

IT'S A WONDERFUL KINGDOM

RULES OF THE GAME

45mn

1-2

14+







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GOAL

In **It's a Wonderful Kingdom**, you are vying for the throne of the kingdom, intent on restoring the rightful heir (you, of course) to the throne. You will need to make the best choices to develop your duchy faster and better than your opponent. The game lasts **4 rounds**. Each round, you will **Offer and Select** cards (see page 3), which you will use to produce resources, and to develop your duchy. After you have **chosen** all of your cards, you can decide whether to **recycle** some to acquire **resources** immediately, or to slate them for **construction**, so they can produce resources each round and/or earn you Victory Points. At the end of the 4th round, the player with more Victory Points wins the game.

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CONTENTS

- 1 Production board
- 2 double-sided Duchy cards (A/B)
- 4 Trap tokens
- 85 cards (67 Development cards, 10 Treasure cards, 8 Calamity cards)
- 90 Resource cubes (20 Materials , 20 Population , 20 Gold , 20 Exploration , 10 Krystallium )
- 30 Soldier tokens 
- 1 Round-Tracker token
- 1 score board + 1 erasable marker
- 3 independent modules (see page 9)
- 26 Menace cards
- 4 Stolen tokens

ANATOMY OF A DUCHY CARD



ANATOMY OF A DEVELOPMENT CARD



DEVELOPMENT CARD TYPES



Structure



Specialist



Monument



Discovery



3 GAME MODE

The following rules teach you the basics of how the game works; however, you will never play the game this way. Each time you play, you must choose one of the modules and add it to the game. Each module modifies or supplements the rules. Module rules always supersede the basic game rules. The rules for each included module are explained at the end of the rulebook (see page 9).

At the end of the rulebook, you will also find specific rules for playing solo (see page 7).

4 SETUP

1. Place the board in the middle of the table, and place the Round-Tracker token on **round 1**. Leave a little space on each side of the board for the two Offering areas.
2. Shuffle the Development cards and Treasure cards together to form the Development deck, then place it face down on the table.
3. Take the 8 Calamity cards and place them in a face-up stack beside the Development deck.
4. Place the Resource cubes and Soldier tokens on their dedicated spaces.
5. Each player takes a starting Duchy (you both must play the same side: both A or both B; we suggest you start with side A. You can play side B once you know the game better).
6. Each player takes the 2 Trap tokens corresponding to their Duchy.

7. Each player must arrange their cards as follows to organize their play area (see below). **Provide sufficient space above your Duchy card** to add your constructed Development cards. You must also have room for a **Selection area** for the round in progress and a **Construction area** (these can be to the left or right of your Duchy, depending on whether you are left- or right-handed). Finally, choose a Module to add, and apply its Setup rules (see page 9).

YOUR PLAY AREA



5

PLAYING THE GAME

The game lasts 4 rounds. Each round comprises the 3 following phases:

- A. Choice phase — Take turns
- B. Planning phase — Simultaneous
- C. Production phase — Simultaneous

At the end of the 4th round, both players count their Victory Points.

A. CHOICE PHASE

The Choice Phase spans 16 successive turns, alternating between an Offering turn and a Selection turn. The 1st player for each round is automatically determined by the round in progress. An arrow (near the round number on the board) points at this player. The 1st player will Offer cards first this round, and will Select cards last this round.

- Deal 7 Development cards face down from the deck to each player; each player also adds 1 Calamity card to their hand to have 8 cards in total. You can look at your cards, but do not show them to your opponent. Shuffle them so your opponent doesn't know where the Calamity card is.
- Place 1 card from the Development deck face up on each of the 2 Offering areas.
- The 1st player begins with an Offering: Look at the cards in your hand and choose 2 to place face up on the Offering area(s) of your choice. You can place both in the same area, or one in each.
- The 2nd player follows with a Selection. Choose one of the Offering areas, collect all the cards from it, and add them to your Selection area.
- The 2nd player then offers 2 cards from their hand, distributing them as desired in one or both Offering areas (do not discard cards remaining there from previous turns; the unselected cards accumulate).
- The 1st player Selects an Offering area, and collects all the cards from there; then makes a new Offering.
- Continue like this until neither player has any cards left in their hand. The 1st player ends the phase with their 4th Selection. Discard all cards remaining in the Offering area, and move on to the Planning phase.

