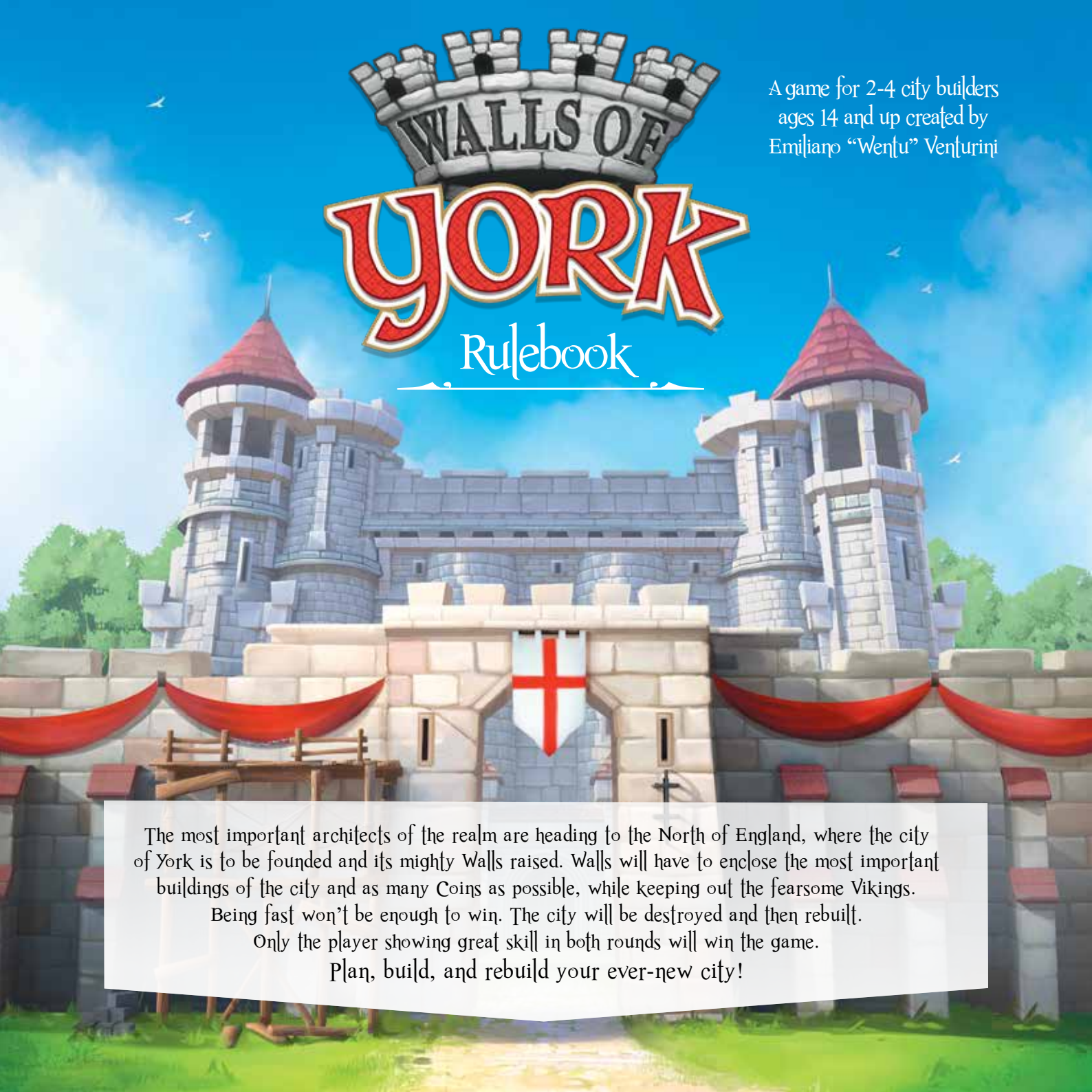


A game for 2-4 city builders
ages 14 and up created by
Emiliano "Wentu" Venturini

The most important architects of the realm are heading to the North of England, where the city of York is to be founded and its mighty Walls raised. Walls will have to enclose the most important buildings of the city and as many Coins as possible, while keeping out the fearsome Vikings.
Being fast won't be enough to win. The city will be destroyed and then rebuilt.
Only the player showing great skill in both rounds will win the game.

