Tiletum

Rulebook

Tiletum

In Tiletum, you and your fellow players take on the roles of rich merchants traveling throughout Europe, from the city of Tiletum (modern-day Tielt, Belgium) to Venice, during the days of early Renaissance.

You will travel to various cities to acquire trade contracts for wool and iron and establish trade houses. You must collect the required resources to fulfill contracts, invest in the construction of monumental cathedrals, gain the favor of noble families, and participate in important fairs, where your main business occurs. You will also use the services of notable people who will be welcomed into your houses. You will thus gain prestige that will make you the most famous merchant of the early Renaissance.

Tiletum is a dice management game, where dice have a dual function: gaining resources and performing actions. A certain number of dice are rolled each round. On your turn, choose a die gaining resources equal to the value and color of the die and perform the associated action. The power of the action is inversely proportional to the value of the die; meaning the fewer resources you gain, the more powerful your actions will be, and vice versa.

Game Components

Before your first game of *Tiletum*, carefully punch out all cardboard components, tiles, and tokens. Solo components are listed in a separate Solo Mode booklet.

1 Game board

4 Player boards

20 Resource dice
(4 in each of 5 colors)

1 Compass Rose marker

1 Dice bag

1 Action Wheel

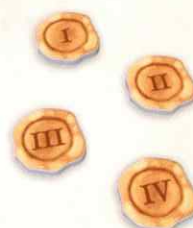6 Action tiles

20 Action Point counters

8 Town tiles

11 Fair tiles

4 Fair Order tiles

25 Cathedral tiles

9 Construction Cost tiles

6 Corruption tokens

54 Bonus tiles

26 Contract tiles

45 Character tiles

1 "+100/+200" Victory Point marker per player

5 Bonus Action Points markers per player

8 Houses per player

7 Pillars per player

1 Merchant per player

1 Architect per player

3 generic markers per player (Scoring marker, King Track marker, and Turn Order marker)

Resource tokens in denominations of 1 and 5: Gold, Food, Wool, Stone, and Iron

The Resources are meant to be unlimited. In the unlikely situation that a Resource runs out, use any substitute (like beads or buttons).

Game Setup

There are many ways in which players can gain or lose Victory Points during the game. These points are tracked on the Score track surrounding the game board. Below you can see an example of Victory Points depiction:

1

Gain 1 Victory Point.

-1

Lose 1 Victory Point.

Within this rulebook, Victory Points may be shortened to just "VP" in writing.

1. Place the game board in the middle of the table. The right-hand part of the board consists of a map of Europe and will be referred to in the rules simply as "the map".

2. Set out the Resource tokens (Gold, Food, Wool, Stone, and Iron) and Action Point counters within reach of all players, forming a general supply.

3. Place the Action Wheel on its dedicated space in the top-left corner of the game board. The Action Wheel can be rotated in any direction, as long as each numbered segment aligns with a single Action.

The Action Wheel aligned so that each numbered segment aligns with a single Action.

For additional variety, especially once the players are more familiar with the game, you may shuffle the six Action tiles and place one at random on each space around the Action Wheel.

For your first game, however, these tiles will not be used and can be returned to the box.

4. Separate all Bonus tiles, Contract tiles, and Character tiles by type, according to the number of players. If playing with 3 players, remove all tiles marked with a "4". If playing with 2 players, remove tiles marked with "3+" or "4".

5. Shuffle the Bonus tiles and place them in a face-down pile next to the game board. Randomly place Bonus tiles face up in the following areas:

• 6 Bonus Tiles onto the Action tiles,

Bonus tiles on the Action tiles. Note that some Bonus tiles may show Contracts or Crests.

• 1 Bonus tile in the space next to the King Track,

A Bonus tile is added to the space next to the King Track.

• The required number of Bonus tiles on the map. If playing with 3 players, do not place Bonus tiles on any spaces marked with a "4". If playing with 2 players, do not place Bonus tiles on any spaces marked with a "3+" or "4".
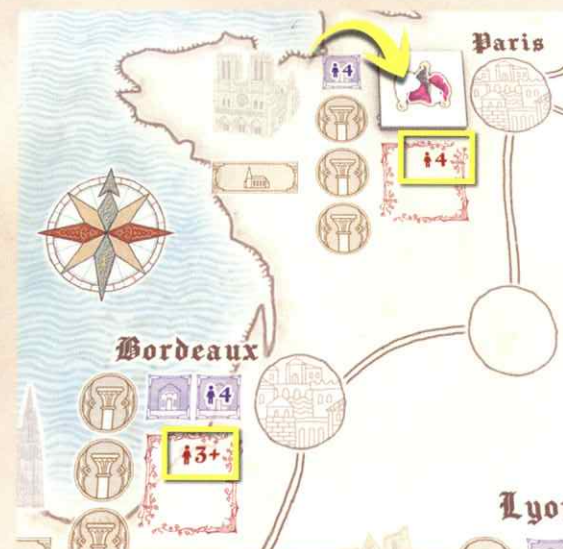
Add 1 Bonus tile to each space on the map. Leave appropriately marked spaces empty when playing with fewer than 3 or 4 players.

6. Shuffle the Contract tiles and place them in a face-down pile next to the game board. Draw 5 Contract tiles and place them face up on their dedicated spaces on the game board. These face-up Contract tiles will be referred to as "the (Contract) offer".

7. Shuffle the Character tiles and place them in a face-down pile next to the game board. Draw 5 Character tiles, and place them face up on their dedicated spaces on the game board. These face-up Character tiles will be referred to as "the (Character) offer".

8. Shuffle the Construction Cost tiles, and place one at random under each Cathedral spot. Group the Cathedral tiles by type, and within each group, sort the Cathedral tiles from the lowest Victory Points value on the bottom to the highest at the top. Place each group of Cathedral tiles on its dedicated space on the game board.
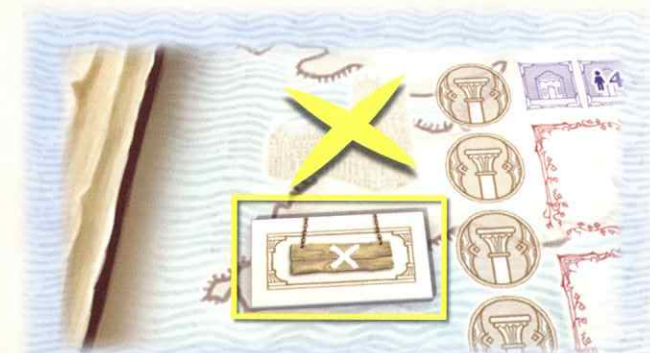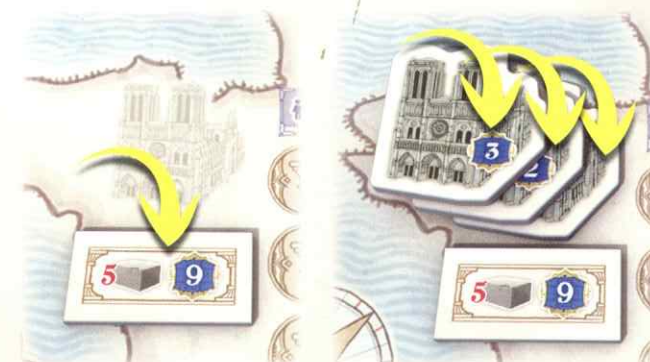

The Cathedral in the Town containing this "Unavailable Cathedral" tile will not be built during this game. Return the corresponding Cathedral tiles to the game box.

9. Shuffle and randomly place 3 Town tiles and 4 Fair tiles, filling the corresponding spaces on the game board

(next to the printed "Tiletum" Town tile). Return unused Town tiles and Fair tiles to the game box.


10. Place Fair Order tiles in the cities where the Fairs will take place.
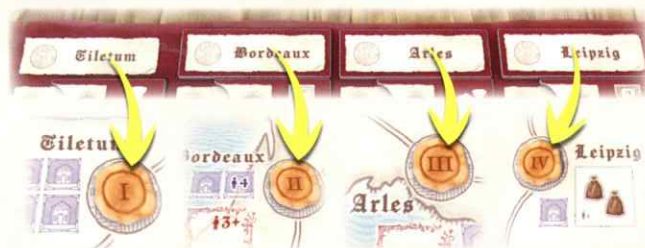
11. Shuffle the Corruption tokens, and put them face down in a stack next to the Turn track. Take 3 at random, and place each one, **still face down**, on its dedicated space on the Turn track. They will be revealed one per turn.
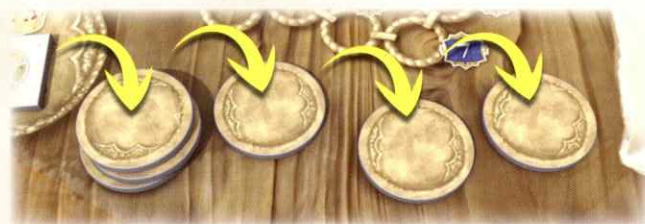

12. Determine the first player, and give them the Compass Rose marker. The next player in clockwise order around the table becomes the second player, and so on.

13. Each player chooses a color and takes in that color:
   • 1 Player board,
   • 3 markers, placing them:
   - on the Scoring track on the value "10" spot;
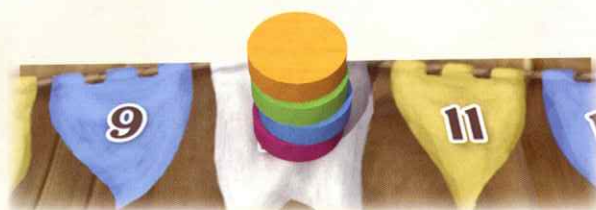
- on the King track on the "0 VP" position, stacked with the first player's marker at the bottom of the stack and the last player's marker at the top;

- on the Turn Order track, to reflect the turn order determined in the previous point,
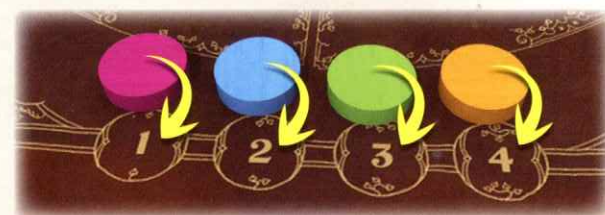
• 1 Merchant and 1 Architect, placing them both next to the Tiletum town space on the map,

• 8 Houses, placing 5 of them on the roof spaces on their Player board, 1 in Tiletum, and 2 next to their Player board as part of their supply,
• 7 Pillars, placing 5 of them on the first 5 Contract spaces on their Player board from left to right and 2 next to their Player board as part of their supply,
• 5 Bonus Action Point markers, placing them next to their player board.