Note: At the end of this phase, you might not have the same number of cards in your respective Selection areas. That is OK!

Remark: Although it is rare that you would want to, you are allowed to add all of your Offering cards to the Offering that still has cards in it, such that the other remains empty. Similarly, your opponent is welcome to select the empty Offering to avoid taking cards they don't want. There is no limit to the number of cards that can be in an Offering area.

Using the Trap tokens: You each have 2 Trap tokens available each round. Use these tokens to place cards face down in the Offering areas. When you are adding cards to the Offering areas, you can spend 1 Trap token to place 1 of them face down, or spend both Trap tokens to place both cards face down. Neither of you is allowed to look at face-down cards in the Offering areas, no matter who placed them! If you select an Offering with face-down cards in it, put them in your Selection area, still face down, without looking at them (you will look at them in the Planning phase). At the beginning of each round, collect your spent Trap tokens so you start the round with 2. Because you always start each round with 2 Trap tokens, you might as well use them!

PLAYING A ROUND

A. CHOICE PHASE

B. PLANNING PHASE

C. PRODUCTION PHASE

DEAL 7 DEVELOPMENT CARDS
+ 1 CALAMITY CARD TO EACH PLAYER



PLACE 1 DEVELOPMENT CARD FROM THE DECK FACE UP
IN EACH OFFERING AREA

PLAYER 1: DISTRIBUTE ANY 2 OF YOUR HAND CARDS
TO 1 – 2 OFFERING AREAS



PLAYER 2: COLLECT ALL CARDS FROM ONE OFFERING AREA AND
PLACE THEM IN YOUR SELECTION AREA (DON'T FLIP ANY!)



PLAYER 2: DISTRIBUTE ANY 2 OF YOUR HAND CARDS TO
1 – 2 OFFERING AREAS

PLAYER 1: COLLECT ALL CARDS FROM ONE OFFERING AREA AND
PLACE THEM IN YOUR SELECTION AREA (DON'T FLIP ANY!)

REPEAT UNTIL BOTH PLAYERS' HANDS ARE EMPTY (I.E. 4x)

B. PLANNING PHASE

Both of you flip all face-down cards in your Selection area face up. Now each of you must make a choice for each card in your **Selection area**. For each card, you have 2 options:

- **Slate it for construction:** Move the card to your Construction area (the card is considered “under construction”).
- **Recycle it:** Discard the card and collect its **Recycling Bonus**. Collect the indicated Resources from the board and place each directly onto a card under construction (see “completing a card under construction”) or onto the Alchemy area of your Duchy card.

Note: If recycling a card permits you to place the final construction Resource on another card, this immediately completes its construction (see C. Production phase, 3. Construction). Place it directly on your Duchy, with its Production visible. It will be able to produce Resources this round.

This phase ends once you both have removed all of the cards from your Selection area, whether by recycling them or slating them for Construction.



Treasure cards are special cards. You must recycle them during the Planning phase (they cannot be slated for construction), but they are worth 2 Resources when you recycle them.



Calamity cards are special cards. They cannot be recycled; you must immediately add them to your Duchy. They are worth -4 VP at the end of the game.

C. PRODUCTION PHASE

This phase comprises 4 sequential Production steps, one for each type of Resource.

During each step, you both simultaneously produce the corresponding type of Resource. Resolve production in the order indicated on the board:

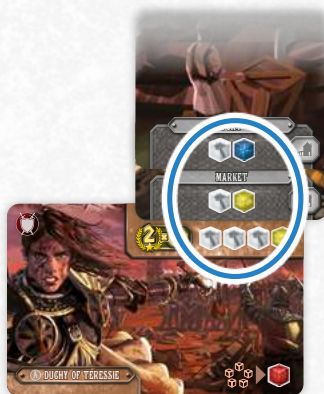


Materials ► Population ► Gold ► Exploration

Performing a Production step

1. Production: Count the number of icons you produce that match the current Production step. Only count the icons in your **Duchy** card, and Development cards you’ve constructed; ignore cards under construction.