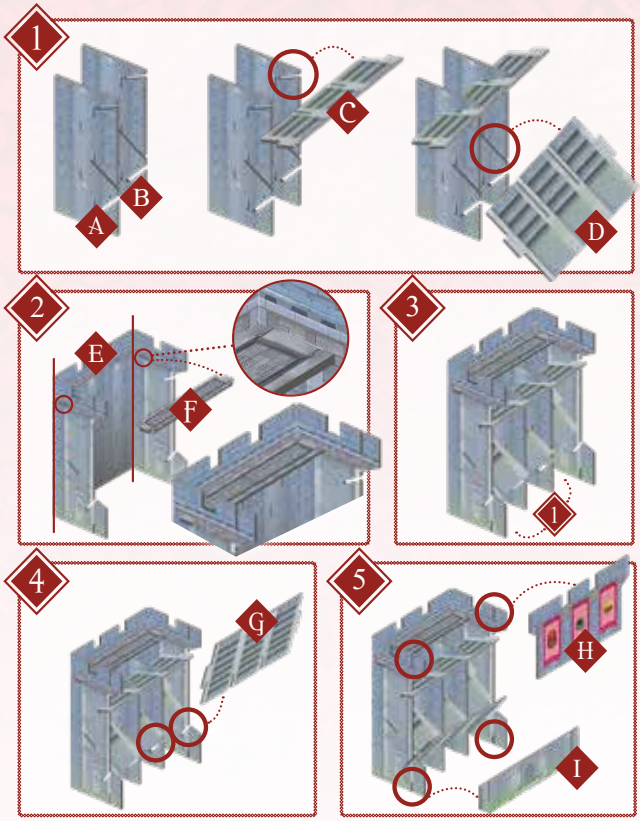
Plan, build, and rebuild your ever-new city!

Building the King's Tower

If it's the first time you're playing *Walls of York*, you have to assemble the King's Tower. Follow these instructions carefully.

Pay attention when removing all the Tower's components from the punchboards. On the inside of every Tower component, there is a letter identifying it for assembly.

1. *Take pieces A and B. Into their upper slot, slide in component C. Then, into their middle slot, slide in component D.*
2. *Fold the sides of component E. Insert component F into the upper slot at a right angle.*
3. *Take the piece from Step 1 and place it inside component E, into the slots on the side of the walls.*
4. *Take component G and slot it into the four bottom slots from the piece from Step 3.*
5. *Take the piece created in Step 4. Insert component H into the top slots and component I into the bottom slots, making sure the illustrations from both components remain visible.*



Once assembled, you can put the King's Tower back in the box without disassembling it.

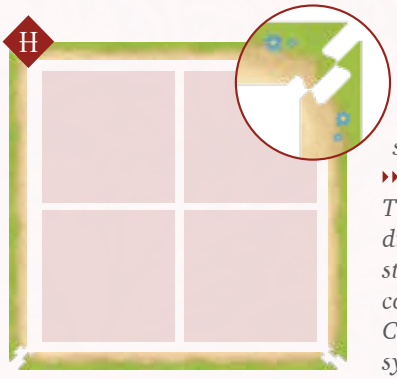
Setup

Place the King's Tower (A), all the Wall Pieces (B), the Building Die (C), the 3 King's Dice (D), Coins (E), the King's Shield (F), and the Viking Tokens (G) in the middle of the table *(as shown in the picture on the following page)*.

Every player takes 4 Frame Pieces (H) and creates a frame in front of them. Everyone also takes 4 different District Tiles (I). Every District Tile has a different colored gem in the middle. Each player must take one District Tile of each gem type *(as shown in the picture)*.



Every Viking Token has a Viking symbol on one side and an illustrated Viking standing on a broken 5-Coin on the other, to represent the Invasion.



To build your frame, match the 2 Borders with the same flowers.

Every District Tile includes 16 lots divided by narrow streets. The lots can contain Buildings, Coins, and Viking symbols.



White Gem *Blue Gem* *Purple Gem* *Yellow Gem*

Player Boards Setup

Before starting the game, all players assemble their board together.

Every player's board should present the same arrangement of District Tiles, so every board must be assembled following the same steps.

One at a time, every player picks up one District Tile type and chooses freely its arrangement in one of the four available spaces inside the frame. The direction of the gem's arrow indicates the Tile direction and the color of the arrow *(black or white)* indicates the Tile's side *(front or back)*.

All the other players place the same type of District Tile in the same space, in the same direction, and on the same side in their frames. This continues until all the boards are completed.



In this example, the first player places the White Gem District in the upper-right corner of their frame, with the black arrow pointing up. Everyone else follows suit.

