

Templars' Journey

An exciting strategy game for 3–5 players · Ages 14 and up.



OBJECT OF THE GAME

By order of the Pope, the players' Templars journey throughout Europe to recruit knights to be sent on ships to Crusade in Jerusalem once the Pope's edict is called. The players try to place their own knights in the cities, and prevent other players from doing so, in order to have the most knights in the cities when the knights are shipped and victory points earned. In the end, the player with the most victory points is the winner of **Templars' Journey**.

GAME COMPONENTS & SETUP

- Place the **game board** in the center of the playing area.
- Mix the **9 edict tiles** face down. Put two randomly drawn edicts back into the game box without looking at them. Randomly place one edict on each edict space of the game board, face up.

Mix the **7 city tiles** and randomly place one tile face up on each city space for which there is a corresponding edict tile.
- The **Pope** starts on the first space of the round track.
- Sort the **gold coins** by their value (59 x 1, 15 x 3), and keep them near the game board as common supply.

Deal gold to the territories, depending on the number of players:

	Territory containing a city tile	Territory not containing a city tile
3 Players	4 Gold	1 Gold
4 Players	5 Gold	2 Gold
5 Players	6 Gold	3 Gold
- Keep the **chance marker** ready for use next to the game board.
- Each player chooses a color, then takes a **player board**, puts all **20 knights** of their color next to the player board as their personal supply, takes **2 Templars** and **one set of 6 action cards** in their color and **5 gold** from the common supply. All players place one of their knights on the "0" space of the victory points track to act as their score marker.
- Shuffle the **8 mission cards** face down, randomly draw three cards, and return them to the game box without looking at them. Deal one mission card to each player. Each player can look at their own card, but should keep it hidden from the other players. Place any remaining mission cards face up next to the game board.
- Give the **first player marker** to the youngest player.



SEQUENCE OF PLAY

The game is played over **6 game rounds**: **3 action rounds** and **3 shipping rounds**.

During each **action round** there are 3 or 4 player actions, depending on the path the Pope chooses to the next harbor.

A **shipping round** will follow as soon as the Pope enters a harbor. Players then earn points for their knights in the city and shipped aboard the ships.

The game ends after the completion of the third shipping round, and a **final scoring** will occur.

How to play an action of the action round:

Each action of the action round consists of two phases, played in this order:

1. :



Moving the Pope

2. :



Playing action cards

Moving the Pope:

The first player moves the pope one step in counter-clockwise direction along a route on the round track, and can decide if the pope moves to an action space on the inner route (green flags) or on the outer route (red flags). If there is only one route available, the player must use this route and advance the pope along it.

Depending on the kind of space the Pope ends his movement on, the following happens:

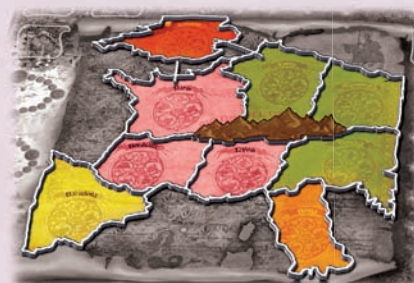


1) Action space – Green flag:

The first player may place one of their knights from their supply in a city located in a territory containing one of their Templars. If a city is completely occupied, no knight can be placed there.



Note: If all of the player's Templars are in territories without a city tile, the player must forfeit the action.



The spaces surrounded by lines are called "territories". If two territories share a border or are connected by dotted lines they are adjacent, but the Alps separate some territories from each other. The colours distinguish which country a territory belongs to.



The purple outline surrounds the round track, consisting of action spaces (light green) and ship spaces (blue).



Example:

Lukas (blue) is the first player and moves the Pope from the starting space to the first action space on the inner route. This space is marked by a green flag.

One of Lukas' Templars is standing in the territory of Barcelona. He places one knight from his supply in Barcelona.



2) Action space – Red flag:

The first player may remove one of their opponents' knights from a city located in a territory containing one of their Templars. The owner of the removed knight places the knight in the temple on their own player board.



Note: If there are no opponents' knights in cities located in the territories where the player's Templars are, the player must forfeit the action.



Example:

Kirsten (red) is the first player. She moves the Pope one step forward on the outer route. This space is marked by a red flag.

One of Kirsten's Templars is standing in the territory of Roma. She removes an opponent's knight (blue) from Roma. The knight is placed in the temple on the blue player board.

3) Ship space:

The action round ends immediately and the game continues with a shipping round.



