

### 1. Components

66 land tiles  
Pencil and paper needed to keep track of the score.  
**Setup**  
Find the land tile that says Start on it and place it in the center of the playing area. Shuffle the rest of the land tiles and deal each player 3 tiles (players may look at their hand). Place the rest of the tiles off to the side. This will be the draw pile. The youngest player goes first.

### 2. Starting The Game

The first player draws a tile and places a tile connecting like sides.  
**The Second Turn And Beyond**  
Continue placing tiles to help map the kingdom.  
**Scoring**  
There are multiple ways to score. Closing off all road exits on a tile in play scores one point for the player closing off the last road exit.

3.

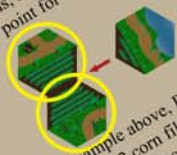


Player A

In the example above there are three road exits available to connect to on the tiles in play. Player A connects his tile to the tile with one road exit on it, closing off all road exits on the center tile, thus scoring 1 point for Player A.

4.

Connecting water ways, corn fields, and pastures will score 1 point for each connection.



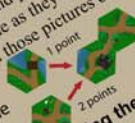
Player B

In the example above, Player B connects her tile to 2 corn fields closing off 1 side on each of the tiles, thus scoring 1 point for each.

### 5. Scoring Continued

When the road exits on a castle tile are closed off the castle tile gains 2 points for closing off the roads. Closing off water ways, cornfields, and pastures on a castle tile score the same as they do on any other tile with those pictures on them.

Example



**Winning the game**  
The first player to collect 20 points wins the game.



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