



2-4



13+



60 m

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The



WALLED CITY

Londonderry & Borderlands

RULES
OF PLAY



INTRODUCTION

Northern Ireland in the Year 1608. Players take on the roles of the Undertakers, whose job it was to plan the city's layout, all competing to be voted the first Mayor of Londonderry.

OVERVIEW

Compete through two *rounds*, each with four *phases*. In the first round, players will be building Roads in the city, dividing it up into neighborhoods and settling citizens; at the end of the round, players earn Votes (*points*) for majorities in individual neighborhoods and also for overall majorities in Faction-controlled neighborhoods. In the second round, players will be building Walls to finish the city's fortifications, and also promoting Nobles from the city to act as Watchmen on the city's Towers. At the end of the round, players earn Votes in the same manner, except that this time the scoring potential of the Towers is taken into account. The player with the most votes accumulated by the end of the game will be declared Mayor of the Walled City!



*The Walled City is actually two games in one. The more straightforward version of the game uses the **Londonderry** side of the board. The other side of the board is called the **Borderlands** board, and is based on the city of Neuf-Brisach. The Borderlands version of the game introduces a few new rules, but otherwise follows all of the same rules as Londonderry. Any rule that is modified for Borderlands play is accompanied by this little numbered fleur-de-lis logo, which lets you know that you should reference the **Borderlands Appendix** to learn how to play properly.*

2P

*There are some small setup and scoring adjustments that need to be made when **The Walled City** is played with 2 players. Once you have become familiar with standard gameplay, consult the 2-player Appendix for details.*

COMPONENTS

1 GAMEBOARD

Score Track

Phase Track

Defense zones

You will be placing cards here to affect the value of the Towers.

Towers

Nobles promoted here become Watchmen.

Gaps

Walls are built here.

Paths

Roads are built here.

Survey chit spots

Survey chits go here to affect neighborhood value.

Faction die spots

Faction dice go here to show Faction allegiance and value.

Round marker plank



The Borderlands board has all of the same features as the Londonderry board, but in a different layout.

Areas

These are regions of the city bounded by Paths and/or the city's fortifications (*including Gaps*). Later in the game, some areas will become neighborhoods on their own, while some groups of other areas will merge and form larger neighborhoods.

Fortifications

The perimeter of the city, comprised of the illustrated portions of wall plus its Gaps.

City Name

20 GUILD CARDS

A Guild card grants a unique power to its owner, and its priority number determines turn order for much of the game. There are 8 Guilds which are from the Londonderry deck (*with the green bottoms*), 8 Guilds from the Borderlands deck (*with the orange bottoms*), and 4 Guilds that are part of both the Londonderry and Borderlands decks (*with the half-green/half-orange bottoms*.)

Guild name

Guild power

Priority number



44 CONSTRUCTION CARDS

Four eleven-card decks. Each card displays two numbers which will be used for various purposes in the game.



100 PEASANTS

25 in each player color. Peasants are settled in the city during the game to earn Votes for players.



80 NOBLES

20 in each player color. Nobles work like Peasants, but they break majority ties, will flee if left in unprotected neighborhoods, and can be promoted to Watchmen on the Towers.



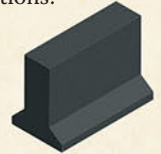
4 SCORE MARKERS

1 in each player color.



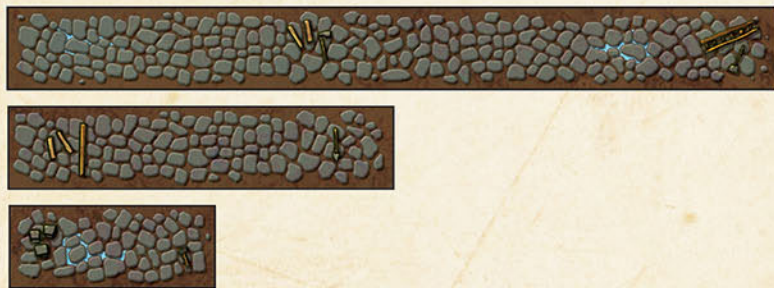
12 WALLS

Walls are built during the game to close the Gaps in the city's fortifications.



24 ROADS

Two long, fourteen medium, and eight short Roads. Roads are built during the game to divide the city into neighborhoods.



20 FACTION DICE

Five Factions with four dice each. Each die face displays one, two, or three symbols for its Faction. The Faction dice indicate Faction presence in the city and the Faction's overall value.



4 SURVEY CHITS

Each chit has a +1 side and a -1 side. Survey chits affect the value of the Votes earned for winning neighborhood majorities.



1 ROUND MARKER

...for displaying the current round.



1 PHASE RING

...for displaying the current phase.



5 FACTION TRACKERS

...for tracking each Faction's current Vote value on the score track.



SETUP

- A The board and its tracks.** Place the game board face up on the table. Place the Round marker on its plank with the “1” and Road silhouette showing. Place the Phase ring on the Phase track so that the “A” on the track shows through.
- B  Roads and Walls.** Each player takes the number of Roads and Walls depending on number of players, as shown in the chart below. The physical length of the Road tiles that each player takes is not important. Excess items are returned to the box.
- C  Player pieces.** Each player picks a color, takes their Scoring marker, and places it near the beginning of the Score track. Each player then takes a number of Nobles, Peasants, and Construction cards in their color as shown in the chart below, depending on number of players. Excess items are returned to the box.

	 Roads	 Walls	 Nobles	 Peasants	Construction Cards
4 players	4	3	14	16	9: each player discards their 1/0 and 2/0 cards.
3 players	5	4	18	20	11: each player uses their whole deck.
2 players	6	6	20	25	16: each player uses two decks and discards the 5/0, 2/0, and 1/0 from both ; consult the 2-player Appendix for details.

- D 2 Players ONLY: Neutral pieces.** With 2 players, there will be Citizens from an unused player color placed in the areas and Towers of the board, which will act as competition towards winning majorities; consult the **2-player Appendix** for details.
- E Faction dice and trackers.** There are twenty faint Faction die spots on the board. (*Some are in areas, some are in Towers.*) For each such spot, take a random Faction die from the box (*try not to look at which die you are taking before you roll it*), roll it, and place it there. Once all twenty dice have been placed, total up the symbols for each of the five Factions, **ignoring dice in the Towers**, and use the Faction trackers to track those totals on the Score track.
- F  Survey chits.** There are four areas that have a faint Survey chit spot on the board. For each such spot, take a Survey chit, flip it (*like you'd flip a coin*), and place the chit in the spot.