14. Each player takes 1 Iron, 1 Wool, 1 Stone, and 1 Food. The first player takes 1 Gold, the second player takes 3 Gold, the third player (in games with at least 3 players) takes 5 Gold, and the fourth player (in games with 4 players) takes 6 Gold.
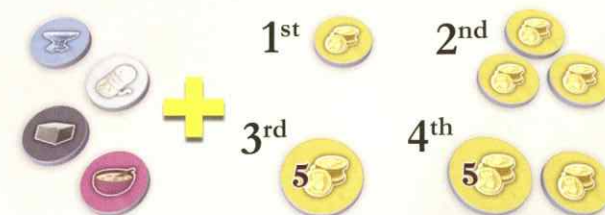
15. Put 1 die of each color per player in the bag. In 4-player games, there will be 20 dice in the bag (4 per color). In 3-player games, there will be 15 dice (3 per color) in the bag. In 2-player games, there will be 10 dice in the bag. Return any unused dice to the game box as they will not be needed this game.

Contract spaces
Character rooms
Storehouse
Crest bonuses
Die spaces
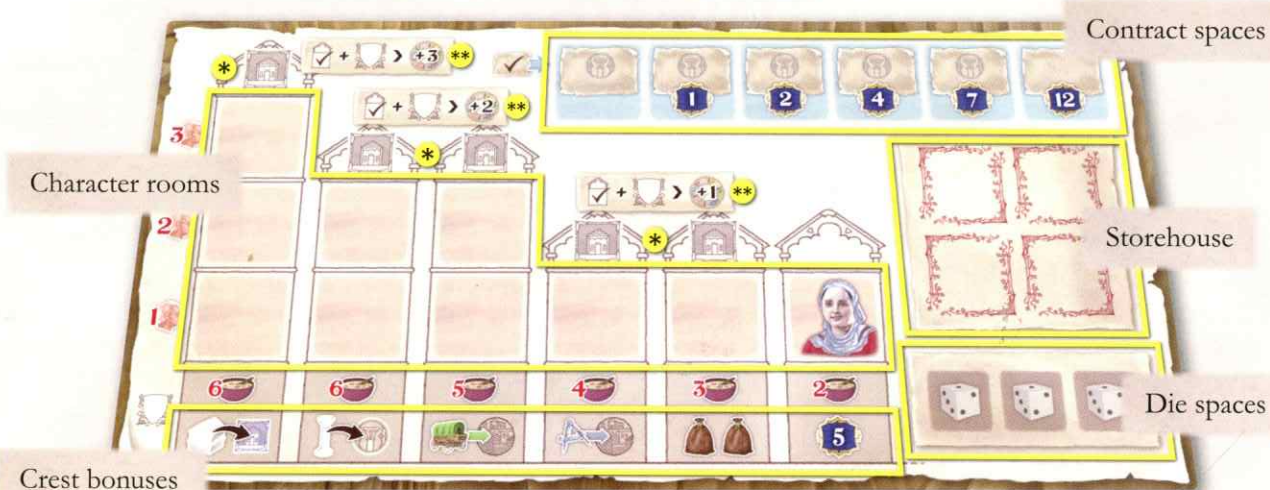
Player board layout

Example of game setup for 4 players

Playing the Game

The aim of the game is to score the most Victory Points. Mark your Victory Points on the Scoring track. Your marker on the Scoring track may never go below "0." If you have more than 100 Victory Points, take a "+100 VP" marker. If you have more than 200 Victory Points, flip that marker to the "+200 VP" side.

The game is played over four rounds. Each round is divided into the following five phases that must be carried out in this order:

1. **Preparation phase**
2. **Action phase**
3. **King phase**
4. **Fair phase**
5. **Cleanup phase**

Preparation phase

Take from the bag 8/11/14 dice for games with 2/3/4 players; roll all the dice, and place them around the Action Wheel according to their value.

All dice of the same value, regardless of their color, are placed in the designated section on the Action Wheel.

Action phase

Step 1

The first player reveals the rightmost face-down Corruption token and moves the markers of all players on the King track according to the number on the token.

Corruption tokens have values of 0, 1, or 2; therefore, when resolved, all player markers move left or stay put.

If the "0" value token is revealed, all player markers remain in their current positions.

If a "1" or "2" value token is revealed, all player markers move left 1 or 2 spaces (respectively). A marker may not be moved beyond the leftmost (lowest) position of the King track. In this case, simply ignore any extra movement.

When moving markers, always start with the ones that are on the leftmost (lowest) spaces. When moving multiple markers occupying the same space on the King track, make sure **not to change their order in the stack**.

**Example:** *During Step 1 of the Action Phase, a "2 Corruption" token is revealed.*

First the green marker moves to the "-2 VP" position. Then the orange and blue markers move (without changing their order in the stack) to the "0 VP" position.

Step 2

Proceeding according to the order dictated by the Turn Order track, each player takes one turn. On your turn, perform the following steps, in order:

1. **Take 1 die from the Action Wheel,**
2. **Take the Resources provided by the die, then**
3. **Perform the associated type of Action.**

Choose one of the available dice from the game board.
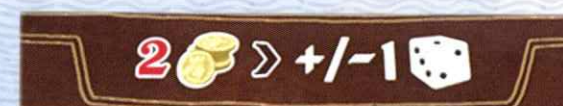
Immediately before taking a die, you may **spend 2 Gold to add or subtract 1 to the value of your chosen die** (this can be done multiple times). The value of the die is permanently changed, affecting number of Resources provided and the type of Action associated with the die. A value of 6 can be changed into a value of 1 (and vice versa) by spending 2 Gold.

Place the selected die on the leftmost empty die space on your Player board. If the associated Action still has a Bonus tile, you may take it and place it in your Storehouse (on your Player board). Taking a Bonus tile is not mandatory: you may choose not to take it, even if you have enough space in your Storehouse. Once taken, a Bonus tile cannot be discarded.

Bonus tiles can be gained from various locations around the board during different parts of your turn. Taking a Bonus tile is always optional. Some Bonus tiles may show Contracts or Crests. Such Bonus tiles may be interchangeably referred to as Contract tiles or Crest tiles in these rules.

Several different types of tiles first go into your Storehouse when taken from the game board. Regardless of the type of tile taken (Bonus, Character, or Contract tile), all of the following rules apply:

- You must have at least one empty space in the Storehouse on your Player board.
- Once taken, the tile cannot be discarded.

Example: *Blue takes a die from the game board and moves it to the leftmost empty die space on their Player board.*

Since the associated Action still has a Bonus tile, Blue also takes it and places it in their Storehouse.

Take a number of Resources from the supply matching the color and number of your chosen die.

Blue dice produce Iron. Pink dice produce Food. Yellow dice produce Gold. Light gray dice produce Wool. Dark gray dice produce Stone.

Example: *After taking the pink die of value 2, the player receives 2 Food.*

Finally, perform the Action associated with the space you took the die from. All the different Actions are described in detail on page 14.

After each player has taken a turn, go back to Step 1 of the Action phase and repeat the process two more times. Once all players have taken three turns (during which they choose a die, gain Resources, and perform the associated Action), the Action phase ends and the game proceeds to the King phase.

King phase

Step 1

The player whose marker is highest on the King track takes (or discards) the Bonus tile next to the track. If there is no Bonus tile available (during the last round), that player scores 4 Victory Points. If multiple players are tied for the highest position on the King track, the tie is broken in favor of the player with the bottommost marker. Then, all players score points as indicated by their position on the King track.

You lose points if your marker is in the lower (red) part of the track, or gain points if it is in the higher (blue) part. If your marker is in the starting space of the track (no color), you neither lose nor gain any Victory Points.

Example: *Blue receives 3 Victory Points. Neither Orange nor Purple receive any Victory Points (but also do not lose any Victory Points), and Green loses 2 Victory Points. The Bonus tile from the space next to the King track is awarded to the Blue player.*

Step 2

Adjust the markers on the Turn Order track: the player who is highest on the King track becomes the first player, the second-highest becomes the second player, and so on. If multiple players share the same spot on the King track, the tie is broken in favor of the player with the bottommost marker (as they were there first).

Example: *When the new Turn Order is established, Orange will be first, Blue second, and Green third.*

Any player markers in the lower (red) part of the King track are moved up to 0, preserving their respective order. (Stack the markers from left to right so that the previously lowest placed marker will be at the top of the stack on the "0 VP" space.) Markers in the higher (blue) part should **not** be moved, but rather left where they are.

Fair phase

During this phase, players will have a chance to score Victory Points for their achievements.

Fair towns

A total of four Fairs will be held during the game, as indicated by the Town tiles placed during setup. The Fair Order tokens which were placed during setup act as a reminder of the order in which the Fairs will take place, one at the end of each game round. The first fair always takes place in Tiletum (its Town tile is printed on the board). The Fair tile below the Town tile describes the scoring criteria for the round and the number of Victory Points that can be gained during the Fair scoring.
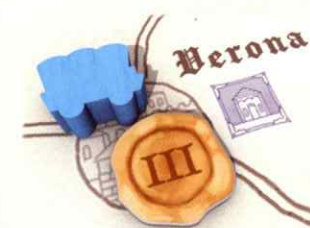
Fair scoring

To participate in the Fair scoring, you must either:
- have a House in that Town, or
- have your Merchant present in that Town at the time of the Fair phase.

