

Battles & Builders

A strategic game for 2-4 players age 9 and up

Powerful empires battle each other for dominance. They besiege cities, battle in open country and swallow up whole kingdoms. Imposing building projects mark their new landscapes: temples for their gods and palaces for their mighty rulers. The race is on, who conquers the largest territory and builds the most epic buildings? Join the game, become a mighty king yourself and win Battles & Builders.

Game components

- 100 building and combat chips:
 - 25 chips per colour; each colour contains:
 - 12 builders
 - 4 infantry armies
 - 4 cavalry armies
 - 4 archer armies
 - 1 king
- 34 prestige chips:
 - 11 x 3 points, 11 x 1 point, 12 x -1 point
- 15 dice: 5 green, 5 yellow, 5 red
- 8 event tiles
- 6 strategy tiles
- 4 defence walls
- 1 start tile
- Game rules NL/ENG

Goal of the game

Battles & Builders is played in 8 rounds. You can win prestige points in each round by building imposing buildings or by expanding your empire. The one who collects most prestige points after 8 rounds wins Battles & Builders.

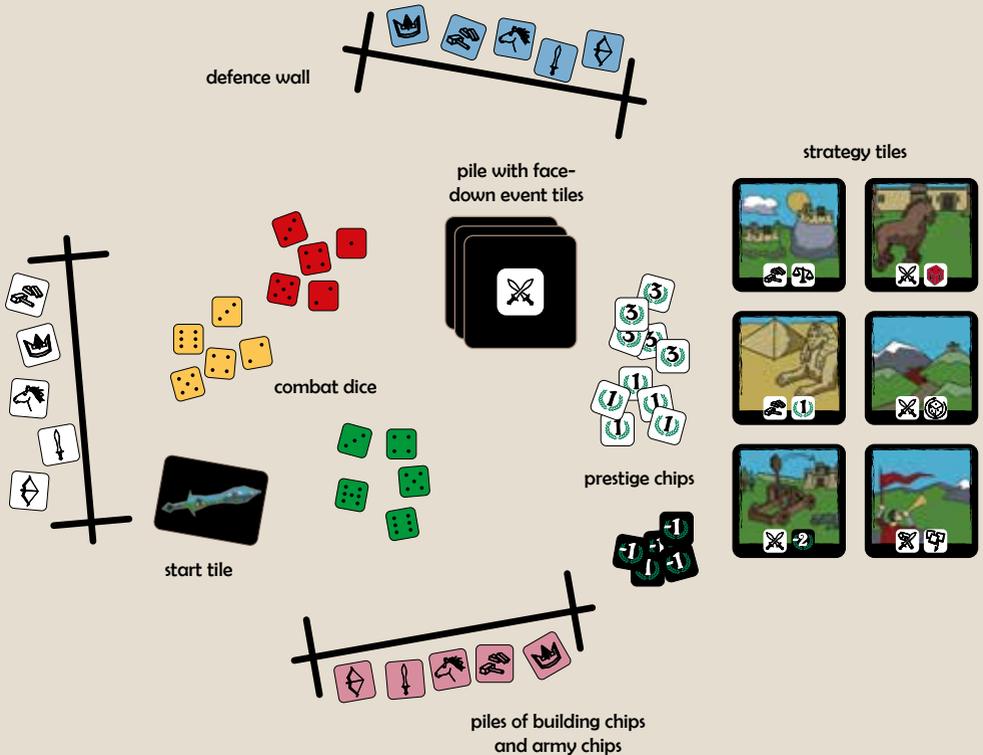
One event tile is played each round. The event tile identifies the location of battle. Each round, you can either enlist builders to earn prestige points or commission armies to win the event tile. You can also use a combination of builders and armies to spread your chances or even win on both fronts. You must use your chips as efficiently as possible as you can place each chip only once.



Preparation

Put the dice, prestige chips and strategy tiles on the table. The strategy tiles are facing up, next to each other so everyone can see them. Give each player a defence wall and 25 building and combat chips in their own colour. Each player puts his chips behind his defence wall. Shuffle the event tiles and put them on a pile facing down on the table. The oldest player is the starting player in the first round and receives the start tile, which he puts in front of him.

Start set-up with 3 players:



Gameplay (3/4 players)

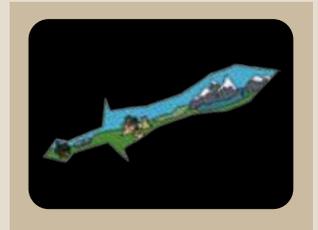
The starting player flips over the top event tile (see 'Event tiles'). The players will then place their building and/or combat chips. This will be done in turns rotating clockwise, beginning with the starting player. A player can place a minimum of 1 and a maximum of 5 chips. You are allowed to place zero chips but for this you'll receive a prestige chip with -1 points as penalty. You can only place 6 chips if one of them is a king. The chosen chips are placed in front of your defence wall facing down so other players can see the amount of chips that have been placed but they are not able to see which ones. When all players have placed their chips, all chips are flipped and revealed. The placed chips will be resolved now.

