; ⚔ = **2**	⚒ ✎		🧱
Mary	👤 = 10; 🍎 = 9; 🧱 = 10	✎		

Scoring

At the end of the game, players calculate their final score by adding all the *victory points* (🏆) yielded by their *town-assets* (*basic*, *advanced*, and *special*), by their *prominent people* (including *special* ones), by their *infrastructures* (including *special* ones), and by their level of **reputation**. The player with the most *victory points* wins the game. In case of a tie, the player with the highest POW (calculated by including all the elements yielding POW) is the winner. If still tie, the victory is shared.

<u>*Final Score*</u> = (🏆 from all the *town assets*) + ((level of ⚔ / 2) *4) + (🏆 from attracted *prominent people*) + (🏆 from *built infrastructures*)

Solo Mode

When playing *solo,* no rules are altered, but (1) <u>you must skip</u> the *king war phase;* (2) <u>you must pick</u> an *objective* (from the list below) to achieve before the end of the game. <u>You win the game if you achieve your objective</u>. The difficulty of the game will affect the difficulty of achieving the selected objective, however, the objectives have their own complexity as well. In the list, the objectives are ranked from the simplest to the most complex.

Available Objectives –

- o   Attract the *wealthy merchant* (⬦) and end the game with **20** 🍎 , **20** 🎖 , and **80** 🏆 or more
- o   Attract the *miller* (🏭) and end the game with **10** 🍎, **10** 🗑 , **3** 🍞, and **80** 🏆 or more
- o   Build the *cathedral* (🏰) and the *monastery* (🏛) and end the game with **10** 🍎, **10** 🗑, and **80** 🏆 or more
- o   Build *the town walls* (🧱), the *barbican* (♟), and the *castle* (🏰) and end the game with **10** 🗑

NOTE: remember that you will always be the *first player of the current round*, apply the rules accordingly.

Solo Mode Arcade –

If you do not like to pursue a specific objective, you can play *XII Century* in *solo mode arcade*. If you want to do so, try to beat the *Good Scores* listed in the *Global Events* section, and challenge yourself increasing the difficulty of the game.

Beginner Tips

- o   👤 is the most important *town asset* but maxing it out immediately can be expensive and useless. Increase 👤 gradually.
- o   🍎 and 🎖 are the only *town assets* (except *special* ones) that you never accidentally lose*,* invest in them wisely.
- o   Low-value dice are best spent to attract *prominent people* and *build infrastructures*, try to always have a *prominent person* or an *infrastructure* that you can attract or build when you will roll a low-value die.
- o   *Locations* can be a great investment at the beginning of the game, and they pay back slowly throughout the game. Try to increase your *influence* in at least one *location* in your first round.
- o   Low-value dice are your best friends if you have fulfilled the **requirements** to <u>increase</u> the *special town assets*, or <u>attract</u> the *special prominent people*, or <u>build</u> the *special infrastructures*.
- o   Play your first game with *very easy* difficulty.
- o   Always check the **requirements** and the MAX of a *town asset* before increasing it.

Requirements, Costs, and Greyscale Printing

The *town-sheets* required to play *XII Century* can be printed in greyscale, however, recognising **requirements** and costs may become difficult. A simple way to recognise them is to look at where the numbers stand.

<u>Icons without numbers around are always **requirement**</u>, for example: 🏛 🍎 ⚒ 🥘

<u>Costs are always written as a number in front of an icon of a *town asset*</u>, for example: 6🍎,   9🎖,   5⚔

<u>Math expressions of equality (=) or greater than/equal to (≥) are always **requirements**</u>, for example: 👤 ≥ 6,   👤 = 10

Acknowledgements

TOWN NAME			GAME ROUNDS	1	2	3	4	5	6	7	8	9	10
			GLOBAL EVENTS										

DICE RESERVE		2	3	4	5								

TOWN ASSETS (spend one die to increase an asset's amount of the die value - max one die per asset per turn)
you cannot use the highest-value die (among those rolled) to increase an advanced asset's amount, if you want to do so, reduce the die's value by one