- G Guild card display.** Shuffle your deck of Guild cards* and deal a number of face up cards into a display near the board. The number of cards in the display depends on the number of players.

4 players	9
3 players	7
2 players	5

***Which deck?** There are two Guild card decks provided with the Game. All Guild cards share the same backside illustration. If you are playing on the Londonderry board, use the 8 cards with the green bottoms and the four dual-colored bottoms. If you are playing on the Borderlands board, use the 8 cards with the orange bottoms and the four dual-colored bottoms.

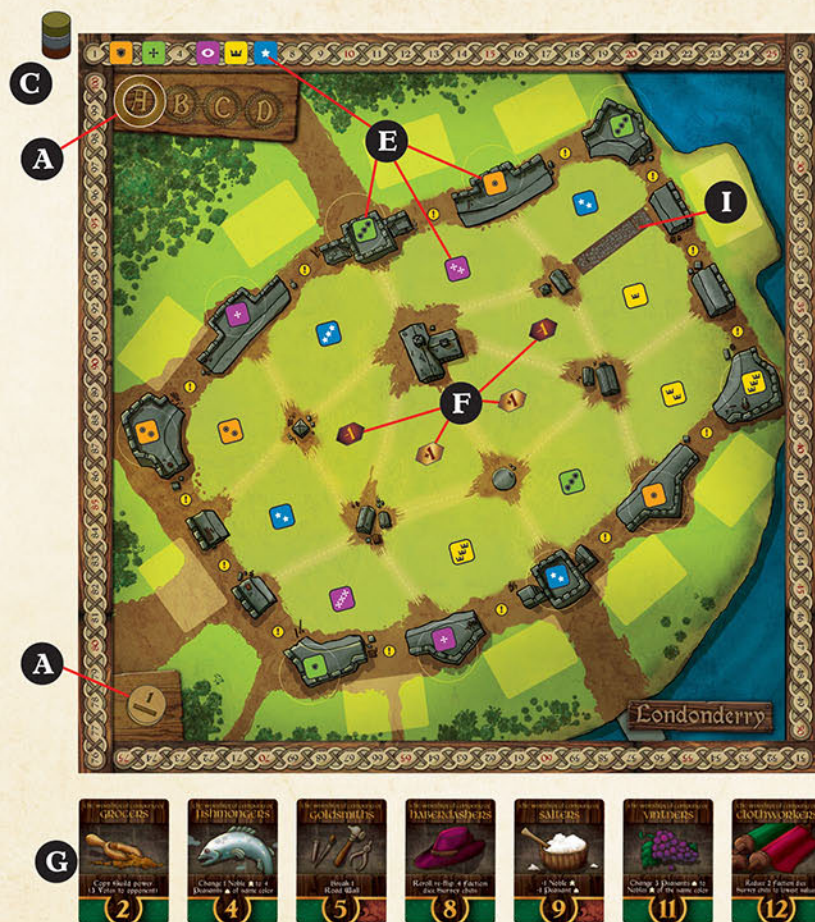
Mixing Decks. For variety we have included the option for players to make mixed decks of Guild cards that use cards from both decks. The effect of mixing decks is explained in round 1's **Align** phase.

- H Starting player.** The starting player is the one who has most recently been to (*or near*) the city of Derry in Northern Ireland. If tied, then the player who is “most Irish” is the starting player... interpret that however you like. If this fails to deliver a starting player, then use any method you're comfortable with.
- I Starting Roads.** Depending on number of players, some of the Paths on the board may start with Roads already built on them. With 4 players, there are none. With 3 players, there is one; pick a Path and place a Road (*from the box*) of the correct length on it. (*It doesn't matter who picks the Path; the placement location doesn't benefit the placing player. If players can't concur on a location then the Starting player chooses.*) With 2 players, there are 4; consult the **2-player Appendix** for details.

4 players	0
3 players	1
2 players	4

SETUP SUMMARY AND EXAMPLE

For this example we will set up a 3-player game on the Londonderry board.

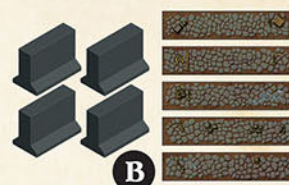


Throughout the rulebook examples, we will use the name Olive to refer to the moss-green player, the name William to refer to the brick-red player, and the name Tanya to refer to the slate-gray player.

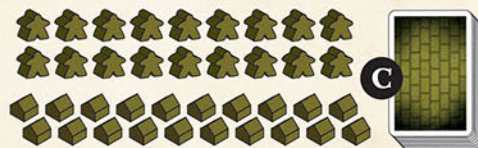


A Place game board with the Round marker on its plank, and the Phase ring on the "A".

B Each player takes Walls and Roads (determined by player count).



C Each player chooses a color, places their Scoring marker by the Scoring track, and takes their Nobles, Peasants, and Construction cards (determined by player count).



D Neutral pieces; this is for a 2-player game only, so we'll skip it for this 3-player setup.

E All twenty Faction dice are rolled and placed on spots. Faction trackers are placed to represent Faction overall values, ignoring Towers. (For example in the setup to the left, the Blue faction has 3 dice in the city's areas, and their symbols total 7; the Blue tracker is thus placed on the 7 of the Score track.)

F All four Survey chits are flipped like coins and placed on their spots.

G Lay out the face up Guild card display (determined by player count).

H Pick a starting player.

I Place starting Roads, if required.

ROUND 1 SUMMARY

A) The Align phase

Players choose the Guilds that they will be aligned with for Round 1.

B) The Build phase

Players take turns using their Construction cards to build Roads, which lets them place Citizens and adjust a Faction die or Survey chit in an adjacent area. The phase continues until all players have run out of Roads.

C) The Count Votes phase

Each neighborhood and then each Faction is scored (*ignoring Towers*), with Citizen majorities earning Votes.

D) The Defense phase

Players place Construction cards in the Defense zones; they'll affect scoring during Round 2's Defense phase.

A) THE ALIGN PHASE

During this Align phase, players will choose the Guild that they will be aligned with for the duration of Round 1. Each Guild offers a unique power to the aligned player, and its *priority number* will determine the player's turn order position during this round's **Build** phase.

In clockwise order from the Start player chosen during Setup, each player chooses one Guild from the display. Guilds are kept face up on the table in front of their owners. Unchosen Guilds remain in the display for Round 2.



*Example: Olive is our Start player. She wants to act last in the **Build** phase, so she picks the Clothworkers Guild and places it in front of herself. William is next; he doesn't care much about turn order but likes the Fishmongers power and chooses that Guild. Tanya is last; she chooses the Salters Guild because she likes the power and the position its priority number will give her.*

Guild Powers: You may activate your Guild's power at any time during your turn. (Each card has a summary of its power, but you can find detailed explanations of the Guild powers in the **Guilds** appendix of the rulebook.) When you activate your Guild's power, pivot the card 90° to indicate that it's been used; a pivoted Guild may not be activated again.