The second player places the Blue Gem District with the black arrow pointing to the right in the upper-left corner, and everyone else matches their placement. This continues until all players have completed their boards with identical Districts in the same sides and positions.

Overview

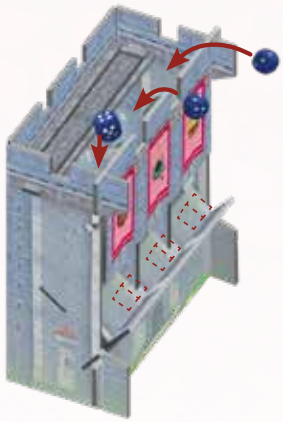
The game is divided into two different rounds, called *Ages*. During each Age the King will decree which buildings are to be included in the City. During every Age, players place the *Wall Pieces* on their board according to the result of the *Building Die*. They need to include the buildings indicated by the King's Dice and to keep out the dangerous *Vikings*. The players who manage to Enclose the city quickly, as well as those who include the most *Coins*, will be rewarded.

How to play

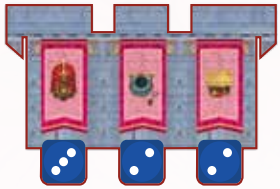
King's Decree

Before starting an Age, put the 3 King's Dice into the Tower randomly, putting each die in a different groove so as to get results in the three specific areas. Each groove must have only one die for the Age to begin.
Dice indicate the buildings that you will have to include in your City during this Age.





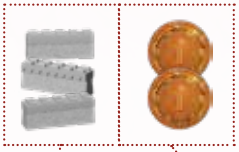
At the beginning of the Age, the King's Decree indicates which buildings have to be included in your City. In this example, the Decree requires 3 Churches, 2 Wells, and 2 Markets.

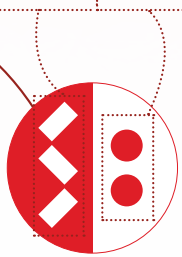


Building the City

The Age is divided into different Construction turns, starting from a player of your choice. Turns follow one another clockwise until all players have Enclosed their Cities.
During your turn, roll the Building Die. *If your city is not Enclosed yet, you have to take the Wall Pieces resulting from the Building Die and put them on your board according to the resulting principles*: see how on the following page.







Every time a Building Die is rolled, you have to place the Wall Pieces on your board only if you have not Enclosed your City yet; otherwise you can collect the coins indicated on the Die (see page 6).

How to Place Wall Pieces

Wall Pieces must be placed along the streets of your board according to the shape indicated by the Building Die. This shape can be both mirrored and rotated.

Wall Pieces can be placed on any open street in your City (ones not already occupied by another Wall Piece). You do not have to place them adjacent to Walls you placed on previous turns. You can only build one set of Walls per turn.

Wall pieces can be placed along the outer edge of your City.

Wall Pieces cannot be placed outside the edge of your City.

Players place their Wall Pieces simultaneously. Don't look at the other players' boards until you have placed your own Wall Pieces.

SPECIAL RULE: a player can choose to place a single Wall Piece rather than the Wall Pieces indicated by the Building Die.

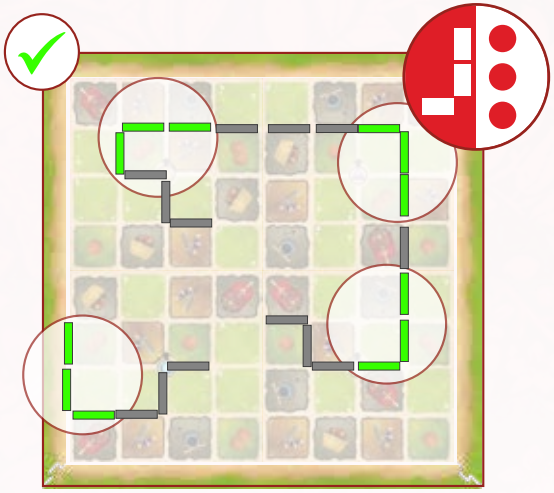
The turn ends when all players have placed their Wall Pieces.
Now you can reroll the Building Die.

Note: although it is unlikely, if the Wall Pieces run out before the end of the Age, you can take already placed Wall Pieces from your City and place them anew according to the rules.

