

Krieg und Frieden Player's Aid

Winter: King's Adviser plays an agenda. Other players can pay 1 privilege to play a new agenda and take the old one.

Spring: Bid with resource cards to resolve agenda. King's Adviser starts and other players may raise higher the bid. If a player Pass, he gets back the latest raise to his bid. The winner becomes the new King's Adviser.

- If the agenda rewards privilege, the winner gets 1 privilege of his choice. If privilege is available, he gets also 2 VP. Otherwise, he gets 1 VP and takes the privilege from an opponent, and the opponent gets 1 VP.

- If the agenda rewards cathedral sections, the winner builds the next cathedral section and gets the corresponding VP (2-2-2-3-3-4) plus 1 VP for each of his own worker's huts. His worker's huts are returned to his supply.

Summer: King's Adviser takes any number of actions and then other players.

- Build 1 farm hut for 1 barley resource.

- Promote 1 farm hut to a worker's hut for 1 hammer resource. You cannot have more worker's huts than farm huts.

- Bribe a knight. Play 1 cup resource against an opponent. Opponent must discard 1 shield resource if he has one.

- Attack. Play 1 shield resource against an opponent. The opponent can counter by playing 1 shield resource. If the opponent does not counter, you burn one of his huts (loser's choice but farm huts \geq worker huts) and you draw 2 resource cards that can be used only after the end of your turn during this year's summer. You draw resource cards only for the first hut that you destroy from each opponent.

Fall: 1. Income: Each player draws 1 resource card. Plus 1 resource cards for each 2 farm huts they have. Plus for each privilege they have, they get a resource card of the same type.

2. King's Bounty: Each player (starting with the King's Advisor) that has less than 5 resource cards, and its income was less than 3 resource cards, he may select an opponent with more VP than him and take randomly half of his resource cards (round down). The opponent gets 1 privilege of his choice (if necessary from an opponent other than the player that got the King's Bounty).

3. Tithes: Each player discards resource cards to keep maximum 10 in their hand.

End of Game: At the end of the year when the last cathedral section is completed. The remaining resource cards are exchanged for VP depending on the agenda of the last year (top 1 VP, two middle $\frac{1}{2}$ VP, bottom 0 VP).

It uses the variant scoring for Spring, the variant King's Bounty, and the variant End of Game.