Stupor Mundi

RULEBOOK

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Frederick II, Holy Roman Emperor, King of Germany, King of Italy, was a man of extraordinary culture, energy, and ability. His contemporaries referred to him as *stupor mundi* ("the wonder of the world"), and many historians consider him to be Europe's first modern ruler. Frederick's kingdom, established in Sicily and southern Italy, modeled an effective bureaucracy similar to modern, centralized governments.
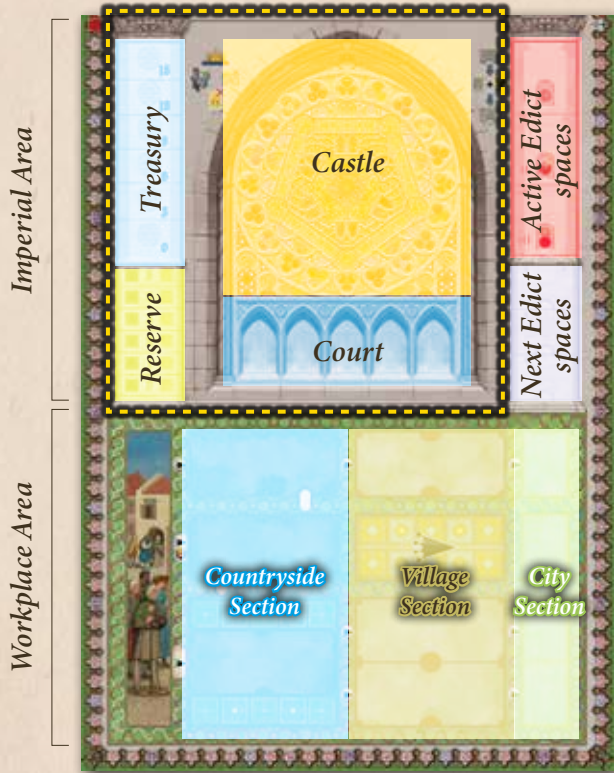
Components

1 Central Board

Consisting of two areas: the Imperial Area and the Workplace Area

Frederick's Palace

Imperial Area
- Treasury
- Reserve
- Castle
- Court
- Active Edict spaces
- Next Edict spaces

Workplace Area
- *Countryside Section*
- *Village Section*
- *City Section*

1 Voyage Board

Double-sided: One side for 1–2 players (1 2), one side for 3–4 players (3 4)

40 House Action Cards

Divided into 4 draw piles of 10 Action cards, one for each of the game's 4 Houses

44 Advanced Action Cards

22 level A

22 level B (with the 🐎 symbol)

14 Workplace Tiles

7 Countryside Tiles

7 Village Tiles

16 City Bonus Tiles

20 Ally Tiles

10 Independents

10 Loyalists

6 Market Tiles

Front (easy)

Back (difficult)

27 Edict Tiles

2 Workplace Edict Tokens

20 Stone Cubes

20 Grain Cubes

45 Augustalis Coins

30x Value 1 (Silver) *15x Value 5 (Gold)*

12 Keep Cover Tiles

4x *4x* *4x*

4 Card Slot Tiles

5 Dummy Ally Tiles

5 Dummy Action Cards

4 Player Aids

1 First Player Marker

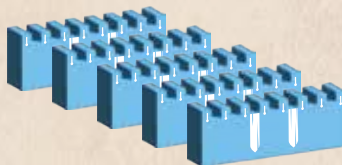*In each of the 4 player colors (blue, black, red, green):*

1 Player Board

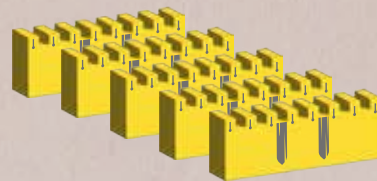## 1 Castle Board

5 Walls

5 Towers

3 Keeps

1 Ship

3 Specialists

1 Scoring Disc

Frederick's player pieces (yellow):

5 Walls

5 Towers

3 Keeps

5 Allies

1 Specialist

For the solo mode:

16 Solo Cards

front *back*

1 Ship

Game setup (Central Board)

Note: When playing with 2 or 3 players, be sure to remove any tiles and ignore all spaces marked with these symbols:

- *For a 3-player game:* ● ● ● ●
- *For a 2-player game:* ● ● ● & ● ● ● ●

The example below shows the setup for a 3-player game.

A Place the **Central Board** in the middle of the table within reach of all players.

B Create a common supply that includes all **Grain cubes**, **Stone cubes**, and **Augustalis coins**.

C Place 1 Grain and 1 Stone on the respective *"1"* spaces of Frederick's *Reserve*, and place 1 Augustalis coin of value 1 on the *"6"* space of Frederick's *Treasury*.

D Sort the **Workplace tiles** by shape. Randomly place 1 tile on each matching space of the *Workplace Area*.

E In each *City space*, randomly place a number of face-up **City Bonus tiles** equal to **one fewer** than the total number of players.

F Place the **2 Workplace Edict tokens** in their designated locations.

G Shuffle the **Edict tiles** and form a face-down draw pile next to the board. Draw 3 tiles from the stack and place 1 face up on each of the *Active Edict spaces* in the Imperial Area.

H Draw 3 more Edict tiles and place 1 face up on each of the *Next Edict spaces* in the Imperial Area.

I Place **Frederick's Specialist** on the first space of the first (Countryside) Workplace tile.

J Place **1 of Frederick's Keeps, 2 of his Walls,** and **2 of his Towers** on Frederick's *Castle* as shown. Place **2 of Frederick's Allies** in Frederick's *Court* (it doesn't matter which ones you choose). Place Frederick's remaining **Structures** (Walls, Towers, and Keeps) and Allies next to the board.

Small historical note: In this game, Frederick's Allies are all people who played an important part in his life. They represent:

- *his first wife, Constance of Aragon;*
- *Hermann von Salza, the Grand Master of the Teutonic Knights;*
- *Al-Kamil, the Sultan of Egypt;*
- *a Jewish cartographer;*
- *Frederick's trusted hawk.*

Game setup (Voyage Board)

A Place the **Voyage Board** in the middle of the table within reach of all players. Be sure to use the side of the board that matches the number of players in your game.

B Take the **6 Market tiles,** remove 1 at random, and place the remaining tiles randomly in the corresponding slots on the board. The Market tiles have two different sides: one for an easier game (blue background) and one for a more challenging game (red background). Depending on how difficult you want the game to be, use the following distribution of easy and difficult sides:

Easy	*5 blue Market tiles*
Medium	*3 blue Market tiles + 2 red Market tiles*
Difficult	*5 red Market tiles*

C For 2- and 3-player games, place **Dummy Ally tiles** and **Dummy Action cards** in the red-colored spaces. These spaces will be ignored for the rest of the game.

Note: For 4-player games, place Allies and Action cards in these spaces as normal.

D Shuffle the **20 Ally tiles**, and place 1 **face down** on each free *Ally space* on the Voyage Board. Place 1 Ally tile **face up** on top of each face-down Ally. Return any unused Allies to the game box.

E Create the **Advanced Action card draw pile** as follows:

a. Sort the Advanced Action cards into 2 separate piles: The level A cards and the level B cards (🦁). Shuffle each pile separately.

b. Draw the following number of cards from each pile according to your player count: 8 in a 2-player game, 12 in a 3-player game, or 16 in a 4-player game. Return all remaining cards to the game box unseen.

c. Place the level B cards (🦁) face down in the center of the Voyage Board. Place the level A cards face down on top. Do **not** shuffle the combined draw pile!

