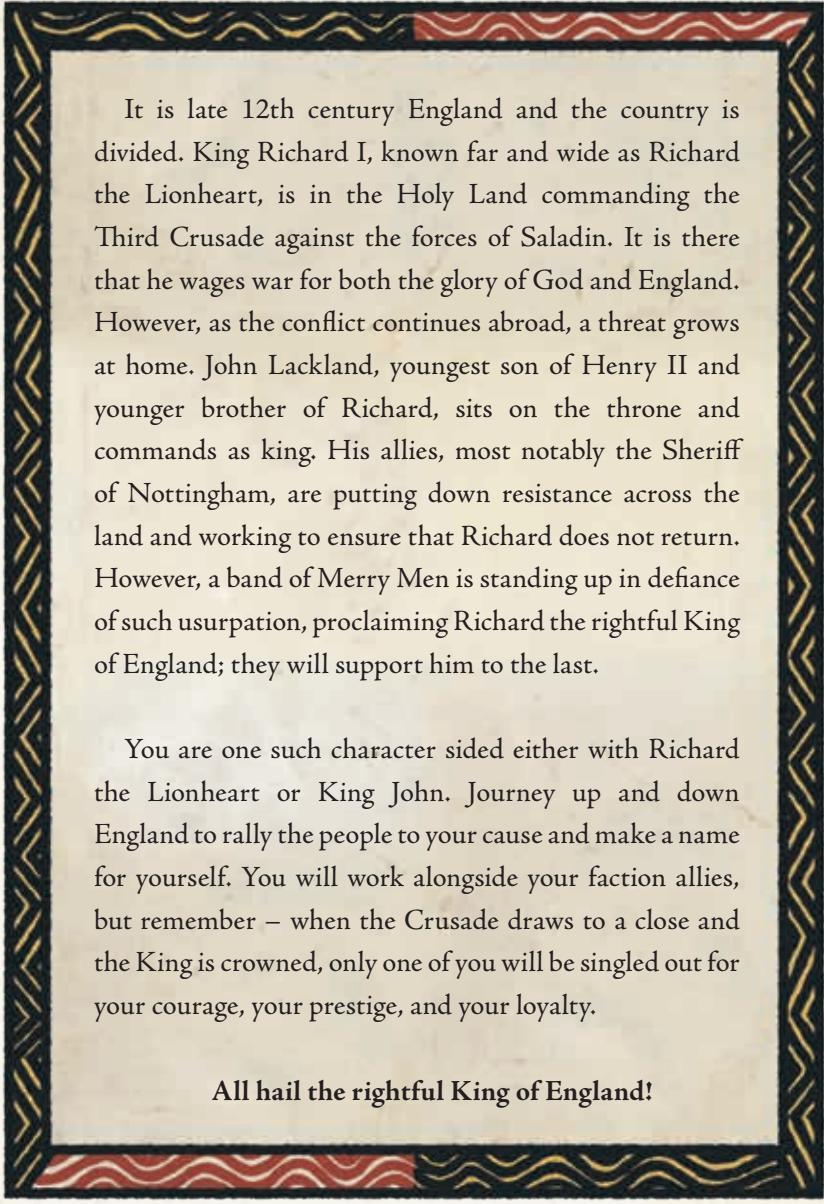


Richard

the
LIONHEART



RULEBOOK



It is late 12th century England and the country is divided. King Richard I, known far and wide as Richard the Lionheart, is in the Holy Land commanding the Third Crusade against the forces of Saladin. It is there that he wages war for both the glory of God and England. However, as the conflict continues abroad, a threat grows at home. John Lackland, youngest son of Henry II and younger brother of Richard, sits on the throne and commands as king. His allies, most notably the Sheriff of Nottingham, are putting down resistance across the land and working to ensure that Richard does not return. However, a band of Merry Men is standing up in defiance of such usurpation, proclaiming Richard the rightful King of England; they will support him to the last.

You are one such character sided either with Richard the Lionheart or King John. Journey up and down England to rally the people to your cause and make a name for yourself. You will work alongside your faction allies, but remember – when the Crusade draws to a close and the King is crowned, only one of you will be singled out for your courage, your prestige, and your loyalty.

All hail the rightful King of England!

...Table of Contents...

INTRODUCTION	2
OBJECTIVE.....	2
COMPONENTS	4
BASIC CONCEPTS.....	6
♦ ENGLAND BOARD	6
♦ CRUSADE BOARD.....	7
♦ CARDS	8
♦ RESERVE BOARD	9
♦ CHARCTER DASHBOARD.....	9
♦ PURCHASE BOARD	9
SETUP.....	10
♦ PREPARE BOARD.....	10
♦ PREPARE CHARCTERS.....	10
♦ PREPARE CARDS.....	10
♦ FINAL STEPS.....	11
♦ SETUP DIAGRAM	11
PHASES OF PLAY.....	12
♦ 1. REVEAL AN EVENT CARD & NEUTRAL CHOOSSES SUPPORT	12
♦ 2. TRAVELING & ENCOUNTER	12
♦ ENCOUNTER	13
♦ 3. PURCHASING.....	13
♦ 4. CONTRIBUTE TO THE CRUSADE	14
♦ 5. OUTCOMES OF THE CRUSADE	14
♦ 6. RESOLVE THE EVENT CARD.....	15
♦ 7. CHECK FOR END-GAME CONDITIONS	15
WINNING THE GAME	16
♦ ADDING UP PRESTIGE POINTS.....	17
APPENDIX: LOCATION ACTIONS	18
ROUND SUMMARY	20

...Objective...

