Rurik
Dawn of Kiev

How-to-Play Video & FAQs
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1–4

30'/

13+

Historical Background

Kievan Rus was a medieval empire to which many Eastern Europeans trace their roots. The Rurik Dynasty ruled Kievan Rus from the 9th century until the 13th century, when the empire fractured permanently, primarily due to the invasion of the Mongols. At the end of the 10th century, Vladimir the Great united Kievan Rus and solidified its borders. When he died in 1015, he had a large number of sons who were set up as governors of their own cities — many of whom wanted to claim his title as Grand Prince of Kiev. Warfare broke out between his sons, and an intense power struggle continued for decades.

Paths to Victory

In ***Rurik: Dawn of Kiev***, you are a prince or princess, and you must rely on the help of your troops and advisors to make your claim to the throne. You score victory points in a variety of ways.

1. **Rule Regions**: Amass more troops than your opponents in regions.
2. **Build Structures**: Build in as many adjacent regions as possible.
3. **Collect Goods**: Tax the land and fill your boat with various goods.
4. **Warfare**: Attack your opponents to advance your military prowess.
5. **Secret Agenda**: Focus your efforts on one particular area.
6. **Deeds**: Utilize your resources and board position effectively.

Although you are rewarded for diversifying, you score the majority of your victory points based on how well you perform in the first three endeavors.

Game Components

1 Game Board

The game board is divided into 15 ***regions***. Each region produces a ***good***, indicated by the goods icon under the region name.

1 Claim Board

Players advance on ***claim tracks*** to mark their progress in several scoring conditions at the end of the round. They advance on the ***warfare track*** when attacking opponents.

1 Strategy Board

Players plan and resolve actions according to how they place advisors on the central strategy board. There are six ***action columns***, representing the six ***main actions***.

4 Household Mats

Players store goods and coins on their household mat and tuck their accomplished deeds under the top edge of the mat.

Vertical side (multi-player)

Horizontal side (solo, see p. 9)

8 Leader Miniatures and Cards

See p. 3 for more details.

24 Advisors

Six per player color, numbered 1–5 (with two #2s). Used on the strategy board to determine what actions players take and in what order they may take those actions.

12 Claim Markers

Three per player color. Used to mark progress on claim tracks.

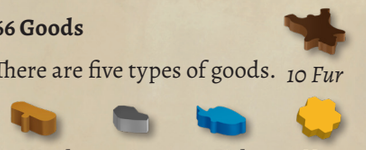
36 Structures

There are three structure types, with three of each type per player color. Built in regions on the game board to provide abilities and advance on one claim track.

Church *Market* *Stronghold*

66 Goods

There are five types of goods.



10 Fur

16 Wood *12 Ore* *16 Fish* *12 Honey*

***NOTE**: Unlike other components, **goods** and **coins** are unlimited. If you run out of one of these, use a suitable substitute.*

27 Scheme Cards

Schemes are revealed from the deck to resolve attacks and played from hand for rewards.

26 Deed Cards

Deeds can be accomplished to earn rewards and score victory points.

11 Agenda Cards

Agendas provide a unique scoring goal for each player.

4 Leader Bases

One per player color.

48 Troop Miniatures

Twelve per player color. Used on the game board to rule regions and take actions.

4 Warfare Markers

One per player color. Used to mark progress on the warfare track.

8 Conversion Tokens

There are two types, with four of each type.

1 First Player Marker

1 Round Marker

36 Coins

15 Rebel Miniatures

***NOTE**: The game comes with a sheet of stickers. Before your first play, affix one sticker to the recessed area on the underside of each rebel miniature.*

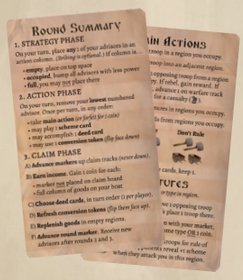
15 Goods Tokens

Used in a variant (see p. 9).

15 Rebel Reward Tokens

Used in a variant (see p. 9).

4 Reference Cards



19 Solo Cards

Leaders

Each leader is a historical figure. A leader counts as a troop, but they also have a unique special ability that applies in their region. Most of their special abilities are inspired by what is known about them.

Vladimir the Great had many wives, a dozen sons, and half a dozen daughters. There are disparate amounts of information known about his children and some disputes about maternity.

Boris was considered the heir apparent to the throne and was widely respected for his military ability and honorable conduct. However, Boris, Gleb, and Sviatoslav were brutally assassinated during the internal struggle following the death of Vladimir. Some sources attribute their deaths to Yaroslav the Wise, but most sources agree that Sviatopolk the Accursed ordered them to be killed. Both Boris and Gleb were later canonized by the Eastern Orthodox Church.

Yaroslav emerged as the Grand Prince of Kiev, but even then, he eventually had to settle for a division of the land with Mstislav, whom he could not defeat.

AGATHA

When you move Agatha, you may move up to two of your troops along with her for free.

The troops moved along with Agatha must start and end in the same region she does. Moving these troops does not cost movement points.

BORIS

When you attack an opponent in Boris's region, reveal one less scheme card and steal one coin from that opponent.

If they have no coins, you cannot steal one.

