Kingsville

Kingsville plays over three ages during which players accumulate resources, which they use to recruit people, build wonders, upgrade their castle and accumulate points. The player with the most points at the end of the game wins.

Setup:
For each age (of which there are three), set aside the corresponding wonders and orders.

2 players	6 wonders	10 orders
3 players	9 wonders	15 orders
4 players	12 wonders	20 orders

From the Age I piles, make two rows of face up cards of each wonders and orders. There should be 1 more card showing than the number of players in each pile.

Each player starts with one farm, one theatre, one king, 5 gold and 5 wood.

Chose a starting player at random.

Principle:
Starting with the starting player and continuing in a clockwise order, each player takes their turn. If at the end of a turn there are not enough wonders or orders in the respective current decks to refill the display, then the current age ends. After dealing with the end of the age, the following player takes their turn as normal.

Turn:
A turn consists of two phases. First a player **must** take one of the following 6 actions.

Build theatre
A theatre costs 2 wood plus 1 wood for every theatre they already own. They pay the wood and then take a theatre. The theatre must go in the left-most slot that is still available.

Build farm
A farm costs 2 wood plus 1 wood for every farm they already own. They pay the wood and then take a farm. The farm must go in the left-most slot that is still available.

Recruit person
A player may 5 gold and take any of the basic four people types still available (worker, artist, diplomat, merchant). If there are none left, then they may not do this action.

Upgrade person
A player may pay 10 gold to upgrade an existing basic person into one of the advanced ones (trader, architect, squire). The new person must share

a symbol with the replaced person. If there are none left, this action cannot be performed.

Take order
You may take an order from the display and give it to a person. You may replace an existing order, but you cannot place an order in a slot where there is no person.

Build wonder
You may pay the costs of a wonder on the display and add it to your castle. It doesn't go in a slot.

Then, each of the player's people carries out their orders from left to right. Any action with a role icon before it is only effectuated if the person carrying out the order has the relevant symbol.

If there is an arrow as part of the action, then it is optional. Any thing to the left of the arrow is a cost which must be paid in order for the action to happen. If a person has no action, then they do nothing.

After all orders have been carried out, the turn ends. Both wonder and order displays are refilled. If this cannot be done, the age ends.

End of the age:
At the end of each age, each player:
> Loses 5 points for every person who has no theatre above them
> Loses both the person and the order in any slot with no corresponding farm
> Gains any relevant wonder benefits

If this was the end of either Age I or Age II, then the current decks are discarded and those of the following age are used instead. Immediately refill the displays using the new cards.
If this was the end of Age III then the round continues such that each player has had an equal number of turns at which point the game ends. Bear in mind that the end of age effects as indicated above happen immediately at the end of Age III but the game may continue beyond this point.

End of the game:
In addition to points scored during the game:
The player(s) with the most farms score(s) 10 points
The player(s) with the most theatres score(s) 10 points
Each player scores:
> 4 points for their first wonder, 5 for the second and so on
> Special points indicated on Age III wonders
> 5 points for each basic worker
> 10 points for each advanced worker (including the King)

In case of equality with regard score, follow a Race for the Galaxy style tie resolution mechanic.