In *Richard the Lionheart*, you are a character sided with either King Richard or his brother, John Lackland. During the game, you will travel throughout England to both influence the ongoing crusade in your faction's favor and earn Prestige Points for yourself. It is imperative that you work alongside the other players aligned with your faction to ensure your King ascends the throne! The winner is the player who not only collects the most Prestige Points, but also belongs to the Winning Faction at the end of Richard's Crusade in the Holy Land. But beware! There may be a Neutral character among you, backing neither Richard nor John, but instead drawing out the crusade towards their own personal agenda. Regardless of faction, when the game ends, only one player will be victorious.



...Components...



240 INFLUENCE CARDS
 (40 RED RICHARD'S BANNER CARDS,
 40 RED HOURGLASS CARDS,
 40 RED FULL CHEST CARDS,
 40 GREEN SALADIN'S BANNER CARDS,
 40 GREEN HOURGLASS CARDS,
 40 GREEN EMPTY CHEST CARDS)



...Components...

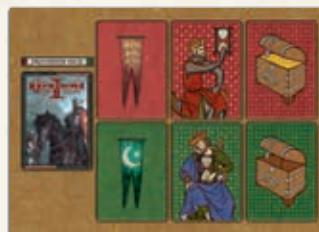


1 ENGLAND BOARD

1 CRUSADE BOARD



	CRUSADE									
1	1	2	3	4	5	6	7	8	9	0
2	1	2	3	4	5	6	7	8	9	0
3	2	3	4	5	6	7	8	9	0	
4	2	3	4	5	6	7	8	9	0	
5	2	3	4	5	6	7	8	9	0	
6	2	3	4	5	6	7	8	9	0	
7	1	1	2	3	4	5	6	7	8	
8	1	1	2	3	4	5	6	7	8	
9	1	1	1	2	3	4	5	6	7	
10	1	1	1	1	2	3	4	5	6	



1 RESERVE BOARD



15 EDICT CARDS

(5 EDICT OF KING RICHARD CARDS, 5 EDICT OF KING JOHN CARDS, 5 NEUTRAL EDICTS)



18 EVENT OF THE CRUSADE CARDS



6 PLAYER AID CARDS



7 FACTION SKILL TOKENS
(3 RICHARD,
3 JOHN,
1 NEUTRAL)



1 FIRST
PLAYER
TOKEN



1 GAME
ROUND
TOKEN



60 COINS



55 BLUE PRESTIGE
POINT TOKENS
(1 PRESTIGE POINT)



18 BROWN PRESTIGE
POINT TOKENS
(3 PRESTIGE POINTS)



1 NEUTRAL
TOKEN



6 SHIP
TOKENS



6 HORSE
TOKENS



...Basic Concepts...

ENGLAND BOARD

The central board in *Richard the Lionheart* is a map of England. This is where your character will influence the course of the Crusade! On the map, there are 16 different Locations connected via Road and Water Segments. Each map Location has a unique action that may provide you with a combination of Prestige Points, Coins, and Cards to influence the Crusade Tracks.

