

FEUDALJA

After a never-ending period of wars, the time to reap the fruits has finally arrived. The king has named his new feudal lords, who will bring glory and prosperity to the new conquered lands. To that end, the nobles will need to hire workers and masters to make their fiefs grow and help in the construction of a glorious cathedral, a symbol of the closeness of the king to God.

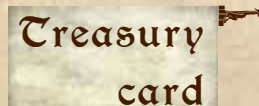
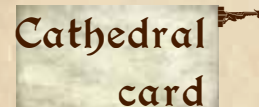
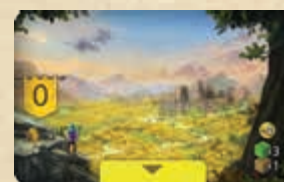
Manage your vassals wisely, hire the best masters, spend your resources to build the cathedral before the tax collector arrives and defend your territories from the incursions of other lords.

Become the most prosperous noble in Feudalia!



COMPONENTS:

- 267 character cards.
 - 252 vassals (18 different types).
 - 33 basic masters.
 - 12 cathedral masters cards. (3 different types).
- 50 big cards.
 - 34 fief cards.
 - 5 cathedral cards.
 - 8 treasury cards.
 - 3 variant cards.
- 32 large resource cubes.
- 92 small resource cubes.
- 34 victory points tokens.
- 8 negative victory points tokens.
- 4 treasury markers.
- 1 starting player card.
- 1 rulebook & scenario booklet.



Small resource cubes

brown: clay
green: wood
grey: stone
yellow: wheat



Large resource cubes

Each of them is worth 3 small cubes.



Victory points tokens



Negative victory points tokens



Treasury marker



Starting player card



AIM OF THE GAME

Feudalia is a deck-building and resource management game for 2 to 4 players, who will take on the roles of the feudal lords responsible for the new territories. Each player rules three fiefs, and all of the vassals living in them, who will be needed to obtain resources from the land to help build the cathedral and thus increase their prestige among the nobles. But the king wants his share too, and the tax collector will appear often to visit the fiefs.

The aim of the game is to be the first player to earn 10 victory points (VPs). Players get points for building, either improving their lands, or helping in the various construction phases of the cathedral. On their turns, each player plays the vassals in their hand to earn money and resources, which is then invested to hire new vassals or continue building. Resources can be stored in the fiefs from one turn to the next, but be careful, because the tax collector will arrive when you least expect him and will take half of the resources stored in each of your fiefs.

SETUP

Feudalia is divided into scenarios. If this is your first game, play the "Learning Game" (page 21). If you have already played before, pick whichever scenario you prefer.

With the scenario book in sight, set the game up as follows:

1. Cathedral zone:

Put the 3 cathedral cards marked C on the table, and the respective cathedral master cards on top of them (green back).

Put the A (Foundations) and B (Main Nave) cards next to them.

Put as many $\frac{1}{2}$ tokens as indicated on the "Foundations" card, depending on the number of players.



Example for 3 players

2. Supply: follow these instructions to form the supply.

- a. Vassal zone: look for the vassal decks indicated in the scenario book and put them face up in the center of the table.
- b. Basic master zone: in the tutorial game, take the basic masters from the basic master deck as indicated in the scenario book. For any other scenario, first check whether all 4 types of fief are in play on the table (wheat, wood, clay, and stone). If any of them is missing,

remove the master deck for that type, as well as any other indicated in the scenario.



The color in the flags indicates the fief type (black can be any of them).

After that, shuffle the basic master deck, place it face down on the table, draw 5 basic masters and place them face up on the table next to the deck.

- 3. Area of play for each player:
 - Treasury cards: each player picks a color and takes both treasury cards of that color. Pile those cards so that the faces marked "0" / "1" are visible. Also, take one treasury marker and put it next to the cards.
 - Choose a player to start, who takes the first player card and puts it under his treasury cards, so that all of the players can see how many VP's the game is being played for (usually 10).

Note: The game will be played to more than 10 points whenever a game variant indicates so in its back (i.e: The Crusades)

If a player ends up with 3 fiefs of the same type, they can discard one and draw fiefs from the level 0 deck, one by one, until he draw a different one, which the player must keep.