F From the newly created draw pile, place an Advanced Action card face up on each empty *Advanced Action card space* of the Voyage Board.

A Each player represents a different House, each with its own symbol. Each House begins the game with a starting draw pile composed of **10 Action cards** matching their House.

If this is your first game, distribute Houses at random.

The starting Action cards for each House contain 2 cards that are unique to that House *(see page 1 of the Reference Guide)*. If players are familiar with the game, they may choose their House going in reverse player order (starting with the last player and going counterclockwise).*

B Take all the pieces of your color: **1 Player Board, 3 Specialists, 1 Ship, 1 Scoring disc, 1 Card Slot tile,** and **1 full set of Castle Structures** (5 Towers, 5 Walls, and 3 Keeps). Place the **Card Slot tile** in the last card slot of your Player Board, as illustrated below.

C Place your **Scoring disc** on the first ("0") space of the Victory Point ("VP") track on the Central Board.

D Take **1 Castle Board** and 1 set of **3 Keep Cover tiles**. Place the tiles in the matching spaces in the center of that board.

E Place your **3 Specialists** in the empty space to the left of the Workplace Area on the Central Board.

F Place your **Ship** on the "Roma" space on the Voyage Board.

G Shuffle your **Action cards** to create your face-down draw pile. Draw the top 5 cards from your draw pile; this is your starting hand.

H Place your **Castle Structures** on the matching spaces of your Player Board. Place **1 Tower** and **1 Wall** on your Castle Board, as illustrated below.

I Randomly choose a first player and give that player the **First Player marker** and **6 Augustales.** Give the second player 7 Augustales. If applicable, give the third and fourth players 8 and 9 Augustales, respectively. Give each player 1 **Stone** and 1 **Grain**, which should be stored on the warehouse spaces of their Player Boards.

Note: If you gain resources when all of your available warehouse spaces are full, you must either replace an existing resource or immediately discard the new one.

*If you wish to still play with a specific color after drafting the House cards, you may do so. Your cards' crest won't match the color of your player components, but this doesn't otherwise affect the game in any way.

Overview

As Frederick II's vassal, you will perform tasks such as summoning **Allies** from around the Mediterranean, building **Structures** in your Castle, and promoting **Specialists** to improve your kingdom.

Certain actions will trigger **Edicts** that affect Frederick's Palace and determine the rewards players may receive from their Allies.

You will gain advantages by upgrading your Castle: **Towers** house additional Allies, **Walls** store more resources, and **Keeps** aid in managing Action cards.

How to play

Round structure

1. **Action Phase**
   a. Travel
   b. Perform action
2. **End Phase**
   a. Refill hand
   b. Castle income
   c. Ally income
   d. Reorganization

Stupor Mundi is played over a variable number of rounds, each of which is divided into two phases: the **Action Phase,** which is played in clockwise **turn order**; and the **End Phase,** which may be performed simultaneously by all players.

During each turn of the Action Phase, players may first choose to travel by **moving their Ship** in order to gain access to various Allies, Advanced Action cards, and Market exchange rates. Then they will **perform an action** by playing one of their **Action cards** to take either the action on the card or a main action shown on their Player Board. Play then continues with the next player until all players have passed.

This is followed by the End Phase, in which players **refill their hands by discarding played cards and drawing new ones.** The End Phase concludes with **income** and **reorganization**.

a. Travel

At the start of your turn, you may choose to travel by moving your Ship 1–4 spaces clockwise around the Voyage Board. **Movement to the first space clockwise is free. Movement to spaces beyond the first space costs you 1 Augustalis for each space moved beyond the first.** After moving (or staying where you are), proceed to the next step, "Perform action."

b. Perform action

Action cards may be played face up or face down in any empty Action card slot of your choice; you are **not** required to play the Action cards from left to right.

*Note: **At the beginning of the game, the rightmost slot of each player's Player Board is locked and may not be used. Building a specific Keep during the game will allow you to remove the tile blocking that card slot.***

- **Playing a card face up** will allow you to **perform the action(s) displayed on that card. Performing an action is optional.**

- **Playing a card face down** will allow you to **perform 1 of the main actions** pointed to by the soldiers' spears on the back of that card.
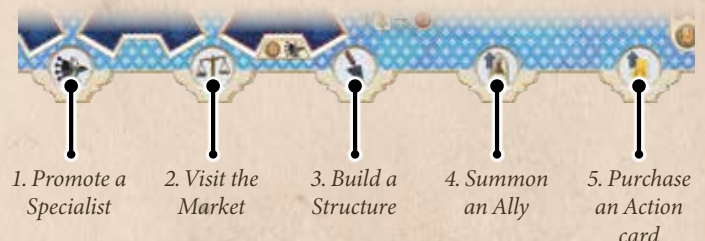
If an action has a cost, it must be paid before you take that action.

Some actions may trigger additional actions. If this happens, fully resolve each action in the order in which it occurred.

Once you have resolved the selected action, the next player will take their turn. That player must choose to travel or not, and then play an Action card. This process continues until all players have passed.

If a player cannot or does not want to play an Action card, they may pass. **After passing, a player takes no more turns during this Action Phase. They may not travel or play Action cards until the following round.**

See pages 1–3 of the Reference Guide for details on the actions provided by face-up Action cards. We will now explain the **5 main actions** of the game which are available on your Player Board:

1. Promote a Specialist	2. Visit the Market	3. Build a Structure	4. Summon an Ally	5. Purchase an Action card

Example: At the start of his turn, Jack decides to move his Ship 2 spaces on the Voyage Board; he pays 1 Augustalis and moves his Ship from Alexandria to Barcelona **A**. He then plays an Action card in the leftmost slot of his Player Board **B**. Because this card was played face up, Jack performs the action displayed on that card (gain 3 Augustales) **C**. On his next turn, Jack decides to remain in Barcelona. He plays an Action card face down **D** in his fourth card slot. He may now perform 1 (but not both) of the main actions ("Build a Structure" or "Summon an Ally") pointed to by the soldiers' spears **E**. He chooses to Summon an Ally, paying 3 Grain, taking the Independent Ally in Barcelona (since that's where his Ship is located), and placing it on his Player Board **F**.
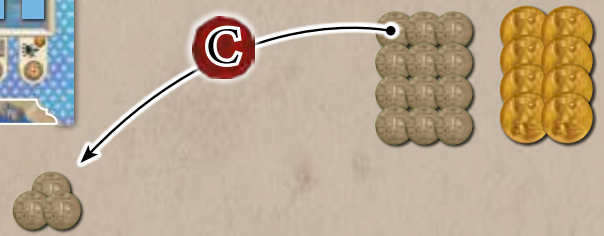
1. Promote a Specialist

This action allows you to move one of your Specialists 1 space along one of the **three paths (A, B, or C)** on the Workplace Area. Specialists move from one Workplace space to the next, following the arrows (➤).

Path A
Path B
Path C
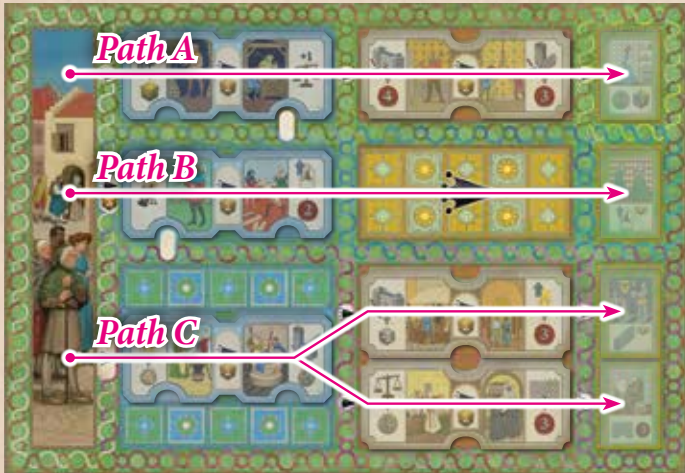
You will notice that the Workplace Area is divided into 3 sections. From left to right, these are the **Countryside (blue)**, the **Village (beige)**, and the **City (green)**. Each section uses different Workplace tiles.