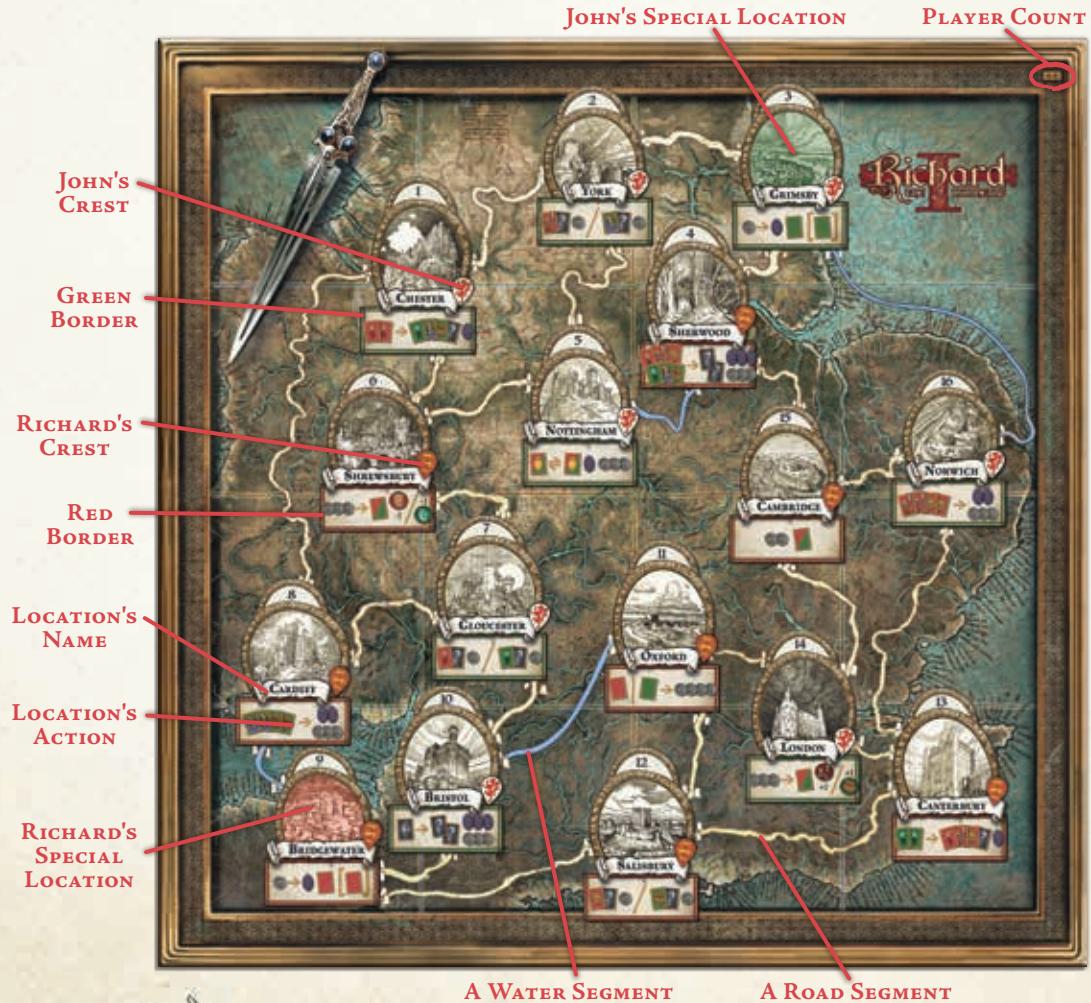
You may travel through Locations where another player is present, but you may not stop on a Location occupied by another player. In games with 4 or more players, the Merchant and Mercenary figures will be present on the England Board and may provide you with additional bonuses.

Before starting to play, make sure the board is on the correct side, according to the number of players in the game.

Each Location on the board supports either Richard or John. You can tell this by the Location's border color and Faction logo.

Bridgewater (with a red background) can only be activated by Richard's supporters. **Grimsby** (with a green background) can only be activated by John's supporters.

During the game, Locations with a **Red** border may provide advantages for the supporters of Richard. On the other hand, Locations with a **Green** border may provide advantages for the supporters of John.



...Basic Concepts...

CRUSADE BOARD

As you rally across England, the Crusade rages abroad! There are 4 separate tracks on the Crusade Board representing the momentum of Richard's Holy War: Richard's Army, Saladin's Army, the King's

Return, and the King's Treasure. Movement on these tracks is determined by actions on certain map Locations and revealed cards from the Crusade Deck. The game ends when 1 or more of the tracks reaches the spaces with card icons on the right (10th, 10th, 0th, and 0th spaces, respectively).



PURCHASE AREA OF THE BOARD

To help you in your efforts, Upgrades are available for purchase throughout the game, such as a Horse, a Ship, and a Faction Skill. Players may also purchase additional cards from the Reserve and Prestige Points.

Upgrade costs, which change from round to round, are displayed on the Purchase Board. In addition, the Purchase Board also hosts the Game Round Track.

PURCHASE						
	3	3	3	3	1	1
2	3	2	3	3	1	1
3	2	2	3	3	1	1
4	2	2	2	3	1	1
5	2	2	2	3	1	2

GAME ROUND TOKEN

GAME ROUND TRACK

UPGRADE COSTS



...Basic Concepts...

CARDS

There are 3 types of cards in *Richard the Lionheart*.

INFLUENCE

Influence cards are the most important cards in the game, and they are divided by color: Green (John's supporters) or Red (Richard's Supporters).

Influence cards make up the Crusade Deck, the Provisions Deck, and the Reserve (revealed cards). **The Crusade Deck dictates the Outcomes of the Crusade at the end of each round, determining the winning side at the end of the game.**

Players collect Influence cards through Location Actions.



EDICTS

Edict cards are divided by Faction: King Richard, King John, and Neutral. They may provide you with special bonus points to be scored at the end of the game.



EVENTS

Event cards provide scenarios in which special scoring or actions may occur, provided you meet the conditions listed on the card. In games with 4+ players, Event cards also indicate where the Merchant and Mercenary figures move for the following round.

NOTE: Whenever a text refers to a **Faction Card**, it means any card with the color of the Faction with which a player is allied.

