

VICTORY OR DEFEAT

Calculating Score

- The player with the most points wins.
- In the case of a tie, the player who would have been the next Lead player wins.
 - To make scoring easier, use a score sheet

	Production and Consumption 1 VP per production or consumption spaces in Completed areas. (the squares on tiles that indicate cube production or consumption)
	Board Completion -2 VP for every empty tile space on the player's board +10 VP if there are no empty tile spaces on the player's board
 	Buildings in Completed Area + The Lake Score VP as shown in the yellow square on the top right of the tile. - Buildings in incomplete areas are not scored. - Buildings in grasslands always score. <i>The grassland is always assumed complete.</i> - Compute the score for buildings with a question mark according to that building's effect.
	Victory Chips Acquired Via Consumption (These score face value)

ゲームデザイン: Shun
 イラスト: AYA
 製作協力: adicoadication、AYA、ま〜くん
 テストプレイ: ひろこ様、Kファミリー

ゲームに関するお問い合わせは、<http://studiogg.doorblog.jp/> へお願いします。



Designer: Shun

*It is an era of fantastic growth.
 You have the opportunity to claim some land on the new frontier.
 The player who develops the most prosperous territory will be the King of Frontier!*

The King of Frontier is a tile placement & resource management game for 2 to 4 players.

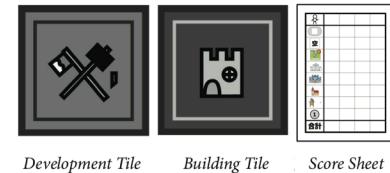
Players take on the role of pioneers developing their territory.

On their turn, they select 1 of the 4 actions
 (development, production, construction, or consumption).

Players score victory points for the 1) size of their economy, 2) for constructing certain special buildings, and 3) for eating heartily. The player with the most victory points wins!

CONTENTS

- 88 Development tiles
- 16 Building tiles
- 60 Resource cubes
(20 in each of 3 colors)
- 24 Victory Point (VP) chips
(20 x 1vp; 4 x 5vp)
- 2 plastic bags
- 4 paper player boards
- 1 pad of score sheets
- 1 rule book
- 1 tile list



Development Tile

Building Tile

Score Sheet



Player board



Resource Cubes



VP chips

Additional score sheets & player
 boards can be downloaded from:
<http://studiogg.doorblog.jp/>

SETUP

Development Tiles

The # of Development tiles changes based on the # of players. Look at the clovers to see when tile should be used. For...

- **2+ Players**
use all tiles without a clover
- **3+ Players:**
use all tiles with 3-leaf clovers (trefoil), plus all 2 player tiles
- **4 Players**
use all tiles with 4-leaf clovers (trefoil), plus all 2 & 3 player tiles

If you want to play the game again, with the same number of players, use the same tiles.



Building Tiles

The # of Building tiles used will change based on the # of players. Shuffle Building Tiles together, & draw random tiles. For...

- **2 Players**
use 8 Building Tiles
- **3 Players**
use 12 Building Tiles
- **4 Players**
use 16 Building Tiles (all of them)

If you want to play the game again, with the same number of players, be sure to shuffle all of the building tiles and draw the ones to use, again.



Victory Point Chips

The # of Victory Points used will change based on the # of players. For...

- **2 Players**
20 points (1VP: 10 chips, 5VP: 2 chips)
- **3 Players**
30 points (1VP: 15 chips, 5VP: 3 chips)
- **4 Players**
40 points (all of them)



Other Components

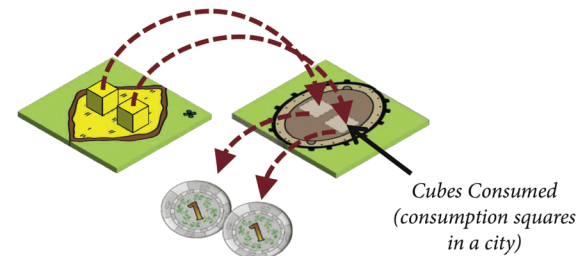
- Player boards - give 1 to each player.
- Resource cubes - all will be used in the game.