House spots on the map are limited. In most Towns, only one or two players can have a House. In preparation for a Fair, you can either place your House in that Town, or you can plan the path of your Merchant in such a way that it ends up in the Fair Town at the end of your Action phase.

The Fair scoring reward is a combination of information preprinted on the game board and information provided by the Fair tile. Look at the Fair tile for the current round. To its left is a Victory Point value. Add this number to the value printed on the Fair tile itself. This sum represents the total number of Victory Points (board+tile) you will receive, multiplied by the number of times you meet condition depicted on the Fair tile itself.

After scoring, flip the Fair tile face down.

Example: *During the 3rd round of the game, the Fair takes place in Verona. The amount of Victory Points awarded is 6 (3 preprinted on the board plus 3 on the Fair tile) for each fulfilled Contract. The Blue player will participate in the Fair scoring since their Merchant is present in Verona.*

With 3 fulfilled Contracts on their Player board, Blue receives a total of 18 Victory Points.

Cleanup phase

Skip this phase in the final (4th) round.

Do the following, in order:
1. For each Action around the Action Wheel, replenish any Bonus tiles that were claimed. (Leave unclaimed tiles in place.) Replenish the Bonus tile on the King track (don't do it in the Cleanup phase of the 3rd round).
2. Shuffle **all** Corruption tokens, randomly select 3, and place them face down on their dedicated spaces on the game board.

Bonus tiles on the map are **never** replenished.

3. Return all dice to the bag.
4. Rotate the Action Wheel one step clockwise.
5. Start a new game round, beginning with the Preparation phase.

At the conclusion of the Fair phase of the 4th round, the game has come to an end. Proceed to End of the Game and Final Scoring on page 22.

Actions in Detail

When performing an Action, you receive a number of Action Points depending on the value of the die used to take it. The number of Action Points received is printed on the Action Wheel next to the depiction of the die.
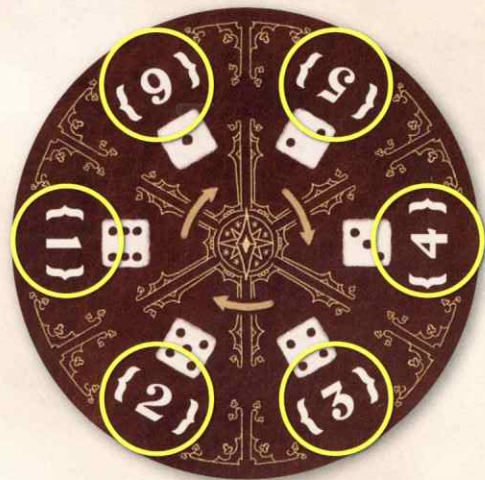
Action Point values are printed on the Action Wheel. This value is always is equal to 7 minus the value of the corresponding die. Therefore, the more Action Points you get, the fewer Resources you receive, so there is always a balance between the strength of an Action and the amount of Resources you gain.

Action Point counters are provided to aid in keeping track of how many Action Points you received versus how many you have already spent or have remaining. When choosing a die, simply take a number of Action Point counters equal to the number of Action Points you receive for the turn.

Most Actions provide multiple options which may be chosen any number of times, in any order, spending the corresponding Action Points each time.
For the sake of brevity, the words "Action Points" may be shortened to "AP" below.
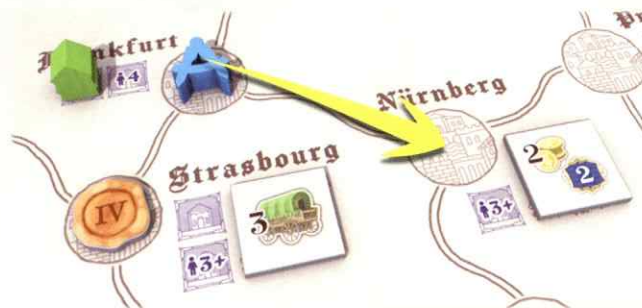
Architect Action

When performing the Architect Action, the following options are available:

- **1 AP:** Move your Architect on the map, from one spot to an adjacent one.
- **1 AP:** Add a Pillar from your personal supply to a Cathedral. Your Architect must be located in a Town with at least one empty Pillar space and you may not already have a Pillar at that Cathedral.
- **1 AP:** Take one Bonus tile from the Town where your Architect is located, if one is available, and place it in your Storehouse.
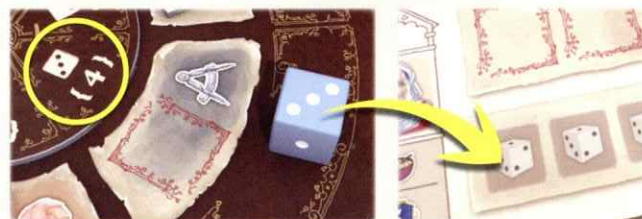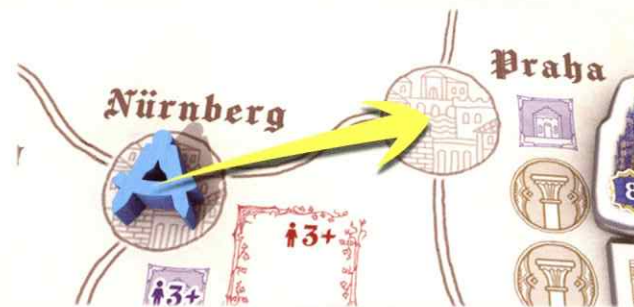

Example: *Blue takes a value-3 die from the Architect Action Tile. This gives them 4 Action Points.*

With their first Action Point, Blue moves their Architect from Frankfurt to Nurnberg.

With their second Action Point, Blue takes the Bonus tile from Nurnberg (and places it in an empty Storehouse space on their Player board).

With their third Action Point, Blue moves their Architect to Prague.

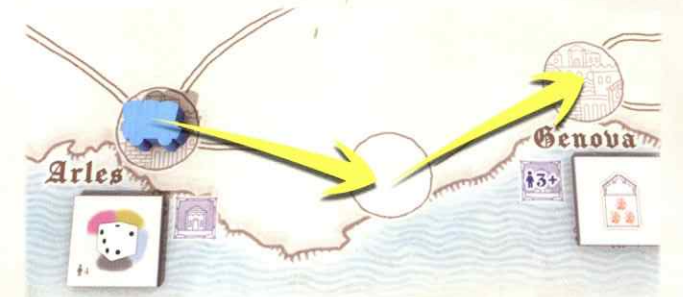*With their final Action Point, Blue places a Pillar in Prague.*

Merchant Action

When performing the Merchant Action, the following options are available:

- **1 AP:** Move your Merchant on the map, from one spot to an adjacent one.
- **1 AP:** Add a House from your personal supply to a Town. Your Merchant must be located in a Town with at least one empty House space and you may not already have a House in that Town. If the House space contains a Building Bonus, receive it now. (See the Appendix for more details.)
- **1 AP:** Take one Bonus tile from the Town where your Merchant is located, if one is available, and place it in your Storehouse.

Example: *Blue takes a value-4 die from the Merchant Action tile. This gives them 3 Action Points.*

Blue spends their first and second Action Points to move from Arles to Genova.

Since the blue Merchant is now in Genova and there is an empty House space there, Blue spends their final (third) Action Point to place a House there.

Character Action

When performing the Character Action, the following options are available:

- **1 AP:** Take a Character tile from the Character offer and place it in your Storehouse, then replenish the offer immediately.
- **1 AP:** Discard **all** Character tiles from the Character offer, then replenish the offer immediately. Discarded Character tiles are mixed, face down, back into the pile of Character tiles.
- **1/2/3 AP:** Move a Character tile from your Storehouse to a Room on floor 1/2/3 on your Player board.
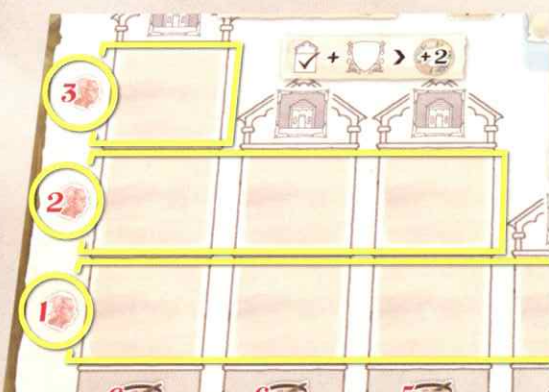
The cost in Action Points is equal to the floor of the Room.

On your Player board, there are six Buildings, each with one, two, or three Rooms. The rightmost Building is already occupied. The following rules govern the placement of Character tiles in the Rooms:

- You cannot have two different Buildings with the same Character (same illustration). In other words, as soon as a Character is placed in a Building, matching Character tiles must be placed in the same Building.
- As soon as a Character tile is placed in a Room, you immediately earn the Character bonus (printed in the top left corner of the tile).

- As soon as a Building has all its Rooms filled with Character tiles, take the House from the roof space of that Building and add it to your personal supply. That House is now available for you to use when performing Merchant Actions.

Example: *Blue takes a value-2 die from the Character Action. This gives them 5 Action Points.*

Blue spends their first Action Point to take a Character tile from the game board, adding it to their Storehouse. The vacated space on the game board is immediately refilled.

Blue spends their second Action Point to take another Character tile from the game board. Once again, the vacated space on the game board is immediately refilled.
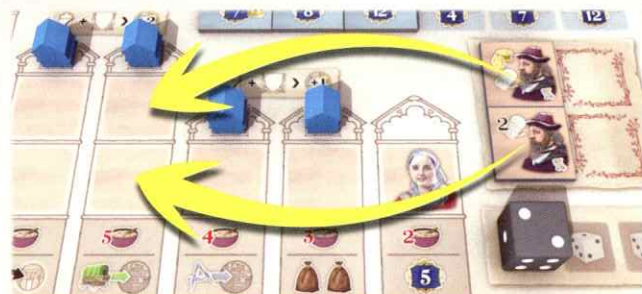
Then, Blue spends 2 Action Points to place one of their Characters into a Room on floor 2 and 1 more Action Point to place another Character on floor 1 of the same Building. This is allowed, since both Characters are the same. Blue receives the printed benefits on the placed tiles: 1 Gold and 1 Wool for the first Character and 2 Wool for the second Character.

