

THE TWO HEIRS

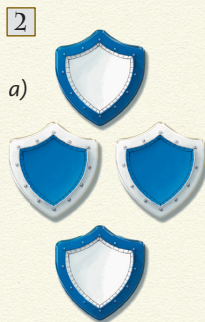
KING CHARLES THE WISE IS LOOKING TO ENJOY A WELL-EARNED REST after ruling his little kingdom justly for many years. He would like to pass on his crown to one of his sons, but because they were both born at the same moment, technically neither of them is the firstborn. King Charles has decided to entrust a part of his kingdom to each of them.

Which of the two heirs will prove to be the better ruler, and inherit the crown

to the entire kingdom?

Contents

- 1 54 building tiles:
6 sets of 9 tiles
- 2 6 small troop tokens (shields):
a) 4 normal troops, and
b) 2 retinue troops
with a yellow outline
- 3 1 large royal shield token
- 4 1 score sheet
1 rulebook
1 solo game rulebook



TILE DESCRIPTION

Each building tile shows 1 of these 6 set symbols in the top right corner:



Travel



Land & Industry



Trade & Church



War



Crafts



Patrol

Front – building and terrain



Back – terrain

- 1 Building type
- 2 Tile/Resource type
- 3 Construction cost
- 4 Building effect
- 5 Road section (only on some tiles)
- 6 Set symbol

2 Tile/Resource types:



Green = wood Grey = stone Yellow = wheat



Setup

The players take seats on opposite sides of the table. Separate the building tiles into 6 sets, each with 9 tiles, based on the symbols in their top right corner. Select 3 of these sets to use for this game. Return the remaining sets to the box: they will not be used.

We recommend using the following sets for your first game: Travel, Land & Industry, Trade & Church. Shuffle the 3 selected sets (27 tiles) together and place them face down near the play area. This stack represents the **shared supply** of building tiles. Each player chooses a colour (blue or white) and receives the 3 corresponding troop tokens.

1. PREPARE THE ROYAL RESERVE

Toss the royal shield token like a coin and place it near the edge of the play area. The colour of the crown determines the starting player. Take the top 6 building tiles from the shared supply and place them face up in a circle, starting clockwise from the royal shield. This represents the **royal reserve**. Place 4 normal troop tokens inside the circle: 2 of each colour.

2. PREPARE THE STARTING LANDSCAPE

Take the top building tile from the shared supply and place it face down in the middle of the table. Place both players' retinue troop tokens face up on the tile (their cross symbol should be hidden).



Note: The start of the game is the only situation in which 2 troops can occupy the same tile. After the two heirs part ways, no troops can ever share the same space again.

Overview and goal

Your objective is to score more points than your opponent at the end of the game. Players place tiles with buildings and terrain in the shared play area to create an emerging landscape. The buildings will score points at the end of the game. Players move around the landscape with their troops, allowing them to gather resources and expand their construction options. When the last tile is removed from the shared supply, players will complete one last round, after which the game ends (see 'Final Round and End of the Game').

How to play

The player whose colour matches the crown on the royal shield takes the first turn. Players take turns until the end of the game is triggered.

On your turn, perform the following actions in any order:

- TAKE 1 BUILDING TILE AND ADD IT TO YOUR HAND (mandatory);
- PLAY 1 OR MORE BUILDING TILES FROM YOUR HAND (optional);
- MOVE 1 OR MORE OF YOUR TROOPS (optional).

Note: Action A may only be carried out once per turn. Actions B and C may be split up and carried out multiple times. However, each individual troop may only move once per turn.

Royal protocol determines which tiles from the royal reserve are available to the player.

The royal reserve has 7 slots – 6 with tiles and 1 with the royal shield. You can reach a number of building tiles depending on your influence with the king. Your influence is determined by the number of troops of your colour currently in the royal reserve, plus 1. This total determines how many building tiles you can reach, counting clockwise from the royal shield.

Any building tile within your reach can be used in 2 different ways: you may take it into your hand (action A), or you may leave it in the reserve and use it as a resource to play a tile from your hand (action B).

