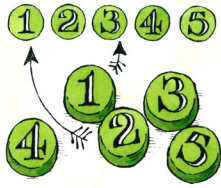


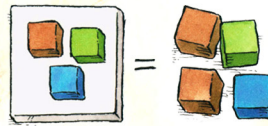
Arbeitsreihenfolge 1



Diese Karte ist zu Beginn von Phase eins auszuspielen.

Du darfst für genau eine Runde die Reihenfolge bestimmen, in der sämtliche Marker zur Festlegung der Arbeitsreihenfolge gespielt werden. Die Spieler spielen (in der geltenden Spielerreihenfolge) ihre Arbeiterplättchen aus den Hütten in der Reihenfolge aus, die Du festgelegt hast.

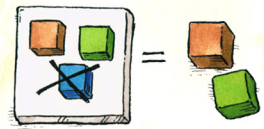
Preiserhöhung 2



Diese Karte kann auf einen anderen Spieler ausgespielt werden, wenn dieser versucht, in Phase drei ein Bauplättchen zu kaufen.

Die Kosten eines Bauplättchens werden um einen Würfel erhöht. Dies kann jeder der Würfel sein, die auf dem Bauplättchen abgebildet sind. Der Käufer wählt die Art des zusätzlich zu zahlenden Würfels aus.

Preisreduzierung 3



Diese Karte kann jederzeit gespielt werden.

Die Kosten eines Bauplättchens werden um einen Würfel reduziert. Dies kann jeder der Würfel sein, die auf dem Bauplättchen abgebildet sind, jedoch kein Golfwürfel.

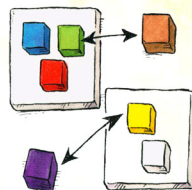
Umwandlung einer Hütte 4



Diese Karte kann jederzeit gespielt werden.

Eine Hütte wird sofort in ein Haus umgewandelt, ohne daß hierfür etwas zu zahlen ist.

Substitution 5



Diese Karte kann gespielt werden, wenn Du ein Bauplättchen in Phase drei kaufst.

Du darfst einen oder mehrere Ressourcenstein(e), der/die auf dem Bauplättchen abgebildet ist/sind, durch Ressourcensteine einer andere Art ersetzen oder Du darfst einen Produktstein durch einen Produktstein einer anderen Art ersetzen.

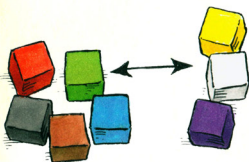
Hüttennummer 6



Diese Karte kann in Phase eins ausgespielt werden.

In Phase eins darfst Du für einen Zug die Nummer einer Deiner Hütten (oder Häuser) in eine andere Zahl umwandeln und die Zahl auf dem Hüttenplättchen unbeachtet lassen.

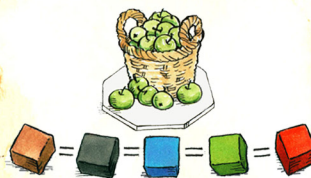
Produkthandel 7



Diese Karte kann jederzeit gespielt werden.

Wenn gebrauchte Produktsteine im Vorrat sind, nimmt der Händler einen Ressourcenstein an und gibt Dir im Austausch den Produktstein.

Unerwartete Ernte 8



Diese Karte ist vor oder während Phase zwei auszuspielen.

Du darfst eine Runde lang die Farbe der Ressourcensteine frei bestimmen, die von Deinen Arbeitern auf einer Art von Feldern eingebracht werden.

Kappute Zäune 9



Diese Karte kann vor oder in Phase eins ausgespielt werden.

Alle Arbeiter eines Spielers dürfen in Phase eins eine Runde lang über Zäune klettern. Das bedeutet, daß die Zäune an ihrem Platz bleiben; sie werden jedoch von dem betreffenden Spieler eine Runde lang ignoriert.

Gesetz außer Kraft 10



Wenn Spieler B links von Spieler A sitzt, muß diese Karte ausgespielt werden, bevor Spieler B seinen Zug beginnt.

Die Auswirkungen einer Gesetzeskarte, die gerade von einem anderen Spieler (Spieler A) gespielt wurde, werden aufgehoben.

Unsicherer Zaun 11



Diese Karte kann jederzeit gespielt werden.

Ein Zaun wird als unsicher erklärt und muß abgebaut werden. Der Zaun wird entfernt. Das entsprechende Holzstäbchen kann im weiteren Verlauf des Spiels nicht neu eingesetzt werden.

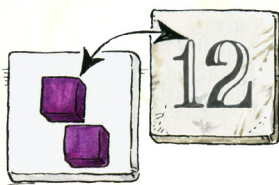
Baustopp für Häuser 12



Diese Karte kann vor oder zu Beginn von Phase drei ausgespielt werden.

Die anderen Spieler dürfen in dieser Runde keiner Häuser bauen. Du selbst darfst Häuser wie gewöhnlich bauen.

Änderung der Baupläne 13



Diese Karte kann jederzeit gespielt werden, auch noch nachdem ein Spieler bereits erklärt hat, daß er das Ziel-Plättchen erwerben möchte.

Ersetze eines der offenliegenden Bauplättchen in der Keythedral durch ein anderes Bauplättchen mit der gleichen Zahl. Das neue Bauplättchen wird zufällig ausgewählt.

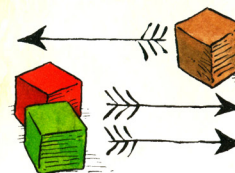
Doppelte Produktion 14



Diese Karte kann vor oder in Phase zwei ausgespielt werden.

Ein Arbeiter in einem Ertragsfeld produziert das Doppelte. Nimm zwei statt einem Ressourcenstein in Phase zwei für jeden Würfel, den dieser Arbeiter ohne diese Karte aus diesem Ertragsfeld erhalten hätte.

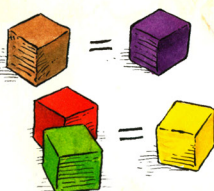
Schnäppchen 15



Diese Karte kann in Phase drei ausgespielt werden.

Der Händler nimmt einem Ressourcenstein statt zwei und gibt im Austausch zwei Ressourcensteine beliebiger Art statt einem.

Ausverkauf 16



Diese Karte kann in Phase drei ausgespielt werden.

Der Goldschmied oder der Kunstglaser nehmen zwei Ressourcensteine weniger, wenn sie Goldschmiedearbeiten oder farbiges Glas verkaufen.

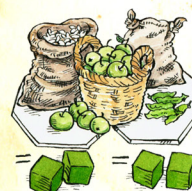
Umwandlung eines Hauses 17



Diese Karte kann jederzeit gespielt werden.

Die Bauarbeiten, die an einer in ein Haus umgewandelten Hütte ausgeführt wurden, sind Pfuscher. Ein Hausplättchen wird wieder auf die Hüttenseite umgedreht.

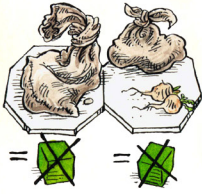
Gute Ernte 18



Diese Karte ist zu Beginn von Phase zwei auszuspielen.

Alle Ertragsfelder einer bestimmten Sorte produzieren in diesem Zug das Doppelte. Du wählst die Art der Ertragsfelder aus.

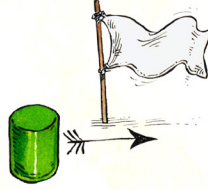
Schlechte Ernte 19



Diese Karte ist zu Beginn von Phase zwei auszuspielen.

Alle Ertragsfelder einer Sorte produzieren in diesem Zug nichts. Du wählst die Art der Ertragsfelder aus. Kein Spieler darf sich in Phase zwei Ressourcensteine von diesen Ertragsfeldern nehmen.