Also note that Paths A and C each consist of 5 Workplace spaces, while Path B only consists of 3 spaces. **Specialists on Path B bypass the Village and move directly from the Countryside to the City.**


Countryside Section   *Village Section*   *City Section*

- Each **Countryside** and **Village tile** has **2 Workplaces**, which provide **special abilities IF you have at least 1 Specialist in that Workplace.** Each Workplace may be occupied by any number of Specialists, belonging to any number of players. You may only use a Workplace's special ability for a **single** Specialist; there are no added benefits from having more than 1 Specialist in a given Workplace.

- **City Workplaces** offer **one-time bonuses.** When your Specialist reaches a City Workplace, take a City Bonus tile (if available) **of your choice**, receive the indicated bonus, and remove the tile. If you cannot gain the benefit of any of the tiles present, choose one and remove it. If your Specialist reaches a City Workplace that has no available City Bonus tiles, nothing happens. **You may always look at the stacks of City Bonus tiles to see which ones are available.**

The following rules apply when moving your Specialist:

- A Specialist may **never** change the path on which it moves.

- You may have multiple Specialists on the same path, and even on the same space, except for City Workplaces. **Even if you have multiple Specialists on the same path, only 1 of them may reach that path's City Workplace.**

- If a Specialist's move would cause it to pass over an arrow accompanied by this symbol 🌾, you must pay the indicated Grain to the supply before your Specialist may move forward. **If you cannot pay that cost, you cannot move that Specialist on that turn.**

- If a Specialist's move would cause it to move to a Workplace with a Workplace Edict token, you must immediately Issue an Edict (see next page) and remove the token from the Workplace.

All Workplace tiles and City Bonus tiles are explained on pages 4–6 of the Reference Guide.

Example 1: *Bernard* wants to Promote one of his Specialists. He moves his Specialist from one Village Workplace to the next Ⓐ, paying 1 Grain as required by the 🌾 icon at Ⓑ. With his Specialist now at Ⓒ, *Bernard* will gain 3 VP each time he Builds a Wall or a Tower. If he moves that Specialist on a later turn, he will forfeit this benefit and immediately gain his choice of a City Bonus tile from this path (if available) Ⓓ.
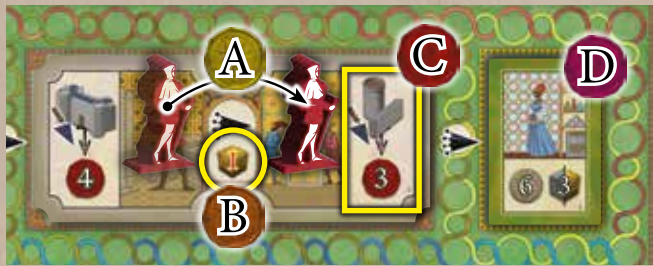
Example 2: On a later turn, *Bernard* wants to Promote his Specialist on Path B. Since Path B doesn't have any Village Workplaces, he advances his Specialist from the Countryside directly to the City Ⓐ. He then looks through Path B's stack of face-up City Bonus tiles Ⓑ and chooses one that allows him to Build a Keep at no cost Ⓒ.

2. Visit the Market

This action allows you to do **one or both** of the following actions ONCE:

- **Sell** the indicated resource(s) (Grain/Stone).

- **Buy** the indicated resource(s) (Grain/Stone).

You may only Visit the Market **in the city where your Ship is currently located. You do not take or remove the Market tile.** Market tiles remain in their location the entire game.

Sell action   Buy action

Example: *Erika* wants to Visit the Market. At the start of her turn, she moves her Ship from Alexandria to Tunis Ⓐ because there's a Market tile there that interests her. After moving her Ship, *Erika* plays an Action card face down in her second card slot Ⓑ to perform a "Visit the Market" action, which allows her to sell 2 Grain for 6 Augustales and buy 2 Stone for 4 Augustales Ⓒ.

Issue an Edict

Before we continue, we must explain a very important component of this game: **Edicts.** Edicts are used to manage all of Frederick's possessions: his Castle Structures, resources, Allies, and even his Specialist in the Workplace Area. An Edict is *Issued* when you take an action on a space marked with the icon. This icon can be found in several places:

Player Board: An Edict is Issued when you place an Ally on this space.

Great Wall: An Edict is Issued when you Build this Great Wall. *(See "Build a Structure," page 12.)*

Castle Board: An Edict is Issued when you Build the marked Structure (certain Walls, certain Towers, and EACH Keep).

Workplace Area: An Edict is Issued when a Specialist reaches a marked Workplace **for the first time.** The corresponding Workplace Edict token **must then be removed from the game.**

City Bonus tile: An Edict is Issued when a player selects this City Bonus tile after advancing their Specialist to a City Workplace.

When an Edict is Issued, choose 1 of the 3 face-up Edict tiles (if available) on the Active Edict spaces of the Imperial Area on the Central Board. Take the reward displayed below that Edict tile , then activate all icons shown on that tile .

Activating an icon means that you **must add the corresponding item to Frederick's Palace** from the general supply, **OR remove it** by returning it to the general supply. If an item cannot be removed from Frederick's Palace, it must be added, and vice versa.

<u>Note</u>: When adding to Frederick's Castle, new Structures do not have to be connected to existing ones.

Here's an overview of what each icon means:

Increase or decrease Frederick's Grain Reserve by 1 (by moving the Grain cube up or down the track).

Increase or decrease Frederick's Stone Reserve by 1 (by moving the Stone cube up or down the track).

Increase or decrease Frederick's Treasury by 3 Augustales (by moving the coin up or down the track).

Add or remove a Tower in Frederick's Castle. It does not have to border a Wall.

Add or remove a Wall in Frederick's Castle. It does not have to border a Tower.

Add or remove a Keep in Frederick's Castle.

Add or remove an Ally in Frederick's Court.

Move Frederick's Specialist 1 Workplace forward or backward on the **topmost Workplace path** (Path A). **Frederick's Specialist must stay on this path.** If Frederick's Specialist reaches the City, it does not take a City Bonus tile. Frederick never pays any Grain costs.

<u>Note</u>: *When you activate an Edict that shows two <u>identical</u> items, you must either add or remove <u>both</u> objects. For example, you may not add a Tower and then remove a Tower. Also, you must always complete the <u>entire</u> Edict. For example, if Frederick's Castle contains 4 Towers and your Edict shows 2 Towers, you must remove those 2 Towers (because it's impossible to add them).*

Once an Edict has been fully resolved, remove it from the Central Board and keep it face down next to your Player Board. You must replace that tile with another of your choice, taken from one of the Next Edict spaces. Then refill the empty Next Edict space, if possible.

