

# Rulebook



# Throne of Allegoria

A game by Robin Lees and Steve Mackenzie  
for 2-4 players

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## 01 Once upon a time

*In the land of Allegoria, Queen Gwendoline lies on her deathbed.*

*Exactly how long she has left to live is uncertain. With no heir apparent, her realm rests on a sword's edge. Four houses, each represented by a champion of their own renown, vie to replace the ailing monarch and claim the Throne of Allegoria.*

*Reputation is fought for; influence hard won. Power is fleeting.*

## 02 Idea of the game

In *Throne of Allegoria*, players take on the role of the Lords and Ladies of Allegoria, all vying to become the next monarch, and prove their worthiness to succeed the throne. They are supported by the realm's four most powerful houses:



Roselie,  
the House of  
Roses



Culver-Lux,  
the House of  
Feathers



Antares,  
the House of  
Storms



Umbral,  
the House of  
Shadows

Over the course of 6 weeks (rounds), players will need to make the best use of the local workforce, stake their claims, and win decisive battles, in a tale of secrecy and supremacy.

At the end of the sixth round, players will add up the Influence they have acquired throughout the game. The player with the most Influence will claim the throne, and win the game.

## 03 Components

Each copy of *Throne of Allegoria* contains:

- 1 two-part Main Game Board
- 4 Town Boards
- 1 Crown marker
- 1 First Player marker
- 37 Influence Point tokens (25x 1 Point, 12x 5 Points)
- 24 Anarchy markers
- 4 Alms Bonus tokens
- +1 Action Point token
- 72 Workforce cards
- 72 Claims cards (24 End of Game Claims, 48 In Game Claims)
- 16 Lord cards (8 English/8 German)
- 12 Travelling Merchant cards
- 24 Royal Decree cards (12 English/12 German)
- 4 Castle markers (1 each in four player colors)
- 40 Worker pawns (10 each in four player colors)
- 28 Track markers (7 each in four player colors)
- 4 Dice (1 each in four player colors)
- 24 Bidding markers (6 each in four player colors)
- 20 Guild cards (5 each in four player colors)
- 1 Score Pad
- 4 Action Overview sheets
- 2 Rule booklets (1 English/1 German)



## Main Game Board

*The realm of Allegoria, the greatest of all the known lands, lies before you. Lay down your claims, convert the populace to your cause, use diplomacy, and avoid unrest, as you travel its many territories.*

The Main Game Board consists of two parts, the small Side board and the large Map board.



The Side board contains the spaces for the Round Track **A**, the Royal Decree cards space **B**, the In Game Claim action space (I.) **C**, and the Workforce action space (II.) **D**. The two action spaces each have 4 Bid spaces. The unmarked spaces

are used for two to four players, the space with  is used for three and four players, and the space with  is used only for four players.

The Map board contains the areas for the Soldier, Spy, Merchant, Banker, and Scholar action spaces (III.) to (VII.) **E**, which also have 4 Bid spaces used for the different player numbers, the associated Actions overview table **F**, the Anarchy track **G**, the Alms track **H**, the Diplomacy track **I**, and the Travelling Merchant cards space **J**. The Map board also shows the map of Allegoria, and the Territories therein **K**.



## Territories

Throughout the fabled lands of Allegoria, in forests and fields, upon its mountains and its seas, the fight for the throne will be fought and won.

The Territories represent locations within the Realm of Allegoria. There are Home Territories **L**, controlled by each player and a central Territory **M**, shared by all players. Players place their Castle marker on their Home Territory **N** so that it is easily identifiable. Each Home Territory also contains a Battlefield **O**, a Market **P**, and a Tavern **Q**. These belong to the player whose Castle marker is located there. The Central Territory also contains a Battlefield, a Market, and a Tavern. The Central Territory is considered neutral, and does not belong to any player. Each Home Territory is considered adjacent to the Central Territory only. The Central Territory is adjacent to each Home Territory.

Some Claim cards require players to have workers 'in Territories', which means on the map of Allegoria, in those areas.

## Town Boards

The history of each House of Allegoria begins in their ancestral towns. And those histories show that a strong settlement makes for a mighty monarch.



Each player has a Town Board.

The bottom left of the Town Board has space to place Workers **A**. This is the player's Supply. The bottom of the Town Board has spaces for 2 Guild cards **B**, they can be assigned here during the game. The bottom right of the Town Board has a space for storing Anarchy markers **C**. The majority of the Town Board is made up of the 5 Town Tracks, which are related to the five Workforce groups, representing Strength (Soldiers), Intrigue (Spies), Trade (Merchants), Wealth (Bankers), and Knowledge (Scholars) **D**.

Each Town Track is broken into areas that indicate a number of Influence Points at game end **E**, and a secondary value used when taking certain deploy actions during the game **F**. Each of these areas are divided by vertical black lines denoting Thresholds **G**.

Players will move the 5 markers up and down the Town Tracks throughout the game. To increase a track, the marker is moved

to the right. To decrease a track, the marker is moved to the left. A Town Track can never be moved lower than 0 or higher than 12. A player should place their Lord card to the left of their Town Board **H**. Combined they show the name and herald of that player.

## Lord Cards

Names that will ring out through history. Ballads will be sung, and sagas scripted, championing the Lords and Ladies of Allegoria. But only for the victors.

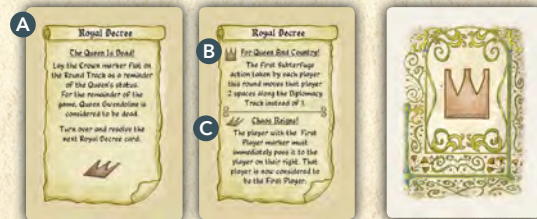


Back

Each player will play the game as a Lady or Lord of the Realm **A**. Each Lord card has slightly different starting statistics, as indicated on the corresponding track, or represented by a Worker in their Home Territory **B**.

## Royal Decree Cards

The Queen may be dying, but on a weekly basis she continues to impose her rule of law across the land.



Back

Queen Gwendoline is dying, and the court magistrates and guilds are keeping a close eye on her health. Each Reset Phase, they will bring news from the royal palace to the Realm in the form of a Royal Decree.

Except for the card "The Queen Is Dead" **A**, each Royal Decree card shows two events. If Queen Gwendoline is still alive, the top most event is read aloud **B**. If Queen Gwendoline is dead, the bottom most event is read aloud **C**.

## Travelling Merchant Cards

Silks, spices, wine, and more can be bought and sold from traders from the eastern realms.



There are 12 Travelling Merchant cards in the game. The players can exchange Wealth for Trade or Influence **A**, alternatively, they can exchange Trade for Wealth or Influence **B**.

## Claim Cards

Sometimes promises and politics, even family ties, can fail. Fulfill your ambitions and complete missions and your name shall still resound through history.



Throughout the game, players can stake their claim to the Throne, by taking and completing Claim cards.

There are two types of Claim cards: In Game Claims, taken and fulfilled throughout the game, as indicated by the blue Influence seals **A** and End of Game Claims, dealt out at the beginning of the game but only fulfilled at the end of the game, as indicated by the red Influence seals **B**.

## Workforce Cards

Through charismatic command or under the yoke of oppression, use the people of Allegoria to work for your cause.



Workforce cards are used to gain the help of the population of the Realm.

There are 6 types of Workforce cards: Soldier **A**, Spy **B**, Merchant **C**, Banker **D**, Scholar **E**, and Joker **F**. Joker cards represent any of the other 5 types of Workforce.

Each Workforce card also has a value of 1, 2, or 3. This represents the power of this card.

## Guild Cards

Associations of traders and artisans, such as the Guilds of Allegoria, are useful company to keep and provide many benefits to their rich supporters.



Each player has access to 5 Guild cards. When placed below their Town Board, these Guilds offer the player different advantages to boost their actions during the game.

## Player Components

Every aspiring leader needs the fundamental tools to build their kingdom.



