King's Gate (Condensed Rules)

Playing The Game
On your turn, you must play at least one tile from your hand, then draw back up to six tiles at the end of your turn.

Placing District Tiles
- Tiles may only be placed adjacent to the current location. Players must place at least one tile.
- You may either place any number of value 1 tiles, or place one tile with a value greater than 1.
- The pub (the tile with the mug instead of a number) may be placed instead of, or in addition to other tiles. The pub is value 0.

Placing a dragon tile, the following additional rules apply:
- The dragon tile may be placed instead of or in addition to other tiles
- The dragon tile may only be placed on an opponent's district tile at the current location. When you place the dragon tile on an opponent's tile, both the dragon and your opponent's tile are discarded from the game.

Locations
- When the current location is safe (white), tiles may only he placed in free spaces.
- When the current location is dangerous (black), a tile may be placed on top of an opponent's tile, You may only place your tile on top of an opponent's tile, however, if the value of your tile is greater than the value of your opponent's tile.
- **Exception:** you may not place your tile (even if it is the dragon tile) on top of an opponent's value 3 tile (the Barracks)

Scoring Locations
- Each player adds the values of his tiles adjacent to the current location The player with the highest total value receives the first number of victory Points listed on the location, then the 2nd receives the next listed victory points etc.
- A player most have at least one tile (even if it is a value 0 tile) at a location in order to receive victory points for that location
- If there is a tie the player to the left of the player who placed the last tile wins all ties.

Character Counters
- You may only play a character counter at the same time that you place a tile, and you may only play it onto the tile you are placing.
- You may play a character counter onto any tile you are playing except the dragon tile.
- No more than one character counter may be played onto a tile.
- A character counter protects the tile it has been played on.
- You may play more than one character counter per turn.

Placing the Next Location
- After the current location has been scored, the player who placed the last tile determines the position of the new current location. This ends the turn for that player, who now fills his hand back up to six tiles.
- The new current location must he placed adjacent to at least one other tile already in play with at least one edge in common.
- The new location must be placed in the same orientation as the previous one (in other words, the long sides of all the location tiles must be parallel.)

Game End
- No players have any district tiles left If this is the case score the current location, even if less than all ten spaces are filled.
- After a location is scored, only one player has any district tiles left.
- The tenth location is scored.

At the end of the game the player with the most victory points wins. If there is a tie the player who won the most victory points at the last location wins.

SETUP

- Sort the locations into a face-up stack, in order from 1 to I0), with the first location on the top of the stack, and the tenth on the bottom.
- The first location (the Palace) is placed in the center of the table. (During the game, the most recently placed location is always called the current location.)
- The character counters and victory point tokens are placed near the playing area.
- Each player chooses a color, then takes all the district tiles of his color and shuffles them into a random face-down stack.
- Each player draws six district tiles to form his opening hand.

Special Locations

- **Graveyard (4**): When the Graveyard is the current location, you may place one or two tiles on your turn, but never more than two tiles (including tiles with value 0, value I, or the dragon).
- **Garrison (6):** When the Garrison is the current location, you may not place more than one value 1 tile during your turn.
- **Tourney Grounds (8**): When the Tourney Grounds is scored, the player who has the smallest total value here loses 3 victory points.

Character Counter Effects

King: Playing the King changes the current location's color , white location becomes a black location, and vice versa.

Bishop: When the current location is scored, only the number of adjacent district tiles count for each player. Each district tile therefore counts as value 1, regardless of the tile's actual value. (The tiles retain their actual values while being placed)

Wizard: After you place a tile of any value, you may place a second tile of the same value if you play the Wizard onto it

Guildmaster: The value of the tile on which you play the Guildmaster increases by 2.

Merchant: The Merchant protects the tile on which it is played. It has no other effect.

Sorceress: When you play the Sorceress, you do not place a tile from your hand. Instead, you may choose one of your district tiles already in play (with no character counter on it), play the Sorceress onto it, then move it adjacent to the current location.