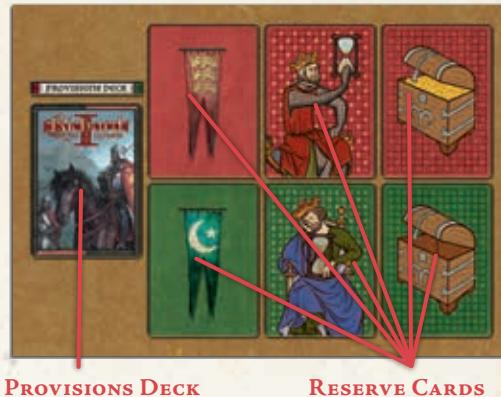


...Basic Concepts...

RESERVE BOARD

The Reserve Board is home to the Influence Cards. This includes the revealed Reserve Cards (in their respective places) and the Provisions Deck.

The Crusade Deck is constructed during the match and should be placed on the table near the Crusade Board. The Edict and Event decks are placed on the table beside the Reserve Board.



PROVISIONS DECK

RESERVE CARDS



CHARACTER DASHBOARD

Character Dashboards represent a player's role for the game. They indicate how many Coins each player

starts the game with, what their Special Ability is, and – most importantly – which Faction they belong to. Character Dashboards also have spaces to place the player's Upgrades. (See Purchase Board, pag 7.)



... Setup ...

PREPARE BOARDS

I. Place the **England Board** in the center of the table with the side matching the number of players faceup.

II. Place the **Crusade Board** to the side of the England Board. Place the Richard's Army and Saladin's Army figures on the 0th position of the **Richard's Army track** and **Saladin's Army track**, respectively. Place the King's Treasure and King's Return figures on the 10th position of the **King's Treasure track** and **King's Return track**, respectively.

In the Purchase Area, place the **Game Round Token** on the starting position of the round track. Place the **Horse**, **Ship**, and **Faction Skill** tokens near the board.

III. Place the **Reserve Board** next to the Crusade Board.

PREPARE CHARACTERS

IV. Provide each player with a **Character Dashboard** (either randomly or by choice). In a game with an even amount of players (2, 4, or 6), use an equal amount of characters from **Richard's** and **John's Factions**. In a game with an odd amount of players (3 or 5), use an equal amount of characters from Richard's and John's Factions, but add a specific Neutral character.

PLAYER #	RICHARD	JOHN	NEUTRAL
2	1	1	0
3	1	1	Leopold
4	2	2	0
5	2	2	Marie
6	3	3	0



EXAMPLE: In a game with 5 players, pick 2 characters from Richard's Faction, 2 characters from John's Faction, and Marie of France.

V. Each player takes their corresponding **Character Figure** and their starting **Coins** (as noted on their Character Dashboard). Place the remaining Character Dashboards and Character Figures in the game box. (They will not be used for this game.)

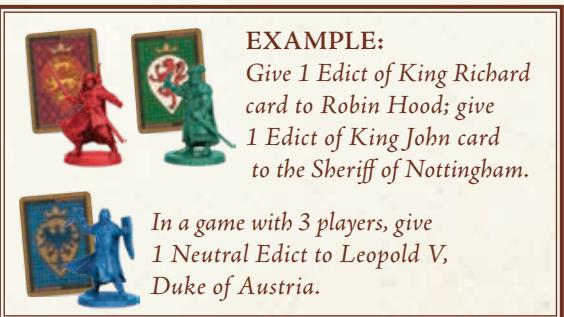
VI. Place the remaining Coins to the side of the England Board.

PREPARE CARDS

VII. Prepare the **Crusade Deck**: shuffle 1 **Influence card** of each type/color (Red Banner, Red Chest, Red Hourglass, Green Banner, Green Chest, and Green Hourglass: 6 cards total) and place the deck close to the **Crusade Board**.

VIII. Prepare the **Provisions Deck**: shuffle 15 **Influence cards** of each type (90 cards total) and place the deck in the appropriate position on the **Reserve Board**. Place the other **Influence cards**, revealed, according to their types, on the same board. This is the **Reserve**.

IX. Separate the **Edict cards** into 2 piles (**Richard's** and **John's**) and shuffle them separately. Distribute 1 **Edict card** of the corresponding Faction to each player. Keep your Edict card secret from all other players. Place all remaining Edict cards in small piles, to the side of the England Board. If playing with a **Neutral** character, shuffle the **Neutral** Edict cards and distribute 1 to the **Neutral** player.



X. Shuffle the **Events of the Crusade** cards and place them, facedown, to the side of the **England Board**.

... Setup ...

FINAL STEPS

XI. Distribute 7 cards randomly from the **Provisions** deck to each player. Neutral players receive 10 cards.

XII. Place the **Prestige Point** tokens to the side of the **England Board**.

XIII. If playing with 4 or more players, place the **Merchant** and **Mercenary** figures to the side of the **England Board**.

XIV. Randomly assign the **First Player Token** to one of the players.



...Phases of Play...