Since all floors of this Building are now occupied, Blue immediately moves the Building's House to their supply at the side of their Player board.

Contract Action

When performing the Contract Action, the following options are available:

- **? AP:** Take a Contract tile from the offer, spending the number of Action Points indicated below its space in the offer, and place it in your Storehouse. (Do not replenish the offer.)
- **1 AP:** Exchange one of your Resources for a different Resource. **The first time** you do this during your turn, receive one bonus Resource of your choice.

Example: *Blue takes a value-1 die from the Contract Action. This gives them 6 Action Points.*

First, Blue spends 1 Action Point to exchange 1 Food for 1 Gold. Since they exchanged something this turn, they also receive a bonus Resource. Blue chooses 1 Iron.

Then, Blue spends 2 Action Points to take the Contract tile from the outlined space.

Finally, Blue spends 3 Action Points to take the Contract tile from this other outlined space.

At the end of your turn, shift all Contract tiles in the offer to the right until all empty positions are filled, then replenish the offer.

Joker Action

When performing the King Action, for each Action Point you have, advance your marker one step on the King track. If you end up on a step already occupied by other player markers, place yours on top. Your marker on this track can never go above the "+15 VP" position.

Choose one of the other five Actions. Spend all your Action Points on the options available for that Action.

All Action Points must be used to perform the same Action. You cannot split them between multiple Actions.

Example: *Blue takes a value-4 die from the King Action. This gives them 3 Action Points.*

The blue marker moves up 3 spaces on the King track. Since there is a marker already where Blue ends their move, the blue marker is placed on top of the orange and purple markers.

Tasks

At any time during your turn (before, after, or between spending Action Points), you can pause to complete tasks. Unlike Actions, most Tasks will require you to spend Resources.

These are all possible Tasks:

- Spend 2 Gold to gain one other Resource (Stone, Wool, Iron, or Food).
- Fulfill a Contract in your Storehouse by spending the Resources depicted on the tile. Move the Contract tile from your Storehouse to the leftmost open Contract space on your Player board. Take the Pillar from that space (if any) and add it to your personal supply. That Pillar is now available for you to use when performing Architect Actions. Score any Victory Points indicated on the Contract tile itself as well as on the space you cover. Receive any additional benefits depicted on the Contract tile.
- Spend Food to move a Crest tile from your Storehouse to a dedicated empty space below a Building on your Player board. Each Crest space has a different Food cost. Each such space also has a bonus that is awarded immediately after covering it with a Crest.
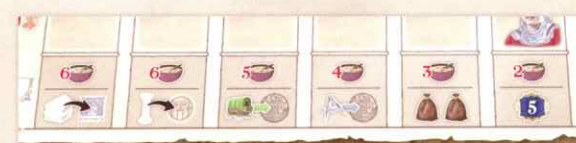
Bonuses for placing a Crest are (from left to right):
- Place a House from your supply onto **any** Town on the map. There must be an available House space in the chosen Town, and you cannot place the House in a Town that already has one of your Houses.
- Place a Pillar from your supply onto **any** Cathedral on the map. There must be an available Pillar space at the chosen Cathedral, and you cannot place the Pillar at a Cathedral that already has one of your Pillars.

- Move your Merchant to any space on the map.
- Move your Architect to any space on the map.
- Gain any 2 Resources.
- Gain 5 Victory Points.

- Contribute to the building of any Cathedral where you already have a Pillar. Spend the required amount of Stone, as depicted on the Construction Cost tile for that Cathedral, and take the topmost Cathedral tile. Score the number of Victory Points depicted on both the Construction Cost tile and the Cathedral tile.

You may only contribute to the building of a specific Cathedral once.

- Use the Helper Ability from a Bonus tile in your Storehouse. After resolving the Helper Ability, the tile is removed from the game.

Types of Tiles

Whenever you gain a tile of any kind from the game board (map, tracks, etc), it first goes into your Storehouse. If your Storehouse is full, you cannot take a tile. Therefore, before being in the situation to gain a tile while your Storehouse is full, consider performing Actions or tasks which would allow you to remove some tiles from your Storehouse.

Crests

Crests are light brown. There are six different types of Crests (representing major noble families). Crest tiles are placed in their dedicated spaces below the Buildings on your Player board (after passing through your Storehouse). Crests are found on Contract tiles as well as Bonus tiles.

You may **never** have multiple Crests of the same type anywhere on your Player board.

See "Crest placement bonuses" on page 30.

Contracts

Contract tiles are blue. Resources depicted on them represent the requirement of the Contract, while the Victory Points reward and other benefits are depicted at the bottom of the tile. Most Contract tiles are available via the Contract offer, but others can be found among the Bonus tiles.

When you take a Contract tile, keep it in your Storehouse until you have enough of its required Resources and decide to fulfill it. If there are no more open Contract spaces on your Player board to accommodate new Contracts, you may not take anymore Contracts.

Helpers

Helpers are light beige and can only be found among the Bonus tiles. While in your Storehouse, a Helper can be used for its ability at any time during your turn and is afterwards removed from the game. They may provide Resources, Victory Points, extra Action Points, etc. (See the Appendix for more details.)

Player Boards

As soon as a Building has all its Rooms filled with Character tiles **and** it has a Crest tile placed in its dedicated space (thereby becoming a Completed Building), the Action associated with that Character type immediately becomes stronger for you (including the current Action, if applicable).

The Action associated with the Character type is indicated in the bottom-right corner of a Character tile.

As soon as you complete a Building, take the indicated Bonus Action Points marker, and place it onto the matching Action on the outside of the Action Wheel. From this point onward, you have a bonus of 1/2/3 Action Points (for a Building with 1/2/3 Rooms) every time you select that Action.

Example: *Blue spends three Action Points to place a Character from their Storehouse into a Room on floor 3.*

After receiving the corresponding benefit from the placed Character, Blue spends 6 Food to move a Crest from their Storehouse to the empty spot below the same Building.
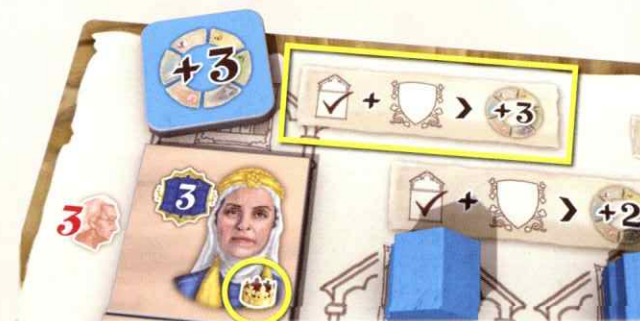
After receiving the corresponding benefit from placing the Crest, Blue's Building becomes a Completed Building. Immediately Blue takes the corresponding Bonus Action Point marker and places it into the matching section (King Action) of the Action Wheel.

From now on, Blue has a bonus of 3 Action Points when taking a King Action.

This bonus also applies when you perform the matching Action using the Joker Action. This bonus only applies to Action Points received when choosing a die and **not** to any Actions provided by a Helper or other game effect.

Completing the rightmost Building on your Player board does **not** provide any Action bonuses.

End of the Game and Final Scoring

At the conclusion of the 4th game round, perform Final Scoring as follows:

1. Multiply the number of Houses you have on the map by the number of Pillars you have on the map and gain that many Victory Points.
2. Count the number of Completed Buildings you have, meaning those containing both a Crest and all (1, 2, or 3) Rooms filled with Characters. For 1/2/3/4/5/6 of them, gain 0/0/5/10/20/30 Victory Points.
3. For every 4 Resources left in your personal supply, gain 1 Victory Point.

The player with the most points is the winner. In case of a tie, the tied player that is first in Turn Order wins.

Example: *Blue is counting their final score:*

1. *There are 5 blue Pillars and 5 blue Houses on the game board, so Blue scores 25 Victory Points.*
2. *Blue has 4 Completed Buildings (see above), which scores them 10 Victory Points.*
3. *Blue also has 3 Iron, 5 Gold, and 1 Wool, which scores them another 2 Victory Points.*

The total number of Victory Points gained at game end (to be added to any Victory Points scored during the game) is 25+10+2= 37 Victory Points.

Appendix

Helper abilities

	Take an Action of your choice with 1 Action Point.
	Take a Merchant Action with 2/3 Action Points.
	Take a Character Action with 2/3 Action Points.
	Take a Contract Action with 2/3 Action Points.
	Take an Architect Action with 2/3 Action Points.
	Take a King Action with 2/3 Action Points.
	Add 1/2/3 Action Points to your current Action. These can only be applied to the Action associated with your chosen die and **not** to any Actions provided by another Helper or other game effects.
	Use when choosing a die. Choose one type of Resource. Take Resources of **that** type instead of the type that matches the color of your chosen die.

	Gain the depicted number of Gold and/or Victory Points.
	Gain **any** 2/3 Resources. (Each resource may be different.)
	Gain 1 Iron, 1 Wool, 1 Stone, and 1 Food.
	Select a Building on your Player board. You gain the bonuses from all Characters in that Building.

Character tiles

	Icons in the right bottom corner of Character tiles are a reminder of which Action (Contract, Character, Architect, Merchant, or King) you will have bonus Action Points for after you fully complete the Building containing this type of Character.
	Take a Contract Action with 1/2 Action Points. Gain 1 Resource of your choice.
	Take a Contract Action with 3 Action Points.
	Gain 2 Wool.
	Gain 1/2 Iron.

