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Thankyou! Peter (Universal Head)

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Game:	**LORDS OF WATERDEEP**
Publisher:	**Wizards of the Coast (2012)**

LORDS OF WATERDEEP

SETUP

Each player chooses a color, takes a matching **player mat**, and places a number of agents of that color on the **agent pool** area of their player mat.

Number of players	Agents per player
2	4
3	3
4	2
5	2

Each player places one more agent of their color near the round 5 space of the **rounds track**, and places the round **score marker** of their color on the 0 space of the **scoring track**. Place 3 **victory point (VP) tokens** on each space of the rounds track. Each player also takes the **building control markers** of their color.

Shuffle the stack of **building tiles,** draw 3 and place them faceup in each of the 3 spaces in *Builder's Hall*. Place the remaining tiles facedown in a stack on the labeled space near the Hall.

Sort the **adventurer** cubes − clerics (white), fighters (orange), rogues (black), and wizards (purple) − and place them within easy reach of all players, along with the **gold** tokens (in denominations of 1 and 5).

During the game, if there aren't enough of a particular adventurer type in the supply to hire, you can hire only as many as are available.

Shuffle the **lord cards** and deal one facedown to each player. Keep your card secret from your opponents.

Shuffle the **quest cards** and deal 2 cards faceup to each player as their active quests. Place one faceup quest card in each of the 4 spaces of *Cliffwatch Inn*. Place the remaining cards in a facedown quest deck on the labeled space near the Inn.

Shuffle the **intrigue cards** and deal 2 cards facedown to each player. Keep your cards hidden from your opponents. Place the remaining cards in a facedown intrigue deck on the labeled space near *Waterdeep Harbor*.

The player who has most recently been to another city takes the **first player marker** and goes first. The starting player gets 4 gold, the player to their left gets 5 gold, the player to their left gets 6 gold, and so on until all players have received starting gold. Store gold on the *Tavern* on your player mat.

Whenever a player must draw from an empty deck, shuffle all the cards in the respective discard pile to form a new deck and place them facedown in the appropriate board space. Do not shuffle any completed quest cards back into the quest deck.

SEQUENCE OF PLAY

During each game **round**, players take successive **turns** in each of which they assign their agents to tasks.

START OF ROUND

Remove the 3 VP tokens from the new round's space and place 1 token on each faceup building in *Builder's Hall*.

Follow the start of round instructions for any buildings in play that have them.

At the start of round 5, each player takes the extra agent piece of their color from the space near the rounds track and adds it to their pool. This extra agent is available for the rest of the game.

Once all start of round effects are complete, players take turns in order, one at a time, starting with the player with the first player marker and going clockwise.

During your turn, if you have agents available to assign, take one or both of the following actions:

1. ASSIGN AGENT

If you have any agents in your pool, assign one of them by placing it on any **unoccupied** action space of a building (a basic building printed on the board or one that has been put into play).

An agent cannot be placed on an action space that contains another agent (yours or another player's), on a space whose actions you cannot fulfil, or on buildings not yet in play.

Then follow the instructions for that action space. You take that action just once. You cannot pass your turn; if you have agents available, you must assign one.

If you have no more agents available to assign, you can no longer take turns during that round. For the rest of the round, play skips to the next player in order who still has available agents.

If no one can legally assign an agent, the round ends.

2. COMPLETE QUEST

After assigning an agent, you may complete one **quest**.

Each quest card specifies how many and what kind of adventurers (and/or gold) are needed to complete it.

You don't have to complete a quest, but you cannot complete more than one quest on your turn, regardless of how many agents you assign or reassign on your turn.

Remove the required adventurers and gold from the *Tavern* on your player mat, return those tokens to the supply, then collect the specified reward.

END OF ROUND

When all agents at *Waterdeep Harbor* have been reassigned, the round ends.

All players return all their agents to their pools. The player with the first player marker begins the next round.

BUILDINGS

The number of empty **building** spaces on the board is not a limit to the number of buildings that can be in play. You cannot control more buildings than you have building control markers.

Builder's Hall

When you assign an agent to *Builder's Hall*, choose one of the faceup buildings available for purchase and pay its gold cost. Immediately score any VP for that building, place its tile in one of the open spots on the board and attach one of your control markers to it to show you are the owner, and follow its *When Purchased* instructions.

Then draw the top tile of the building stack and place it faceup on the vacated space.

Owner benefit: Once a new building is in play, anyone can assign an agent to it, but the owner gains the benefit described in the tile's *Owner* line (not when the owner uses their own building).

Cliffwatch Inn

Cliffwatch Inn has 3 action spaces; you can choose any of the available action spaces, and you can assign more than one of your agents to *Cliffwatch Inn* if it still has an open action space (but still only one agent per turn).