MARIA

Once per round when you muster troops, you may place them in a single region adjacent to Maria's region that you do not occupy.

*You **occupy** a region if you have any troops there, so Maria's ability only musters in a region where you do not have any troops.*

MSTISLAV

In Mstislav's region, it only costs you one tax point to tax or one build point to build, regardless of who rules that region.

PREDSLAVA

Once per round, on your turn, you may move an opponent's troop from Predslava's region to an adjacent region for free. That opponent gains one coin from the supply.

Moving this troop does not cost a movement point. You may even move an opponent's leader with this ability.

SUDISLAV

You may spend attack points as muster points instead, to muster troops in Sudislav's region.

If you have multiple attack points, you may split them up if you like, spending some of them as attack points and some of them as muster points.

SVIATOPOLK

Rebels in Sviatopolk's region count as your troops for purposes of rule. If you defeat a rebel in that region, replace it with one of your troops.

Rebels in Sviatopolk's region are not considered to be your troops for any purpose other than determining who rules the region.

YAROSLAV

In Yaroslav's region, you win ties for rule and your opponents lose the abilities of their structures.

If an opponent wants to build a church in Yaroslav's region, they are allowed to do so, but the church's ability will not activate.

Credits

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For more information, visit: www.piecekeepergames.com

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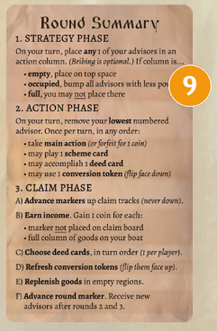
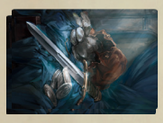
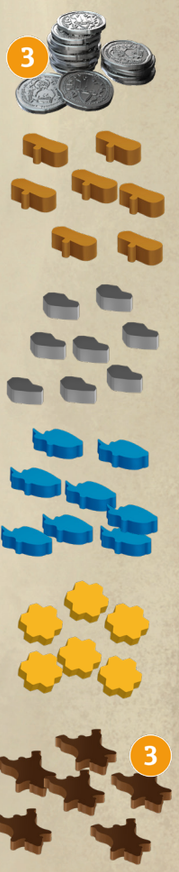
Game Setup

1. Place the **game board** in the middle of the play area. The game board is divided into regions. The number of regions that will be in play varies by number of players.
   - In a 2-player game, 8 regions (green) are in play.
   - In a 3-player game, 11 regions (green and yellow) are in play.
   - In a 4-player game, all 15 regions (green, yellow, and brown) are in play.
2. Place the **claim board** and the **strategy board** on opposite sides of the game board. The strategy board has two sides; make sure to use the correct side for the number of players.
3. Place the plastic tray containing the **goods** and **coins** off to the side. This is the **supply**.
4. Give each player a **household mat**, placed with the vertical side face up. *(They are all identical.)* Then give each player three **coins** from the supply to place on the dock and two **conversion tokens** *(one of each type)* to place above the dock on their household mat.
5. In each region in play, place one **rebel miniature**, selected at random, and one **good**, taken from the supply, that matches the icon under the region name. Return any extra rebel miniatures to the game box.
6. Shuffle the **scheme cards** and split them into two decks that are roughly equal in size. Place the two decks to the right side of the strategy board, face down. Leave space between the two decks for a discard pile.
7. Shuffle the **deed cards** and place the deck above the claim board, face down. Reveal three deed cards from the top of this deck and place them in a face-up row.
8. Each player selects a leader and takes the corresponding **leader card** and **leader miniature**. *(Alternatively, you may assign leaders randomly.)*
9. Give each player a **reference card.**
10. Shuffle the **agenda cards** and deal two to each player, face down. Each player selects one of these cards to keep and returns the other to the game box. Return all unused agenda cards to the game box as well.
11. Each player selects a player color and takes all of the player pieces in that color:
    - six **advisors**
    - three **churches**
    - three **strongholds**
    - three **markets**
    - twelve **troop miniatures**
    - one **leader base**
    - three **claim markers**
    - one **warfare marker**
12. Each player snaps their colored **leader base** to the bottom of their leader miniature.
13. Each player places their three **claim markers** below the claim board: one each for the rule, build, and trade tracks. Each player places their **warfare marker** below the warfare track of the claim board.
14. Place the **round marker** on the first space of the round track on the game board. Each player places one of their #2 advisors next to the "3" space of the round track, and their #3 advisor next to the "4" space of the round track.

    NOTE: *In a 4-player game, return all players' #3 advisors to the game box instead.*
15. Determine who knows the most about the history of Eastern Europe. That player takes the **first player marker**. They are the first player.
16. In clockwise order, beginning with the first player, players each place one of their **troop miniatures** in a region of their choice. This continues until they each have placed three troops on the game board. Players may place troops in any regions in play *(i.e., with rebels only, with opponents' troops, or with their own troops)*.
17. In clockwise order, beginning with the first player, players each place their **leader miniature** in a region that is occupied by one or more of their own troops.







Two regions, Novgorod and Kiev, have extra significance for gameplay, based on their importance in Kievan Rus.