TIP: if you have not mastered the game yet, you can make sure that all of the players begin the game with a wheat fief and choose the rest as explained above.



□ Vassal deck: each player receives the cards indicated in the scenario book, puts the tax collector aside, and shuffles the rest of the cards and places them face down in their game area. This will be the draw deck for that player. The tax collector starts in the player's discard pile, as a result of which each player will place them face up in their game area next to their decks, thus starting a discard pile.

□ Starting hand: each player draws 5 cards from their deck.

□ Selection of initial fiefs: unless the scenario states otherwise, the players can choose the fiefs they will play with. To do this, take the following steps:

✦ The first player shuffles the level 0 fief deck, draws two fiefs and chooses one, which he places in his game area.

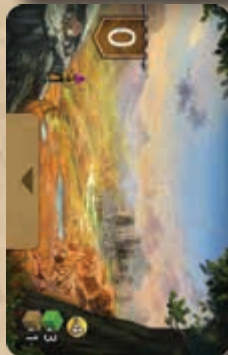
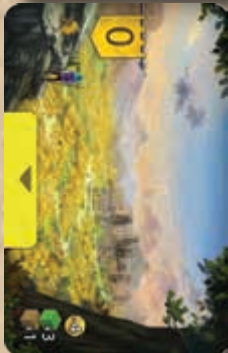
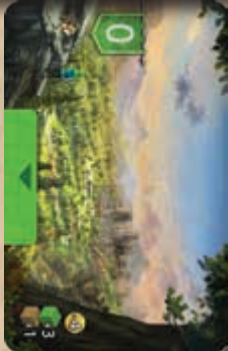
✦ Next, pass the remaining fief to the player on the left, who draws a second fief from the deck (there are always two to choose from). This player takes one of the two, and passes the remaining one to the next player on the left, and so on.

✦ Repeat the process until all of the players have 3 fiefs. The leftover card is placed back in the deck.





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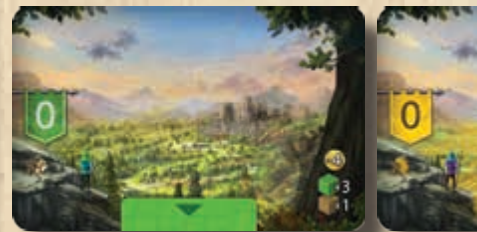
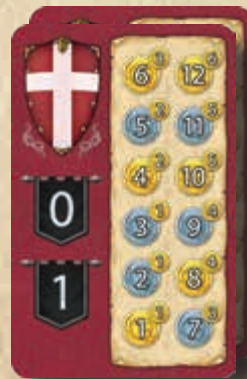
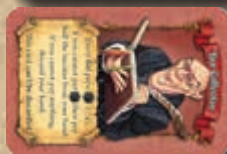
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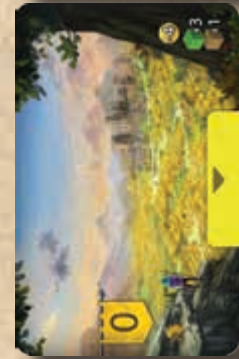
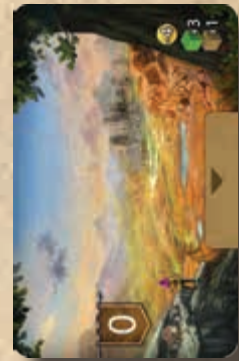
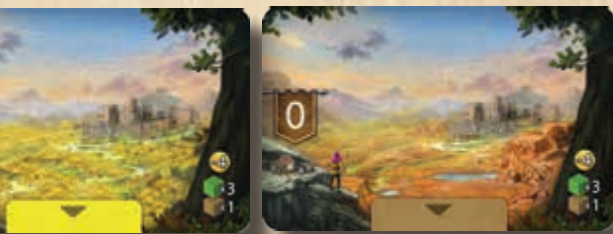
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3.



Draft version



HOW TO PLAY

Starting with the first player, players take turns in clockwise order to carry out their actions.

Each turn is divided into three phases:

- 1) Start phase: straighten any masters used, and play the Tax Collector.
- 2) Main phase: where the players will carry out their actions.
- 3) End phase: savings and replenishing the hand of cards.

