

Robber Knights (2005)

2-4 Players

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Object: Develop the country with villages & towns, add castles & knights to gain control.

Setup

- Each player gets 24 **tiles** [Coat of Arms on back] and 30 **knights** [discs] of chosen color
- Players separate tiles by **letter** and shuffle each group, then make a face-down pile with E on bottom and B on top
- Each player picks 1 **castle** & one other tile from **A** pile into their hand & lays the other A tiles face-down to form the starting layout. All players' tiles randomly form a rectangle, then flip.
- Pick a start player, play clockwise


End Game & Scoring




- Game end when all tiles are laid [players may not end in same round, pass if no tiles]
- Knight on top of tile is in control and scores space
- Most VP wins. Tie: most unplaced knights

Castle   = 1VP **Village**   = 2VP **Town**   = 3VP

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Playing a Turn

- **Play 1 tile** with edge against existing tile and draw top tile. Repeat 2 more times if desired, then next player's turn clockwise. **Max size** of playing area: **2p**: 7x7 **3p**: 9x9 **4p**: 10x10.
- If a **castle** was played, place up to **5 knights** on it, and immediately move stack to adjacent tiles, leaving knights on each tile [**leave min 1 on castle if plain, 2 if forest**]. Cannot enter tile with **Lake** . Leave as many knights on a tile as desired but must meet **minimums** below. Knights don't move once placed.

Plain  – leave **1 knight** **Forest**  – leave **2 knights** **Mountain**  – leave **3 knights**

- **Max 4 knights per tile** [place on top of existing], after that tile cannot be entered. Must have required # of knights to enter Forest and Mountain.