Besides the Town Boards and Guild cards, each player gets their own Castle marker **A**, 10 Worker pawns **B**, 7 Track markers **C**, a Die with values of 0, 0, 1, 2, 3, 4 **D**, and 6 Bidding markers with values of 0, 0, 1, 2, \* **E**.

## Wooden Components

The next monarch must keep track of every important event across the realm.




## Tokens & Score Pad

At day's end, only the most influential claimant, with their achievements documented in the ledger, can rise to become ruler of the realm.

Player Name			
Guild Cards			
In Game Claims			
End Game Claims			
Unfulfilled Claims			
Diplomacy Track			
Alms Track			
Anarchy Track			
Influence Tokens			
Subtotal 1			
Crown Influence			
Strength			
Intrigue			
Trade			
Wealth			
Knowledge			
Subtotal 2			
Total			

During the game, players can gain Influence tokens **A**. When players are asked to take 1 Influence, they must take an Influence token of value "1" from the pool. The Influence tokens of value "5" are used for changing up.

When moving forward on the Alms Track , players can gain bonuses from the Alms Bonus tokens **B**.

If the Royal Decree card "Hard Times" is in play, the players use the +1 Action Point token as a reminder of that effect **C**.

To determine the winner, Influence is recorded on the Score Pad at the end of the game **D**.



# 04 Setup

With the Queen weakening, and the fog of war descending, the Lords and Ladies of Allegoria prepare for the endgame.


- 1 Place the two parts of the Main Game Board next to each other in the middle of the table, so that the Map board and the Side board are easily accessible for as many players as possible.
- 2 Each player takes one set of the following components in the color of their choice, and places them in the following places:
  - a 1 Town Board in front of them;
  - b 5 Guild cards to one side, within reach;
  - c 1 Castle marker on the Castle space of their choice of Home Territory on the Map board;
  - d 7 Track markers, one each on the first space of each of the 5 Town Track spaces, on the "x0" space of the Diplomacy


## Illustration for a 3 player setup



Track  on the Map board, and on the "-3" space of the Alms Track  on the Map board;

- e 1 Die to one side, within reach;
  - f 6 Bidding markers to one side, within reach;
  - g 10 Worker pawns on the Supply space on their Town Board;
  - h 1 Action Overview sheet to one side, within reach.
- 3 Shuffle the End of Game Claims cards and deal 5 cards to each player. Players should keep these cards secret from their opponents. Each player should study their 5 End of Game Claims cards, and select 3 cards to keep, which they want to fulfill at the end of the game. The 2 cards they do not keep are returned to the box without revealing them, together with any extra End of Game Claim cards, as they will not be used anymore.
  - 4 Shuffle the Lord cards and deal 2 cards to each player. They select 1 to keep, and return the other card to the box without revealing it, together with any extra Lord cards, as they will not be used anymore. The players place the selected role card face up to the left of their Town Board to form a complete role name and herald.
  - 5 Each player should adjust the relevant Town Tracks on their Town Board, moving the corresponding town track marker to the right the indicated number of spaces, and adding any workers to the corresponding space of their Home Territory, according to the starting setup on their Lord card.

**Example:** Marion chooses to be the Patron of House Roselie . She moves the Trade Track marker 4 spaces, and the Wealth and Knowledge Track markers each 2 spaces to the right. Additionally, she adds a Worker from her Supply as a Merchant to the Market on her Home Territory.

- 6 Shuffle the Workforce cards. Deal 3 Workforce cards to each player. Place the remaining cards face down on the Workforce Draw Deck space on the Side board.
- 7 Remove the card "The Queen Is Dead" from the Royal Decree cards, putting it to one side. Then shuffle the remaining Royal Decree cards and deal out 6 cards. Finally, shuffle the set aside card "The Queen Is Dead" into the 6 dealt cards and place them face down on the Royal Decree Deck space on the Side board. Return the remaining Royal Decree cards to the box unseen.
- 8 Shuffle the Travelling Merchant cards, deal 6 of them face down to the Travelling Market Deck space on the Map board. Return the remaining Travelling Merchant cards to the box unseen.
- 9 Shuffle the In Game Claims cards and place them face down on the Claims Draw Deck space on the board.
- 10 Place the Influence tokens off to the side of the Main Game Board in a pool. Place the +1 Action Point token next to them.
- 11 Place the 24 Anarchy markers on the relevant spots on the Anarchy track on the Map board.
- 12 Randomly place any 3 of the 4 Alms Bonus tokens on the 3 available spaces on the Alms Track  on the Map board, and then reveal them. Return the unused token to the box.
- 13 Place the Crown marker standing on the "0" space of the Round Track. It is important that the marker is standing upright, denoting the Queen is alive.
- 14 Randomly select a first player, and give that player the First Player marker.

## 05 Sequence of play

Every Lord and Lady will have their own strategy and tactics, planning how and when to grow their influence over Allegoria.




*Throne of Allegoria* will be played over 6 rounds. Each round represents one week. At the end of the 6th week, there will be a scoring phase to determine the winner of the game.

Each round is broken down into 4 phases. The phases must be completed in order:

- A Reset Phase** – where the players reset the game state.
- B Planning Phase** – where the players will use their Bidding markers to bid for actions on the 7 available Action spaces.
- C Actions Phase** – where the players will carry out the actions they have bid on.
- D Clean Up Phase** – where the players clean up the game state.

When a player discards a card, place it off the Main Game Board, creating a discard pile for that deck. Claims cards are *always* discarded *face down*. All other cards are discarded face up.

There are three types of Influence, indicated by a wax seal showing different values:

-  The value in a red wax seal will be scored at the end of the game.
-  The value in a blue wax seal can be scored during the game.
-  The value in a black wax seal will be scored at the end of the game, but it is a *negative* value.

Influence scored during the game is open information, and must not be kept secret.

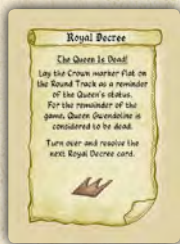
### A Reset phase

*A new week begins in Allegoria. News of the Queen's worsening health spreads, new traders arrive, and the latest recruits prepare to do their duty.*

The first player should complete each of the steps below in order:

- a Move the Crown marker one position to the right on the Round track.
- b Turn the top card of the Travelling Merchant deck face up.
- c Draw 5 Workforce cards from the top of the Workforce Draw Deck and fan them out, face up on the Available Workers space.
- d Turn the top card of the Royal Decree Deck face up, and read out loud the text of the corresponding section of the Royal Decree card depending on whether Queen Gwendoline is alive or dead. (At the start of the game, Queen Gwendoline is alive). This text will inform the players of actions available to them either immediately or during the current round. The actions can only be carried out when stipulated on the card. Actions can only be carried out where applicable. Compulsory actions are indicated by the word *must*. Voluntary actions are indicated by the word *may*.





**Note:** There are 12 Royal Decree cards in total but each game will only use 7 cards. Of these 7, one is the "The Queen Is Dead" card that informs players that Queen Gwendoline has died. As there are only 6 rounds of the game, it is possible that Queen Gwendoline may not die during the game, instead she dies immediately after the game ends.

When Queen Gwendoline dies, lay the Crown marker flat on the round track as a reminder. Then immediately reveal the next Royal Decree card and read the event on the bottom half of the card.

**+1 Note:** When the players read out the Royal Decree "Hard Times!", place the +1 Action Point token as a reminder next to the Soldier action space (III.). During the Actions Phase, after resolving the Soldier action space, move the marker to the Spy action space and so on, so the players are always reminded of that effect.

## B Planning phase

Each of the claimants vies for positions, attempting to deceive their opponents and outmaneuver them. The best counseled will no doubt be triumphant.

Starting with the first player, and going around the table in clockwise order, each player places one of their Bidding markers on one of the 7 Action spaces on the two boards that are not occupied by another player.

