

Throw Down the Cloaks

Designed by Ellie Dix

3-4 players | 30 - 45 minutes | Age 8+

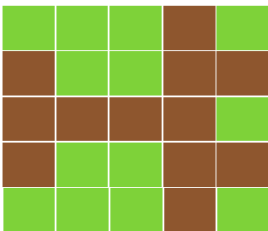
Overview:

It's 1278 - Medieval England. As you look out of the window you are the owner of everything you see. The trouble is you can only see squalid streets, desolate slums and disease ridden poverty. You immediately resolve to spruce up the neighbourhood. Yet nothing will coax you into sullyng your delicate slippers in the filth of the street. Instead you call upon your loyal followers to lay down old cloaks in the mud.

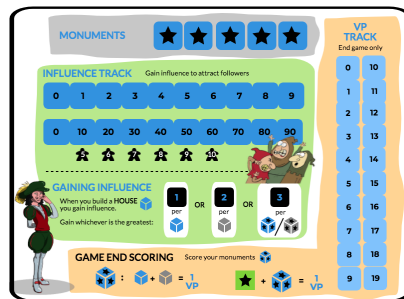
The more you build, the more followers you'll attract and the quicker you'll move around the city. But careful planning is essential. You need to build in populated areas while avoiding being blocked in by rival nobles. Place your monuments strategically and you'll gain control of the city, becoming the most powerful noble.

Components:

9 terrain tiles



4 player boards



60 player houses
(15 per player)



4 neutral houses



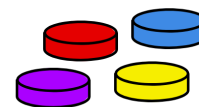
20 monuments
(5 per player)



8 influence markers



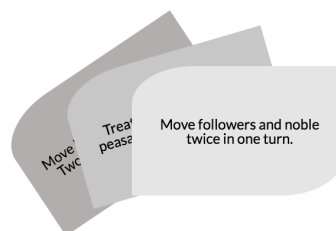
4 nobles



40 cloaks
(10 per player)



9 action cards

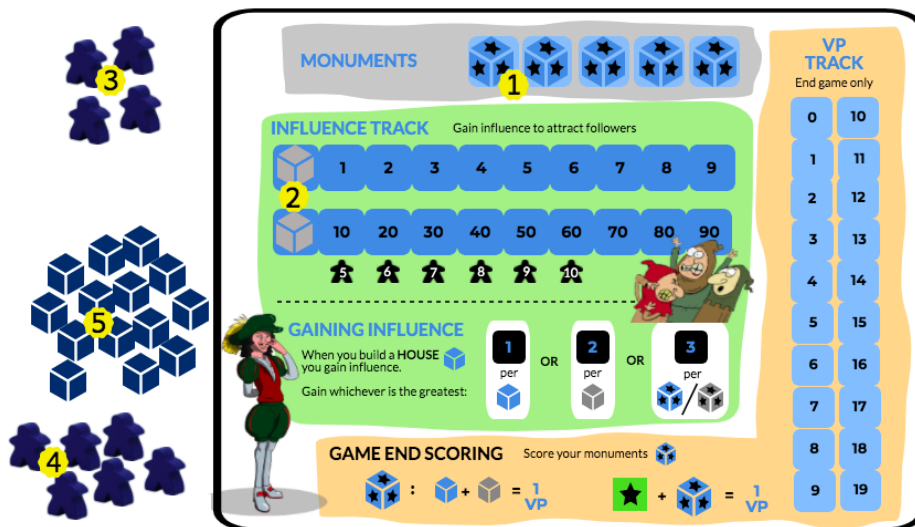


1 starting player token



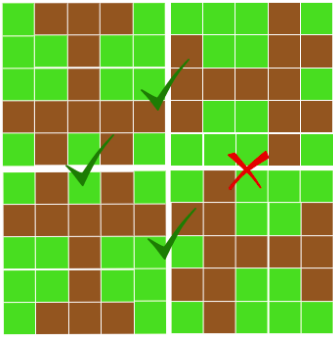
Set up:

- Choose a player colour and take the **houses, monuments, cloaks, noble, markers** and **player board** of your colour.
- Place your 5 **monuments** on the monument spaces at the top of your **player board** **1**.
- Place your **influence markers** on the two 0 spaces on the influence track on your **player board** **2**.
- Separate 4 **cloaks** so they are ready to use on your first turn **3**. Place the remaining **cloaks** by the side of your **player board** **4**.
- Place your **houses** next to your **player board** **5**.