	Gain 1 Gold and 1 Iron / 1 Gold and 1 Wool.
	Take a Character Action with 1/2 Action Points.
	You may move your Architect from one space to an adjacent space. You may move your Merchant from one space to an adjacent space.
	Gain 1/2 Food.
	Gain 2/3 Gold.
	Take a King Action with 1/2 Action Points.
	Gain 2/3 Victory Points.
	You may move your Merchant from one space to an adjacent space once/twice.
	You may move your Merchant from one space to an adjacent space. If your Merchant is in a Town where you do not have a House **and** there is an empty House space available, you may place a House where your Merchant is. You may perform those Actions in any order and decide to use just part of this bonus.
	Place 1 House where your Merchant is. You can only benefit from this Character tile if your Merchant is in a Town where you do not already have a House **and** there is an empty House space available.

	You may move your Architect from one space to an adjacent space once/twice.
	You may move your Architect from one space to an adjacent space. If your Architect is in a Town where you do not already have a Pillar **and** there is an empty Pillar space available, you may place a Pillar where your Architect is. You may perform those Actions in any order and decide to use just a part of this bonus.
	Place 1 Pillar where your Architect is. You can only benefit from this Character tile if your Architect is in a Town where you do not already have a Pillar **and** there is an empty Pillar space available.
	Gain 1/2 Stone.

Crests

	There are 6 different Crests (representing influential noble families) and they can be found on both Bonus and Contract tiles. Reminder: You may only have one of each Crest anywhere on your Player board. You may never take a Crest you already possess.

Contracts

	Pay 1/3/5/7/8 **identical** Resources to gain 1/3/6/10/13 Victory Points.

	Pay 2/3/9 Iron to gain 2/4/17 Victory Points.
	Pay 5/7 Iron to gain 7/11 Victory Points and advance one space on the King track.
	Pay 2/3/9 Wool to gain 2/4/17 Victory Points.
	Pay 5/7 Wool to gain 7/11 Victory Points and move your Merchant from one Town to an adjacent Town.
	Pay 2/3 **identical** Resources of your choice and 2/3 Iron to gain 5/8 Victory Points.
	Pay 2/3 **identical** Resources of your choice and 2/3 Wool to gain 5/8 Victory Points.
	Pay the indicated combination of Iron and Wool to gain 2/6/12 Victory Points.
	Pay 3/5 Wool and 3/5 Iron to gain 9/16 Victory Points and take a Character Action with 1 Action Point.

Fair tiles

6 × 🏠|	Score Victory Points for each set of 1 House and 1 Pillar you have on the map.
5 × ☑🏛	Score Victory Points for each set of 1 fulfilled Contract on your Player board and 1 Cathedral tile in your possession.
3 × ☑	Score Victory Points for each fulfilled Contract on your Player board.
3 + 👑 X	**This is a special tile that needs to be scored before resetting the King track!** Score the total Victory Points from this tile and those printed on the board, and then score Victory Points according to your position on the King track. (This is **not** a multiplier.) It is possible to lose Victory Points when this tile is evaluated.
6 × 2 ☑	Score Victory Points for each set of 1 fulfilled Contract and 1 Crest on your Player board.
2 × 🏠	Score Victory Points for each House you have on the map.
3 × 3° 2°	Score Victory Points for each Character on floors 2 and 3 of your Buildings (regardless of whether the Building is complete or not).
3 × ?	Score Victory Points for each Crest tile on your Player board.
2 × |	Score Victory Points for each Pillar you have on the map.

5 × ☑	Score Victory Points for each Building on your Player board that is completely filled with Character tiles (regardless of whether it is Completed or not).
4 × 🏛	Score Victory Points for each Cathedral tile in your possession.

Game board

🏛 👤4	Towns include a number of spaces for player Houses. Some spaces are only available in games with "3+" or "4" players.
◯	Road spaces. Your Merchants and Architects must count these spaces when moving, but cannot place Houses or Pillars here.
🏛	After building a House on a space with this symbol, immediately select one of your Buildings (regardless of whether it is Completed or not) that includes at least one Character, and receive each Character bonus once. You may receive the bonuses in any order and may choose to ignore the bonuses provided by some or all of the Characters in the Building.
7 7 🏛 👤4	After building a House on a space with this symbol, immediately gain the depicted number of Victory Points.
◉	Pillar space. You cannot place a Pillar at the Cathedral in the Town containing this tile ☐X☐, since that Cathedral will not be built during this game.
👤4	Bonus tile spaces. Any space with a number is only used in games with a player count equal to or higher than the number. (In other words, do not place Bonus tiles there with lower player counts.)

Crest placement bonuses

6 (Food → House)	Pay 6 Food. Place a House from your supply onto **any** Town on the map. There must be an available House space in the chosen Town, and you cannot place the House in a Town that already has one of your Houses.
6 (Food → Pillar)	Pay 6 Food. Place a Pillar from your supply onto **any** Cathedral on the map. There must be an available Pillar space at the chosen Cathedral, and you cannot place the Pillar at a Cathedral that already has one of your Pillars.
5 (Food → Merchant)	Pay 5 Food. Move your Merchant to any space on the map.
4 (Food → Architect)	Pay 4 Food. Move your Architect to any space on the map.
3 (Food → Resources)	Pay 3 Food. Gain any 2 Resources.
2 (Food → 5 VP)	Pay 2 Food. Gain 5 Victory Points.

Credits

Cardinalbot's Turn

1. Reset Cardinalbot to the leftmost Decree.
2. Roll two dice, move Cardinalbot from left to right by **difference**.
3. Evaluate current Decree to pick a die.
4. Receive resource, take Bonus tile (if any), resolve Action.
5. Tasks:
   - Activating Crests (3 Food 🍲) for 5 VP,
   - Build Cathedrals (Pillar + ? Stone �) for shown VP,
   - Fulfill Contracts (Wool 🧶/Iron ⚒) for shown VP + 5 VP.

👝 = 🪙 > 🍲 (4+) > 🧶/⚒ (whichever it has more of)

Tiletum

Cardinalbot's Actions:

Cardinalbot's reach: up to as many spaces from the Architect/Merchant piece as the number of Action Points available to the Cardinalbot during the current resolution.

Extending reach: when attempting to move to a space beyond its reach, each additional space costs 1 Gold 🪙. If it doesn't have enough Gold, it pays all it has, and still moves to its target.

Architect Action

1. Build Pillar in the Architect's location.
2. Take the best Bonus tile within reach (see preference).
3. Move to best Cathedral (highest VP > *you* haven't built it > lowest cost > closer), preferring one within reach, extending reach if needed (1 Gold 🪙 per move beyond reach).

Merchant Action

1. If *unable to build a House* 🏠: move Merchant, spending 1 Gold 🪙 per spot.
2. Build House 🏠 in Merchant's location.
3. Take the best Bonus tile within reach (see preference).
4. Move to the best available Town (next upcoming Fair > highest VP > other reward > closer), preferring one within reach, extending reach if needed (1 Gold 🪙 per move beyond reach).

Character Action

Repeat for each Action Point, do the first possible:
- Place a Character (to top/left, or below a matching one)
- Take a Character (ignoring those it already has two of, prefer tiles matching ones on its board from the left, and higher values).

Contract Action

Repeat until all Action Points are spent, do the first possible:
- Purchase a Crest 🛡 it does not have.
- Purchase a Contract 📜 it can already fulfill (resolving this immediately).
- Purchase a Contract 📜 (fewest missing resources > right).
- Gain required resources 👝.

King Action

For each Action Point: move up the King track.

Bonus tile preferences

1. **Crest**
   (Tie: Crests it does not have > Crests you do not have)
2. **Miscellaneous**
3. **VP/Resource**
   (Tie: most VP > most total resource > most 🧶)
4. **Action helper**
   (Tie: higher Action Point values)
5. **Contract**
   (Tie: contract with fewest missing resources)

Required Resources

1. Needs more for Cathedral: **Stone** ▪
2. Inactive Crest + Completed house of Characters: **Food** 🍲
3. Incomplete Contracts: **Iron** ⚒/**Wool** 🧶*
4. **Gold** 🪙

*: whichever it needs to gain more of, to complete its unfulfilled Contracts

Solo Mode Rulebook

The Cardinalbot

SOLO RULES DESIGNED BY DÁVID TURCZI WITH JEREMY AVERY

Knowing the strength of the Spanish Catholic Church during the Renaissance, it is no surprise that the Spanish Cardinal is heavily involved in European trade. With an uncanny ability to attend to all facets of these ventures, rumors swirl that he is more machine than man! You can expect difficulties with your own businesses when going up against the acumen of such a person, but with this opportunity to show the world that your wealth and fame can overshadow that of the Cardinal himself, you could be the talk of all the courts.

> In these rules "The Cardinalbot", "it" or "its" will refer to the automated solo opponent, while "you", "your", and "yours" will refer to the lone human player.

Solo Components

Cardinalbot's board
(found on the back of the regular Player board)

13 Decree cards

8 Challenge cards

Setup

1. Set the game up for two players, except the Cardinalbot uses its own unique board instead of a regular Player board. Place the Cardinalbot's board near the Main board to create the Cardinalbot's area.
2. Assign a player color to the Cardinalbot, giving it all the player pieces of that color (for all example purposes, Red color will be used).
3. Place the Bonus Action Point markers of its color on top of each of its 5 Character Building columns, in left to right order: 1,1,2,2,3 (in reverse order to yours).

4. Place the Cardinalbot's markers on the "3 VP" position of the King track, the first space of the Turn Order track, and the "10" space of the Scoring track.

5. Select your challenge level, shuffling the 8 Challenge cards together:
   • *Cardinal Priest* (Easy): Draw 1 random Challenge card, put it in play next to the Cardinalbot's Player board, and return the rest to the box.
   • *Cardinal Deacon* (Normal): Draw 3 random Challenge cards, put them in play next to the Cardinalbot's Player board, and return the rest to the box.
   • *Cardinal Bishop* (Hard): Draw 5 random Challenge cards, put them in play, and return the rest to the box.
   • Alternatively, you may wish to select which and how many Challenge cards to play with—to adjust your preferred difficulty as you see fit.

