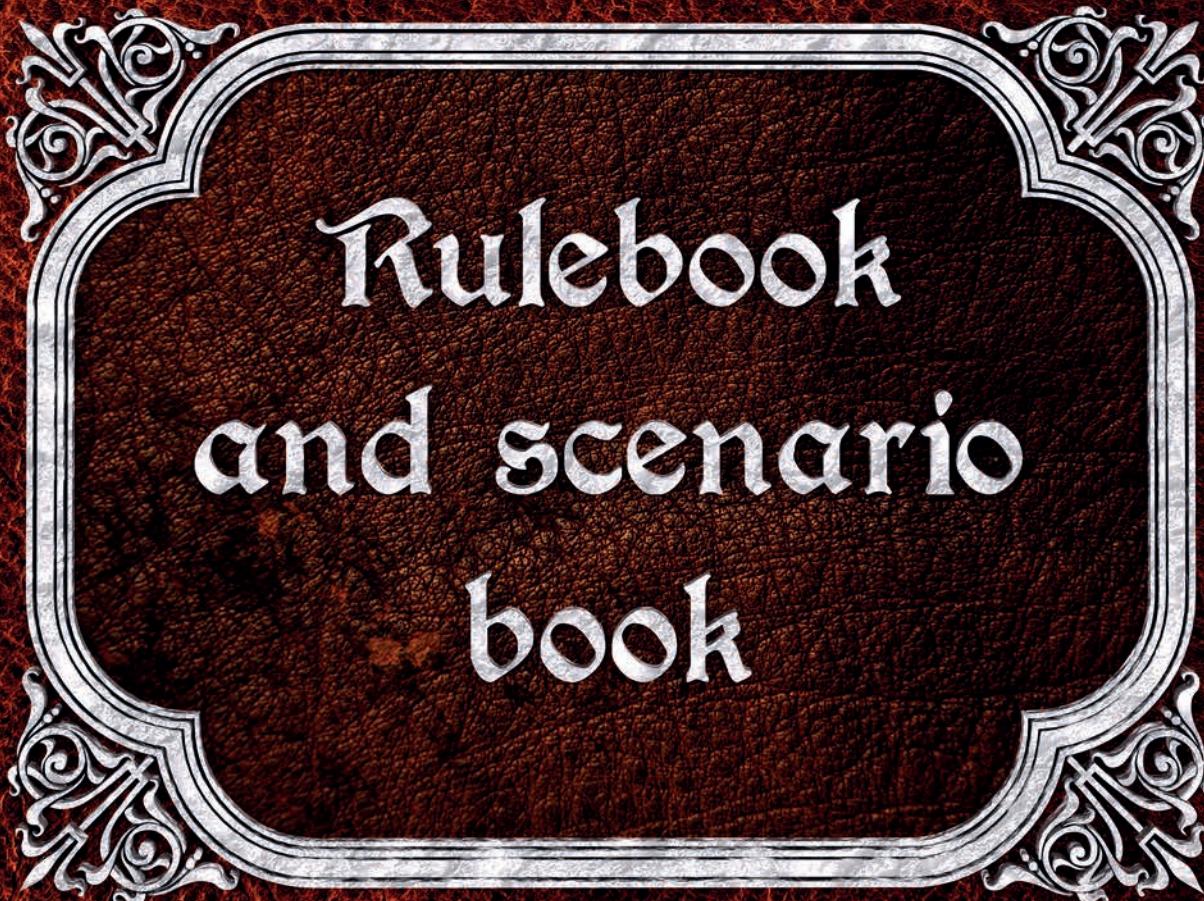
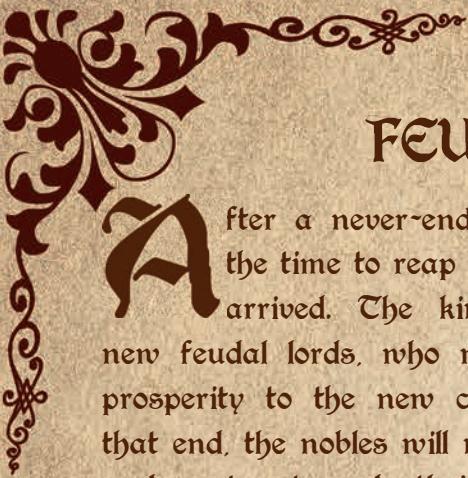




FEUDALIA



Rulebook
and scenario
book



FEUDALIA

After a never-ending period of wars, the time to reap the fruits has finally arrived. The king has named his new feudal lords, who will bring glory and prosperity to the new conquered lands. To that end, the nobles will need to hire workers and masters to make their fiefs grow and help in the construction of a glorious cathedral, a symbol of the closeness of the king to God.

Manage your vassals wisely, hire the best masters, spend your resources to build the cathedral before the Tax Collector arrives and defend your territories from the incursions of other lords.

Become the most prosperous noble in Feudalia!



COMPONENTS:

- 358 character cards.
 - 306 vassals (35 different types).
 - 40 basic masters.
 - 12 cathedral masters cards.
(3 different types).
- 40 Seasonal event cards.
- 56 big cards.
 - 36 fief cards.
 - 5 cathedral cards.
 - 8 treasury cards.
 - 7 variant cards.
- More than 140 resource cubes
(in two sizes).
- 34 victory points tokens.
- 8 negative victory points tokens.
- 4 treasury markers.
- 2 starting player cards.
- 1 rolebook & scenario booklet.
- 1 resources container (see page 42).



Vassals



Basic masters



Cathedral masters



Fief card

Cathedral card



Treasury card



Variant card





TARGET OF THE GAME

Feudalia is a deck-building and resource management game for 1 to 4 players, who will take on the roles of the feudal lords responsible of the new territories. Each player rules three fiefs, as well as all the vassals living in them, who will be needed to obtain resources from the land to help build the cathedral for further glory of the King. But the King wants his share too, and the tax collector will appear often to visit the fiefs.

