Players will start a round by replenishing the market cards and quest offer. (Page 9)

They will then move overseers in the mine to collect resources. (Page 10)

Next, they will rearrange player order based on positions in the mine. (Page 11)

Then players will head to the market to perform one market action. (Pages 14–15)

Lastly they will enter the castle to accept quests from the king and manage their existing quests. (Pages 21–22)

Players can also interact with the merchant (page 17) and their own market stalls (page 13) at any time during a round.

At the end of the round, players will remove quests from the quest offer. (Page 24)

In the epic game, if an optional bonus tile occupies the next space on the round track, it is resolved before moving to the new round. (Page 26)

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### START OF ROUND

#### REPLENISH MARKET CARDS:

- Reveal the top card of each of the five market decks by turning them face-up. If a normal iron weapon design is drawn from the weapon deck (iron spear, iron mace, iron axe or iron greatsword), place it below the board with the public weapon designs and reveal a new weapon card (repeating the same process if another normal weapon design is drawn). If it is the first round of the game or a new stage, this happens before choosing starting wealth cards or placing overseers.

There are normal mithril weapons in stage 2 of the epic game.

#### REPLENISH QUEST OFFER (not done on first round):

- Move all cards in the quest offer as far forward as possible, leaving no open positions between them (pushing cards in the second row into empty first row spots).

- Then deal a quest card from the quest draw deck to each empty position at the back of the offer. If the quest deck of one color is depleted, continue dealing cards from the next color.
In player order, every player may move a single overseer meeple of their color in the mine once, with the purpose of collecting resources by generating workers. After each player has made a movement in the mine, the first player in the player order may make a second overseer movement, however doing so will lock them into last place in the turn order for the following round (see page 11). The following restrictions apply to overseer movement:

- Overseers can move in straight lines across the grid through any number of empty hexes.
- Overseers can only end their movement on an unoccupied hex.
- Overseers can move through any number of contiguous workers (regardless of color) after moving through any number of empty hexes, but must then end their movement on the next unoccupied hex.
- Overseers cannot move through other overseers.

After the movement of an overseer, workers (colored wooden pickaxes) are generated based on the following:

- The hex on which the overseer started its movement generates a worker of the same color as the overseer.
- Any workers the overseer moved through that were colored differently than the overseer change to the color of the overseer.
- Any workers the overseer moved through that were the same color as the overseer are overworked and defect to another player. The worker changes its color to the color of the player who has the fewest number of workers on the board, not counting the active player. In case of a tie, the worker changes to the color of the tied player who is earlier in the current player order. These changes are determined individually in the order in which the workers were passed over by the overseer.

After the worker generation is resolved, all workers spawned and passed over by the overseer generate one resource of the same type as the hex they occupy and give it to the player of their current color. [Note: workers only provide resources to a player when they are generated or passed over by an overseer. They do not generate resources every round.]

It is not mandatory to take an overseer movement each round. A player may choose to pass and do nothing instead.
**MINE PHASE: STRIKES**

After resources are produced, check the mine for contiguous groups of 5 or more workers of the same color. These groups of same-colored workers go on strike and are removed from the board. Players must check for strike after any changes are made to the mine (i.e. overseer movements or worker movements).

**MINE PHASE: EXAMPLE**

For blue’s overseer movement, he moves his overseer to the right, jumping over four workers (2 blue and 2 yellow).

- First, he generates a worker on the space the overseer leaves [a].
- He then passes over his own worker [b]. Out of his opponents, purple has the fewest workers on the board (1 to yellow’s 3), so that blue worker becomes purple.
- The overseer then passes over 2 yellow workers and turns them blue [c].
- He now passes over another blue worker [d], but now there are 2 purple workers (1+1) and 1 yellow worker (3-2), so the last blue worker becomes yellow.
- He then must end his move on the next unoccupied space [e].
- Blue gets 2 iron and 1 emerald for this move. Yellow and purple both get a copper. Lastly, the 2 yellow workers that became blue [c] now form a group of 5 blue workers with the blue workers above and below them [f], which is enough for a strike, so these 5 workers are removed [g].