Example: It is the Material Production step, so each player counts their icons in their Duchy. In this example, Benjamin produces 5 Materials .



CHOOSE FOR EACH CARD IN YOUR SELECTION AREA
SLATE IT FOR CONSTRUCTION
or
RECYCLE IT

SLATE IT FOR CONSTRUCTION...



...OR RECYCLE IT



Collect the Recycling bonus...



...and place the Resource on the Alchemy area of your Duchy card or on a card in your Construction area.



Remark: Certain cards have a Production icon that represents a card type (🏠, 🐾, 🏰, 🏡). This icon counts once for each card of that type you have in your Duchy. If you have no cards of this type, this card produces nothing.



Example:
The Expeditionary Force produces 🏠 × 🐾:
This means it produces 1 🏠 for each 🐾 card in your Duchy. (The Expeditionary Force card triggers itself indeed.)

2. Supremacy bonus: Announce your Production total for this step to your opponent. If you have produced more of this Resource than your opponent, you earn the Supremacy bonus, and:



If you have any Soldier tokens in your Training area, immediately take 1 Soldier token from there.

OR

If you don't have any there, immediately place 1 Soldier token in your Training area.



Keep Soldier tokens until you use them (see Modules, page 9).

3. Construction: Take the number of Resource cubes you counted for this Production step from the corresponding supply. **Immediately distribute them among your cards under construction and/or the Alchemy area on your Duchy card.**

- You cannot move Resource cubes you have already placed to other cards later.
- You cannot save Resource cubes (except Krystallium 🏠) for a later phase or round. Cubes in your Alchemy area are no longer considered Resources; they remain on your Duchy card from round to round until they transmute into Krystallium (see Transmuting Cubes into Krystallium).

Remember: Resource cubes can only be placed on cards under construction or on the Alchemy area of your Duchy card.

Note: The Resources are not limited to the components included. If you run out of cubes, you can replace cubes in your Alchemy area with another color, or wait until someone completes a card under construction, or even replace cubes on cards under construction with Krystallium.

Once all of the spaces of a card under construction are filled, its construction is complete:

- Return all cubes/Soldiers on it to their respective supplies.
- Collect its Construction bonus, if it has one.
- Add the card to your Duchy, placing it overlapping the previous card so all cards' Production icons remain visible (see illustration below).

Note: There is no restriction on construction; you can construct several copies of the same card.

Example: Simon produces 3 🏠, which he places on the Barracks, completing its construction. He adds the card to his Duchy, and during the very next Production step (Population), it will produce 1 🐾.



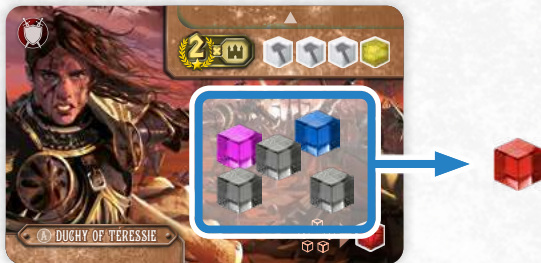
Construction bonus: Certain cards grant you a Construction bonus, generating Soldier tokens or Krystallium cubes. Immediately take these Soldier tokens and/or Krystallium cubes and place them on your Duchy card (you only get the bonus one time, when construction is completed). Regarding Soldier tokens, take them directly from the general supply without modifying your Training area.



Transmuting cubes into Krystallium



Each time you have 5 Resource cubes in the Alchemy area of your Duchy card (regardless of their types), immediately discard them to gain 1 Krystallium cube, which you can keep on your Duchy card. You can keep Krystallium cubes indefinitely, and **at any time**, you can use a Krystallium cube as any Resource cube, or to fill a space requiring Krystallium. Krystallium cannot replace Soldier tokens.