- Some Guilds display a ∞ symbol; these Guild powers are *constant*, which means that they are **always** active and the card is never pivoted.

You will be losing this Guild and getting a new one in round 2; if you don't use your Guild's power by then, it is wasted.

Priority Numbers: Each Guild displays a priority number. In the **Build** phase, the turn order goes in ascending order according to these numbers; lower numbers act first, followed by higher numbers.

- If you have mixed Guilds from the Londonderry and Borderland decks together, then please note that Borderlands priority numbers have a little "b" beside them. This means that they act **after** the same number without a "b". (For example the *Carpenters 1b* Guild from the Borderlands deck would act **after** the *Mercers 1* Guild from the Londonderry deck.)

Once all players have their Guild cards, move the Phase ring to "B" and begin the **Build** phase.



B) THE BUILD PHASE

During this Build phase, players will be building Roads to divide up the city and settle their Citizens (*Nobles and Peasants*) in the city's various areas, with the aim of achieving majorities towards neighborhood and Faction scoring. Players will also get the opportunity to affect Faction dice and Survey chits.

The Build phase is conducted in turns. In Guild priority order, players continue to take turns until all players have run out of Roads. (So for example in a 3-player game where each player has 5 Roads, each player will get 5 turns.) Each turn is divided into three steps, performed in order. On your turn:

1. CONSTRUCT

2. SETTLE

3. ADJUST A FACTION DIE OR SURVEY CHIT

1. CONSTRUCT

Place one Road from your personal supply onto an empty Path between two areas. (If you don't have a Road tile of the correct physical length for the Path, simply trade with another player or with the stockpile of unused Roads in the box.) Then choose one Construction card from your hand and lay it face up on the table in front of you.



Example: It's William's turn. He decides to construct his Road in the location shown, so he places a short Road from his supply on that Path. Then he chooses the 2/1 Construction card from his hand and lays it face up on the table.

2. SETTLE

According to your played Construction card's numbers, place any combination of your own Citizens (Peasants and/or Nobles) from your supply into the two areas adjacent to the Road you constructed.

- The quantity of Citizens you place must match exactly the two separate values of the Construction card you played. (So for example if you played a 3-2 card, you would place 3 Citizens into the area on one side of the road and 2 Citizens into the area on the other side.)
- It is up to you how many of your placed Citizens (if any) are Nobles and how many are Peasants.

Strategically you may want to be aware of three factors pertaining to Nobles that may help you make your decision about how many to place:

1. They act as tiebreakers for Majority during the **Count Votes** phases of both rounds.
2. They can be promoted to adjacent Towers as Watchmen during the **Build** phase of round 2, which creates new scoring opportunities.
3. Nobles in neighborhoods with unfinished Walls will flee from the city (and be discarded from the game) at the beginning of the **Count Votes** phase of round 2.

After you have Settled, discard your played Construction card into a shared discard pile.

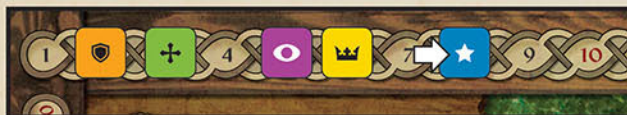


Example: William's turn continues. Since he played his 2/1 card, he must play 2 Citizens on one side of the Road, and 1 Citizen on the other. He decides to place 1 Peasant in the area with the Blue Faction die, and 1 Noble plus 1 Peasant in the area with the Purple Faction die. Then he discards the Construction card.

3. ADJUST A FACTION DIE OR SURVEY CHIT

You may now influence **one** Faction die or Survey chit in an area **adjacent** to the Road you constructed.

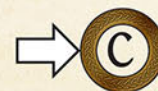
- You may choose an area even if you didn't place any Citizens there in the Settle step.
- Faction dice in Towers may **not** be chosen in this round.
- If you choose to influence a **Faction die**, you may increase or decrease its value by 1. (*Obviously if it is already at 1 it may not be decreased and if it is already at 3 it may not be increased.*) Make sure to move the relevant Faction tracker along the Score track to reflect the Faction's new overall value.
- If you choose to influence a **Survey chit**, simply flip it over.



Example: William's turn continues. He could adjust either of the circled dice. He chooses the Blue faction, and rotates the die to increase its value by 1 from 2 symbols to 3. Then he adjusts the Faction tracker on the score track, increasing the Faction's overall value by 1 from 7 to 8.



After you have performed all three steps, your turn is over and play passes to the next player in priority order. If all players have run out of Roads, move the Phase ring to "C" and begin the **Count Votes** phase.



C) THE COUNT VOTES PHASE

NEIGHBORHOODS FORM

At the start of this **Count Votes** phase, all of the Roads in the players' personal stock have been built, and so the areas of the city now stabilize into what will be called *neighborhoods* for the remainder of the game. A neighborhood is defined as an area (or group of areas) that is bounded by Roads and/or the city's fortifications (including Gaps).

Because there are not enough Roads to fill all of the city's Paths, this means that some neighborhoods will be composed of multiple areas. Even though it'll be a little tricky to count things up in such neighborhoods, **don't consolidate**; make sure to leave all Citizens, Faction dice, and Survey chits in their original **areas** within those neighborhoods.

Example: Our board looks like this at the start of our **Count Votes** phase. Most of the individual areas have been surrounded by Roads and so form their own little neighborhoods. The two regions outlined in red don't have Roads splitting them up; the one marked A becomes a single neighborhood (composed of the three areas and everything in them) and the one marked B becomes a single neighborhood (composed of two areas and everything in them).

As you can see, it's a little tricky to clearly count what is in those larger neighborhoods in this state; In neighborhood A for example, William has 2 Citizens (a Peasant and a Noble) in one area and 1 Citizen (a Peasant) in another. William will have to be observant when counting.



Scoring in this Count Votes phase is calculated in two distinct steps, performed in order.

1. NEIGHBORHOOD SCORING

All neighborhoods will be scored for area majority. The order in which neighborhoods are scored is not important; pick a neighborhood, score it, and move to the next until all have been scored. For each neighborhood:

The player with the most Citizens is in 1st Place, the player with the second-most Citizens is in 2nd place, and so on. **A player must have at least one Citizen in a neighborhood to be involved in its scoring.** The Vote values of each Place are as follows:

1st Place: +5 Votes
2nd Place: +3 Votes
3rd Place: +2 Votes
4th Place: 0 Votes



Survey chits: If the neighborhood has one or more Survey chits in it, the Vote value of **every Placing** in that neighborhood is changed by the amount displayed on the chit(s). (Note that the -1 chits mean that players might possibly earn negative points for 4th place, or even for 3rd place if there are multiple -1s there.)