The target of the game is to be the first player to earn 10 victory points (VP's). A player gets points for building, either improving their lands, or helping in the different construction phases of the cathedral. On their turns, each player will manage a hand of vassal cards to earn money and resources, to hire new vassals or continue building. Resources can be stored in your fiefs from one turn to the next, but be careful! because the tax collector will arrive when you least expect him and will take half the resources stored in each of your fiefs.

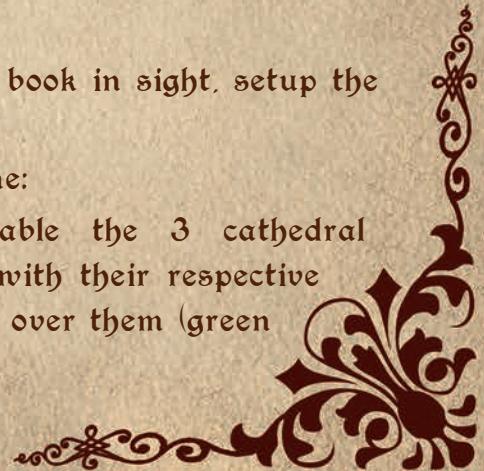
SETUP

Feudalia is divided in scenarios. If this is your first game, start by playing the 3 scenarios of the tutorial campaign. If you've already played before, pick whatever scenario you prefer.

With the scenario book in sight, setup the game as follows:

1. Cathedral zone:

Place on the table the 3 cathedral cards marked C, with their respective cathedral masters over them (green back).





Next to them, place the cathedral cards A (Foundations) and B (Main Nave).

Place on the "Foundations" card as many $\frac{1}{2}$ tokens as indicated, according to the number of players.



Example for 3 players

2. Players' game area:

☐ Treasury cards: Each player picks a color and takes both treasury cards of that color. Pile those cards so that the face marked "0 / 1" is visible. Also, take one treasury marker, that is left next to the cards.

☐ Choose a starting player, who takes the starting player card, and places it under the treasury cards, so that the Vp goal is visible by all players, usually 10 Vp's.

Note: The game will be played to more than 10 points whenever a game variant indicates so in its back (i.e: The Crusades)



☐ Initial fiefs' selection: If the scenario doesn't state otherwise, the players may choose the fiefs they will play with. For this, take the following steps:

* The starting player shuffles the level 0 fief deck, draws 2 of them and chooses 1, that is then located face up in that player's game area.

* Next, pass the remaining fief to the player sitting left of the starting player, who draws a second fief from the deck (there are always two to choose from). Takes one of the two, and passes the remaining one to the next player, and so on.

* Repeat the process until all players have their 3 fiefs. The left over card is placed back in the deck.

If a player ends the draft with 3 copies of the same fief, they can discard one of them and draw level 0 fiefs from the deck, one by one, until they draw a different one. The player must keep this new fief.

ADVICE: If you still don't master the game, you can have all the players start the game with a wheat fief in their possession. Choose the rest as explained above.

☐ Vassal deck: Each player receives the cards indicated in the scenario book, puts the tax collector aside, shuffles the rest of the cards and places them face down in their game area. This deck will be the player's draw deck. The Tax collector starts in the player's discard pile, so each player will place them in their game area next to their decks, thus starting a discard pile.

☐ Starting hand: Each player draws 5 cards from their decks.

■ 3. Supply: To form the supply, follow these instructions.

☐ a. Vassals' zone: Take all vassal decks indicated on the scenario book and place them face up on the center of the table.

☐ b. Basic masters' zone: Follow the scenario's instructions for the initial selection, if any. If not, you must first check if all 4 types of fief are on the table (wood, clay, wheat and stone). If either one of them is missing, take out of the basic master deck all the basic masters of that type.

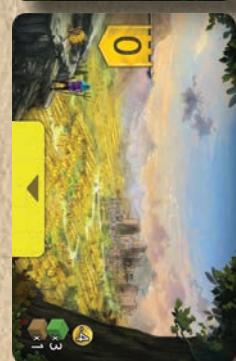
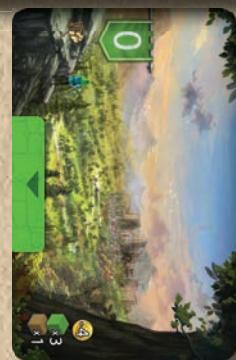


The color in the flags indicates the fief type (black can be any of them).

After this, shuffle the basic master deck, place it face down on the table, draw 5 basic masters and place them face up on the table next to the deck.

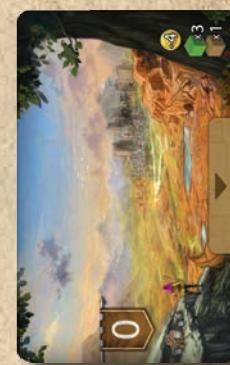
☐ c. Put the resource cubes (separated by colors) in the container, and leave the container reachable by all players. Also, leave next to the container all remaining VP tokens.





3 players





vers setup



HOW TO PLAY

Starting with the first player, all players take turns to perform their actions in clockwise order.

Each turn is divided in three phases:

- 1) Starting phase: Untap any used masters, and play the Tax Collector.
- 2) Main phase: Where the players will take their actions.
- 3) Final phase: Discard your remaining cards, calculate savings and draw a new hand of cards.

Starting phase

In order, take the following steps:

- Untap: Straighten up all used masters (see playing 1 master action, page 13).
- Execute master actions with this symbol:



- Tax collector: If you have the tax collector in your hand, play it now. The Tax collector must be played in this phase, and no other.



