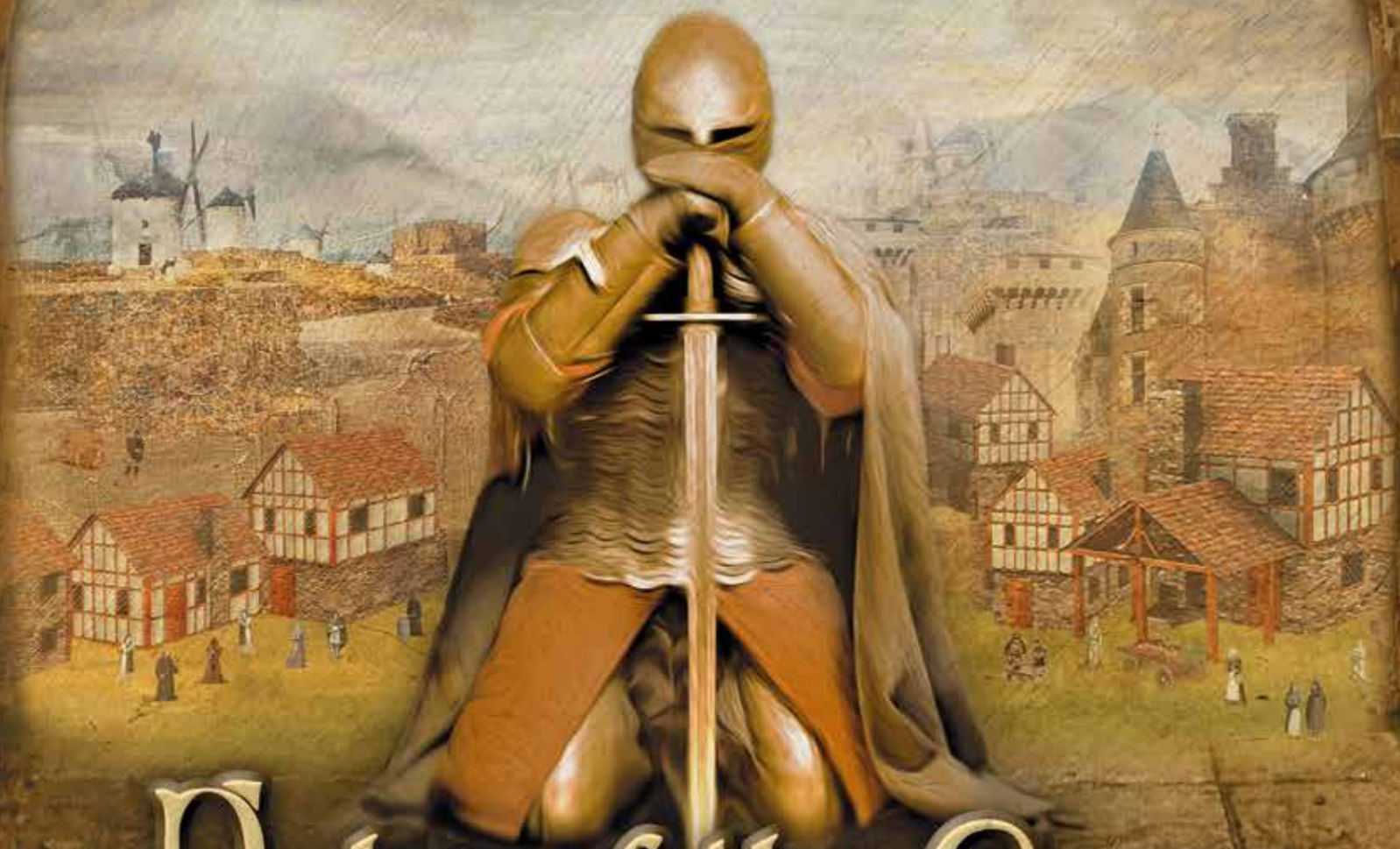


# THE KING'S ABBEY



## Rules of the Game



# Content

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In AD 1096 hope fills the air like a bird's song after a long winter, the seeming endless road of the Dark Ages may soon come to an end. For years now warlords have roamed the land, every surface is covered with filth, and disease has ripped through towns like great tornadoes. King Sivolt has dreamed that building a great gothic structure is the answer to leave this Dark Age behind forever. But for the last decade there has been a massive decline in the building activity and hardly any great cultural achievements have been made.

Recently, while on one of his crusades, King Sivolt met a master architect named Elias. Elias told the King about his devotion to the mortar arts, and how he longed to build a structure so great that people would travel hundreds of miles just to gaze at it.

This meeting created a spark that ignited the king's dream with a fire that would burn away even the darkest of days forever. King Sivolt looks on from his castle and watches with great expectation as his dream becomes a reality. With Elias' help he has hired some of the greatest architects and monks in the land to complete this task.

He waits patiently for this great abbey to be raised from the earth, filled with people, changing the course of history forever!

## **King Sivolt Has A Plan To Leave The Darkness Behind Forever!**





# Components

1 Main Board



15 Sheep



9 Cows



5 Barns



5 Viking dice



Darkness Tracker



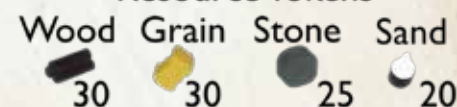
5 Player Aids



5 Player Boards



Resource Tokens



5 Remodel Cards



6 Extra Defense Trackers



1 Starting Player Meeple



Each player (five different colors) receives the following items:

- 10 Dice (monks)
- 15 Meeples (peasants)
- 1 Prestige Tracker
- 5 Sticks (wall sections)
- 2 Trade Tokens
- 1 Altar Token
- 1 Defense Tracker
- 1 Clergy Training Marker
- 6 Tower Cards

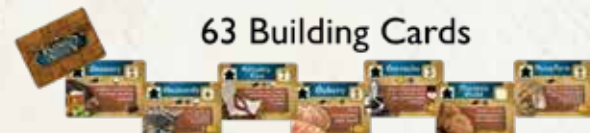
6 Resource Initiative Tokens



7 Relic Tokens



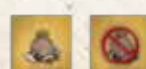
63 Building Cards



12 Wagons



12 Tool Bags



60 Coins



7 Patron Saint Cards

28 Event Cards



28 Crusade Cards





# Setting up the Game

3



1. Place the Main Board in the center of the table.
2. Place the wood resource tokens on the forest, the grain resource tokens on the fields, the stone resource tokens on the mountains, the sand resource tokens on the sand pits, and place the coins on the Center Market as shown in example on the next page.

3. Place the Darkness Tracker on the bottom "3" of the Darkness Track for the basic game, or on the next "3" above for a more challenging game. The game lasts for 7 rounds, and at the end of each round the Darkness will increase by one level. For example, if you are playing the basic game, the last round will end on "8."

4. Shuffle the 6 "Resource Initiative Tokens," and place them in a stack face down on the main board where it says "Initiative Resource Pile." This pile makes up the "Initiative Draw Pile."

5. Each player takes a Player Board, 1 Wagon and 1 Tool Bag. Also take 6 Tower Cards (2 Battlements, 2 Gate Towers, 1 Chapel, and 1 Bell Tower) 15 peasants, a Defense Tracker, and Altar Token



in their player color. Players begin the game with 4 coins, 1 wood resource token, 1 grain resource token, and 1 stone resource token. All players place one peasant on the left most (back) pew.

6. Each player places their purple Clergy Training Marker to the right of the first box of the Postulant level on their player board. Each player collects 9 dice in their color and **leaves one in the general supply**, only to be used when the Monk's Quarters is built and has a working peasant. Each player places their Defense Tracker on defense level "1" on their Player Board. (the shield in the top left hand corner.) Players always have at least one defense in their abbey, and can never go below one.

7. Take all the building cards and separate the 6 "starting" building cards from the rest of the cards. These all have the words "STARTING CARD" on them. Take these cards and randomly deal one to each player. Place the others back in the box. The 6 starting building cards are: Library, Mason's Guild, Garden, Cloister, Abbott's Den, and the Money Changer.