Startspieler 20



Diese Karte ist zu Beginn einer neuen Phase auszuspielen.

Du darfst einen neuen Startspieler zu Beginn einer Phase bestimmen. Der neue Startspieler bleibt Startspieler bis zur Phase fünf, wenn der neue Startspieler wie gewöhnlich gewählt wird.

Keythedral

Übersichtskarte

- 1. Arbeiterplättchen legen**
 - a) Auswählen eines Markers zur Festlegung der Arbeitsreihenfolge
 - b) Einsetzen des entsprechenden Arbeiterplättchens
- 2. Erwerb von Ressourcensteinen**
- 3. Ausgeben der Ressourcensteine**
(Einzelheiten auf der Rückseite)
- 4. Plättchen und Marker zurücknehmen**
 - a) Arbeiterplättchen zurücknehmen
 - b) Die Marker zur Bestimmung der Arbeitsreihenfolge entfernen
 - c) Leere Felder "neues Gesetz" mit Gesetzeskarten auffüllen
- 5. Wechsel des Startspielers**

Keythedral

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- 1. Arbeiterplättchen legen**
 - a) Auswählen eines Markers zur Festlegung der Arbeitsreihenfolge
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Keythedral

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Gesetz außer Kraft 10



Wenn Spieler B links von Spieler A sitzt, muß diese Karte ausgespielt werden, bevor Spieler B seinen Zug beginnt.

Die Auswirkungen einer Gesetzeskarte, die gerade von einem anderen Spieler (Spieler A) gespielt wurde, werden aufgehoben.

Unsicherer Zaun 11



Diese Karte kann jederzeit gespielt werden.

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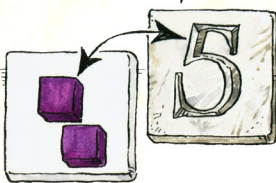
Baustopp für Häuser 12



Diese Karte kann vor oder zu Beginn von Phase drei ausgespielt werden.

Die anderen Spieler dürfen in dieser Runde keiner Häuser bauen. Du selbst darfst Häuser wie gewöhnlich bauen.

Änderung der Baupläne 13



Diese Karte kann jederzeit gespielt werden, auch noch nachdem ein Spieler bereits erklärt hat, daß er das Ziel-Plättchen erwerben möchte.

Ersetze eines der offenliegenden Bauplättchen in der Keythedral durch ein anderes Bauplättchen mit der gleichen Zahl. Das neue Bauplättchen wird zufällig ausgewählt.

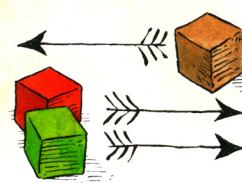
Doppelte Produktion 14



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Ein Arbeiter in einem Ertragsfeld produziert das Doppelte. Nimm zwei statt einem Ressourcenstein in Phase zwei für jeden Würfel, den dieser Arbeiter ohne diese Karte aus diesem Ertragsfeld erhalten hätte.

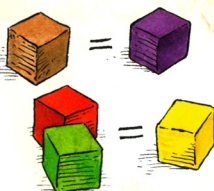
Schnäppchen 15



Diese Karte kann in Phase drei ausgespielt werden.

Der Händler nimmt einem Ressourcenstein statt zwei und gibt im Austausch zwei Ressourcensteine beliebiger Art statt einem.

Ausverkauf 16



Diese Karte kann in Phase drei ausgespielt werden.

Der Goldschmied oder der Kunstglaser nehmen zwei Ressourcensteine weniger, wenn sie Goldschmiedearbeiten oder farbiges Glas verkaufen.

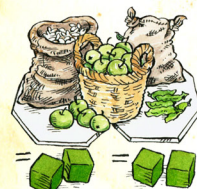
Umwandlung eines Hauses 17



Diese Karte kann jederzeit gespielt werden.

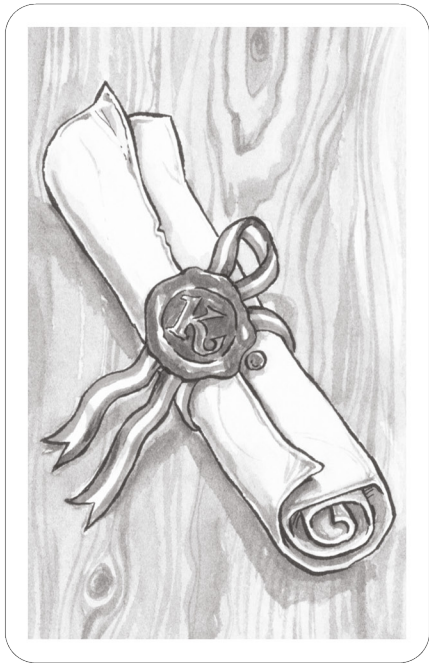
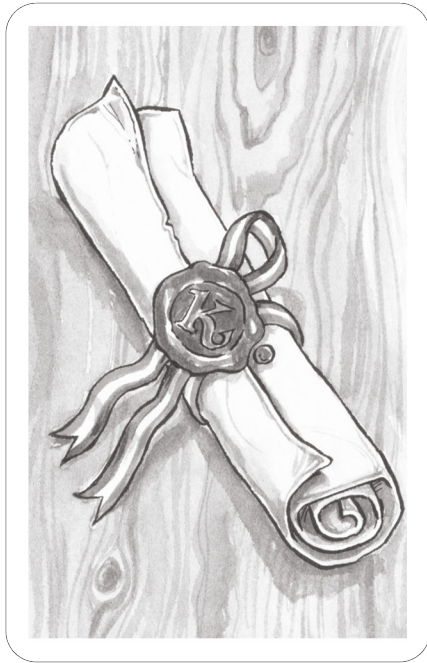
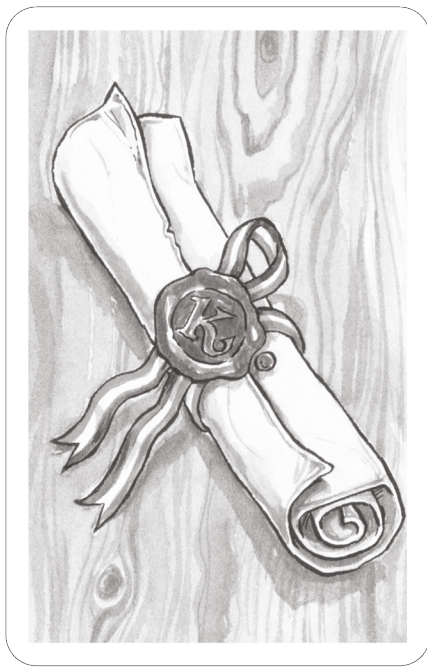
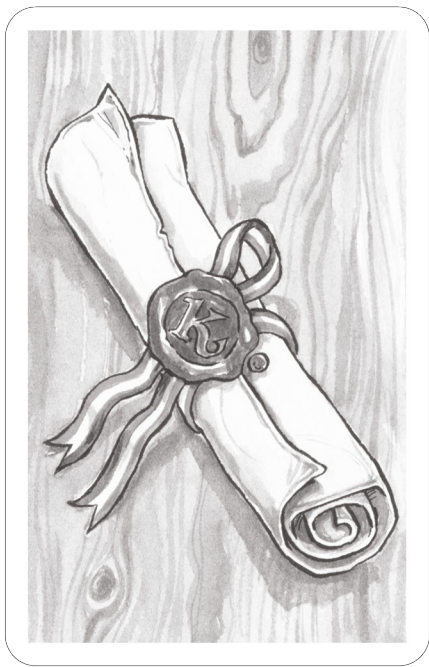
Die Bauarbeiten, die an einer in ein Haus umgewandelten Hütte ausgeführt wurden, sind Pusch. Ein Hausplättchen wird wieder auf die Hüttenseite umgedreht.