6. Since the Cardinalbot starts the game as the first player, it receives 1 of each of the five resources. As the second player, you receive 1 each of Iron, Food, Wool, and Stone and 3 Gold, as normal.
7. Leave two of the unused dice (color doesn't matter) out, and place them near the Cardinalbot's Player board; these will be referred to as the "Cardinalbot dice," and they are never mixed with the ten dice in play.
8. All 7 Pillars and all 7 Houses of the Cardinalbot are available to be built from the very beginning of the game, and are placed next to the Cardinalbot's Player board. (The Cardinalbot starts with a House already placed on Tiletum, just like a human player.)
9. Find the following six Decree cards: *Everlasting Fame*, *Worldly Riches*, and the four cards showing the Fair tiles that were put into the display.

Place all six of these cards in a row below the Cardinalbot's Player board, left to right, in the following order:
   • Card corresponding to the first Fair tile
   • Card corresponding to the second Fair tile
   • Card corresponding to the third Fair tile
   • Card corresponding to the fourth Fair tile
   • *Everlasting Fame*
   • *Worldly Riches*

10. Draw an unused Town tile, and place the Cardinalbot's Merchant there on the map. Place the Cardinalbot's Architect in the location with the following Cathedral cost tile:

11. Take a Merchant of a **color that is not in use**—this piece will represent the Cardinalbot itself. Place the Cardinalbot on the leftmost Decree card.

Flow of Play

Preparation phase

Performed with no change.

Action phase

Performed normally, in turn order.

King phase

Performed normally (including scoring positive or negative VP), for both you and the Cardinalbot, with the following exceptions:

- If the Cardinalbot is below the "+3 VP" position of the King track, reset its marker to the "+3 VP" position, **not** the "0 VP" position.
- If tied for position, the Cardinalbot is always first (taking first player position), even if your marker is below its marker. If your marker is higher than its marker on the King track, you will be first player in the following round, just as in the multiplayer rules.
- If the Cardinalbot is first, it collects the Bonus tile and resolves it immediately. (See page 14 on how the Cardinalbot resolves various Bonus tiles.) In the final round, it gains 4 VP as printed on the board instead.

Fair phase

Performed normally, **but the Cardinalbot scores even if it does not have a Merchant or a House present in the city the Fair is being held in**. The scoring conditions apply to the Cardinalbot the same way as they do to you.

- For Contracts, count the (face-down) tiles in its fulfilled Contracts pile.
- For Crests, count the (active) tiles on its Player board (not the unplaced/inactive ones in its supply).
- For Columns and Houses, count its Pillars and Houses on the Main board normally.
- For Cathedrals, count the Cathedral tiles collected near its Player board normally.
- For Fair tiles counting Character tiles, count for the Cardinalbot the same way as for you. (When scoring for Characters on levels 2 and 3, only count the Cardinalbot's 2nd (top) level; there is no change to how the Cardinalbot scores Buildings completely filled with Characters tiles.)

After the Fair, return the leftmost Decree card (the one corresponding to the Fair just scored) to the box, and place the Cardinalbot on the now-leftmost card (the one corresponding to the next upcoming Fair) instead.

Cleanup phase

Performed normally.

On your turn, you play as normal.

On the Cardinalbot's Turn

If the Cardinalbot is still left with multiple valid options after resolving any tiebreakers/preferences, always pick randomly.

1. Return the Cardinalbot to the leftmost Decree card at the beginning of each of its turns. If the Cardinalbot is the first player, reveal and resolve a Corruption token normally.
2. Roll the two Cardinalbot dice, and calculate the **difference between the two values**. Move the Cardinalbot that many Decree cards to the right. If it would move Cardinalbot past the last card, it just stops there.
3. Resolve the Decree card that the Cardinalbot is currently on. Each card depicts up to 4 action/die preferences, some of which are preceded by a condition. Conditions refer to Pillars/Houses the Cardinalbot has built, or tiles and resources the Cardinalbot has collected, or has access to at the moment of evaluation.

   a) Check the first condition: if it is met (or there is no condition), the Cardinalbot takes a die matching its specification.

   b) If the condition is not met, or no die matching the specification can be selected, move on to the next condition. Continue moving down through the available conditions until one can be met or all have failed.

   c) If all options have failed, move the Cardinalbot to the next Decree card to the right, and start again from the top.

   d) If multiple dice match the specification, use the die priority depicted at the bottom of the card the Cardinalbot is currently on as a tiebreaker.

Die priority, shown on the bottom of the decree cards.

When selecting between colors, blue and light gray are always shown together. If the Cardinalbot has unfulfilled contracts, treat this icon as referring to the whichever of the two resources it needs to gain more of, to complete its unfulfilled Contract(s).

When selecting between colors, if an unspecified tie happens, the Cardinalbot selects whichever resource it has fewer of in its supply. If still tied, choose randomly.

   e) If the specification is a specific action, dice in the Joker action also match this requirement. The Cardinalbot prefers the Joker action over the regular action if the Joker action has **equal or more** Action Points than the regular one; otherwise, it prefers the regular one.

4. The Cardinalbot receives the resources corresponding to the drafted die as you would and collects the Bonus tile from the action if one is available, resolving it immediately. (See page 14 on how the Cardinalbot resolves various Bonus tiles.) Neither the Bonus tile's presence nor its content affects the Cardinalbot's priorities in the previous step.

5. Resolve the Cardinalbot's action based on where it took its die from:

a) If the die is from a specific action (other than the Joker), resolve it,

b) If the die is from the Joker action (due to Step 3E), resolve the action specified on the Decree card.

c) If the die is from the Joker action, but no action was specified (for example, if it was selected using the *Worldly Riches* card, or as the highest of a color), the Cardinalbot performs one of the two actions below:
• If the Cardinalbot is lower than you on the King track, it performs a King action.
• Otherwise, it performs either a Merchant action if it has built at least as many Pillars as Houses, or an Architect action if it has built more Houses than Pillars.

6. Finally, the Cardinalbot performs all of the following **Tasks**:

a) Crests: If the Cardinalbot possesses an inactive Crest (in its Storehouse) and can pay 3 Food (or is able to make up the difference to 3 Food with 2 Gold each), it spends 3 Food and places the Crest (activating it) on the bottom row of its Player board and **scores 5 VP**. It performs this Task as many times as possible.
• It can have only one active Crest in the bottom row of each Building on its board.
• It places the Crest in a Building with two Characters present, **if possible**. If multiple options are available, it chooses the leftmost one.

b) Cathedrals: If the Cardinalbot has a Pillar present at a Cathedral it hasn't built yet and it can pay enough Stone to build it (or it can make up the difference to the required amount of Stone with 2 Gold each), it builds the Cathedral (spending the Stone and gaining the depicted VP). It performs this Task as many times as possible. If the Cardinalbot can build multiple Cathedrals, it builds whichever is worth the most VP first.

c) Contracts: If the Cardinalbot possesses an unfulfilled Contract tile and enough resources to fulfill it, it does so, scoring the VP shown **plus an additional 5 VP**, placing the Contract tile face down into its fulfilled pile. (Ignore any other benefits of the Contract tile.) It performs this Task up to two times, if possible.

I. On tiles showing "any resource" 🎒, the Cardinalbot spends resources in the following priority order:

1. Gold,
2. Food (if it has 4 or more), then
3. Wool or Iron (whichever it has more of).
The Cardinalbot never spends Stone on Contracts.

The Cardinalbot's Player board has space for 3 Food tokens. Keep the first 3 Food tokens it has on these spots as a reminder not to spend those resources for fulfilling Contracts.

II. If it can fulfill either of its unfulfilled Contracts, it fulfills the one requiring fewer resources first.

III. If it does not have enough Wool or Iron, it can spend 2 Gold for each missing Wool or Iron.

Example: *The Cardinalbot selected Noblesse Oblige as its Decree this turn, with these dice around the Action Wheel and the depicted items in its supply.*

The first priority on the selected Decree is an Architect action, if there is a new Crest in reach.

1. New Crest in reach: Architect action

The only Crest on the board is in Venice, while its Architect is in London. The Architect action currently has 6 AP; therefore, anything within 6 moves would be "in reach" (see the box on page 9 for an explanation on the Cardinalbot's reach), but London to Venice is 9 moves and, therefore, is not available.
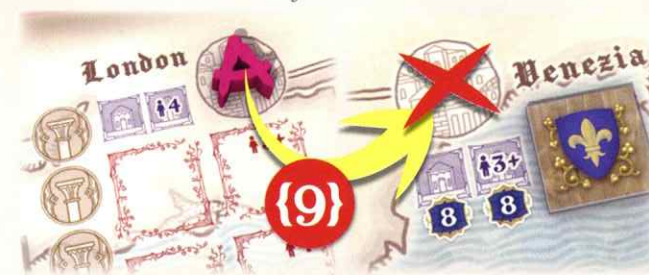
The second priority is the same for the Merchant action.

2. New Crest in reach: Merchant action

While the Crest in Venice is quite close to Cardinalbot's Merchant in Firenze, there is no available die on the Merchant action or on the Joker action.
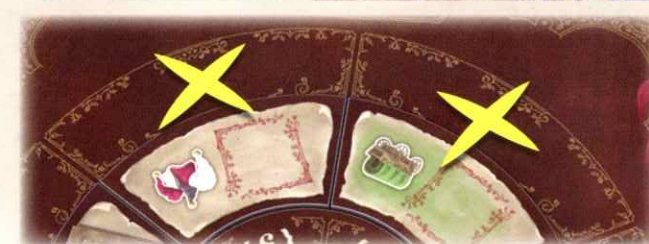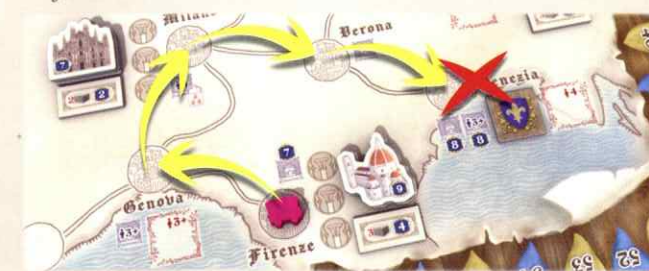
The third priority is purchasing a new Crest from the Contract offer.