- Lay out the 9 **terrain tiles** to form a 3 x 3 board as shown below.





The orientation of the **terrain tiles** within the layout can be random, but each time a **terrain tile** is placed, ensure that there is at least one brown road connecting that **terrain tile** to each neighbouring **terrain tile**.

In this example, the **terrain tile** in the bottom right has just been placed. There is no brown road connecting this **terrain tile** with the one above, so this is not a valid configuration. The **terrain tile** just placed must be rotated until brown roads connect it to both neighbouring **terrain tiles**.

- Place a **neutral house** on top of each of the four neutral (white) house positions printed on the **terrain tiles**.
- Shuffle the **action cards** and place them in a face down deck. Reveal the top four and lay these in a row next to the deck. This is the *display*.
- You are allocated the *home tile* closest to you. (*Home tiles* are shown with red dots on the set up picture on the previous page.)
- Randomly decide who the starting player is and give this player the **starting player token**.
- Beginning with the starting player and proceeding clockwise, place your starting **house** (marked with an 'H') on any green (field) space that is orthogonally adjacent to at least one brown (road) space within your *home tile*. Place your **noble** on top of your house.

Aim: To gain control of the city by constructing the highest scoring monuments.

How to play:

Players take it in turns to play, moving clockwise around the table.

On your first turn: Place your four available **cloaks** on separate brown 'road' spaces - all lying down. Each **cloak** must be orthogonally adjacent to another of your **cloaks** and at least one **cloak** must be orthogonally adjacent to your starting **house** and **noble**. This turn, skip Phase 1 - Followers move.

There are four phases within each player's turn.

1. Cloaks move
2. Noble moves
3. Construction
4. Noble retreats

Phase 1: Cloaks move

Your followers lay cloaks down in the dirt to provide a path for the noble to walk along.

You may move any of your active **cloaks** that are not supporting your **noble**. An active **cloak** is a **cloak** that is on the **terrain tiles**, not in reserve next to your **player board**. Apart from at the start of the game, the **noble** will always be standing on top of one of the **cloaks** - this **cloak** is the 'supporting' the **noble**. Observe these movement rules:

- You may not move the **cloak** which is supporting your **noble**.
- Your active (on-board) **cloaks** must all stay connected to each other (including the **cloak** currently supporting your **noble**). The **cloaks** must be in squares that are orthogonally adjacent to at least one other **cloak**. A diagonal connection is not sufficient. Your group of **cloaks** may not be split up by empty spaces or another player's **cloaks**.
- **Cloaks** must stay on the brown (road) squares. They may never be placed on the green (field) squares.
- **Cloaks** must always lie flat, so that they are always ready to support the **noble**. **Cloaks** never stand upright.

Phase 2: Noble moves

The noble walks on the path of cloaks.

You may move your **noble** on top of any of your active **cloaks**. You may also move your **noble** on top of any of your opponent's **cloaks** *if* they are connected to your group of **cloaks**. You may not move over another **noble**.

Phase 3: Construction

Construct a building next to the noble.

Each player starts with a supply of 15 **houses** and 5 **monuments** that are available to build. We will refer to these as '**buildings**'. **Buildings** are limited and cannot be replaced if you run out.

Buildings may be constructed by simply placing them on a **terrain tile**. You must follow these placement rules:

- **Buildings** can only be constructed in green (field) squares.
- **Buildings** can only be constructed in a square orthogonally adjacent to the **noble**.
- A maximum of 1 **building** can be built in each green (field) square on the board.
- You may construct up to three **buildings** on each turn, there are sufficient available green (field) spaces adjacent to the **noble** and **buildings** are available.
- You may build a **monument** if all three of these additional requirements are satisfied:
 - 1: You do not already have a **monument** on this **terrain tile** (each player may only have one **monument** per **terrain tile**).
 - 2: You already have a **house** on this **terrain tile**.

- 3: Another player already has a **house** on this **terrain tile** and/or the **terrain tile** contains a **neutral house**.