Whenever you take a faceup quest card, immediately replace it with a new card from the quest deck.

Waterdeep Harbor

Waterdeep Harbor has 3 action spaces; assign agents to available spaces in numerical order, starting with space 1. You can assign more than one of your agents here if it still has an open space (but still only one agent per turn).

Assigning an agent to one of the *Waterdeep Harbor* spaces has 2 effects:

1. Play one intrigue card from your hand. If you have none, you cannot assign an agent to *Waterdeep Harbor*. Follow the card's instructions immediately; its effect takes place just once.

2. Reassign agent. After all agents have been assigned in the round, each player with an agent in *Waterdeep Harbor* reassigns that agent to another action space (thus taking an additional turn with that agent).

Reassign agents in order, starting with the action space numbered 1. You cannot reassign an agent to *Waterdeep Harbor*.

QUEST CARDS

There are 5 different types of **quests**, and a quest's type indicates what sort of adventurers are most important to completing it:

Arcana (wizard)
Commerce (any + gold)
Piety (cleric)
Skullduggery (rogue)
Warfare (fighter).

Each time you take a quest card, you must place it faceup with your other active quests.

The '*Requires:*' line shows which resources are required to complete the quest.

The '*Reward:*' line shows the reward that a completed quest provides to the player who completes it. Adventurers and gold are taken from the supply and placed in your *Tavern*.

Quests provide a reward once when completed; then turn the card facedown and place it on the *Completed Quests* area of your player mat.

Different lords of Waterdeep score bonus VP for completing quests of particular types.

Mandatory quests

When you play an intrigue card with a *mandatory quest*, choose an opponent and place the card faceup in front of him. They cannot complete any other quests until they have completed the mandatory quest.

When a mandatory quest is completed, place the card in the intrigue discard pile.

Plot quests

These have ongoing effects as well as rewards. When you complete a plot quest, place its card faceup near your player mat to remind you of the ongoing effect.

ENDING THE GAME

At the end of the 8th round of play the game ends; perform **final scoring** for each player.

Final scoring

Each player counts up VP and advances their scoring marker (use the counters representing 100 VP when a score marker passes the '0' space):

Each adventurer in your Tavern: 1 VP.

Every 2 gold in your tavern (rounding down): 1 VP.

Lords of Waterdeep card: As specified by the card.

The player with the most VP after final scoring is the winner. On a tie, the player with the most gold wins.

LORDS OF WATERDEEP

SCOUNDRELS OF SKULLPORT

Each of the 2 expansion modules *Undermountain* and *Skullport* may be added to the base game. You must use at least one module to play with 6 players.

Long game (optional rule)

You must include at least one expansion module to play a long game.

When playing with both modules, you must play a long game. Additionally, before setup, randomly remove 25 intrigue cards, 30 quest cards, and 12 building tiles from the base game components. Then shuffle the remaining components with the corresponding types from both modules.

Number of players	Agents per player
2	5
3	4
4	3
5	3
6	2

Placing resources on action spaces

If you are instructed to place resources on action spaces, you may place them on spaces that already have agents assigned to them. You cannot place them on buildings in *Builder's Hall*.

When you assign an agent to a space containing placed resources, take those resources and place them in your *Tavern* as the first part of the action. You can use the new resources in the same action.

Adventurer caravans

These tokens can be exchanged for excess adventurers in players' *Taverns*.

EXPANSION MODULES

UNDERMOUNTAIN

Shuffle each type of card and the new buildings with those from the base game.

Place the *Undermountain* board near the main board. The spaces on the board can be assigned agents in the same way as spaces on the main board.

SKULLPORT

Shuffle each type of card and the new buildings with those from the base game.

Place the 2 *Skullport* boards near the main board. The spaces on the Skullport board can be assigned agents in the same way as spaces on the main board.

Corruption

Prepare the **corruption board** by placing 3 **corruption tokens** on each of the spaces labeled -2 through -9, and 1 token on the space labeled -1.

Whenever an effect requires you to *gain* or *take* corruption, take a corruption token from the space **closest to -1** on the track that still has tokens on it.

If you have to take a token and there are no tokens left on the track, immediately lose 10 VP for each token you could not take.

Whenever an effect requires you to *return* corruption, take the required number of corruption tokens from your *Tavern* and place them on the track, starting with the space **farthest from -1** that does not contain 3 tokens. No space can ever have more than 3 corruption tokens on it.

Whenever a card or building requires you to *remove* corruption from the game, discard the token to the box.

Ending the game

Each corruption token in your *Tavern* at the end of the game is worth **negative VPs**. The value of each token is equal to the number on the empty track space farthest from -1. Each corruption token in your *Tavern* reduces your VPs by that value.