



## The Demanding Capital

*A scenario for "Kingsburg" the boardgame*

The Realm is growing and so is the capital city! While the governors of the peripheral fiefs may not see it often, the King expects regular tributes to contribute to its expansion... or he could forget to send his soldiers to protect the borders.

### Setup:

You will need some tokens to be used as "Growth Counters." Place three "Growth Counters" on this sheet for each player. (e.g. 12 counters for a four player game...)

### His Majesty Has Some Projects...

At the beginning of each year, two dice are rolled to determine what the Capital will need in the current year. (once the dice are rolled place them on this sheet) Each die represents a separate need from the list below.

- 1) Gold! Each player is expected to contribute 1 gold.
- 2) Wood! Each player is expected to contribute 1 wood.
- 3) Stone! Each player is expected to contribute 1 stone.
- 4) Levy! Each player is expected to contribute 1 soldier.
- 5) Luxuries! Each player is expected to contribute 1 +2 token.
- 6) Manpower! Each player is expected to contribute 1 die during the autumn season. (roll one less colored die during the autumn season)

### Midsummer Tributes

At the beginning of Phase 5 each year, every player (in turn order) may pay one, both, or none (their choice) of the expected tributes.

If a player tributes both - they have pleased the King and gain 2 VP, and place a Growth Counter on this sheet.

If a player tributes one - they fail to please the King and there is no effect.

If a player tributes nothing - they have angered the King and lose 1 VP and must remove a Growth Counter from this sheet.

### Winter Reinforcements

Divide the number of Growth Counters on this sheet by the number of players (rounding down). When the roll for reinforcements is made, if the roll is higher than the number of Growth counters divided by the players, the roll is considered to be 0.