<u>Note</u>: *If there are fewer than 3 Edict tiles to choose from, you must choose an available Edict tile and take the corresponding reward. If there are no Active Edict tiles remaining, you still take any 1 of the 3 Edict rewards.*

So, you may be wondering: Why would you want to add or remove items from Frederick's Palace? It depends on the Allies you Summon during the game – Loyalist Allies provide VP based on what Frederick has in his Palace (or the position of his Specialist), while Independent Allies provide VP based on what you have in your Castle compared to what Frederick has in his Palace.

For more information on Allies, see page 8 of the Reference Guide.

3. Build a Structure

This action allows you to add a single Structure to your Castle. There are three types of Structures: **Towers, Walls,** and **Keeps.** Each type exists either as a *normal* Structure or as a *Great* Structure.

The rules for Building a Structure are:

- Each Structure must be Built in its corresponding space on your Castle Board. Each space can accommodate a normal or a Great Structure. Structures do not need to be built in the order in which they are arranged on your Player Board.

- Each Structure must be paid for using **Stone and/or Grain.** The cost to Build each Structure is indicated on its space on the Castle Board. You must pay those costs before you Build.

- **Great Structures** provide bonuses when Built, but they have additional costs that must be paid in Augustales. See page 6 of the Reference Guide for details on the bonuses gained when Building Great Structures. **Great Structures** start on your Player Board, in the spaces with dashed red lines:

- You may **only Build a Wall if it connects to a Tower** already present on your Castle Board, and vice versa. This rule does not apply to Keeps.

Each type of Structure has a different function:

Tower	At the start of the game, you may only host 1 Ally in your Castle. Each Tower you Build during the game **enables you to host 1 additional Ally.**
Wall	At the start of the game, you may store up to 3 resources (Grain and/or Stone) on your Player Board. Each Wall you Build during the game **enables you to store 1 additional resource.**
Keep	When Built, Keeps provide advantages that improve your hand of cards. When you Build a Keep, **take the corresponding Keep Cover tile from your Castle Board and place it on the empty Keep space of your Player Board to remind you of its effect.** See page 6 of the Reference Guide for additional details.

Important: Bonuses from Building a Structure always happen AFTER Building.

Castle income

If you manage to complete a **closed side** of your Castle during this action, it will provide you with a specific bonus immediately, and again during each subsequent End Phase *(see page 15).*

A closed side consists of 2 Towers connected by a Wall. The income provided by that side is indicated by the corresponding exclamation mark icon **!**. After you close a side of your Castle, you immediately gain the indicated bonus:

	1 Stone
	1 Grain
	1 Augustalis
	1 Victory Point
	You may Visit the Market at your Ship's current location

*Example 1: Noa wants to Build a Great Wall. She can only place her Wall in a space highlighted in **yellow**, as each Wall must be Built adjacent to an already built Tower Ⓐ. She decides to Build it at Ⓑ. The total cost to Build in that spot is 2 Stone and 1 Grain, plus an extra 4 Augustales for the Great Structure cost Ⓒ. Since she now closed that side of her Castle, she immediately receives 1 Stone Ⓓ.*

Building that particular Great Wall gives **Noa** the "Promote a Specialist" bonus action **E**; she decides to move her Specialist 1 space along Workplace Path A. She does NOT have to pay the Grain cost to do so, as indicated by the bonus icon. **Also note that Noa does NOT get 3 VP for Building a Wall, since her Specialist was NOT in that Workplace when she started her action.**

*Noa* must then Issue an Edict, as indicated on her Wall's building site **F**.

She decides to Issue the middle Edict, gaining a resource of her choice, which she stores on her Player Board **G**. The Edict shows 2 Walls and 1 Keep. She decides to add 1 Keep to Frederick's Palace **H**, but she has to remove 2 Walls, since she has to either add OR remove both Walls, and she cannot add the 2 Walls since Frederick's Castle already has 4 Walls **I**.
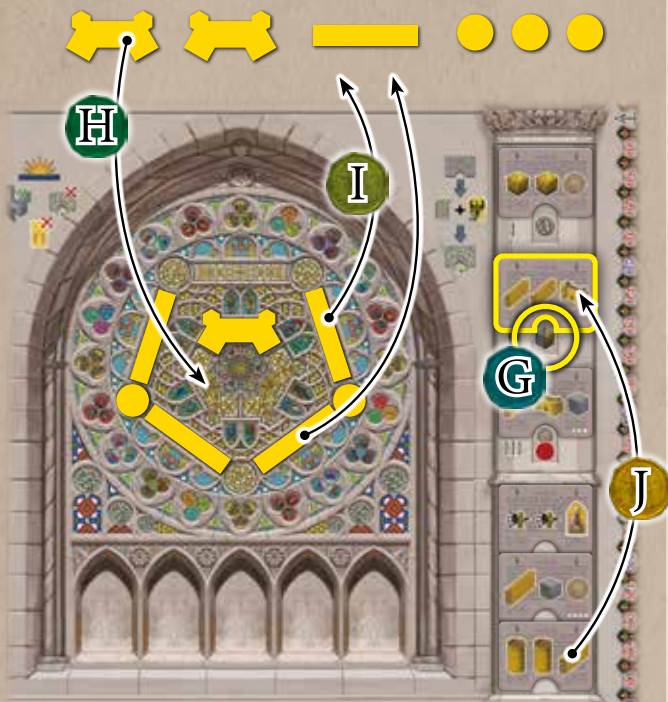

Finally, she places the Issued Edict face down in her playing area and replaces it with a new one from one of the Next Edict spaces **J**.

Example 2: *Bernard* wants to Build a Keep. He would like to increase his hand size by 2, so he decides to Build the corresponding Keep **A**. He pays 3 Stone and places a normal Keep in the appropriate spot of his Castle Board. Then, he takes the Keep Cover tile from that spot, flips it, and places it on the newly vacant space on his Player Board **B**. This will serve as a reminder that his hand size is now increased by 2. He also immediately adds 2 cards to his hand.
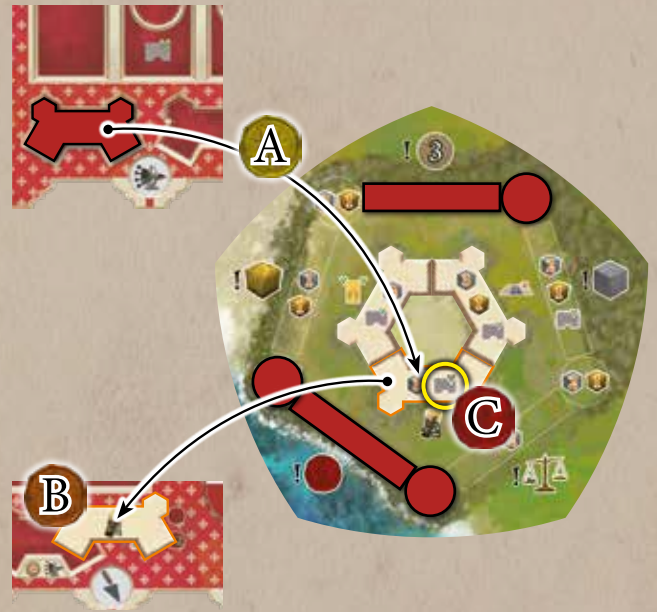
Since *Bernard* Built a Keep, he must also Issue an Edict **C**. He chooses the Edict marked at **D**, and gains 3 Augustales **E**. The Edict shows 2 Grain and 1 Augustalis. He decides to increase Frederick's Grain Reserve by 2 **F**, but decrease his Augustales by 1 step, from 6 to 3 **G**. Then, he places the Issued Edict face down in his playing area and replaces it with a new one from one of the Next Edict spaces **H**.
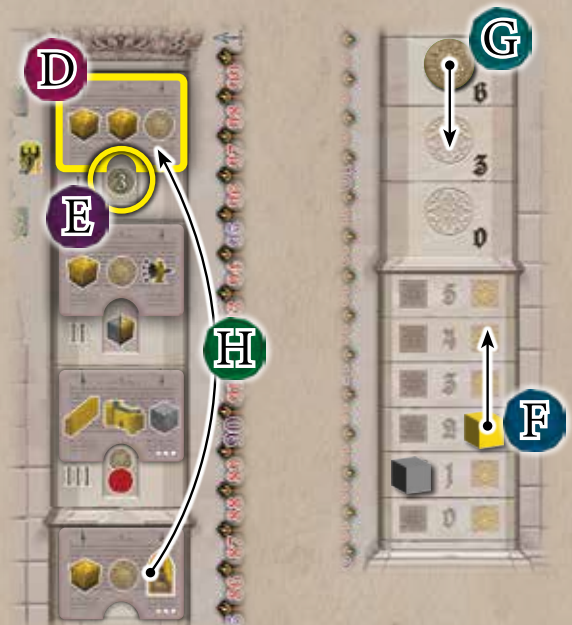
4. Summon an Ally