Remark: Resource cubes on your Duchy card can only be used to produce Krystallium. You cannot retrieve them to place on cards under construction.

Certain spaces require a Krystallium cube or a Soldier token.

You can fill these spaces at any time by placing the appropriate item on them, if you have it in your possession. Unlike Resource cubes, you can wait until later to place them.




Remember: You can use a Krystallium cube as any Resource cube; however, you cannot use it as a Soldier token.

Discarding a card under construction:




At any time, you can discard one of your cards under construction. If you do, collect its Recycling bonus, placing the Resource cube in the Alchemy area of your Duchy card. You lose any Resource cubes and Soldier tokens that were on the discarded card; they return to their respective supplies. Warning: This action is not very good, because you can only put the Recycling bonus from this in your Alchemy area toward generating Krystallium cubes. **If you wish to put Recycling bonuses on cards under construction, they can only come from cards from you Selection area during the Planning phase, never from your Construction area.** However, if you realize you cannot complete construction on a card, at least you can use its scrap to work toward making Krystallium.

Remark: You keep your cards that are under construction, and all the Resource cubes and Soldier tokens on them from round to round.

Once you both have placed your Resources, move on to the next Production step. If this was the final Production step (Exploration ) , the round is complete. Move the Round-Tracker token to the next round, which swaps the turn order, as well.

6 END OF THE GAME

The game ends at the end of the 4th round. Each player sums the Victory Points of their Duchy. Use the scorepad to facilitate the tally:

-  **Add your “gross” Victory Points:** Your Victory points on cards in your Duchy that do not depend on card types.
-  **Add your “combo” Victory Points:** Your Victory Points that depend on the number of cards of a certain type that you have.
-  **Subtract the negative Victory Points from Calamities.**

Note: Krystallium and Soldiers are worthless at the end of the game.

The player with the higher score wins the game, and is proven the true Monarch of the Realm. In the case of a tie, the player with more cards in their Duchy wins. If there is still a tie, the player with more Soldier tokens wins. Otherwise, you share the victory.

Endgame example for Simon:

1 "Gross" Victory Points:

Simon has 3 cards with direct Victory Points (VP): $2+6+3 = 11$ VP

2 "Combo" Victory Points:

He has 2 cards with combo Victory Points + his Duchy; they multiply Monuments (🏰) by 3, 4, and 2, respectively: $(3+4+2) \times 4 = 36$ VP

3 Negative Victory Points:

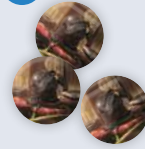
He has 2 Calamities: $2 \times (-4) = -8$ VP

4 Krystallium (🔴) and Soldiers are never worth Victory Points

5 Cards under construction are never worth Victory Points.

Total = 39 VP

4



1

1

3

2

3

1

2

4

2



5



7 SOLO MODE

As in a 2-player game, you need to include a Module to play solo. Setup and all phases of the game are modified (see the list of changes below).

Setup

- Shuffle the Development deck (Development + Treasure cards) then draw 8 cards from this deck without looking at them.
- Add 4 Calamity cards to these 8 cards, then shuffle this deck, and place it face down on the table. This will be the **Danger deck**.
- Shuffle the rest of the development cards to form the **Development deck**, and place it **face up** so the top card of this deck is always visible.

The game still lasts 4 rounds. Only the Choice phase is modified. The Planning and Production phases still play out as usual.

Note: You use your Trap tokens differently in this mode. Take only 1 Trap token for the entire game. You can use it once per round.

Choice Phase: Prepare for this phase by placing 2 cards from the Development deck face up in each Offering area.

- **Select one of the two Offering areas** and add all the cards from it to your Selection area.
- **Add 1 card from the Danger deck** face down to the Offering area you did not select.
- **Add 2 cards from the Development deck** to the Offering area that is empty.