Nobles break ties. If there is a tie for a Placing, then the tie is broken in favour of the player with **more Nobles** in the neighborhood being scored.

If any tied players have the **same number of Nobles** in the neighborhood, then combine the Vote values of the Places those players occupy as a group, and divide the combined total amongst the tied players as evenly as possible, ignoring remainders.

So for example in a 4-player game if the Green player had 2 Peasants in a neighborhood and the remaining 3 players each had 1 Peasant in the neighborhood, the Green player would earn 1st place (5 Votes) and the other three players would combine the values for 2nd, 3rd, and 4th Places and split those Votes. ($3 + 2 + 0 = 5$, split as evenly as possible is a mere 1 Vote each with the remainder of 2 Votes ignored.)



Example 1:

- Olive has 5 Citizens in this neighborhood so gets 1st Place; 5 Votes for her.
- Tanya has 4 Citizens so gets 2nd Place; 3 Votes for her.
- William has a single Citizen here so gets 3rd Place; 2 Votes for him.



Example 2: Olive and Tanya each have 2 Citizens here... however Olive has more Nobles here than Tanya, so:

- Olive gets 1st Place; 5 Votes for her.
- Tanya gets 2nd Place; 3 Votes for her.



Example 3: All three players have 2 Citizens here... however Olive and William are tied with a single Noble apiece while Tanya has none. Olive and William will therefore combine the Vote values for 1st and 2nd Place and split those Votes, while Tanya will earn the Votes for 3rd Place.

Note though that there is a +1 Survey chit in this neighborhood which affects the Vote value of every Placing! So, 1st is worth 6 Votes, 2nd is worth 4 Votes, and 3rd is worth 3 Votes.

Final result is:

- Olive and William split 1st & 2nd Place's 10 Votes for 5 each.
- Tanya gets 3rd Place; 3 Votes for her.

2. FACTION DICE SCORING

There are five separate Factions that hold power in the various areas of the city. In this **Count Votes** phase, each Faction is worth a number of Votes equal to the total number of Faction symbols visible on the dice **in the neighborhoods only (not the Towers)**. You should have been tracking each Faction's overall value using the Faction trackers and the Score track... now is a good time to make sure that the trackers are correct.

To score a Faction, pick one color at a time and have each player announce how many of their own Citizens share a neighborhood with any of that Faction's dice. The player with the most such Citizens earns a number of Votes equal to the Faction's overall value.

- In the event of a tie, the tied player with the most Nobles among the relevant Citizens wins. If still tied, the tied players split the Votes equally, ignoring remainders.

Faction tracking example: in the diagram below, there are 3 Yellow dice in the city (ignore the one on the Tower). Their symbols add up to 7, so Yellow's overall value is 7.



Example 1: Let's score the Yellow Faction. There are three neighborhoods with Yellow dice in them (outlined in yellow in the diagram), so each player counts up and announces their total Citizens in those neighborhoods.

- Olive has 6 Citizens (3 Peasants & 3 Nobles).
 - William has 5 Citizens (3 Peasants and 2 Nobles).
 - Tanya has 7 Citizens (5 Peasants and 2 Nobles).
- Tanya is the clear winner; the overall value of the Faction is 7, so Tanya earns 7 Votes and marks her score on the Scoring track.*

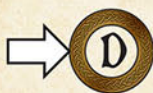


Example 2: Let's score the Purple Faction. There are two neighborhoods with Purple dice in them (outlined in purple in the diagram), so each player counts up their total Citizens in those neighborhoods.

- Olive has 2 Citizens (1 Peasant and 1 Noble).
- William also has 2 Citizens (1 Peasant and 1 Noble).
- Tanya has 0 Citizens.

So, Olive and William are tied for number of Citizens, and they are also tied for number of Nobles; they split the Purple Faction's overall value of 5 Votes. They each earn 2 Votes and the remainder is lost.

Once the process is complete for all five Factions, move the Phase ring to "D" and begin the **Defense** phase.



D) THE DEFENSE PHASE

During this **Defense** phase, players will be placing Construction cards into the Defense zones. These cards will affect scoring at the end of round 2's **Defense** phase.

5 In reverse score order (from fewest Votes to most Votes), each player places **one** Construction card from their hand **face down** into an empty Defense zone. If tied for Votes, the tied player with the **lower** Priority number goes first.

- Orientation of the cards is crucial; these cards will be revealed later, and their values will be applied to the adjacent Towers for scoring purposes. The number on each half of the placed card applies to the Tower it is closest to.
- Players may peek at **their own** face down cards in Defense zones whenever they want.



Example: Olive and William have already placed their cards, so it's Tanya's turn (she has the most Votes so goes last in this phase). She selects the 3/2 card from her hand and places it face down where shown.

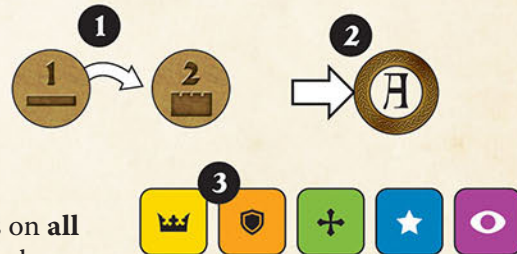
The diagram shows it face up so that the explanation is clear, but the card is actually placed face down. Tanya makes sure that the card is oriented so that the 3 and 2 on the card are adjacent to the Towers she wants them to affect.

So, Tanya's card will add 2 to the value of the tower with the Blue Faction die when it is scored in round 2's Defense phase, and her card will add 3 to the value of the Tower with the Orange Faction die. This information is known only by Tanya, and she can peek at her own cards whenever she wants to as a reminder.

Once each player has placed their card, round 1 is over.

PREPARING FOR ROUND 2

1. Flip the Round marker to the "2" side which displays a Wall silhouette.
2. Move the Phase ring back to the "A".
3. Recalculate the overall value of all five Factions. This time, count **all** of the symbols on **all four** of each Faction's dice. Use the trackers to display the new values on the Score track.



ROUND 2 SUMMARY

A) The Align phase

Players choose the Guilds that they will be aligned with for Round 2.

B) The Build phase

Players take turns using their Construction cards to build Walls, which lets them place Citizens, promote Nobles to Watchmen, and adjust a Faction die or Survey chit in an adjacent area. The phase continues until all players have run out of Walls.