Start phase

Carry out the following steps in order:

• **Straighten masters:** straighten all masters used (see *Playing 1 master action*, page 13). The actions of masters are executed with this symbol:



• **Tax Collector:** If you have the tax collector in your hand, play it now. The tax collector must be played in this phase, and in no other.



The rules of how to play the tax collector can be found in the "THE TAX COLLECTOR" section on page 15.

Main phase

During this phase, players can carry out as many actions as they can or want to play, in the order they decide. The only exception is that only 1 influence action can be played each turn.

These are the available actions:

- 1) Hire 1 vassal from the supply.
- 2) Generate income.
- 3) Play 1 field action.
- 4) Play 1 influence action
- 5) Upgrade 1 fief.
- 6) Build the cathedral
- 7) Hire 1 master from the supply.
- 8) Play 1 master action.



1) **Hiring 1 vassal from the supply:** with this action, you can add new vassals to your team to get better actions or resources. Pay the cost indicated on the card with the resources from your fiefs and money in your treasury. If you have to eliminate a card to make the purchase, it must come from your hand. The new vassal card is placed on the player's discard pile.

A) Cost for hiring.

B) Income.

C) Vassal type. If the icon is gold-colored, the vassal is a specialist.

D) Actions: type and effects.



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A coin with a negative number indicates that the player must move his treasury marker back that number of positions.

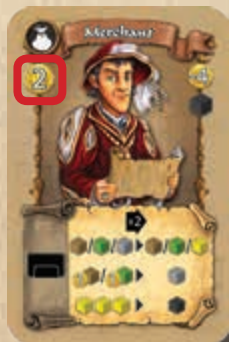
Pay as many cubes of the resource type indicated on the card.



If there is a vassal type icon with an (X), eliminate one vassal card of that type from your hand (this indicates that the vassal has been upgraded). Put the eliminated card back in the box (it will not be available for other players to buy).

You must be able to pay all of the costs indicated to be able to make the purchase.

2) Generating income: Discard a vassal from your hand to earn as much money as the income stated on the card. Advance your treasury marker by the amount indicated. Leave the vassal card in your discard pile.



3) Playing 1 field action: Some vassals need free fields in your fiefs to carry out their actions.

This is indicated by the icon:



and the color of the icon indicates in what fiefs that card can be played, as well as the cost of carrying out the action, if there is any. If the icon is black, you can play this action in any fief.

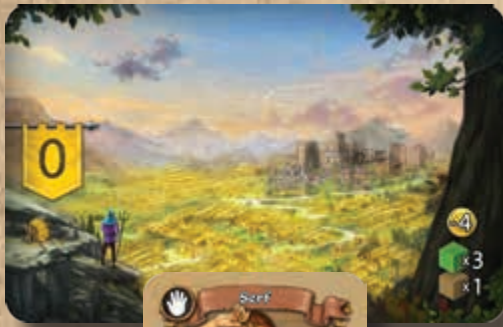
The effect(s) of the card(s) are described on the right.

Examples:



Zone A: field action. You must play it in a wheat field (yellow).

Zone B: the fief produces 3 wheats. Take them from the reserve and place them on that fief.



Zone A: field action. You can play this in clay, wheat or wood fiefs for free, or play it in a stone fief with a cost of 1 coin.

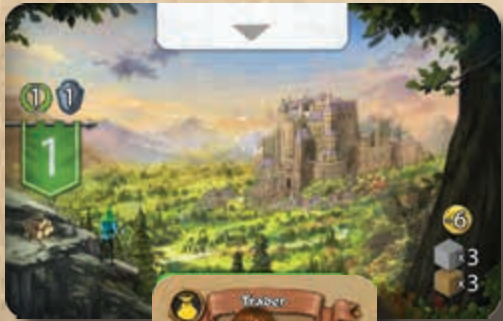
Zone B: the fief produces 1 resource of the appropriate type. Take a resource cube of the same type and color as the fief from the reserve and place it in the fief.

how many times you can repeat the action on that turn, in this case twice.



