

# MARGRAVES

## OF VALERIA



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# The Story of Margraves


# Game Overview

## Game Setup


The setup of Margraves is described in the separate Game Setup sheet. Tokens and cards that are not needed are taken out of the game (depending on the player count).

## Objective

You are a Margrave, a field lord charged with defending the borders of Valeria and building Ward Towers to strengthen the realm. You command knights and citizens to collect resources and slay monsters in an effort to gain Influence  over the 4 Guilds: Worker , Soldier , Shadow , and Holy .


Influence over the Guilds will determine how many Victory Points  you'll receive for collecting citizens and building Ward Towers in locations tied to those Guilds. The player with the most Victory Points at the end of the game will be declared the winner.

### INFLUENCE

When you gain Influence , move your Influence tracker(s) on the Influence Track. If you gain 1 Influence, slide 1 Influence tracker 1 space to the right. If you gain more than 1 Influence at once, you may apply all the Influence to 1 row or spread it throughout the rows as you wish.

## Flow of the Game

The game takes place over several turns starting with the player with the First Player token and continuing clockwise.

On your turn, you must play a Citizen card  from your hand to a pile on the right of your player board. Then, decide to perform 1 of 4 possible powers:

1. The Pennant actions located on the top left hand corner of the card.
2. The Citizen power text written at the bottom of the card.
3. The Recall power located on your player board.
4. The Build power located on your player board.



Important: If you only have 1 Citizen card in hand at the start of your turn, you must use the card for the Recall power located on your player board.

After taking your actions, perform "End of Turn" cleanup (see page 6) and check the "End of Game" conditions (see page 6.)

Play continues until one of the 3 end-game conditions are met. Then, all players take equal turns - the game ends after the player to the right of the start player has taken a full turn.




# Citizen Cards

## 1. Activate the Pennant

There are 3 icons in a column in the top left hand corner of most cards. Each icon is associated with a specific action. When playing a card for its Pennant actions, you must perform the actions from top to bottom. If you cannot or wish not to perform one of the actions, then you may skip it.

### 2 GAIN 2 GOLD





Gold  is the main currency of the game. When the Gold icon is by itself and there is a value written on the icon, it means that you take that many Gold from the supply and place it on your player board.

#### GOLD

There is no limit to the amount of Gold you may have.  
Gold does not take up storage space on your player board.  
At the end of the game, you gain 1 Victory Point for every 5 Gold on your player board. Gold is also a tie-breaker.

To perform this action, gain 2 Gold from the supply and place it on your player board.

### 1 GAIN 1 RESOURCE

A Wild  icon represents any 1 of the 3 Resources: Stone , Wood , or Magic . When the Wild icon is by itself and there is a value written on the icon, it means that you take that many Resources from the supply. If the icon has a value greater than 1 on it, the Resources you pay or gain do not have to be of the same Resource type. You may mix or match.

#### TOKEN LIMITATIONS


The amount of tokens in the game are meant to be limited. If at any time you are gaining a Resource, Gem, or Knight token and there are not enough tokens in the supply, then you gain only what is available at that time.

To perform this action, choose any 1 Resource from the supply and place it in a storage space on your player board.

#### STORAGE

There are 12 storage spaces on your player board. Each storage space allows you to store 1 Resource, 1 Gem, 1 Knight, or 1 Ward Tower.  
If you don't have an open storage space, you can either forfeit the Resource, Knight, or Gem you just gained or free up storage space by throwing away possessed Resources, Knights, or Gems by returning them to the supply.  
You may never throw away Ward Towers in your storage to make room for other tokens.

### 1 GAIN 1 STRENGTH


Your Strength  is tracked on your player board. When the Strength icon is by itself and there is a value written on the icon, it means that you gain that much Strength.

#### STRENGTH

You may never have more than 8 Strength. Strength is not a Resource.  
Strength is not worth points at the end of the game.


To perform this action, slide your Strength 1 space to the right on your player board.

### MOVE YOUR MARGRAVE

Your Margrave  represents you within the land of Valeria – moving from one Location to another in order to perform actions that will gain you Influence over the 4 Guilds. Only you may move your Margrave.

To perform this action, move your Margrave from its current Location to a Location directly connected by a white stone road.


When you move your Margrave into a Location, you activate the Location Power.

If you cannot or wish not to perform the Location Power, you gain 2 Gold  from the supply instead.




Example: Kira's Margrave is in *Shilina* which is connected to *Namin* and *Thraecius*. She moves her Margrave from *Shilina* to *Namin* which is 1 movement step away. She activates the Location Power and gains 1 Stone from the supply.