The rules of how to play the Tax collector are up ahead in section "TAX COLLECTOR" (page 15).

Main phase

During this phase, the players can perform as many actions as they can or want, in whatever order they decide. The only exception is that only 1 influence action can be played each turn.

These are the available actions:

- 1) Hire 1 vassal from the supply.
- 2) Generate income.
- 3) Play 1 field action.
- 4) Play 1 influence action.
- 5) Upgrade 1 fief.
- 6) Build the cathedral.
- 7) Hire 1 master from the supply.
- 8) Play 1 master action.



1) Hire 1 vassal from the supply: with this action, you can add new vassals to your team to get better actions and/or resources. Pay the cost indicated in the card, with resources and money from your fiefs and treasury. If you have to eliminate a card to hire a new card, the eliminated card must come from your hand. The new vassal card is placed on the player's discard pile.

A) Cost for hiring.

C

B) Income.

B

C) Vassal type. In this case, a specialist worker (golden hand).

A



D) Actions: types and effects.

D



A coin with a negative number indicates that the player must move back their treasury marker that number of positions.

Pay as many resources of the types indicated in the card.



If there is a vassal icon with an (X), eliminate from your hand one vassal card of that type (this represents that the vassal has improved to a specialist). Put the eliminated card back in the box. (It won't be available for other players to buy).

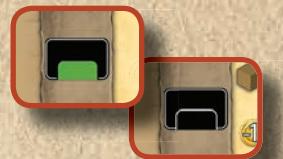
All indicated costs must be payed to hire a new card.

2) Generate income: Play on the table a vassal from your hand to earn as much money as the income in the card. Advance your treasury marker the indicated quantity. When generating income, don't activate the vassal's effect.



3) Play 1 field action: Some vassals need free fields in your fiefs to perform their actions.

This is indicated by the icon:



and the color of the icon indicates in what fiefs can that card be played, as well as the cost to execute the action, if any. If the icon is black, you can play this action in any fief.

On the right side, the effects of the card/s are described.

Examples:



Zone A: Field action. You must play it in a wheat field (yellow).

Zone B: The fief produces 3 wheat. Take them from the reserve and place them in that fief.





Zone A: Field action. You can play it in a clay, wheat or wood fiefs for free, or play it in a stone fief with a cost of 1 coin.

Zone B: The fief produces 1 resource of the correct type. Take a resource cube of the same color as the fief and place it in it.



Zone A: Field action. You can play it in any fief (black).

Zone B: Trade resources. You may sell 2 wood, 2 clay or 1 stone cubes for 3 coins. Advance your treasury marker 3 positions on the treasury track. The number inside the arrow → indicates

how many times you can do the action that turn, in the example 2 times.



Zone B: Trade resources. You can trade resources up to 2 times in that fief. The options, as shown in the card are:

- ◆ Pay 1 resource cube, except wheat, for any resource cube, except stone.
- ◆ Pay 1 wood or 1 clay cube, plus 1 coin for 1 stone cube.
- ◆ Pay 3 wheat cubes for 1 resource at your choice.

Note: A black cube represents a resource of any kind, normally at the choice of the player paying or receiving it.

Once a card has been played in a field, that field remains occupied until the end of the turn, and can't be used again, even if you recover the card by any means.

A vassal card that returns to your hand from a field may be played again to perform other actions, even in other fields (that must still be free).

The resources related to field actions must be taken and stored in the fief where the vassal was played.

- 4) Play 1 influence action: Some vassals can perform influence actions. Usually, you can only take 1 influence action per turn. These actions are marked with the icon:



To play an influence action, play the card on the table to perform the effect.

The resources related to influence actions can be taken and stored in any fief.

If the influence card has the symbol "+" next to it allows you to take an additional influence action.

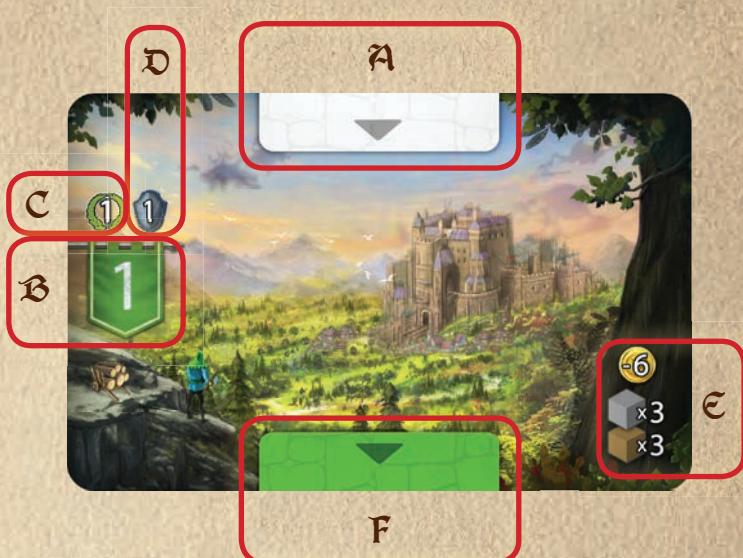


This can be repeated any number of times, as long as the new played influence card also has the symbol "+".

You don't receive the possible income shown in the card if you are playing an influence action.

If the card has two different effects, depicted in separate scrolls (like the Priest), choose what effect to play and ignore the other.

- 5) Upgrade 1 fief: You can pay the cost indicated on the fief card to upgrade it 1 level. Take the resources from your fiefs.