The following placement rules must be adhered to:

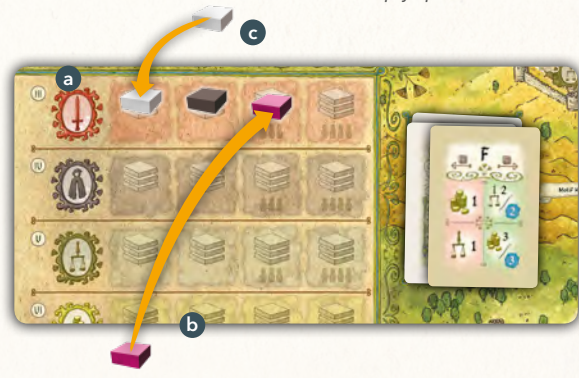
- Each player only places one Bidding marker at a time.
- The number on the Bidding marker *must* be kept secret.
- The Bidding marker must be placed in the left most available Bid space.
- 3 Bidding markers may be placed on a single Bid space, but the player must place the second and third markers in the same space as their first Bidding marker, by stacking the second and third markers on top of the first.

- This phase continues until all players have placed *all* their Bidding markers.
- Once a player has placed a Bidding marker, it may not be moved.
- A "0" Bidding marker is used to bluff players or to "reserve" a Bid space.
- A final bid of 0 will *not* result in the player being allowed to take that action.
- A player may always look at their own placed Bidding markers to check the values.
- A player may not look at the hidden value of another player's Bidding markers.

The number on a Bidding marker is *not* the number of actions the player will be allowed to take, but is a bid to take the action.

In each area, the player who bids the most (or in case of a tie, whose Bidding markers are in the left most position), will get the most Actions, as indicated on the charts shown on the Map board and Side board, relative to the number of players.

**Example:** Marion, playing for House Roselie ♡, wants to place her "2" Bidding marker on the Soldier action space. Nicole, playing for House Umbral ♣, and Angelika, playing for House Culver-Lux ♠, already have a Bidding marker on the Soldier action space **a**. House Roselie must place their Bidding marker face down in the next available empty space **b**. House



Culver-Lux then wishes to place an additional Bidding marker on the Soldier action space. As they already have one marker placed here, they must place their Bidding marker face down on top of the marker they placed in an earlier round ④.

**Note:** If House Culver-Lux had already placed 3 Bidding markers here, they would not be allowed to place a fourth marker.

## ④ Actions phase

In a Feudal society such as *Allegoria*, everyone is expected to uphold their legal, military, and social obligations.

In order, starting with the action space marked I., and working down to VII., the players will resolve the bids of each action space and then resolve the actions for that space in the following order:

- I. IN GAME CLAIMS ACTION SPACE
- II. WORKFORCE ACTION SPACE
- III. SOLDIER ACTION SPACE
- IV. SPY ACTION SPACE
- V. MERCHANT ACTION SPACE
- VI. BANKER ACTION SPACE
- VII. SCHOLAR ACTION SPACE

Once all the Scholar Actions have been resolved, proceed to the Clean Up Phase.

Throughout the game, compulsory actions are indicated by the word *must*. Voluntary actions are indicated by the word *may*.

The In Game Claims action space and the Workforce action space are resolved differently from the Soldier, Spy, Merchant, Banker, and Scholar action spaces. All these actions are explained in more detail in the following sections.

In each action space, players who have placed Bidding markers, reveal each marker they placed, adding together the values of the markers placed on the same space. This combined value is the player's Bid Points for that action.

At this point it may help players to rearrange their Bidding markers in order from highest to lowest bid to assist tracking which players get which, and how many, Action Points.

If a player reveals a \* bid, they *must* immediately choose if the Bidding marker has a value of 2, or a value of 1. If they select a value of 1, they may immediately activate any 1 Guild card that they have assigned beneath their Town Board.

Players must declare and resolve \* bids in order from left to right of the current action space.

Afterward, the player who placed the highest sum value of Bid Points will take the most actions, then continue through each other player in decreasing Bid Points value. The type and number of actions allowed are indicated on the two boards.

In the event of a tied value, the player who placed furthest left of the tied players wins the tie.

If a player places a total of 0 Bid Points, or no Bidding markers at all, they do not get to take *any* actions.

Once an action space has been resolved, players retrieve all Bidding markers from that space, and the players resolve the next action space.

## I. IN GAME CLAIMS ACTION SPACE

For it is written, that the contender with the strongest claim to the throne shall succeed. Without such claims, they shall remain forever a pretender.




The In Game Claims action space is where players gain new In Game Claims cards. It is also the space where the First Player marker can exchange hands.

Beginning with the player who played the most Bid Points (or in the case of a tie, the tied player furthest to the left) and continuing in decreasing value of Bid Points each player now draws the number of In Game Claim cards indicated on the table shown above **A** and also next to the action space on the Side board. From the drawn cards, they may keep up to 1 card, discarding the other drawn cards face down to the In Game Claims discard pile. They do not have to keep a card. The number of cards they can draw is based on the number of players and in decreasing order of Bid Points.

The player who played the lowest value greater than 0 (and in the case of a tie, the tied player furthest right) additionally takes the First Player marker. From that point, they are the first player.

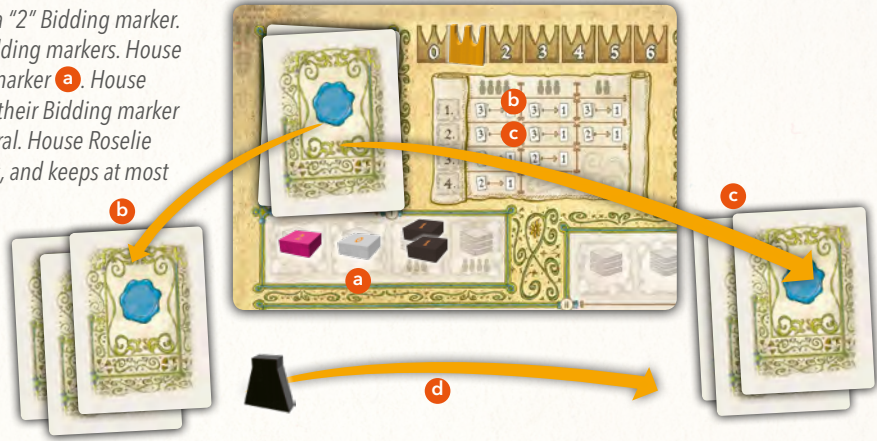
General rules for Claim cards:

- Claim cards must be kept secret until they are scored. Players may have any number of Claim cards in their hand.
- If players are ever required to draw In Game Claim cards, and the deck is empty, shuffle the discard pile and make a new draw deck.
- In Game Claims must be completed during the game, and must be revealed by the player on their turn as soon as they meet the criteria on the card. The player places the completed card face up to one side of their Town Board.
- At the end of the game, End of Game Claims must meet the criteria on the card for the player to score the Influence.
- Any Claim cards whose criteria have not been met at the end of the game will result in a -3 Influence penalty for that player.
- Moving along the Diplomacy Track  will provide players with a bonus for the total number of In Game Claim cards that they have completed.





**Example:** House Roselie ♠ played a "2" Bidding marker. House Umbral ♣ played two "1" Bidding markers. House Culver-Lux ♠ played a "0" Bidding marker **a**. House Roselie wins the Bid, having placed their Bidding marker to the Bid Space before House Umbral. House Roselie gets to draw 3 In Game Claims cards, and keeps at most 1 card **b**. House Umbral gets to draw 3 In Game Claim cards, too, and keeps at most 1 card **c**. They also get the First Player marker **d**. House Culver-Lux does not get to draw any In Game Claims cards and they do not get the First Player marker, as they played a "0" Bidding marker.



## II. WORKFORCE ACTION SPACE

The annals of history are filled with the rich and powerful. But the chronicles do not forget the ordinary workers, without whom the celebrated would be nothing.