BASIC ASSETS

	POPULATION		1 🏵
	0	MAX = 10	each

	FOOD (at the end of each turn pay 1🍎 every 2 🚶 rounded up)	
🚶 ≥ 1	0	MAX = 30

	STONE, WOOD, and IRON SUPPLY	
🚶 ≥ 1	0	MAX = 30

ADVANCED ASSETS

	FARMS (at the end of each round, increase 1🍎 per every 2 🌾 rounded down)	
	0	MAX = 🚶

	MEN-AT-ARMS (worth **1 POW** each)	
⚒	0	MAX = 🚶

	KNIGHTS (worth **2 POW** each)	
🎧	0	MAX = ⚔

	STRONG ALE		2 🏵
🚶 ≥ 1 🍲	0	MAX = 10	each

	STONE HOUSES		1 🏵
1🪨 🚶 ≥ 1 🪚	0	MAX = 10	each

SPECIAL ASSETS
you can increase special assets only by spending a die of value 1

▱ = 1	✝ MONKS (only for assets' MAXs and requirements, 1✝ counts as 2🚶)		2 🏵
	2🍎 🏛	0	MAX = 2 each

▱ = 1	⊗ MERCENARIES (worth **3 POW** each)		2 🏵
	2🍎 ⚔ ≥ 5	0	MAX = 2 each

▱ = 1	🔨 MASONS (when building an infrastructure, pay 1🪨 less per each 🛠)		1 🏵
	1🍎 🚶 ≥ 8	0	MAX = 3 each

▱ = 1	🥖 BREAD		5 🏵
	3🍎 👨‍🍳	0	MAX = 3 each

you can spend one die to increase your influence at one location of the die value - max one die per location per turn
at the end of each round, collect the bonus from all the locations where your influence is **higher than** or **equal to** the MIN influence for that round

LOCATIONS	game rounds >	1	2	3	4	5	6	7	8	9	10	bonus
GRASSLAND	your influence >	0										1🍎 or 1🪨
	MIN influence (at each game round) >	1	2	3	4	5	5	5	6	6	6	
FARMLAND	your influence >	0										2🍎
	MIN influence (at each game round) >	3	3	5	5	7	7	9	9	11	11	
QUARRY	your influence >	0										2🪨
	MIN influence (at each game round) >	3	3	3	7	7	7	7	10	10	10	
FOREST	your influence >	0										2🍎 or 2🪨
	MIN influence (at each game round) >	4	4	6	6	8	8	10	10	12	12	

PROMINENT PEOPLE

spend one die to attract one (cost in blue) (requirements in red)

Name	Requirements/Cost		POW
MASTER BUILDER	👤 ≥ 4		🏆 1
BLACKSMITH	👤 ≥ 4		🏆 1
WEALTHY MERCHANT	👤 ≥ 8 🏠 ≥ 5 🍲		🏆 8
BUTCHER	15 🔵 🏠 ≥ 5 🏺		🏆 15
PRIOR	👤 ≥ 6		🏆 4
BISHOP	👤 = 10 📖		🏆 6
ARMY CHIEF (worth 3 POW)	⚔️ = 10		🏆 3
WAR HERO (worth 6 POW)	🛡 = 10 ⚔️ ≥ 3		🏆 7
EARL	🛡 = 10 🏠 ≥ 7		🏆 15

INFRASTRUCTURES

spend one die to build one (cost in blue) (requirements in red)

Name	Requirements/Cost		POW
INN	3 🪨 3 🔵 👤 ≥ 8		🏆 5
STABLES	2 🪨 4 🔵 🌾 ≥ 3		🏆 3
MARKET (🪨 ⇄ 🍎)	6 🪨 🍎 ≥ 10 🌾 ≥ 5 👤 ≥ 7		🏆 5
TAVERN	1 🪨 9 🔵 👤 ≥ 7		🏆 10
MONASTERY	8 🪨 1 🔵 📖 🪚		🏆 10
CATHEDRAL	25 🪨 ✝ = 2 😇 🪚		🏆 20
BREWERY	1 🪨 9 🔵 🌾 ≥ 9 ⚔️ ≥ 5		🏆 2
TOWN WALLS (worth 10 POW)	6 🪨 3 ⚔️ 🪚		🏆 6
BARBICAN (worth 10 POW)	10 🪨 5 ⚔️ 🪚		🏆 9