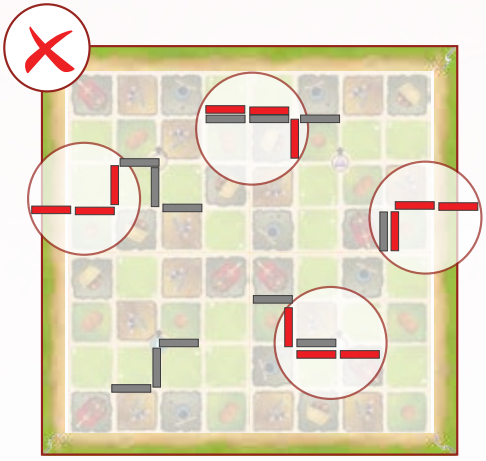
Build Smart!

Try to choose which buildings you want to include in your City at the beginning of the Age. Building without a plan is risky for any architect!

Example: The City is already under construction! Grey lines indicate Wall pieces placed on earlier turns.



The green lines show possible locations for the Walls shown on the Building Die above.



Red lines represent improper placements.

Enclosing the City At the end of any turn, a player can declare their City to be Enclosed by:

- Choosing a row of consecutive Wall Pieces that form a closed perimeter.
- Making sure that within the selected perimeter, there are at least all the buildings indicated by the King's Decree. If this is not the case, the player must continue building their own City.
- Excess Wall pieces that aren't a part of the chosen perimeter are removed from the player's board and returned to the reserve. Wall Pieces outside and inside the city perimeter need to be removed.
- All spaces within the perimeter must have at least one free street connecting them to the rest of the City.

A player that declares their City Enclosed will no longer be able to place Wall pieces during the current Age. When the Building die is rolled, they will instead collect the indicated amount of Coins (1, 2, or 3).

The current Age ends when all players have declared that their City has been Enclosed. Players calculate their City's score, and then the Viking Invasion will take place.

City Score

Players earn a number of Coins based on the lots within their city. They also take a number of Viking tokens equal to the number of Viking symbols within their Enclosed section. Players keep the Viking tokens in front of them, with their Viking symbol faceup.

King's Decree

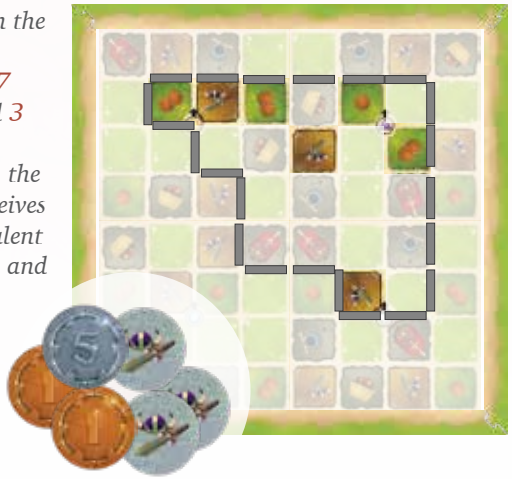


Example: Below is an Enclosed City that contains all of the buildings from the King's Decree. The red lines are the excess Wall pieces not used to form the perimeter, which are all removed from the board. The space to the lower left cannot be included in the perimeter, as it is completely closed off from the rest of the City.



Above is another possible enclosure choice. However, the player chooses not to use it, as it would exclude 3 Coins from the City.

Within the perimeter, there are 7 Coins and 3 Vikings. Therefore, the player receives the equivalent of 7 Coins and 3 Viking Tokens.



Invasion

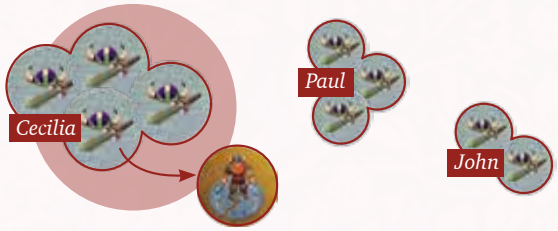
The player with the *most Viking Tokens* at the end of an Age will be invaded!

- Take a Viking Token and flip it on the Invasion symbol side.
- Put all the other owned Viking Tokens in the supply.

Note: In case of a tie for the most Viking Tokens, all those who are tied are invaded.

The players who don't get invaded keep all of their Viking Tokens.

Every Age ends with an Invasion. Remove all of the Wall Pieces from the board and put them back in the supply.
You are now ready to play the second Age.



