KINGDOM BUILDER
NOMADS

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

Nomads now roam the Kingdom, making their special skills available to whoever comes to visit them.

Four new landscapes with interesting locations allow for even more variation during set-up, and new Kingdom Builder cards give players the chance to earn gold during the course of the game, providing a new level of interaction.

Game components

- **4 game board sections** - This expansion introduces a new terrain type not suitable for being built upon: the nomad spaces, which appear on these game board sections in place of castle spaces. Each game board section also features a new location.

Nomads space

Location spaces

- **14 location tiles** - Each location tile allows its holder an extra action during each turn.

2x quarry

4x caravan

4x village

4x garden

- **15 nomad tiles** - These tiles allow additional extra actions, but can be used only once during the game.

7x donation

2x resettlement

2x outpost

2x sword

2x treasure

- **3 new Kingdom builder cards** – With these cards, players can earn gold during the course of the game.

1x Families *1x Shepherds* *1x Ambassadors*

Please find a detailed description of the new Kingdom Builder cards on page 3 of this rules booklet.

- **2 replacement cards**

Replace the "Workers" and "Merchants" cards from the basic game with these new "Workers" and "Merchants" cards.

- **4 summary cards for the location tiles**

- **25 stone walls** - These pieces come into play via the quarry location tile, and they block terrain spaces. Place them next to the game board when the quarry is available.

- **40 settlements and 1 gold marker** - Playing pieces for a fifth player.

- **1 rules booklet**

Changes during set-up

Compared to the basic game, setup remains the same except for these changes:

- Shuffle the **4 new game board sections** with the 8 sections from the basic game, then select any 4 of the 12 sections and assemble them into a rectangular game board.
- Place the **15 nomad tiles** on the table picture side up, shuffle them, then randomly draw and place **1 tile** for each nomad space on the game board, now with the pictogram side up.
- Shuffle the **3 new Kingdom Builder cards** with the 10 cards from the basic game, then randomly draw 3 cards and place them face-up next to the game board.

For five players, use the rules of the basic game, along with the changes explained above.

Nomad spaces and nomad tiles

After building a settlement next to a nomad space, the player claims the nomad tile from that space, if available, and places it on the table for use next round.

If the nomad space is empty, the player receives nothing for building a settlement next to it.

A nomad tile provides its holder one extra action. The player can use this extra action **only** during the **next game round,** not the game round in which it is claimed. At the end of the next game round, remove the nomad tile from the game, whether or not the player used the action on it!

Picture and pictogram side

Extra actions of the nomad tiles – Apply the building rules of the basic game

Donation

Build 3 additional settlements, taken from your supply, on spaces of the terrain type shown on the nomad tile. You may perform this extra action either before or after your mandatory action.

Note: If these 3 additional settlements are built on water or mountain spaces, they do not count for gold for the Kingdom Builder cards "Fishermen" and "Miners".

The player builds 3 additional settlements on the flower field spaces after her mandatory action.

Resettlement

Move 1-4 settlements up to 4 spaces in total. Settlements can be moved only to adjacent, unoccupied spaces that are eligible for building. After movement, these settlements don't need to be adjacent to the player's other settlements.

You may perform this extra action either before or after your mandatory action.

The player moves one of her settlements 3 spaces, then claims the nomad tile next to its new location. Then she moves another settlement 1 space next to a location space.

Outpost

When building settlements, whether during your mandatory action or any extra actions, you may use the outpost in order to disregard the adjacency requirement for one settlement.

This settlement must still be built on the appropriate terrain type for your mandatory action or the specific extra action.

The player builds settlements A and B next to a location space on the appropriate terrain, then uses the outpost to build settlement C next to a nomad space.

Sword

Remove one settlement belonging to **each other player** from the game board, then return those settlements to their respective supplies. You may perform this extra action either before or after your mandatory action.

Treasure

Gain 3 gold **immediately** when claiming this tile, then remove it from the game.

Kingdom Builder cards

This expansion introduces a new type of Kingdom Builder card – red cards – which allow players to gain gold during the game.

The active player must check whether the conditions on red cards have been met **after building each single new settlement.** If these conditions have been fulfilled, the player immediately records the gold earned on the score track.

Ignore red Kingdom Builder cards during **final scoring.**

Use the new "Workers" and "Merchants" cards in place of the "Workers" and "Merchants" cards in the basic game, whether or not you're using other parts of this expansion.

The 3 new Kingdom Builder cards

Families

Build settlements in a straight line.

2 gold, if you built **all** 3 settlements of the mandatory action adjacent to each other in straight line (horizontally or diagonally).

Record this gold on the score track immediately.

Horizontal / diagonal line

Here are 2 examples of settlements being built in a straight line during a player's mandatory action.

Shepherds

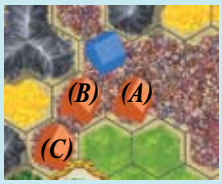
Complete terrain areas.

2 gold for each of your settlements **not adjacent to an empty** terrain space of the same kind on which this settlement was just built.

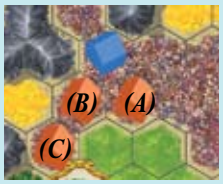
Record this gold on the score track immediately.

Note: Check whether you fulfill the condition on this card after building **every single settlement,** whether during your mandatory action or extra actions.

The player builds settlement C. Since no empty flower space is adjacent to this settlement, this player earns 2 gold.



If the player builds her settlements in order ABC, she earns 2 gold, but…



…if she instead builds the settlements in order CBA, she earns no gold.

Ambassadors

Build settlements adjacent to other players' settlements.

1 gold for each of your settlements built **adjacent to at least one** settlement of another player.

Record this gold on the score track immediately.

Note: Check whether you fulfill the condition on this card after building **every single settlement,** whether during your mandatory action or extra actions.

The orange player earns 2 gold during her turn.

New locations and their extra tile actions

Four new locations are included in this expansion:
quarry, caravan, village and garden.

Quarry

Build 1 or 2 stone walls on empty terrain spaces of the same type as your played terrain card. These stone walls must be adjacent to at least one of your settlements on the game board.

Stone walls are not owned by any player, and they generate no gold for anyone. Instead, they simply block the spaces they‘re on for the remainder of the game.

For her mandatory action, the orange player has revealed a desert terrain card and built 3 settlements. She then builds 1 stone wall adjacent to one of her newly built settlements. She cannot build a second stone wall because no available desert spaces are adjacent to one of her own settlements.

Caravan

Move one of your own previously built settlements in a straight line, either horizontally or diagonally, until it is blocked by an obstacle. (Obstacles are water, mountains, castles, location spaces, nomad spaces, and each space occupied by a settlement.)

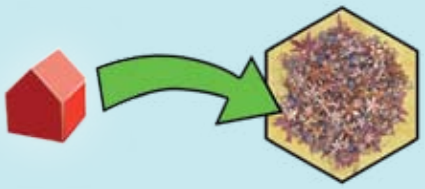
Place this settlement on the empty space eligible for building directly in front of the obstacle.

The orange player wants to move this settlement. She has four options as one direction is blocked by a mountain and another is blocked by an opponent‘s settlement.

Village

Build one additional settlement on an empty space eligible for building that is adjacent to at at least 3 of your settlements.

Garden



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