8. Each player will take their starting building card and place it on their player board in one of the 7 building spots. Next they place a peasant in the top left hand corner of their starting building card covering up the black meeple. When placing a peasant this way, it represents a peasant that is working in the building. This will be your first building activated with it's special ability as notated on the card. This starting building does not earn any prestige for being built. **IMPORTANT: See "Building Cards" on pages 18 and 19 for more information on each building and what bonuses there are for building 2 of 1 kind.** Shuffle the remaining building cards and then make two even draw piles and place each pile on the building market where it says "Draw Pile." Deal 3 cards face up from each pile on the 3 empty squares below each pile, filling them in from bottom to top, and turn over the top card of each draw pile. These eight dealt cards become the "Building Market."

9. Shuffle the Crusade Cards and randomly deal one to each player. Place the remaining Crusade Cards, face down, on the Main Board where it says "Crusade." Players then take their Crusade Card and place it face up next to their Player Board in clear view of the other players.

10. Now take the "Event" cards, separate the 3 kinds of Event cards: Disaster, Vikings! and Year of Plenty.

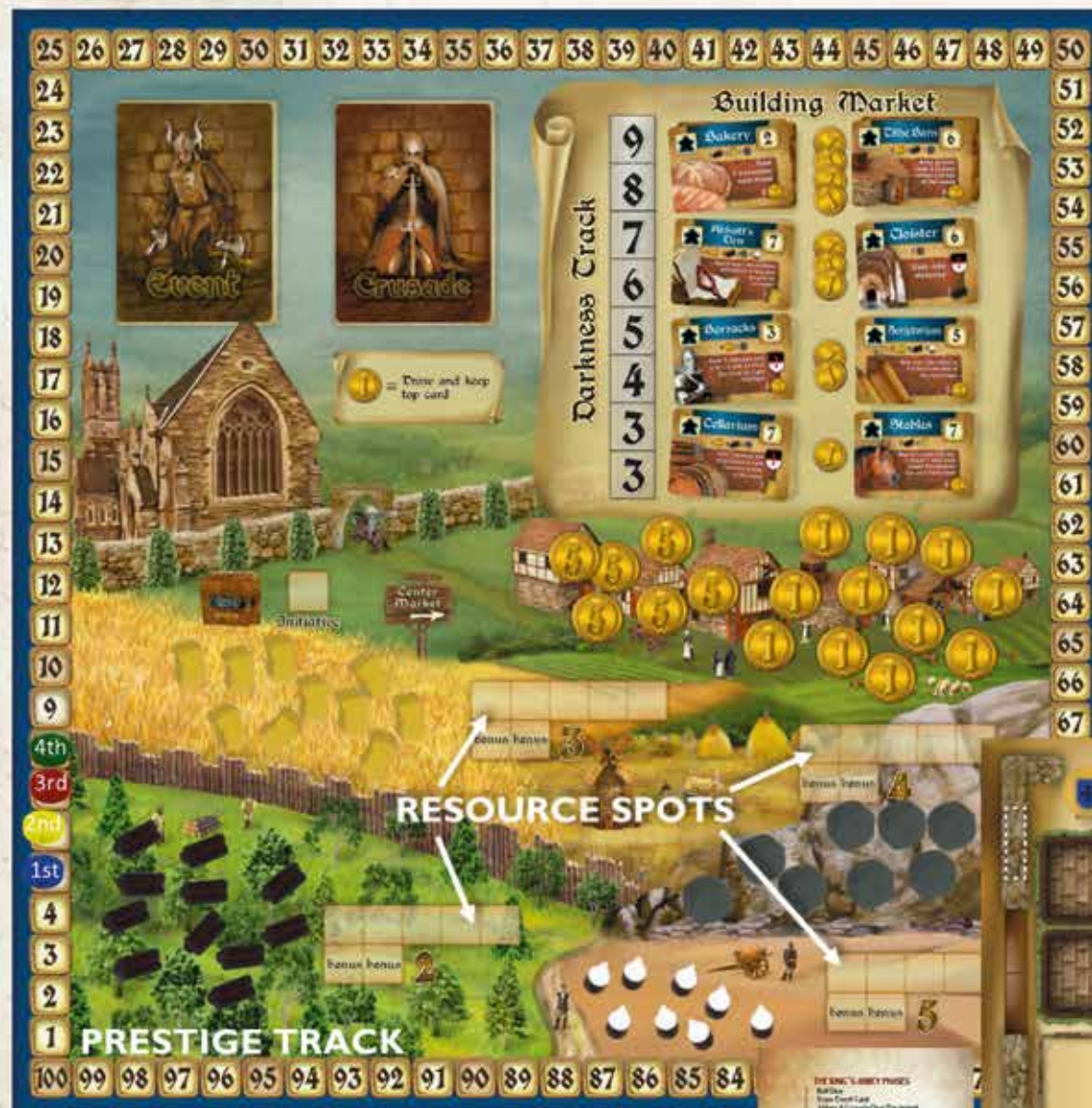
Shuffle each kind separately and then randomly deal 2 Year of Plenty, 2 Disaster, and 3 Vikings! cards into a pile, shuffle this pile and place it face down on the main board where it says "Event." Place the rest of the "Event" cards back in the box. **IMPORTANT: See pages 19 and 20 for more information on playing with the Relic Crusade Cards, and Patron Saint Cards.**

**It is suggested that players use the "Quick Play" rules provided, for their first game.**





Players each roll a die to see who goes first. The player with the lowest roll becomes the "starting" player. They take the purple Starting Player Meeple and then places their Prestige Tracker on number "5" of the prestige track. Play proceeds clockwise around the table, beginning with the starting player. Each other player in order places their Prestige Tracker on the 6, 7, 8, and 9. Now you are ready to begin. The example below shows a setup for 4 players with the blue "player's supply" showing.



## GENERAL SUPPLY



## PLAYER SUPPLY





# up the Game



**Tool Bags** - If a player has a Tool Bag, they may use it ONE time during each round. If you have more than one, you may use each one, at most, one time per round. You may use as many Tool Bags as owned on one Resource Spot, or use them separately at different Resource Spots. Each



Tool Bag used will add one “pip” to the total amount of “pips” on your dice that you have placed on a Resource Spot. When you use a Tool Bag, simply flip it over to the “used” side. For example, with 2 Tool Bags you are able to turn a die roll of 4 into a 6. No one die value can ever be increased over 6.

**Wagons** - If a player has a Wagon, they may use it ONE time then it must be discarded. You may use as many Wagons as you own, on one Resource Spot, or use them separately on different Resource Spots. Each Wagon used will allow the player to gain ONE extra resource token at a Resource Spot where they have **already** placed a legal die or dice.



**Trade Token** - Trade tokens are used to keep track of the 2 trades players have each round. Players may trade at the value of each resource. Values are displayed on Player Boards and Resource Spots. Trades must be made for at least the same value or higher.



When making a trade, they exchange one kind of resource for one kind of another resource, including coins. For example, even though 1 wood and 1 grain equals 5 in resource value, you CANNOT trade 1 wood, and 1 grain to receive one sand. Legal trades consist of trading 8 coins

for 4 wood or 1 stone for 4 coins or 2 sand for 2 stone or 1 sand for 2 wood. **IMPORTANT: Players do not receive change back when trading over.** For example, when trading 1 sand for 1 stone, there will be 1 left over. The extra is simply lost.

**EXCEPTION: If a player has a Money Changer building built with a working peasant, you can take the difference in coins.** When you have made a trade, simply turn over one Trade Token to the used side. Trades may be made at anytime during the round.

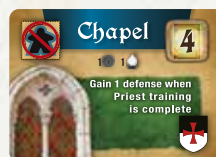


## Extra Defense Trackers -

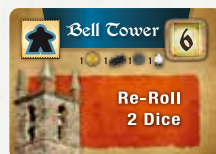
These are used to track the defense of the 2nd Mason's Guild, the Patron Bonus of Saint Arnaud, or the Holy Cross.

**Towers** - are built to gain defense and prestige. Each player has 6 total towers; 1 Chapel, 1 Bell Tower, 2 Gate Towers, and 2 Battlements. Even though there are 6 total towers, each player may only build four total per game.