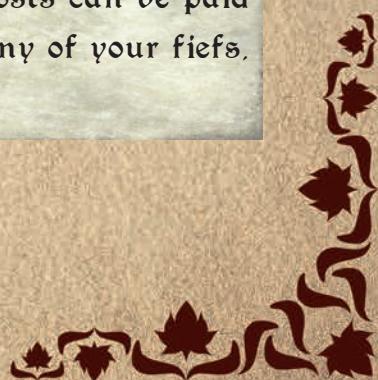
- A) City.
- B) Fief level.
- C) Victory points.
- D) Defense (only for the military mode).
- E) Upgrade cost.
- F) Field.

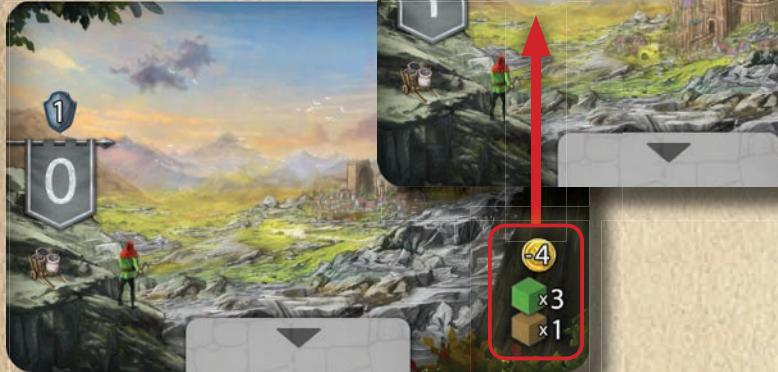
If you are upgrading from level 0 to level 1, take the corresponding level ½ card to replace the level 0 fief card.

If you are upgrading from level 1 to level 2, turn the card around.

In both cases, keep the resources left over the card after paying the cost.

Note: As a general rule, and unless stated otherwise, all costs can be paid with resources from any of your fiefs, even several of them.





IMPORTANT: The treasury card changes as you upgrade your fiefs, making it harder to save money. When you upgrade a fief, add up the levels of all of them. Next, make sure that your treasury card matches the final value; if not, change it for the right one.



Sum of the levels of your fiefs.

6) Build the cathedral:

This action will earn you victory points, paying resources from your fiefs.

The cathedral is built in 3 phases: first, the "Foundation" needs to be laid. Then, the "Main nave" is built. Finally, it's the turn for the "Dean & Canons", the "Stained Glass" and the "Silverware". The only active card is the one corresponding to the current phase in the game, and it will be the only one with VP's on it (the "Foundation" at the beginning of the game).

To get the available VP's in the current cathedral card, you need to pay the indicated cost. Take the corresponding $\frac{1}{2}$ or 1 VP token, according to the card, and leave it next to your treasury card. You can do this as many times as you want in your turn, paying the cost each time.

When the $\frac{1}{2}$ VP tokens on the "Foundation" card are finished, take it out of the game and place the "Main nave" card in its place. Place over it as many VP's as indicated (2VP per player).



Three players example

Once the tokens on this card are finished, the last phase begins, placing the indicated VP's on the last cathedral cards, marked "C".

In the third phase of the cathedral, the last phase, you will have to hire the corresponding cathedral master to get the VP's from the cathedral cards. You don't need to wait until this phase to hire them, but you'll need to wait for the VP's. The cost to acquire those VP's is indicated on the cathedral master card.

7) Hire 1 master: You may hire masters paying the indicated cost on their cards, as long as you have a free city of the appropriate level in your fiefs.



- A) Master hiring cost.
- B) Type and minimum level of the fief where it can be placed.
- C) Master's action.

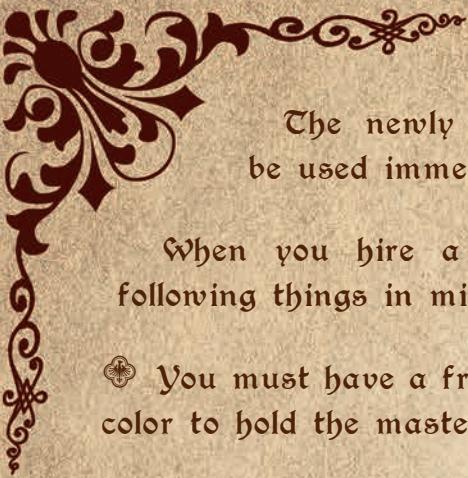
If you are going to hire a basic master, draw two new masters from the deck and place them face up with the ones available. Then, choose one of the 7 available to hire and another one to place under the master deck. Pay the cost for the master you want to hire from the resources on your fiefs and the money in your treasury.

Check the color of the fief where that master can go: if it's black you can place it in any free city on any fief; if it's any other color, you must place it in a free city in a fief of that color.



To hold a cathedral master, the city must be in a level 2 fief.





The newly hired master can be used immediately.

When you hire a master keep the following things in mind:

- ◆ You must have a free city of the right color to hold the master.
- ◆ You can relocate masters anytime you want, following the usual rules.
- ◆ You can fire another master to free a city. The fired master will go back to the supply with the other available masters, and can be hired again normally.

8) Play 1 master action: The masters work pretty much the same as the vassals, but you don't discard them at the end of the turn.

The effect on the card describes when and how to use it:



You can play this effect once on the main phase. If any, pay the activation cost with resources from that fief to perform the effect. Turn the card (tap) to show that it has already been used.



You must play this effect during the untapping step of the initial phase (see page 7).

If the master card doesn't have the icon , the card will tell you when and how to use it.

IMPORTANT: When performing field, influence or master actions keep the following rules in mind:

- ◆ The effects apply when the card is activated, in the same order they are described in the card.
- ◆ You must take care of all effects before you can do something else.
- ◆ All effects are mandatory, unless the card includes the words "you may".
- ◆ The effects are applied immediately, unless they show . in which case the effect lasts until the end of the turn.
- ◆ If a card has two different effects, depicted in separate scrolls, choose what effect to play and ignore the other.