The Workforce action space is where players recruit new workers to their cause. Each round, five new Workforce cards are available. Before the players choose their workers, the player who played the lowest Bid Points value greater than 0 (and in case of a tie, the tied player furthest to the right) splits all five available Workforce cards into three groups: two groups of two cards, and one group of a single card. Place the groups on the bottom of the Side board.

Beginning with the player who played the most Bid Points (or in the case of a tie, the tied player furthest to the left) and continuing in decreasing value of Bid Points each player now selects one of the groups of cards.

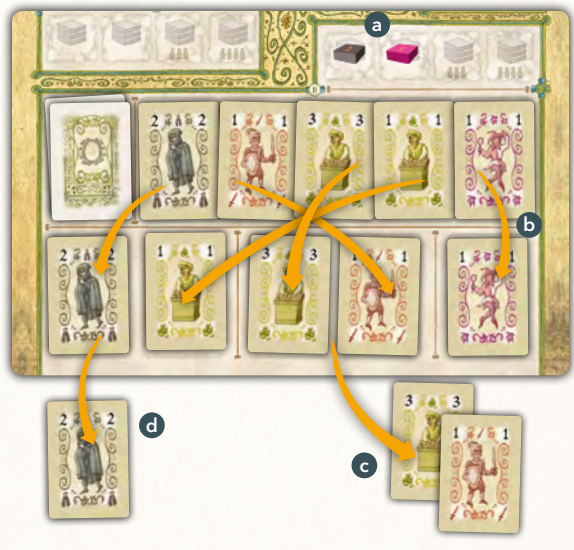
If the group of cards contains 2 cards, the player may keep both cards if they played a total of two or more Bid Points. However, if they only played one Bid Point, they must select one of the cards to keep, and discard the other.

If a player takes the single card, they will only get one card regardless of how many Bid Points they played.

In a four-player game, if all four players played at least 1 Bid Point, then the player with the lowest value (the player who split the cards) must draw the top card from the Workforce deck and add it to their hand *without* revealing it to the other players.

The players may have any number of Workforce cards in their hand. If players are ever required to draw Workforce cards, and the deck is empty, shuffle the discard pile, and make a new draw deck. Once all the Workforce actions have been resolved discard any remaining face up Workforce cards to the discard pile.

**Example:** House Umbral ♣ played a "2" Bidding marker. House Roselie ♠ played a "1" Bidding marker. House Culver-Lux ♠ did not play any markers here this turn **a**. House Roselie played the lowest bid so they gather all five Workforce cards, and split them into the 3 sections, placing two Workforce cards in the first section, two Workforce cards in the second section, and one Workforce card in the third section **b**. House Umbral played the highest bid, so they get to pick the cards they want first. As they placed at least 2 Bidding Points, they may take either the two cards from the first or second section, or the solitary card from the third section. House Umbral chooses to take the two cards from the second section **c**. House Roselie now gets to pick from the remaining cards. As they only played 1 Bidding Point, they may only take one card, regardless of whether they select from the first or third section, and choose the "2" Spy from the first section **d**. House Culver-Lux did not place a marker here, so they cannot take any Workforce cards. All remaining workforce cards are then discarded.



### III. - VII. SOLDIER, SPY, MERCHANT, BANKER, AND SCHOLAR ACTION SPACES

*Knights upon the battlefield, agents in the shadows, traders selling wares, investors filling the coffers, tutors educating the people. Each of them will play their part.*





The available actions of the five Workforce groups offer different Deploy and Task actions, but each space is resolved in the same way.

Beginning with the player who played the most Bid Points (or in the case of a tie, the tied player furthest to the left) and continuing in decreasing value of Bid Points each player now gets a number of Action Points indicated on the table shown here, also located on the Map board, that they can use to complete Deploy and Task actions. The value they

receive is based on the number of players and in decreasing order of Bid Points.

It always costs 1 Action Point to take an action unless otherwise stated.

In most cases, the players split their Action Points between Deploy actions  and Task actions . The player who played the least Bid Points above 0 is restricted to take only Deploy actions.

**EXCEPTION:** In 4-player-games, the second player cannot split up their Action Points, but instead must use 2 Action Points for Deploy Actions or 1 Action Point for a Task action.

In the event that a player cannot use all their Action Points, excess Action Points are lost, if they cannot be spent. The player cannot save them for a later action space.

#### DEPLOY ACTIONS

*Train them and send them out into the realm. The legends say that a kingdom is only as strong as its people.*

The players use Deploy actions to add Worker pawns from their Supply as Soldiers, Spies, and Merchants to their Home Territory, and to move them to the central Territory and opponents' Territories.

The players also take the Deploy actions of the Bankers and Scholars, which do not use Workers from their Supply.

When adding Workers to their Home Territory, the players may discard Workforce cards from their hand to increase the values of the corresponding Town Tracks.

The players are each limited to a total of 10 Workers. If a player runs out of Workers in their Supply when deploying, they may not play Workforce cards, and they may not take the Recruit, Infiltrate, or Tradesman Deploy actions.

When a player removes a Worker from the board, they are returned to the Supply space of the matching player color. That Worker can be deployed again.

A player is limited to the boundaries of their Town Tracks. Once in the right-most space, any remaining value played is lost. Payment that would take the marker to the left of the left-most space is not allowed.

#### TASK ACTIONS

*The foundation of a truly great civilization is the hard-work of its people. For it is their service and sacrifice that seals victory.*

The players use Task actions to activate the deployed Workers in the different Territories, attacking with their Soldiers, manipulating with their Spies, or trading with their Merchants. They also use the Task actions of their Bankers and Scholars, which do not depend on Workers.

#### ANARCHY

*Legends tell of tyrants and despots, but sometimes the populace will rise-up against even the fairest of rulers. For tough times call for the cruelest of choices.*

Throughout the game, players will have the opportunity to make exceptional adjustments to the actions they take. Each of these adjustments however has a cost, as the land of Allegoria falls closer and closer into anarchy.

Any time a player is instructed to take an Anarchy Marker, they *must* take one Anarchy marker from the lowest (left to right) available spot on the Anarchy track, and add it to their Town Board. This is *never* optional.

The players will gain Anarchy markers for doing any of the following:

- Using the ATTACK Raid Task action on the central Battlefield.
- Using the ATTACK Battle Task and adding 1 to their die roll.
- Using the SUBTERFUGE Task to adjust an opponent's Town Track an additional space.
- Using the SUBTERFUGE Task in the central Tavern.
- Using the COMMERCE Task to Trade in their own Market.
- Immediately discarding an In Game Claim card drawn through using the GRANT Task.
- Taking a Supplementary Action Point resulting in a Town Track marker crossing a Threshold from right to left.

Any time a player is instructed to return an Anarchy Marker, they *may* take one marker from their Town Board and place it back on the highest (right to left) available spot on the Anarchy track. This is *always* optional.

At the end of the game each Anarchy Marker a player has will be worth negative points as indicated by the space furthest right with at least one empty spot on the Anarchy Track.

#### SUPPLEMENTING ACTION POINTS

*A story does not always end on the final page. There is often a longer tale to tell, if you're prepared to pay to hear it.*

Players can supplement their available Action Points for Deploy and Task actions by decreasing the Track that corresponds to the action space they are resolving. These additional Action Points can only be used on actions designated by their Bid Point result.

A player must use all Action Points gained from their Bid Points first. They *may* then supplement additional Action Points by moving the corresponding Town Track marker to the left on their Town Track. For each space moved they get 1 Action Point.

If the marker is on the first space of the Town Track, a player cannot supplement their total Action Points.

A player can continue to supplement their Action Points to take additional actions of the corresponding allowed type (Deploy/Task) until the first time their marker crosses a Threshold on the Town Track from right to left. When this happens, they *must* take one Anarchy marker from the lowest available spot on the Anarchy track, complete the action, and then they *must* stop supplementing Action Points for this Action Space this turn.

