

RULES REFERENCE

These instructions summarize the game setup and the sequence of play.

SETUP

Lay out the game board.

Each player chooses a color and takes a number of that color's Agents that depends on the number of players.

Number of Players	Agents per Player
2	4
3	3
4	2
5	2

Each player also places 1 more Agent of his or her color near the Round 5 space of the rounds track.

Each player places his or her score marker on the scoring track at the position labeled "0."

Place the Adventurer cubes and Gold within easy reach of all players.

Draw 3 Building tiles and place them face up in each of the 3 spaces in Builder's Hall.

Each player takes a player mat.

Deal 1 Lord card face down to each player.

Deal 2 Quest cards face up to each player. Then place 1 face-up Quest card in each of the 4 spaces of Cliffwatch Inn.

Deal 2 Intrigue cards face down to each player.

Place 3 VP tokens on each space of the rounds track.

The player who has most recently been to another city goes first. Give that player the First Player marker.

The starting player gets 4 Gold. Each player receives 1 more Gold than the player to his or her right until all players have received starting Gold.

SEQUENCE OF PLAY

At the start of each round, remove the VP tokens from that space of the rounds track and add 1 VP token to each face-up Building in Builders' Hall. Then resolve any start-of-round effects on Buildings in play.

(If this is the fifth round of play, each player gains one additional Agent, located near the Round 5 space.)

Each player takes turns, one at a time, starting with the player who has the First Player marker and proceeding to that player's left.

When all the Agents have been assigned (and possibly reassigned from Waterdeep Harbor; see below), the round ends. All players' Agents return to their pools.

The game ends after 8 rounds of play. At the end of the eighth round, perform final scoring for each player.

ACTIONS IN A TURN

During your turn, if you have Agents available to assign, you take one or both of the following actions.

1. Assign Agent

2. Complete Quest

Assign Agent: Place 1 Agent from your pool on an unoccupied action space of a Building. You cannot skip your turn if you have Agents available to assign.

If you have no Agents left to assign, you cannot take a turn. Play proceeds to the next player until all Agents have been assigned.

Reassign Agent: After all Agents have been assigned in the round, each player with an Agent in Waterdeep Harbor reassigns that Agent to another action space.

Players reassign Agents in the order they were assigned to Waterdeep Harbor, starting with the action space numbered "1."

Complete Quest: After assigning or reassigning an Agent, you may complete one Quest by paying specified numbers and types of Adventurers and Gold.

FINAL SCORING

At the end of the game, each player counts up VP and advances his or her scoring marker accordingly.

Each Adventurer in your Tavern 1 VP

Every 2 Gold in your Tavern (rounding down) 1 VP

Lord card As specified by the card

The player with the most VP after final scoring is the winner. In the event of a tie, the player with the most Gold wins.