Do these 3 steps 4 times. The 4th time, just do the first step, then move on to the Planning phase.

Using your Trap token: Once per round, you can spend your Trap token to reveal one face-down card.

- **Search:** As soon as you have selected an Offering, you can discard 2 face-up Development cards (not Calamities) from that area to look at the top 3 cards of the Development deck and choose one to place in the Offering area before collecting the cards from it. If you revealed a face-down card with your Trap token, you can repeat this operation one time.

Note: If you collected face-down cards, you cannot look at them until the Planning phase.

At the end of the Choice phase, discard any remaining cards in the Offering areas.

Planning phase: Play this phase as usual, then move on to Production.

Production phase: Because you are the only player, the Supremacy rule is modified. You can only collect the Supremacy bonus for a Resource if you produced at least 5 of that Resource this round. Collect the Soldier token from your Training area, or if there isn't one there, add a Soldier token to your Training area.

End of the game: Compare your score with the table of score of the chosen module.

MODULES (MANDATORY)


Now you know the “general rules” of It’s a Wonderful Kingdom; however, each time you play, you must add one of these modules to the basic rules. The rules of the modules always take priority over the base game rules. This often includes changes to the setup, as well.

Note: The module rules only explain the changes to the basic rules. All other rules remain unchanged.

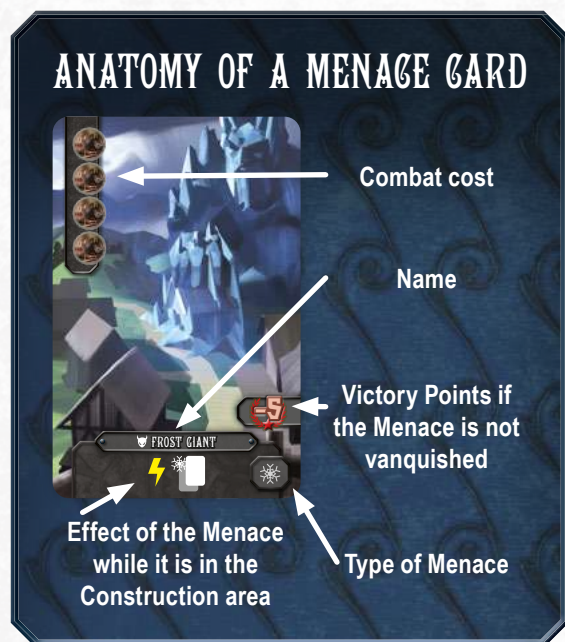
1 MENACE MODULE

Interaction: 4/5
Difficulty: 3/5

The Menace module allows each player to embody a Menace bearing down on the Realm. The victory conditions remain the same, but you must beware the Menaces.

You can identify cards from the Menace module by the  icon beside their names.

The Menace module adds a phase at the end of each round (after Production): the Combat phase.



SETUP

- Remove the 8 Calamity cards from the game; return them to the box.
- Each player chooses one of the available Menace decks and places it nearby.

Remark: Thus each game pits 2 Menaces against each other; never more.

- Each Menace deck works differently, as explained below. If this is your first time playing this mode, we suggest pitting the Frost Giants against the Giant Rats.

A. CHOICE PHASE

Instead of taking a Calamity card, you each take a Menace card from your Menace deck to bring your hand up to 8 cards.

The rest of the phase places as usual.

B. PLANNING PHASE

Menaces can neither be recycled nor constructed; they automatically go to the Construction area at the end of this phase.

Menaces affect the player who took them.

If you have taken any Menaces (yours or your opponent's), you must apply the effects as completely as possible.

If you have any doubt about the order in which their effects should apply, always apply the most unfavorable for you first.

All Menace effects (except for the rules for one particular deck) apply during the Planning phase.

C. PRODUCTION PHASE

Nothing is different, except for anything caused by Menaces in effect.

D. COMBAT PHASE

After the Production phase, you can fight the Menaces that are in your Construction area.

