CHRONICLE

Charterstone

Designed by Jamey Stegmaier
Art by David Forest, Lina Cossette, & Gong Studios
1 – 6 players • 60 minutes

Hi! Welcome to Charterstone.

PLEASE READ THIS PAGE BEFORE LOOKING AT ANYTHING ELSE IN THIS BOX.

Charterstone is a legacy game, which means you will make permanent changes to the game, mostly in the form of writing on the board/cards with markers (provided by the players) and stickers.

You will start out with access to only a small portion of the content in this box.

Don't open ANYTHING unless specifically instructed.

To prepare for the Charterstone campaign, please do the following:

1. Look inside the Index tuckbox, remove the shrink wrap from each deck of cards, and put the decks back in the Index. **Do not look through the cards and do not shuffle them.** They should be in numerical order as noted by a number in the bottom right of the card at the beginning of each deck (there are gaps between certain types of cards for production reasons—that's normal). If any of the decks look identical, please let us know.
2. Read through the Chronicle (or let Watch It Played walk you through the rules at stonemaiergames.com/games/charterstone/videos). It's not necessary to learn any rules before Charterstone's first game, but having at least one person who understands the core concepts will improve the flow of Game 1.
3. Check stonemaiergames.com/games/charterstone/faq to see if any important errors have been discovered post-publication.

When 1-6 players have gathered for the first game, extract the first card in the Index (card #1) and read the card out loud. Players can share the reading duties, and we recommend you double-check each other's instructions.

- **Want to add or drop players?** We recommend that the same people play the entire Charterstone campaign. However, it is possible to add or drop players after Game 1. To add a player, let them choose an inactive charter, give them 1 random unconstructed or constructed building card from the advancement deck, and assign them an equitable amount of glory and capacity (those terms will make more sense after Games 1 and 2). To drop a player, see rule 2 (which will be unlocked after Game 2).
- **Have a question while playing?** To avoid spoiling content for yourself or other players, ask questions on BoardGameGeek or the Charterstone Facebook group using the spoiler (SP) text code.
- **Need a replacement part?** Request it at stonemaiergames.com/replacement-partst

1

2

6

3

4

5

Follow each step of setup in sequential order.

rule 1

rule 2

rule 3

Setup: General & Personal Supply

rule 4

1. **GENERAL SUPPLY:** Before Game 1, the general supply should contain 36 coins, 72 resource tokens, and 5 random face-up advancement cards on the mat (extra cards form a face-down deck on the mat).
2. **OBJECTIVE MAT:** Reveal 3 random objective cards.
3. **PROGRESS TOKEN:** Place this on the space of the progress track that corresponds with the player count (e.g., 2p equals 2 players).
4. **GUIDEPOST:** There is no guidepost in Game 1.
5. **FIRST PLAYER:** Determine the first player by rolling the Charterstone until it shows an active charter.
6. **PERSONAL SUPPLY:** Place your persona card, constructed building card, 2 workers, and 12 influence tokens in front of you. Place your VP token on 0 VP.

For Game 1 only, each player starts with $4.

rule 5

Influence Tokens

rule 6

Each player has 12 influence tokens to use on objective cards, the quota track, the reputation track, and elsewhere.

- **LIMITED:** Each player is limited to 12 influence tokens per game. If you run out of influence tokens, you cannot take actions that require them, and from then on you must advance the progress token at the start of your turn.
- **STATIC:** Once an influence token is placed, it cannot be moved or removed until the game ends.
- **PAYING INFLUENCE:** If influence is listed as a cost (e.g., to use a building), discard an influence token to the general supply unless the building's benefit indicates a specific use of the influence token (e.g., Cloud Port or Grandstand).
- **REGAIN INFLUENCE:** A few buildings/cards have influence as a benefit. They let you regain a spent influence token from the general supply.

Advancement Mat & Cards

rule 7

During the campaign, several different types of cards (all with the same back) will be unlocked and shuffled with the discard pile into the deck on the advancement mat. They are collectively called "advancement cards," and they are part of the general supply.