Zone B: Trade resources. You can trade resources up to 2 times in that fief. The options, as shown on the card, are:

- ☛ Pay 1 resource cube, except wheat, for any resource cube, except stone.
- ☛ Pay 1 wood or 1 clay cube, plus 1 coin for 1 stone cube.
- ☛ Pay 3 wheat cubes for 1 resource of your choice.



Zone A: field action. You can play it in any fief (black).

Zone B: trade resources. You may sell 2 wood, 2 clay or 1 stone cubes in this fief for 3 coins. Advance your treasury marker 3 positions on the treasury track. The number on the arrow indicates

Note: A black cube represents a resource of any type, normally at the choice of the player who pays for or receives it.

Once a card has been played in a field, this field remains occupied and cannot be used again until the end of the turn, even if the card is removed from the field for some reason.

In regard to field actions, the resource cubes must be taken and placed in the fief where the vassal was played.

4) **Playing 1 influence action:** some vassals can carry out influence actions. Usually, only 1 influence action can be carried out per turn. These actions are marked with the icon



together with the activation cost, if there is any.

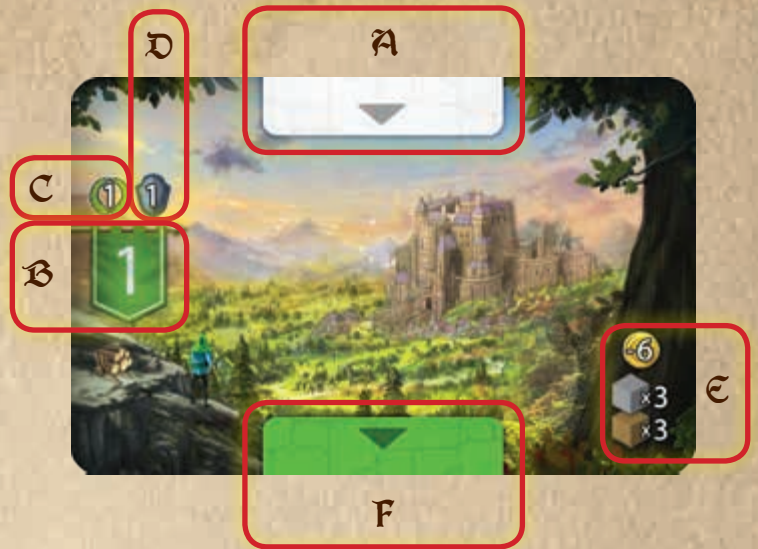
To play an influence action, play the card on the table and pay the activation cost (if there is any) to carry out the effect.

Resources related to influence actions can be taken and stored in any fief.

If the influence card has the symbol "+" together with , this allows you to carry out an additional influence action. This can be repeated any number of times, as long as the new influence card played also has the symbol "+".



5) **Upgrading a fief:** you can pay the cost indicated on the fief card to upgrade it 1 level. Take the resources required from your fiefs.



- A) City.
- B) Fief level and type.
- C) Victory points awarded.
- D) Defense (only for military mode).
- E) Cost to upgrade.
- F) Field.

If you are upgrading from level 0 to level 1, take the corresponding level 1/level 2 fief card to replace the level 0 fief card.

If you are upgrading from level 1 to level 2, turn the card over.

In both cases, keep the resources left over the card after paying the cost.

Note: as a general rule, unless stated otherwise, all costs can be paid with resources from any of your fiefs, or even several of them at the same time.





IMPORTANT: the treasury card changes as you upgrade your fiefs, making it harder to save money. When you upgrade a fief, add up the levels of all of your fiefs. Then, make sure that your treasury card matches the final value; if not, change it for the right one.

6) Building the cathedral:

This action will allow you to earn victory points, paying resources from your fiefs.

The cathedral is built in 3 phases: first, the "foundations" will be laid; then, the "main nave" will be built; lastly, the "dean and canons", the "stained glass" and the "silverware". Only the card corresponding to the current phase is active and is the only one that will have VP tokens on it (the "foundations" at the beginning of the game).

To make the VPs available for the current cathedral card active, you need to pay the cost indicated. Take the corresponding $\frac{1}{2}$ or 1 VP token, as per the card, and leave it with your treasury card. You can do this as many times as you want during your turn, paying the corresponding cost each time.