Notes on legal placement:

1. It is legal to construct a **building** on an adjacent square that is on a different **terrain tile**.
2. While it is more *beneficial* to build a **monument** on a field square containing a star, it is still legal to build a **house** on a field square containing a star.

Gain influence

Immediately after constructing a **house** you receive influence. If you construct several houses within one turn, you must score influence after building each **house**, before building another.

Calculate your influence by selecting the single option that gives you the highest score.

- *Option 1:* Score 1 influence for each of your own **houses** on this **terrain tile**, including the **house** that you just built.
- *Option 2:* Score 2 influence for each **house** you do not own (opponents' and neutral) on this **terrain tile**.
- *Option 3:* Score 3 influence for each **monument** on this **terrain tile**.

Increase your influence score accordingly by using the **influence markers** on your **player board**.

When you reach 10 influence, you attract a new follower, who can place a new **cloak**. If it is possible to do so, add the **cloak** to a **terrain tile** immediately, adhering to normal placement rules. If it is not possible (i.e. there are no available brown road spaces adjacent to your active **cloaks**) separate the **cloak** from the rest in your *reserve* and add it to a **terrain tile** during *Phase 1* of your next turn.

Reaching multiples of ten influence (i.e. 10, 20, 30... etc), will also gain you an extra **cloak**, if you have a **cloak** available, which can be added in the same way.

Note: **Monuments** do not give any influence when built.

Phase 4: Noble retreats

If your **noble** is standing on one of your own **cloaks**, skip this phase. You are not allowed to move your **noble** again.

If your **noble** is standing on an opponent's **cloak**, the **noble** must now retreat to the closest **cloak** of your own colour. If two of your **cloaks** are equally close, you may choose either.

Action Cards:

Action cards can help you to escape from tight spots, but they have a cost.

On your turn you may choose to abandon a follower by removing an active **cloak** from the board and placing it on a face-up **action card** to 'claim' the **card** and take the action immediately (if you choose). In a future turn you may remove the **cloak** from the **action card** to take the action a second time. At this point, the **cloak** is returned to the box, not to your supply. Place the used **action card** in a discard pile next to the draw deck and reveal another **card** from the top of the deck.

Note:

- You should always have four **action cards** face up in the *display*. If the draw deck runs out, shuffle the **cards** in the discard pile to form a new deck.
- At any time, each player may only have one claimed **card**.
- Players are not allowed to claim a **card** that is occupied by another player's **cloak**.

If you are 'Completely Blocked' on your turn, and none of the available action cards will help you get out of the situation, you may refresh any **action card** with no **cloak** on it. 'Completely Blocked' means that you cannot move your **cloaks** or **noble** to any meaningful position.

End game:

The end of the game is triggered when one player has placed their fifth **monument**. This will be their final turn. All other players to the left of the active player and to the right of the starting player (with the **starting player token**) will get one more turn, so that all players have an equal number of turns. Then scoring occurs.

Scoring:

Remove your **noble** from the board and place it on the 0 box on the victory point track on your **player board**. You may remove your **cloaks** from the board, but leave all the **houses** and **monuments** in place. Leave your **influence markers** on the *influence track* in case of a tie-break situation.

Score each **terrain tile** separately. Only players with a **monument** on that **terrain tile** will score points.

If you have a **monument** on the **terrain tile**:

- a) Count your own **houses** on the **terrain tile**
- b) Count the other **houses** (opponents and neutral) on the **terrain tile**
- c) Score the lower number of the two numbers (a or b).

Any **monument** that has been built on a square containing a star gets an extra victory point (VP).

The player with the highest score wins the game. In the case of a tie, the tied player with the higher influence wins. In the case of a further tie, tied players share the victory.

Scoring Example

Let's score one **terrain tile**. The yellow and the blue players will score points as they have both built a **monument** on this **terrain tile**. The red player will not score points. They have only constructed a **house**, no **monument**.

Player	BLUE	YELLOW
a) Number of <u>own</u> houses	4	2
b) Number of <u>other</u> houses	3	5
<i>From above, score the smallest: a) or b)</i>	3	2
Bonus for monument built on star	1	0
Total points for this terrain tile	4	2