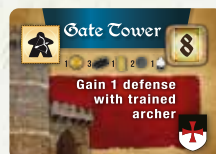
**Chapel** - If built, this tower earns the player 4 prestige immediately. As soon as this player reaches the top of the Priest Clergy Training column they move their Defense Tracker one space to the right. **IMPORTANT: This tower does not need a peasant in it to be activated.**



**Bell Tower** - If built, this tower earns the player 6 prestige immediately. When a player moves a “baptized” peasant into this tower, they may re-roll two of their dice one time each round but must keep the second result.



**Gate Tower** - If built, this tower earns a player 8 prestige immediately. When a player trains an archer by paying 5 coins, he may move a peasant directly from the pews OR baptistery into this tower by placing the peasant on the “black meeple with bow” icon.



This will give the player one more defense. When an archer is placed, move the Defense Tracker one space to the right.

**IMPORTANT: Archers do not have to be baptized.**

**Battlement** - This tower works the same as the Gate Tower in every way, except it cost more to build and it earns a player 10 prestige immediately when built.







## Building and Tower Cards

(see Appendix for explanation of each building card)

- A. Place peasant here to activate the building's special ability.
- B. Name of building /tower.
- C. Prestige received immediately if built.
- D. Cost to build.
- E. Special building/tower ability.
- F. Immediate reward when building is purchased.
- G. There are four spaces in the abbey available to construct towers.
- H. There are seven spaces in the abbey available to construct buildings.
- I. This is where the altar is built
- J. This is where wall sections are built.
- K. This is where players track their defense.
- L. This is where players track their clergy training.
- M. This is where players keep their extra resources.



## Flow of play

The game proceeds over 7 rounds of play with 12 phases each round.

### THE KING'S ABBEY PHASES

1. Roll Dice
2. Draw Event Card
3. Abbey & Crusade Dice Placement
4. Purchase Building Cards
5. Resource and Initiative Selection
6. Move Peasants
7. Build
8. Gardening / Farming / Feeding
9. Combat Darkness / Move Darkness
10. Collect Income
11. Collect Crusade Rewards / Purchase New Crusades
12. Reset



## Winning the Game

A player will win the game if they have the most prestige at the end of 7 rounds. Players gain prestige by constructing buildings, towers, walls, finishing crusades and fighting Vikings. Players will take the prestige by advancing their Prestige Tracker on the Main Board. At the end of the 7th round there will be a round of "End Game Scoring." The player with the most prestige wins the game.

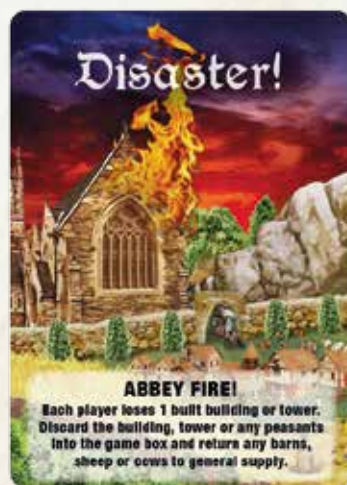
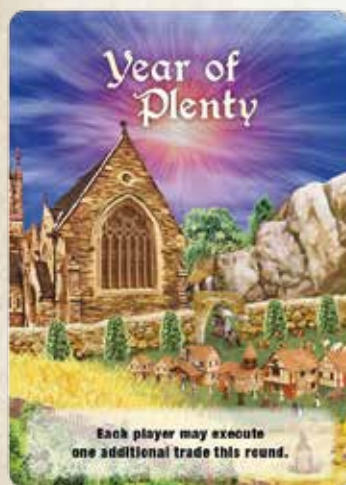


## Phase 1 - Roll Dice

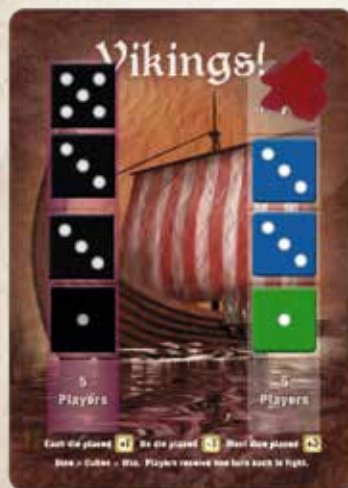
Your dice represent the monks that are recruiting peasants, training clergy, defending the abbey, going on crusades, fighting Vikings, and collecting resources.

## Phase 2 - Draw Event Card

The starting player draws the event card and reads aloud the card text. There are 3 types of event cards: **"Disaster!"**, **"Year of Plenty"**, and **"Vikings!"**. If on the first round of play, and on the first round only, a Vikings! card is drawn, discard it to the bottom of the pile and draw another card. Do this until you draw a Year of Plenty or Disaster! card.



**"The Disaster!"** and **"Year of Plenty"** cards are simply read out loud and players must follow the instructions on the card. The card is in effect for the entire round. For example; the Year of Plenty card; "Build one building for free" stays in effect even after you purchase new buildings.



In this example, Red is the starting player but does not have a 5 die so he loses 1 Prestige and places one of his peasants on the card. His turn is now over. The Blue player is next and decides to place his two 3's and gains 2 Prestige. This leaves the last die to be defeated; the 1. Green places her 1 die to defeat the last Viking and gains 1 Prestige. Yellow does not get a turn because all Vikings! have been fought. The players have all won. Blue receives an extra 3 Prestige because he placed the most dice.



**"Vikings!"** cards are very different. These cards represent Vikings attacking each players' abbey. Players will work together to hopefully

defeat the Vikings. When a Vikings! card is drawn, the last player takes as many black dice as there are players and rolls them. He/she then takes the dice and places them in value order beginning at the top purple square, and with the highest value first, filling them in from top to bottom. Then beginning with the starting player, they **MUST** take one of their dice that matches the 1st black die on the top of the column or lose a peasant. Each player has only one turn to place a die or dice. The example to the left is from a game with 4 players. In this example the first Viking to attack has a value of 5. When placing a die that matches the value of the black die, they place that die directly across the die they are attacking. Once the die is placed they receive +1 prestige immediately. Then the current player may continue to place more dice as long as they have a die that matches the next one down on the column. This means that the starting player could in fact defeat all Vikings by themselves. At the beginning of a players turn, if they do not have a die matching the next one down or they choose to pass, then play continues with the next player. A player may only pass if they have already placed one die. Otherwise they lose a peasant.



If at the beginning of a players' turn they do not have a die matching the next one, they receive minus 1 prestige and then places one of their peasants from their abbey on the square across from the die they could not match. If this happens, they must end their turn immediately and play continues to the next player. This continues around the table clockwise until all players have had **ONE** turn each to place dice or a peasant. To defeat the Viking attack there must be more player's dice than player's peasants, in the right hand column. If there are more player's dice than player's peasants, you have defeated the Vikings! On a win, the player with the most dice placed receives an extra 3 prestige. No extra reward for ties. If there are more player's peasants than player's dice or a tie, the Vikings have won. On a loss, the player with the most dice placed does not receive any extra prestige, and all players lose one built building or tower of their choice. They must discard the building into the box, all peasants in the buildings lost are put back in the box, and all sheep or cows, that were in the Barn is put back in the general supply.

If losing a Sheep farm or Dairy farm, the Barn is discarded as well. If a player does not have any constructed buildings or towers, they lose all of their current resources and coins. Players may not choose the loss. If a player has a built tower or building they must lose it. The **"Vikings!"** card stays on the table with all the dice and peasants until the **"Reset"** phase, where it is then discarded. **IMPORTANT: Players may not use their Library to change dice to be used on Vikings! cards.**





# Phases

## Phase 3

### Abbey and Crusade Dice Placement

In this phase, all players put their monks to task by placing dice on their Player Board and Crusade Cards. During this phase, players will choose how many dice to use for recruiting peasants, Clergy Training, defending their abbey and crusading. Once this phase ends, dice on the abbey or crusades can no longer be moved until the "Reset" phase.