C) The Count Votes phase

Unprotected Nobles flee. Each neighborhood and then each Faction is scored (this time taking Towers into account), with Citizen majorities earning Votes.

D) The Defense phase

Players place Construction cards in the Defense zones; Defense zone cards are revealed and Towers are scored for majority with winners earning Votes equal to the numbers on any adjacent Construction cards.

A) THE ALIGN PHASE

During this *Align* phase, players choose new Guilds to align themselves with for the second round.

First, **all players discard their Guild card** from round 1, even if they didn't use its power. **Use it or lose it!**

Then in **reverse score order** (from fewest Votes to most Votes), each player chooses one Guild from the display. (If there is a tie, the tied player who had the lower-numbered Guild in round 1 picks first.) Guilds are kept face up on the table in front of their owners.

- Guild powers and priority numbers will function the same in round 2 as they did in round 1.

Once all players have their Guild cards, move the Phase ring to "B" and begin the *Build* phase.



Example: These are the four Guilds left in the display. In reverse score order, players will choose their Guilds in the same manner as in round 1.

B) THE BUILD PHASE

During **this** Build phase, players will be building **Walls** to finish up the city's fortifications; this lets them continue to settle Citizens in the neighborhoods, and also to promote Nobles from the neighborhoods to adjacent Towers. The aim in this round is still achieving majorities towards neighborhood and Faction scoring (*Tower Factions will be taken into account this round*), but also to achieve majorities in Towers to earn Votes from cards in the Defense zones. Players will again get the opportunity to affect Faction dice and Survey chits.

The Build phase is conducted in turns. In Guild priority order, players continue to take turns until all players have run out of Walls. (So for example in a 3-player game where each player has 4 Walls, each player will get 4 turns.) Each turn is divided into four steps, performed in order. On your turn:

1. CONSTRUCT A WALL

2. SETTLE

3. PROMOTE

4. ADJUST A FACTION DIE OR SURVEY CHIT

1. CONSTRUCT A WALL

Place one Wall from your personal supply onto an empty Gap in the fortifications. Then choose one Construction card from your hand and lay it face up on the table in front of you.



Example: It's Tanya's turn. She constructs her Wall in the Gap as shown, and plays her 4/1 card to the table.



2. SETTLE

According to the number on **one half** of your played Construction card (*your choice **which** half*), place any combination of your own Citizens (*Peasants and/or Nobles*) from your supply into **the neighborhood adjacent to the Wall** you constructed.

- If that neighborhood is composed of multiple areas, then the Citizens **must** be placed in the area that is **immediately adjacent** to the constructed Wall.
- The rules of placement are the same as in round 1's **Settle** step.
- In the event that you do not have enough Citizens remaining to fully satisfy your chosen number, place as many as you can and ignore the remainder.



Example: Tanya chooses the "4" half of her played card, so may place 4 Citizens into the neighborhood adjacent to her constructed Wall.

She decides to place 4 Peasants there.



3. PROMOTE

According to the number on the **other half** of your played Construction card, promote **up to that many** Nobles from the neighborhood adjacent to your constructed Wall. To promote a Noble to a Watchman, simply move it from the neighborhood to either of the two Towers closest to your Wall.

*Note: Some Walls you construct may not be **immediately** adjacent to Towers. For such Walls, the two eligible Towers are the first ones you encounter along the fortifications in either direction. For example in this diagram if you built in the yellow-outlined Gap, the neighborhood you may promote from and the Towers you may promote to are outlined in red.*



- The Nobles do **not** all need to be of the same color. You may promote any combination of Nobles belonging to any player.
- The Nobles do **not** all need to go to the same Tower. You may divide them however you like.
- The Nobles **may** be ones that you just Settled in the previous step.

After you have Promoted, discard your played Construction card into a shared discard pile.

4. ADJUST A FACTION DIE OR SURVEY CHIT

You may now influence **one** Faction die or Survey chit in the single neighborhood **adjacent to** or either of the two Towers **closest to** the Wall you constructed.

- If the neighborhood is a multi-area neighborhood with multiple dice and/or chips, all of them are eligible for adjustment but you must choose only **one** die/chip to influence.
- Influencing a **Faction die** is the same as in round 1, except that this time dice in Towers **are** eligible. Make sure to move the relevant Faction tracker along the Score track to reflect the Faction's new overall value.
- Influencing a **Survey chit** is the same as in round 1.

After you have performed all four steps, your turn is over and play passes to the next player in priority order. If all players have run out of Walls, move the Phase ring to "C" and begin the **Count Votes** phase.



Example: Tanya already used the "4" side of her card to Settle, so now she must use the "1" side to Promote. This means that she could promote 1 Noble of her own (or of William's) from the red-lined neighborhood into either of the two yellow-lined Towers.

She eventually decides to promote her own Noble from the neighborhood to the Tower with the Orange Faction die, then discards her Construction card.



Example: Tanya could influence any of the three circled Faction dice in the diagram. (The Green one is in the neighborhood adjacent to her Wall, the Blue and Orange ones are in the Towers closest to it.)

She decides to increase the value of the Orange Faction die, bringing it from 1 to 2 symbols. She makes sure to reflect this change on the Score track.



C) THE COUNT VOTES PHASE

UNPROTECTED NOBLES FLEE

At the start of this *Count Votes* phase, there will be some Gaps in the fortifications that do not have Walls in them. At this point, **all Nobles in neighborhoods that have at least one un-filled Gap “flee the city”**. Discard all such Nobles from the game.

Example: There are two Gaps in the fortifications without Walls in them (circled in yellow in the diagram) so the Nobles in their adjacent neighborhoods will flee.

The neighborhood in the top right has no Nobles in it, so there is no change to the board.

The neighborhood at the bottom has several nobles in it (circled in red; two of Olive’s, and one each of William and Tanya’s). All four of those Nobles “flee” and are removed from the game.



Scoring in this Count Votes phase is calculated in two distinct steps, performed in order.

1. NEIGHBORHOOD SCORING

Score all neighborhoods again using the same process (and for the same Vote values) as in Round 1. Remember to adjust Vote values if Survey chits are present.