### DEPLOY A KNIGHT

Knights  represent noble warriors who are loyal to Valeria and not to one single Margrave. Knights in Locations on the game board can be sent to Locations and into battle by any player in the game. Only Knights in your storage are directly owned and controlled by you during the game. But once they are placed on the game board, they are free to be controlled by other players.

To perform this action, you may either move a Knight from your Margrave's current Location to a connected Location 1 movement step away, or you may move a Knight from your player board to your Margrave's current Location.

When you move a Knight into a Location, you activate the Location Power.

If you cannot or wish not to perform the Location Power, you gain 2 Gold  from the supply instead.





Example: Kira's Margrave is in *Namin* from her previous Pennant action. There is a Knight in that Location so she could Deploy it by moving it from *Namin* to *Shilina* or from *Namin* to *Silesia*. Instead, she takes a Knight from a storage space on her player board and places it in *Namin* where her Margrave is located. Since she moved a Knight into the Location, she activates the Location Power and gains 1 Stone.

### LOCATIONS AND THEIR POWERS

A full list of Locations and their Powers can be found on page 5.



## 2. Activate the Citizen Power Text



All Citizen cards have Power text written at the bottom. When playing a card for its Power text, you must perform the text in the order written.

### "MAY"

Some Citizen Power text instructions have the word "may" – these Powers are optional and do not have to be performed. All other text must be performed if you are able to do so.

### STARTER CITIZENS AND THEIR POWERS

**Merchant:** Gain 1 Wild  and place it in your storage. And gain 4 Gold  from the supply and place it on your player board.

Then, all players may pay 1 Gold  to gain 1 Wild  from the supply and place it in their storage.



### "ALL PLAYERS"


When a Citizen card allows all players to perform a specific Power, the player who played the Citizen card performs the Power first, then all other players perform the Power in clockwise order. You may decline to perform the Power.



**Alchemist:** Gain 5 Gold  from the supply.

You may pay 1 Gold  to gain 1 Wild  from the supply and place it in your storage.

Then, all players gain 1 Gold  per Ward Tower  they have built in Locations.

**Paladin:** Gain 1 Magic  from the supply and gain 1 Strength .

Then, you may Slay a Monster  that is adjacent to your Margrave's current Location. Monsters adjacent to a Location are noted by the brown trails leading from a Location to the Monster stack. Note: All Locations are adjacent to at least 1 Monster stack, and 2 Locations, *Silesia* and *Ny'mar*, are adjacent to 2 Monster stacks.


Finally, all players gain 1 Strength  per Ward Tower  they have built in on the game board.

### SLAYING A MONSTER



To Slay a Monster, you must pay Strength equal to the Strength value on the Monster card (noted on the middle-left of the card). If a Monster has a Magic value above the Strength value, you must first return that many Magic tokens from your storage to the supply before you may spend Strength to Slay the Monster.


You can spend Strength in any combination from the following 2 ways:



1. Use the Strength on your player board. Slide your Strength tracker 1 space to the left for each Strength you want to spend.
2. You may place any number of Knights in your Margrave's current Location or from your player board to an open slot standing up in the Hero Tombs to gain Strength. (See "Hero Tombs" on page 6.) Each Knight you add to a Hero Tomb slot in this way equals 1 Strength.

Once you have slain the Monster, take any Rewards (listed at the bottom of the card) and Influence  (noted on the middle-right of the card). (See "Influence Track" on page 6.) You may take Rewards and Influence in any order you wish. After taking Rewards and Influence, place the Monster card face-down at the bottom of its stack.

Example: Kira wants to Slay the *Warg Pack*. She pays 1 Strength from her player board and places 2 Knights from her Margrave's current Location to the Hero Tombs for a total of 3 Strength. She gains 1 Wood token as her Reward and 1 Influence, then places the *Warg Pack* card to the bottom of its stack.

**Captain:** Gain 1 Knight  from the supply and gain 1 Strength .

Then, you may Slay a Monster  that is adjacent to your Margrave's current Location. Monsters adjacent to a Location are noted by the brown trails leading from a Location to the Monster stack. Note: All Locations are adjacent to at least 1 Monster stack, and 2 Locations, *Silesia* and *Ny'mar*, are adjacent to 2 Monster stacks.

Finally, all players may pay 1 Gold  to gain 1 Knight  from the supply and add it to their barracks.

### OTHER CITIZENS

A full description of all other Citizen cards can be found on page X.