Gute Ernte 18



Diese Karte ist zu Beginn von Phase zwei auszuspielen.

Alle Ertragsfelder einer bestimmten Sorte produzieren in diesem Zug das Doppelte. Du wählst die Art der Ertragsfelder aus.



**3. Ausgeben der Ressourcensteine
Kosten in Ressourcen- und Produktsteinen**

Ein Bauplättchen kaufen wie angegeben
 Ein Haus bauen 2 (1 schwarz 1 braun)
 Einen Zaun errichten 1 (braun)
 Einen Zaun entfernen 2 (rot)
 Gold kaufen 4 (beliebige Farbe)
 Farbiges Glas kaufen 3 (beliebige Farbe)
 Kunstschmiedarbeiten kaufen 2 (beliebige Farbe)
 Vom Händler einen
 Ressourcenstein erhalten 2 (beliebige Farbe)
 Eine Gesetzeskarte erwerben 1 (beliebige Farbe)

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**3. Ausgeben der Ressourcensteine
Kosten in Ressourcen- und Produktsteinen**

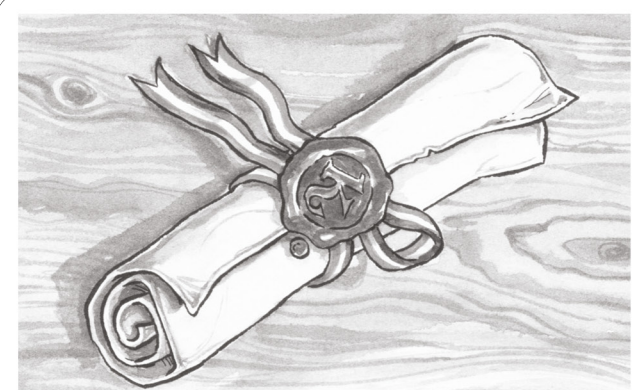
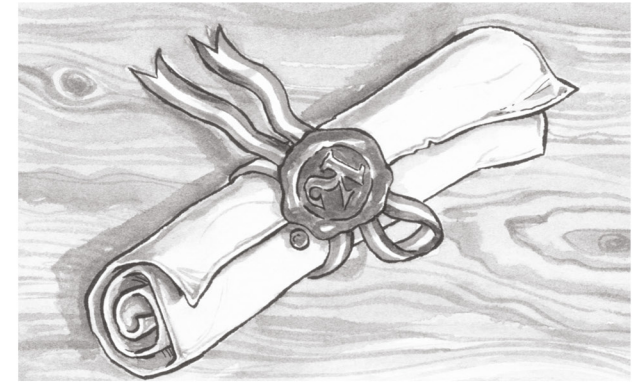
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 Vom Händler einen
 Ressourcenstein erhalten 2 (beliebige Farbe)
 Eine Gesetzeskarte erwerben 1 (beliebige Farbe)



Keythedral - KSR

Ablauf einer Runde:

Jede Phase wird von allen Spielern durchgespielt, bevor die nächste beginnt.

*Der "Vorrat" spielt bei der Gesetzeskarte Nr. 7 eine Rolle, mit der ggf. ein Produktstein aus dem Vorrat genommen werden kann, falls vorhanden.

1.) Arbeiterplättchen legen:

- Startspieler wählt den Marker "1" und setzt ihn auf eine der 5 Zahlen der Arbeiterreihenfolge-Skala. Die Hütten/Häuser mit dieser Nummer sind nun relevant.
- Ab Startspieler beginnend setzen alle Spieler 1 Arbeiter-Plättchen in ein Ertragsfeld, das an ein eigenes Hütten-Plättchen mit der gleichen Nummer wie die ausgewählte Nummer grenzt.
- Liegt ein eigenes Haus-Plättchen, kann man 2 Arbeiter-Plättchen auf verschiedene an das Haus angrenzende Ertragsfelder legen.
- Auf schon belegte oder eingezäunte Ertragsfelder kann nichts mehr gesetzt werden.
- Alle Spieler wählen, wenn sie an der Reihe sind, ebenfalls den nächsten Marker ("2" ... "5") und verfahren wie geschildert.
- Sollten <5 Spieler am Spiel teilnehmen, haben 1 oder mehrere Spieler einen weiteren Marker einzusetzen, da alle 5 Marker eingesetzt werden müssen.

2.) Ernte von Ressourcen-Steinen:

- Ab Startspieler nimmt sich jeder Spieler in Zugreihenfolge 1 Ressourcen-Stein für jedes Ertragsfeld, in dem er ein Arbeiter-Plättchen hat. Die Stein-Farbe ist zu beachten, d.h., sie muss zum Ertragsfeld passen. Jeder Spieler nimmt sich direkt alle ihm zustehenden Steine. (schwarz = Steinbrüche, blau = Seen, braun = Wälder, grün = Bauernhöfe, rot = Weinberge)
- Um Ertrag zu erhalten, muss der direkte Zugang von Haus/Hütte zum Ertragsfeld bestehen.
- Sind nicht genug Steine im Vorrat, geht ein Spieler leer aus. Dieser Fall ist sehr selten.

3.) Ausgeben der Ressourcen-Steine:

- Ab Startspieler kann jeder Spieler immer **eine** der folgenden Aktionen ausführen.
- Passen und Wiedereinstieg ist möglich.
- Es wird solange reihum gespielt, bis alle Spieler hintereinander gepasst haben.

Aktion "1 Sitz in der Kathedrale erwerben":

- Baukosten für 1 Bauplättchen in Ressourcen-Steinen in den Vorrat* zahlen und das Plättchen hinter den Sichtschirm legen. Die Sieg-Punkte dafür sind nun gesichert.
- Neue Stufe Bauplättchen aufdecken, sobald 1 Bau-Stufe der Kathedrale ganz verkauft ist.

Aktion "Hütte in Haus umwandeln":

- 1 schwarzen + 1 braunen Ressourcen-Stein in den Vorrat* zahlen und 1 beliebige eigene Hütte umdrehen.

Aktion "Einen Zaun errichten oder entfernen":

- 1 braunen Ressourcen-Stein in den Vorrat* zahlen + 1 eigenen Zaun zwischen beliebiges Hütten-/Hausplättchen und Ertragsfeld setzen. Ein Zaun hindert i.d.R. jeden Arbeiter am Zugang, d.h., das abgegrenzte Feld liefert keinen Ertrag.
- Komplett eingezäunte Hütten/Häuser werden entfernt + neu platziert durch deren Besitzer, wobei die Zäune am alten Platz verbleiben.
- Gegen Zahlung von 2 roten Ressourcen-Steinen in den Vorrat* kann man einen beliebigen Zaun (1 Hölzchen) aus dem Spiel endgültig entfernen.

Aktion "Kauf von Produktsteinen":

Beim Kunstschmied, Kunstglaser oder Goldschmied können gekauft werden:

- Für 2 beliebige Ressourcen-Steine in den Vorrat* = 1 weißer Produkt-Stein
 - Für 3 beliebige Ressourcen-Steine in den Vorrat* = 1 lila Produkt-Stein
 - Für 4 beliebige Ressourcen-Steine in den Vorrat* = 1 goldener Produkt-Stein
- Sollte eine Sorte bei den Künstlerfeldern nicht vorrätig sein, dann ggf. aus dem Vorrat* nehmen.