1st Place: +5 Votes
2nd Place: +3 Votes
3rd Place: +2 Votes
4th Place: 0 Votes

2. FACTION DICE SCORING

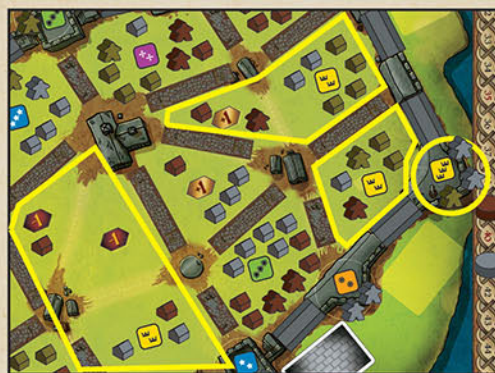
Award Votes for the five Factions again. In this *Count Votes* phase, each Faction is worth Votes equal to the total number of Faction symbols visible on the **all four** of the Faction’s dice (in the city and the Towers combined). You should have been tracking each Faction’s overall value using the Faction trackers... now is a good time to make sure that the trackers are correct.

Score Factions using the same process as in Round 1; the only difference is that **all** of each Faction’s dice contribute to its overall value.

The winner of the majority for a given Faction is the player who has the most Citizens sharing neighborhoods **and** Towers with that Faction’s dice.

In the event of a tie, the tied player with the most Nobles among the relevant Citizens wins. If still tied, the tied players split the Votes equally, ignoring remainders.

Once the process is complete for all five Factions, move the Phase ring to “D” and begin the *Defense* phase.



Let’s score the Yellow Faction. There are three neighborhoods and one Tower with Yellow dice in them (outlined in yellow in the diagram), so each player counts up their total Citizens in those locations.

- Olive has 8 Citizens (6 Peasants and 2 Nobles).
- William has 5 Citizens (3 Peasants and 2 Nobles).
- Tanya has 7 Citizens (5 Peasants and 2 Nobles).

Olive is the clear winner; she gets Yellow’s overall value of 9 Votes and reflects this gain on the Score track.

D) THE DEFENSE PHASE

During this **Defense** phase, players will each be placing another card into a Defense zone, and those cards will contribute towards a final earning of Votes.

-  This part is identical to the **Defense** phase in round 1: In reverse score order (from fewest Votes to most Votes), each player places **one** Construction card from their hand **face down** into an empty Defense zone. If tied for Votes, the tied player with the **lower** Priority number goes first.

Once each player has placed their card, flip **all** of the Defense zone cards face up. Make sure that they are flipped along their **longer axis** so that the revealed numbers remain adjacent to the same tower they were adjacent to while face down.

- Zones with no card in them are treated as if they contain a 0/0 card.

Example: All players' cards in the Defense zones after they have been flipped face up.



TOWER SCORING

Score each Tower separately. The order in which you score them is not important; pick one Tower, score it, then move to the next and so on until all have been scored. To score a Tower:

- The player (or tied players) with the **most** Watchmen in the Tower earns Votes equal to the combined total of the numbers on the **nearer half** of any Construction cards in the Tower's two nearest Defense zones. In the event of a tie, **all** tied players earn those Votes.
- The player (or tied players) with the **second-most** Watchmen in the Tower earns Votes equal to the **lowest number** on the **nearer half** of the Construction cards in the Tower's two nearest Defense zones. If one or both of the zones is empty, this player earns **zero** Votes (because empty zones are treated as if they contain 0/0 cards). In the event of a tie, **all** tied players earn those Votes.

Example: Let's score a few Towers. For the tower outlined in orange, William and Tanya are tied for most Watchmen, so they each earn the sum of the numbers on adjacent cards... however one of the zones is empty, so they just earn the one Vote on the card in the other zone.

For the tower outlined in red, Olive has the most Watchmen; she earns the combined total of 3 Votes. Tanya has the second-most Watchmen so she earns the lowest adjacent number, which is 1 Vote.

For the tower outlined in yellow, Tanya has the most Watchmen; there is only one adjacent card so she earns its 2 Votes. William has the second-most Watchmen; since one of the adjacent zones is empty (and treated as a 0/0), he earns 0 Votes.

For the Tower outlined in blue, both of its zones are empty so nobody earns any Votes.



Once all of the Towers have been scored, the game is over!

GAME END

The player with the most Votes is the winner and is declared the first Mayor of the Walled City!
(In the event of a tie, the tied player who had the lowest-numbered Guild card in round 2 is the winner.)

THE BORDERLANDS APPENDIX

Here are the rules modifications to be aware of when you are playing on the Borderlands side of the game board. Aside from these changes, all other Walled City rules remain the same.



Players use different numbers of Roads, Walls, Nobles, Peasants, and Construction cards. Consult the chart below.

	Roads	Walls	Nobles	Peasants	Construction Cards
4 players	5	3	16	17	10: each player discards their 1/0 card.
3 players	6	4	18	19	12: each player uses their whole deck of 11. Also, take the 4/0, 3/1, and 2/2 cards from the unused color , shuffle them, and deal one card to each player. Your off-color card may only be played during the Defense phase (of either round), into a Defense zone as if it was one of your own cards. <i>You may want to mark it with an extra Peasant of your color from the box, as a reminder that you placed it and may peek at it.</i>
2 players	8	6	20	25	18: each player uses two decks and discards the 5/0 and 4/1 from both . consult the 2-player Appendix for details.



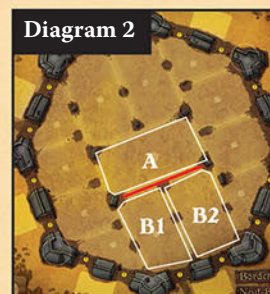
Survey chits. There is only **one** area with a spot for a Survey chit. Take one Survey chit, flip it (like you'd flip a coin), and place the chit in the spot. Return the other three chits to the box.



T-junctions. On the Borderlands board, there are eight Paths that act as the top of a "T", with one area on one side and two areas on the other. We'll call these paths *T-Paths* going forward. T-Paths add some nuances to the **Build** phase of the game.

In diagram 1 to the right, the eight T-Paths are highlighted in red.

In diagram 2, we've highlighted just one T-Path to show how it has a single area on one side (A) and two areas on the other side (B1 and B2).

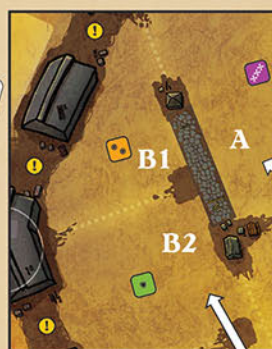


SETTLE

After constructing a Road on a T-Path, you must (*as usual*) allocate one number on your Construction card to one side of the Road and the other number on your card to the other side of the Road. However, since one side of your Road has two areas, you must choose **which one** of those two areas to Settle.

ADJUST A FACTION DIE OR SURVEY CHIT

Similarly, constructing a Road on a T-Path means that you'll have **three** areas from which to choose the one die or chit to influence, instead of two areas as usual.