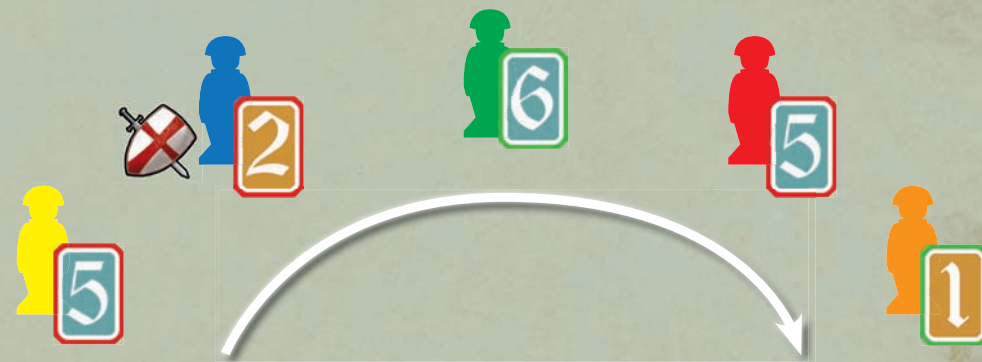
Playing action cards:

After the first player has moved the Pope, and not landed on a ship space, all players play an action card:

All players choose one of the six action cards from their hand and place it facedown in front of them. After all players have done so, they reveal the cards simultaneously.

Then, the card actions are performed in **ascending numerical order** of the cards.

If two or more players have chosen a card with the same number, the involved player sitting next to the first player in clockwise direction goes first. In case the first player is involved themselves, they go first.



Example: Orange (1) played the action card with the lowest number and will perform his card action first. The next player to perform his card action will be Blue (2). Red and Yellow both played a (5). In clockwise direction red is sitting nearer to the first player (blue). So it will be Red's turn first, then Yellow's. Last but not least Green (6) will perform his action

After all players have completed their card actions, they return their played card to their hand, and the first player marker is passed to the next player in clockwise direction. The game continues with the next action of the action round.

Detailed description of the action cards:

There are **three types** of action cards: **Collect gold** (1 & 2), **Place knights** (3 & 4) and **Move a Templar** (5 & 6).

Of each type, there is one **SAFE action**  and one **RISKY action** .

The risky action of each type is fundamentally better/more lucrative than the safe action of that same type. However, depending on **how many players play cards of the same type**, the players who have chosen the risky action may have to forfeit the action and suffer a **penalty action** instead.

Depending on the total number of players, the penalty action must be performed if the following number of the same type of action cards has been played:

3 players:	If at least 2 players have played an action card of the same type.
4-5 players:	If at least 3 players have played an action card of the same type.

Example:



Two action cards of the "Collect gold"-type were played. In a 4 or 5 player game this doesn't trigger the penalty action: Blue is allowed to play the risky card action (2).

Three action cards of the "Move a Templar"-type were played. While Green can play his safe action (6) without hindrance, Yellow and Red must perform the penalty action instead of the usual card action (5).

RISKY action

SAFE action

Red box: penalty action

Card action:
In this example players can choose between two options (left/right).



1 Collect gold – SAFE action

The player takes **3 gold** from a territory containing one of their Templars.

Or:

The player takes **3 gold** from a territory adjacent to (i.e. sharing a border) a territory containing one of their Templars.

In case there is not sufficient gold available, the player takes all there is without any compensation for the shortage.



2 Collect gold – RISKY action

The player takes **all the gold** from a territory containing one of their Templars **or** from an adjacent territory (i.e. sharing a border).

Example: Collect gold

Lukas' Templar (blue) is standing in the territory of Bordeaux. Thus he has the choice to collect gold from Bordeaux or from any of the adjacent territories: Paris, Lyon or Barcelona.

If he has chosen the safe action he collects 3 gold, in case of the risky action all the gold and, in case he was unlucky, 2 gold as a penalty action from one of these territories.

Penalty action:

The player takes **2 gold** from a territory containing one of their Templars or from an adjacent territory (i.e. sharing a border).

Additionally, the player must place one of their own knights from any city of their choice in the temple on their player board.

If the player has no knights in any cities, this step is skipped.



4 Place knights – SAFE action

The player chooses a city in a territory containing one of their Templars.

The maximum amount a player may spend on this action is **6 gold**.

For every 2 gold spent, the player may **place one knight** from their supply in the chosen city (as long as it is not completely occupied).

And/Or:

For every 2 gold spent, the player may **remove one opposing knight** from the chosen city. The owner of the removed knight places the knight in the temple on their own player board.