Aktion "Mit dem Händler tauschen":

Für 2 beliebige Steine in den Vorrat* erhält man 1 beliebigen Ressourcen-Stein aus diesem Vorrat, wenn der gewünschte Stein dort vorhanden ist.

Aktion "1 neue Gesetzeskarte erwerben":

Für 1 beliebigen Stein in den Vorrat* wählt der Spieler 1 der beiden offenen Gesetzeskarten. Stein ==> Vorrat*. Der Spieler hat nun in Phase 3 keine weiteren Aktionen mehr frei. Er kann allerdings Gesetzeskarten ausspielen. Was gespielt wird, kann nicht revidiert werden. Das Ausspielen kann jederzeit bzw. in der angegebenen Phase erfolgen (= keine extra. Aktion). Die Gesetzeskarte wird danach abgegeben.

4.) Arbeiter-Plättchen zurückernehmen:

Alle Spieler nehmen ihre Arbeiter-Plättchen vom Spielplan zurück hinter ihre Sichtschirme. Die Marker der Spieler-Reihenfolge werden abgeräumt. Ggf. Gesetzeskarten auf 2 Stück auffüllen. Erledigte Gesetzeskarten kommen nicht mehr ins Spiel.

5.) Startspieler wechselt:

Der Startspieler gibt alle Marker nach links ab. Ab links vom neuen Startspieler in spe kann jeder Spieler einmal auf das Recht bieten, den Startspieler der neuen Runde zu bestimmen. Dazu muss das Gebot (Ressourcen-/Produktsteine) höher sein, als das des Vorbieters.

Der letzte in der Reihe, also der Startspieler in spe, hat das letzte Gebot.

Der Gewinner der Auktion gibt sein Gebot an den Startspieler, bzw. dieser an seinen Mitbewerber bei Patt. Bei Patt geht der Startspieler vor, der als einziger gleichviel bieten darf, wie sein Vorbieter. Jeder Stein gilt mit Bietwert "1".

Spielende:

... sofort, wenn das letzte Plättchen aus der Kathedrale gekauft ist.

Wertung:

Werte der Bauplättchen addieren + Werte der Ressourcen- und Produktionssteine im Besitz.
gelb = 4, lila = 3, weiß = 2, sonstige = 1

Die höchste Gesamtsumme gewinnt.

Achtung: Für das 2 Personen-Spiel existiert eine Variante.

Kurzspielregeln: Ein Service der Spielmagazine
SPIELEREI und H@LL9000 - Autor: Roland Winner - 25.01.06
Weitere Kurzspielregeln im Internet unter www.hall9000.de

Keythedral



Background

A Keythedral is to be built in the fields near Keytown, in the middle of the Keydom.

The inhabitants of Keyland will gather the resources with which to build the Keythedral from the surrounding fields.

The Keythedral will be built in five stages and each stage will require different building materials. In the early stages stone and timber will be required, later the fit-out and furnishings will require iron, stained glass and gold. Throughout the development period the builders will require food and water and, if they are lucky, the builders will also receive some wine.

In the game, each player starts with five cottages. Each cottage houses a worker. Each turn every worker will try to move into one of the fields adjacent to their cottage in order to gather resources from the land. They will get stone from the quarries, timber from the woods, water from the lakes, food from the farms and wine from the vineyards.

Workers supplying the exact materials, which are required for the building, will be rewarded with seats of honour in the completed Keythedral. These seats will confer status and prestige to the workers and victory to one of the players. The values of these special seats are shown on the building tiles. The values range from four to twelve, with the most expensive and the most prestigious seats (those with the highest values), being available near the completion of the Keythedral (and

the end of the game). The player with the highest combined value of seats and unused building materials at the end of the game is the winner.

At the same time that the workers are providing the building materials for the Keythedral, they will also want to improve their own little cottages so that their family and friends can come to join them and help with the resource gathering. Turning their cottages into houses to accommodate their family and friends will also require stone and timber.

Problems however are at hand. Firstly, no one is ever quite sure what the building requirements for the next stage of the Keythedral will be until the previous stage is completed. Secondly, once more workers arrive, the fields will become crowded and some of the workers will be idle. Players may then choose to fence off some of the fields in order to keep out their opponent's workers. However, the workers are quite partial to the odd tittle and for a couple of barrels of wine they can be persuaded to

remove any one of the fences that a player has taken offence to!

The law master is an important figure who issues the laws that govern Keyland and its inhabitants. He is also happy to assist the players and their workers wherever possible, but only twice each round. Therefore, if requested, each round the law master will issue a new law to the first two players to offer him a suitable payment.

Keyland is a very orderly and democratic society and each round the players will decide the order in which their workers will take to the fields. That is not to say that the order cannot be changed - for a price, or that the law master will not issue a new law to change the order that the players have agreed.

Assisting the workers are some of the craftsmen of Keytown who will supply the players with those special materials that they cannot gather for themselves from the fields. The blacksmith will supply ironwork from the forge, the glassmaker will supply stained glass for the Keythedral windows from the glassworks and the goldsmith will supply gold from the workshop for the decorations and ornaments. For each of these special materials the craftsman will accept as payment some of the resources that the workers have gathered from the fields.

Good luck in your endeavours to keep your workers productive and to get the right building materials at the right time.

Introduction

Throughout the rules booklet the most important actions are summarised in the shaded column for easy reference.

Keythedral is a game for three to five players, aged eight or above, lasting approximately 60 to 90 minutes. Keythedral can also be played by two players (see variation one on page 10). There are two versions of the game, a short version and the full version. The only difference is the number of building tiles that can be acquired. See the section in bold type under Preparation, opposite.

Hints on play are shown in white type.

Contents

1 Rules booklet

1 Store

The box bottom, which is used to store the resource cubes not in play.

5 Turn order cards

Summarise the order of play for easy reference.

50 Worker counters

Round counters, ten in each of the five different player colours.

Field tiles in the following colours:

6	Grey tiles	Quarries
8	Brown tiles	Woods
5	Blue tiles	Lakes
5	Green tiles	Farms
5	Red tiles	Vineyards

Octagonal tiles of five different types and numbered on the reverse side.

34 Building tiles

Squared tiles. The acquisition cost of each tile in cubes is shown on the front of the tile.

The reverse of the tile depicts a seat and its value. The value of the seats will determine the winner of the game.

25 Cottage tiles

Squared tiles numbered 1 to 5, one set in each of the five different player colours. The tiles depict a cottage on one side and a house with a darker background on the reverse side. These are known as cottage tiles irrespective of whether the cottage or the house side is face up.

1 Keythedral (and turn order) mat

This mat depicts the inside of the completed Keythedral building and also includes five spaces, numbered one to five, to accommodate the work order markers.

5 Work order markers

Five large cylindrical wooden markers marked 1, 2, 3, 4 and 5.

20 Law cards

Cards detailing a new law.

5 Player screens

One in each of the player colours so that players may keep all of their law cards, cubes, counters and tiles secret from the other players.

Craft cubes in the following colours:

10	White cubes	Ironwork
10	Purple cubes	Stained glass
10	Yellow cubes	Gold

Resource cubes in the following colours:

20	Brown cubes	Timber
20	Black cubes	Stone
15	Green cubes	Food crops
15	Blue cubes	Water for building and drinking
15	Red cubes	Wine

1 Start player marker

A flat green wooden marker.