You may Summon 1 Ally to your Castle by paying the cost shown under that Ally's spot on the Voyage Board.

You may only Summon a face-up Ally, and only **from the city where your Ship is currently located.** Immediately place the Summoned Ally on an empty, dedicated Ally space on your Player Board (one that does not contain a Tower). If you don't have an empty Ally space, you may **not** perform this action.

Note: Your Castle may never contain two identical Allies!

Allies will prove crucial during the "Ally income" step in the End Phase, when they provide VP. Pay close attention to which Allies your opponents have Summoned!

Example: Jack wants to Summon an Ally. He can choose one of the two Allies present in Alexandria, where his Ship is located (A). *He pays 3 Grain to Summon the Loyalist Ally* (B)*, which he immediately places in a free spot on his Player Board* (C)*.*

5. Purchase an Action card

You may use this action to Purchase 1 Advanced Action card. You may only Purchase an Advanced Action card **from the city where your Ship is currently located.** Once that card's cost is paid, **you may perform that card's action immediately,** as though it had just been played on your Player Board. Then, take the card into your hand; it is eligible to be played this round as normal. Cards' costs can be found in their top-right corners. These costs may either be:

 A certain amount of Augustales, OR

 A certain amount of Grain, OR

 The removal of one of your Action cards from the game, either from your hand or your discard pile, but **NOT** from your draw pile.

*Important: **Action cards may be played during the same round in which they were Purchased.***

Example: To Purchase the Action card available in Tunis, Erika must remove one of her Action cards from the game. She removes a card from her hand (A) *and returns it to the game box. She may now use the new card's effect as though she had just played it on her Player Board. She does so, receiving 6 Augustales* (B)*. Finally, she takes the card into her hand* (C)*. She will be able to play this newly acquired Action card again in the same round.*

End Phase

Note: All players may perform their End Phase steps simultaneously.

a. Refill hand

1. Each player must discard all played cards from below their Player Board to their (face-up) discard pile next to their Player Board.

2. Each player may then **discard any number** of cards face up from their hand.

3. Each player must draw cards from their draw pile until they reach their current hand limit. **The standard hand limit is 5,** but that number can increase through Keep and/or Workplace bonuses *(see pages 4–6 of the Reference Guide).*

Important: If your draw pile is ever empty, immediately shuffle your discard pile to form a new draw pile.

b. Castle income

Each **closed side** of your Castle now provides the indicated income *(see page 12).*

Example: During the Castle income step, Bernard takes an income of 1 VP and 3 Augustales (A). He does not take the income of 1 "Visit the Market" action, 1 Grain, or 1 Stone (B), because those sides of his Castle are not yet closed.
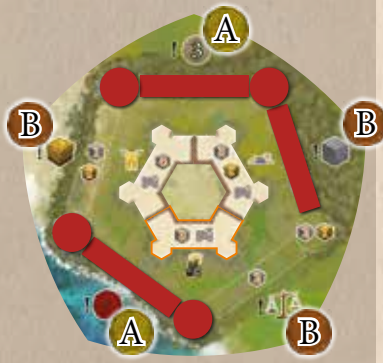
c. Ally income

There are two kinds of Allies: Loyalists (orange) and Independents (teal). Each produces VP in different ways.

○ Loyalists provide VP based on the items in Frederick's Palace or the position of his Specialist.

○ Independents provide VP based on your Specialists and the items in your Castle or on your Player Board compared to Frederick's corresponding components.

Each Ally produces 1 VP, plus another 2 VP if their specific requirement has been met (for a total of 3 VP). For details on how each Ally generates VP, please see page 8 of the Reference Guide.

Example: During the Ally income step, the players check Frederick's situation. He has 6 Augustales, 1 Stone, 3 Grain, 2 Allies, and 6 Structures (1 Keep, 2 Walls, 3 Towers), and his Specialist has reached the second Workplace.

Jack's first Ally will provide extra VP if he has more Allies than Frederick. Jack has 3 Allies to Frederick's 2, so he receives 3 VP for that Ally. Jack's second Ally will provide extra VP if he has Built more Walls than Frederick; Jack also meets this condition, for another 3 VP. Jack's third Ally will only provide 1 VP, since Frederick does not have the required 9 Augustales. Jack scores a total of 3 + 3 + 1 = 7 VP.

Noa has 2 Allies. The first one yields 3 VP, as Noa's built Castle Structures outnumber Frederick's. Noa's second Ally only provides 1 VP, since Frederick's Specialist has not moved the required distance. Noa scores a total of 3 + 1 = 4 VP.

d. Reorganization

1. If one or more spaces of the Voyage Board have no Advanced Action cards, refill those spaces from the draw pile.

2. If there are any uncovered face-down Allies on the Voyage Board, turn them face up.

3. Pass the First Player marker to the next player in clockwise order, and begin a new round.

Remember: In 2- and 3-player games, all Action cards and Ally spaces blocked by Dummy Action cards and tiles should be ignored.

End of the Game ☀

The game ends (☀) immediately after any round in which one or more of the following situations occur:

1. One or more players have Built every Structure in their Castle, OR

2. An Active Edict space in the Imperial Area cannot be refilled, OR

3. There are insufficient Advanced Action cards to fully refill the Voyage Board during the End Phase.

Your final score is equal to the position of your Scoring disc on the VP track, plus:

	+1 VP for each Structure in your Castle.
1. ④ 2. ②	+4 VP for the player (or players) whose Castle contains the most Structures, and +2 VP for the player (or players) whose Castle contains the second-most Structures. **In 2-player games, the +2 VP is not awarded.** *Example: In a 4-player game, both Jack's and Noa's Castles contain 12 Structures. There are 11 Structures in Bernard's Castle, and 9 in Erika's. During this scoring step, Jack and Noa each score 4 VP, Bernard scores 2 VP, and Erika scores 0 VP.*
	Exchange your Grain and Stone cubes for 2 Augustales each. Then, gain 1 VP for every 6 Augustales you have remaining.

The player with the most Victory Points wins the game. If there is a tie for most VP, the winner is the tied player who built the most Great Structures. If there is still a tie, the tied players share the victory.

Credits

Expansions

This special edition of Stupor Mundi contains two expansions, "The Postponed Crusade" and "The Imperial Projects." Once you are familiar with the base game, you can add one or both of the expansions to your game.