At the start of the game, both players have a reach of 3 tiles (2 for your troops in the reserve, + 1). Deploying a troop of your colour from the reserve shortens your reach (see action C; the minimum reach is 1 tile). It's therefore possible for you and your opponent to have a different reach.

ACTION A.

TAKE 1 BUILDING TILE AND ADD IT TO YOUR HAND

During your turn, you **must** take 1 building tile from the royal reserve and add it to your hand. You may only pick tiles within your reach, as determined by royal protocol. You can choose whether to carry out this action at the start of your turn, between other actions, or at the end of your turn.

When you take a tile, it opens up 1 of the 7 slots in the reserve.

Move the royal shield to this open slot and flip it to its opposite side. This changes which tiles will be available to your opponent, based on their reach. Once flipped, the royal shield now displays a crown in your opponent's colour. This shows you have already taken a tile and cannot do so again for the rest of your turn.

Replenish the slot previously occupied by the royal shield by placing the top building tile from the shared supply face up in the slot. If this was the last tile in the shared supply, proceed to 'Final Round and End of the Game' at the end of your turn.

Hand size limit: You may have a maximum of **3 building tiles** in your hand at the end of your turn. Excess tiles you couldn't or didn't want to place in the play area during your turn are removed from the game: return them to the box.

ACTION B.

PLAY 1 OR MORE BUILDING TILES FROM YOUR HAND

You can play a building tile from your hand in 2 ways:

B.1 Construct a building

B.2 Expand the landscape with open terrain

B.1 Construct a building

During your turn, you **may** construct 1 or more buildings by placing a building tile from your hand face up into the play area. You must have access to all of the indicated resources required to construct the building.

Place the building on an unoccupied space of the play area, orthogonally or diagonally adjacent to a tile occupied by one of your troops. **Always place the tile with the bottom edge towards yourself.** Your buildings will be upside down for your opponent. Any roads that might be on the tile don't have to be aligned with roads on adjacent tiles.

Resources

Resources are represented by the colour of the tiles (green = wood, yellow = wheat, grey = stone). You can access the resources required to construct buildings in several ways, and you can use any or all of them at once.

- Resources provided by the king:** The royal reserve provides access to resources according to royal protocol. When accessing resources, don't take the tiles but leave them in the reserve. These are resources promised to you by the king, which you can use to construct your buildings. **Example 1** (see diagram below): The white player has a reach of 3 and can access 1 stone, 1 wheat and 1 wood.
- Resources available through your troops in the play area:** You can also access resources on tiles occupied by your troops. **Example:** If you have troops on a yellow tile and a green tile, you currently have access to 1 wheat and 1 wood.
- If you are using the Trade & Church set, you may also have access to resources provided by effects of buildings you constructed – the Farm, Sawmill, or Quarry.

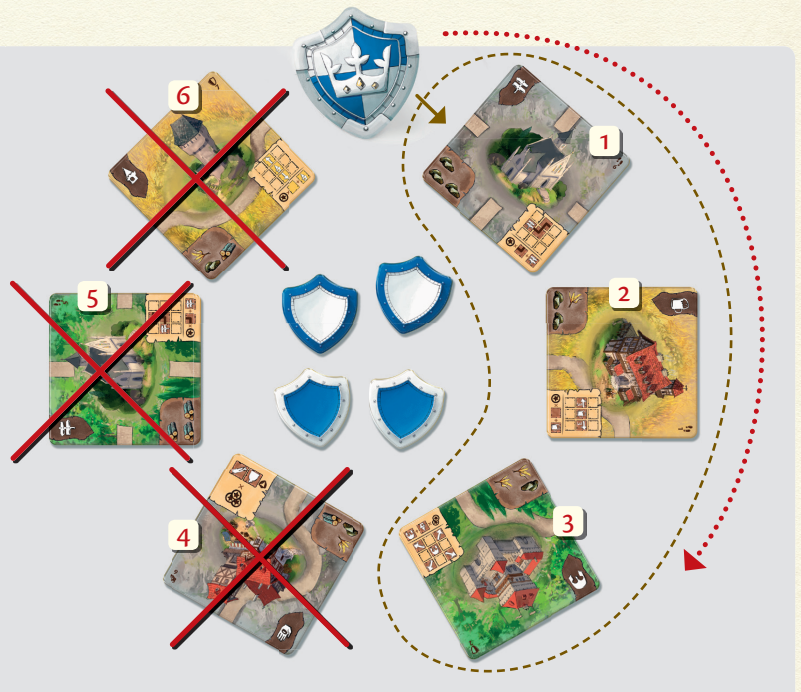
Note: Resources are never spent and are available to you for as long as you have access to them. Access can be lost, for example due to troop movement or changes in the royal reserve. Resources can be used repeatedly to construct multiple buildings in a single turn.

