KINGDOM BUILDER
CROSSROADS

A game by Donald X. Vaccarino for 2 – 5 players aged 8 and up

New locations and new challenges are what this land needs!

Four new landscapes, each with two different location spaces, provide new options for shaping the kingdom. What's more, the task cards challenge players to build their settlements in a certain way in order to gain even more gold at the end of the game.

🇺🇸🇬🇧 Game components

• **4 game board sections -** Each section includes two different location spaces and one castle space.

• **16 location tiles -** Each location allows a new extra action.

2x lighthouse *2x forester's lodge* *2x barracks* *2x crossroads*

2x city hall *2x fort* *2x monastery* *2x wagon*

• **8 summary cards for the location tiles**

• **6 task cards -** This new card type allows players to earn gold at the end of the game in addition to gold earned from Kingdom Builder cards.

Back

Home country, Fortress, Road, Place of refuge, Advance, Compass point

• **10 warriors -** Two of each player color

A warrior enters the game through the "barracks" action and prevents any building actions on its adjacent terrain spaces.

• **5 wagons -** One of each player color

A wagon enters the game through the "wagon" action and it may move across land spaces of the game board.

• **5 ships -** One of each player color

A ship enters the game through the "lighthouse" action and it may move across water spaces of the game board.

• **5 city hall tiles -** One of each player color

A city hall tile enters the game through the "city hall" action and counts as seven settlements.

• **1 rules booklet**

Changes during set-up

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

• Mix the 4 new game board sections with the 8 game board sections of the basic game and/or any expansion game board sections; then select any 4 sections and assemble them into a rectangular game board.

• If the game board contains one or more sections from this expansion, place the appropriate two location tile summary cards next to these sections.

• Shuffle the task cards, then draw one card at random for each game board section from this expansion. Place these cards next to the 3 Kingdom Builder cards.
Note: Thus, 0 – 4 task cards will be in a game, depending on the number of new sections that are part of the game board. You can identify these new sections easily because they have two location tile summary cards.

• Give each player 1 wagon, 1 ship, 2 warriors, and 1 city hall tile in his player color.

New location tiles and their extra actions – Apply the building rules of the basic game
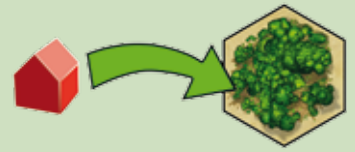
This expansion introduces 8 new locations.

Extra action: Build an additional settlement from your supply.

Forester's lodge

Build **one settlement** on an empty **forest space.** You must build this settlement adjacent to one of your settlements, if possible.

Forfeit this action if no empty forest spaces remain on the game board.

Monastery

Build **one settlement** on an empty **canyon space.** You must build this settlement adjacent to one of your settlements, if possible.

Forfeit this action if no empty canyon spaces remain on the game board.

Fort

Draw a terrain card and build **one settlement** on an empty space of the terrain type the card shows. You must build this settlement adjacent to one of your settlements, if possible.

Extra action: Draw one additional terrain card.

Crossroads

Draw one additional terrain card at the end of each of your turns.

During your turn, you choose which of your two terrain cards you will use for both your mandatory action and your extra actions, if any. Discard both terrain cards after you have finished your actions.

Draw the first additional terrain card at the end of your turn during which you gained this location tile.

either   *or*

Extra action: Claim ground with your city hall.

City hall

During your turn, you may place your city hall tile on the game board; once placed, this tile remains in place for the rest of the game. You **must** place it adjacent to one of your settlements on 7 empty spaces eligible for building.

The city hall tile counts as 7 settlements in all respects for Kingdom Builder cards and task cards! You may build additional settlements adjacent to your city hall tile just as you would build adjacent to other settlements of yours.
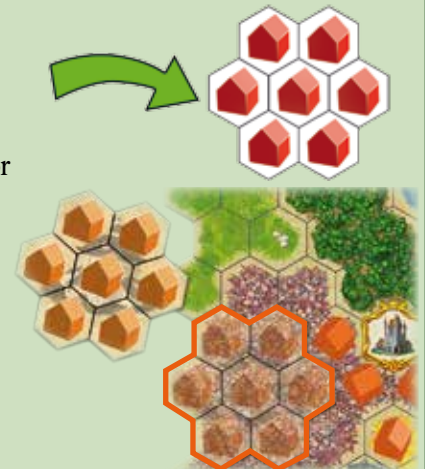
Extra action: Bring new forces into play – ships, warriors and wagons – to claim ground in the kingdom.
**Warriors, wagons and ships count as settlements.**

Barracks

During each of your turns, you may choose **one** of these **two options:**

- Place one of your warriors on an **empty space eligible for building.** You must place this warrior adjacent to one of your settlements, if possible.
  Or
- Remove one of your warriors from the game board and place the token **back** into your **supply.** You may place this warrior on the game board again on a future turn.