When the $\frac{1}{2}$ VP tokens on the "foundation" card run out, remove it from the game and put the "main nave" card in its place. Put the VPs indicated on it (1VP per player).



Sum of the levels of your fiefs.

Draft version



When these run out, the last phase begins, putting the VPs indicated on the last three cathedral cards.

In the third (last) phase of the cathedral ("C" cards), first you will have to hire the corresponding cathedral master to get the VPs on the cathedral card (you do not need to wait until this phase to hire them, but you will need them to get the VPs). The cost to acquire these VPs is indicated on the cathedral master card.

7) Hire 1 master: you can hire masters by paying the cost indicated on their cards, as long as you have a free city of the appropriate level and type in your fiefs.



- A) Cost for hiring the master.
- B) Needed type and level of the fief.
- C) Master action.

Before hiring a master, draw two new masters from the deck and place them face up with the ones available. Then, choose one to hire and another to put under the master deck. Pay the cost of the master that you want to buy from the resources of your fiefs and the money in your treasury.

Check the color of the fief that requires the master; if it is black, you can put it in any free city in any fief; if it is any other color, you must put it in a free city in a fief of that color.



To accommodate a cathedral master, the city must be in a level 2 fief.



The newly-hired master can be used immediately.

When you hire a master, remember that:

- ✦ You must have a free city of the right color to accommodate the master.
- ✦ You can relocate masters anytime you want, following the usual rules.
- ✦ You can fire another master to free up a city. The fired master will now be available along with the remaining masters, and can be hired again as normal (from that moment on, there will be more masters in the market available for hire, until the end of the game).

8) **Playing 1 master action:** masters work in the same way as the vassals, but they are not discarded until the end of the turn. **Jugar 1 acción de maestro.**


The effect on the card describes when and how to use it:




You can play this effect only once in the main phase. If there are any, pay the activation costs using resources from that fief to apply this effect. Turn/straighten the card to show that it has already been used.



You must apply this effect during the straightening step in the initial phase (see page 7).

If the master card does not have the icon , the card itself will tell you when and how to use it.

IMPORTANT: when carrying out field, influence or master actions, remember that:

- ✦ The effect(s) apply when the card is activated, in the order they appear on the card.
- ✦ You must apply all of the effects before you can do something else.
- ✦ All effects are mandatory, unless the card includes the words "you may/can".
- ✦ All effects are applied immediately, unless they have an  icon, in which case the effect lasts until the end of the turn.
- ✦ If a card has two different effects, depicted in separate scrolls, choose the effect you want to play and ignore the other one.



✦ If a field or master action consumes or produces resources, it does so in the same fief that it was played, unless the card states otherwise.

✦ If an influence action consumes or produces resources, it can do so in any.

Final phase

During this phase, players are unable to buy, build, hire or carry out any actions. Take the next steps in order:

1) **End of the day:** Discard all used vassal cards, both the ones used for field actions, and those used for influence actions. Also, discard the Tax Collector if you have played it that turn. On the other hand, all masters will remain in the cities where they are living.

2) **Services to the Court:** you must discard all unplayed vassals. This does not include the tax collector, if you drew it during the main phase. You will earn the income shown on the cards, with a minimum of 1 coin per card (even if the card does not normally give income).

3) **Saving:** you will only save a part of your leftover money for your next turn. Adjust your treasury marker to what is shown on your treasury card. Each space on the treasury track has a small coin indicating the money

you will save for your next turn.

4) **Replenish your hand.** Draw cards until you have 5 in your hand.

If your draw deck runs out, make a new one by shuffling your discard pile (you can take a look at the cards in the discard pile before shuffling) and keep drawing cards until you have 5 in hand.

Do the same thing if you run out of cards in your draw deck during any other phase of your turn (in the unlikely case that your deck runs out for a second time during the same turn, you will be unable to form a new deck and cannot draw any more cards until this phase).

5) **Adjusting your fiefs:** at the end of your turn, your fiefs cannot hold more than 12 resources each, regardless of where they are (like on the accountant, cabinetmaker, etc.). Discard as many resources of your choice as you need to stay within this limit.