1. **GAINING CARDS:** Some buildings provide a specific type of card as their benefit. Choose from the face-up advancement card(s) of that type (if any).
2. **REPLENISH:** After gaining a face-up card from the mat, replace it with the top card from the deck.
3. **FACE-UP:** Keep all cards face-up in your personal supply. Hiding cards isn't allowed.
4. **PAYING/DISCARDING CARDS:** Create a discard pile. Whenever the deck is empty or new cards are unlocked, shuffle the discard pile into the deck.
5. **CARDS:** These are the types of advancement cards:

Assistant Cards

rule 8

You'll need some help to get the village running smoothly. These assistants arrived before you to set up, and they're now ready to follow your orders.

Assistants are a type of advancement card that give you a bonus when you perform some of the core functions of the village.

You can gain a face-up assistant card (or any advancement card) from the advancement mat by using the Market. Whenever you have an unnamed assistant card, you may give them a name by writing it on the card.

rule 9

Constructed Building Cards

rule 10

Whenever a new building is constructed in the village, it's an opportunity to advance this little piece of civilization you're creating.

After you peel the sticker off a building card to construct it, you're left with a new type of card: a constructed building card. It is still an advancement card.

- **IF IT HAS A CRATE:** Keep the constructed building card in your personal supply. You can unlock the crate at the Charterstone building.
- **IF IT HAS NO CRATE:** Place the constructed building card in the Archive tuckbox (a depository for components that are no longer needed).

rule 11

rule 12

rule 13

rule 14

Player Turn

rule 15

On your turn, you must either (a) place a worker from your personal supply onto any building on the board or (b) retrieve all of your workers from the board. There are no differences between your workers.

Whenever you place a worker, use the building once by following these steps in order:

1. **OCCUPIED BUILDINGS:** If you placed your worker on a building occupied by another worker (yours or an opponent's), bump (return) that worker back to its player.
2. **COST:** Pay the cost (bottom left of a building) from your personal supply to the general supply. If you can't pay the cost, you can't place a worker here.
3. **BENEFIT:** You may gain all or part of the benefit (upper right of a building). Coins and resources are finite.

rule 16

The Commons

rule 17

A few buildings were constructed in advance of your arrival. They are clustered in the middle of the village in an area called The Commons.

The Commons includes the following buildings:

- **ZEPPELIN:** Pay 3 influence tokens plus the 4 resources shown on the upper left of the building card to construct 1 building in your charter. Gain 5 VP.
- **CHARTERSTONE:** Pay $4 and 2 influence tokens to unlock a crate (on a constructed building card). Gain 5 VP.
- **GRANDSTAND:** Place 1 influence token on an objective card you've completed to gain 5 VP.
- **TREASURY:** Pay any 1 resource to gain $1.
- **MARKET:** Pay any 1 resource and $1 to gain 1 card from the advancement mat (face up).

rule 18

Unlocking a Crate

rule 19

The cargo that arrived with you can only be unlocked when the time is right...

Use the Charterstone building (or any building with as the benefit) to access the content in a "crate" on 1 of your constructed building cards ( ).

- **COST:** Pay the indicated cost ($4 and 2 influence tokens on the Charterstone).
- **BENEFIT:** Refer to the Index Guide (printed on the Index tuckbox) to determine the components to extract. Gain the indicated VP (5 VP on the Charterstone), advance the progress token, and place the constructed building card in the Archive.
- **PERSONA:** Many crates contain a new persona card. Place it in your Charter Chest to use later.
- **SUGGESTION:** Unlock at your own pace! There's a lot of information to digest, so take your time.

Objective Cards

rule 20

The Forever King monitors the village's progress from afar, determining your value in his all-seeing eyes.

During setup, shuffle the objective cards into a deck and reveal 3 of those cards at random on the objective mat.

Use the Grandstand (or any building with as the benefit) to score completed objectives.