15 Fence markers

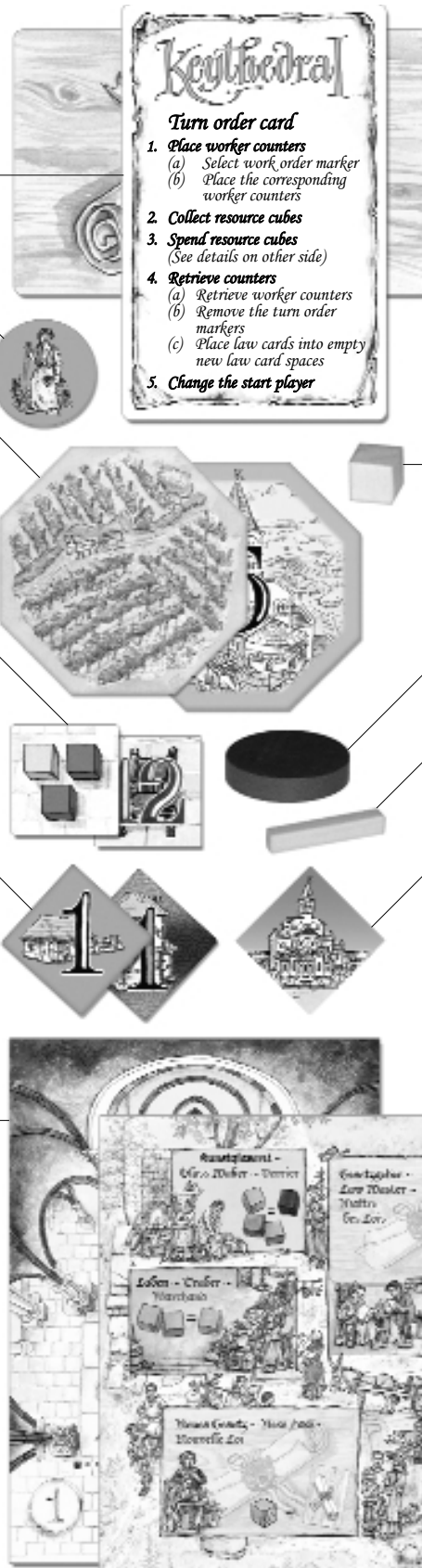
Three wooden sticks in each of the five different player colours.

1 Keythedral tile

A square purple tile depicting the Keythedral.

1 Keytown mat

This mat depicts the blacksmith, law master (plus two new law spaces), goldsmith, glassmaker and trader locations.



Preparation - distribute the playing pieces

Each player receives a set of five cottage tiles, ten worker counters, three fences, a screen and a turn order card in their chosen colour.

If there are fewer than five players, remove the surplus worker counters and cottage tiles from the playing surface.

Place the field tiles to one side of the playing surface. These tiles are dealt with under the 'set up' section that follows.

Place the Keythedral tile in the centre of the playing surface.

Position the Keytown mat containing the blacksmith's forge, the glassmaker's glassworks, the goldsmith's workshop and law master's chapter house at the side of the playing surface. Place the purple, white and yellow craft cubes onto the forge, glassworks and workshop respectively.

Place the law cards in a stack face down onto the Keytown mat in the Law Master location. Place the top two law cards from the stack face down onto the two 'new law' card spaces.

Place the resource cubes into the store (the box bottom) and place the store at the side of the playing area.

Place the Keythedral mat at the side of the playing surface. **If you are playing the short version of the game, then place the building tiles face down (number side showing) only onto matching numbered spaces on the Keythedral mat that are coloured grey. If you are playing the full version of the game, then also place the building tiles onto the one orange coloured space at the end of each row.** The full version of the game takes approximately fifteen minutes longer than the short version. Remove the surplus building tiles from the playing surface. Do not look at the front of the surplus tiles. In this way you will never be certain what the exact building requirements will be until the building tiles in play are turned over.

Place the five work order markers next to the Keythedral mat in easy reach of all of the players.

The start player in the first round is chosen by the youngest player. The start player takes the start player marker.

Turn order. There are slight advantages and disadvantages inherent in a player's turn order position during the set up phase. The first player can always place a cottage tile adjacent to the Keythedral tile, where there is marginally less competition for the fields as no worker counter is played from the Keythedral tile (and there is no chance of the Keythedral tile becoming a house and generating two workers). In a three player game the first player will be able to place two tiles adjacent to the Keythedral tile. In the five player game the fifth player may not be able to place a cottage tile next to the Keythedral tile if the first four players decide to do so. However, there is an advantage in playing the very last field tile as it can be placed in such a position so as to give the last player exclusive access to that field.

Receive cottage tiles, worker counters, fences, screens and turn order cards

Remove surplus playing pieces

Place the field tiles to one side

Lay the Keythedral tile onto the playing surface

Place the craft cubes onto the Keytown mat

Place the law cards onto the Keytown mat

Place the resource cubes into the store

Place the building tiles face down onto the grey spaces on the Keythedral mat. If you are playing the full version of the game then place the building tiles on the orange spaces also.

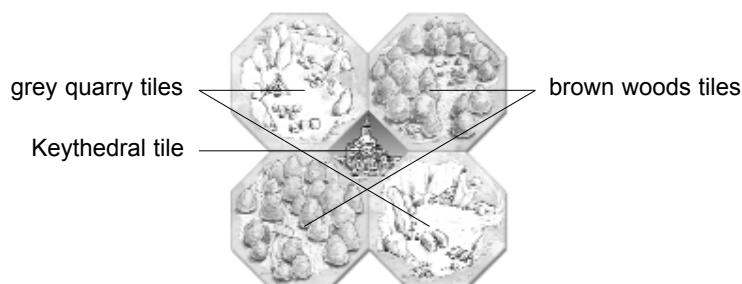
Place the work order markers next to the Keythedral mat

The youngest player takes the start player marker

Set up - lay the field and cottage tiles

The number of field tiles that are used in the game depends on the number of players. Those field tiles that are used are the tiles that have a number equal to or smaller than the number of players. If there are five players use all of the field tiles, if there are four players use those field tiles that are numbered one, two, three or four. If there are three players use those that are numbered one, two or three only. If there are fewer than five players, remove the surplus field tiles from the playing surface.

Place the four number one field tiles so they are each connected to one side of the Keythedral tile. The two grey quarry tiles should be opposite to each other and the two brown woods tiles should be opposite to each other.



Place the number one fields around the Keythedral tile

Sort remaining field tiles into a stack

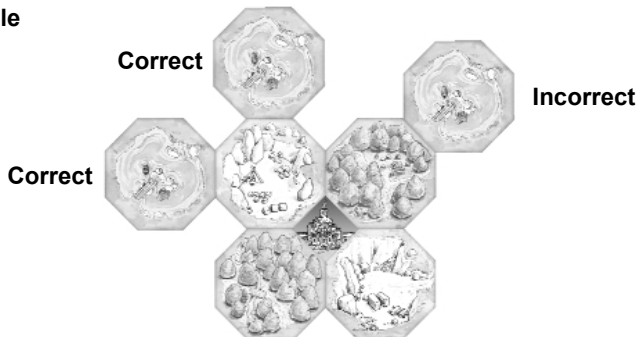
Each player in turn plays a field tile and a cottage tile

Shuffle the remaining field tiles and then place them into a single stack face down (number side up) at the side of the playing area.

Starting with the start player and continuing in clockwise order, each player now undertakes the following two actions:

Firstly, a player plays a field tile. The field tile is taken from the top of the stack and is then played onto the playing surface so that it is connected to at least one existing cottage or field tile and so that it is possible for four cottage tiles and four other field tiles to be placed next to every field tile.

Example



Secondly, a player plays a cottage tile (of any number). When laying a cottage tile the tile is placed so that the lighter coloured background is showing.