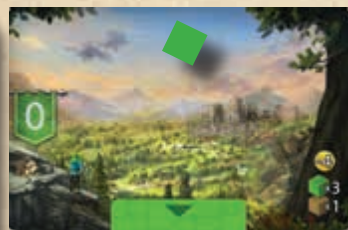
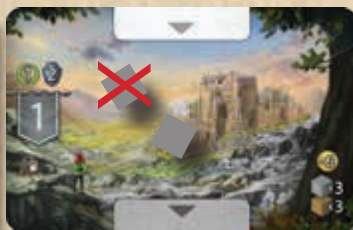
THE TAX COLLECTOR

The King also wants his share of the action, so he sends the tax collector on a regular basis to visit the fiefs on the frontier, whose lords are always trying to hide their riches.

If you have the Tax collector in your hand at the start of the initial phase (because you drew it on your previous turn), you must play it before starting the main phase.


When you play it, each fief must pay half of its resources, rounding down.

Example: Lois has 5 resource cubes on his first fief, 2 on his second and 1 on the third when he has to play the tax collector card. He must pay 2 resource cubes of his choice from his first fief, 1 from his second and none from the third.



IMPORTANT: it is mandatory to play the tax collector in the initial phase. If, for some reason, it is drawn during the main phase, do not play it or discard it: you must keep it until the next initial phase. The tax collector cannot be discarded under any circumstance unless you play it; if the effect of a card tells you to discard it, discard another card in its place.

TIP: the tax collector will always be played once every time you reshuffle your deck. Therefore, the more cards you have in your deck, the less frequently you will have to play it.

If you do not have at least 2  on any of your fiefs to pay the Tax collector, add up the income from the vassal cards in your hand, and discard cards totaling a value of half of that total income, rounding down.

Example: Martha only has 1 cube on her first fief, another on her second and none on her third. When rounding down, she would not have to pay any cubes for each fief, so she must pay income from the cards in her hand. As well as the tax collector, she has 1 merchant (income of 2), 1 pastor (no income), and 2 serfs (income of 1 each), giving a total income of 4. Therefore, she must discard cards up to a total income value of 2, so she decides to discard the merchant (she could also have discarded the 2 serfs).

In the uncommon event that you do not have at least an income of 2 in your hand, discard your entire hand of cards.



In any case, when you have finished, discard the tax collector, and continue

playing the main phase.

END OF THE GAME

When a player ends his turn with 10 or more VP, the other players take one last turn until completing the round. At that time, if the player with the highest score has at least 1 more VP than the other players, he wins the game. If not, keep playing until a player has at least 1 VP more than the rest.

Note: Remember, if you are using a game variant (like The Crusades if you are playing with the military mode), it may be necessary to get more than 10 points to end the game (if so, this will be indicated in the back of the variant card).

In the event of a tie for first place (with at least 1 VP more than the other players), only the tied players continue playing. First they check how many noble cards (noble) they have. If one of the tied players has at least 2 nobles  more than the others, he wins the game. If not, keep playing as normal, drawing a new hand of cards. Remember that  are worth 2.

Example: Alberto is the first player in a 10-point game (no variants are in use), and he finishes his turn with 9 points. After him, it's Marta's and Luis' turns to play, and they also have 9 points each. Marta gets 1 additional VP with her Silversmith Master, reaching the necessary 10 points. But Luis still has to take his turn to end the round.

This is what could happen:

If Luis doesn't get any more points, Marta would win the game, as she has 10 points and at least 1 more point than her closest rival.

If Luis gets $\frac{1}{2}$ VP, all the players will continue playing, because Marta only has $\frac{1}{2}$ VP over her closest rival.

If Luis gets 1 full VP, he would be tied with Marta, and both of them would have at least 1 VP over Alberto, so Alberto is eliminated from the game, and only Marta and Luis would continue playing. In this case, both of them would first check if they can break the tie. If not, both of them will continue playing until one of them has 1 VP more than the other player, or has at least two more noble cards.

If the first player leaves the game, he passes the first player card to the next player in order of turn who is still in the game.

The game can only finish in a tie in the uncommon event that all fiefs are level 2 fiefs, the cathedral is completely built, and there are no noble cards left face up to hire.