SPECIAL PROMINENT PEOPLE (after attracting one, select one special ability from the two available on the right)

to attract one, spend one die of the value shown in the left box of the special prominent person (requirements in red)

Die	Name	Requirements	POW	Special abilities
🎲 = 2	MILLER	👤 = 10 🌀	🏆 1	if 🥖 = 3 you do not pay 🍎 at the end of your turn / treat dice of value 2 as of value 4 when spent to increase 🍎
🎲 = 2	SHERIFF	👤 = 10 ⚔️ ≥ 5	🏆 1	once per turn, you can increase the value of a die by 1 / once per turn, you can decrease the value of a die by 1 or 2
🎲 = 1	WITCH	👤 = 10 😇	🏆 2	you can spend two dice to increase the same asset in one turn / you can split one die's value to increase two different assets
🎲 = 1	JONGLEUR	👤 = 10	🏆 0	add the following dice to your dice reserve: 1, 2, 2, 4 / add the following dice to your dice reserve: 1, 1, 1, 5

SPECIAL INFRASTRUCTURES (after building one, select one special ability from the two available on the right)

to build one, spend one die of the value shown in the left box of the special infrastructure (cost in blue) (requirements in red)

Die	Name	Requirements/Cost	POW	Special abilities
🎲 = 2	MILL	4 🪨 1 🔵 🌾 ≥ 7	🏆 1	at the end of each round, increase 1 🍎 per every 3 🌾 / you pay 1 less 🍎 to increase 🥖
🎲 = 2	GRANARY	4 🪨 👤 = 10 🍎 ≥ 9	🏆 5	during Famine do not reduce your 👤 / at the end of each round get 2 🍎
🎲 = 1	TOWN COURT	6 🪨 👤 = 10	🏆 1	once per turn, you can turn a die of value 2 into one of value 4 / once per turn, you can re-roll a die of value 3 or below
🎲 = 1	CASTLE	30 🪨 ⚔️ = 10 👑 🪚	🏆 30	worth 20 POW / score an additional 1 🏆 per each 🏠

	REPUTATION (can be increased only after the King War phase)	4 🏆
⚔️	0	every 2

POW calculation	sum the POW of these assets and people					add additional POW by rolling		add infrastructures POW for Outlaws' Attacks		
	⚔️	🛡	🏵	👤	🗿	1d6 if ⚔️ ≥ 4	1d6 if 🛡 ≥ 4	🧱	🏰	🏯

GAME OVERVIEW and USEFUL INFO (read this first)

We recommend having at least one player that has read the full rules because this sheet doesn't provide subtle rules' details or info about solo-modes

To setup, print and give a *town-sheet* (2 pages) to each player, then roll 1d6 to assign a *global event* to round 7, 8, 9, 10 (see *Global Events* below)

The game's objective is to grow your town by increasing the amount of *town assets,* attracting *prominent people* , and building *infrastructures*

When you increase a *town asset,* write down the new amount in the space below the name of the *town asset* , and cross the previous amount

When you attract a *prominent person* or build an *infrastructure,* write an **X** in the box next to the name of the *prominent person* or *infrastructure*

To increase a *town asset* , or attract *prominent people* , or build *infrastructures* , you may need to fulfil requirements and/or pay a cost

Requirements are highlighted in red. Example: 🔴 ≥ 6 (*population* must be greater than or equal to 6); or 🍲 (you must have built a *market*)

Costs are highlighted in blue. Example: 6 🍎 (you must reduce your *food* amount by 6)

Costs for increasing a *town asset* must be paid per increased unit, and they are not a 1-time cost

All the *town assets* have a *maximum amount (MAX)* , at any time during the game you must ignore any added amount beyond the MAX

A *town asset's* MAX may be set equal to another *town asset* current amount, example MAX = 🔴 (MAX equal to the current population amount)

If at any time during the game a *town asset's* amount falls beyond its MAX (e.g. after a *global event*), immediately set its amount to the new (lower) MAX

Whenever you are required to halve a *town asset* amount, divide it by two and round it down. <u>NOTE:</u> a *town asset's* amount cannot be negative.