Richard the Lionheart is played over a series of rounds. Each round goes through the following phases, which are explained in detail on the following pages:

1. REVEAL EVENT CARD & NEUTRAL CHOOSES SUPPORT
2. TRAVELING & ENCOUNTER
3. PURCHASING
4. CONTRIBUTE TO THE CRUSADE
5. OUTCOMES OF THE CRUSADE
6. RESOLVE THE EVENT CARD
7. CHECK FOR END-GAME CONDITIONS

1. REVEAL AN EVENT CARD & NEUTRAL CHOOSES SUPPORT



The first player draws the top card of the Event of the Crusade deck and reads it aloud. The card's effect may impact subsequent phases, or it may be resolved at the end of the round.

The Neutral player must choose which faction they will support this round: They lay down the Neutral token with the chosen Faction side faceup (Red for Richard, and Green for John).

Neutral's decision will influence his actions and bonus options on Locations and/or Events.



2. TRAVELING & ENCOUNTER

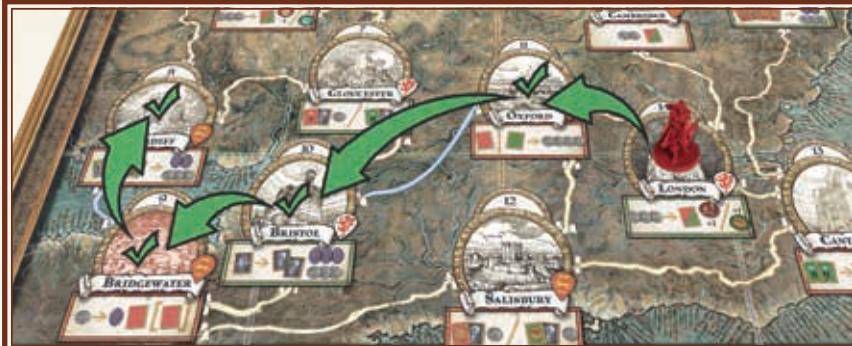
Starting with the first player and proceeding clockwise, each player moves their Character on the England board and perform that Location's action, according to the following:

- During the first round, instead of moving their figure on the gameboard, players place it on the gameboard on an empty Location of their choice.
- Players may move freely up to 3 road segments. If they have a Horse, they may move up to 4 road segments.
- Players may never pass through the same Location twice in the same round.
- Players must move at least 1 space and cannot remain in the same Location they occupied during the previous round.
- Only players who have a Ship may move through water segments, treating them just like road segments.
- Player's movement must end on an unoccupied Location.
- If a player passes through a space occupied by a character supporting the rival Faction, they may choose to lose 1 movement point to draw a random card from the opposing player's hand.



EXAMPLE:
"Sergio has neither Horse nor Ship.
He cannot start his move going to Oxford,
as he would have to use a water segment.
Also, the most he can move is 3 segments."

...Phases of Play...



EXAMPLE:
 "Ruby has a Horse and a Ship, so she may move forward a maximum of 4 spaces and she may also use water segments in addition to road segments."

Once a player has moved, they may perform the action of the Location they currently occupy (see page 18).

ENCOUNTER

If either the Merchant or the Mercenary is present on their current Location, the player receives a bonus, in addition to their Location's action:

- The Merchant gives the player 2 Coins.
- The Mercenary gives the player 2 Cards from the Provisions Deck.

3. PURCHASING



Once all players have performed the Location's action, each player may make 1 purchase.

Starting with the first player and proceeding clockwise, players may purchase 1 of the following:

- 1 Random Card from the Provisions deck for 1 Coin;

- 1 Specific Card from the Reserve for the corresponding cost (which is shown in the table of the ongoing round, according to the current position of the Game Round token);
- 1 Prestige Point for the corresponding cost;
- 1 Upgrade token: either the Ship, the Horse, or the activation of your **Faction Skill** for the corresponding cost.

Having the Ship (may move through water segments) and the Horse (move up to 4 road segments) upgrades provide further movement possibilities. (See Travelling & Encounter, on previous page.)

Faction Skills (which are the same for all characters of the same faction) are described below:

- **Richard's Faction Skill:** When resolving an action in a Red Location, draw 1 card from the Provisions deck and discard 1 card to the Reserve.
- **John's Faction Skill:** When resolving an action in a Green Location, draw 1 card from the Provisions deck and discard 1 card to the Reserve.
- **Neutral's Faction Skill:** During the Purchase Phase, you may trade 2 equal cards for 4 cards from the Provisions deck.

...Phases of Play...

4. CONTRIBUTE TO THE CRUSADE

Starting with the first player and proceeding clockwise, each player must add 2 Influence cards, facedown, from their hand to the Crusade deck.

- A player may pay 2 Coins to add a 3rd Influence card to the Crusade deck.
- If players don't want, or can't add 2 Influence cards, they will lose 1 Prestige Point **per card not added**. If they don't have any Prestige Points to lose, nothing happens.

5. OUTCOMES OF THE CRUSADE

It's time to find out what's happening to King Richard!