Settling Example: William has just constructed the Road shown, and has played his 3/2 Construction card. One number on his card **must** apply to area A on one side of the Road; he decides to place 2 Citizens there.



The other number (3) must apply entirely to **either** area B1 **or** area B2, both of which lie on the other side of his Road. William decides to go with B2, and places 3 Citizens there.



Adjusting a Faction Die or Survey Chit Example: William could choose to influence the Faction die in A, or B1, or B2. It doesn't matter if he Settled any Citizens in the area.



Off-color Defense cards. Remember, in a 3-player game, the off-color Construction card in your hand may only be played during the **Defense** phase in round 1 or 2.

THE 2-PLAYER APPENDIX

There are a few aspects of Setup for the 2-player game that demand a little more explanation than the Setup page had room for.

C Player pieces: Construction Cards. Each player uses two decks; their own, and one of the unused colors.

For play on the **Londonderry** board, each player should discard the 5/0, 2/0, and 1/0 cards from **both** of their decks so that their blended starting deck has **16** cards in it.



For play on the **Borderlands** board, each player should discard the 5/0 and 4/1 cards from **both** of their decks so that their blended starting deck has **18** cards in it.

During the game, there is no functional difference between a player's two colors of Construction card.

D Neutral pieces. The 2-player game requires a third presence in the city to make competition for majorities a little more interesting. This "neutral player" will start the game with loyal Citizens on the board.

Seeding the board during Setup: Using an unused player color, place 1 Noble and 2 Peasants in every area that has at least one Gap on its perimeter. Using the same color, place 1 Noble on each Tower.

Effect on gameplay: The neutral Citizens **are** taken into account when calculating majorities in neighborhoods or in Towers during the **Count Votes** and **Defense** phases. Their presence will affect the Placing of the actual players when determining their Vote earnings.

- You don't **need** to keep score for the neutral player, but you can if you want!
- Guild powers **do** affect neutral player Citizens as if they belonged to an actual player.

I Starting Roads. In the 2-player game, the board begins with four Roads already built. Beginning with the Starting Player, players alternate selecting a Path and placing a Road of the correct length (*from the box*) on it. Once each player has placed two roads, the game is ready to begin!

THE GUILDS APPENDIX

The 20 different Guilds cards all show a **summary** of their power; this appendix goes into detail.



Mercers

No one can resist an offer from the trade association!

Details: For each other player, you may remove one of their Nobles (*from anywhere on the board*) and place a Noble from your own supply in the location that the removed Noble came from. A removed Noble is returned to its owner's supply. You may only replace as many Nobles as you have available in your supply.



Grocers

Masters of measurement, patient and calculating.

Details: You may copy any other Guild power that is currently held by another player (*regardless of whether it has been activated or not*). To balance the scales, the copied player will immediately receive 3 Votes on the Score track.



Drapers

Wrapped in wool, your workers remain warm and loyal.

Details: If activated during round 1 before the Construct step of your turn, you may play your Road onto an already-filled Path as if it were empty, following all other rules. (*Simply place your Road on top of the existing one.*)

If activated during round 2 before the Construct step of your turn, you may play your Wall onto an already-filled Gap as if it were empty, following all other rules. (*Simply place your Wall right up against the existing one.*)



Fishmongers

Catching fish is a dirty job.

Details: You may change one Noble in an area (*not a Tower*) into four Peasants of the same color as the Noble. The Noble is returned to the owner's personal supply; the four Peasants come from the owner's supply and are placed into the same area the Noble came from. You may only choose a Noble if its owner *has* at least four Peasants remaining in their supply.



Goldsmiths

Workers will do anything for the right price.

Details: You may “break” any single Road or Wall that has already been constructed, by pivoting the component 90°. (For longer Roads, it’s a good idea to swap in a short road piece from the box.) No new Road/Wall may be built in its place. Other than acting as an obstacle to rebuilding, act as if the broken item was no longer there.

This means that areas separated by a broken Road will merge into a larger neighborhood at the start of round 1’s Count Votes phase, and that Nobles will flee past a broken Wall at the start of round 2’s Count Votes phase.

If a Road is broken during round 2, it will cause the adjacent neighborhoods to immediately merge into (and henceforth to be treated as) one large neighborhood.



Skinners

Workers don’t question the guy holding the knife!

Details: You may remove any single Road or Wall that has already been constructed; return the removed item to the box. A new Road/Wall **may** later be built in the vacated Path/Gap. You **may** build in the vacated Path/Gap on the same turn that you emptied it.

*This power **may not** be used to remove a broken Road or Wall created by the Goldsmiths’ power. (See Goldsmiths for details.)*



Tailors

Entice your opponents with finely tailored garments.

Details: Remove one Peasant belonging to each of your opponents (if possible) from the game board. Removed Peasants are returned to the owner’s supply.



Haberdashers

Create envy wherever you go with the latest fashions.

Details: You get up to 4 attempts to reroll a Faction die or re-flip (like you’d flip a coin) a Survey chit. With each attempt you may pick a new die/chit, or you may pick one you’ve already rolled/ flipped. You do not have to use all 4 of your attempts, but you cannot “save” unused attempts for later.



Salters

Masters of preservation, plan ahead for the coming years.

Details: Add one Noble and one Peasant from your supply to any area of the city (no Towers). They may be placed together, or placed in separate locations. You may activate half of this power if you want (only place one Noble or one Peasant). You must have the Citizen in your supply in order to place it.



Ironmongers

Pillars of strength, symbols of power.

Details: Move one Noble belonging to each player (including yourself) from any area in the city to any Tower. Nobles may come from the same or different areas, and they may be moved to the same or different Towers. You **must** promote one Noble of each player, so you may **not** activate this power unless each player has at least one Noble in the city. Remember that Towers are ignored during Faction dice scoring in round 1, so if you activate this power in round 1, these moved Nobles won’t earn any Votes until round 2.



Vintners

Wine is a drink of the wealthy.

Details: Pick one player (including possibly yourself) that has at least three Peasants on the board and at least three Nobles in their supply. Remove exactly three of that player’s Peasants from the board and return them to the owner’s supply; for each removed Peasant, take a Noble from that player’s supply and place it in the area that the removed Peasant came from.



Clothworkers

Reveal the truth about the Emperor’s new clothes!

Details: Choose any two Faction dice, or any two Survey chits, or one of each. Reduce both of your chosen items to their lowest value. (For Faction dice, this is **one symbol**; for Survey chits this is the “-1” side.)



Carpenters

Good fences make good neighborhoods.