- **COST:** Place 1 influence token on a currently completed objective card. Each player may score each objective once per game.
- **BENEFIT:** Gain the indicated VP (5 VP on the Grandstand) and advance the progress token.

rule 21

Quota Track

rule 22

The Forever King expects your village to support the greater good of Greengully by sending resources, money, and other valuables back to the Eternal City.

The Cloud Port (or any building with as the benefit) allows a player to sell a variable amount of 1 commodity to the general supply.

- **COST:** Select any open space on the quota track to determine the type and quantity of the commodity. Pay that amount to the general supply, placing 1 influence token on the corresponding space.
- **BENEFIT:** Gain the indicated benefit (3 VP on the Cloud Port). Some of the spaces on the quota track include an additional (optional) bonus: +1 VP or 1 reputation ( ).

Reputation Track

rule 23

Despite your village's relative isolation, word travels fast.

Players jockey to have the most influence tokens on the reputation track to earn an end-game benefit.

- **WHERE TO GAIN REPUTATION:** The reputation icon is shown as a benefit on the quota and progress tracks, and it will be on several buildings.
- **REPUTATION TRACK:** Place 1 influence token on the track. The first token each game is put on the space showing the player count. Further tokens are placed on the next open space closer to the ocean. If there are no open spaces, a token cannot be placed.
- **END OF GAME:** During end-game scoring, the player(s) with the highest number of tokens on the reputation track gain 10 VP. The player(s) with the next-highest number gain 7 VP; and those with the highest number after that gain 4 VP (a player must have at least 1 token to qualify).

Income

rule 24

Players will unlock several functions for income during the campaign. Until then, ignore this icon on the board.

Progress Track

rule 25

The Forever King appraises the value of the village whenever certain thresholds are reached.

The progress track is the timer for each game.

- **STARTING SPACE:** The progress token begins on the space corresponding to the player count.
- **ADVANCING THE PROGRESS TOKEN:** The progress token must advance by 1 space whenever a building is constructed, a crate is unlocked, or an objective is scored.
- **BONUS BENEFITS:** If you move the progress token to a space with , you may gain 1 reputation. If the space shows , trigger income for all players.
- **NO INFLUENCE:** Whenever a player begins their turn with 0 influence tokens, they must advance the progress token 1 space before taking their turn.

End of Game

rule 26

When the progress token ( ) advances to the space, finish the round (each player takes the same number of turns), then the game ends.

The object of each game of Charterstone is to score the most victory points.

rule 27

rule 28

rule 29

story 1

story 2

story 3

story 4

story 5

story 6

story 7

story 8

story 9

story 10

story 11

story 12

story 13

story 14

story 15

story 16

story 17

story 18

ICON GUIDE

to avoid spoilers, look at this guide as little as possible

COMMON ICONS

CHARTER EMBLEMS

RESOURCES

- any resource
- metal (x12)
- coal (x12)
- pumpkin (x12)
- grain (x12)
- clay (x12)
- wood (x12)

CARDS

- any advancement card
- assistant (x8)
- unconstructed building
- constructed building
- persona
- objective

END OF CAMPAIGN SCORING

- capacity (1-3 VP)
- used personas (5-7 VP)
- victories (6-8 VP)
- glory (10 VP)
- building value

MISCELLANEOUS

- worker
- income
- end of game
- construct a building
- influence placement
- new rule
- coin (x36)
- influence token (x12 for each charter)
- scored objective
- crate
- quota
- reputation
- progress
- victory point (VP)
- charter plot
- happy king
- angry king

SPOILERY ICONS

CARDS/OTHER

- friend (x12)
- item (x12)
- guest (x12)
- treasure (x15)
- guidepost
- companion (x6)
- refresh advancement mat
- sky island

MINIONS

- any minion
- chef (x6)
- golem (x6)
- cat (x6)
- butler (x6)
- robot (x6)
- ghost (x6)

PERIL

- any peril
- bandit (x6)
- fuel shortage (x6)
- disrepair (x6)
- vermin (x6)
- blight (x6)
- famine (x6)

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