**MINE PHASE: REARRANGE PLAYER ORDER**

At the end of each mine phase, player order is rearranged based on the number of workers in the mine. Tally the number of workers each player currently owns in the mine. Whoever has the fewest workers is now first player, the player with the next fewest is second and so on. If there is a tie, the order for those tied relative to each other becomes opposite of what it was previously. **Exception:** if the first player in the mine phase took their second overseer movement, they are automatically locked into last place in the order determination and are not considered when determining the other players’ order.

**Example:** In the 3-player example above, the player order started as purple, yellow, blue, and so blue is the last to move. Purple declines to take an extra move, so a new player order is now determined. Blue has the fewest workers (1), so they are moved to first in the order. Purple and yellow are tied with 2 workers each, so their order switches relative to each other from what it was previously, so the new order becomes blue, yellow, purple. If purple had taken an extra movement, they would have been last either way, so it probably would have been advantageous to do so.
MARKET PHASE

In this phase, players can take a single action in the market section of the board that will give them some advantage in the game. Firstly, however, the various market cards the players can encounter will be explained.

MARKET CARDS

There are three types of market cards available for purchase during the market phase:

1. Weapon design cards
2. Market bonus cards
3. Single-use cards

All cards have all or some of the following:

- Name (a)
- Adventurer level requirement (b)
- The price in gold for which they can be purchased (c).
  [Exception: When playing the normal game, use the number in the green circle (d), if any) as the purchase price.]
- A prestige point value for owning or claiming the card (e), or, in the case of single-use cards, a reminder to throw away the card after purchase (f).
WEAPON DESIGN CARDS

- There are two types of weapon designs: public weapon designs, which are denoted with a star on the card and unique weapon designs, which have full color art and are worth more prestige points than public weapon designs.

- Weapon designs are not weapons themselves, but allow the player to forge that weapon through the expenditure of resources. Once a player buys a unique weapon design card, they place it below their mat and it stays there for the rest of the game. In the case of public weapon designs, buying into the card means placing a colored claim cube on the card. Once a player owns a weapon design, they can forge as many of that weapon as they are able. The necessary resources required to forge the weapon are listed on the left side of the card, and the power of the weapon and weapon type, if any, are listed on the right side.

- Weapon types consist of: axe, spear, and mace. If a weapon symbol contains multiple types, the weapon counts as each type shown.

- A player can only have a single marker on any one public weapon design.

- Weapons forged are given to adventurers embarking on quests (see page 19), though adventurers can only wield weapons if they meet the level requirement, see page 19.

MARKET BONUS CARDS

- There are two types of market bonus cards: market stalls, which allow players to exchange different types of resources, and market savvy, which gives the player some permanent benefit in the market.

- Similar to unique weapon designs, purchased market bonus cards go to the left of a player’s mat and remain there for the remainder of the game, providing a permanent bonus.

- Market stalls: these cards allow the player who owns them to exchange the number of one type of resource shown for the number of the other type of resource shown once each round. [Exception: Trader’s Savvy can allow a player to use a market stall multiple times in a round (see below).] This exchange can go either way. For instance, card shows one ruby on the left and two iron on the right. This means that once each round (including the round it was purchased), the player who owns the card can exchange one ruby for two iron or two iron for one ruby with the supply. This action can be performed at any time during a round, even after receiving quest rewards (see page 23) or resolving bonus tiles (see page 26), or during another player’s turn. Once a player uses a specific market stall in a round, they can rotate the stall card to the side as a reminder that they cannot use it again until next round. A player can only own a single copy of any given market stall exchange.
• **Market savvy**: there are four types of savvy cards:

1. **Buyer’s Savvy** increases the number of resources the player can buy from the merchant each round by one (see page 17).
2. **Seller’s Savvy** increases the amount of gold the player gains from selling a resource to the merchant by one (see page 17).
3. **Trader’s Savvy** allows the player to use one of their market stalls one extra time each round.
4. **Adventurer’s Savvy** allows a player to move up a quest an extra step when they take the “road” market action (see page 15).