GAME ROUND (steps must be executed exactly in the following order: a1-a8)

a1. The game runs for 10 rounds, each *town-sheet* has a round tracker at the top, when beginning a new round, cross it in the round tracker

a2. The first player of the round rolls 2d6, the values of these two dice will be shared by all the players during the current round

a3. If the two shared dice have the same value, the first player must increase or decrease one die, or re-roll both and check again this step

a4. Starting from the first player of the round, each player plays his turn (see *Player Turn* below)

a5. Once all the players completed their turns, the players resolve the *King War* (see *King War* below)

a6. The players collect the bonuses yielded by their *farms, mill* and *granary* (if built and applicable), and *locations* (refer to the notes on the *town-sheet*)

a7. If the current round is not the 10th, the last player of the current round becomes the first player of the next round, and the next round starts

a8. If the current round is the 10th, the game is over, the players count their *Victory Points* (🌿) and the player with the most *Victory Points* wins

PLAYER TURN (steps must be executed exactly in the following order: b1-b6)

b1. Roll 2d6, you have now four dice to spend: those you just rolled and the two shared ones (see steps a2. and a3. above)

b2. Spend one die to increase a *town asset* OR to attract a *prominent person* OR to build an *infrastructure* OR to increase your *influence* at one location

b3. Repeat step b2. until you have spent all the four dice available (be careful not to accidentally alter the values of the two shared dice)

NOTE: between step b2. and b3. you can decide to spend one die (and only one per turn) from your reserve and cross it OR/AND store one die into your reserve (spending it)

b4. Reduce 1 🍎 for every 2 🔴 - if unable, reduce 🔴 until you can pay the required *food* 🍎 (this is also reminded in the *town-sheet*)

b5. If you have built the *market* (🍲) you can turn any amount of ⛏ into 🍎 or viceversa (⛏ ⇄ 🍎)

b6. Your turn is over, wait until all the players have completed their turns, before resolving the *King War* phase

KING WAR (steps must be executed exactly in the following order: c1-c3; then, only the players supporting the King War must execute steps c4-c8)

c1. Give each player one die in order to secretly decide to **support** the *King War* OR to **avoid** the *King War*

NOTE: players whose POW is equal to 0 cannot support the *King War*

c2. Players secretly set their die value to 6 if they want to **support** the *King War* OR secretly set the die value to 1 if they want to **avoid** the *King War*

c3. All at the same time, the players show their dice to reveal their choices

c4. All the players who decided to **avoid** the *King War* <u>must not take any further action in this phase</u>

c5. All the players who decided to **support** the *King War* execute steps c6-c8

c6. Players calculate their POW, <u>excluding the POW yielded by their infrastructures</u> (see *town-sheet* instructions)

c7. The player with the **highest POW** increases their **REPUTATION** by **2**, the other players increase their **REPUTATION** by **1**

NOTE: if only one player supported the *King War* , that player gets only **1 REPUTATION**

c8. The players must halve their *men-at-arms* ⚔ and *knights* ♟

GLOBAL EVENTS (global events determine the game difficulty, do not use global events if this is the first time you play *XII century* , read the full rules for more info)

There are six *global events* , each of them is associated to a die value (in brackets) and its effects are triggered at the beginning of the affected round

To set the game difficulty to *normal,* assign a *global event* to round 7, 8, 9, and 10

Write the first two letters of the *global event* in the *global event track* of each player *town-sheet;* all the players are affected by the same *global events*

<u>(1) Fire</u> . Players must immediately halve their *stone houses* 🏠 During this round, players cannot attract prominent people to their towns

<u>(2) Plague</u> . Players must immediately halve their *population* 🔴 (and also reduce accordingly the *town assets* having MAX = 🔴)

<u>(3) Famine</u> . *Farms* don't produce *food* this round (skip step a6.), players must immediately halve their *farms* 🌾 and reduce *population* 🔴 by 3

<u>(4) Civil War</u> . Players must immediately halve their *men-at-arms and knights* ⚔ ♟

<u>(5) Outlaws' Attack</u> . Players whose **POW** is less than 5 * current round (1 to 10), must set ⚔ = 0 ♟ = 0 and reduce 🍎 🏛 by **5** each

<u>(6) Water Storm</u> . Players must immediately halve their *farms* 🌾