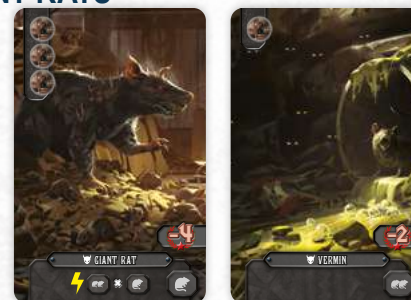
To vanquish a Menace, you must spend as many Soldier tokens as indicated on the Menace card in question. Return the vanquished Menace to the box (unless the decks' rules say otherwise); its effects no longer apply.

Remark: Any Menace that you do not vanquish in the Combat phase will stay in effect until the next Combat phase; you cannot vanquish them in any other phase.

END OF THE GAME

Each Menace in your Construction area that you have not vanquished will cause you to lose points at the end of the game.

THE DIFFERENT MENACE DECKS GIANT RATS

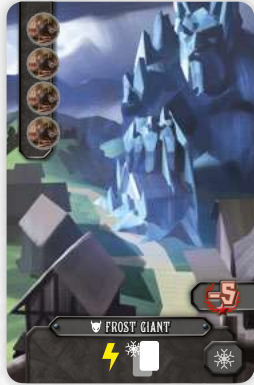


- **Components:** 4 Giant Rats; 10 Vermin
- **Difficulty to use:** 3/5
- **Setup:** In addition to placing the Giant Rats beside you, place the Vermin cards as a face-up stack in the middle of the table.
- **Effect on the Planning phase:** If you have a Giant Rat in your Selection area, move it to your Construction area, and add 1 Vermin card to your Construction area for each Giant Rat card there (including the one you just moved there).



Example: Benoit collects 1 Giant Rat. He already has 1 Giant Rat and 1 Vermin in his Construction area. He adds the Giant Rat to his Construction area +2 Vermin (1 for each Giant Rat).

FROST GIANTS



Components: 4 Frost Giants

Difficulty to use: 2/5

Effect on the Planning phase: If you have a Frost Giant in your Selection area, you must place it beneath a card under construction (splay the cards so the Frost Giant's Combat cost in Soldiers is visible). You can place it beneath either a card that is still under construction from a prior

round, or a card that you newly slated for construction.



- Each Frost Giant must go beneath a card.
- You cannot have 2 Frost Giants beneath the same card.
- If you do not have enough cards under construction to respect these rules, you must slate one of the cards from your Selection area for construction so you can place the Frost Giant beneath it.

Each Frost Giant freezes the card atop it. The card's construction cannot be completed until the Frost Giant is vanquished. You can still add the required resources to it as usual, but you cannot move it to your Duchy card until you have sent the required number of Soldiers to their demise to defeat the Frost Giant.

- A card that is still frozen cannot be recycled.
- To vanquish a Frost Giant, you must spend the required Soldiers AND complete construction of the frozen card.
- If you have enough Soldiers, but cannot complete construction of the card, the Frost Giant stays in play, and the card stays frozen.

SHADOWS



Components: 4 Shadows

Difficulty to use: 3/5

Effect on the Planning phase: If you have any Shadows in your Selection area and/or Construction area, for each such Shadow you have not vanquished, you must discard 1 card from your Selection area (your choice) without receiving its Recycling bonus. Instead, your opponent adds a

Resource to their Alchemy area for each card the Shadows make you discard.

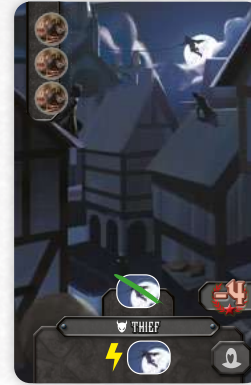


Then move all Shadows from your Selection area to your Construction area.

If you must discard a Treasure, your opponent adds 2 Resources, rather than 1, to their Alchemy area.

Note: The Resources your opponent gains this way can only be used to transmute into Krytallium; they cannot be used as Resources for construction. Thus it also does not matter which type of cube your opponent uses.