Try to avoid having a cottage tile next to one of the same number which is owned by the player to your right, otherwise in all but your own turn in phase one, the player on your right will be able to place a worker in the field between your cottages first.

Make sure all your cottages can access at least three fields. A cottage on the edge of the board, which can only access one or two fields, is especially vulnerable to being unable to place its worker.

When laying cottage tiles a player will find it helpful later in the game if their cottages are adjacent to each of the five types of fields. Access to the grey and brown fields are particularly useful at the beginning of the game as stone and timber are the most used resources in the building stages 1 and 2 of the Keythedral and they are also required to build houses. Black is not required in building the Keythedral after phase two. Timber is required in stages 1 to 3 of the Keythedral building, but not after stage 3, and timber is also required in order to construct fences. Blue and green are moderately useful throughout the game as food and water are required in all stages of the Keythedral building. Red is useful from stage 3 onwards, where wine may be used to reward the Keythedral builders and also throughout the game in order to dismantle a fence.

Continue to play field and cottage tiles until they have all been laid

Turn over the number four building tiles

Start the game

Players continue to lay one field and one cottage tile at a time in turn until each player has played five field tiles and all of their five cottage tiles.

Turn over the four number four building tiles so that the acquisition cost of each of the number one tiles is showing.

You are now ready to start the game.

The game

Play order is clockwise

Each round consists of five phases

Play proceeds in a clockwise order throughout the game.

The game is played in a number of rounds. The number of rounds will vary from game to game. Typically there will be seven, eight or nine rounds in a game. Each round consists of five phases as follows:

1. Place worker counters.
2. Collect resource cubes.
3. Spend resource cubes.
4. Retrieve worker counters.
5. Change start player.

Each phase is listed in a little more detail on the turn order cards and is explained fully in the following sections of the rules.

The game finishes after the last building tile has been acquired

The game finishes after the last building tile has been acquired from the Keythedral mat.

Object of the game. Do not lose sight of the object of the game, which is to purchase building tiles, not to acquire the most houses or to fence off the most fields!

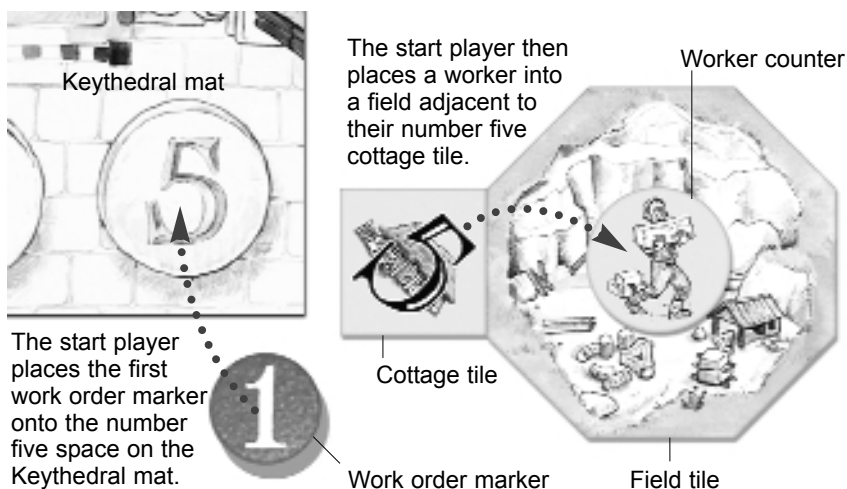
Phase one - place worker counters

The cottages and houses each have a number from one to five. The same numbers appear in the circular spaces at the base of the Keythedral mat.

The workers will leave the cottages and the houses to work in the adjacent fields in a particular numerical order determined by the players. Firstly, all of the workers from the cottages and houses of one particular number, chosen by the start player, will leave, followed by the workers from another cottage number chosen by the next player and so on until all the workers who are able to do so have entered the fields.

The start player takes the work order marker marked first (number 1) and places the marker on one of the numbers one to five on the Keythedral mat. The work order marker now indicates which cottage and house number has been chosen to be first.

The start player (player A) then places a worker counter into a field adjacent to the cottage tile which has the same number as the number they have selected. The other players, in clockwise order, then do the same.



The start player places the first work order marker onto the number five space on the Keythedral mat.

If a player has a house tile (see phase three, action two) and not a cottage tile then that player may place two worker counters, one each into two different fields adjacent to the house tile.

If an adjacent field is fenced off (see phase three, action three) or is already occupied by a worker counter then that player may not place a worker counter into that field.

If there are no vacant fields adjacent to the cottage tile or house tile then the workers are idle and will not produce anything this turn.

The next player (player B) in clockwise order then chooses the work order marker marked second (number 2) and places the marker on one of the remaining numbers in order to denote which of the numbered cottages and houses they have chosen.

Player B then places a worker counter into a field adjacent to the cottage tile which has the same number as the number chosen. All the other players, in clockwise order, then do the same. (Note that when player B chooses the cottage and plays the first worker counter, it follows that the player who chose the previous cottage number, in this case player A, will play last on this occasion).

The process continues until all of the cottage numbers one to five have been chosen (irrespective of the number of players). If there are fewer than five players then one or more players will therefore select more than one work order marker.

The start player chooses the first work order marker

All players place a worker counter into an adjacent field

The next player chooses a work order marker

All players place another worker counter into an adjacent field

Continue until all five cottage numbers have been chosen

Phase two - collect resource cubes

Starting with the start player, each player in turn order collects one resource cube for each and every field in which they have placed a worker counter.

The resource cubes are taken from the store. The cubes taken must be of the type corresponding to the field type in which their worker counter was placed; black cubes from the quarry, blue cubes from the lakes, brown cubes from the woods, green cubes from the farms and red cubes from the vineyards.

In the unlikely event that there are no cubes remaining of the correct colour then the harvest has failed and the player does not receive anything from that worker. Other players who have already collected cubes of that colour may retain those cubes.

Collect resource cubes

Phase three - spend resource cubes

Players have seven options in phase three

Players may continue to spend their resource and craft cubes until they have either purchased a law card or all players have passed in succession

Starting with the start player and continuing clockwise each player in turn may now initially do one of the following:

1. Acquire a seat in the Keythedral.
2. Convert a cottage into a house.
3. Build or remove a fence.
4. Make a purchase from the blacksmith, glassmaker or goldsmith.
5. Trade with the trader.
6. Procure a new law card.
7. Pass and do nothing.

Actions one to six are explained in more detail in the following sections.

A player may additionally continue to perform any one of the above actions until either:

- A. they procure a new law card, or
- B. all players who have not procured a law card have passed in succession.

Once a player has procured a law card they may not perform any other actions in phase three during that round (except to play a law card in accordance with the instructions on that law card). A player who has previously passed may still perform any of the above actions (unless either A. or B. above apply).

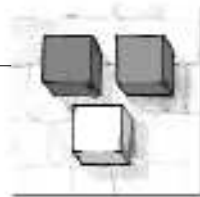
Players may not trade with each other.

Phase three, action one - acquire a seat in the Keythedral

Purchase a building tile

You may acquire a seat in the Keythedral by purchasing one of the face up building tiles. The face up building tiles show the resource and craft cubes which are required in order to acquire that particular seat.

Building tile front side, showing resource and craft cubes



Building tile reverse side, depicting a seat and its value

The Keythedral will be built in five stages. In stages one and two the building will require stone and timber and the workers will require food and water. In stage three the building will require some timber and may also require some ironwork. The workers will require more food and water and, if they are lucky, may also receive some wine. In stages four and five the building may require ironwork, stained glass and gold decorations and the workers are likely to require food, water and wine.