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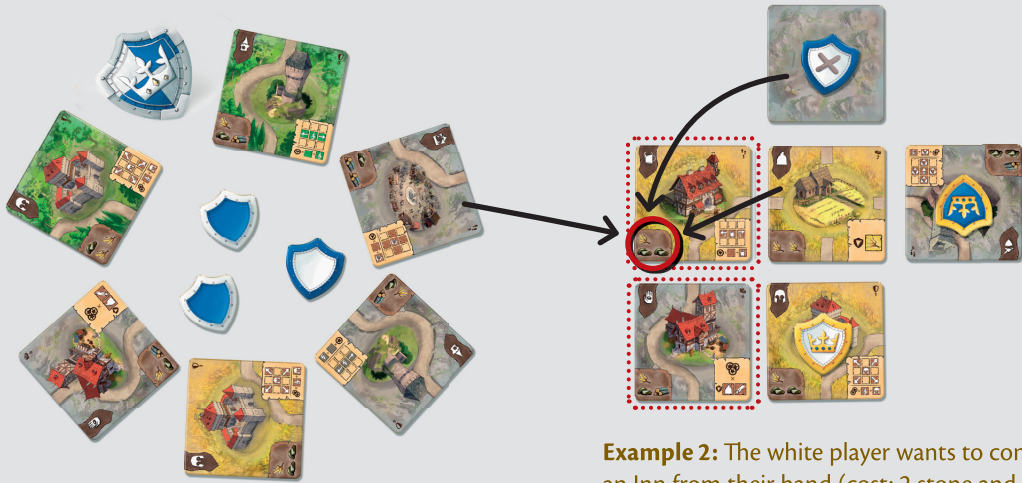
Example 1: Which tiles are within reach of the player?

The royal shield displays a white crown. This indicates the white player will be next to take a building tile from the royal reserve.

The white player can currently reach 3 tiles in a clockwise direction, because of the 2 white troops still present in the reserve. The 4th, 5th, and 6th tiles marked X are unavailable to the player.



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Example 2: The white player wants to construct an Inn from their hand (cost: 2 stone and 1 wheat). They have a reach of 2, because they still have 1 troop token in the royal reserve. The tiles within their reach give them access to 1 stone and 1 wood. They have 1 troop on a yellow building and 1 on grey open terrain. This means they can also access 1 wheat and 1 stone. Finally, because they previously constructed a Farm, they have access to 1 more wheat. In total, the white player has access to 2 wheat, 2 stone and 1 wood. This means they could also construct the Trading post (cost: 2 wheat and 1 wood) if they wanted to.

B.2 Expand the landscape with open terrain

During your turn, you may expand the landscape by placing a building tile face down in the play area, without having to pay its construction cost. The tile must still be orthogonally or diagonally **adjacent to a tile occupied by one of your troops**. Open terrain does not belong to anyone, but you can access the corresponding resource if one of your troops occupies the tile.

Important: Expanding the landscape reduces the construction cost of **1 building** by any 1 resource during the same turn.

Example 3: The white player would like to play the Bakery from their hand (cost: 2 wheat and 1 wood). However, they currently only have access to 1 wheat and 1 wood. They decide to play a grey tile from their hand as open terrain, which means they now receive a reduction of any 1 resource and may construct their Bakery.



ACTION C. MOVE 1 OR MORE OF YOUR TROOPS

During your turn, you may move each of your troop tokens once. Your options are to:

1. Move orthogonally or diagonally to an adjacent building tile in the play area, provided the tile isn't occupied by another troop;
2. Deploy a troop from the royal reserve into the play area. You must deploy the troop on an unoccupied tile, orthogonally or diagonally adjacent to one occupied by another of your troops already in the play area;

3. Withdraw a troop from the play area to the royal reserve. However, you cannot withdraw your retinue troop, which must always stay in the play area.