Players must fill in any empty spaces of left most columns before filling the next column. For example, the Blue player wants to use his two 3's and one of his 2's, to recruit peasants. In example "A," the player already has 3 peasants in his abbey. With two 3's and one 2, he places three more peasants in his abbey like shown in EXAMPLE "A."



training. To train, select the number of dice you wish to use, up to three with values of 4, 5 or 6 and place them to the right of the "Clergy Training" where the dice pics are located. Then move the purple Clergy Training Marker up one square for each die used. (at the beginning of the game your first move would be placing the Clergy Training Marker at the bottom of the Postulant column.) When you reach the top of a column, collect the bonus listed above it. If you have more spaces to move, simply continue your movement beginning at the bottom of next column to the left. In EXAMPLE "B", the Blue player is at Postulant level and wants to use his two 4's and one of his 6's to train. He places the dice and moves his marker to the bottom of the row to the left and continues his movement to reach the top of the next column. He has now reached Deacon level. He immediately receives one permanent defense as a bonus, and moves his defense tracker one space to the right.

## Recruiting Peasants

After rolling the dice, and completing the Event card, each player may use up to three dice per round to recruit peasants. To do this, select the number of dice to use, up to three with values of 1, 2, or 3 and place them to the left of the pews where the dice pics are located. Then collect the number of peasants from your supply equaling the number of dice used, and put them on the wooden pews filling them from bottom to top, left to right.

## Clergy Training

Each player is allowed to use up to three dice per round to train clergy. There are five levels of clergy training; Postulant, Deacon, Priest, Bishop and Cardinal. Players complete each level of training when they reach the top of a column. FOR EXAMPLE: at the beginning of the game you are a Friar, wishing to be part of the church clergy. Once you reach the top of the Postulant row you have been accepted to move on to Deacon



## CLERGY TRAINING BONUSES



Players complete each clergy level by reaching the top of the column that their purple Clergy Training Maker is in and they automatically receive the bonus listed at the top of the column.

### Postulant level completed

Player receives two extra peasant moves for the rest of the game.

### Deacon level completed

Player immediately receives a permanent defense for their abbey.

### Priest level completed

Player gains two resources of their choice ONE time and may gain one permanent defense if the player has a Chapel built.

### Bishop level completed

Player receives 3 more peasant moves for the rest of the game, and 4 prestige immediately. (player now has a total of 6 peasant moves each round.)

### Cardinal level completed

Player receives the prestige at each square as they move up the column, and when they reach the top they receive one more permanent defense.

### Abbey Defense

Each player always has at least 1 defense. After building certain towers and buildings, each player must check to see if they have gained any defenses from them and adjust their Defense Tracker accordingly. Most defense in the game is noted by a "shield" symbol.

## WAYS TO GAIN DEFENSE



**1. Building an Altar** - This is done during the "Build" phase and costs you 4 coins and 2 wood resource tokens to build. After paying, place your Altar Token in your abbey. This signifies your altar is built and you gain 1 permanent defense.

**2. Placing Archers in Towers** - This is also done during the "Build" phase and costs 5 coins to train an archer. Once you pay the 5 coins, take one peasant from your baptistery OR your pews, and place it on a "gate" or "battlement" tower. An archer placed allows you to gain the defense (shield) listed on the card. You must have a peasant in the pews or baptistery to train your archer. Unlike peasants in buildings, and Bell Towers, archers do not have to be baptized.

**3. Using Dice** - Since dice represent monks, they can be used to defend your abbey. During phase 3 place any dice you want, up to as many as you want on your defense track to the right of your Defense Tracker token. Every die placed will increase the overall abbey defense by one. Of course these dice are only a temporary defense and will be taken back into player's personal supply during the Reset phase.

**4. Building a wall** - Players may build wall sections at the cost of 1 stone each. 5 wall sections make up a completed wall. A completed wall gives the player "8" prestige and one more defense immediately. **IMPORTANT: A partially built wall does not give a player any defense or prestige.**

**5. Constructing Buildings** - Some buildings like the Cloister will give players an extra defense when built and occupied by a peasant.



THE EXAMPLE SHOWS A PLAYER'S ABBEY WITH 9 TOTAL DEFENSE



Example 2



Example 3



Example 4







## "Crusade" Cards

*Each Crusade Card represents a crusade that the monks and peasants from your abbey are currently on.*

See Examples "2" and "3" on page 10:

- A. Where peasants are placed.
  - B. How many dice of the same value that must be placed on the card.
  - C. The reward and prestige received for completing the crusade.
- The reward for example "2" is; one stone resource token, move Clergy Training Marker 3 spaces and player will receive 6 prestige at end of the game. The reward for example "3" is; one grain resource token, move Clergy Training Marker 2 spaces, and player will receive 4 prestige at end of the game.



## COMPLETING A CRUSADE

In phase 3, players may take the dice they rolled and place them on their CRUSADE CARDS. To begin a crusade, take a peasant from the pews OR baptistery and place it on one of the 2 spaces with the "black meeple icon." This peasant must stay on this card

until the crusade has been completed. (only two different colors of peasants are allowed on each card.) Then place any die value on one of the squares. Any other dice placed this round or rounds thereafter must match the current die or dice value of the other dice that are on the card. When all squares have been filled with dice, the crusade is considered completed. After a crusade is completed, and during phase II, the player will collect the reward but not the prestige. (unless you split the prestige with another player, then both players will take the prestige immediately and the card is discarded.) After phase II, the player flips the completed crusade over and keeps the prestige hidden until the end of the game where it will be scored. If a crusade is not finished before the end of the game, the prestige becomes negative prestige and players must subtract it from their total prestige points.

### Helping Other Players Complete a Crusade:

During phase 3 players may also help each other complete crusades but must follow the rules above. Only one additional player may be on a crusade. In example "4" on page 10, Green cannot seem to roll any more 3's and only needs one more 3 to complete her crusade. She notices that the Red player has rolled a 3 and asks him if he will help. Red complies, so he must place his 3 die on her card along with one of his peasants from his abbey. Players discuss and make deals on how the rewards and prestige will be handed out. Deals are limited to the rewards on the Crusade Card.

All dice and peasants must stay on the crusade card until the crusade has been completed. If during the Reset phase, the owner of the crusade wants to take back the dice from an un-completed crusade, he may do so and must remove ALL dice, and all peasants on card are considered lost and must be discarded into the box. The player must start this crusade over by placing new dice and peasant after rolling the dice in phase I. On phase II, if a player has completed a crusade, the dice are returned to players personal supply and the peasants are returned to the player's pews safe and sound. Players must follow the rules of placing new peasants in their abbey when a peasant comes back from a successful crusade. Phase II is where players collect the reward of completed crusades, and may at this time purchase new crusades in player order. **IMPORTANT: Players may not use the Library to change dice to be used on Crusade cards.**





## Phase 4 Purchase Building Cards

Beginning with the starting player, players take turns in clockwise order, passing or selecting one building card at a time and paying the purchase price. When the last player selects a building card, the players do one more round of purchasing beginning with the last player and going counter clockwise. Players pay 1, 2, 3, or 4 coins for each building card taken. The coin pics in the middle of the building rows show how much the building costs to the right and to the left of the coins. Once a player has passed, he may not go back and purchase a building card this round. When a building card is purchased, the player immediately takes the reward located on the bottom right of the building card. The card is then placed in the player's personal supply to be later built when they can afford too. Players may only build 7 total buildings.

**EXCEPTION:** Players that have purchased the “Remodel” card may build 2 more buildings. Any building that is not built by the end of the game will become negative prestige.

**IMPORTANT:** See pages 18 and 19 for more details on how each building works.

## Phase 5

### Resource and Initiative Selection

Beginning with player that holds the Starting Player Meeple, begin placing dice on Initiative and Resource Spots. You may only choose one Resource or Initiative Spot at a time. Play then proceeds in clockwise order until all dice have been placed or all players have passed. There are four different resources that you may collect; wood, grain, stone, and sand. Each of these resources will be used to construct buildings, towers, and different parts of your abbey. The resources have a value from 2 - 5. These are displayed on the Player Board and Main Board. Please note: coins are not considered a resource, but have a value of 1.