◆ If a field or master action consumes or produces resources, they are placed or taken in the same fief the master is located in, unless the card states otherwise.

◆ If an influence actions consumes or produces resources, they are placed or taken from any of your fiefs.

Final phase

During this phase, players can't buy, build, hire nor take any actions that aren't blue. Take the next steps in order:

- 1. Blue actions: If you have any vassal or basic master with → you may play it now (and ONLY now).
- 2. End of the day: Discard all vassal cards used during the turn, both the ones used for field actions, and those played on the table. Also, discard the Tax Collector if you have played it that turn. On the other hand, all masters will remain in the cities where they are living.
- 3. Services to the Court: You must discard all unplayed vassals, and you earn 1 coin per card still in your hand. This does not include the Tax collector, in case you drew it during the main phase.
- 4. Saving: Your fiefs have high maintenance costs, so you will only save part of your money after your turn. Adjust your final savings as

indicated in your current treasury card. Each space in the treasury track has a smaller coin depicted, indicating the money you will save for your next turn.

- 5. Replenish your hand. Draw cards until you have 5 in your hand.

If you spend your draw deck, make a new one by shuffling your discard pile (you can take a look at the cards before shuffling) and keep drawing cards until you have 5 in hand.

Do the same thing if you run out of cards in your deck during the turn (in the unlikely case that you spend your deck for a second time in the same turn, you can't draw any more cards in that phase).

- 6. Adjusting your fiefs: At the end of your turn, your fiefs can't hold more than 12 resources each, regardless of where they are (Accountant, Cabinetmaker, etc.). Discard as many resources of your choice as you need to stay within this limit.





THE TAX COLLECTOR

The King also wants his share of the action, so the Tax collector will appear regularly to visit the fiefs, whose lords are always trying to hide their riches.

If you have the Tax collector in your hand at the start of the initial phase (because you drew it on your previous turn), you must play it on the table before starting the main phase.

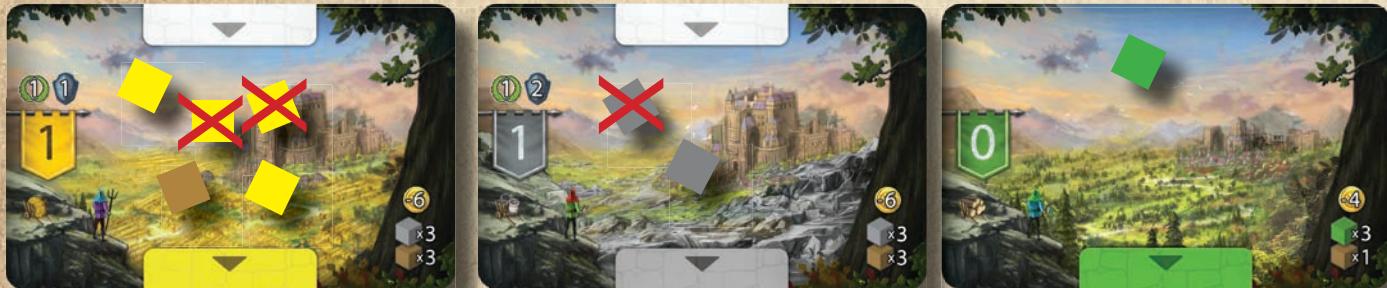
When you play it, each fief must pay half its resources, rounding down.

Example: Lois has 5 resource cubes on his first fief, 2 on his second and 1 in the third when the time comes to play the Tax collector. He must pay 2 resource cubes from his first fief, 1 from his second and none from the third.

If you don't have at least 2  in at least one of your fiefs to pay the Tax collector, add up the income of the cards in your hand, and play cards on the table for a total value of half that total income, rounding down.

Example: Martha only has 1 cube on her first fief, another on her second and none on her third. When rounding down in each fief she would not have to pay any cubes, so she must pay income from her hand of cards. Aside from the Tax collector, she has 1 Merchant (2 income), 1 Priest (no income), and 2 Serfs (1 income each), for a total of 4 income. She must play cards for a value of 2 income, so she decides to play the Merchant (she could have played the 2 Serfs as well), which she leaves on the table.

In the uncommon case that you don't have at least 2 income in your hand, discard your hand of cards.



IMPORTANT: It's mandatory to play the Tax collector in the initial phase. If for any reason you draw it during the main phase, don't play it nor discard it, you must keep it until your next initial phase. The Tax collector can't be discarded under any circumstance unless you play it, and it can't be eliminated from the deck by any means.

NOTE: The Tax collector will always be played once each time you reshuffle your deck. Therefore, the more cards you have in your deck, the less frequently he will show up.

You won't have cards in your hand for your turn, but you can use your resources and masters, and you will need to play the final phase normally.

In any case, once you are done, discard the Tax collector, and continue playing the main phase with your remaining cards and resources normally.

END OF THE GAME

When a player ends their turn with 10 or more VP's, the other players take one last turn until completing the round. At that time, the player with the highest score will be the winner of the game.

NOTE: Remember that if you are using any of the objective variants (like the Crusades in military mode), you may need to reach a score higher than 10 VP's to end the game (as specified in the back of the objective variant cards).

In the case of a tie for the first position, the player with the highest number of noble cards will be the winner. Don't forget that count 1 and count 2. If they are still tied, the player with more money in their treasury will be the winner (after the Savings phase). If the tie remains, the player with more resources will win the game. If this is still not enough to break the tie, all tied players share the victory.