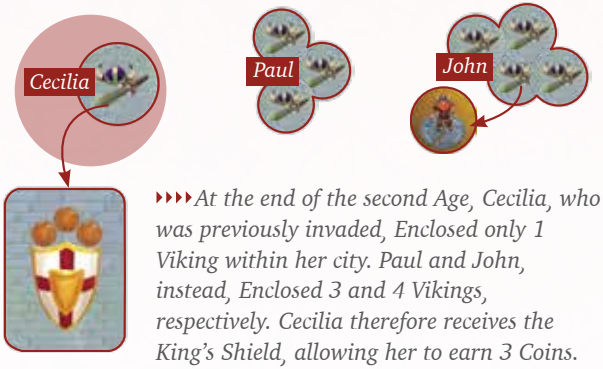
At the end of the first Age, Cecilia Enclosed the highest number of Vikings within her City walls. She, therefore, is Invaded. She flips one Viking Token to its Invasion side and puts all her other Viking Tokens in the reserve.

Attention!

Each Invasion results in a penalty of 5 coins at the end of the game.

The Second Age

Play the second Age exactly like the first, following the phases *King's Decree*, *Building the City*, *City Score*, and *Invasion*. The City Score is performed exactly like in the first Age, with one difference: the player with the least amount of Viking tokens receives the King's Shield. In case of a tie between multiple players, only 1 player receives the King's Shield while the other players receive 3 Coins directly.



At the end of the second Age, Cecilia, who was previously invaded, Enclosed only 1 Viking within her city. Paul and John, instead, Enclosed 3 and 4 Vikings, respectively. Cecilia therefore receives the King's Shield, allowing her to earn 3 Coins. John will, instead, be Invaded.

End of the game

The game ends after the Invasion in the second Age. Each player loses 5 Coins for every Invasion Token they have. The player who received the King's Shield gains 3 Coins. The player with the most Coins wins the game. If there's a tie, tied players share the Victory.

Extra optional rules

- *Perfect Plan* ▸ If, when a player Encloses their City, they don't have to remove any extra Wall Pieces, they gain 2 Coins.
- *The Longest Walls* ▸ The player with the highest number of Wall Pieces in a straight consecutive line earns 3 Coins *(in case of a tie, all tied players earn 3 Coins)*.
- *More Builders* ▸ Every box of *Walls of York* allows 4 people to play, but if you have more than one game box, more people can play! Use only one King's Tower and one set of Dice, join Walls, Coins and Viking Tokens; each player receives the necessary material to build their own board.

Author: Emiliano Venturini
Development: Simone Luciani
Illustrations: Sabrina Miramon
Layout, Graphics and 3D Modeling: Ruslan Audia and Elisabetta Micucci
Editor: Giuliano Acquati
English Rules: Floriana Luciani and Rosita Martini

Wentu would like to thank in particular: Ruggero Ghelfi for his patience and continued support and Paolo Mori for numerous suggestions.
Wentu also thanks the other precious play testers: Ximena Malaga, Michele Landi, Matteo Marenghi, Michele Sommi, Francesco Sirocchi, Manuel Busi, le Giova's Nights di Giovanni Melandri, Valentina Candeli, Benny Chirico, Lumi Joao, Francesca Marenghi, Fabiana Mari, Laura Criscuolo, Filippo "El Moranes" Mora, Ciro Faccioli, Sara Rubino, Carlo Rossi, Elrika de Bruin, Gianfranco "GFB" Buccoliero, Mago G, Gianni Cottogni, and play testers from GiocaTorino.
Simone Luciani would like to thank Samantha Milani, Francesco Luciani, Simone Scalabroni, Roberto Pellei, Martina Priori e Andrea Giuliani, Paolo Toffanello, Daniel Marinangeli, Claudio Ciccalè, Virginio Gigli, Flaminia Brasini, Paolo Mori, Gabriele Ausiello, Tommaso Battista, The Rolling Gamers and Spazio Ludico Associations and the many people who have tested and contributed to the development of the game.

CMON Edition:
Production: Marcela Fabreti (lead), Isadora Leite, Thiago Aranha, Patricia Gil, Thiago Gonçalves, Guilherme Goulart, Aaron Lurie, Renato Sasdelli, Bryan Steele & Safuan Tay
Proofreading: Colin Young & Jason Koepp
Publisher: David Preti

The game in short

1

Prepare the Game Boards

Prepare the game boards: players must all have their boards assembled the same way.



2

Check the King's Decree

Roll the King's Dice in the Tower. They indicate the minimum number of each type of building to be included in your City.



3

Roll the Building Die

Place Wall pieces on your board as indicated on the Building Die. If you have Enclosed your City, instead gain the indicated amount of Coins.



4

Counting and Invasion

Take Coins and Viking tokens equal to the Coin and Viking symbols Enclosed in your City. The player with the highest number of Vikings is Invaded.