Details: Place a Road (from the box) inside any single area to act as a Fence, effectively dividing the area into two smaller areas. Divide the Citizens already in the original area (if any) however you want on both sides of the Fence. The Faction die or Survey chit from the original area **must** be placed on the side with more Citizens. (If equal citizens, you choose.)

The Fence must be placed in such a way that **each** of its endpoints are touching (or close enough that it's obvious) a Path, or a Road, or the city's fortifications. Simply put, it must be clear to all players how the Fence has divided the original area into two.

The Fence is **not** eligible to be moved, removed, or built upon by other Guild powers.

If placed during round 1, the Fence acts like a Road when neighborhoods form at the start of the **Count Votes** phase. If placed during round 2, the divided neighborhood should immediately (and henceforth) be treated as two separate neighborhoods.

The Fence might be placed in such a way that it turns a normal Path into a T-Path. Treat it like you would any normal T-Path (See the **Borderlands Appendix** for better understanding).

The Fence (black) might even be placed in such a way that it creates a **double T-Path**, where **both** sides of a Path have two potential areas for Settling instead of one side as in a normal T-Path.

In this case if someone later builds a Road on the central (red) Path, they would have to Settle one half of their card into A1 **or** A2, and the other half into B1 **or** B2. (And could choose from any of the four areas when Adjusting a Faction die or Survey chit.)



Painter-Stainers

Masters of pigments.

For each other player, you may remove one of their Peasant (from anywhere on the board) and place a Peasant from your own supply in the location that the removed Peasant came from. A removed Peasant is returned to its owner's supply. You may only replace as many Peasants as you have available in your supply.



Bakers

Take a break from the campaign to feed the people!

Details: Play at the start of your own turn in the Build phase. Skip your turn, and discard one of your Roads (in round 1) or your Walls (in round 2) from your supply to the box. Then, remove any 3 of your own Nobles from the game board, and immediately gain 13 Votes on the Score track. Removed Nobles are returned to the box. *Since you don't use a Construction card, you will have one left over at the end of the game.* You may not activate this power until you have at least 3 Nobles in play.



Butchers

Sharpen your cleaver and recruit some citizens!

Details: You may give one Construction card from your hand to each other player. Each player you gave to **must** in return give you a Construction card of a **higher** total value than the card you traded (their choice which card). If not possible, then you may look at the player's hand of cards and choose any one card (including the card you gave) to take into your own hand.



Barbers

Shaving is tricky; a simple slip of the blade can be deadly.

Details: Pick any two Nobles on the board. Remove those two Nobles from play, returning them to the box.



Ironmongers

Fitted for battle, protectors of the city.

Details: Take two Nobles from your supply and place each in any Tower. The Nobles may be placed in the same or different Towers. Remember that Towers are ignored during Faction dice scoring in round 1, so if you activate this power in round 1, the placed Nobles won't earn any Votes until round 2.



Saddlers

Comfortably seated for a short ride, it's time to take a trip!

Details: Select any three Peasants **or** any two Nobles (but none in Towers) on the board. The Peasants or Nobles that you pick may be in the same or different areas, and they may belong to the same or different players, including yourself. Move each selected Peasant (or each Noble) independently across **one** Road or Path into the area on the other side.

When moving a Citizen from the A side of a T-Path to the B1/B2 side, you may choose whether it goes to B1 or B2. (See the **Borderlands Appendix** for better understanding.)



Curriers

Stretch your influence into other neighborhoods.

Details: Select any two Faction dice, or any two Survey chits, or one of each. Swap their positions, maintaining their displayed values. You may **not** make a swap that would result in a Survey chit occupying a Tower.

THE WALLED CITY AT A GLANCE

Follow Setup as instructed on page 3. A quick Setup summary is on page 4.

ROUND 1

A) ALIGN

Clockwise from Start player, each player chooses a Guild. Guilds give special powers and priority order.

B) BUILD

In priority order, players take turns until they run out of Roads. On your turn:

- 1) **Construct.** Put a Road on an empty Path and play a Construction card.
- 2) **Settle.** Based on the card's numbers, put Citizens in your Road's adjacent areas.
(Nobles and/or Peasants, your choice how many of each.)
- 3) **Adjust a Faction Die or Survey Chit.** Increase or decrease a die or chit adjacent to your Road.

C) COUNT VOTES

Neighborhoods form, then Votes are earned as follows:

- 1) **Neighborhood scoring.** Each neighborhood is scored for majority. Players earn 5/3/2/0 Votes* for 1st/2nd/3rd/4th Place.**
**Survey chits change Vote values. **Nobles break ties. If still tied, combine the Place votes and split evenly, ignoring remainders.*
- 2) **Faction Die scoring.** Each Faction is scored. **Ignoring** Towers, the player with the majority earns the Faction's value.***
****Nobles break ties. If still tied, split the Faction value evenly, ignoring remainders.*

D) DEFENSE

In reverse score order, each player plays one Construction card face down to a Defense zone.

ROUND 2

A) ALIGN

Players discard their Guilds, then in reverse score order select new ones. Guilds give special powers and priority order.

B) BUILD

In priority order, players take turns until they run out of Walls. On your turn:

- 1) **Construct.** Put a Wall on an empty Gap and play a Construction card.
- 2) **Settle.** Based on one of the card's numbers, put Citizens in the area adjacent to your Wall.
(Nobles and/or Peasants, your choice how many of each.)
- 3) **Promote.** Based on your card's other number, move Nobles to nearby Towers from the neighborhood adjacent to your Wall.
- 4) **Adjust a Faction Die or Survey Chit.** Increase or decrease a die or chit adjacent to your Wall (dice in Towers eligible).

C) COUNT VOTES

Nobles flee through fortification Gaps, then Votes are earned as follows:

- 1) **Neighborhood scoring.** Each neighborhood is scored for majority. Players earn 5/3/2/0 Votes* for 1st/2nd/3rd/4th Place.**
**Survey chits change Vote values. **Nobles break ties. If still tied, combine the Place votes and split evenly, ignoring remainders.*
- 2) **Faction Die scoring.** Each Faction is scored. **Including** Towers, the player with the majority earns the Faction's value.***
****Nobles break ties. If still tied, split the Faction value evenly, ignoring remainders.*

D) DEFENSE

In reverse score order, each player plays a Construction card face down to a Defense zone. All cards are revealed and each Tower is scored. Player with **majority** in a Tower earns the combined value of the **nearer portions** of adjacent cards.*

Player with **second-majority** in a Tower earns the single lower value of the **nearer portions** of adjacent cards.*

**In the event of a tie, all tied players earn full Votes.*

GAME END The player with the most Votes wins! Ties are broken in favor of the player with lower priority order.

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