### III. SOLDIER ACTION SPACE

#### DEPLOY ACTIONS:

##### RECRUIT

*"To become a soldier, is to become steel itself." – Commander Darkira, soldier of House Umbral*

- For each Action Point spent, the player *must* add a Worker from their Supply as a Soldier to the Battlefield in their Home Territory.
- When adding a Soldier, the player *may* discard any number of Soldier Workforce cards from their hand. They can always discard Joker Workforce cards, individually or in combination with Soldier Workforce cards. Then, the player increases the

**Example:** House Culver-Lux is taking their turn on the Soldier action space. They had the highest bid, and so have 3 Action Points that they may use to spend on any combination of Soldier Deploy and Task Actions. Having spent 2 Action Points to Recruit twice, they then spend their last Action Point to Advance their Soldiers. However it is not enough for them to move their Soldiers where they want them, so House Culver-Lux looks to the Strength track on their Town Board to see if there is anything they can do. Their Strength track is to the right of a black line, marking a Threshold. They could gain the supplementary Action Point they would need to advance again, but at a cost. They decide it is ok to do, moving their Strength marker one space to the left (a). As their marker has crossed a Threshold on their Strength track, they must now take one Anarchy marker, adding it to their Town Board (b). House Culver-Lux may not supplement any more Action Points from their Strength track.

**Note:** If the Strength marker had been two spaces to the right of the black line, House Culver-Lux could have supplemented their Action Point once without taking any Anarchy marker, or twice, and take 1 Anarchy marker.



corresponding Strength Track (c) on their Town Board by the total value discarded, moving the marker from left to right.

- The player *may* spend Action Points to deploy Soldiers *without* discarding a corresponding Soldier or Joker Workforce card, therefore they do *not* increase the corresponding Strength Track on their Town Boards.

**Example:** House Umbral has two Soldier Workforce cards in their hand (values "1" and "2") and wishes to take the Deploy action to Recruit them (a). They spend one of their Action Points and discard the "2" Soldier Workforce card, and places a Worker from their Supply as a Soldier on to their Battlefield (b). They then move the Strength marker on their Town track two spaces to the right (c). They spend another Action Point and discard the "1" Soldier Workforce card, and place another Worker from their Supply as a Soldier on to their Battlefield (d). House Umbral then moves the Strength marker on their Town track one space to the right (e).

**Note:** Instead of doing what they did, House Umbral could have spent 1 Action Point and discarded both Workforce cards from their hand at once to move their Strength marker three spaces to the right on their Town track. However they would only be allowed to place one Worker from their Supply as a Soldier on to their Battlefield. If House Umbral had no Soldier Workforce cards in their hand, they could still use the Action Point to take the Deploy action, placing one Worker from their Supply as a Soldier on to their Battlefield. However because they did not discard any Workforce cards, they would not move the Strength marker on their Town track.



## ADVANCE

"We move in rank and file. We smell rank as we file through your streets." – Argus Jadespine, soldier of House Roselie

- For each Action Point spent, the player moves Soldiers from one Battlefield to an adjacent Battlefield.
- The number of Soldiers (either 1, 2, or 3) that a player can move is indicated by the position of the Strength Track marker on the player's Town Board. They must move together from the same location to the same new location.
- Each movement to a new location is a new Advance action (so it costs 1 Action Point).
- Soldiers must move from a player's Battlefield in a Home Territory to the central Battlefield. Soldiers may move from the central Battlefield to any other Battlefield.

## ⚔️ TASK ACTION:

### ATTACK

"Generals get the credit, but soldiers win the battle." – Miles Plumb, soldier of House Culver-Lux

- For each Action Point spent, the player *must* declare an attack.
- The player is the attacker and *must* declare the Battlefield where the attack is taking place. The Attack will resolve differently depending on whether an opponent has Soldiers present in the nominated Battlefield:
  - a) If no opponents have Soldiers present, resolve a Raid.
  - b) If at least one opponent has Soldiers present, resolve a Battle.

#### a) Raid:

- The attacker may *never* Raid on their own Battlefield.
- An attacker may take one Anarchy marker from the lowest available spot on the Anarchy track to Raid in the central Battlefield. Raiding in opponents battlefields does not incur an Anarchy marker.
- The attacker must remove one Soldier from the corresponding Territory, returning it to their Supply, and

receives one Influence token for initiating the Raid. They may then take one additional Influence token for *each* additional Soldier they remove from the Battlefield and return to their Supply.

#### b) Battle:

- The attacker must declare which opponent they are attacking. That opponent must have at least one Soldier on the declared Battlefield. The opponent is the defender.
- *Before* rolling the dice, the attacker *may* take one Anarchy Marker from the lowest available spot on the Anarchy track to add *one* to their die roll. The defender may *not* do this.
- Both players must roll their dice, and add the result of their roll to the number of their soldiers on the Battlefield.
- The player with the highest combined total of soldiers and die roll is the winner of the battle.
- Subtract the loser's result from the winner's result. This value is the Spoils of War.
- The attacker and defender must both remove one Soldier from the Battlefield, returning them to their Supply. These are the Casualties of War.
- To resolve the Spoils of War, the winner of the battle must then spend the Spoils of War value on any combination of the following:
  - Remove the opponent's soldiers from the battlefield at a cost of 1 soldier per point, returning them to that player's Supply.
  - Take Influence tokens at a cost of 1 token per point.
- If the combined total of soldiers and die roll is the same for both the attacker and the defender, then neither player has won the battle. The Casualties of War *must* still be applied with the attacker and defender both removing one Soldier from the Battlefield, returning them to their Supply. Neither player will benefit from the Spoils of War.



**Example:** House Roselie has 2 Soldiers in their Battlefield. House Culver-Lux has just Advanced 3 Soldiers into House Roselie's Battlefield **a**. House Culver-Lux has one Action Point remaining, and declares they are going to attack House Roselie. As the Attacker, House Culver-Lux decides to take an Anarchy marker to allow them to add 1 to their dice total **b**. Both players roll their dice. House Roselie rolls a "3", House Culver-Lux rolls a "2", but adds 1 to their die roll because they took the Anarchy marker **c**. As House Roselie only has 2 Soldiers, and House Culver-Lux has 3 Soldiers on the Battlefield, their totals are 5 for House Roselie and 6 for House Culver-Lux. Thus, House Culver-Lux wins the battle. Both players remove one Soldier, returning them to their respective Supplies to pay for the Casualties of War **d**. House Culver-

Lux then decides on their Spoils Of War. The value of the Spoils is the difference between the two battle values:  $6-5 = 1$ . House Culver-Lux decides against taking one Influence, and instead removes House Roselie's final Soldier **e**.

**Note:** If House Culver-Lux had one more Action Point, they could then Raid as House Roselie has no Soldiers remaining in their Battlefield.

#### IV. SPY ACTION SPACE

##### DEPLOY ACTIONS:

##### INFILTRATE

"Next time you're in the tavern, take a good look. Not everyone's drinking. Some of us are just watching." - Yves le Corbeau, spy of House Antares

- For each Action Point spent, the player *must* add a Worker from their Supply as a Spy to the Tavern in their Home Territory.
- When adding a Spy, the player *may* discard any number of Spy Workforce cards from their hand. They can always discard Joker Workforce cards, individually or in combination with Spy Workforce cards. Then, the player increases the corresponding Intrigue Track **1** on their Town Board by the total value discarded, moving the marker from left to right.
- The player *may* spend Action Points to deploy Spies *without* discarding a corresponding Spy or Joker Workforce card,

therefore they do *not* increase the corresponding Intrigue Track on their Town Boards.

##### SNEAK

"In and out of darkness we creep. We're not the House of Shadows for nothing." - Finn Sterr, spy of House Umbral

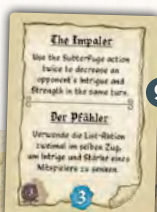
- For each Action Point spent, the player moves Spies from one Tavern to an adjacent Tavern.
- The number of Spies (either 1, 2, or 3) that a player can move is indicated by the position of the Intrigue Track marker on the player's Town Board. They must move together from the same location to the same new location.
- Each movement to a new location is a new Sneak action (so it costs 1 Action Point).
- Spies must move from a player's Tavern in a Home Territory to the central Tavern. Spies may move from the central Tavern to any other Tavern.