### 3. Activate the Recall Power

When activating the Recall power, play any Citizen card from your hand face-down to the pile on the right of your player board, then perform the actions indicated by the icons noted on your player board.

First, you must discard 1 Citizen card of your choice from the Citizen line above the track board and remove it from the game.

Next, you must pick up all of your Citizen cards to the right of your player board and take them face-up into your hand. You will be able to use any one of them on your next turn.

Finally, you may pay Gold  to Hire a Citizen  from the line of cards at the top of the track board and take it into your hand. The amount of Gold you pay is equal to the amount of Gold noted in the slot below the Citizen card. This step is optional.

### 4. Activate the Build Power

When activating the Build power, play any Citizen card from your hand face-down to the pile on the right of your player board, then perform the actions indicated by the icons noted on your player board.

First, pay 1 Stone , 1 Wood , 1 Magic , and 1 Gem  from your storage to the supply to place a Ward Tower  from your player board to 1 of the 3 build slots in your Margraves current Location.

#### BUILDING RESTRICTIONS

If there are no open slots, then you may not build a Ward Tower in that Location.

You may only build 1 of your Ward Towers in each Location.

Next, gain the Reward noted in the slot where you placed your Ward Tower.

Finally, gain 3 Influence. (See “Influence Track” on page 6.)



Example: Kira plays a Citizen card face-down. She then returns 1 Stone, 1 Wood, 1 Magic, and 1 Gem to the supply. She takes a Ward Tower from her player board and places it in the first slot. She immediately gains 2 Resources of her choice. Then, she gain 3 Influence and moves her Influence .

If you have Built your 4th and final Ward Tower, then this triggers the last round of the game. (See End of Game on page 6.)

## Locations and their Powers




There are 8 Locations on the game board connected by white stone roads. Each Location has information next to the illustration.




On the first row of the information there are 2 Guild icons that are tied to that Location. If you have a Ward Tower in one of the 3 slots, you count these 2 Guild icons for end-game scoring.

Below the Guild icons is the name of the Location.

Below the name are 3 slots for Ward Towers to be built on. Each slot in a Location has a unique reward when building on the slot.



Below the 3 slots is the Location Power. You activate this Location Power whenever you move your Margrave or a Knight into the Location.

**Namin, Inkadeus, and Reykstrom:** These 3 Location Powers all work in the same way. When you activate the Power, gain the Resource (either Stone , Wood , or Magic ) indicated in the Power section of the Location from the supply and place it in your storage.

**Shilina:** Pay Gold  to take a Citizen  card from the line at the top of the track board and place it into your hand. (Note: On Citizen cards, this Power is described as “Hire a ”.)

The amount of Gold you pay is equal to the amount of Gold showing below the card in the slot on the track board.



**Viktoría:** Gain 1 Strength .

**Thraecius:** Pay 3 Wild  Resources to gain 1 Gem  from the supply and place it in your storage. Remember: You can mix and match Resources.

**Silesia:** Pay 1 Gold  to gain 1 Wild  (any 1 of the 3 Resources) from the supply and place it in your storage.

**Ng'mar:** This Location allows you to perform a Shipping action. First, return any number of Resources (you may mix and match) to the supply. Then, move your Ship 1 step clockwise on the Shipping Wheel for each Resource you returned to the supply.

#### SHIPPING WHEEL

The Shipping Wheel is made up of 8 segments with a Reward in each segment. When you gain Gold, take it from the supply. When you gain a Level I  or Level II  Privilege tile, take 1 that is currently below the Influence track on the track board. When you gain Influence, see “Influence Track” on page 6. You may take Rewards in any order you wish.

There is no “end” to the Shipping track. You may go around as many times as you wish throughout the game.



# End of Turn

At the end of your turn, check the following and resolve as necessary:

**Hero Tombs:** If you have placed any Knights in the Hero Tombs, lay them down. If you've filled a column and/or row, you gain the Reward.

## HERO TOMBS

The Hero Tombs consist of a 3 by 4 grid. At the end of your turn, if you have filled in a row you gain the Reward noted on the right of the row. If you filled in a column you gain the Reward noted at the top of the column. It is possible to fill in more than one row or column, or a mixture of both. If you do, you gain all of the Rewards for rows or columns you filled in.

After taking your Rewards, lay down the Knight(s).



Example: At the end of Kira's turn, there are 2 Knights standing in the Hero Tombs that complete a row. She lays down the 2 Knights, then takes 1 Stone and 1 Wood from the supply and puts them into storage spaces on her player board.