Novgorod was the largest city and main trade hub in the north. Although ruled by prince Yaroslav the Wise, it was actually a republic. The citizens of Novgorod reserved the right to expel any ruler they did not deem worthy and replace them with another noble of their choosing.

Kiev (Kyiv) is one of the oldest cities in Europe. As it was positioned on a major trade route, Kiev prospered as a hub of commerce and cultural exchange between the Byzantine Empire and the kingdoms of Scandinavia.

Gameplay Overview

The game takes place over **four rounds**. After the fourth round, the game ends and scoring takes place. The player with the most victory points wins and becomes the next ruler of Kievan Rus!

Each round has three phases:

1. **Strategy Phase**
2. **Action Phase**
3. **Claim Phase**

1. Strategy Phase

Starting with the first player and proceeding clockwise, each player places **one** of their advisors in one of the six action columns on the strategy board. Continue this process until all players have placed all of their advisors.

POWER VS. INITIATIVE

During the Strategy Phase, an advisor's number indicates their ***power***. Advisors with high numbers have more power *(e.g., 5 is the most powerful)* and can gain you better actions, at the cost of resolving later in the turn sequence.

During the Action Phase, an advisor's number indicates their ***initiative***. Advisors with low numbers have faster initiative *(e.g., 1 is the fastest initiative)* and resolve earlier in the turn sequence, at the cost of gaining you lesser actions.

PLACING ADVISORS

When it is your turn, place **any one** of your available advisors; you do not have to place them in a specific order. Choose an action column that you wish to place your advisor in. Consult the chart below to determine where to place your advisor in that column *(also see Example B)*.

column is empty...	column is occupied...	column is full...
Place your advisor on the **top space** in the column.	Compare the power of your advisor against all advisors already present in the column. Bump all advisors with **less** power than yours down one space each, then place your advisor on the space above them. *(Advisors with **equal or more** power are not bumped.)*	You may not place your advisor in the column. *(Advisors can never be bumped out of a column.)*

You may only place an advisor in a column that already contains any of your own advisors after you have placed advisors in three or more different columns.

ADDING BRIBES

When placing an advisor, you may add a ***bribe***. To do this, place any number of your coins along with your advisor. This **increases** that advisor's power by one for each coin *(but does not affect their initiative)*.

The power increase from a bribe lasts for the entire Strategy Phase. This means that a bribe allows you to place an advisor above opposing advisors with higher numbers, and it can also make it more difficult for your opponents to place their advisors above yours.

2. Action Phase

Starting with the first player and proceeding clockwise, each player resolves one of their advisors and takes the corresponding action. Continue this process until all players have resolved all of their advisors.

RESOLVING ADVISORS

When it is your turn, resolve your advisor with the fastest initiative *(i.e., lowest number)*, removing it from the strategy board. If you have two advisors that are tied for fastest initiative *(e.g., two #2 advisors)*, choose which one to resolve on this turn; you will resolve the other on your next turn. If an advisor had coins from a bribe, return those coins to the supply when resolving that advisor.

Ruling Regions

Much of the game revolves around the concept of ***ruling regions.*** In order to rule a region, you must have more troops in that region than each other player, compared separately. You must also have more troops in that region than the rebels. If there is a **tie** for rule of a region, no one rules the region.

Example A: *Emily (blue) currently rules the region of Galich, because her two troops are more than Kirk's one troop (maroon) and more than the one rebel (black).*

Example B: *Emily (blue) is placing an advisor in the Muster column. The top two spaces are already occupied by one of Kirk's advisors (#4) and one of Stan's advisors (#2). If she were to place her #5 advisor, she would take over the top space. But she doesn't want to commit her most powerful advisor just yet, so she places her #4 advisor. Because her advisor (#4) is more powerful than Stan's #2 advisor, but not more powerful than Kirk's #4 advisor, she bumps Stan's #2 advisor down one space and places her advisor between them.*

Example C: *Stan (yellow) is placing an advisor in the Build column. The top space is already occupied by one of Emily's advisors (#2). Stan wants to ensure that he builds earlier in the turn sequence than Emily does, but he also wants the better action, so he places his fastest advisor (#1) and adds a bribe of three coins, increasing the power to 4. Because his advisor is now more powerful than Emily's #2 advisor, he bumps her advisor down one space and places his advisor above hers.*

Example D: *Stan (yellow) is the first player. He resolves his #1 advisor, gaining two build points to use now. The three coins from his bribe are returned to the supply. Then, Emily (blue) resolves her #1 advisor, gaining two tax points to use now. Finally, Kirk (maroon) would also resolve his #1 advisor (not shown) before the players resolve their #2 advisors.*

TAKING ACTIONS

When you resolve an advisor, take the action on the space occupied by that advisor on the strategy board. Before and/or after taking your ***main action***, you may also take ***bonus actions*** *(see p. 8)*: playing schemes, accomplishing deeds, or converting goods. You may take each type of bonus action once per turn.

There are 6 different main actions:

- Muster
- Move
- Attack
- Build
- Tax
- Scheme

NOTE: *In the rare scenario that a player has no troops on the game board, they may muster their leader and one other troop in any region immediately before resolving their next advisor.*

Muster

You may spend a number of ***muster points*** equal to the number of helmet icons. Each muster point allows you to muster one troop, taking it from your supply and placing it in a region where you have one or more troops already.