**RESOURCE SPOTS** - On the main board there are 4 resource spots to gather WOOD, GRAIN, STONE and SAND. At each resource spot there are 7 squares. 5 empty squares for ONE die of each player color, and 2 bonus squares. Players may only place one die of their color in one of the top 5 empty squares.

Players may place only ONE die out at a time unless there is a “bonus” square open for a second die. There is always one “bonus” square on each resource spot for a second die in a 2 and 3 player game, and in a 4 and 5 player game there are always two “bonus” squares for a second die. In a 2 or 3 player game simply cover up one of the extra bonus squares with a die of a color not being used.

**IMPORTANT:** Once a player has selected a resource spot by placing a die, they may NOT go back to that same resource spot to place more dice in other consecutive turns in the same round, even if no one else took the “bonus” square.

**IMPORTANT:** a player MAY NOT use a bonus square unless they are placing 2 dice. They cannot simply place a single die on the “bonus” square to block others from using it. They must play two dice at once, placing one die on one of the top 5 empty squares, and the other die on the bonus square, if available.



The number of resources a player receives all depends on the total number ON the die or dice placed on the resource spot. After you place your die or dice on the Resource Spot, you then divide the total number of pips on your dice by the number next to the resource and immediately collect that number of resources. In the example below, Blue collects 6 Wood, 1 Grain, 1 Stone, and 1 Sand. Green collects 1 Wood, 2 Grain, 2 Stone and 1 Sand. Players may not collect change in coin for overpaying unless they have a Money Changer

building with a working peasant. For example, if the green player had a Money Changer building constructed with a working peasant, she would be able to collect 5 coins total for overpaying at the wood, stone, and sand Resource Spots.

**IMPORTANT:** All dice used must stay on Resource Spots and player boards until the Reset phase and no player may have more than 3 resources of each kind at the end of phase 12. However there is no limit to the amount of coins a player may have.



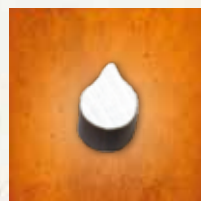
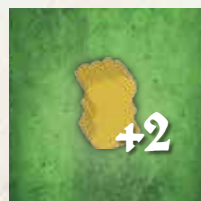
## INITIATIVE

Dice may also be used to take initiative and become the starting player. In phase 5 players may place one of their dice on the main board above the word "Initiative."

By doing so, the player who placed their die here may take the top token from the pile. During phase 12 he may take back his die and gain the purple starting player meeple from the player who possesses it. It is still legal to place a die here even if you are the current starting player. So essentially the same player could be the starting player throughout the entire game. There may never be more than one die on this spot at a time.



## THE SIX REWARDS OF THE INITIATIVES ARE AS FOLLOWS:







## Phase 6 - Move Peasants

Each player gets "one peasant move" at the beginning of the game. In this phase you may move a peasant or peasants, **ONE** space plus any bonus spaces to the right, toward the altar trying to get them into the front row. There must be an empty space to the right of a peasant in order to move it. You may not jump over other peasants. If any of your peasants reach the front row, you may move them directly into the Baptistry as long as there is an empty Baptistry space. **IMPORTANT:** "One peasant move" means that you may move only **ONE** peasant, **ONE** space. When you receive your first clergy bonus (reaching the top of column 1 with the purple Clergy Training Marker,) you will receive 2 extra moves to be used the rest of the game. This means you will now have a total of 3 moves. This **does not** mean you can move 3 peasants, 3 spaces. This means you may move 1 peasant 3 spaces, or split the moves between 2 or 3 peasants.

Having peasants in the Baptistry is the **only** way a player may activate their buildings that have been built that need a baptized peasant. To activate a building, simply move a peasant from the Baptistry into a building, placing the peasant on the "black meeple symbol" in the top left corner of the building card. **IMPORTANT:** Moving a peasant from Baptistry into a building is a free move and does not count toward the total "peasant moves." When placing a peasant this way, the

building's bonus (the text in the middle of the card) is now active and will continue to be active as long as this peasant stays on the card. This represents a peasant that is currently working in the building. You may also move peasants from the Baptistry into a built tower. There are two kinds of peasants in towers; "archers" and "conductors." An archer is a peasant that is in a Gate Tower or Battlement. A conductor is a peasant that is in a Bell Tower.

**IMPORTANT:** Archers **do not** have to be baptized before placing them in a built Gate Tower or Battlement. Conductors **MUST** be baptized before placing them into the Bell Tower.

**IMPORTANT:** Once a player places a peasant in a building, or tower, they cannot be moved. The only way these working peasants are ever moved is in the case of losing them to the Darkness, a Viking attack, famine, or other Disasters. When this happens they are put back into the game box.

**EXCEPTION:** A Bath House allows players to move peasants from one building to another. In the example below the red player has 3 total moves. He takes his 3 moves as noted and then uses his free ones. He has a free move from the front row to the Baptistry. He then uses a free move from the Baptistry into the Bakery, and a free move from the Baptistry into the Mason's Guild. Then during the build phase he pays 5 coins to train an archer and moves a peasant directly from the back row into the Battlement.





## Phase 7 - Build

During this phase you may now build the different buildings, towers, altars and walls of your abbey, and train archers. Players will all do this simultaneously, but calling out what they are building and the resources they are paying to construct it. If you do not have enough resources to pay for what you are building, remember you may use 2 trades per round to get the resources needed. Players may build up to, but not exceed 2 of the same kind of building, except for Sheep and Dairy Farms. **Please see pages 18 and 19 for more details on building 2 of one kind of building.**

### CONSTRUCTING BUILDINGS, WALLS, AND TRAINING ARCHERS

To construct a building, you must have the current building in your personal supply that you purchased in phase 4. Simply pay the resources and coins listed on the building card and then place the card in any legal spot as notated on page 6. You immediately gain the prestige located on the card and move your Prestige Tracker accordingly. If you have a peasant waiting in the Baptistry, you may at this time move him directly into this building, thus activating it. If constructing a second building of the same kind, place it directly over the other one you own, leaving the top portion of the bottom building card exposed to place peasants.

If there are no more legal empty spaces to build, you may not construct any more buildings. **EXCEPTION:** When you have filled all of the 7 empty spaces on the Player Board AND you have the resources to build it, you may take a "Remodel" card and must build it immediately. **Refer to page 9 on how to build walls, altars, and train archers.**

## Phase 8

### Gardening / Farming / Feeding



#### GARDENING

If a player has a **Garden** built with a working peasant, they may collect 1 grain for every 3 grain they have at this time.

**IMPORTANT:** Players that have a **Garden** but no **Tithe Barn** or **Cellarium** you may not have more than 3 grain at the end of phase 12. If this happens, the player will have to trade in the grain, or lose the extra grain.

#### FARMING

If a player has a **Dairy Farm** built with a working peasant, they may collect 1 cow during this phase and place it in the Barn as notated on page 18. (if this is the first round the Dairy Farm was activated then the player must wait until the next round to receive a cow.) A Barn holds up to 3 total cows. It is important to note that when the Dairy Farm is first built it does not come with any cows. Once a peasant is placed on a Dairy Farm, then it is activated and every round thereafter, except for the round you activated the farm, you will receive 1 cow during the Farming phase. At the end of the game, each cow that is in the Barn is worth 3 prestige each.

If a player has a **Sheep Farm** built with a working peasant, they may collect 1 sheep during this phase and place it in the Barn as notated on page 19. A Barn holds up to 5 total sheep. It is important to note that when the Sheep Farm is first built, it does not come with any sheep. Once a peasant is placed on the farm, you may immediately place 2 sheep in the Barn. Every round thereafter, except for the round you activated the farm, you will receive 1 sheep during the Farming phase. At the end of the game, each sheep left in the Barn is worth 2 prestige each.







## FEEDING

Players feed their peasants by returning grain resource tokens to the field Resource Spot. Every player must pay 1 grain for each level of peasant population in their abbey. There are 3 levels; 1- 4, 5 - 8, and 9+. Each player must pay 1 grain for 1- 4 peasants in the entire abbey that are working or still in the pews. 2 grain for 5 - 8 peasants, and 3 grain for 9+. Players with Sheep Farms, may discard 1 sheep to feed up to 8 peasants.