The first player shuffles the Crusade Deck and draws as many cards as double the number of players

PLAYER #	DRAWS FROM CRUSADE DECK
2	4
3	6
4	8
5	10
6	12

If there aren't enough cards in the Crusade Deck, draw as many cards as possible and then take 1 card of each type from the Reserve, shuffle them, and draw the remaining cards needed from the shuffled cards. If there are still not enough cards, repeat this process as needed. Any remaining cards now form the new Crusade Deck for the next round.

Reveal all of the cards drawn and follow these steps to determine the Outcomes of the Crusade:

I. Compare the Military Force (Red Banner) and Conspiracy/Muslim Militia (Green Banner) cards.

~: King Richard has won the battle!



If there are **more** Red Banner cards, move the Richard's Army figure a number of spaces on the Richard's Army track equal to the difference between Red and Green Banner cards.



EXAMPLE: 3 Red Banner cards and 2 Green Banner cards are revealed. Red has 1 more card than Green, so the Richard's Army track increases by 1.

~: Saladin has won the battle!



If there are **more** Green Banner cards, move the Saladin's Army figure a number of spaces on the Saladin's Army track equal to the difference between Green and Red Banner cards.



EXAMPLE: 2 Red Banner cards and 4 Green Banner cards are revealed. Green has 2 more cards than Red, so the Saladin's Army track increases by 2.

~: Stalemate!



If the number of Red and Green Banner cards is the **same** (or if there aren't any revealed Banner cards), the battle ends with no winner or loser and neither Army track changes.



...Phases of Play...



EXAMPLE: 2 Red Banner cards and 2 Green Banner cards are revealed. Neither force has more than the other, so neither track changes.

II. Compare the Red Hourglass (Empty) and Green Hourglass (Full) cards.

~: The Return of the King has been slowed down!



If there are **more** Green Hourglass cards, the Return of the King track doesn't move.

~: The Return of the King has been sped up!



If there are **more** Red Hourglass cards, decrease the Return of the King track 2 spaces towards 0.

~: The Return of the King draws near!



If the number of Red and Green Hourglass cards is the **same** (or if there aren't any revealed Hourglass cards), decrease the Return of the King track 1 space towards 0.

III. Compare the Red Chest (Full) and Green Chest (Empty) cards.

~: Maintain the Royal Treasure!



If there are **more** Red Full Chest cards, the Treasure of the King track does not move.

~: Empty the Royal Treasure!



If there are **more** Green Empty Chest cards, decrease the Treasure of the King track 2 spaces towards 0.

~: Necessary Spending!



If the number of Red and Green Chest cards is the **same** (or if there aren't any revealed Chest cards,) decrease the Treasure of the King track by 1 space towards 0.

6. RESOLVE THE EVENT CARD

If not yet applied during a previous phase, apply the printed effect of the Event of the Crusade card for this round (revealed during Phase 1) according to the Outcomes of the Crusade (Phase 5). Then resolve the following:

- In a game with 4+ players: Place the Merchant and the Mercenary figures on their new Locations as indicated on the active Event of the Crusade card.
- Discard the active Event card.

7. CHECK FOR END-GAME CONDITIONS

At the end of a round, check if one of the end-game conditions is met, in the following order:

- Richard's Army track has reached 10;
- Saladin's Army track has reached 10;
- King's Return track has reached 0;
- King's Treasure track has reached 0;
- The Game Round track has reached 10.

If the end-game condition was not met, continue with the following:

- Return to the Reserve all the cards revealed and played during the Outcomes of the Crusade phase, sorting them by type.
- Move the Game Round token 1 space forward on the Game Round Track.
- Pass the First Player token to the next player in clockwise order and begin the next round.

...Winning the Game...

To win the game, players must be supporters of the winning faction. Among those allied with the

victorious side, the player with the most prestige points is the winner.

- If the Richard's Army figure reaches the 10th space on its track, King Richard triumphantly wins the crusade and returns home. **The players allied with King Richard are the Winning Faction.**
- If the King's Return figure has reached the 0th space on its track, King Richard returns home early with an army large enough to take back his throne. **The players allied with King Richard are the Winning Faction.**

- If the Saladin's Army figure reaches the 10th space on its track, King Richard dies in battle. **The players allied with King John are the Winning Faction.**
- If the King's Treasure figure has reached the 0th space on its track, King Richard has consumed the entirety of his wealth during the war and has been overthrown. **The players allied with King John are the Winning Faction.**



EXAMPLE:
"Richard's Army has reached the 10 space on its track, meaning Richard is victorious in the Holy Land. The players allied with Richard are the Winning Faction and now count their prestige points to see who won."



EXAMPLE:
"The Treasure of the King has reached the 0 space on its track, meaning Richard has expended all of his wealth and cannot continue fighting. The players allied with John are the Winning Faction and now count their prestige points to see who won."

...Winning the Game...

If, at the end of a round, multiple tracks have reached 10th/0th (or, if the Game Round Track, reached 10), the track with the **lowest value** on the **Order of Resolution** defines the winning faction.