The player may place knights in and/or remove knights from one city only.

Instead of spending 2 gold per knight, the player may choose to **spend 1 gold only**, and **throw the chance marker**:

- If, after throwing, the **Cross of the Templars** is **face up**, the player may place or remove a knight.
- If the **blank side** is **upside**, the player may not place or remove a knight.



Example A: Place knights – SAFE action

Kirsten's Templar (red) is standing in the territory of Venezia.

1) She spends 2 gold to place one red knight from her supply in Venezia.

2) Then she spends 1 gold and throws the chance marker: After the toss, the "Cross of the Templars" is face up. She removes the green knight from Venezia. It is placed in the temple on the green player board.

3) She spends one more gold and throws the marker again. Bad luck: Its blank side is face up. No additional knight is placed in/removed from Venezia. Kirsten doesn't want to spend more gold. Her action is finished.



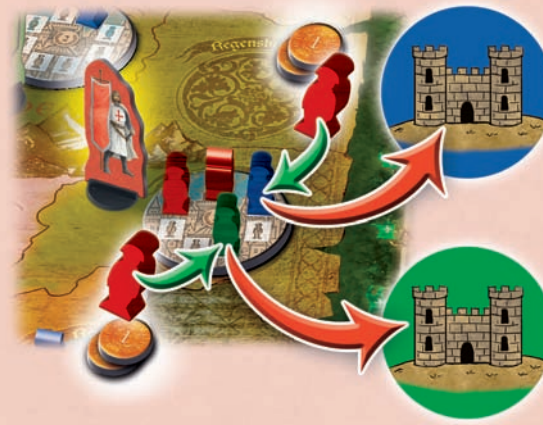
3 Place knights – RISKY action

The player chooses a city in a territory containing one of their Templars.

For every 2 gold spent, the player may **exchange one knight** from their supply with an opponent's knight in a city. The owner of the removed knight places the knight in the temple on their own player board.

The player may spend a **maximum of 6 gold** on this action, thus exchanging up to three knights. The player may exchange knights in one city only.

Note: If the player has no more knights in their supply, or there are no opponents' knights in the city, they cannot exchange any knights.



Example B: Place knights – RISKY action

Kirsten's Templar (red) is standing in the territory of Venezia.

For 4 gold she exchanges the blue and green knights for two of her red knights from the supply. The blue and green knights are placed in their respective temples.

As there are no opponents' knights left to exchange in Venezia her action is finished.

Penalty action:

For every 2 gold spent, the player may **remove one opposing knight** from a city. The owner of the removed knight places the knight in the temple on their own player board. The player may spend a **maximum of 6 gold** for this action, thus removing up to three knights. The player may remove knights from one city only.

Additionally, the player must place one of their own knights from any city of their choice in the temple on their player board.



6 Move a Templar – SAFE action

The player may move **one of their Templars as far as up to three territories**. The Templar may move into any adjacent territory, and may return to the territory it came from. A Templar can not cross over the mountains, the Alps, in the middle of the game board. In the city located in the territory where the Templar stops its movement, the player may do the following, depending on what kind of space the Pope currently is on:



Green flag:

The player may **place one knight from their supply** in that city, provided it is not completely occupied yet.



Red flag:

The player may **remove one opposing knight** from that city.

The owner of the removed knight places the knight in the temple on their own player board.

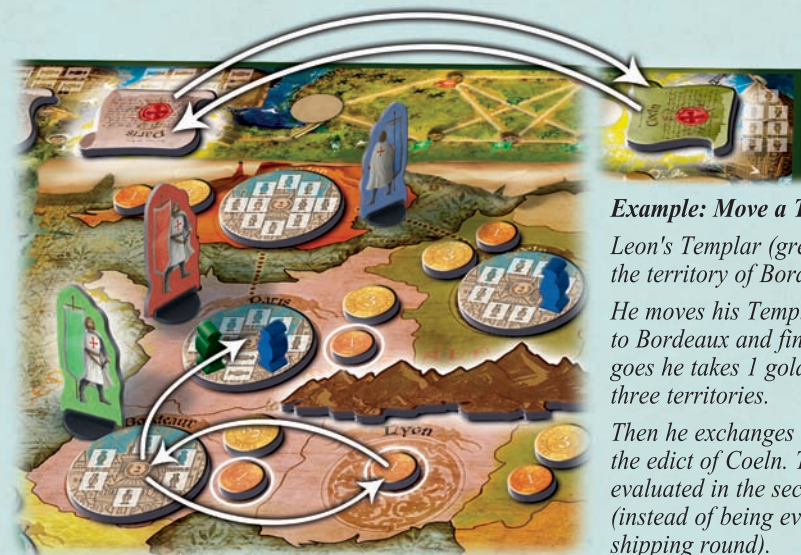


5 Move a Templar – RISKY action

The player may move **one of their Templars as far as up to three territories**. The Templar may move into any adjacent territory, and may return to the territory it came from.