NOTE: *If your leader has been removed from the game board, you may muster it just like any other troop.*

Move

You may spend a number of ***movement points*** equal to the number of boot icons. Each movement point allows you to move one of your troops one space *(i.e., from its current region into an adjacent region)*.

You may split these up among **any number** of troops. You are not required to spend all of your movement points. You may move into or through regions occupied by opposing troops without attacking them.

Attack

You may spend a number of ***attack points*** equal to the number of sword icons. Each attack point allows you to attack either the rebels or an opponent, if they occupy a region where you have at least one troop.

When you attack **the rebels**, remove one rebel from that region and place it next to your household mat. You gain a ***reward*** *(a good or coins)*, indicated by the sticker on the underside of that rebel miniature.

When you attack an **opponent**, that opponent must remove one of their troops from that region. *(Their leader may be removed, but they are always the last troop in a region to be removed.)* You then **advance** your warfare marker up one space on the warfare track. Finally, you must check for a ***casualty***. *(Do not check for a casualty when attacking the rebels).*

To check for a casualty, reveal a number of cards from a single scheme deck, according to the list below. If you reveal a scheme card with a ***casualty icon***, stop revealing cards and remove one of your troops from that region. Then discard all revealed scheme cards.

Casualty icon

- Reveal **one card** by default.
- Reveal **one extra card** if your opponent rules the region when you attack.
- Reveal **one extra card** if your opponent has a stronghold in the region.

Scheme

Draw a number of **scheme cards**, from a single scheme deck, equal to the number of cards shown in the scheme icon. Add **one** of these cards to your hand, then place the remainder back on top of the same scheme deck, face down, in any order you choose.

NOTE: *When a scheme deck is depleted, take the cards from the discard pile and both scheme decks, and shuffle them together again. Split them into two new scheme decks.*

The player who takes the **top** action space of the scheme column also gives the first player marker to a player of their choice *(including themself)*. At the start of the Claim Phase, this player becomes the new first player. If no one takes this action space, the first player marker will not change hands this round.

Coin Costs

Some actions have a ***coin cost***, which requires you to spend one or two coins in order to take the action. Return those coins to the supply before you take the action.

Coin cost to build

Forfeited Actions

When resolving an advisor, if you do not want to take the action *(or cannot pay its coin cost)*, you may ***forfeit*** it instead to gain one coin from the supply.

Tax

You may spend a number of ***tax points*** equal to the number of cart icons. Tax points allow you to collect goods from regions you occupy.

in a region you rule it costs...	in a region you do not rule it costs...
one tax point to collect a good	**two tax points** to collect a good

NOTE: *If you take a bonus action that gives you tax points, you may combine them with tax points from your main action.*

When you collect a good by taxing, remove it from the game board and place it on your household mat, either on an **empty space** of your boat OR on the **dock**. You may move goods freely between your dock and your boat **at any time**.

Goods may be placed on an empty space in your boat OR on your dock.

Build

You may spend a number of ***build points*** equal to the number of hammer icons. Build points allow you to build structures in regions you occupy.

The **only cost** to build a structure is build points; no coins or goods are required.

in a region you rule it costs...	in a region you do not rule it costs...
one build point to build a structure	**two build points** to build a structure

NOTE: *If you take a bonus action that gives you build points, you may combine them with build points from your main action.*

There are **three types** of structures. Each region may only contain one structure of each type, regardless of which player builds them. Each type of structure has a unique ability that benefits its owner **in that region**:

- **Church**: When you build a church, **remove** a rebel or an opponent's non-leader troop from this region. Then **place** one of your non-leader troops in this region. *(If you are out of troops to place, you may still remove a troop.)* If you remove a rebel, return it to the game box and do not gain a reward.

- **Market**: When you collect a good by taxing in a region with your market, collect **one extra good** of that type OR gain **one coin** from the supply. *(If there is no good remaining in a region, you may not tax that region to use your market's ability.)*

- **Stronghold**: Your stronghold counts as one of your troops, for purposes of determining who rules this region. When any opponent attacks you in this region, they must **reveal one extra** scheme card to check for a casualty.

BONUS ACTIONS

There are three different types of bonus actions:

- Playing Schemes
- Accomplishing Deeds
- Converting Goods

Playing Schemes

You may play **one** scheme card per turn. To play a scheme card, reveal it from your hand and immediately gain the rewards shown on the card. Then place the scheme card, face up, in the scheme discard pile.

Accomplishing Deeds

You may accomplish **one** deed card per turn. You may **only** accomplish deeds from your player area *(i.e., those you have chosen previously)*, not from the face-up row. Some deeds have a **cost** *(e.g., spend goods and coins)*, some deeds have a **requirement** *(see Example E)*, and some deeds have both. If you can pay all costs and meet all requirements of a deed card, you may accomplish that deed.

When you accomplish a deed, immediately gain the rewards shown at the bottom of the card. Then tuck the deed card under the top edge of your household mat. It will also be worth victory points at the end of the game.