Pay cubes the same as those shown on the building tile

When all of the building tiles of one number have been acquired, turn over all of the building tiles with the next number

Place the resource and craft cubes that are shown on the building tile you are acquiring into the store. Take the building tile and keep this behind your screen.

Once all of the face up number four building tiles have been acquired, immediately turn over the number six building tiles so that their cost is visible. Once the number six tiles have all been acquired then turn over the number eight tiles. Once the number eight tiles have all been acquired then turn over the number ten tiles. Once the number ten tiles have been acquired turn over the number twelve tiles. Once the number twelve tiles have been acquired the game is finished.

Phase three, action two - convert a cottage into a house

Convert a cottage into a house

Pay one black and one brown resource cubes

In future rounds, two worker counters can be played from the house

In order to convert a cottage into a house a player must spend two resource cubes; one black and one brown.

Place the two resource cubes into the store and then turn over one of the cottage tiles so that the house side is showing. The house side is the side with the darker background. This denotes that the conversion has taken place.

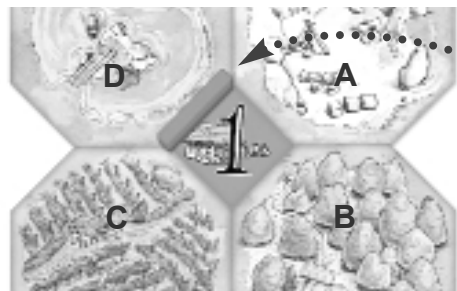
In all future rounds, a player may now place two worker counters instead of one. The worker counters may not be placed in the same field as each other and must be placed into fields adjacent to the house. If only one field is available (because the adjoining fields are fenced off or occupied) then only one worker counter can be played. If no fields are available then no worker counters can be played.

Buying houses. The earlier in the game that a house is built, the more valuable it will be as it will enable a second worker to be played a greater number of times. The fewer the number of players, the more valuable the houses become, as there are usually more rounds in a game when there are fewer players and therefore more opportunities for two workers to be used.

If a house is fenced off from all fields then it is removed from the playing surface (see phase three, action three). When the tile is replaced it remains as a house.

Phase three, action three - build or remove a fence

Each player has three fences of their own colour. It costs one brown resource cube to build each one of these fences. A player gives one brown resource cube to the store and then immediately plays one of their three fence markers. No more than three fences can be played by a player during the game.



The fence marker is placed between one side of a cottage tile and an adjoining field tile.

The fence prevents a worker from cottage one from entering field D.

A fence of any colour will normally prevent any workers from a cottage or a house entering an adjacent field where the fence has been placed between the cottage or house tile and the field tile.

If a cottage or house tile has been fenced off from all of the fields adjacent to it, then the cottage worker decides to relocate and the cottage tile is removed. This could happen as a result of one, two, three or four fences being played, depending on how many field tiles are adjacent to the cottage tile. Any cottage tile removed in this way is immediately replaced into any available new position. House tiles remain as houses when they are replaced. The fences remain in the same position.

You may fence off one of your own cottages or houses. You may wish to do this in order to reposition the cottage or house elsewhere.

It costs two red resource cubes to remove a fence marker. A player may remove any colour of fence. Removed fences cannot be re-laid and are removed from the game.

Fences. It is expensive to dismantle a fence. If an opponent builds a fence next to one of your cottages and you want to 'counter attack', it is usually more cost effective to build a fence next to one of their cottages instead of attempting to dismantle the fence your opponent has built.

Pay one brown resource cube to build a fence

A fence prevents workers entering a field

Remove a cottage which has been completely fenced off

Pay two red resource cubes to remove a fence

Phase three, action four - make a purchase from the blacksmith, glassmaker or goldsmith

If the blacksmith has any white cubes (ironwork) available at the forge, the blacksmith will exchange one white cube for any two other cubes. Place the two cubes you have given the blacksmith into the store. Take a white cube from the forge.

If there are no white cubes left at the forge and there are some 'used' white cubes in the store, the required number of white cubes in the store may be replaced into the forge.

If the glassmaker has any purple cubes (stained glass) available from the glassworks, the glassmaker will exchange one purple cube for any three other cubes. Place the three cubes you have given the glassmaker into the store. Take a purple cube from the glassworks.

If there are no purple cubes left at the glassworks and there are some 'used' purple cubes in the store, the required number of purple cubes in the store may be replaced into the glassworks.

If the goldsmith has any yellow cubes (gold) available from the workshop, the goldsmith will exchange one yellow cube for any four other cubes. Place the four cubes you have given the goldsmith into the store. Take a yellow cube from the workshop.

If there are no yellow cubes left at the workshop and there are some 'used' yellow cubes in the store, the required number of yellow cubes in the store may be replaced into the workshop.

White cubes can be bought for two cubes from the blacksmith

Purple cubes can be bought for three cubes from the glassmaker

Yellow cubes can be bought for four cubes from the goldsmith

Acquiring building tiles. It often pays to purchase an ironwork, stained glass or gold cube before these are actually required (to purchase the number 8, 10 and 12 building tiles) in order to be in a position to purchase the building tiles containing these requirements first, once they are turned over. Usually there is a requirement for at least one cube of each type during a game, however this is a little bit of a gamble as sometimes one particular type of craft cube is not required.

Phase three, action five - trade with the trader

Place two cubes into the store and the trader will give you one resource cube

The trader owns a shop, however the trader's stock is kept in the store (the box bottom). The trader will exchange any one of any type of resource cube (but not a craft cube), which is available at the store, if you give the trader any two other cubes.

Place the two cubes you have given the trader into the store. Take a resource cube of your choice from the store.

Phase three, action six - procure a new law card

Pay one cube for a law card

There are two new law cards available in each round. One on each of the two new law card spaces. If either of these law cards is available then the law master will issue one of the law cards in exchange for any one resource or craft cube.

Place the cube you have given the law master into the store. Take one of the law cards from the new law card spaces.

Procuring a law card prevents a player from undertaking any further action in phase three during this round (other than to play a law card)

Once a player has procured a law card then the player's workers will need time to consider this new law and how it will affect them. Therefore, after a player has procured a new law card the player may not perform any further actions (except to play a law card in accordance with the instructions on that law card) during phase three of the round in which the new law card was procured. It follows that a player can only procure a maximum of one law card per round.

A law card must be played if it is declared

If the type of law card held by a player is declared to the other players then the law card must be played immediately. It cannot be withdrawn for use later in the game.

Each law card is explained in the appendix

The new law will come into operation in accordance with the instructions on the law card. A full explanation of each of the law cards is included in the appendix.

Each law card is used once only

Each law card is used only once and is effective only once. After it is used it is discarded.

Phase four - retrieve worker counters

Retrieve worker counters

Players pick up their worker counters and place them back behind their screens.

Remove work order markers

Remove the work order markers from the Keythedral mat and place them by the side of the mat in easy reach of all of the players.

Place law cards into the new law spaces if they are empty

If one or both of the 'new law' spaces on the Keytown mat are empty, place the top law card(s) from the stack face down onto the empty new law space(s). The law cards remain face down so that the type of law card cannot be seen. If there are no law cards remaining in the chapter house then no further new laws are created.

Phase five - change start player

Pass the start player marker to the left
Each player may bid to choose the start player

The start player (player A) passes the start player marker to the person on their left (player B).

Starting with the player to the left of player B (player C), each player has one opportunity to bid in order to be able to choose the start player for the following round.

Each bid made must be higher than the previous bid except for the last bid, which is the bid made by player B. Player B will win the bidding if player B matches the previous highest bid.

Bids are made in resource cubes and craft cubes. Each resource cube and each craft cube has a value of one for bidding purposes.