THIEVES



Components: 4 Thieves;
4 Stolen tokens



Difficulty to use: 3/5

Effect on the Planning phase: If you have any Thieves in your Selection area, for each Thief, you must take a Stolen token and cover one of the Resource icons

your Duchy would normally produce. This 1 Resource cube will not be produced in the Production phase, and thus also will not contribute toward the Supremacy bonus.

Then move the Thief to your Construction area.

When you vanquish a Thief, remove the Stolen token of your choice from your Duchy. Your Duchy's ability to produce that Resource is restored.

SOLO MODE

Follow the solo rules, as described page 7. Replace the Calamity cards with the Menace deck of your choice. At the end of the game, depending on the Menace deck you chose, compare your final score with the requirements below:

GIANT RATS

Bronze medal: 70 VP+

Silver medal: 95 VP+

Gold medal: 115 VP+

FROST GIANTS

Bronze medal: 70 VP+

Silver medal: 95 VP+

Gold medal: 115 VP+

SHADOWS

Effect on the Planning phase: If you have any Shadows in your Selection area and/or Construction area, for each such Shadow you have not vanquished, you must discard 1 card from your Selection area (your choice) without receiving its Recycling bonus.

Bronze medal: 70 VP+

Silver medal: 95 VP+

Gold medal: 115 VP+

THIEVES

Bronze medal: 70 VP+

Silver medal: 95 VP+

Gold medal: 115 VP+



Interaction: 2/5

Difficulty: 2/5

The Advisors module offers both players access to Advisors. The victory conditions remain the same, but you can employ the Advisors' unique abilities.

Contents: 14 Advisors



The Advisors module adds an area to each player's play area: **the Advisors' area**. This is where your Advisors will go.

Each Advisor has an ability that you can activate by spending a certain number of Soldier tokens. You can activate each Advisor's ability several times per game, provided you can pay for it. Each card specifies the phase during which you can activate it.

Attention: You can only activate each ability once per round.

SETUP

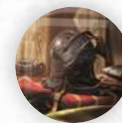
- Shuffle the Advisor cards to form a face-down deck.
- You each draw 2 Advisor cards, choose one, and place it in your Advisors' area; return the other to the box face down.
- Remove the 10 Treasure cards from the Development deck, and add the 10 remaining Advisor cards. Shuffle the Development deck.
- You each begin the game with 2 Soldier tokens.

A. CHOICE PHASE

You might find yourself with Advisors in your first hand. You can offer Advisors like any other card.

When you select an Offering, place all Advisors from it directly into your Advisors' area.

Selection bonus: Each Advisor that enters your Advisors' area immediately earns you 1 Soldier token.



Advisors' abilities are active as soon as you place them in your Advisors' area.

You can activate Advisors whose abilities apply to this phase.

B. PLANNING PHASE

- If you reveal an Advisor that was face down during the Planning phase, immediately move it to your Advisors' area and take the Soldier token it provides.
 - Advisors can neither be recycled nor constructed.
- You can activate Advisors whose abilities apply to this phase.

C. PRODUCTION PHASE

You can activate Advisors whose abilities apply to this phase.

END OF THE GAME

You can activate Advisors whose abilities apply to the end of the game.

- Advisors are not worth any Victory Points at the end of the game.

SOLO MODE

Follow the solo rules, as described page 7. You will not use Advisor cards bearing the 2-player logo; put them back in the box. Draw 2 Advisor cards, choose one and place it in your Advisor's area. Shuffle the other one with the other Advisor cards. Replace the 10 Treasure cards with 10 Advisor cards. At the end of the game, compare you final score with the requirements below:

Bronze medal: 70 VP+

Silver medal: 95 VP+

Gold medal: 115 VP+

A PLAYER'S PLAY AREA

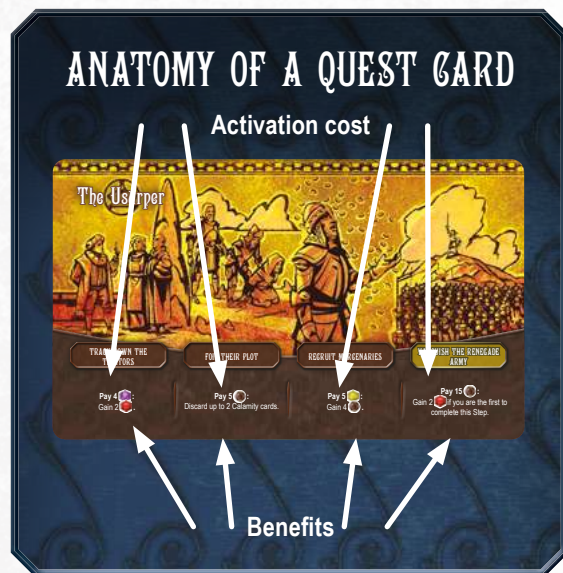


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QUEST MODULE

Interaction: 1/5
Difficulty: 1/5

The Quest module offers each player the opportunity to pursue a quest step by step; however, only the final step is mandatory. All steps before that are optional.



Contents: 2 Quest cards, 8 Completed Step tokens

The Quest module adds a Quest card to each game.

- You can perform Quest steps in any order (even the final step). Each step has a cost and a benefit. At any time, you can pay the cost and immediately benefit from the benefit.

Important Note: For steps with a Resource cost, you can use cubes from your Alchemy zone. This specific use overrides the usual restriction.

- You must pay the entire cost of a step at once. Once you have completed a step, place a Completed Step token of your color on the step in question to indicate that you have completed it. You cannot complete the same step twice; however, each player can complete each step.

SETUP

Place one of the Quest cards (2-player side up) where both players can reach it (some quests are for solo games).

You each take the 4 Completed Step tokens of your color. All phases play as usual, except that you can complete quest steps.

END OF THE GAME

You are only eligible to win if you have completed the final step of the quest (remember, the other steps are optional). If neither player is eligible to win, both players lose.

SOLO MODE

- Use a Quest card (solo side up) of your choice.
- Take the 4 Completed Step tokens of your color.
- At the end of the game, compare your score with the requirements below.

QUEST 01:

Bronze medal: 70 VP+
Silver medal: 95 VP+
Gold medal: 115 VP+

QUEST 02:

Bronze medal: 70 VP+
Silver medal: 95 VP+
Gold medal: 115 VP+

CREDITS

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Each effect can only be triggered once per round.

CHOICE PHASE

Underground Spy: Pay 2: Retrieve 1 of your spent Bluff tokens.

Master Cartographer: Pay 3: Add the next card from the deck to the Offering area with fewer cards (if tied, your choice).

Power Behind the Throne: Pay 3: Reveal 1 face-down card. This can be a card in an Offering area or in a Selection area.

Chief Mercenary: Pay 4: Before selecting an Offering, discard 1 card from an Offering area.

Whimsical Gambler: Pay 5: Before selecting an Offering, move 1 card from one Offering area to the other. It can be a face-up or face-down card.

PRODUCTION PHASE

Tyrannical Foreman: Pay 3: At the end of the Production phase, add 1 basic Resource (, , , or) of your choice to each of your cards under construction.

Forest Chieftain: Pay 3: During production, produce 4 additional (this does not count toward Supremacy).

Nurturing Mother: Pay 3: During production, produce 4 additional (this does not count toward Supremacy).

Negotiator from the Lake: Pay 4: During production, produce 4 additional (this does not count toward Supremacy).

Pirate of the Five Seas: Pay 4: During production, produce 4 additional (this does not count toward Supremacy).

END OF THE GAME

The following abilities can only be triggered one time per game, after the 4th round.

Scrying Alchemist: Pay 7: Double the negative VP of all Calamity cards (maximum 1 time per game).

ANY TIME

Illuminated Prophet: Pay 5: Discard one of your Calamities.

Great Silversmith: Pay 5: Gain 3.

Master Artisan: Pay 8: Construct 1 card without paying its cost. You can also use this on partially complete cards.