**IMPORTANT:** You may not collect grain, coin or any other resource in return if you are only feeding 1- 4 peasants with one sheep. Players with a Dairy Farm may feed 4 peasants with each cow they own. (You do not discard the cows when using them to feed peasants.)

**IMPORTANT:** When feeding peasants, do not count the Clergy Training Marker. Players may trade in resources to get grain, at this time, as long as they still have trades left. If players are unable to feed their peasants they will lose 1 peasant that must be placed back into the game box, and 2 prestige for **each** level they cannot pay for. For example: if a player has 8 peasants and has no grain, he will lose 2 peasants from his abbey, and 4 prestige. Players choose which pew, building or tower the peasants will be taken from. They cannot be taken from Crusade or Vikings! cards.

## Phase 9 - Combat Darkness / Move Darkness

Players must have enough defense to combat the Darkness level of each round. The Darkness represents things like depression, famine, raiders attacking, and other things that the Dark Ages brought with it. Players must “match” their defense level with or be higher than the current Darkness level. If a player is unable to gain enough defense in a round to exceed

or match the current Darkness level, they will receive a loss. They lose 1 peasant that must be placed back into the game box and 2 prestige for **each** Darkness level unmatched. For example; if a player’s Defense Level is at 3 and the Darkness is at 5, this equals two levels of Darkness greater than the player’s defense. In this case the player would lose 2 peasants and 4 prestige. Players choose which pew, building or tower the peasants will be taken from. They cannot be taken from Crusade or Vikings! cards. After everyone combats the Darkness, then move the Darkness Tracker up 1 space.

## Phase 10 - Collect Income

Each player earns coins for the peasants in their pews, baptistery, buildings, and towers. For each peasant you collect 1 coin from the Center Market. Income is not collected from peasants on Crusades or Vikings! cards.

If you have the Brewery with a working peasant, you may collect 1 extra coin for each peasant that is working, in a building or tower.

## Phase 11 - Collect Crusade Rewards And Purchase New Crusades

After all players have collected crusade rewards of completed crusades, players turn over completed crusades to keep the prestige hidden and to be scored at the end of game. **IMPORTANT:** Do not score the prestige on the crusade card at this time. Players may now purchase new crusades in player order. Players must pay 1 coin and draw the top card from the crusade pile and must keep it after drawn. (players may only purchase at most, one crusade card per round.) No player may have more than 2 crusades cards at one time, and players may never discard uncompleted crusades.

**IMPORTANT:** If players had made a deal to split the prestige on a Crusade Card, players must take the prestige immediately and then discard the Crusade Card.



## Phase 12 - Reset

The player who placed their die on the “Initiative” spot, now collects the Starting Player Meeple. (if no one placed a die on the initiative spot this round, the starting player from last round will continue being starting player until “Initiative” is taken away.)

Players collect all dice from Player Boards, completed Crusades, Vikings! card and the Main Board. All peasants from Vikings! cards are placed back into the game box. Fill the Building Market by taking off the bottom building card of each column and discard it and move down all building cards, filling in the empty spaces. Then draw as many cards needed to make sure there are 4 cards revealed in each column.

**IMPORTANT:** At this time players must check to see if they have more than 3 of any resource. If they do, they must either trade it in, as long as they have a trade left, or lose it. Remember coins are not resources, therefore you may have as many coins as you want.

**IMPORTANT:** If this is the final round then go directly to End of Game Scoring.

Reset all **Trade Tokens** and **Tool Bags**.

Begin at **Phase I**, completing each phase in order again.

## END OF GAME SCORING

At the end of the 7th round, players may make their final trades and then count up all prestige.

Players add together all prestige on their completed Crusade Cards. Turn in any sheep left on farms for 2 prestige each, and gain 3 prestige for each cow. Players with a second **Money Changer** building with working peasant receives 1 prestige for every 5 coins in their personal supply. Players with a second **Tithe Barn** with working peasant receives 1

prestige for every 3 resources left in their personal supply. Subtract the prestige of any buildings not built or crusades not finished that are in a player's personal supply.

Whoever has the most prestige is the winner! Ties are broken by the player with the most value in resources. If still tied, then you share the win!

## VARIANTS

Once players become familiar with the game, you may want to try different levels of difficulty.

**To make the game easier,** try one or both of these:

1. Play with fewer Vikings! cards or none at all. Even easier, play with all Year of Plenty cards.
2. Begin the game with 3 peasants in the pews instead of one and set Clergy Training Marker at Postulant level.

**To make the game more difficult,** try one or all of these;

1. Replace one of the Year of Plenty cards with a Vikings! card, or play with all Disaster and Vikings! cards.

**IMPORTANT:** Remember to keep a total of 7 Event cards when changing out any of the cards.

2. Begin the game on the second “3” from the bottom of the Darkness Track.

3. Begin the game by doing an auction for the Starting Building cards. With this variant, each player begins with 6 coins instead of 4.

Each player beginning with the starting player may bid with coins and or resources for the Starting Buildings. Do a round of bidding until each player has ONE Starting Card. If you pass you must wait until the next round of bidding. Last player without a card will choose from the cards that are left.

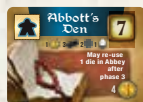




## BUILDING CARDS

Each building card has a different special ability, instant reward, and prestige. Players may build up to 2 of the same kind of building except for Sheep and Dairy Farms. You do this by placing it on top of the other building leaving the top of bottom card exposed. To activate a building's special ability, place a peasant from the Baptistry in the left hand corner of the card covering up the "Black Meeple" Icon. This represents a working peasant and the building is now considered "activated."

**IMPORTANT:** In order for the bonus of the second building built of one kind to be in effect, the player must have an active peasant in both buildings of the same kind. If the peasant is ever moved or lost, the bonus is lost.



The **Abbott's Den** earns 7 prestige immediately if built. When activated, the player may re-use 1 die in Abbey. For example, you may take a 6 that was used for clergy training and place it on a crusade, resource or initiative, or even train one more level of clergy. The die may be used anywhere a legal die can be placed. When a second Abbott's Den is built and activated, the player may re-use two of his Abbey dice.



The **Bakery** earns 2 prestige immediately if built. When activated, it feeds 1-4 peasants for the rest of the game. When a second Bakery is built and activated, the player can feed an additional 4 peasants for the rest of the game.



The **Barracks** earns 3 prestige immediately if built. When activated, the player gains one permanent defense and may add or subtract a pip on first die used to fight Vikings. When a second Barracks is built and activated, the player may now use any die value to defeat the Vikings. A die value may never go above 6.



The **Bath House** earns 4 prestige immediately if built. When activated, the player may at anytime move one peasant from a tower or building to another tower or building one time each round. The player will lose the bonus of the prior building. When a second Bath House is built and activated a player may move up to 2 peasants each round.



The **Blacksmith** earns 6 prestige immediately if built. When activated, the player may add or subtract a pip on a die used for crusade cards. When a second Blacksmith is built and activated, a player may use any die value for crusades. For example: a player with a second Blacksmith with a working peasant, a crusade card that needs a 4 of a kind can now be completed using any combination of dice on the card. A die value may never go above 6.



The **Brewery** earns 2 prestige immediately if built. When activated, the player may collect 1 extra coin during the income phase for every working peasant in their abbey. When a second Brewery is built and activated, the player may collect 2 coins for every peasant in their abbey.



The **Cellarium** earns 7 prestige immediately if built. When activated, the player gains a defense and may keep 4 of each resource at end of the round. When a second Cellarium is built and activated,



the player gains another defense, and may keep 5 of each resource at end of the round.

The **Cloister** earns 6 prestige immediately if built. When activated, the player gains one additional defense. When a second Cloister is built and activated, the player simply receives one more defense.

The **Dairy Farm** earns 2 prestige immediately if built and it is at this time the player must also take a Barn and put it on an empty spot in their abbey. If the player does not have two open spots (one for the Dairy Farm and one for the Barn), the player may not build the Dairy. When activated, the player will receive one cow on the NEXT round, and one cow thereafter until they have 3 total cows in the Barn. Each player may only build one farm each. (Dairy or Sheep.)