Chese are the basic rules for Feudalia. In the following pages, you wil find:

- ◆ A turn example.
- ◆ Rule variants (including the solitaire mode), with optional rules to modify certain aspects of the game and adapt it to your tastes.
- ◆ Expansion rules (military and magic), that include new rules and vassals groups with very specific capacities.
- ◆ Scenario book, that you'll need to prepare the setup for each game.



TURN EXAMPLE

Amelia and Santi are in the middle of a game of Feudalia.

AMELIA'S TURN:



Amelia has a wheat fief with 5 yellow cubes, a wood fief with 2 green cubes and a clay fief with 1 brown cube. She also has 1 coin saved in her treasury. All her fiefs are currently at level 0.





Her hand of cards contains
1 Priest, 1 Serf, 2 Merchants
and 1 Tax Collector.



Because the Tax Collector is in Amelia's hand, she must start her turn by playing it on the table. Then, she pays 2 yellow cubes from her wheat fief and 1 green cube from her wood fief.



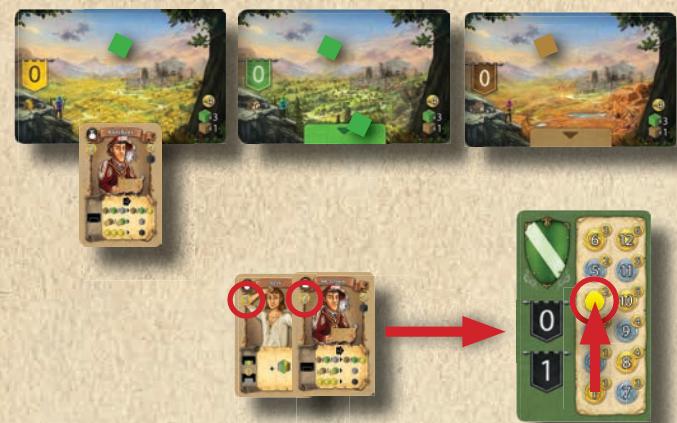
Next, after discarding the Tax Collector, she plays the Merchant in her wheat fief, to trade her remaining 3 yellow cubes for a green one, and she plays her Serf on the wood fief for another green cube.



After that, she plays her Priest to take the Serf back into her hand.



The field in her clay fief is still free, so Amelia could play the Serf again there, but she decides to play it with her remaining Merchant to generate income, and add 3 coins to her treasury, for a total of 4 coins including the one she had at the beginning of her turn.



With 4 coins, 3 green cubes and 1 brown cube, Amelia decides to upgrade her level 0 wheat fief to level 1. She spends all the money in her treasury as well as the resources in her fiefs.



Finally, she discards all 4 cards into her discard pile (she has already discarded the Tax Collector) and draws 5 new cards.

Now it's Santi's turn.

SANTI'S TURN:



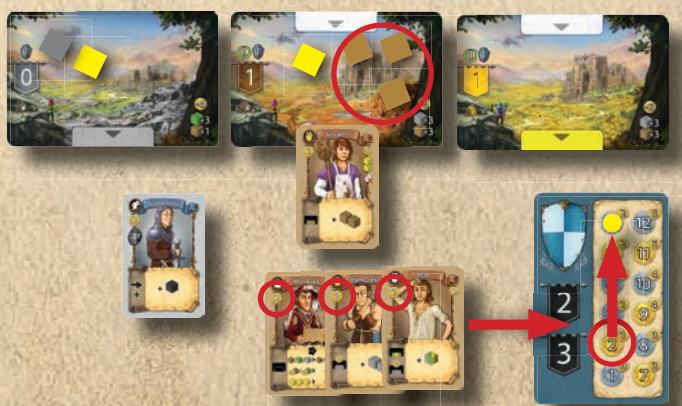
Santi has a stone fief with 1 grey cube and 1 yellow cube, a clay fief with 1 yellow cube and an empty wheat fief.

Both the stone and wheat fiefs are level 1, while the clay fief is level 0. His treasury contains 2 coins.

His current hand of cards is: 1 Merchant, 1 Serf, 1 Stonecutter, 1 Kneader and 1 Feudal Lord.



He plays the Kneader in his clay fief, thus producing 2 brown cubes. Also, he plays the Feudal Lord to take an additional brown cube from the supply. Then, he uses the Merchant, Stonecutter and Serf to generate income, adding 4 coins to his treasury, for a total of 6 coins.



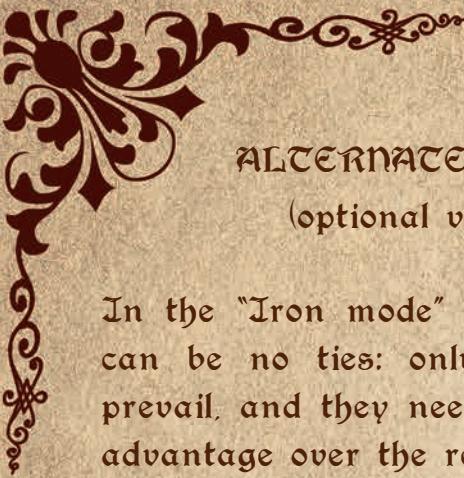
Santi uses 1 yellow cube from his clay fief and 1 yellow cube from his stone fief, as well as all the coins in his treasury, to hire the master Hotelier, which he places in the free city of his wheat fief. After this, he uses his 3 brown cubes to build the cathedral, and take $\frac{1}{2}$ VP from the "Foundation" card.



He can use his Hotelier's skill, so he turns it slightly and places the Kneader on that fief's field (by doing this, he can use the Kneader again next turn, instead of discarding it at the end of the turn).

After this, Santi ends his turn, so he leaves the Kneader over the Hotelier, discards his other 4 played vassals and draws a new hand of cards. The Hotelier is a master, so it stays in the city of the clay fief.