Unlike market stalls, players can own **multiple** copies of the market savvy cards.

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**SINGE-USE CARDS**

• Singe-use cards give the player who purchases them bonus resources or other benefits that are taken **immediately**.

• When the card is purchased and the benefit is received, the card is then removed from the game instead of being placed on the player’s mat. The symbol in the bottom right corner of the card is a reminder of this. **Do not** discard the purchased card into the market discard deck (see page 15). If the card gave the purchaser an overseer or worker movement, players must check for strikes after the movement is made (see page 11).

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**MARKET ACTIONS**

In the market phase, players can take a **single** action in the market area of the board by placing one of their colored wooden disks on an action space. This occurs in player order, starting with the first player. There are two types of action spaces:

• **Closed circles**: only one player can place a disk on this space each round. When a player places a disk here, it blocks later players.

• **Open circles**: any number of players can place their disk on these spaces.
A player can take one of the following actions:

1. **Blacksmith (closed):** Purchase the face-up unique weapon design.

2. **Bazaar (closed):** Purchase a face-up bonus or single-use card. In the 2-player game, there is only one space that gives access to all four cards. In a 3 or 4-player game, there are two spaces – one for the two bonus cards and one for the two single-use cards.

3. **Barracks (closed):** Perform one or both of the following actions: hire a new level 1 adventurer for 4 gold and level up one of the adventurers in your supply by paying the current level of the adventurer (leveling from 1 to 2 costs one gold, leveling from 2 to 3 costs two gold and so on). If both purchases are made, the adventurer leveled up cannot be the one just purchased.

In the epic game, the cost of hiring an adventurer is dependent on the current stage. The cost is 4 gold in stage 1, 5 gold in stage 2 and 6 gold in stage 3.

4. **Clerk (open):** Claim one of the public weapon designs displayed below the board by placing a colored claim cube on the card. When a player claims a card, they must pay the price listed on the card to the supply, plus pay one gold to each player who has already claimed the design.

5. **Road (open):** Rush a single quest by moving its quest tracker cube up one step (see page 18). This action costs nothing. If this movement would move the quest tracker cube to a new leg and thus completing the current leg, the physical rewards for the completed leg are received at this time (see page 23). The Road action cannot be used to complete a quest. Note that the Adventurer’s Savvy card allows a player to move the quest forward an additional step for each of these cards they possess. For instance, if a player has two adventurer’s savvy cards, they can take the road action space to rush a single quest forward three steps. Combined with the single step that quests progress on their own each round, this would result in the quest progressing four steps total in a single round.

6. It is not mandatory to take an action each round. A player may choose to pass, in which case they receive one gold from the bank.

Once all players have taken a single action or passed, the market phase is over and any unpurchased face-up cards still on the board are moved to the **market discard deck**. All player disks played on the board are also returned to the players.
MARKET BONUS ACTIONS

On turn 7 of the normal game, there will be no market cards left to purchase. The market phase still happens as normal except that players can now use their action disks on the blacksmith and bazaar action spaces to purchase special end-game market bonus points by paying the cost noted on the space. Once the action disk is placed, the purchase is signified by placing a colored claim cube on the empty card space. These bonuses are tallied at the end of the game:

- **The blacksmith bonus** gives a player 2 prestige for each unique weapon design they own and 1 prestige for each public weapon design they have claimed. Prestige is **not** awarded for the starting copper dagger and copper sword designs.

- **The top left bazaar bonus** gives a player 1 prestige for each quest they have fully completed.

- **The top right bazaar bonus** gives a player 1 prestige for each adventurer they have employed.

- **The bottom left bazaar bonus** gives a player 2 prestige for each permanent market bonus card they own.

- **The bottom right bazaar bonus** gives a player 1 prestige for each leftover resource in their supply.

These special actions are not available in the epic game.