The Postponed Crusade

Pope Honorius III is pushing Frederick II to organize a crusade. Though the emperor harbors reservations, he finds himself compelled to present an agreeable facade despite the dire circumstances. Meanwhile, as loyal vassals, you may avail yourselves of certain resources earmarked for the crusade to further your own endeavors. Exercise caution not to overindulge, however, lest you suffer papal excommunication.

Components

5 Crusade Boards

Front sides

6 Papal Structures

2 Keeps   *2 Walls*   *2 Towers*

5 Supply Ships

Front   *Back*

5 Papal Books

Front   *Back*

5 Papal Ally Mantles

Front   *Back*

10 Knight Action cards

5 Crusade Knights   *5 Lonely Knights*

Game setup (Central Board)

The example below shows the setup for a 3-player game.

A Randomly select a number of **Crusade Boards** equal to one more than the total number of players, place them face up next to the Central Board, and return any unused ones to the game box.

B Place matching components **face up** on each Crusade Board, with the number of components to be placed on each board equal to one more than the total number of players.* See below for an overview of the 5 Crusade Boards.

*There is one exception to this rule: if you are using the Papal Structures Board, the specific Structures that should be placed are indicated on the Crusade Board itself. **For a 3-player game, leave the Tower space marked with •••• empty. For a 2-player game, leave both the Tower and the Wall spaces marked with ••• & •••• empty.** So in this case, the number of components on this Crusade Board is equal to two more than the number of players.*

Vatican Library Board

Place a number of face-up **Papal Books** equal to one more than the number of players. Return any unused Books to the box.

Harbor Board

Place a number of face-up **Supply Ships** equal to one more than the number of players. Return any unused Ships to the box.

Papal Structures Board

Place a number of **Papal Structures** equal to two more than the number of players, as indicated on the board. Return any unused Structures to the box.

Papal Allies Board

Place a number of face-up **Papal Ally Mantles** equal to one more than the number of players. Return any unused Mantles to the box.

Crusade Knights Board

Place a number of **Crusade Knights cards** equal to one more than the number of players. Set the same number of **Lonely Knight cards** aside. Return any unused cards to the box.

Gameplay

Each Crusade Board offers players an alternative action from those listed on their respective Player Boards. Each time a player chooses to perform one of the 5 main actions of the game, they can **instead activate the linked Crusade Board and perform its action.** Each Crusade Board indicates which main action is required to activate it. Below, you'll find a detailed explanation of each of the various boards.
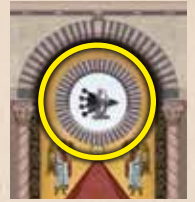
Note that the Crusade Boards are double-sided. When a player obtains the last component on a Crusade Board, **they immediately Issue an Edict, and then flip the Crusade Board** to its *papal excommunication* side. This impacts all players who own a linked game element.

a. Vatican Library Board

Linked Main Action: Promote a Specialist

Instead of Promoting a Specialist, you can take 1 Papal Book from the Vatican Library. From now on, whenever you Promote a Specialist (including when your Specialist reaches a City), you gain 1 VP for each Papal Book you own.

Excommunication: Flip each of your Papal Books. Each Papal Book now gains you 1 Augustalis instead of 1 VP whenever you Promote a Specialist.

b. Harbor Board

Linked Main Action: Visit the Market

Instead of Visiting the Market, you can buy the topmost Supply Ship for its indicated costs. Each Supply Ship you own will earn you 5 VP at the end of the game.

Excommunication: Each Supply Ship you own will now earn you 2 VP at the end of the game, instead of 5 VP.

c. Papal Structures Board

Linked Main Action: Build a Structure

Instead of Building one of your own Structures, you can Build an available Papal Structure instead. Each Papal Structure costs 1 fewer Stone to Build. This replaces any similar Structure from your Player Board; remove a matching Structure from your Player Board and return it to the box. If you decide to Build a Great Structure, its Augustales cost and normal effects still apply.

Excommunication: At the end of the game, all Papal Structures are ignored for final scoring.

d. Papal Allies Board

Linked Main Action: Summon an Ally

Instead of Summoning an Ally, you can take 1 Papal Ally Mantle and place it above one of the Allies on your Player Board. From now on, during the "Ally income" step of each End Phase, that Ally will earn you 1 extra VP, and 2 additional VP if their requirement is met. This means that a mantled Ally whose requirement is not met will earn you 2 VP, and a mantled Ally whose requirement is met will earn you 6 VP!

Excommunication: Flip each of your Papal Ally Mantles. From now on, during the "Ally income" step of each End Phase, that Ally will earn you 1 additional VP if their requirement is met. This means that a mantled Ally whose requirement is not met will earn you 1 VP as usual, and a mantled Ally whose requirement is met will earn you 4 VP.
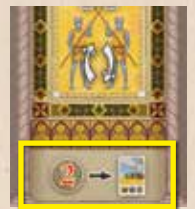
e. Crusade Knights Board

Linked Main Action: Purchase an Action card

Instead of Purchasing an Action card, you can Purchase a Crusade Knights card for 2 Augustales and add it to your hand. As always, you may immediately perform that card's action, which gains you 1 Grain, 1 Stone, and 3 Augustales.

Excommunication: Immediately replace each of your Crusade Knights cards with a Lonely Knight card. If you have any Crusade Knights cards in your draw pile, take your draw pile, replace each Crusade Knights card with a Lonely Knight card, and shuffle your draw deck to form a new one.

Crusade Knights cards and Lonely Knight cards are considered Action cards for all intents and purposes.

Example 1: *Jack* plays an Action card in the second slot of his Player Board (**A**). He can Promote a Specialist or Visit the Market. Instead, he decides to activate the Harbor Board, and purchases a Supply Ship for 3 Augustales and 1 Stone (**B**). As things stand, each Supply Ship he owns will be worth 5 VP at the end of the game (**C**).

Later on in the game, *Erika* decides to activate the Harbor Board as well, and she purchases the final Supply Ship for 2 Grain (**D**). This also means she must now Issue an Edict (**E**). Once that is done, she flips the Harbor Board to its excommunication side (**F**), which indicates that each Supply Ship will now earn only 2 VP for its owner at the end of the game (**G**).