FLOW OF THE GAME (4)

4) Consumption

- Each player MAY select 1 completed city, & then turn ALL of their Wheat (up to that city's Consumption spaces) to into VPs (see example below).
 - For every 1 Wheat cube exchanged, a player earns 1 Victory Point chip.
 - **Lead Player Bonus – If Lead player earns VPs, they gain 1 bonus VP.**
No matter how much wheat a Lead player consumes, they gain only 1 additional VP.

Example: if a player has 4 wheat cubes, and a city with 7 Consumption spaces, a consuming player will score 4 VP when that city consumes... the player could NOT choose to consume only 3 wheat cubes to score 3 VP (leaving 1 wheat cube behind).



- Notes
 - Consumed wheat is returned to stock.
 - Players earn Victory Points in clockwise turn order.
 - A player may not score points if the Victory Point stock is empty.
 - When Victory Point stock is empty, the game ends when this turn is finished.

END OF THE GAME

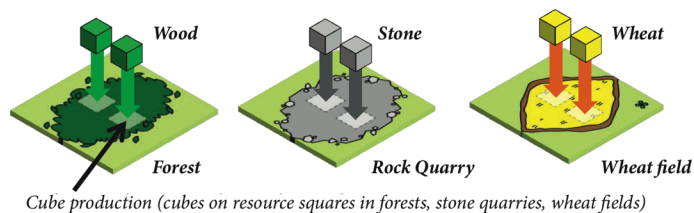
End of Game Conditions

- If any of the following conditions occur, end the game at the end of that turn. Then calculate total Victory Points.
 - There are no more development tiles in the deck.
 - There are no more victory point chips in the stock.
 - A player has filled their entire board with tiles.

FLOW OF THE GAME (2 - 3)

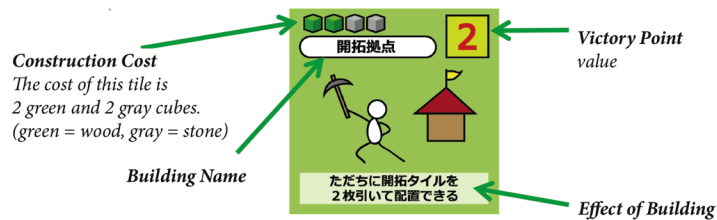
2) Production

- Players choose which completed areas on their board will produce goods.
 - The Lead player chooses 2 completed areas; other players choose 1.
- Players then cover each of the empty, resource squares (in the chosen areas) with a matching Resource cube from the stock.
- Notes:
 - If an area is not complete, it cannot be used for production.
 - Cities do not produce resources, they consume them as described below.
 - Once a Resource is produced, it cannot be moved or removed except by construction, consumption or the action of a special tile.



3) Construction

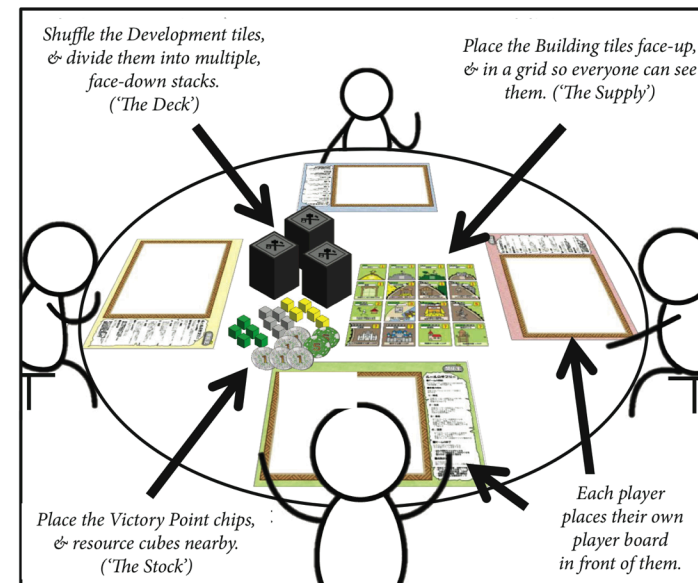
- In turn order, each player MAY pick 1 Building tile from the supply to build.
- If a player chooses to a tile, they MUST pay the construction cost.
 - **The Lead player pays 1 less Resource cube.**
- Note
 - The cost is shown on the building tile; paid cubes are returned to the Stock.
 - A player may NOT choose a Building tile if they can't pay its cost.
 - It is not legal to buy, & then discard a building tile. (It must be placed if bought!)