ALTERNATE ENDING (optional variant)

In the "Iron mode" of Feudalia there can be no ties: only one Lord may prevail, and they need to have enough advantage over the rest.

In this alternate mode, the game doesn't necessarily end the round a player reaches the target VP's. Instead of that, at the end of each round from that moment on, check if the player with the highest score meets any of these conditions, that player wins the game:

- ◆ The player has at least 1 VP more than the other players.
- ◆ The player has $\frac{1}{2}$ VP and at least 1 noble card more than the next player.
- ◆ The player is tied in VP's with the next player, but has at least 2 noble cards more than the next player (remember that each  counts 2).

Every player that is not tied for victory is eliminated from the game.

If the starting player is eliminated, pass the starting player card to the next player in turns order that's still in the game.

The game ends once all players have been eliminated except one, who will be the winner of the game.

Example:

Alberto is the starting player in a 10 VP game (no variants), and ends his turn with 9 VP's.

After Alberto, it's Marta's and Luis' turn to play; each of them has 9 VP's.

Marta scores another VP with her Silversmith, reaching the 10 VP's mark. At the end of the round Alberto will be eliminated from the game, but Luis still has to play.

These are all the different things that could happen:

- ◆ Luis doesn't score any other VP's: Marta wins the game, as she has at least 1 VP more than the other players.
- ◆ Luis scores $\frac{1}{2}$ VP: If Marta has at least 1 noble card more than Luis, she wins the game. If not, they both keep playing.
- ◆ Luis gets 1 VP: In this case, he would be tied with Maria, so they would both check if either of them has at least 2 more nobles than the other. If not, both of them keep playing until one of them meets the victory conditions explained above.

With this variant, the game can only finish as a tie in the uncommon case that all fiefs are in level 2, the cathedral is finished, and there are no face up noble cards left to hire

QUICK START MODE

(optional variant)

Once you have mastered the game, you can include this quick start variant to make your games of Feudalia shorter.

You will play a first special phase where the players can customize their starting decks, upgrade their fiefs or even start with masters or VP's.

Pick any scenario and set up the game with the following changes:

■ 1. Follow the standard rules to make the initial fief selection and prepare the supply (see pages 3 & 4).

■ 2. Then, each player receives their starting vassal deck, including an upgraded worker of their choice.

■ 3. In turn order, each player will add to their deck a vassal of their choice with a money cost lower than 5 coins.

■ 4. All players place their treasury marker in position 5 of the registry.

■ 5. Give 3 VP tokens to each of the players from the "Foundations" card.

Starting with the first player, the players will take turns performing 1 action each. These are the possible actions:

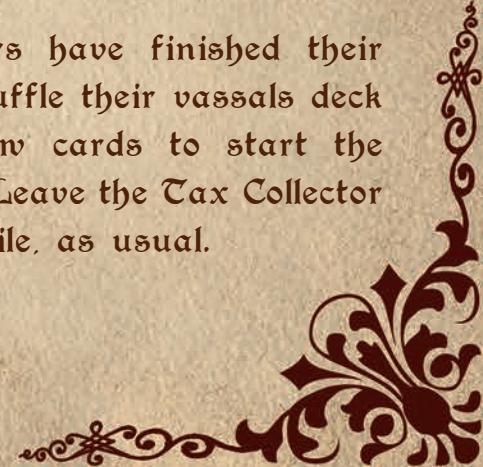
❖ Put back one $\frac{1}{2}$ VP token in the "Foundations" and add a vassal to your deck from the supply, with a coin cost lower than 5.

❖ Move your treasury marker down 1 position in the treasury track to:

- Take a vassal from the supply with a cost equal or higher than 5 coins. If the cost includes the elimination of a card, destroy that card from your starting deck, or from the vassal cards you have already acquired with your previous actions.
- Upgrade a fief to level 1. Choose one of your fiefs to upgrade it 1 level. Take that fief's level 1 card and replace your level 0 card.
- Hire a basic master: Choose a basic master from the supply and place it in a free city in one of your upgraded fiefs. In this phase of the express mode you don't draw 2 additional masters from the masters deck when hiring, nor you need to put one under the deck afterwards. In any case, any hired masters will be replaced with new ones from the deck, so there will always be 5 masters in the supply for hire.

The players must spend their 5 special actions, marked in their treasury card. But they are free to use or save their three $\frac{1}{2}$ VP tokens, so they could keep part (or all) of those tokens.

Once the players have finished their actions, they shuffle their vassals deck with all the new cards to start the game normally. Leave the Tax Collector in the discard pile, as usual.



TRADING RULES

(optional variant)

In games with at least 3 players, there is a special action during your main phase: trading. This action can be done once per turn with each other player.

✿ Trading: The active player can use this action to offer a trade of one or more resources with another player, or to make some kind of deal for the future (which you are not forced to honor), with another player. If you are trading resources, you may take them from any of your fiefs, and you may place the received resources in any fief as well. When trading, you cannot give and receive the same resource type, for example, trading wheat for wheat. In other words, you can't use trading to redistribute your resources on your fiefs.

WARNING: Trading can make your games considerably longer, so take that into account when deciding if you want to add this rule or not.

SEASONAL EVENTS

(optional variant)

Once you've played a few games of Feudalia, you may want to include this optional mode of seasonal events and add some uncertainty to your games. You may use this rule with any number of players and any scenario (except the tutorial campaign).

Setup:

Before you start playing, you need to prepare the seasonal event deck, following these steps:

- 1. Take all cards marked "IV" and make four piles with them, one for each season. Shuffle each pile separately.



- 2. Form the seasonal event deck by drawing cards one by one from each of those piles, without looking, in this order: Winter, Autumn, Summer and Spring. Repeat until all 4 piles are over.

- 3. Do the same thing with the event cards marked "III", then "II" & finally those marked "I".