If a player other than player B wins the bidding, then the cubes are paid by the successful bidder to player B and the successful bidder may then choose the new start player.

If player B wins the bidding, then player B pays the cubes to the player whose bid they matched and player B then chooses the start player.

If no player bids to become the start player then player B may choose the start player.

The player who is chosen as the new start player takes the start player marker.

Change of start player. Instead of choosing yourself as the start player, one tactic is to nominate the player to your right. If you do this you will play second and then first when placing worker counters and in addition become the player to auction the start player marker in the following round.

End of the game

The game ends immediately the last building tile has been successfully acquired from the Keythedral.

If a law card is played (e.g. 'price increase' or 'design change') against a player (player A) at the time player A attempts to purchase the last building tile, then the law card can have the effect of preventing player A from making a successful acquisition.

The game ends once the last building tile is acquired

The winner

Each player's score is the total of the numbers on the building tiles they have acquired plus the value of the unused craft and resource cubes that they own at the end of the game.

Yellow cubes count as four points, purple cubes count as three points and white cubes count as two points. All of the resource cubes: black, blue, brown, green and red, count as one point each.

Example: At the end of the game Player A has building tiles numbered 12, 8, 6 and 4. They also have one purple craft cube and three green resource cubes. Player A's final score is $12 + 8 + 6 + 4 = 30$ points for the building tiles, plus $3 + 1 + 1 + 1 = 6$ for the unused cubes, a total score of 36 points.

The winner is the player who has the highest score in building tiles, craft cubes and resource cubes.

The winner is the player who has the highest score in building tiles, craft cubes and resource cubes.

Variation one - for two players

Keythedral can be played by two players only. The following modifications to the rules are required:

1. In the initial set up, use one brown number one field tile and one number one grey field only instead of the Keythedral tile and the two brown and two grey number one field tiles.
2. In addition to the two number one field tiles, only the ten number two field tiles are used.
3. Only one law card is available per turn.

Variation two - face up building tiles

In the basic game the building tiles are placed face down so that the exact requirements for the Keythedral are not known. This adds to the tension as the tiles are revealed and, as it is a family game, provides more opportunity for the less able players to win by anticipating the requirements of the number 12 tiles. The disadvantage is that it brings a little more luck into the game.

In variation 2 the architect has completed his design before the building of the Keythedral is begun. Therefore in the set up phase, all of the building tiles that are placed in the Keythedral are placed face up so that the cost of each building tile in cubes is displayed.

This variation removes some of the luck from the game and allows players more opportunities to plan their moves.

Acknowledgements

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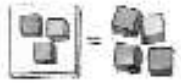


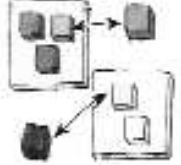

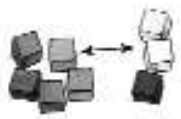



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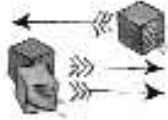



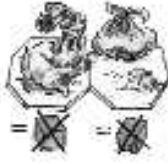

Appendix - law card detail



Each law card includes the card reference number, the card title, details of when to play the card (in italics) and a description of the new law.

The appendix on the following two pages contains some additional clarification of the description section of the law card.

Ref:	Card title		Details
1	Work order		For one round only you choose the order in which all of the work order markers are placed on the Keythedral mat and therefore the order in which all of the workers will leave the cottages and houses. Play this card at the beginning of phase one. The player playing first, after each work order marker is chosen by you, rotates in the normal way starting with the start player.
2	Price increase		The cost of a building tile is increased by one cube. This can be any of the types of cubes shown on the building tile. The buyer chooses the type of the extra cube. This card may be played on another player as they attempt to purchase a building tile in phase three. In the event that the building tile is not purchased immediately then place this law card beneath the building tile. The price increase remains with the building tile until the building tile is purchased, but the new buyer can choose the type of extra cube and is not bound by any earlier choice. If a player is prevented from buying a building tile as a result of another player playing this law card, then that player has not performed an action and may choose a different action for their turn instead.
3	Price decrease		The cost of a building tile is decreased by one cube. This can be any type of cube shown on the building tile except for a gold cube. In the event that the building tile is not purchased immediately then place this law card beneath the building tile. The price decrease remains with the building tile until the building tile is purchased, but the new buyer can choose which type of cube the cost is decreased by and is not bound by any earlier choice.
4	Upgrade cottage		A cottage is immediately upgraded to a house at no cost.
5	Substitution		When purchasing a building tile a player may substitute one or more resource cubes that are depicted on the building tile for resource cubes of different types, or they may substitute one craft cube for a craft cube of a different type. This card may not be played on another player.
6	Cottage number		For one turn in phase one a player may change the number of one of their cottages or houses to the same number as the work order number just chosen and ignore the number on the cottage tile. The cottage or house must be a number that has not already been chosen during this round. For example, if the number one work order space has been chosen, you may play workers from your number one cottage and from one other cottage that you nominate as a number one cottage. When the actual number of the cottage you nominated is chosen, you may not place another worker counter from that cottage.
7	Craft bargain		If there are any used craft cubes in the store the trader will accept one resource cube and give you the craft cube in exchange. Play this card at any time.
8	Unexpected harvest		For one round only you may choose the colour of resource cubes obtained from one type of field by your own workers. For example, if three of your workers would normally have obtained brown cubes from the woods, then you may take three resource cubes of any colour instead. These need not be the same colour.
9	Broken fences		All of one player's workers may climb over fences in phase one for one round. This means that the fences stay in place but are ignored by one player for one round. Play this card before or during phase one.
10	Repeal law		The effect of one law card just played by another player is ignored. This card must be played immediately the law card that is being repealed has been played and before any other players have undertaken any further actions.

Ref:	Card title		Details
11	Unsafe fence		A fence is declared unsafe and must be dismantled. Remove one fence marker. This fence marker cannot be re-laid later in the game. This card can be played at any time.
12	House moratorium		Other players may build no houses in this round. You may build houses as usual. Play this card before or at the start of phase three.
13	Design change		Replace one of the face up building tiles in the Keythedral for a different (unused) building tile of the same number. You may choose to change the tile at any time, even when a player has declared that they are acquiring the target tile. Choose the replacement building tile at random from all of the unused building tiles of the same number as the tile that is being replaced. Place the building tiles face down when choosing the replacement tile so that the building requirement of the replacement tile cannot be seen when choosing. If a player is prevented from buying a building tile as a result of another player playing this law card, then that player has not performed an action and may choose another action for their turn instead.
14	Double production		A worker in one field produces double. Take two resource cubes instead of one in phase two for each cube they would have been entitled to from that field without this card.
15	Bargain		In phase 3, when trading with the trader, the trader will accept one resource cube instead of two and in exchange give two resource cubes of any type instead of one. The two resource cubes that the trader gives need not be of the same type.
16	Sale		The goldsmith or glassmaker will accept two fewer resource cubes when selling gold or stained glass.
17	Downgrade house		The building work performed on a cottage to turn it into a house collapses. Change a house tile back into a cottage tile.
18	Good harvest		All fields of one type produce double this turn. You choose the type of field. In phase two all players take two resource cubes instead of one for each cube they would have been entitled to from that field type without this card.
19	Poor harvest		All fields of one type produce nothing this turn. You choose the type of field. No players take any resource cubes for this type of field in phase two.
20	Start order		You may choose a new start player at the beginning of a new phase. This includes the beginning of phase one, after the start player has just been chosen under the usual method in phase five of the previous round. The new start player will remain the start player until phase five when the new start player is chosen as normal.