ORDER OF RESOLUTION	GAME TRACK	WINNING FACTION
1	Richard's Army = 10	King Richard
2	Saladin's Army = 10	King John
3	King's Return = 0	King Richard
4	King's Treasure = 0	King John
5	Game Round = 10	Most Prestige Points

ADDING UP PRESTIGE POINTS

After determining the Winning Faction, **all players score Prestige Points for their Edict card**. The player (aligned with the Winning Faction) who has the most Prestige Points is the winner! In the event of a tie, the player with most Coins is the winner. If the players tie in Coins, the players share their victory.

If the 5th condition is met – *the Game Round token is on the 10th space on its track* – and there is a Neutral player, they automatically score 3 additional Prestige Points.

NOTE: If there isn't a Neutral player, the player with the most Prestige Points (counting edicts) is the winner of the game.

If, at the end of a round, none of these conditions have been met, a new round begins.

... Credits ...

GAME DESIGN: Andrea Chiaversio

ADDITIONAL DEVELOPMENT AND DESIGN: Fel Barros & Alexandru Olteanu

DEVELOPMENT: Fabio Tola, Leo Almeida, Marco Portugal, & Michael Shinall

PRODUCTION: Thiago Aranha, Thiago Gonçalves, Guilherme Goulart, Isadora Leite, Sergio Roma, & Renato Sasdelli

PUBLISHER: David Preti

ART & ILLUSTRATION: Stefan Kopinski, Louise Combal, & Nicolas Fructus

GRAPHIC DESIGN: Mathieu Harlaut & Fabio de Castro

WRITING: Colin Young

PROOFREADING: Jared Miller, Jason Koeppe, & Colin Young

PLAYTESTING: Luca Grasso & Pietro Puglisi (District Games). Bruno Meira, Caio da Quinta, Carolina Negrão, Daniel Caballero, Diego de Moraes, Eduardo Cunha Vilela, Fabio Iwace, Fabio Tola, Flávio Oota, Fernando Bastos, Gabriel Perin, Isadora Leite, João José Goes, Júlia Ferrari, Leo Almeida, Lucas Antonini, Lucas Martini, Luiz Kalagar, Luiz Martinez, Luiza Pirajá, Marco Portugal, Paulo Shinji, Patricia Brotezzi, Pedro Oblizner, Renato Bardela, Ricardo Limonete, Rodrigo Sonesso, Rodrigo Esper, Rod Mends & Sergio Roma.

:Appendix: Location Actions:

BRIDGWATER



(4-6p) If the player is sided with Richard, pay 1 Coin to the Treasury. They earn 1 Prestige Point and take 1 Faction card of their choice from the Reserve. Then, every other player sided with Richard may take 1 Faction card of their choice from the Reserve. If the player is sided with John, nothing happens.



(2-3p) Take 1 Coin from the Treasury, and draw 1 card from the Provisions deck. Then choose between taking 1 Red Banner card or 1 Green Banner card from the Reserve.

BRISTOL



(4-6p) Return 4 cards of the same type to the Reserve. Earn 3 Prestige Points, take 3 Coins from the Coin Treasury, and draw 2 cards from the Provisions Deck.



(2-3p) Return 6 Coins to the Treasury and reduce (moving left) 1 of the Army Tracks by 1 space.

CAMBRIDGE



Take 2 Coins from the Treasury and take 1 card of your choice from the Reserve.

CANTERBURY



(4-6p) Return 2 Green Banner cards to the Reserve. Take 1 Red Banner card, 1 Red Hourglass card, and 1 Red Chest card from the Reserve, draw 1 card from the Provisions Deck, and earn 1 Prestige Point.



(2-3p) Return 3 Green Banner cards to the Reserve. Take 1 Red Banner card, 1 Red Hourglass card, and 1 Red Chest card from the Reserve, and draw 2 cards from the Provisions Deck.

CARDIFF



(4-6p) Return 2 Green Hourglass and 2 Green Chest cards to the Reserve. Earn 2 Prestige Points and take 3 Coins from the Coin Treasury.



(2-3p) Return 2 Green Hourglass and 2 Green Chest cards to the Reserve. Draw 3 cards from the Provisions Deck and take 3 Coins from the Coin Treasury.

CHESTER



(4-6p) Return 2 Red Banner cards to the Reserve. Take 1 Green Banner card, 1 Green Hourglass card, and 1 Green Chest card from the Reserve, draw 1 card from the Provisions Deck, and earn 1 Prestige Point.



(2-3p) Return 3 Red Banner cards to the Reserve. Take 1 Green Banner card, 1 Green Hourglass card, and 1 Green Chest card from the Reserve, and draw 2 cards from the Provisions Deck.

GLOUCESTER



Take 1 Coin from the Coin Treasury, and draw 1 card from the Provisions deck. Then, choose between taking 1 Red Banner or 1 Green Banner card from the Reserve

GRIMSBY



(4-6p) If the player is sided with John, pay 1 Coin to the Treasury. They earn 1 Prestige Point and take 1 Faction card of their choice from the Reserve. Then, every other player sided with John may take 1 Faction card of their choice from the Reserve. If the player is sided with Richard, nothing happens.