Example 2: *Noa* plays an Action card in the fourth slot of her Player Board (**A**). She decides to activate the Papal Structures Board to Build a Papal Wall. The normal cost of her chosen location is 1 Grain and 1 Stone (**B**), but Papal Structures cost 1 fewer Stone to Build (**C**), so she only has to pay 1 Grain to Build this Wall. *Noa* has 2 Walls left to Build, one of which is a Great Wall (**D**). Since she has some Augustales to spare, she decides to Build a Great Papal Wall. So, she pays 1 Grain (for the location), and 3 Augustales (for the Great Wall). She takes the Papal Wall and places it on her Castle Board (**E**), removes the chosen Great Wall from her Player Board (**F**) (remember, Papal Structures are Built **in place** of their standard counterparts!), and finally, receives the bonus from Building her Great Wall, which is to Issue an Edict.
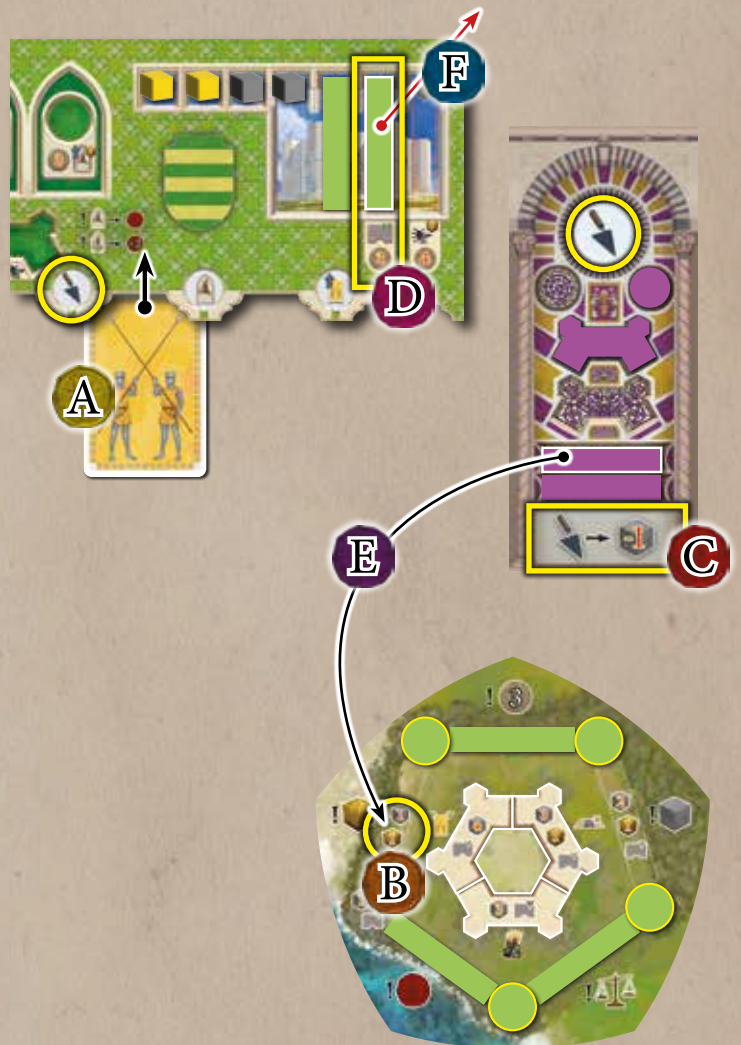
The Imperial Projects

Driven by an insatiable thirst for beauty and grandeur, Frederick II desires naught but the finest marvels of construction to adorn his empire. Thus, he calls upon his vassals to embark on "The Imperial Projects," a monumental endeavor to erect even more resplendent and awe-inspiring castles across the land. With the promise of eternal glory and favor from the emperor himself, the race to craft the most magnificent citadels begins anew.

Components

9 Imperial Project Tiles
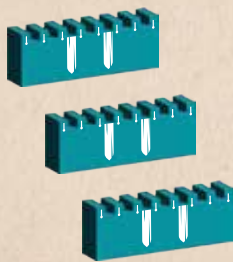

3 Keep Projects

3 Wall Projects

3 Tower Projects

8 Imperial Structures

2 Keeps

3 Walls

3 Towers

9 Condition Tiles

Game setup (Central Board)

A Randomly select a number of Imperial Project tiles according to the number of players, and place them face up next to the Central Board:

n° of players	Keep Projects	Wall Projects	Tower Projects
2	1	1	2
3	1	2	3
4	2	3	3

Place the matching Structures on top of them.

B Shuffle the Condition tiles and assign 1 randomly to each of the Project tiles, face up. Return any unused Condition tiles to the box.

The example below shows the setup for a 3-player game.
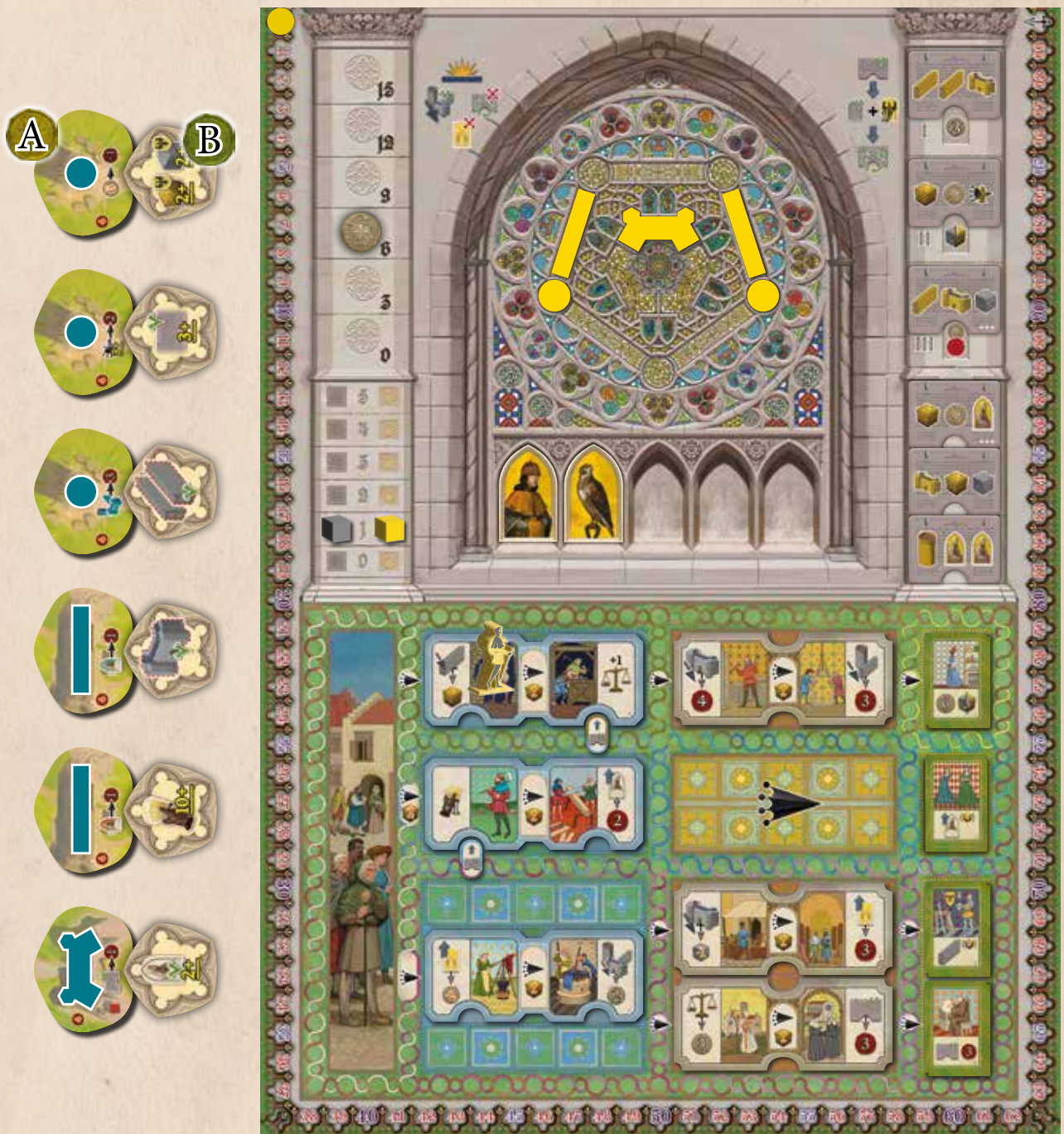
Gameplay

If, during your turn, you fulfill the requirements of a Condition tile, you may acquire the corresponding Project+Structure; however, you are limited to acquiring **only 1 Project+Structure per turn.** This means that if you meet the requirements of more than one Condition tile, you must choose which Project+Structure to gain; they are placed within your play area. Return the associated Condition tile to the box; you won't need it anymore.