Converting Goods

You may convert goods once per turn. To convert goods, flip one of your conversion tokens face down and perform the listed conversion. Once a conversion token has been flipped face down, it cannot be used to convert goods again that round *(so you can only perform two conversions in one round)*.

NOTE: *Here is a quick rundown of rewards on scheme cards. Most schemes give you rewards that are equal to the actions on the second or third row of the strategy board for 3–4 players. Some schemes also give you coins, either by themselves or in addition to another reward. Additionally, three schemes even allow you to choose a deed card during the Action Phase.*

Gain one tax point and one coin

Choose one deed card

Example E: *Emily may accomplish the Market Day deed on any turn in which she meets the* ***requirement*** *of having three markets in adjacent regions. She may wait to accomplish it until a later turn, to gain the associated reward at a more optimal time. When she accomplishes the deed, she earns the reward: look at the top two cards of a single scheme deck and keep one. The deed will also be worth two victory points at the end of the game.*

Spend one wood OR one ore, plus any one good, to gain one build point.

Spend one honey OR one fish, plus any one good, to gain one muster point.

3. Claim Phase

Players advance in their quest to claim the throne, choose new deed cards, and earn income. Players then prepare for the next round of the game.

NOTE: *During the fourth round, carry out step A and immediately proceed to* ***END OF THE GAME****, skipping steps B–F.)*

A) ADVANCE ON CLAIM TRACKS

Each player checks to see if they meet the conditions, printed on the claim board, to advance on the rule, build, and trade tracks, and moves their claim markers up the tracks accordingly *(see Example F)*.

NOTE: *You never move down on a claim track, even if, in a later round, you no longer meet the condition of a space you previously reached (e.g., if you rule fewer regions).*

- **Rule**: Players advance if they rule enough regions.
- **Build**: Players advance if they have structures in enough adjacent regions.
- **Trade**: Players advance if they have enough goods on their boat.

Example F: *During the second round, Emily (blue) rules three regions, has structures in three adjacent regions, and has three goods on her boat. Stan (yellow) rules three regions, has structures in two adjacent regions, and has seven goods on his boat. They both move their claim markers up the tracks accordingly.*

B) EARN INCOME

Each player earns income in two categories.

- **Claim & Warfare Markers:** One coin for each claim and warfare marker they have not yet placed on the claim board.
- **Boat**: One coin for each column of their boat that is completely filled with goods.

Example G: *Emily has two ore on her boat, which completely fills the ore column. She gains one coin for this during the Claim Phase.*

C) CHOOSE DEED CARDS

Starting with the current first player, each player chooses one deed card from the face-up row and places it face up next to their household mat. After each card is chosen, reveal one new deed card from the deck, so that there are always three cards in the row.

NOTE: *On any of your turns during the Action Phase, you may* ***accomplish*** *a deed you have chosen, in order to gain rewards and score victory points.*

D) REFRESH CONVERSION TOKENS

Each player refreshes their conversion tokens *(if needed)* by flipping them face up again.

E) REPLENISH GOODS

In each region that does not contain a good *(because it was collected during the round)*, place one good, taken from the supply, that matches the goods icon under the region name.

F) ADVANCE ROUND MARKER

Move the round marker forward one space on the round track. When the round marker reaches a space with advisors next to it *(placed there during setup)*, each player receives the corresponding advisor in their color.

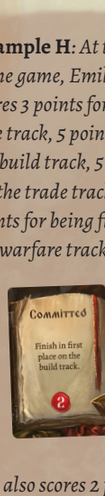
End of the Game

At the end of the fourth round, the game ends. Players score victory points as follows. *(Look for all the red wax seals; those are all the ways to score points!)*

- **Claim Tracks**: For each of the three claim tracks, score victory points according to the position of your claim marker *(e.g., if you reach the top space you score **eight victory points**, while if you only reach the bottom space you score **one victory point**)*.
- **Warfare Track**: Score **three victory points** if you are in first place or **one victory point** if you are in second place. If you are tied for first, you still score three victory points, but no points are awarded for second place. If you are tied for second, you still score one victory point.
- **Agenda Card**: Score **two victory points** if you have met the goal on your agenda card.
- **Deed Cards**: Score **one or two victory points** for each deed you accomplished during the game, as listed on the cards themselves.

The player with the most victory points wins! If there is a **tie**, the tied player who rules the most regions wins. If there is still a tie, the tied player with the most coins wins. If there is still a tie, the tied players divide the land evenly and share the title of Grand Prince or Princess of Kiev.

Example H: *At the end of the game, Emily (blue) scores 3 points for the rule track, 5 points for the build track, 5 points for the trade track, and 3 points for being first on the warfare track.*



She also scores 2 points for her agenda card by being first on the build track and and scores 1 point each from two accomplished deeds.

Emily's final score is 3 + 5 + 5 + 3 + 2 + 2 = 20 victory points.

ALTERNATE BOARD VARIANT

For a variable board layout, place and replenish goods in regions during setup and the Claim Phase according to **goods tokens** instead of the goods icons printed on the game board under the region names. During setup, take the goods tokens *(using only those for the number of players)* and shuffle them, face down. Place one token in each region in play. Then, flip each token face up and place it over the goods icon in the region.