The Templar **takes 1 gold from each territory it enters** (if available). If the Templar enters the same territory twice, it also takes 1 gold twice.

Corresponding to the city of the territory where the Templar stops its movement, the player **may exchange the edict** with the name of that city on it for any other edict still on the round track.



Example: Move a Templar – RISKY

Leon's Templar (green) is standing in the territory of Bordeaux.

He moves his Templar to Lyon, back to Bordeaux and finally to Paris. As he goes he takes 1 gold from each of these three territories.

Then he exchanges the edict of Paris for the edict of Coeln. Thus Paris will be evaluated in the second shipping round (instead of being evaluated in the third shipping round).

Penalty action:

The player may move **one of their Templars as far as up to three territories**. The Templar may move into any adjacent territory, and may return to the territory he came from. The Templar **takes 1 gold from only one of the territories** he enters (if available).

Additionally, the player must place one of their own knights from any city of their choice in the temple on their player board.

The shipping round:

As soon as the Pope moves to a ship space (at the rear side of the ships), a **shipping round** starts.

2 cities will be evaluated, and the knights are assigned to the ships.

The city to be evaluated is shown on each edict. The following steps 1)–3) happen for both cities, one city after the other:



Evaluation in the shipping round:

- 1) The players **compare the number of different knights** in that city. The player with the **most knights** receives the **edict**, and puts it on their player board. Additionally, that player **gains 2 victory points**, and advances their scoring marker on the victory points track accordingly.
In case of a tie for the most knights, nobody receives the edict or gains victory points; the edict is removed from the game.
- 2) If the **city is completely occupied**, **all players** who have at least 1 knight there gain **1 victory point**.
- 3) Next, all knights from the city are assigned to the ship belonging to that edict::
 - a) Starting with the player who has the most knights in that city, followed by the player with the second most knights etc., the players place 1 of their knights from the city onto the ship, one after another. In case of a tie for the most/second most knights etc. the involved player sitting next to the first player in clockwise direction (or the first player himself, if involved) goes first.
This is repeated until either the ship is completely occupied or no more knights are left in the city. Any knights remaining in the city are placed in the temple on their owner's player board.
 - b) All **players** who have at least 1 knight on the ship gain **1 victory point**.
 - c) Furthermore, each player gains **1 victory point for each of their knights** on this ship.

The city tile is removed from the game, and put back into the game box.

After the evaluation of both cities is complete, the player with the **most knights in the temple** on their player board gains victory points as follows:

1st shipping round	2 victory points
2nd shipping round	3 victory points
3rd shipping round	4 victory points

If two or more players are tied for the most knights in their temple, the victory points are shared by these players, rounded down.

Example: Evaluation of Venezia

- 1) Red has the most knights in Venezia. He gets the edict and 2 VP.
- 2) The city is completely occupied: Red, Blue and Green get 1 VP each.
- 3) The knights are assigned to the ship:
Red has the most knights in the city and places the first knight from the city tile on the ship. Blue and Green have two knights each. Blue being the current first player places the second knight on the ship. Then it's Green's turn to place one of his knights on the ship. As there are still two vacant spaces on the ship, Red and Blue each can then place one more knight on the ship. Now it is completely occupied. One green and one red knight remain in Venezia. They are placed in the respective temple.
- a) Red, Blue and Green each get 1 VP, because they are all present on the ship with at least one knight.
- b) Then the players get as many VP as they've got knights on the ship:
Red and Blue get 2 VP each; Green gets 1 VP.

Interim Score: Red 6 VP; Blue 4 VP; Green 3 VP.

Evaluation in the shipping round

- 1) Max. in the 1st city: +
[in case of a tie: nobody receives anything]
 - 2) If the city is completely occupied:
 for each player present in the city
 - 3) Assigning the knights to the ships:
[one after another, in order of the amount of in the city]:
 - for each player present on the ship
 - for each own knight on the ship

----- Repeat 1)–3) for the 2nd city -----
- Max. in the temple:
- (1st shipping round)
 - (2nd shipping round)
 - (3rd shipping round)
- [in case of a tie: shared (rounded down)]



Preparing the new action round

Deal new gold coins to all **territories** (after the first and second shipping round only):

Players	Territory	1st shipping round	2nd shipping round
3	contains a city tile	4	4
	contains no city tile	1	2
4	contains a city tile	5	5
	contains no city tile	2	3
5	contains a city tile	6	6
	contains no city tile	3	4

All knights remain on their ships until the end of the game.