The **Garden** earns 2 prestige immediately if built. When activated, the player gains 1 grain for every 3 they have during "Gardening" in phase 8. When a second Garden is built and activated, the player may purchase grain at the cost of 2 and trade grain at the cost of 3.

The **Library** earns 4 prestige immediately if built. When activated, the player may flip one die to any side, once per round after rolling their dice. When a second Library is built and activated, a player may flip at most, 2 dice per round to any one side after rolling their dice.

**IMPORTANT:** Players may only use these flipped dice for their abbey only.

The **Mason's Guild** earns 4 prestige immediately if built. When activated the player may purchase stone at the cost of 3 and trade stone at the cost of 4. When a second Mason's Guild is built and activated, the player receives another defense in their abbey. Move the Defense Tracker one space to the right and place a Defense Tracker on the second Mason's Guild to remind you of the added defense.

The **Money Changer** earns 4 prestige immediately if built. When activated the player may now receive change in coins when paying over at resource spots or when trading. **IMPORTANT:** a player must take as much resource as they can before receiving the extra in coin. When a second Money Changer is built and activated, a player may gain 1 prestige for every 5 coins they have at end of the game.







The **Monk's Quarters** earns 6 prestige immediately when built. When activated, a player may add one more die to his supply, bringing his dice total to 10. When a second Monk's Quarters is built and activated, a player may re-use one die previously used on a Resource Spot for something in the abbey. For example; if a player used a "4" on a stone Resource Spot earlier in phase 5, he may take that die back and use it to gain a Clergy Training Level.



The **Scriptorium** earns 5 prestige immediately when built. When activated the player may use 1 die rolled as if it were two dice of the same value. When a second Scriptorium is built and activated they may use 2 rolled dice of the same value as if they were 3 of the same value.



The **Sheep Farm** earns 2 prestige immediately if built, and it is at this time the player must also take a Barn and put it on an empty spot in their abbey. If the player does not have two open spots (one for the Sheep Farm and one for the Barn), the player may not build the Sheep Farm. When activated, the player places 2 sheep from the general supply, on their barn. On every round thereafter, (except the round it was activated) earns the player one more sheep during "Farming" of phase 8. Players may not have more than 5 sheep in a Barn. Sheep may be turned in for 2 prestige each at end of game, or



may be turned in for 2 food during "Feeding" of phase 8. If only feeding 1 - 4 peasants with one sheep, a player may not take grain, coins, or any other resource back in change. Each player may only build one farm each. (Sheep or Dairy.)

The **Stables** earns 7 prestige when built. When activated the player may do one trade with any one player one time each round. This does not use up a trade token. The person that the Stable owner is making a trade with does not have to have a Stable as well. When a second Stable is built and activated the player may do two trades with any two players, or make two trades with one. Trades must follow the normal trading rules.



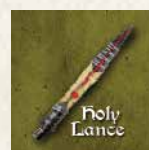
The **Tithe Barn** earns 6 prestige immediately when built and activated. When activated, the player may now keep greater than 3 resources of each kind at the end of every round. When a second Tithe Barn is built, the player may receive 1 prestige for every 3 resources they have at the end of the game.



The **Chapterhouse**, **Calefactory**, and **Refectory** are all buildings, that when built and activated, the player immediately receives 10 prestige. **IMPORTANT: Each player may only build one of the three of these each game.**



## RELIC CRUSADE CARDS



The seven Relic Crusade Cards are an expansion that you may choose to play with or without.

**How to play with them:** At the beginning of the game the seven Relic Crusade Cards are shuffled in with the other Crusade Cards. To make it easier to find the relics, you may choose to take out seven of the normal crusade cards that all players can agree on.

These Relic Crusade Cards are played the same way as other Crusade Cards with this one exception; after the Relic Crusade Card is completed the player takes the Relic Token from the General Supply that matches the picture on the Relic Crusade Card.

Once the player has this relic in their personal supply it may be used one of two different ways:

1. Keep it until the end of the game and receive 2 prestige.
2. Use its special ability and then discard.

### THE RELICS SPECIAL ABILITIES ARE AS FOLLOWS:

**Holy Grail:** May be discarded to reach the top of the next clergy level.

**Holy Cross:** May be discarded to receive 2 Defense Trackers to be added to a player's total abbey defense.

**Holy Lance:** May be discarded to defeat the Vikings alone as soon as a Vikings! Card is revealed. The player receives 5 prestige for this action. Player does not receive the bonus 3 prestige.

**Gold Jar of Manna:** May be discarded to receive 3 grain immediately.

**Rod of Aaron:** May be discarded to place two wall sections for free.

**Covenant Table of Stone:** May be discarded to eliminate one resource needed from a building or tower card when building it. For example a player could choose to build a Battlement without paying the 6 coin, or they could choose to build it without paying the 1 sand, etc.

**Torah:** May be discarded to receive two Wagon tokens.





## SEVEN PATRON SAINT CARDS

The seven Patron Saint Cards are an expansion that you may choose to play with or without.

All saints have the same basic ability but different patron abilities.

**How to play with them:** At the beginning of the game each player is dealt one random Patron Saint Card and they keep it hidden until they reach "Deacon" level. (Clergy Training Marker is at the top of the "Deacon" column.) **At this time choose:**

1. Flip card over and use the saints basic ability for the rest of the game.
2. Keep card hidden and use the Patron Saint bonus any time before the end of the game.

Once the player chooses one or two he must let all other players know what choice he has made, and must stick with this choice for the rest of the game. If a player chooses to keep the card hidden, he forgoes the basic ability. Once the player uses the saint's patron bonus, the card is then discarded.

**SAINT'S BASIC BONUS:** If a player chooses this bonus, they flip the card face up for all to see. At any time during the round they may place a die value of "1" along with any other value of die to then take any two resources of their choice. For example; if a player had a "1" and a "3" die during or at the end of any phase, they may immediately put these two dice on the saint's card and receive any two resources.

**SAINTS PATRON BONUS:** Each saint has a different Patron Bonus and these bonuses may only be used one time during the game.

**Arnaud:** Receive 2 defense tokens from the general supply. These count toward your total abbey defense for the rest of the game.

**Elias:** Player may build one building they have in their personal supply for free. May not be used to build towers.

**Godwin:** Player chooses a crusade they or another player has, and may complete it by using 2 less dice.

**Handrev:** Player may double the prestige they earned for one round.

**Lionet:** Player may train 2 archers for free. (must have peasants in abbey)

**Randulf:** Player may staff 2 buildings with one peasant. This one peasant does not count as 2 peasants during income phase. In order to remember which buildings are staffed by one peasant, simply place a different leg of one meeple on both cards.

**Reinaud:** Player may gather resources at anytime as if they had two 6's. You may use a bonus spot even if it has already been taken. Furthermore you may not block a bonus or regular spot by playing this card. Player does not have to be on phase 4 to play, he may play this card at anytime.

## SPECIAL THANKS

I want to first thank my wife for putting up with all of the long hours spent designing this game. She is an amazing woman that loves and supports me and has now for over 25 years, and looking forward to the next 25! I will be loving my wife long after I am 70!

To my children Chase and Camry, who are a blessing and I have cherished the time spent with them playing tons of games that have inspired me to design my own.

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And last, but not least, I thank my God and Savior who has given me not only a gift to be a pastor, but a gift to design board games. Thank you!







