King's Gate Special Tiles

Name	Ability
 Tavern	The tavern has a value of 0. You may play this in addition to another tile.
 House	You may play this in addition to another **house** tile.
 Barracks	The barracks cannot be covered.
 Dragon	The dragon covers an opponent's tile; discard both. You may play this in addition to another tile.
 Character	A tile with a character on it cannot be covered. (See special character abilities below)

King's Gate Locations

#	Points	Characters / Special
①	②②①	**King**: Make black to white or vice versa.
②	③③①	**Bishop**: Each tile's value is 1.
❸	④③②	**Wizard:** Play an additional tile if duplicate.
❹	⑤④③	**Cemetery:** Play 1 or 2 Tiles. Limit 2 Tiles.
⑤	③②②	**Guild Master:** This tile's value is +2. **Merchant:** No special effect.
⑥	⑤③②	**Garrison:** Limit 1 Tile.
❼	⑥③①	
❽	③⓪⓪	**Tourny Grounds:** Smallest total loses 3 points.
⑨	④③②	**Sorceress:** Move your tile already in play.
❿	⑦④②	

King's Gate Special Tiles

Name	Ability
Tavern	The tavern has a value of 0. You may play this in addition to another tile.
House	You may play this in addition to another **house** tile.
Barracks	The barracks cannot be covered.
Dragon	The dragon covers an opponent's tile; discard both. You may play this in addition to another tile.
Character	A tile with a character on it cannot be covered. (See special character abilities below)

King's Gate Locations

#	Points	Characters / Special
①	②②①	**King**: Make black to white or vice versa.
②	③③①	**Bishop**: Each tile's value is 1.
❸	④③②	**Wizard:** Play an additional tile if duplicate.
❹	⑤④③	**Cemetery:** Play 1 or 2 Tiles. Limit 2 Tiles.
⑤	③②②	**Guild Master:** This tile's value is +2. **Merchant:** No special effect.
⑥	⑤③②	**Garrison:** Limit 1 Tile.
❼	⑥③①	
❽	③⓪⓪	**Tourny Grounds:** Smallest total loses 3 points.
⑨	④③②	**Sorceress:** Move your tile already in play.
❿	⑦④②	

King's Gate Special Tiles

Name	Ability
Tavern	The tavern has a value of 0. You may play this in addition to another tile.
House	You may play this in addition to another **house** tile.
Barracks	The barracks cannot be covered.
Dragon	The dragon covers an opponent's tile; discard both. You may play this in addition to another tile.
Character	A tile with a character on it cannot be covered. (See special character abilities below)

King's Gate Locations

#	Points	Characters / Special
①	②②①	**King**: Make black to white or vice versa.
②	③③①	**Bishop**: Each tile's value is 1.
❸	④③②	**Wizard:** Play an additional tile if duplicate.
❹	⑤④③	**Cemetery:** Play 1 or 2 Tiles. Limit 2 Tiles.
⑤	③②②	**Guild Master:** This tile's value is +2. **Merchant:** No special effect.
⑥	⑤③②	**Garrison:** Limit 1 Tile.
❼	⑥③①	
❽	③⓪⓪	**Tourny Grounds:** Smallest total loses 3 points.
⑨	④③②	**Sorceress:** Move your tile already in play.
❿	⑦④②	