REBEL REWARDS VARIANT

Determine your reward when you defeat rebels using a **rebel reward token** instead of the sticker on the underside of the miniature. During setup, shuffle the tokens and place them in a face-down pile. When you defeat a rebel, flip one rebel reward token and gain the reward shown, then return that token to the game box.

DEED ROW VARIANT

After the last player in turn order chooses their deed card during the Claim Phase, instead of revealing a new card right away, first discard the remaining two deed cards from the face-up row, then reveal three new deed cards to refresh the row.

Solo Mode

You play against the **Rebellion**, a combination of Sviatopolk and the rebels who followed him. The solo mode follows the standard game rules, but the next two pages detail how you will simulate the Rebellion's decision-making so that they are a worthy opponent.

They play according to an **automa deck** of rebellion cards, and they sometimes **change tactics** to remain unpredictable. There are **four difficulty levels**. Follow the setup for a two-player game, with the following changes.

Prior to Vladimir's death, Sviatopolk the Accursed was thrown in prison for plotting rebellion against his father. In the "Rebellion" solo mode, we imagine what would happen if Sviatopolk had initiated a full-scale rebellion across the land of Kievan Rus while Vladimir was still alive. You are the prince or princess tasked by Vladimir with putting down the rebellion.

NOTE: *There are some cards that are incompatible with solo mode. Remove three* **deed cards** *(Enforce Peace, Grand Hunter, Law Giver) and one* **agenda card** *(Courageous). Return these cards to the game box.*

REBELLION SETUP

1. Select a player color for the Rebellion; give them all player pieces of that color except for the troop miniatures. Instead, give them the 15 **rebel miniatures** as their troops.
2. The Rebellion always has Sviatopolk as their leader; give them the matching **leader miniature** & the solo **leader card**.
3. Shuffle the **rebellion cards** and place the deck next to the strategy board, face up.
4. Choose a difficulty level and give the Rebellion the corresponding **household mat**, placed with the horizontal side face up.
5. Place the **first player marker** above their household mat column marked with an axe icon. This marks the Rebellion's starting ***priority***.
6. From the supply, place **three coins** on their dock and **one coin** over each outlined space on the left side of their household mat. The spaces contain ***bonuses*** that can be unlocked.

Difficulty level (e.g. 1 dot = Easy, 4 dots = Very Hard)

NOTE: *The Rebellion's priority dictates their behavior – which strategy they will use on a rebellion card and how they resolve actions.*

GAME BOARD SETUP

- Do not place one rebel in each region in play. Instead, place Sviatopolk and two rebels in Kiev. Then place two rebels in each of the first two non-Kiev regions listed on the top card of the rebellion deck.
- Select an unused color and place one **troop miniature** of this color in each of the five remaining regions in play. These are ***neutral troops***.
- You may place your three troops and leader as normal, except you cannot place them in the three regions that the rebels occupy.

GAMEPLAY DIFFERENCES FOR YOU

When taking your turns, follow the standard rules with a few differences:

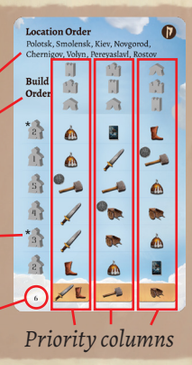
- You are always the **first player**. Ignore the first player marker that the Rebellion uses to mark their priority and ignore the bear icon on the scheme action column.
- When you attack the Rebellion, resolve the attack as if you attacked an opponent *(i.e., do not gain a reward but instead **advance** your warfare marker and check for a casualty)*.
- When you attack a neutral troop, simply remove the troop from the region and return it to the game box *(i.e., do not gain a reward, do not advance your warfare marker, and do not check for a casualty)*.

REBELLION CARDS

The Rebellion places advisors and resolves actions according to an automa deck of rebellion cards. Each rebellion card has several elements:

- **Location Order**: All eight regions in play are listed in a **unique order**, from top to bottom, which determines where the Rebellion will attempt to take certain actions. The order is considered continuous *(i.e., at the bottom of the order, restart at the top)*.
- **Build Order**: For each priority, all three structure types are listed in a specific order, indicating the order in which the Rebellion will attempt to build structures.
- **Strategy**: For each priority, the Rebellion has a unique strategy for placing advisors.
- **Card Number**: Each rebellion card has a unique number for easier reference.

Example I: *The front of a rebellion card.*



1. STRATEGY PHASE

The Rebellion places their advisors according to the bottom card of the rebellion deck; read the card **starting at the bottom** and move to the top.

Placing Advisors

When it is the Rebellion's turn, slide the **bottom card** of the rebellion deck down just enough to reveal the next advisor; the Rebellion will place that advisor this turn. *(Advisors marked with an asterisk are unlocked during play. If an advisor is not yet unlocked, reveal the next advisor instead.)*

On the rebellion card, identify the **priority column** that matches the Rebellion's current priority. In that priority column, there is an action icon in the same row as the advisor that the Rebellion is placing this turn; the Rebellion places that advisor in the indicated action column of the strategy board. If the indicated action column is **full**, the Rebellion places the advisor in the next available action column to the right. *(This may require wrapping back around the strategy board.)*

Adding Bribes

When the Rebellion places an advisor, they will add a bribe in two scenarios *(if they have enough coins; otherwise they will not bribe)*:

- If the rebellion card has a **coin icon** next to the action icon for the action column where they are placing their advisor, they add as many coins as needed to place their advisor on the **top space** of that action column. *(In some cases, they will add zero coins since none are needed)*.
- If their advisor has the **same power** as one of your advisors which is already placed in that action column, they add one coin to place their advisor above yours.