After taking your Rewards, if all of the spaces in the Hero Tombs are filled in by Knights, remove the Knights from the spaces and return them to the supply. These Knights are now available to gain in the next player's turn. Next, if any Location does not currently have a Knight, place 1 Knight in that Location from the supply.

**Privilege Tile Slots:** Re-fill any empty Level I Privilege tile slots from the stack of Level I Privilege tiles. Re-fill any empty Level II Privilege tile slots from the stack of Level II Privilege tiles. If you need to re-fill Level I or Level II Privilege tile slots, but there are none in the respective stack, then this triggers the last round of the game.

**Monster Stacks:** Flip any face-down Monster cards on top of a stack face-up. If you've reached the Lair card, shuffle all of the monsters, place them face-down on the Lair card, and flip the top Monster face-up.

**Citizen Line:** Re-fill any empty Citizen card slots. First, slide cards over to the left to fill in any empty card slots, then draw new cards from the Citizen card deck and place them face-up into the next available empty slot. If you need to draw a Citizen card, but there are none in the stack, then this triggers the last round of the game.



# End of Game

The end of the game is triggered when 1 of the following 3 conditions are met:

- When a player has built their last Ward Tower.
- If a player needs to replenish the Citizen line but there aren't enough Citizen cards left in the deck to refill the line.
- If a player needs to replenish the Prestige tiles but there aren't enough Prestige tiles left in the stacks to refill either the Prestige I or Prestige II tiles.

All players take equal turns. When the player to the right of the player with the First Player token finishes their turn, move onto Final Scoring.

## Final Scoring

Each player adds up their Victory Points from 3 sources: Influence, Banner Privilege tiles, and left over Gold, Gems, and Resources.

The player with the most Victory Points wins. In case of a tie, the player with the most Gold wins. If there is still a tie, then all tied players win the game.

## INFLUENCE

You gain the number of Victory Points noted above each section where your Player Markers are located for each matching Guild icons from:

- Locations where you have built a Ward Tower. Note: Each Location has 2 Guild icons and each counts separately for scoring purposes.
- Citizen cards you have in your hand or to the right of your player board.
- End of Game Level I and II Privilege tiles.

## INFLUENCE TRACK

The Influence Track board tracks your Influence across the 4 different Guilds: Worker , Soldier , Shadow , and Holy .

Each row on the Influence Track is aligned to one of the Guilds and the further you move your Influence Marker to the right, the more Influence you have over that Guild.

Each row is broken up into 6 sections. Your Influence Markers start in the first space of the first section of each row.

When gaining Influence, move 1 of your Influence Markers 1 space to the right for each Influence you gained. You may split up your earned Influence between different rows as you wish.

When moving your Influence Marker, it may not cross into the next section until you have paid the required Gold noted at the top of the threshold line.

When you pass the 1st or 2nd threshold line with any one of your Player Markers, you may take one of the 3 Level I Privilege tiles **I**.

When you pass the 4th or 5th threshold line, you may take one of the 3 Level II Privilege tiles **II**. When you pass the 3rd threshold line, you may take either a Level I or Level II Privilege tiles.

Privilege tiles are re-filled at the end of your turn.



## BANNER PRIVILEGE TILES

Some Privilege tiles have Banners on them. To score these points, multiply the different Banners by themselves. Duplicate tiles build a second set. Those tiles will be multiplied by themselves, too.



Example: Kira has 5 Privilege tiles each with a different Banner on it and scores (5x5) 25 Victory Points.


### PRIVILEGE TILES


Privilege tiles are separated into 2 different stacks:

Level I  and Level II .

There are 2 different kinds of Privilege tiles throughout both stacks:

Grant  and End of Game .

When you gain a Grant  tile, place it above your player board. You may discard the Privilege tile from the game at any time during your turn to gain the reward(s) noted.

When you gain an End of Game  tile, place it above your player board. The tile will be used during Final Scoring.

## LEFT OVER GOLD, GEMS, AND RESOURCES

Gain 1 Victory Point per 5 Gold left on your player board.




Gain 2 Victory Points per Gem left in your storage and 1 Victory Point for every 3 Resources left in your storage.

Leftover Knights and Strength are not worth Victory Points.

## Other Citizens




### HOLY:

Citizens with the Holy Guild icon have the same Pennant actions: Move your Margrave , Deploy a Knight , and Deploy a Knight .

**Cleric:** Gain 1 Magic  from the supply.

You may move your Margrave. Remember: when you move your Margrave into a Location, you activate that Location Power or gain 2 Gold.


Retrieve one Citizen card  from your pile of previously played Citizen cards. You may look through played cards freely. You may not retrieve the Cleric you just played to activate this Power.