First of all, the players must see if a king has been placed. The player, who has placed the king, immediately has to pick a strategy tile (see 'Strategy tile'). If multiple kings are placed, each player can pick a strategy tile in turn. This is done clockwise for each player that has placed a king, starting with the starting player.

After resolving the king, the players decide who has placed the greatest number of builders. The player with the greatest number of builders will get 3 prestige points. If multiple players have placed an equal greatest number of builders, they will get 1 prestige point each. If no one has placed any builders, no one will get any prestige points. The players who receive the prestige points, get the correlating prestige chips and place these in front of them so they're visible to everyone. All placed builders are set aside and won't return to the game.

The placed armies are resolved last. Players use dice of various colours, depending on the types of army and event location (see 'Event tiles'). For each placed army chip a green/yellow/red dice is selected. There are 5 dice of each colour. The players aim to throw the dice at the same time. However if multiple players have to roll for example 3 yellow dice, they will roll their dice in turns (take turns clockwise, starting with the starting player). Whoever has the highest score (the score of each dice is added up to a total) wins the event and places the event tile near them. If there's a draw, players will re-roll until there is a winner. If no one has placed an army chip, no one will get the correlating event tile which will then be discarded. All placed army chips will be cast aside and will also not return to the game.

The round ends by passing the start tile to the next player (clockwise). This player opens the new round by flipping a new event tile. Repeat this every time a round is played.



End of the game

The game ends when all 8 rounds are played. Add up all won prestige chips and the prestige points marked on the won event tiles. The player with the most prestige points wins Battles & Builders.

2 players

In a 2 player game a fictional player is added. Put 24 building and combat chips for this fictional player facing down on the table (all chips of one colour minus the king) and scramble them. This fictional player doesn't need a defence wall. This player will place 3 chips each round. The starting player is the one who places these chips and rolls dice for the fictional player. The start tile changes among the other players. The other rules are the same as the 3 / 4 player variation.

Event tiles

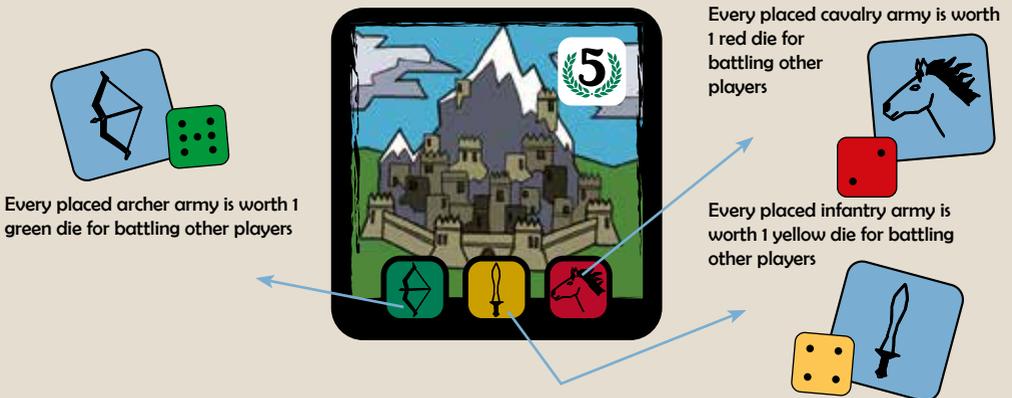


The amount of won/lost prestige points are marked on the upper right corner of the event tile. These are prestige points that can only be won/lost with armies. The player, who rolled the highest total with the dice, receives the event tile and its points. In case of a draw, players re-roll the same dice until there is a winner.

You will get a die for each placed army. The colour of the die/dice depends on the location and the army type. The green die has an average score of 5, the yellow die an average score of 4 and the red die an average score of 3. The bottom section of the event tile indicates which colour dice must be used for each different army type.

Example: Players battle for an open field. Bart has placed 2 cavalry armies, 1 infantry army and 1 archer army. He will get 2 green dice, 1 yellow die and a red die. The four dice are rolled at the same time.

Explanation event file urban area



The Barbarian battle is played differently than the other battles. Every player is involved in the barbarian battle even if a player hasn't placed any armies. The player, who has rolled the lowest score in the barbarian battle, will get the event tile with -2 penalty points. If a player hasn't placed any armies, he will not get any dice and gains a score of 0 points. He will automatically get the barbarian battle tile. In case of a draw, no one re-rolls and all players in the draw get -2 penalty points. One player will take the barbarian battle tile with -2 on it. The other players, involved in the draw, will get each -2 penalty points in prestige chips.