The first player moves the Pope to the next space of the round track (at the bow side of the ships), the starting space for the next **action round**.

Then the first player starts the first action of this new action round by moving the Pope again, onto either a red flag action space or a green flag action space.



Example:

Dealing of new gold coins after the 1st ship round in a game of 3 players.

Afterwards, the first player moves the Pope to the next space on the round track and starts the first action of the new round by moving the Pope again, onto the red flag space on the outer route.

Favor of the Pope:

The players may use the knights in their temples to perform special actions granted by the favor of the Pope.

There are 4 different special actions which the players may perform at a particular time by spending the knights collected in the temple on their player board. The spent knights are returned to the player's supply.



The special actions are:

Name: Costs: When to use: Effect:

Icon on the player board:

New Chance Put **1 knight** from the temple into your supply. When you are performing action **4** [Place knights – SAFE] and the just thrown chance marker is face up on the blank side. You may throw the chance marker again.
(You may only use this twice per card action.)



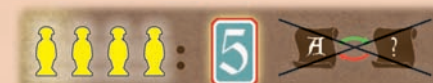
Taxes Put **2 knights** from the temple into your supply. When you are performing action **1** or **2** (Collect gold). You may take 2 additional gold from a territory containing one of your Templars or from an adjacent territory (i.e. sharing a border). In case there is not sufficient gold available, you may take all there is without any compensation for the shortage.



Leader Put **3 knights** from the temple into your supply. When you, as the first player, have moved the Pope on the round track and either placed or removed one knight. You may pass the first player marker to another player of your choice. That player is the first player now, performing their turn. However, the selected player may react by spending three knights themselves, thus passing the marker again. This may continue until no player has three knights left or accepts to be first player. The new first player may not move the Pope again and play continues with playing action cards.



Veto Put **4 knights** from the temple into your supply. When another player has performed action **5** (Move a Templar – RISKY) and attempts to exchange the edict. Prevent the exchange of the edicts on the round track.



END OF THE GAME AND FINAL SCORING

The game ends after the completion of the third shipping round.

The **final scoring** occurs. Now, the players gain further victory points for:

- 1) The seventh city:** The player with the **most knights** in the city that was not called for in the third shipping round receives that **edict** and gains **2 victory points**. If two or more players are tied for the most knights in that city, none of them receives the edict or gains victory points. Remove the edict from play.

Additionally, players gain **1 victory point** for every **two of their own knights** in that city. (Leave the city tile with the knights on the game board: they may still be needed to evaluate one of the mission cards.)

- 2) Gold:** All players gain **1 victory point** for every **4 gold** they own.
- 3) Mission cards:** All players reveal their mission cards, and add them to the face up mission cards next to the game board, if any. Then, all mission cards are evaluated, one after the other:
The player **meeting the criteria** shown on the mission card **best**, gains **4 victory points**.
The player **meeting the criteria second best**, gains **2 victory points**.
If several players are tied for best/second best, they all receive 4 victory points/ 2 victory points.



London is the 7th city:
First Blue will get the edict and 2 VP. Then Blue (3 knights) and Green (2 knights) each get 1 VP. Red (1 knight) gets 0 VP.

Final scoring

- 1) Max. in the 7th city:** + [in case of a tie: nobody receives anything]
 for every 2 in the 7th city
- 2) for every 4 gold**
- 3) Evaluation of the mission cards:**
Who meets the criteria best?
– (best player)
– (second best player)
[in case of a tie: each player gets all]

The mission cards:

To evaluate the mission cards, look at the upper half of the piece of parchment shown on the mission card. This is the demanded criterion. Confirm which player has ...



... the most gold.



... the most ships boarded by at least one of their knights.



... the most knights in the temple.



... the most knights in the seventh city.



... the smallest distance between their own Templars.



... the most edicts from different countries.



... the most edicts from the Holy Roman Empire.



... the most edicts from France.

The player with the most victory points is the winner of the game.

In case of a tie for the most victory points, the tied player owning the most edicts is the winner. If still two or more players are tied, they share the victory.



Kirsten (red) leads the score with 34 victory points, followed by Lukas (blue) with 28 victory points and Leon (green) with 25 victory points. Thus Kirsten wins this game of *Templars' Journey*.