The result is a deck of 40 cards, with a succession of seasons, showing a Spring card marked "I" on top, and a Winter card marked "IV" on the bottom.

How to play:

Before taking their turn, the starting player draws a card from the seasonal event deck and places it face up. Apply the effect of the card (if any) as follows:



Every player immediately applies the effect of this event:

Rains: Each wheat fief produces 1 for each of its fields. Each wood fief produces 1 for each of its fields.

Black plague: The players must destroy the indicated number of cards, depending on the sum of the levels of their fiefs. Each player will choose what card to destroy from their hand or discard pile. If they cannot destroy enough cards from their hands and discard pile, they can look in their vassal deck, and reshuffle it afterwards.

Raids: All fiefs from every player receive an attack with 2 points of military power. The players may spend cards with a or value to defend themselves, but every card played this way will be discarded after the Raid. All the resources lost this way return to the supply.

Draught: Each wheat fief loses 1 for each of its fields. Each wood fief loses 1 for each of its fields. Also, the players cannot use workers in wheat or wood fiefs.

Fire: Every wheat fief loses half the in them, rounding up. Each wood fief loses half the in them, rounding up.

Pig slaughter: Each player adds 1 to one fief of their choice.



The effect of this event applies during the main phase of the players' turns:

Market: At any time of the main phase of their turn, each player can trade in everyone of their fiefs (as if it were a new action), as many times as the level of the fief where the trade happens (none in level 0 fiefs). Apply the trade rates shown in the Market card.

Vintage: During this round, the workers played to generate income will give 1 additional coin.

Frost: During this round, the workers cannot be played in fields. Also, the players cannot launch attacks.

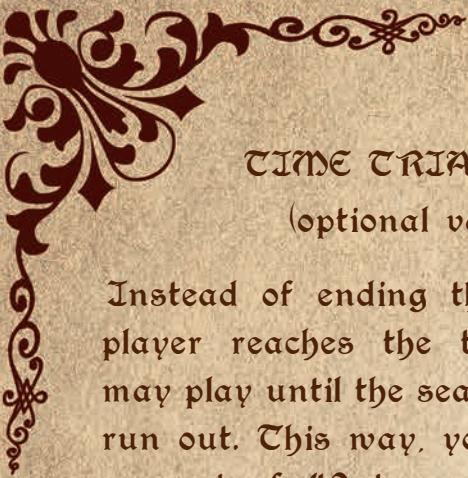


Apply the effect in solitaire mode only. In multiplayer games these events have no effect.

If the card has none of the previous icons, there is no effect.

If the deck runs out, keep playing normally without seasonal event cards.





TIME TRIAL MODE (optional variant)

Instead of ending the game when a player reaches the target VP's, you may play until the seasonal event cards run out. This way, you will play a set amount of 40 turns, after which the player with the highest score will be the winner (if there is a tie, follow the standard rules to determine the winner). In any case, the game may end sooner if a player reaches the targeted VP's for the game, as usual.

SOLITAIRE MODE

Feudalia includes a solitaire mode for 1 player, to test your mettle against the game. The objective is to earn as many VP's as possible before the seasonal event cards run out. The game ends after finishing the turn where the last seasonal event card was drawn.

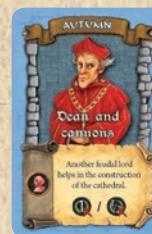
Pick any scenario (except military scenarios), and set up the VP's in the cathedral as if there were 2 players. To pick your starting fiefs, take two of them from the level 0 fief pile, keep one of them and discard the other one. Repeat the process until you have three level 0 fiefs.

To play, follow the rules for the seasonal event cards. Remember to apply the effect of cards.

These are the possible effects:



If you are playing the "Foundation" phase or the "Main Nave" phase, eliminate a VP token (either $\frac{1}{2}$ or 1 VP, depending on the card), as if another player had bought it. If the cathedral card runs out of tokens, start the next phase of the cathedral as usual. If the "Main Nave" phase is over, this event has no effect.



If you are already playing the last phase of the cathedral, eliminate the 1 VP token from the "Dean and Canons" card. If that token is no longer available, eliminate a $\frac{1}{2}$ VP token instead.



If you are already playing the last phase of the cathedral, eliminate 1 VP token from the "Silverworks" card.



If you are already playing the last phase of the cathedral, eliminate 1 VP token from the "Stained Glass" card.

Also, draw 3 additional basic masters, instead of two, when hiring masters from the supply, and put 2 under the deck, instead of one.

NOTE: If you want to practice your strategy without the interference of random events, you can play the solitaire mode ignoring all cards with the icons & .

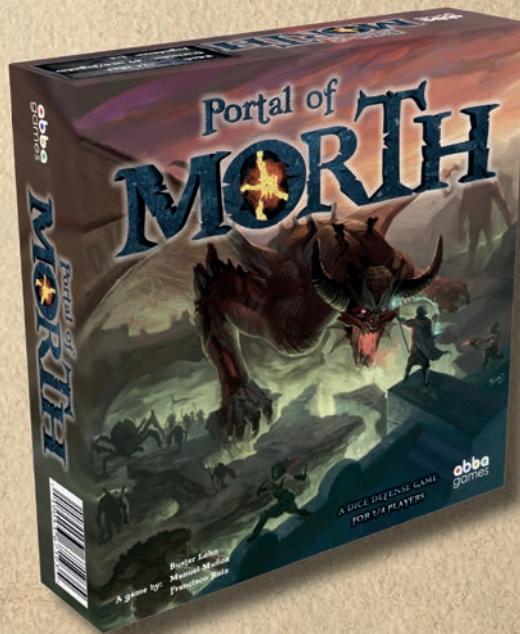
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