##### TASK ACTION:

##### SUBTERFUGE

"We unassumingly slip in, unseen, and unleash untold chaos." - Marianne Fitzwalter, spy of House Roselie

- For each Action Point spent, the player *must* take a Subterfuge action.
- A player may not take the Subterfuge action in their own Tavern.



**Example:** House Roselie **1** gets 3 Action Points for Deploy and Task actions on the Spy action space. They also have "The Impaler", an In Game Claims card. They have two Spies in House Umbral's **1** Tavern, and decide to take the Subterfuge Action **a**. They remove one of their Spies, returning it to their Supply **b**. As this is the first Subterfuge action House Roselie has taken this turn, they move their marker one space forward on the Diplomacy Track **c**. They decide that they will reduce House Umbral's Strength by 1, so House Umbral must move their Strength marker one space to the left on their Town Track **d**. House Roselie then decides to take the Subterfuge Action a second time, and removes their remaining Spy from House Umbral's Tavern, returning it to their Supply **e**. As this is the second Subterfuge action they have taken this turn, they may not adjust their Diplomacy marker. They decide that they will reduce House Umbral's Intrigue by 1, so House Umbral must move their Intrigue marker one space to the left on their Town Track **f**. As House Roselie has used the Subterfuge Action twice in the same turn to decrease an opponent's Strength and Intrigue, they reveal the completed In Game Claim "The Impaler", placing it face up in front of them **g**.


- The player may take a Subterfuge action in an opponent's Tavern. If they do:
  - They *must* remove one of their Spies from that opponent's Tavern and return it to their Supply.
  - They select one of that opponent's Town Tracks (Strength, Intrigue, Trade, Wealth, or Knowledge) that they must reduce by 1 (to a minimum of 0).
  - The player *may* take one Anarchy marker from the lowest available spot on the Anarchy track to reduce a second Town Track by 1. The selected Town Track may be the same or a different Town Track, but it must be the same opponent. The player does not need to remove, or have a second Spy, in the Tavern to do this.
- The first time a player takes the Subterfuge action on their turn, they move their marker one space along the Diplomacy Track on the Map board. The Diplomacy Track will provide them with end game bonuses for the number of In Game Claims that they complete.
- The player may take a Subterfuge action in the central Tavern. If they do, they must take one Anarchy marker from the lowest available spot on the Anarchy track and remove a Spy from the central Tavern. They are *not* allowed to adjust any player's tracks from the central Tavern, but if it is the first Subterfuge action on their turn, they move their marker one space along the Diplomacy track.

## V. MERCHANT ACTION SPACE

### DEPLOY ACTIONS:


#### TRADESMAN

*"A master craftsman knows his place. The market square!" – Emmett Vitrum, merchant of House Culver-Lux*

- For each Action Point spent, the player *must* add a Worker from their Supply as a Merchant to the Market in their Home Territory.
- When adding a Merchant, the player *may* discard any number of Merchant Workforce cards from their hand. They can always discard Joker Workforce cards, individually or in combination with Merchant Workforce cards. Then, the player increases the corresponding Trade Track  on their Town Board by the total value discarded, moving the marker from left to right.
- The player *may* spend Action Points to deploy Merchants without discarding a corresponding Merchant or Joker Workforce card, therefore they do not increase the corresponding Trade Track on their Town Boards.

#### CARAVAN

*"Some use camels, some use oxen, some use wheeled carts." – George Geese, merchant of House Umbral*

- For each Action Point spent, the player moves Merchants from one Market to an adjacent Market.
- The number of Merchants (either 1, 2, or 3)  that a player can move is indicated by the position of the Trade Track marker on the player's Town Board. They must move together from the same location to the same new location.
- Each movement to a new location is a new Caravan action (so it costs 1 Action Point).
- Merchants must move from a player's Market in the Home Territory to the central Market. Merchants may move from the central Market to any other Market.

## TASK ACTION:

### COMMERCE

*"I have the wares, if you have the money. And you definitely have money." – Madame le Tissu, merchant of House Antares*


- For each Action Point spent, the player *must* take a Commerce action.
- The player may take a Commerce action in the central Market or in an opponent's Market. If they do, they *must* remove one of their Merchants from that Market and return it to their Supply. If the Merchant was in the central Market, the player may only use the action to increase their Wealth or Trade. If the Merchant was in an opponent's Home Territory Market, the player may use the action to increase their Wealth, or Trade, or to exchange for Influence tokens.
- Taking the Commerce action in the central Market, the player selects one of the two options on the current Travelling Merchant card, either, exchange Trade for Wealth, or Wealth for Trade. Then the player does the following:
  - The player decreases the corresponding track on the Town Board by the number indicated on the left of the card.
  - The player increases the other track by the number indicated on the right of the card.
- Taking the Commerce action in an opponent's Market, the player does the following:
  - The player decreases the chosen track on the Town Board by the number indicated on the left of the card.
  - The opponent increases the corresponding track by the same amount.
  - The player then increases the other track, or, gains Influence tokens, as indicated on the right of the card.
- The player may take a Commerce action in their own Market. If they do, they must take one Anarchy marker from the lowest available spot on the Anarchy Track. The player may only use the action to increase their Wealth or Trade.
- Crossing a Threshold on their Town Board from right to left, while paying the Commerce costs, does not affect supplementing Action Points. Taking an Anarchy marker as the result of crossing the Threshold is only relevant when supplementing Action Points.

## VI. BANKER ACTION SPACE

### DEPLOY ACTIONS:

#### PROFITS

*"Look after the pennies, and the pounds... I'll look after them." Ora les Portefeuille, banker of House Antares*

- For each Action Point spent, the player *must* discard any number of Banker Workforce cards from their hand. They can always discard Joker Workforce cards, individually or in combination with Banker Workforce cards. Then, the player increases the corresponding Wealth Track  on their Town Board by the total value discarded, moving the marker from left to right.
- When discarding Banker cards, no Workers are placed in a player's Home Territory.



**Examples:** The Travelling Merchant card F is in play. House Culver-Lux has 3 Merchants in House Umbral's Market **a**.

They have 1 Action Point left for a Task action. Their Wealth is currently at "3" and their Trade is currently at "6". House Culver-Lux takes the Commerce Action, removing their Merchant from House Umbral's Market, and returning it to their Supply **b**. House Culver-Lux announces that they will use Trade to take 3 Influence, which they can do as they are trading in an opponent's Market. House Culver-Lux moves their Trade marker one space to the left on their Town board, crossing the black line **c**. As this was a part of the Commerce payment, House Culver-Lux does not have to take an Anarchy marker for crossing this Threshold. House Umbral moves their Trade marker one space to the right on their Town board while House Culver-Lux takes 3 Influence from the pool **d**.

House Culver-Lux then decides to take an additional Commerce action supplementing an Action Point by moving their Trade marker one more space to the left **e**. It does not cross a Threshold on their Trade track, so House Culver-Lux is not required to take an Anarchy marker. They remove a second Merchant **f** and this time move one down on the Wealth track, to increase their Trade track by two, while House Umbral increases their marker on the Wealth track by one **g**.

**Note:** If House Culver-Lux wanted to take a third Commerce action they could because they still have one Merchant, and they have not crossed the Threshold when supplementing an Action Point. However this third time they would have to take an Anarchy marker, as they would cross the Threshold, so this would be the last time they could take the Commerce action this turn. Additionally, even though they would have crossed the Threshold, House Culver-Lux could still reduce their Trade marker in order to pay for Trade in the Commerce action.

