Merlin Expansion: Arthur

Expansion for the game by
Stefan Feld & Michael Rieneck
For 2 - 4 players of 14 years and up

Components

- 1 Action Rondel

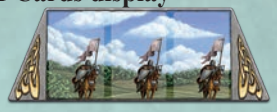
- 1 Arthur pawn

- 4 Arthur boards
  1 per player color

- 4 Black dice

- 1 Signet ring

- 1 Cards display



- 1 Picts display

- 30 Picts

- 1 Game round track

- 1 Game round marker

- 12 Flags

6 each of Black & Grey

- 1 Rulebook

Game Concept and Object of the Game

While the search for a successor is well under way, King Arthur has not abdicated his throne yet. Troops of Pict soldiers are emerging from the fog, and as the King, he must personally ensure everyone remains out of harm's way.

This expansion enlarges the already rich decisions of Merlin by introducing a new figure, Arthur, which will move on its own rondel with its own brand new actions to explore.

Changes in Setup

Place the **action rondel** in the center of the game board, positioning it such that the colored stair sections align. (see illustration).

Place the **Arthur pawn**, the Grail, Excalibur, and the **signet ring** on their assigned spaces of the action rondel.

Exchange the **black** and **grey flags** of the basic game for the flags of this expansion.

Place the **game round track** on the corner of the game board, covering the previous track. Put the **game round marker** on the first space of the track.

Arthur's starting space

Place the **displays** for both the **cards** and the **Picts** next to the game board. Reveal three mission cards and place them on the display. Mix all **Picts,** and stack them in two face down piles on the Picts display. Reveal the 4 top Picts, forming the actual display.

Give one **black die** to each player, and one **Arthur board** of their player color.
Finally, all players roll their 5 dice (3 of their player color, 1 white Merlin die, and 1 black Arthur die), placing them on their castle and Arthur board. In case a player rolls a quadruplet or a quintuplet, they must re-roll all their dice, if necessary several times, until the result shows at least three distinct numbers.

Changes to game play

The rules of the basic game apply except for the following changes:

Instead of taking 4 turns each round, each player now takes **5 turns**. In addition to the 3 dice of their player color and the white Merlin die, each player also uses their **black Arthur die**. It is still up to the player in which order they want to use their dice.
Note: *For a better overview, the players now place their used dice on their Arthur board instead of in the center of the rondel.*

Using their black die, the players move **Arthur** along the **inner circle of action spaces** of the action rondel. Arthur is moved a number of spaces equal to the pips of the black die, in the direction of the player's choice – **clockwise or counter-clockwise**. Then the player performs the action of the space where Arthur's movement ends.

The inner action spaces of the action rondel:

Resource spaces: (x4)

Shield, flag, construction material: Depending on the space, the player claims one shield, one flag, or one piece of construction material from **any one principality**, storing it on their castle board.

Influence counter: The player takes one of their influence counters from their castle board (if available), and places it on **any principality**.

Grail, Excalibur, and Signet ring: (x3)

The function of the **Grail** and **Excalibur** spaces is the same as in the basic game.

The Signet ring: The player claims the signet ring from the game board or from the player currently holding it and places it on their Arthur board. Then, they select one mission card from their hand, and resolve it immediately. The player gains the victory points as shown without having to meet the requirements.

The player may resolve a mission card by use of the signet ring in addition to resolving their one mission card per turn, by meeting the requirements. If a player has resolved two mission cards during their turn this way, they draw two new cards from the draw pile and/or the display at the end of their turn.

Stairs: (x1)

The player advances their knight to the next principality space in clockwise direction, and performs that principality's action. The player will deploy a henchman and perform their corresponding duty.

Example: The yellow player moves Arthur on the stairs space and advances his knight to the black principality space. He places his Lady-in-waiting on the corresponding space and places one influence counter on that principality.

Merlin: (x1)

The player moves Merlin up to three spaces, clockwise or counter-clockwise, and performs the action of the space where Merlin's movement ended. The player may expend one Merlin's staff token as well, if they want to repeat that action.

Example: The blue player moves Merlin one step in counter-clockwise direction to the 'Build a manor' space. The player returns the required construction material to the principality of its origin, and places one of his manors on that terrain tile. Then he expends one Merlin's staff token to repeat the action.

Replace a manor: (1x)

The player chooses another player's manor from the environs, and replaces it with one of their own manors from the supply. If the replacement is done on a tile showing a tower, the player does NOT get the bonus of a shield, a flag, or an influence counter. The replaced manor is returned to the supply.

Example: The red player returns the green manor to its owner's supply and replaces it with one of his of manors. He may neither claim one shield or flag nor place an influence counter.

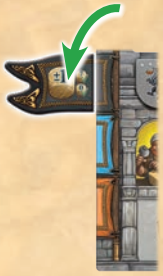
Picts: (x3)

Player's must aid King Arthur in defeating the invading Pict armies. If they do so, he will reward them with an immediate bonus and victory points during scoring.

The player selects one Pict tile from the display and places it to the right of their Arthur board. The player gains the bonus shown at the bottom of the tile immediately. The unoccupied space on the display is immediately replenished by revealing a new Pict from either of the stacks.

Example: The yellow player moves Arthur to a Picts space. He chooses one Pict and places the tile next to his Arthur board. Then he gains the bonus of one orange flag.

Shield, flag, construction material - The player claims the depicted shield, flag, or piece of construction material from the game board.



Apple - The player takes one apple from the supply.

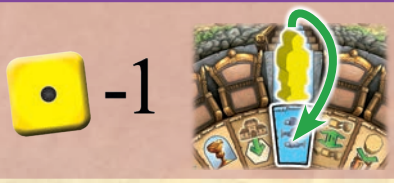
Influence counter - The player takes one of their influence counters from their castle board (if available), and places it on that principality.

Build a manor - The player builds one of their manors on a terrain tile of the environs as shown. That terrain must not be occupied, and the player does not need to expend any construction material.

The new special actions allowed by flags

+/-1

The player may increase or decrease the number of pips of their used die by 1, before moving the matching figure. This means they can move the figure 7 spaces or the figure may remain on its current space and perform that action.



Switch

The player may use their chosen die to either move their own knight, Merlin, or Arthur, and perform the respective action. If they move Merlin, they may expend a Merlin's staff.

New spaces on the action rondel

Apple: (x1)

The player takes one apple from the supply.

Move Arthur: (x1)

The player moves Arthur 1 space in clockwise or counter-clockwise direction, then performs the action of the space where Arthur landed.

Activate henchman: (x1)

The player chooses one of their henchmen currently in a principality, and performs that henchman's action in that principality.

Example: The red player chooses his builder in the orange principality. He claims one orange construction material.

Victory points for manors: (1x)

The player gains 1 VP for each of their manors in the environs.

Example:
The red player gains 3 VP for his manors in the environs.

Changes in scoring

Environs:

After the victory points for majorities of manors have been awarded, no more than one manor of each player may remain in each given territory. Beginning with the First Player, all players who have built more than one manor in a territory remove all their manors from that territory but one (of their own choice), putting them back to the supply.

New Scoring: Picts

All players add the numbers shown on all of their collected Picts. The player or players with the highest result score 3 VP each. The player or players with the lowest result lose 3 VP each (having no Picts at all counts as 0).

The player holding the signet ring increases their total by 3.

Subsequently, the players return all their Picts to the game box.

Example:
The red player collected Picts with a total value of 11, the green player with a value of 9 plus 3 for the signet ring, thus 12 in total: Green gains 3 VPs and red looses 3 VPs.

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