3. New Crest available in Contract offer: Contract action

The Cardinalbot already has the rightmost Crest from the offer (therefore, it cannot take that one), and the second, new Crest has a cost of 3 Action Points, which it can not obtain because the Contract action only has 2 Action Points.

Thus, none of the options of Noblesse Oblige card can be resolved, so the Cardinalbot moves on to the next Decree, Busy Hands.

The first priority there is taking a Character action, which is possible. There are three dice present: blue, yellow, and light gray. At the bottom of the card, the priorities are depicted as follows: pink > blue/light gray > yellow > dark gray. Since pink is unavailable, the Cardinalbot chooses between blue and light gray: since it needs 3 more Iron for its unfulfilled Contract (the Cardinalbot already has 4 Iron of the 7 it needs), it selects the blue die, and also takes the Bonus tile.

After resolving the Character action (details on page 11), it also resolves a Task to fulfill the Contract, spending 7 Iron and gaining a total of 16 VP (11 VP as printed on the Contract tile plus the Cardinalbot's 5 VP bonus for fulfilling the Contract).

These are the reminders for the priority of Cardinalbot's required resources (see page 13) and Bonus tile preferences (see page 14).

The Cardinalbot has room for two unfulfilled Contracts. It can never have more than two unfulfilled Contracts at the same time.

All its fulfilled Contracts are stacked together. The Cardinalbot gains additional 5VP whenever it fulfills a Contract.

Place the dice selected by the Cardinalbot here, same as you would place them on your board.

All the Cardinalbot's buildings have space for exactly two Character tiles. It always places a Character tile in the higher row first.

If the Cardinalbot has placed two Character tiles and a Crest tile in the same building, it places its Bonus Action point marker in the appropriate section of the Action Wheel.

The Cardinalbot has three spaces for reserved food. Food in the Cardinalbot's supply always occupies these spaces **first**. Reserved food may **not** be used for fulfilling Contracts, except at the end of the game.

The Cardinalbot keeps only inactive Crests in its Storehouse, and any number of them.

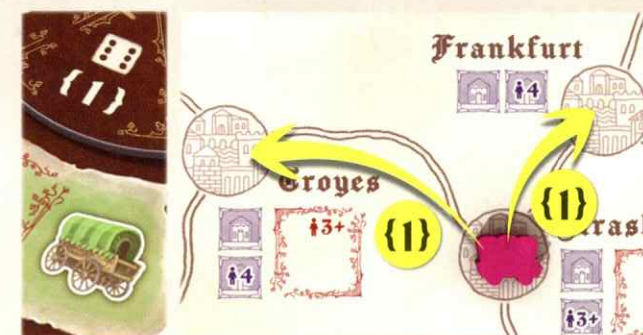The Cardinalbot's Action Points for each resolution are determined the following way:
- One to six, depending on the position on the Action Wheel, the same way as for you.
- Plus the value of the Action Points bonus token, if one is placed in the matching section of the Action Wheel (or in the action being resolved, if the current section is the Joker).

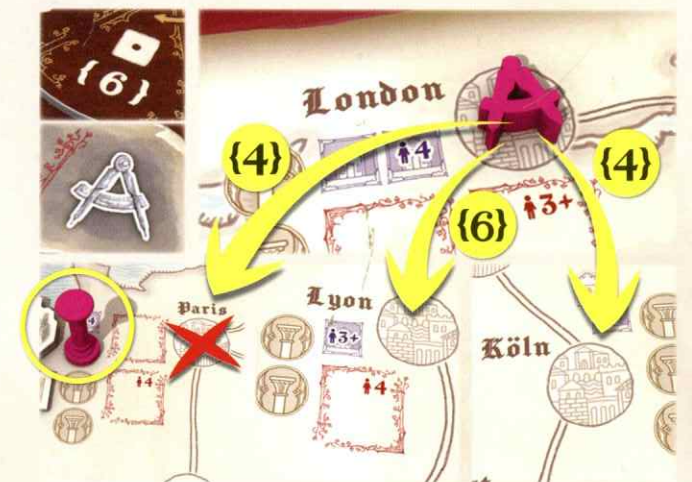## Cardinalbot's Reach and Extending Reach

For the Architect and Merchant actions, the **Cardinalbot's reach** is defined as: up to as many spaces from the relevant piece (Architect/Merchant) as the number of Action Points available to the Cardinalbot during the current resolution. See the example below.

Extending reach is defined as the fewest number of spaces beyond its reach that would allow it to get to its selected target. It extends its reach by as many spaces as needed, spending 1 Gold for each space (up to all of its gold). Extending reach is not limited by the amount of gold the Cardinalbot has and does not cost additional Action Points.

Example of Cardinalbot's Reach: *When resolving the Merchant action with a die value of six (therefore with only one Action Point), only Troyes and Frankfurt are within reach of the Merchant (currently found in Strasbourg).*

When resolving the Architect action with a die value of one (therefore with six Action Points) Lyon and Köln are both within reach of the Architect (currently found in London), as is Paris, but since the Cardinalbot already has a Pillar there, Paris is ignored for evaluation purposes.

If the Cardinalbot is left with multiple valid options after resolving any tiebreakers/preferences, **always pick randomly**.

Architect Action

SUMMARY: Place Pillar, Reach Bonus, Reach to Relocate (possibly extending reach).

1. The Cardinalbot places a Pillar in the Architect's current location. This does not cost an Action Point.
2. Find a Bonus tile within the reach of the Cardinalbot's Architect. The Cardinalbot takes that tile, resolving it immediately. If multiple Bonus tiles are available, it takes the best one (see page 14 on which Bonus tiles it prefers and how it resolves them) **without moving** there and **without spending an Action Point**. If no tiles are available within its reach, the Cardinalbot does not take a tile.
3. Find a Cathedral **without** one of the Cardinalbot's Pillars within the reach of the Cardinalbot's

Architect. If multiple such Cathedrals are available, use the following tiebreakers:

- the Cathedral with the highest total victory points (Cost tile + Cathedral tile),
- the Cathedral **you** do not yet have,
- the Cathedral with lowest stone cost, then,
- the closest Cathedral.

If no such Cathedrals are within reach, extend its reach to select the Cathedral without its Pillar closest to its Architect, using the tie-breakers above if necessary.

The Cardinalbot always ignores the Cathedral with the "unavailable" Cost tile.

4. The Cardinalbot moves its Architect directly to the selected Cathedral's Town.

Continuing the example above, with its Architect action (with 6 Action Points), the Cardinalbot:

1. builds a Column in London; then

2. collects the Bonus tile in Antwerpen, as this one has a higher priority than the other Bonus tile within reach, in Brugge; and

3. moves its Architect to Lyon, as of the two Cathedrals within reach (Lyon and Köln), Lyon has the higher total VP value.

Merchant Action

SUMMARY: Relocate Merchant if necessary (using Gold), **Place House, Reach Bonus, Reach to Relocate Merchant** (extending reach if necessary).

1. *If the Cardinalbot can legally build a House in the current location of its Merchant, skip this step.*

   If the Cardinalbot already has a House or cannot build a House in its Merchant's current location, find a Town with an available House space within X moves of its Merchant, where X is the number of Gold 🪙 the Cardinalbot possesses. If multiple such Towns are available, use the following tiebreakers:

   - the Town where the next upcoming Fair will be held,
   - the Town with an empty House space which also has a printed VP reward,
   - the Town with an empty House space which also has another printed reward, then
   - the closest Town.

   If none are available within X moves, select the one closest to the Cardinalbot's Merchant with an empty House space.

   The Cardinalbot moves its Merchant directly to that Town, spending 1 Gold for each space moved. Even if the Cardinalbot does not possess enough Gold, its Merchant still moves to the selected Town, spending all the Gold it does have. This entire step **does not** cost any Action Points.

2. The Cardinalbot places a House in its Merchant's current location (i.e. the new location, if it moved in the previous step). This **does not** cost an Action Point. The Cardinalbot ignores all printed rewards on House spaces on the Main board except victory points, which it gains normally.

3. Find a Bonus tile within the reach of the Cardinalbot's Merchant. The Cardinalbot takes that tile, resolving it immediately. If multiple Bonus tiles are available, it takes the best one (see page 14 on which Bonus tiles it prefers and how it resolves them) **without moving** there and **without spending an Action Point**. If no tiles are available within its reach, the Cardinalbot does not take a tile.

4. Find a Town **with an available House space** within the reach of the Cardinalbot's Merchant. If multiple such Towns are available, use the following tiebreakers:

   - the Town where the next upcoming Fair will be held,
   - the Town with an empty House space which also has a printed VP reward,
   - the Town with an empty House space which also has another printed reward, then
   - the closest Town.

   If no such Towns are within reach, extend its reach to select the Town without its House closest to its Merchant, using the tie-breakers above if necessary.