A warrior prevents all building and moving actions – whether by you or by any other player – on all spaces adjacent to it. Any existing settlements are not affected. After a warrior has been removed, the blocked spaces are once again eligible for building.
Warriors score gold at the end of the game, like other settlements.
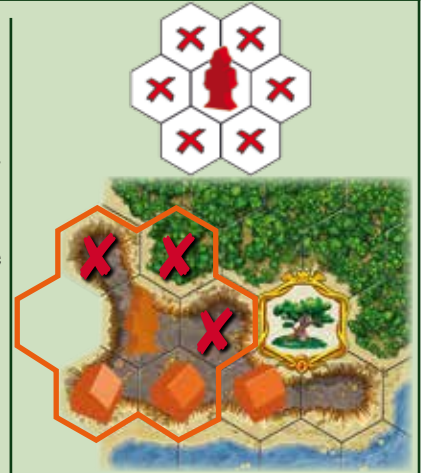
Wagon

During each of your turns, you may choose **one** of these **three options:**

- Place your wagon on an **empty space eligible for building or a mountain space.** You must place this wagon adjacent to one of your settlements, if possible.
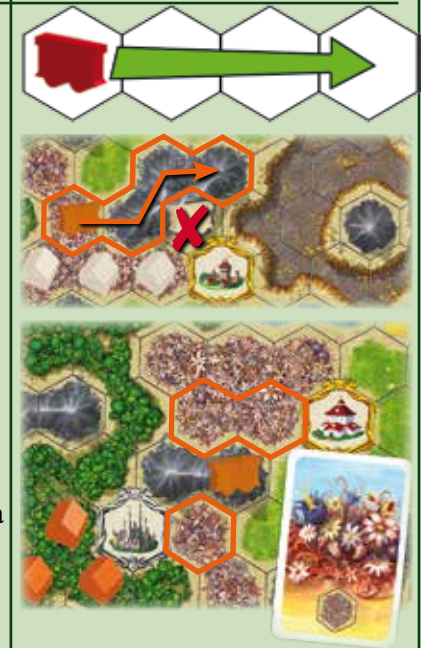 *You can take this action only if your wagon is not on the game board.*
  Or
- **Move** your wagon up to **3 spaces** across empty spaces eligible for building or mountain spaces. These spaces may not be occupied by settlements, other wagons, or any of your own or other players' warriors.
  Or
- Remove your wagon from the game board and place it **back** into your **supply.** You may place the wagon on the game board again on a future turn.

You may build settlements adjacent to your wagon. Wagons score gold at the end of the game, like other settlements.

Lighthouse

During each of your turns, you may choose **one** of these **three options:**

- Place your ship on an **empty water space.** You must place this ship adjacent to one of your settlements, if possible.
  You can take this action only if your ship is not on the game board.
  Or
- **Move** your ship up to **3 spaces** across empty water spaces. These spaces may not be occupied by ships.
  Or
- Remove your ship from the game board and place it **back** into your **supply.** You may place the ship on the game board again on a future turn.

You may build settlements adjacent to your ship. Ships score gold at the end of the game, like other settlements.

Task cards (The rules on the cards are a missprint. Please use the rules on this page.)

The **task cards** offer new ways for players to earn gold at the end of the game, in addition to the gold earned from the 3 Kingdom Builder cards.

Each card states one **requirement** that a player must meet in order to earn the amount of gold indicated.
Each player who meets a task card's requirement earns the reward. Meeting a card's requirement **more than once** does **not** increase the amount of gold earned.

Home country:

5 gold for a terrain area completely populated by your own settlements.

This terrain area may not contain any empty spaces or spaces with other players' settlements.

Place of Refuge:

8 gold for a location, castle or nomads space completely surrounded by your own settlements.

Fortress:

6 gold for an own settlement surrounded by another 6 of your own settlements.

Advance:

9 gold, if at least 7 of your own settlements are built at one of the 4 game board edges.

Each corner space is part of two edges. These settlements need not be adjacent to one another; they may be built discretely.

Road:

7 gold, if at least 7 of your own settlements form a continuous diagonal line.

Each settlement in this line must be adjacent to another of your settlements in this line. A horizontal line does not qualify! The diagonal orientation of this line does not matter.

Compass points:

10 gold, if at least 1 of your own settlements is built at each of the 4 game board edges.

Each corner space is part of two edges!