SCENARIO BOOK

Feudalia is a game featuring characters. They are so important to the game that, by changing the set of available characters, the game experience and winning strategies change enormously. This combination of characters (and in some cases, other additional rules), is called the "scenario".

In this book, you will find the different pre-set scenarios that modulate the game experience in different ways.

Before starting, choose what scenario you want to play. Look at the complexity and other characteristics of the scenario, such as the level of interaction between players.

Complexity: 

Interaction: 

Scenario 1: Learning Game

Use this scenario for your first game, or if you want to teach the game to new players. In the Learning game, the players start with several specialist vassals in their deck, which speeds up the beginning of the game.

Starting deck of 16 cards: 1 tax collector, 1 feudal lord, 7 serfs, 1 pastor, 3 merchants, 2 reapers and 1 lumberjack.

Plow Builder Lumberer Brick Worker Mason

Masters shuffled in the deck: Carpenter, Potter, Treasurer, Guild Master, Countess and Dancer.



Special rules:

"Selection of starting fiefs": Instead of using the general rules, each player gets the same 3 fiefs: one of wheat, one of clay and one of wood.

TIP: Your merchants will be the key to get the stone that you will need as the game progresses, while the abbot, the shepherd and the seductress will help you increase your income.

Complexity: 
 Interaction: 

Scenario 2: Overproduction

The kingdom is experiencing a boom, the fields are overflowing with wheat and barley, and the forests have never been greener and full of life. The feudal lords are looking for the best specialists to increase production even further, but they will have to be smart to manage this great abundance, or it will be the tax collector who will benefit most from their efforts.

Starting deck of 10 cards: 1 tax collector, 1 priest, 1 merchant, 6 serfs, 1 upgraded worker of the player's choice (choose between a reaper, a lumberjack, a kneader or a stonecutter).





(At the beginning of the game, place 5 faceup cards.)
 All basic masters.

Standard vassals:



Scenario specific vassals:



Complexity: 
 Interaction: 

Scenario 3: The Relentless Procurator

With the arrival of the new nobles, trade flourishes in the new fiefs. The procurators cross the land helping the feudal lords get precious resources. In the meantime, farmhands and priests work relentlessly to generate the wealth required to acquire materials to build the cathedral.

Starting deck of 10 cards: 1 tax collector, 1 priest, 1 merchant, 6 serfs, 1 upgraded worker of the player's choice (choose between a reaper, a lumberjack, a kneader or a stonecutter).



(At the beginning of the game, place 5 faceup cards)
 All basic masters.

Standard vassals:



Scenario specific vassals:



Complexity: 
 Interaction: 

Scenario 7: Dirty Business

Something's cooking in the slums of the kingdom. In the darkest taverns, the lowest of the king's vassals are gathering to plot and conspire on the best way to make a fortune under the new regents, now that a massive pilgrimage of unsuspecting believers is coming to see the construction of the new cathedral.

Starting deck of 10 cards: 1 tax collector, 1 priest, 1 merchant, 6 serfs, 1 upgraded worker of the player's choice (choose between a reaper, a lumberjack, a kneader or a stonecutter).



(At the beginning of the game, place 5 faceup cards.)
 All basic masters.

Standard vassals:



Scenario specific vassals:



Complexity: ●●●●●

Interacción: ????

Scenario 10: Ready for everything

Play this scenario only when all players have mastered the game, because the specific vassals will be chosen randomly, and this can generate harder or less balanced combinations of characters, making it harder to visualize winning strategies and control them.



All basic masters.

(At the beginning of the game, place 5 faceup cards)

Standard vassals:

Serf

Kneader

Reaper

Stonecutter

Lumberjack

Priest

Trader

Merchant

Scenario specific vassals:

Randomly pick 5 specific vassals for this game: 1 upgraded cleric and another 4 vassals, following the rules below:

Selecting the upgraded priest: Take one card from each of the upgraded cleric (), shuffle them and draw one randomly.

Selecting the other vassals: Take one card from each, shuffle them and pick them at random.

Once you have selected 5 specific vassals for the scenario, put the full set of cards in play for each of them, and put the rest back in the box.

Objective variants:

Decide how many objective variants you want to use and pick them randomly.