5. The Cardinalbot moves its Merchant directly to the selected Town.

Example:

1. *The Cardinalbot takes a Merchant action with its Merchant in Strasbourg, where you have already built a House. The Cardinalbot cannot build there and must first relocate its Merchant. Out of the two closest eligible Towns (Frankfurt and Troyes), it chooses to move its Merchant to Frankfurt—spending 1 Gold—because Frankfurt is an upcoming Fair Town.*
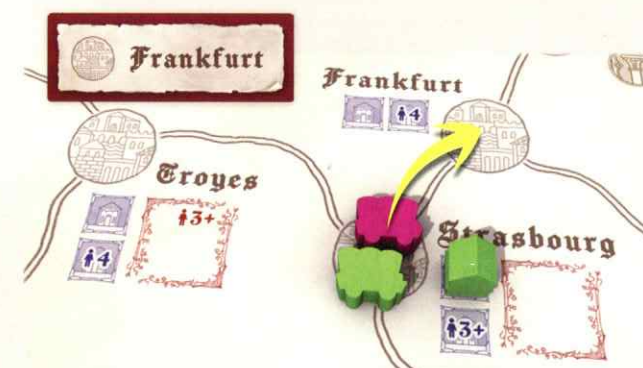
2. *The Cardinalbot builds a House in Frankfurt.*

3. *Its reach is 1, and there is no Bonus tile it could collect within reach, thus it collects nothing.*
4. *There is no Town with an empty House space within reach. The closest Town where the Cardinalbot can build a House is Troyes. This is one move beyond its reach of 1, so the Cardinalbot extends its reach: It would pay 1 Gold for the additional space of movement if it had any, but since it does not, it simply moves its Merchant to Troyes.*
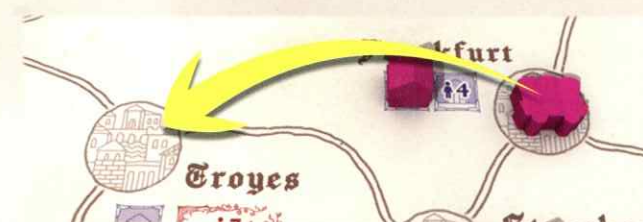
Character Action

SUMMARY: For each Action Point, **Place Character (high first) OR Claim Character** (clear and refill when necessary).

For each Action Point, the Cardinalbot does the following:

A) If it already has a Character tile in its supply, it places it on its Player board. If it has a Character of that type already, the Cardinalbot places the new one below the first. If the Cardinalbot does not have a Character of that type, it places it in the leftmost empty space of the higher row. Printed rewards on Character tiles are **ignored**.

B) Otherwise, the Cardinalbot takes a Character tile from the offer, using the following priorities:

- It ignores types it already has two of on its Player board and/or in its supply, and
- It prefers types it has one of—and of these, the ones further to the left.
- If there are multiple Characters of the same color, it takes one with higher printed reward "value" (i.e. two of something over one of anything).

If the Cardinalbot is unable to take any of the Characters tiles currently in the offer, it discards all tiles from the offer, refilling immediately. This **does not** cost an Action Point, and it can be done only once per Character action. Keep the Cardinalbot's supply of Character tiles below its board, there is no limit to the number of tiles it can have.

Example: *The Cardinalbot is resolving a Character action of 4 Action Points. It has one Character tile in its supply.*

1. *For the first Action Point, it places the tile from its supply, to the top row's leftmost empty space.*

2. *For its second Action Point, it takes a new tile. In the Character tiles offer, the two tiles with Character action icon and one tile with King action icon match types Cardinalbot has already one of, and the one with Character action icon is more to the left on*

its board. Out of the two offered tiles with Character action icon, it selects the one with the higher numerical value.

3. For its third Action Point, it places the tile it just acquired (on the bottom row of the first column), completing the column, and placing the "+1 Action Point" token on the Character action section of the Action Wheel.

4. For its fourth Action Point it takes a new Character, this time clearly needing the one with King action icon.

⚜ Contract Action ⚜

SUMMARY: Spend its Action Points with following priorities: **take new Crest, take "ready" Contracts, take one Contract, gain resource(s)**.

The Cardinalbot spends its Action Points (respecting the costs printed below the tiles, as you would, and ignoring any tile it does not have enough Action Points left for) the following way:

A) It takes all Crests it does not yet have, going from the right (least expensive) to the left (most expensive). Place the taken Crests on the Storehouse on the bottom-right corner of its board to indicate that they are inactive.

B) It takes all the "ready" Contracts, in decreasing order of VP value, choosing the least expensive if tied. "Ready" Contracts are those Contracts for which the Cardinalbot has the needed resources in its supply. Immediately after taking such a Contract tile, the Cardinalbot fulfills it (as explained under Step 6C of "On the Cardinalbot's Turn").

C) If Point B was skipped and it has at least one empty Contract space: it takes one Contract tile, choosing the one for which it is missing the fewest resources. If multiple such contracts are available, it takes the rightmost one. Place this Contract on an empty Contract space on its board.

D) For each remaining Action Point, the Cardinalbot receives one of its most required resources (see page 13).

When taking "ready" Contracts, the Cardinalbot **does not** need to have an empty Contract space on its board, it fulfills them immediately. The spaces are only required for Contracts it needs to work on.

Example: *Using 5 Action Points, the Cardinalbot is resolving a Contract action. it already has the Crest with a black eagle, 4 Wool and 1 Iron, and no unfulfilled Contracts.*

1. *Since Point A takes priority, It takes the Crest with a cup for 3 Action Points, leaving it with 2 Action Points remaining.*

2. *With its 4 Wool and 1 Iron, the only Contract it could immediately fulfill is the leftmost one in the offer, but it no longer has the necessary 3 Action Points to spend. Of the remaining Contracts, there is none it could immediately fulfill, therefore it moves on to Point C.*

3. *The Cardinalbot takes the middle Contract for 2 Action Points, for which it is missing any one resource. The rightmost available Contract—for only 1 Action Point—would require 4 Iron to be fulfilled, thus it prefers the other despite the higher Action Point cost.*

4. *It has no remaining Action Points, and so it will gain no resources.*

⚜ King Action ⚜

SUMMARY: For each Action Point: **Move up the King track**.

The Cardinalbot's marker moves up the King track by the number of spaces corresponding to the available Action Points.

Most Required Resource

Anytime you need to determine the Cardinalbot's most required resource, for each such resource, follow the priority list below:

1. **Stone for Cathedrals.** If the Cardinalbot is able to build at least one Cathedral tile due to having a Pillar in place but does not have enough stone to build a Cathedral: **Stone** 📦.
2. **Food for Crests.** If the Cardinalbot has an inactive Crest and at least one House filled with two Characters on its Player board without a Crest, but does not have at least 3 Food: **Food** 🥣.
3. **Iron/Wool for Contracts.** If it has one or more unfulfilled Contracts: **Iron** 🔨 or **Wool** 🧶 (whichever it needs to gain more of to complete its unfulfilled Contracts).
4. **Gold** 🪙.

This is also used as a tie-breaker amongst die colors when resolving the *Worldly Riches* Decree.

Resolving Bonus tiles and Determining Best Bonus tiles

If the Cardinalbot has a choice of "best Bonus" tile (during the Merchant or Architect action), it selects the one in an earlier row in this table. Where necessary, further priorities are shown within each row.

1. Crests	 Tiebreaker: Crests it does not have > Crests you do not have
2. Miscellaneous Helpers	 This includes any future promo tiles not clearly matching any of the other categories
3. Resource and VP Helpers	 Tiebreaker: Helper with most VP > most total resources > most "any resource" 🛍 icons
4. Action Helpers	 Tiebreaker: Helper with higher Action Point number
5. Bonus Contracts	 Tiebreaker: Contract for which it is missing the fewest resources

If the Cardinalbot gains a Crest it does not already have, place it in the Storehouse in the bottom-right corner of its Player board to designate that it is inactive. (See Step 6A of "On the Cardinalbot's Turn.")

If the Cardinalbot gains a Crest it already has (active OR inactive), that Crest is immediately removed from the game. You are still not allowed to take a second copy of any Crest, just as in a multiplayer game.

If the Cardinalbot gains **any other tile** (other than a Crest), **it is removed from the game without any effect**. This rule is often overridden by Challenge cards in play (see page 15).

Final Scoring

You score normally. The Cardinalbot scores the following way:

1. Multiply the number of its Houses on the map by the number of its Pillars on the map. It gains that many Victory Points.
2. If the Cardinalbot has one or more unfulfilled Contracts on its board, it converts all of its Stone and Food (including that in its reserve) into Gold, then attempts to fulfill those Contracts, as explained under Step 6C of the "On the Cardinalbot's Turn" section.
3. 1 VP for every four leftover resources.

You win if you have more VP than the Cardinalbot. If there is a tie or if you have fewer VP, the Cardinalbot wins.

Challenges

These solo rules come with 8 Challenge cards that modify the rules of the Cardinalbot. They are chosen during Step 5 of Setup. The more of them there are in play, the harder the game is to win.

VERY SPECIAL FRIENDS
When the Cardinalbot takes a **Miscellaneous Helper tile** (#2 on the priority chart), it receives 5 Gold immediately. When the Cardinalbot takes a **Bonus Contract tile** (#5 on the priority chart), it is treated as a regular Contract tile obtained via a Contract action (and is either fulfilled immediately or placed on an empty Contract space on its board, or removed from play if no empty space is available).

RESOURCEFUL CLERGY
When the Cardinalbot takes a **Resource or VP Helper tile** (#3 on the priority chart), it receives the VP and/or resources shown immediately. 🛍 icons are treated as its most required resources.

WHISPERS IN THE KING'S EAR
When the Cardinalbot takes an **Action Helper tile** (#4 on the priority chart), it advances one space on the King track.

ECCLESIASTICAL INCOME
When the Cardinalbot takes an **Action Helper tile** (#4 on the priority chart), it gains VP equal to the Action Points value shown on the tile (1, 2, or 3 VP).

VISITORS TO THE CURIA
When the Cardinalbot places a Character on its Player board during Point A of its Character action, it receives a bonus accordingly:

- For each resource and/or VP shown on the Character tile, it receives it.
- For each depicted Action Point, movement option, or build option, it receives 1 VP instead.

The Cardinalbot receives 1 Iron and 1 Gold when placing this tile.

The Cardinalbot receives 2 VP when placing any of these tiles.

DEEP COFFERS
The Cardinalbot receives an additional resource every time it takes a die from the Action Wheel.

FAVOR AT THE COURT
At Step 4 of the solo game's Setup, and after Step 2 of each King phase if the Cardinalbot's position on the King track is below the "+5 VP" position, **place its marker on the "+5 VP" position** (instead of "+3 VP").

READY FOR ACTION
During Step 3 of the solo game's Setup, assign the Cardinalbot's Bonus Action Point markers to its Character Building columns in this order: +3, +2, +2, +1, +1 (left to right--the same order as yours).

 Additionally, the Cardinalbot takes a Crest at the start of the game. Place that tile in the Cardinalbot's Storehouse, inactive.