## WAGES

"There's nothing more motivating than the glint of gold." – Jacob Fugher, banker of House Umbral

- For each Action Point spent, the player uses the Advance, Sneak, or Caravan Deploy Actions as described above, to move the corresponding type of Worker from a Territory to an adjacent Territory.
- The number of Workers (either 1, 2, or 3) that a player can move is indicated by the position of the Wealth Track marker on the player's Town Board (not Strength, Intrigue, or Trade). They must move together from the same location to the same new location.
- Each movement to a new location is a new Wages action (so it costs 1 Action Point).
- Workers must move from a player's Home Territory to the central Territory. Workers may move from the central Territory to any other Territory.

## ⚔ TASK ACTION:

### GRANT

"We are stronger together." – Master Cambio, banker of House Culver-Lux

- To take the Grant action the player must spend 2 Action Points. Therefore it may be necessary for a player to use supplementary Action Points to pay these costs. This is permitted, and a player may move one or two spaces to the left of the Threshold in order to fully pay for the Grant action, remembering to take an Anarchy token for crossing the line.
- The player *must* either:
  - Take one of their unassigned Guild cards, and add it to one of the two Guild spaces on their Town Board
  - or take the top card from the Claims deck and add it to their hand.

- If they already have two Guild cards, they *may* swap out an assigned Guild card for one of the unassigned Guild cards. They return the unwanted Guild card to their deck. (They may reassign it later).
- Assigned Guild cards in each space on the Town Board are worth 2 Influence at the end of the game.
- When the player draws the top card from the In Game Claims deck (instead of adding a Guild card), the player may take one Anarchy marker from the lowest available spot on the Anarchy track to immediately discard the drawn In Game Claim card. If they do not do this, they *must* keep that Claim card.
- When the player reveals the \* Bidding Marker on any of the seven action spaces during the Action Phase, the player *may* immediately activate the Guild power of any one assigned Guild:



**Soldier's Guild**

Increase your Strength and Intrigue by 1.



**Soldier's Guild:** The player increases their Strength and Intrigue tracks on their Town Board by 1. If a track is at its maximum, they can still take the action, but only increase the track not already at the maximum.



**Spy's Guild**

Remove 1 of your own Soldiers, Spies or Merchants From any Territory.

Then place a Soldier, Spy or Merchant in the same Territory.



**Spy's Guild:** The player removes one of their Soldiers, Spies, or Merchants from any Territory placing it back in their Supply. Then they place a Soldier, Spy or Merchant from their Supply in the same Territory. They should not place the same type of Worker as the one they removed.

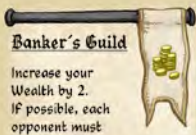


**Merchant's Guild**

Increase your Trade and Knowledge by 1.




**Merchant's Guild:** The player increases their Trade and Knowledge Tracks on their Town Board by 1. If a track is at its maximum, they can still take the action, but only increase the track not already at the maximum.



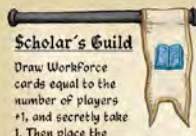
**Banker's Guild**

Increase your Wealth by 2. If possible, each opponent must reduce their Wealth by 1.

Take 1 Influence for each opponent unable to reduce their Wealth by 1.




**Banker's Guild:** The player increases their Wealth Track on their Town Board by 2. If possible, each opponent must reduce their Wealth Track on their Town Board by 1. The player takes 1 Influence token for each opponent who is unable to reduce their Wealth Track by 1. If the player's Wealth Track is at its maximum, they can still take the action, but do not increase the Wealth Track.



**Scholar's Guild**

Draw Workforce cards equal to the number of players +1, and secretly take 1. Then place the remaining cards face up.

In clockwise order from your left, each opponent may pay you 1 Wealth to take 1 Face up Workforce card. Then discard any remaining Workforce cards.




**Scholar's Guild:** The player draws Workforce cards from the top of the Workforce deck, equal to the number of players + 1. They select 1 card to add to their hand without showing it to the other players. Then they place the remaining cards face up. In turn, starting with the opponent on their left, each opponent may pay that player 1 Wealth (they reduce their Wealth Track by 1, and the player increases their Wealth Track by 1) to take 1 of the face up Workforce cards. Then discard any remaining Workforce cards to the Workforce discard deck. If an opponent's Wealth is at its minimum, they cannot buy a Workforce card. If the player's Wealth is at its maximum, the opponents may still buy a Workforce card by paying Wealth, but the player does not increase their Wealth Track.

## VII. SCHOLAR ACTION SPACE

### DEPLOY ACTIONS:

#### EDUCATE

*"Bring knowledge to the people, and they shall bring you triumph." – Robert Liddyard, scholar of House Roselie*

- For each Action Point spent, the player *must* discard any number of Scholar Workforce cards from their hand. They can always discard Joker Workforce cards, individually or in combination with Scholar Workforce cards. Then, the player increases the corresponding Knowledge Track  on their Town Board by the total value discarded, moving the marker from left to right.
- When discarding Scholar cards, no Workers are placed in a player's Home Territory.

#### APPRENTICEHIP

*"Choose wisely, and with luck, the learner will become a leader." – Eldon Leomaer, scholar of House Culver-Lux*


- For each Action Point spent, the player draws the top Workforce card from the Workforce deck, and adds it to their hand.

### TASK ACTION:

#### ALMS

*"The hero's journey must involve the act of giving to others." – Malcasir Ediurd, scholar of House Antares*

By giving Alms to the poor, the player is showing benevolence towards their people, to win their approval.

- For each Action Point spent, the player *must* move their Alms marker one space along the Alms Track  on the Map board. When they do this, if their Alms marker ends on a space with an Alms Bonus token, they *immediately* resolve the bonus on the token.
- There are 4 different Alms Bonus tokens:



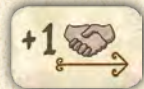
The player draws the top Workforce card from the Workforce deck, and adds it to their hand.



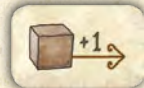
The player takes a "1" Influence token.



**Example:** House Roselie ♀ has the Merchant's Guild from an earlier Grant action on their Town Board (a). During the Planning phase, they have placed their \* Bidding marker on the first bid space of the Spy action space. House Umbral ♂ has placed a "2" Bidding marker to the right on the second bid space (b). House Roselie now must decide if the \* is a "2" in which case they would have the highest bid on the Spy action space, or if they wish to activate their Merchant's Guild. If they activate their Merchant's Guild, the \* is only worth 1 Bidding Point, meaning that House Umbral would have the highest bid. However this turn House Roselie only wants to deploy a single Spy, so they are ok not winning the highest bid. They decide to activate their Merchant's Guild. Announcing it to the other players, they then carry out the actions on the Merchant's Guild by increasing the Trade and Knowledge markers by 1 on their Town Tracks (c). Once House Roselie's Merchant's Guild has been resolved, House Umbral takes their turn using their 3 Spy Action Points. Finally, House Roselie will be able to use their 1 Spy Action Point.



The player moves their marker one space along the Diplomacy Track.



The player moves a marker one space along a Town Track of their choice.

- Additionally, they may take one Anarchy marker from their Town Board, and return it to the highest empty spot on the Anarchy track.

- At the end of the game, if they reach the end of the Alms track, they will gain 5 Influence. If a player is still on the starting position of the Alms track at the end of the game, they will be penalized and lose 3 Influence.
- A player can never move beyond the last spot on the Alms track, and they may not take the Alms action when on this last spot.

**Example:** House Umbral ♂ has 1 Action Point left for a Task action on the Scholar Action space. They use it to take the Alms action. House Umbral takes one Anarchy marker from their Town board, and returns it to the highest empty space on the Anarchy track (a). Then they move their marker forward one space on the Alms track (b). This puts them onto a space with an Alms Bonus token. The token gives House Umbral 1 Influence, so they take an Influence token from the pool (c). The Alms Bonus token remains in place for the next player.



## D Cleanup phase

"It's a thankless task, but someone has to get this smelling like roses again." – Matron Hudson, chambermaid of House Roselie

The first player should complete each of the below steps in order:

- Discard the Travelling Merchant card.
- Discard the Royal Decree card.