**Priestess:** Gain 2 Magic  or 2 Strength .




You may Slay a Monster  that is adjacent to your Margrave's current Location.

All players may pay 1 Gold  to gain 1 Strength .

**Monk:** Gain 2 Gold  and 1 Magic  from the supply.




You may move 1 Knight  from any Location to any Location. (Note: You may not use a Knight from your player board.) Your Margrave does not need to be in any of the chosen Locations. Remember: when you move a Knight into a Location, you activate that Locations Power or gain 2 Gold.

**Artificer:** Gain 1 Strength  and 1 Magic  and 1 Stone .

Starting with the player to your left, all opponents may pay you 2 Gold  to gain 1 Strength  and 1 Stone . (Note: You may not pay yourself to gain 1 Strength and 1 Stone.)




### SOLDIER:

Citizens with the Soldier Guild icon have the same Pennant actions: Gain 1 Strength , Move your Margrave , and Deploy a Knight .

**Champion:** Gain 3 Strength .

You may Slay a Monster  that is adjacent to your Margrave's current Location.

All players may pay 1 Gold  to gain 1 Strength .


**Ranger:** Gain 1 Strength .

You may move your Margrave from its current Location to a connected Location one movement step away. Remember: when your Margrave enters a Location, you may activate the Location Power or gain 2 Gold.



You may Slay a Monster  that is adjacent to your Margrave's current Location.



**Bogatyr:** Gain 2 Strength  or 2 Knights .

You may Deploy 1 Knight  to any Location. The Knight must be either in your Margrave's current Location or from your player board. Remember: when you move a Knight into a Location, you activate that Locations Power or gain 2 Gold.




You may Slay a Monster  that is adjacent to your Margrave's current Location.


**Warlord:** Gain 1 Strength  and move 1 Knight  from any Location to any Location. (Note: You may not use a Knight from your player board.) Remember: when you move a Knight into a Location, you activate that Locations Power or gain 2 Gold.


You may Slay a Monster  that is adjacent to your Margrave's current Location.






### WORKER:



Citizens with the Worker Guild icon have the same Pennant actions: Gain 1 Wild , Move your Margrave , and Deploy a Knight .

**Bard:** Move up to 2 Knights  from any Location to your Margrave's current Location. (Note: You may not use a Knight from your player board.) Remember: when you move a Knight into a Location, you activate that Locations Power or gain 2 Gold.

You may Deploy a Knight  that is in your Margrave's current Location or Deploy a Knight from your player board to your Margrave's current Location.

**Town Crier:** Pay 2 Gold  to Hire a Citizen  from the Citizen line, ignoring the Gold cost below the Citizen card.

Retrieve one Citizen card  from your pile of previously played Citizen cards. You may look through played cards freely. You may not retrieve the Town Crier you just played to activate this Power.

**Trader:** Gain 1 Wild  (any one of the 3 Resources) and 2 Gold .

You may either perform a Shipping action  (see "Ny'mar" on page 5) or gain 1 Wild  (any one of the 3 Resources).

All players may pay 1 Wild  to gain 3 Gold .




**Lumberjack:** Gain 2 Strength  and 1 Wood .

You may Slay a Monster  that is adjacent to your Margrave's current Location.



All players may pay 1 Gold  to gain 1 Wood .






### SHADOW:

Citizens with the Shadow Guild icon have the same Pennant actions: Gain 2 Gold , Move your Margrave , and Deploy a Knight .



**Rogue:** Gain 2 Strength  and 2 Gold  from the supply.



You may either Slay a Monster  that is adjacent to your Margrave's current Location or gain 2 Gold .


All players may pay 1 Strength  to gain 2 Gold .

**Pilot:** You may either Hire a Citizen  from the Citizen line (paying the Gold  cost listed below the Citizen card) or gain 1 Wild  (any 1 of the 3 Resources) from the supply.

You must move your Margrave to any Location. The Location does not need to be one movement step away. Remember: When your Margrave enters a Location you activate that Location's Power or gain 2 Gold.

**Peddler:** Gain 2 Wild  (any two of the 3 Resources - you may mix and match) and 2 Gold .

Starting with the player to your left, all opponents may pay you 1 Gold  to gain 1 Wild  (any one of the 3 Resources). You may not pay yourself to gain 1 Wild.

**Necromancer:** You may Slay a  or gain .

Gain up to 2 Knights  laying in slots in the Hero Tombs.

All players may pay 1 Gold  to gain 1 Magic .

## Credits



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