Whenever you move one of your troops, flip its token face down (so its cross is revealed), to clearly show which troops have already moved. At the end of your turn, flip all your troop tokens face up again (so their crosses are hidden). Troops follow the same rules for reach and resources, regardless of which side of the token is showing.

Note: Deploying and withdrawing troops to and from the royal reserve will change your reach as determined by royal protocol. All actions can be freely combined in any order.

Example 4: It's the white player's turn.

The royal shield token is flipped, which means they took a building tile already. They now want to construct their Watchtower (cost: 1 wheat, 1 wood, 1 stone). However, they do not have access to any wood, so they need to get one somehow. At first glance, they have three options: move their troop on the yellow building to the green open terrain, withdraw that troop to increase their reach in the royal reserve, or deploy their troop from the royal reserve to the green open terrain. On closer inspection, the first two options are unacceptable because the white player would lose the adjacency they need to construct the Watchtower in the desired spot.



This means they are left with only one option. They choose to deploy their troop from the royal reserve to the green open terrain, flipping the troop token to its inactive side.

Final round and end of the game

When one of the players replenishes the royal reserve with the final building tile from the shared supply, the active player finishes their turn as normal. Both players may then carry out one final turn, without replenishing missing tiles in the royal reserve. Empty slots in the reserve are skipped and don't count towards the players' reach. Lastly, proceed to final scoring.

SCORING

Add up the points for buildings you constructed. These are the building tiles in the play area with their bottom edges facing towards you. Each tile is assessed individually. Buildings score points according to the scoring conditions depicted on their tile. Points can be increased by clever placement of your troops. Extra points can also be scored thanks to the roads in the play area.

TROOP PLACEMENT

If you have troops located on any of your buildings at the end of the game, you score double the usual amount of points for that building. If your opponent has troops located on any of your buildings, it doesn't affect scoring in any way.

ROADS

A road is only considered for scoring if it connects **buildings on at least 2 tiles**. Each road is scored separately. Both players count how many of their buildings they connected using the road in question. The player who connected the most buildings subtracts the number of their opponent's buildings on the same road from their total. The difference is the number of points the player scores. The other player doesn't score any points for the road. If there's a tie, neither player scores points for the road.

Note: *Open terrain does not count as a road section and does not connect roads. A tile with 4 separate road sections does not connect all of its roads. Instead, it acts as an end point for each of the 4 roads connecting to it.*



Example 5: Road A connects 3 buildings, all of which belong to the white player, scoring them 3 points (3 - 0 = 3). Road B also connects 3 buildings, 2 of which belong to the blue player and 1 to the white player. The blue player scores 1 point for road B (2 - 1 = 1). Road C has 2 white and 2 blue buildings: neither of the players score points for it. Road D is only connected to 1 building, so the blue player doesn't score any points for it.

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Note: *For your first game, we recommend not scoring roads at all.*

The player with the most points wins. If there's a tie, the player with the most troops in the royal reserve wins. If they are still tied, the two heirs will need to face off again by asking their father for another piece of land!

Tile effects by set



TRAVEL

Inn



Score 1 point for each tile in the same row or column (as depicted on the tile) as the Inn, with a maximum of 3 tiles in both directions.

The Inn itself is also worth 1 point, which means it can score a maximum of 7 points.

Market



Score 1 point for each tile orthogonally adjacent to the market. The Market itself is also worth 1 point, which means it can score a maximum of 5 points.

Pilgrimage site



Score a number of points equal to the number of tiles of the longest continuous road connected to the Pilgrimage Site, regardless of who owns the buildings on the road. The Pilgrimage Site itself also counts as a road, which means it scores 1 point even if no other roads are connected to it.

Robber Barony



Score 2 points for each of your opponent's buildings orthogonally adjacent to the Robber Barony. The Robber Barony itself is also worth 2 points, which means it can score a maximum of 10 points.

Note: The Pilgrimage Site tile doesn't connect roads – it acts as an end point for each road connected to it.