Strategy tiles

There are 6 different strategy tiles. Each player has 1 king and can only pick 1 strategy tile per game. This means some strategy tiles will be left over. If you have picked a strategy tile, place it in front of you and follow its correlating actions. Others can't pick this strategy tile. The exception is the "Catapult", which is placed in front of another player.



Claim 3 prestige points

You will receive 3 prestige points instead of 1 if there are several players who have placed an equal greatest number of builders and you are one of them. The other(s) will receive nothing. You can select this tile if you have placed at least 1 builder in addition to the king.



Extra prestige point

You will receive an extra prestige point if you're the player with the greatest number of placed builders. This is indicated with a '+1' on the tile. This will be added to your end score. You can select this tile if you have placed at least 1 builder in addition to the king.



Catapult

If you have picked this tile, you can give it to a player of your choice. He will receive -2 penalty points. This is indicated with a '-2' on the tile. The player, who has received this tile, deducts 2 penalty points from his end score. You can select this tile if you have placed at least one army chip in addition to the king.



Trojan horse

If you have picked this tile, you can add an extra red dice to your current set of dice. You can select this tile if you have placed at least 1 army chip in addition to the king.



New recruits

If you have picked this tile, you can re-roll however many dice you choose after your first roll, but you can only do so once. You can select this tile if you have placed at least 1 army chip in addition to the king.



Retreat chips

If you have picked this tile, you can immediately (not at a later moment) take back between 1 and 3 chips (not the king) and put them back behind your defence wall. These chips don't count in the number of builders this round and neither will get any dice for them. You can select this tile if you have placed at least 1 other chip in addition to the king.

Example round II

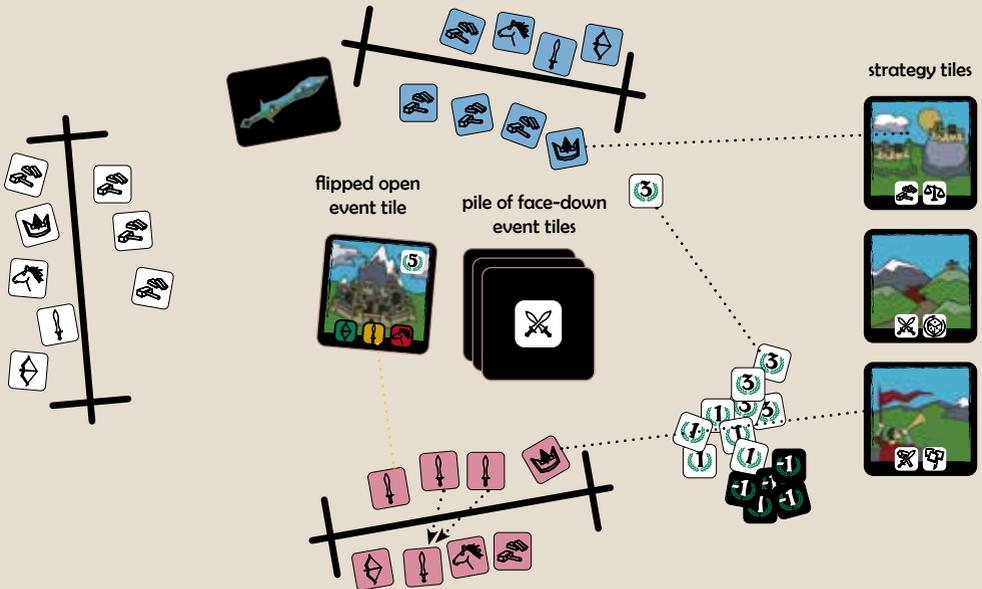
Starting player Blue flips the top event tile and places 4 chips. Pink will also place 4 chips and White will place 3.

After turning the chips, it seems that player Blue and Pink have placed a king. Player Blue can pick a strategy tile first since he is the starting player. He picks the strategy tile 'Claim 3 prestige points' because he sees he has placed as many building chips as player White. Player Pink selects the tile 'Retreat chips'. He puts two infantry army chips behind his defence wall.

Blue and White have placed the greatest number of building chips but Blue takes the prestige points since he took the strategy tile "Claim 3 prestige points". Player White will get no prestige points because of this. All building chips are cast aside.

Pink has one army with which he wins the event tile. He doesn't have to roll a yellow die since no one has placed army chips. Player Pink places the event tile in front of his defence wall where everyone can see it. The single army chip is cast aside as well as the king chips.

The start tile is passed on to Pink who will open the new round.



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