- Discard any face up Workforce cards from the Side board if they have not already been discarded.

If the Crown marker is on the 6th week position, then the game is over, and you must proceed with End Game Scoring.

If the Crown marker is not on the 6th week position, then the game continues with a new week, starting with the Reset Phase.

## 06 End game scoring

To bring closure to this legendary tale, the Lords and Ladies shall be compared. To the victor will go the crown. Only they shall be mentioned in the epilogue.

At the end of the 6th week, players will add up their Influence, and the player with the most Influence will claim the Throne of Allegoria, and win the game.

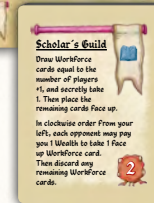
Use the score pad to add up each player's score:

- **Guild Cards:** Gain 2 Influence for every Guild that a player has currently assigned below their Town Board.
- **In Game Claims:** Gain Influence as indicated for every completed In Game Claim.

- **End of Game Claims:** Gain Influence as indicated for every completed End of Game Claim.
- **Unfulfilled Claims:** Lose 3 Influence for every incomplete Claim card (both In Game and End of Game).
- **Diplomacy Track:** Gain Influence equal to the current position of their marker on the Diplomacy Track multiplied by the number of In Game Claim cards the player has successfully completed.
- **Alms Track:** Gain 5 Influence if the player reached the last space on the Alms track. Lose 3 Influence if the player is still on the first space on the Alms track.
- **Anarchy Track:** Lose X Influence equal to the current highest empty spot on the Anarchy Track multiplied by the number of Anarchy markers the player has on their Town Board.
- **Influence Tokens:** Gain total Influence for tokens earned during the game.



**Example:** House Roselie scores a total of 39 Influence, and wins the game. As the new Lady of the Realm, Marion's title is *The Absolutist, The Determined, The Cunning, The Generous, The Suspicious, The Impaler, Patron of House Roselie.*



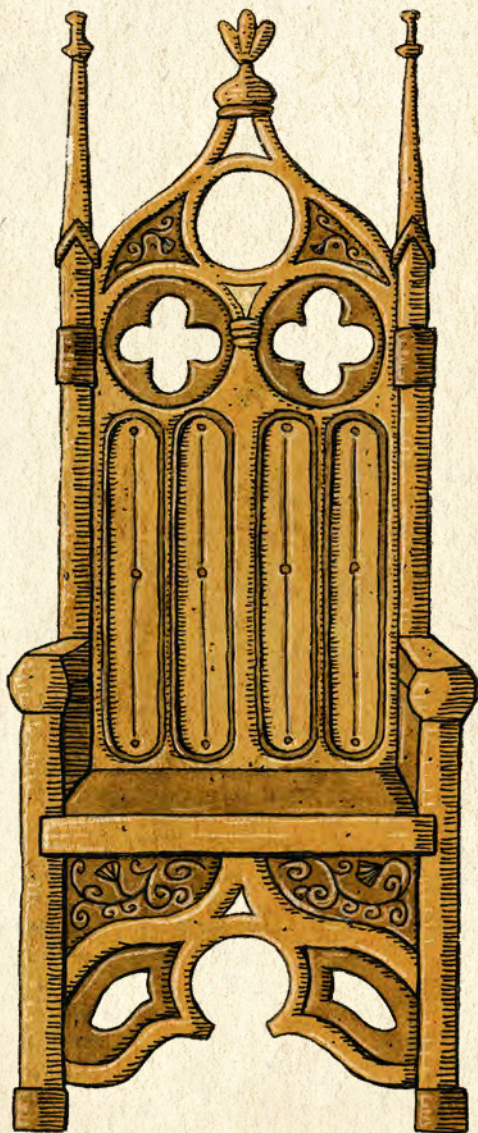
Player Name	Marion			
Guild Cards	4			
In Game Claims	7			
End Game Claims	10			
Unfulfilled Claims	-3			
Diplomacy Track	12			
Alms Track	0			
Anarchy Track	-4			
Influence Tokens	9			
Subtotal 1	35			
Town Influence				
Strength	-1			
Intrigue	2			
Trade	3			
Wealth	0			
Knowledge	0			
Subtotal 2	4			
Total	39			

• **Town Influence:** Gain or lose Influence indicated by the End of Game seal for the position of the marker on each of the 5 Town Tracks.

If players are tied, the tied player who completed the most Claim cards (both In Game and End of Game) will be the winner. If players are still tied, the tied player with the highest combined

total of Town Track Influence will be the winner. If the game is still a tie then players share the victory.

At the end of the game, the winning player should combine the names of their completed Claims to the throne with the name of their Lord card, to create their epithet - describing their personality as the new monarch of the Realm.



## Credits

**Authors:** Robin Lees & Steve Mackenzie | **Development:** Uli Blennemann, Henning Kröpke  
**Graphics:** Harald Lieske | **Layout:** Gamerock Studio, s. r. o. • [www.gamerock.eu](http://www.gamerock.eu)

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# 07 Symbols, Guild cards and Alms Bonus tokens

-  Rosalie, House of Roses
-  Culver-Lux, House of Feathers
-  Antares, House of Storms
-  Umbral, House of Shadows
-  Soldier / Strength / Battlefield
-  Spy / Intrigue / Tavern
-  Merchant / Trade / Market
-  Banker / Wealth
-  Scholar / Knowledge
-  Deploy Action
-  Movement of Workers
-  Task Action
-  Anarchy
-  Alms
-  Diplomacy
-  End of Game Influence
-  In Game Influence
-  Negative End of Game Influence

## GUILD CARDS



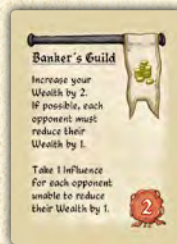
**Soldier's Guild:** The player increases their Strength and Intrigue tracks on their Town Board by 1. If a track is at its maximum, they can still take the action, but only increase the track not already at the maximum.



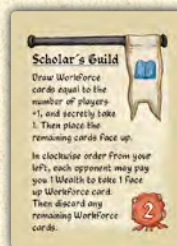
**Spy's Guild:** The player removes one of their Soldiers, Spies, or Merchants from any Territory placing it back in their Supply. Then they place a Soldier, Spy or Merchant from their Supply in the same Territory. They should not place the same type of Worker as the one they removed.



**Merchant's Guild:** The player increases their Trade and Knowledge Tracks on their Town Board by 1. If a track is at its maximum, they can still take the action, but only increase the track not already at the maximum.

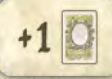

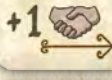
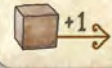


**Banker's Guild:** The player increases their Wealth Track on their Town Board by 2. If possible, each opponent must reduce their Wealth Track on their Town Board by 1. The player takes 1 Influence token for each opponent who is unable to reduce their Wealth Track by 1. If the player's Wealth Track is at its maximum, they can still take the action, but do not increase the Wealth Track.



**Scholar's Guild:** The player draws Workforce cards from the top of the Workforce deck, equal to the number of players + 1. They select 1 card to add to their hand without showing it to the other players. Then they place the remaining cards face up. In turn, starting with the opponent on their left, each opponent may pay that player 1 Wealth (they reduce their Wealth Track by 1, and the player increases their Wealth Track by 1) to take 1 of the face up Workforce cards. Then discard any remaining Workforce cards to the Workforce discard deck. If an opponent's Wealth is at its minimum, they cannot buy a Workforce card. If the player's Wealth is at its maximum, the opponents may still buy a Workforce card by paying Wealth, but the player does not increase their Wealth Track.

## ALMS BONUS TOKENS

-  The player draws the top Workforce card from the Workforce deck, and adds it to their hand.
-  The player takes a "1" Influence token.
-  The player moves their marker one space along the Diplomacy Track.
-  The player moves a marker one space along a Town Track of their choice.