LAND & INDUSTRY

Mill



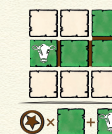
Score 1 point for every yellow tile (field) within a contiguous area of yellow tiles orthogonally connected (with adjacent edges) to the Mill, including your opponent's yellow tiles and yellow open terrain. The Mill itself is also worth 1 point.

Mine



Score 1 point for every grey tile (rocky plain) within a contiguous area of grey tiles orthogonally connected (with adjacent edges) to the Mine, including your opponent's grey tiles and grey open terrain. The Mine itself is also worth 1 point.

Cowshed



Score 1 point for every green tile (forests and pastures) within a contiguous area of green tiles orthogonally connected (with adjacent edges) to the Cowshed, including your opponent's green tiles and green open terrain. The Cowshed itself is also worth 1 point.

Bakery



Score 1 point for each of your buildings on yellow tiles. The Bakery itself is also worth 1 point.

Encampment



At any point during your turn, if you have already taken a tile from the royal reserve, you may flip the Encampment tile face down to flip the royal shield back to your colour. This means you get to take another tile from the royal reserve this turn. If you haven't used the Encampment's effect by the end of the game, it scores 2 points. Each Encampment tile can only be used once per game.

Smithy



Score 1 point for each of your buildings on grey tiles. The Smithy itself is also worth 1 point.

Lodge



Score 1 point for each of your buildings on green tiles. The Lodge itself is also worth 1 point.



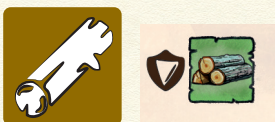
TRADE & CHURCH

Farm



Each Farm you own gives you access to 1 extra wheat per turn. The Farm does not have to be occupied by your troops.

Sawmill



Each Sawmill you own gives you access to 1 extra wood per turn. The Sawmill does not have to be occupied by your troops.

Quarry



Each Quarry you own gives you access to 1 extra stone per turn. The Quarry does not have to be occupied by your troops.

Note: If you have a troop located on your Farm, Sawmill, or Quarry, you have access to 2 resources of the corresponding type (1 from the building + 1 from the troop).

Trading Post



Score 3 points for each of your buildings of the type depicted on the Trading Post: Farms, Sawmills, or Quarries.

Cathedral



Score 5 points.



WAR

Siege Tower



If 2 of your Siege Towers are orthogonally adjacent to 1 of your opponent's buildings, you may destroy that building. If you do, flip it face down: the tile is now considered open terrain. The effect is triggered when the second Siege tower is placed. Destroying is voluntary. A single Siege Tower does not have any effect, and Siege Towers themselves are not worth any points.

Stronghold



Score 1 point for each of your Siege Towers and Strongholds anywhere on the play area, including this one.

PATROL



Watchtower



Score 1 point per tile of the same type as the Watchtower, located in its column or row (as depicted on the tile). This includes your own buildings, your opponent's buildings, and open terrain. The Watchtower itself is also worth 1 point.

Garrison



Score 2 points per Watchtower (yours or your opponent's) diagonally in line with your Garrison, regardless of distance.

CRAFTS



Basket Shop



Score 3 points per pair of green and yellow tiles in the formation depicted on the tile (diagonally or orthogonally). Your opponent's tiles and open terrain tiles also count. If the above condition is not met, the tile does not score any points.

Pottery



Score 3 points per pair of grey and yellow tiles in the formation depicted on the tile (diagonally or orthogonally). Your opponent's tiles and open terrain tiles also count. If the above condition is not met, the tile does not score any points.

Cooperage



Score 3 points per pair of grey and green tiles in the formation depicted on the tile (diagonally or orthogonally). Your opponent's tiles and open terrain tiles also count. If the above condition is not met, the tile does not score any points.

Guildhall



Guildhalls boost the score of one type of craft building: Basket Shop, Pottery, or Cooperage. The associated building will now score 4 points per pair instead of 3. Guildhalls themselves are not worth any points.

ICON DESCRIPTION



Victory point



Any tile



Any green tile



Any grey or yellow tile



Any tile connected by a road



Any building on a green tile



Specific building (e.g. Pottery)



Owned by the opponent



Owned by me



Flip



Tiles in a direction

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Albi