(2-3p) Either return 3 Red Chest cards to the Reserve to increase (moving left) the King's Treasure's Track 1 space, or return 3 Green Hourglass cards to the Reserve to increase (moving left) the King's Return Track 1 space.

:Appendix: Location Actions:

LONDON



Return 3 Coins to the Treasury. Take 1 card of your choice from the Reserve and increase (moving left) either the King's Return Track or the King's Treasure Track by 1 space.

NORWICH



(4-6p) Return 2 Red Hourglass and 2 Red Chest cards to the Reserve. Earn 2 Prestige Points and take 3 Coins from the Coin Treasury.



(2-3p) Return 2 Red Hourglass and 2 Red Chest cards to the Reserve. Draw 3 cards from the Provisions Deck and take 3 Coins from the Coin Treasury.

NOTTINGHAM



(4-6p) Player draws 1 card from their Faction's Edict deck and returns 1 card to the deck's bottom. Then, earn 1 Prestige Point and take 3 Coins from the Coin Treasury.



(2-3p) Take 2 Coins from the Coin Treasury, take 1 card of your choice from the Reserve, and draw 1 card from the Provisions Deck.

OXFORD



Return 1 Faction card (Red if they are sided with Richard. Green if they are sided with John) to the Reserve. Take 4 Coins from the Coin Treasury.

*Neutral players must use the Faction card they are allied with this round.

SALISBURY



Take 1 Coin from the Coin Treasury, and draw 1 card from the Provisions deck. Then choose between taking 1 Red Chest card or 1 Green Chest card from the Reserve.

SHERWOOD



(4-6p) Return 1 card of each type (1 Red Banner, 1 Red Hourglass, 1 Red Chest, 1 Green Banner, 1 Green Hourglass, and 1 Green Chest) to the Reserve. Draw 2 cards from the Provisions Deck, earn 3 Prestige Points, and take 3 Coins from the Coin Treasury.



(2-3p) Return 1 card of each type (1 Red Banner, 1 Red Hourglass, 1 Red Chest, 1 Green Banner, 1 Green Hourglass, and 1 Green Chest) to the Reserve. Reduce (moving left) 1 of the Army Tracks by 1 space.

SHREWSBURY



Return 3 Coins to the Coin Treasury. Take 1 card of your choice from the Reserve and reduce (moving left) 1 of the Army Tracks by 1 space.

YORK



Take 1 Coin from the Coin Treasury, and draw 1 card from the Provisions Deck. Then, choose between taking 1 Red Hourglass or 1 Green Hourglass card from the Reserve.

REFERENCES

A card of your choice 4 of the same type

Richard's Faction Card Richard's Army Track

John's Faction Card Saladin's Army Track

Edict Card King's Return Track

Provisions Deck Card King's Treasure Track

... Round Summary ...

1. REVEAL AN EVENT CARD & NEUTRAL CHOOSES SUPPORT

The first player draws the top card of the Event of the Crusade deck and reads it aloud.

The Neutral player, if any, announces their supporting Faction for the round.

2. TRAVELING & ENCOUNTER

In turn order, players move their Character Figure up to 3 segments on the England board. If a player has a **Ship**, they can use water segments. If a player has a **Horse**, they can move up to 4 segments.

Once a player has moved, they may perform the action of the Location they currently occupy.

If either the Merchant or the Mercenary is present on a player's current Location, they receive their bonus:

Merchant: 2 Coins.

Mercenary: 2 Cards from the Provisions Deck.

3. PURCHASING



Each player may make 1 purchase. Costs are described on the column below the icons, according to the Game Round row.

4. CONTRIBUTE TO THE CRUSADE

Each player must add 2 facedown cards from their hand to the Crusade deck. When adding only 1 card or 0 cards, a player will lose 1 Prestige Point (if they have any) per card not added. To add a 3rd card, a player must pay 2 Coins.

5. OUTCOMES OF THE CRUSADE

The first player shuffles the Crusade Deck and draws as many cards as double the number of players. Reveal all of the cards drawn:

COMPARE BANNER CARDS: 	
COMPARE HOURGLASS CARDS: 	
COMPARE CHEST CARDS: 	

6. RESOLVE THE EVENT CARD

If not yet applied during a previous phase, apply the printed effect of the Event card for this round.

- (4+ players): Place the Merchant and the Mercenary on their new Locations as indicated on the active Event card.
- Discard the active Event card.

7. CHECK FOR END-GAME CONDITIONS

If any track has come to an end (pag 15), the game Ends. Check Winning The Game (pag 16/17).

If the game is not over, continue with the following:

- Return to the Reserve all the cards revealed and played during the Outcomes of the Crusade phase.
- Move the Game Round token 1 space forward on the Game Round Track.
- Pass the First Player token to the next player in clockwise order.