2. ACTION PHASE

The Rebellion resolves their advisors and takes actions according to the **top card** of the rebellion deck. It will provide the **location order** and **build order** for their actions.

Resolving Advisors

When it is the Rebellion's turn, move the **bottom card** of the rebellion deck to the top of deck. Then they resolve their advisor with the fastest initiative *(i.e., lowest number)*, removing it from the strategy board. If the Rebellion has two advisors that are tied for fastest initiative *(e.g., two #2 advisors)*, they resolve the one in the leftmost column on this turn; they will resolve the other on their next turn.

When the Rebellion resolves an advisor, if they cannot take the action *(e.g., they cannot pay its coin cost OR they are out of troops)*, they **forfeit** it instead to gain one coin from the supply.

Taking Actions

When the Rebellion resolves an advisor, they take the corresponding main action, with modifications as listed in the following sections.

Unlike you, the Rebellion does not take **bonus actions** *(i.e., playing schemes, accomplishing deeds, or converting goods)*. Instead, they gain all **unlocked bonuses** that correspond with the main action they are taking that turn.

NOTE: *Any bonus movement point is resolved **after** the main action.*

Example J: *The Rebellion takes an attack action. Among their unlocked bonuses, two correspond with attack. The bonus in the leftmost column allows them to reveal one less card for a casualty during their attack. The bonus in the middle column gives them an additional attack point.*

Muster

The Rebellion spends muster points to muster one troop in each region that they occupy but do not rule, in location order, until all muster points are spent OR the Rebellion rules all regions that they occupy — whichever happens first.

Then, if the Rebellion still has any muster points remaining, they muster one troop in each region that they rule, in location order, until all muster points are spent.

If Sviatopolk has been removed from the game board, the Rebellion will always muster him first.

Scheme

The Rebellion does not draw scheme cards and may not assign the first player marker.

Instead, when they take a scheme action, move the top coin from the current priority column of the Rebellion's household mat to their dock to **unlock a new bonus**.

If all coins for the current priority column have already been moved, move the top coin from the leftmost column that has a coin instead.

Move

For the Rebellion, each movement point allows them to move one of their troops to **any region**, regardless of distance *(unlike you, for whom each movement point only moves one troop into an adjacent region)*. The Rebellion's current priority determines how they move troops.

- : The Rebellion moves one troop at a time to **each region** that they do not occupy, in location order, until they occupy all regions OR all movement points are spent.
- / : The Rebellion moves troops to a **single region** that they do not rule, in location order, until all movement points are spent.

In addition, the Rebellion follows these rules when moving troops *(see Example K on top right)*:

- They always leave at least one troop in each region.
- They never move a troop if it would cause them to cede rule of the region to you. *(However, they will still move a troop if it results in a tie for the rule of the region.)*
- They always move a troop from the closest region with available troops. In case of a **tie** for distance, they move a troop from the region lowest in location order.
- They always move Sviatopolk if there is a choice of which troop to move from a region.

Attack

The Rebellion spends attack points to attack you or the neutral troops. If both you and the neutral troops occupy a region, the Rebellion always **attacks you first**. The Rebellion will use all attacks, if possible, in a **single region** before attacking in other regions. The Rebellion's current priority determines where they will attack.

- : The Rebellion first attacks in regions that they **do not rule**, in location order, and then in regions that they **rule**, in location order.
- / : The Rebellion first attacks in regions that they **rule**, in location order, and then in regions that they **do not rule**, in location order.

When the Rebellion attacks **you**, you must remove one of your troops from that region. Then the Rebellion advances their warfare marker and checks for a casualty *(you choose which scheme deck they reveal cards from for this)*.

When the Rebellion attacks the **neutral troops**, simply remove the troop from that region and return it to the game box. The Rebellion does not advance their warfare marker and does not check for a casualty.

Build

The Rebellion decides where to spend their build points in this order:

A. Regions that they **rule** and that do not have any of their structures, in location order.

B. Regions that they **do not rule** and that do not have any of their structures, in location order.

C. Regions that they **rule** that are also occupied by your troops or the neutral troops, and that also have any of their structures, in location order.

D. Regions that they **rule** and that also have any of their structures, in location order.

If the Rebellion builds in a region occupied by your troops or the neutral troops, they will always **build a church** *(if possible)*. Otherwise, they will build the **top-most structure** that they can build, shown in the current priority column on the top card of the rebellion deck.

Example K: *The Rebellion's current priority is and the current location order starts with Pereyaslavl and ends with Volyn. They have two movement points, which they use to move troops as shown here.*

Tax

The Rebellion decides where to spend their tax points in this order:

A. Regions that they **rule** that produce goods for which they do not have a full boat column, in location order.

B. Regions that they **do not rule** that produce goods for which they do not have a full boat column, in location order.