To Build an Imperial Structure, you must pay the regular costs. This replaces any similar Structure from your Player Board. Remove the appropriate Structure from your Player Board and return it to the box. **If you decide to Build a Great Structure, its Augustales cost and normal effects still apply.** Once the Imperial Structure is Built, **flip** its Project tile.

At the end of the game, each unconstructed Imperial Structure in your play area results in a penalty of -4 VP. Conversely, if constructed, they grant access to the **special scoring** outlined on the respective Imperial Project tile. *You can find an overview of all the Condition tiles and the Imperial Project tiles on page 7 of the Reference Guide.*

Example: *Bernard plays a face up Action card in the first slot of his Player Board, which allows him to Build a Structure with a discount of 1 Stone* A. *He decides to Build one of his two remaining Keeps. By doing so, he will now Issue an Edict* B.

Bernard looks at his 2 Allies, and sees that his leftmost Ally requires him to have more Towers in his Castle than Frederick C. *The rightmost one requires him to have more Allies than Frederick, but that's already the case (Bernard has 2, and Frederick only has 1 in his Castle). Bernard decides to Issue the lower Edict, which allows him to add/remove 2 Towers and add/ remove 1 Wall* D. *He first gains 1 Augustalis and 1 VP and decides to remove 2 of Frederick's Towers and add 1 Wall* E. *As always, he takes the Issued Edict and replaces it with a new one. Right now, Bernard meets the requirements for* **two** *of the Condition tiles: he has Issued 3 or more Edicts* F, *and at least 2 of his Allies have their requirements met* G. *He has to choose one and decides to take the Keep. He removes the Condition tile, takes the Imperial Keep Project tile and places it next to his Player Board* H.

In a later turn, through a "Build a Structure" action, Bernard now decides to Build his Imperial Keep. Remember: if he doesn't, he will lose 4 VP at the end of the game. Since he only has his Great Keep left on his Player Board I, *he has to pay the cost of 4 Augustales, and he Builds his third and final Keep by placing the Imperial Keep on his Castle Board* J *and returning the one on his Player Board to the box* K. *Remember, Imperial Structures are Built* **in place** *of their standard counterparts! He now flips the Imperial Project tile* L, *and will earn 1 VP at the end of the game for every Edict he Issues.*
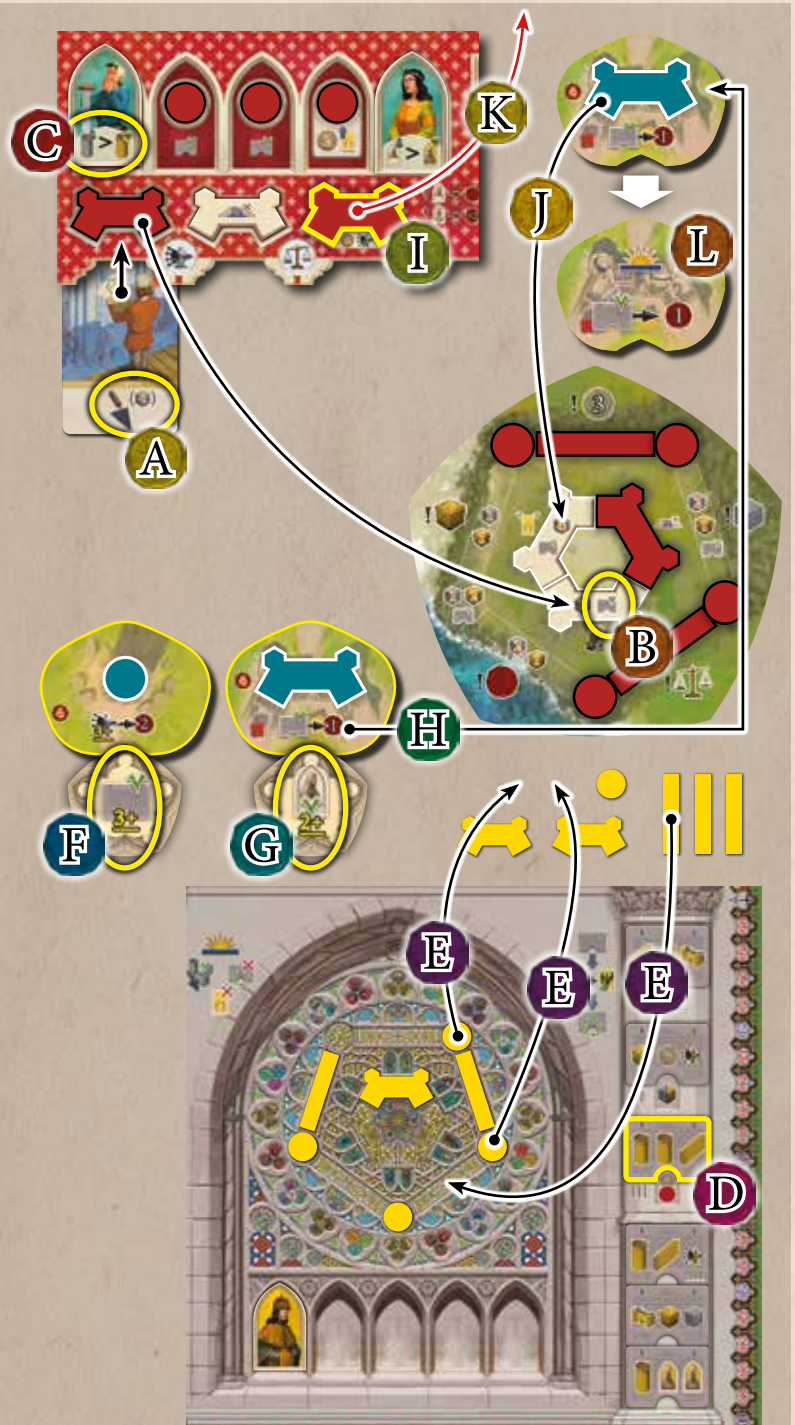
Iconography

As a general rule:

- A white number with a black outline (2) means that you **GAIN** the indicated items/reward.
- A red number with a beige outline (3) means that you need to **SPEND/REMOVE** the indicated items.
- A yellow underlined number with a black outline ($\underline{1}$) means that you need to **OWN/POSSESS** what's indicated.
- A parenthetical number (Ex: **(x3)**) underneath a conversion arrow (➡) indicates how many times you may use that conversion in a turn.
- If a single item is shown (▢), it always means a quantity of **one.**

A Stone	An Imperial Tower	Move your Ship
A Grain	An Imperial Wall	Promote your Specialist
A Stone or Grain	An Imperial Keep	Visit the Market
An Augustalis (coin)	Your Specialist	Build a Structure
A Victory Point (VP)	Frederick's Specialist	Summon an Ally
A Tower	Frederick	Purchase an Action card
A Wall	You (the player)	An Action card
A Keep	An Ally	Draw a card from your draw pile
A Great Tower	An Independent Ally	Hand size
A Great Wall	A Loyalist Ally	A Card Slot tile
A Great Keep	Frederick's Ally	A closed side of your Castle
Frederick's Tower	An Edict	A City Bonus tile
Frederick's Wall	Issue an Edict	A Supply Ship tile
Frederick's Keep	Refresh the Edicts (add an Edict from a Next Edict space to an empty Active Edict space)	A Papal Ally Mantle tile
A Papal Tower	Edict reward	Remove
A Papal Wall		Perform / Completed
A Papal Keep		Income step
		Only used in 3- and 4-player games
		Only used in 4-player games
		End of the game