Please see the provided tile list for details on the effects of particular building tiles.

LAYOUT

After you have chosen the correct components, set up the play area, as seen in the illustration below.



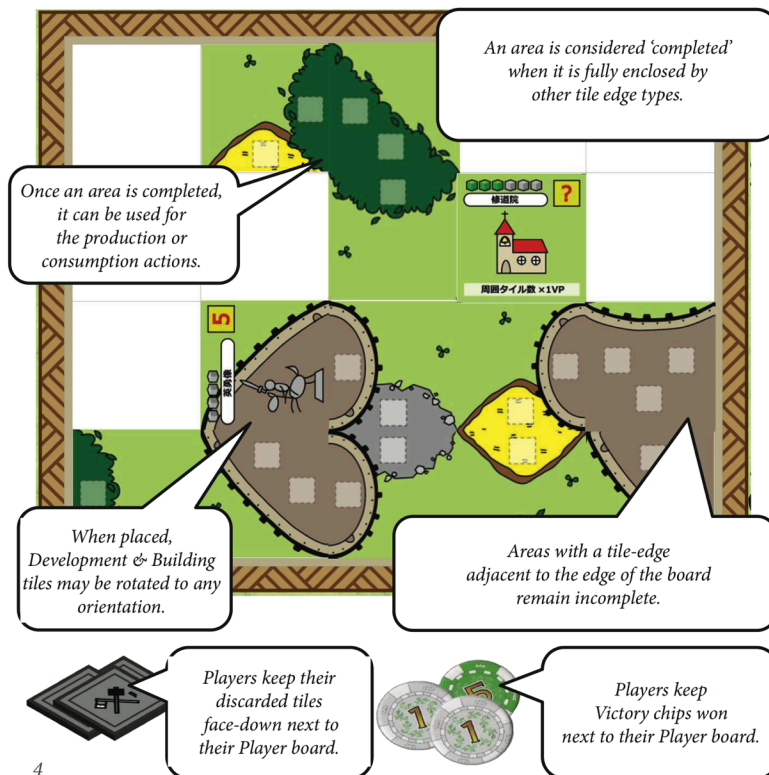
Okay, we're good to go.
Let's start the game!

A BRIEF DESCRIPTION OF THE GAME

- Players develop their individual board by placing tiles.
- There are 5 Types of tile sides:
city, wheat field, forest, rock quarry, and grassland.
- The player with the most Victory Points at the end of the game is the winner.

Notes About Tile Placement

- Tiles may be placed anywhere on a player's own board, as long as all of it's sides match any adjacent tiles (ie., the sides of adjacent tile must be the same Type).
- Once a tile is placed, it can neither be moved nor removed!



FLOW OF THE GAME (1)

Start of the game

- Each player draws 5 Development tiles, & chooses 3 to place on their board.
 - The remaining 2 tiles are discarded, face-down beside their board.
 - *At any time during the game, players may look at any of their discarded tiles.*
- Play rock-paper-scissors to choose a starting player.
 - Play then continues clockwise, with each player in turn becoming the Lead player, and choosing an action to execute (*multiple players may choose the same action*).

Play always proceed clockwise around the table, with each player making their decisions and acquisitions before moving on to the next player.

Turns

The Lead player selects & then executes 1 of the following 4 actions:

1) development, 2) production, 3) construction, or 4) consumption.

1) Development

- The Lead player draws 2 Development tiles from the deck, & then MAY place 0, 1, or 2 of the new tiles on their board; unplaced tiles go (face-down) on the players discard pile.
- The other players each draw 1 Development tile from the deck, & then MAY either place it on their board, or discard it to their discard pile.
- Notes:
 - Players always draw tiles in clockwise turn order.
 - If there are not enough Tiles, a player cannot draw one.
 - When the deck is empty, the game ends at the end of the turn.