C. Regions that they **rule** that produce goods for which they have a full boat column, in location order.

D. Regions that they **do not rule** that produce goods for which they have a full boat column, in location order.

NOTE: *The Rebellion always places goods on empty spaces of their boat, if possible.*

When taxing a region that contains one of their markets, the Rebellion always **takes an extra good** from the supply, instead of taking a coin.

3. CLAIM PHASE

The Rebellion resolves the Claim Phase differently, as noted below.

Assign Priority

Assign the first player marker to a priority column of the Rebellion's household mat as follows:

A. If you occupy more regions than the Rebellion, assign to .

B. Otherwise, if you have structures in more adjacent regions than the Rebellion, assign to .

C. Otherwise, if you have more goods on your boat than the Rebellion, assign to .

D. Otherwise, assign to the starting priority column *(marked with)*.

Advance on Claim Tracks

After advancing on claim tracks, for each track on which you are ahead of the Rebellion, move the top coin from the current priority column of the Rebellion's household mat to their dock to **unlock a new bonus**. If all coins for the current priority have already been moved, move the top coin from the leftmost column that has a coin instead.

Earn Income

The Rebellion gains **one coin** by default, plus **one coin** for each column of their boat that is completely filled with goods *(only after rounds 1-3)*.

Choose Deed Cards

The Rebellion never takes a deed card.

REBELLION SCORING

At the end of the game, you score points as normal. The Rebellion scores victory points as follows. *(They do not score points for agendas or deeds.)*

- **Claim Tracks**: Normal scoring *(i.e., between **one and eight victory points**)*.
- **Warfare Track**: Normal scoring *(i.e., **one or three victory points**)*.
- **Coins**: Score **one victory point** for every three coins, rounded up.
- **Goods on Dock**: Score **one victory point** for every three goods on their dock *(i.e., not on their boat)*, rounded up.

Deed Card Reference

Cost: Have six or more troops in the same region.

Reward: one movement point

Cost: Spend two wood <u>and</u> have a stronghold and church in the same region.

Reward: Draw two scheme cards and keep one.

Cost: Discard one scheme card <u>and</u> spend three coins.

Reward: two muster points

Cost: Spend any two goods and two coins.

Reward: Draw two scheme cards and keep one.

Cost: Remove one of your troops from three regions.

Reward: Move two of your troops anywhere, regardless of distance.

Cost: Spend four coins.

Reward: two muster points

Cost: Have three defeated rebels <u>and</u> spend two coins.

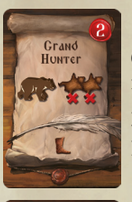
Reward: Draw two scheme cards and keep one.

Cost: Spend one fish, one fur, and two coins.

Reward: Move two of your troops anywhere, regardless of distance.

Cost: Have a market, stronghold, and church in the same region.

Reward: one tax point



Cost: Have the first player marker <u>and</u> spend two fur.

Reward: one movement point

Cost: Have markets in three regions with different goods icons.

Reward: Draw two scheme cards and keep one.

Cost: Spend one fish, one honey, and two coins.

Reward: Draw two scheme cards and keep one.

Cost: Have strongholds in three adjacent regions.

Reward: one attack point (reveal one less card for a casualty)

Cost: Discard one scheme card <u>and</u> spend one ore.

Reward: one build point

Cost: Discard one scheme card <u>and</u> spend two honey.

Reward: one build point

Cost: Have churches in three adjacent regions.

Reward: three coins

Cost: Have troops in eight or more regions.

Reward: two muster points

Cost: Spend one fish, one ore, and two coins.

Reward: one attack point (reveal one less card for a casualty)

Cost: Remove one of your structures.

Reward: two tax points

Cost: Spend three different goods.

Reward: two coins

Cost: Spend one wood and one honey <u>and</u> have two defeated rebels.

Reward: one attack point (reveal one less card for a casualty)

Cost: Spend three goods of the same type.

Reward: Draw two scheme cards and keep one.

Cost: Remove two of your troops from one region that you rule.

Reward: Draw two scheme cards and keep one.

Cost: Discard one scheme card <u>and</u> remove two of your troops.

Reward: Move two of your troops anywhere, regardless of distance.

Cost: Remove two of your troops <u>and</u> spend two coins.

Reward: Draw two scheme cards and keep one.

Cost: Spend one ore, one fur, and one wood.

Reward: one build point

Agenda Card Reference

NOTE: *You meet the goal on an agenda card if you are tied for first or if you are tied for most.*

Have the most goods.

Includes goods on your boat and dock.

Defeat the most rebels.

Does <u>not</u> include rebels converted by churches (they are returned to box).

Finish in first place on the trade track.

Finish in first place on the rule track.

Finish in first place on the build track.

Accomplish the most deeds.

Rule the most structures.

Count structures for all players in regions that you rule.

Have the most coins.

Do <u>not</u> earn income at the end of round 4.

Finish in first place on the warfare track.

Occupy the most regions with your troops.

No need to rule the regions.

Have the most combined fur and honey.

Includes fur and honey on your boat and dock.