Design by Randy Rathert  
Art by Anna Talanova





# King's Abbey Patrons



Alexander Bouterse  
Martin and Brittany  
Billy & Kassi Colvin  
Mike Haley  
Wilson Lam  
Simon Keane, Quynh-Chi  
Nguyen, Liam & Jasmine  
Roberts, Roger Smith, Thor  
Taylor, Ben Turner  
John & Audrey Bledsoe  
Stewart Falconer  
Bruce Bridges  
Daniel "Arsonia" Andersson  
Chris and Leah Jones  
Teng Yong Fong  
Brian Fouts  
The Go Big Collective  
The Barrett Family  
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Travis Halky  
Christian Fürst-Brunner  
John Lione  
Alex "Olaf" Pattori  
Brian A. Salisbury  
Cribbs Family  
Mark Gardner II  
Richard Taylor  
Micheal Fuller  
Jeff Forman  
Brent DeGarmo  
Scott Owens  
Eric Brown  
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Chris Corrigan  
P.J. Harmer  
Ryan Strapp  
Christopher Seguin  
Tony Hooker  
Randy Rayburn  
Eric Kaun  
Quinn Ortmeyer  
Jonathan C. Osborne  
Bernie & Jackie Jacobs  
Kristofor Monson  
Gregory Steward  
John E. Onstott  
Alan Moonbase Taylor  
Peter G. Evans

Löwenpower LEOnhardy  
Stefan Larm  
Wang li-chuang  
Benjamin Knowlton  
Yes  
The Warble Family  
Yichen Lin  
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Bahasa Inggeris  
Simon Sherwood  
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Wendy Lord  
Jon and BeeJae McDonald  
Patrick Bélanger  
Russell Alphey  
Brett A. Warr  
Ryan and Nicki Sams  
David Kennedy  
drkiss  
Patrick Probst  
Benjamin Ryan  
Gato, Luistechno, DonBorch,  
Macklau, Jspere  
Evan Katz III  
Petra Hornikova  
Malcolm Walker  
City Hunter  
The Kirt  
Chris Hansen  
Stephane Bassiaux  
Alexis "Kiddo" Schantz  
Tony Clark  
Roger Eastep  
Duarte Nuno Barbosa :)  
David A. Moore  
Brian Conwell

Jerry, Elora, Emily and  
Zachary Lencoski  
N/A  
Dean Brandt  
David Fuga  
Bradley W. Gilbert  
Adam Ash  
Wil A  
Ken Squires  
Kasper Mundt "40" Nielsen  
Bonnie Ricca  
Kris Bladow  
Martin J. Hoag  
Matt Jenkins  
Miguel Antonio Castilla  
Cañestro  
Joakim Eriksson  
Dan Oster  
Gwydion D  
Mariano J. Barrio Fuentes  
Kenneth [toggle] Carroccia  
Catarina Dalpiaz Lopes  
Michael Heinek  
Jeff Eiseman  
Chris Mathews  
Joia M Hertz  
skreetchlemon  
Richard Smout  
Angry Imp Games  
Brettspielgeschaefte.de  
H. Tyrone Boyd  
Alistair Scott Brandson  
Robert L. Wilson  
Bugz  
Jim Klipfer  
Jonathan Schaus  
Johnny Leung  
Josh Platten  
James Dutra  
Juli Gauthier  
Benjamin Matics  
Monsieur Olivier  
Jonathan Brown  
Mikkel Høgh  
Glyn Stanley  
Jordan Stark  
Jamie Smith  
Krolock  
Steve Bellamy  
SHADUS TAIN (a.k.a.: CM)  
Margo Weaver  
Mikkel Ammitzbøll Jensen  
Carsten Berg  
Ethan & Andrew Reutzel  
R. Scott Tulley  
Jan och Leena  
Brian Horton  
Paolo Francioso  
Michael Warren  
Mario Roy  
Bill Handworth  
Ian Leighly  
Nick Bonifacio  
Alisa Yamanaka  
Brian Fleck  
Tony Carlsson

H.H. Rev. Christopher D.  
Barnes  
Patrick Arbus  
Harrison Wyatt Hershman  
Jim Rodgers  
Randy Munce  
Stasia C. Doster  
Jere Nikkilä  
Nick RLD Nielsen  
William Miller  
Stephen Baker  
Garret Trezona  
Joseph M. Louis  
Landralon  
Jennifer Jacobs  
Ryan Recalis  
Michael Corneau  
Maxfield Stewart  
Alex Edgar  
Sarah Thomason  
Øyvind Wiestad  
Willy Iraheta  
Joe Hamerly  
Jonathon and Maria Godfrey  
Rick Pasquale  
Colin Tracey  
Homer Martin  
Mattias Björnlér  
Doug Ward  
Tim Valliere  
Bill Yoder  
Juan Rovira Serrano  
Michael J. Darcy  
Serina Patterson  
Neil (Santa) Topolnicki  
sssplat  
Matthew Sebring  
Ian Prysizney  
Randy L. Hall  
Karen Boginski  
Sheila "SeaGypsy" Dirksen  
Monica Elida Forssell  
Bart Morrison  
Mike Davis  
Nick Poniatowski  
Anthony Savage  
Ruben Behnke  
Martin Gisch  
Jeremy Wagner  
Judith A. Glass  
Heleen van Gool  
Maria P. Bloch  
Janelle L. Cooper, MD  
Sylvia Rustler & Dietmar  
Stadler  
Brian Storrie  
Matthew Slade Barille  
Gary Bates  
Kenneth Zale  
Sir Robert of Scottfrie  
Lucky7s  
Joseph E. Pilkus III  
Matthew Redmond  
Mike Minihan  
Graham Court  
Kasper Gerrits

Robert Schreck  
Kage Sasurai  
Mr Anthony Tooth  
Chris Lampman  
Chris McDermott  
John Aitkens  
Mark Buffington  
Morten & Anne-Stine  
paul troke  
David Curd  
Emma Strowger  
Jared Greer  
Joseph A Nardi  
Adele  
Christian Einerkjær  
Benjamin Mason and Elaine  
Fernandez  
Raphaël SUTTER  
John VanDenBerg  
Brian Shultz  
Douglas E Campbell  
Shane Peterson  
Black Brennan  
I would be honored  
Samuel Wahlich  
Andy Morris  
John Wyant  
Alexander Scott  
Lynne Lewellen  
Robert Smith  
James A Holzhauser  
Cap'n Zoph  
David Ruddat  
Markus W.A. Zernig  
Lam Yu Hin, Heinz  
Jim K. Billingham  
Björn Sohlén  
Craig Springstube  
Patrick Menard  
Rick Yust  
Robert V.  
Matt Highfill  
Jeff Forsell  
Matthew Stangel  
James Reid  
John Plaister  
Antonio Javier Mendoza  
Katie, Lance and Jayman  
Mike Hinson  
G. Scott Russell  
Kepa Ahedo  
Walt Valentine  
Jeremy Siemon  
Gary "Van Swords" Evans  
John Small  
Philippe LONGA  
Roger Wooten  
E aka Russ Price  
Thibault Viglino  
Ricardo Lopez Anton  
Andy Macdonald  
Keith A. Barnes  
T. Sugiura  
Jeff Morales  
Jeff Kelsheimer  
Richard Warren

Robert de Groot  
Marc Van den Branden - 't  
Spelerke  
Bill Hahn  
Marco van Donderen  
Dan and Vanessa McGuire  
John Wesley Buffington III  
Andres Family  
Dwight Gawehn  
Christopher Dahl  
Michael Woodson  
Samuel "Professeur !" Tissier  
Kendall Bailey  
Jay V. Schindler  
Anthony Barnstable  
Fabio "RainbowHeart" Maio  
Sir Dan Clark  
Koen "Dino" Bonte  
Mathieu Rederstorff  
Scott Halvorson  
Marcos de Freitas Vassão  
Junior  
William Munn  
J. Owen Myers  
Mark Ogilvie  
Raphael Sergeant  
Tony Cashio  
Danny and Jenni DeArmond  
Wayne A. LaFleur  
Aaron Norgaard  
Chris Catania  
James R. snyder  
Gregg Giersch  
Steven "Coogee" Green  
Jay Lefler  
James the Romanchuk  
Ivan Lawson  
D.J., Karen, Trae & Evan Cole  
Phil Twedt  
Martin Lyne  
Øystein Jensenud  
AldricMichael A. Belchak  
Jonathan Rioux  
Katrina Demeanour  
Jeremy Rade  
Norman Grychtol  
Tara Ehrenberg  
Mike Arms  
Tony Brum  
Michael Ashiotis  
Ian McFarlin  
T. Webb  
Samuel Wahlich  
Robert Jackson  
Nathan Davies  
Mudd Law  
Mike F.  
Jody & Candy Sweeney  
Ian of Tickhill  
Gordon Rios  
David Lathrop  
Christopher B McBride  
CHURCH of TARKUS,  
Minister General Jack Wells II