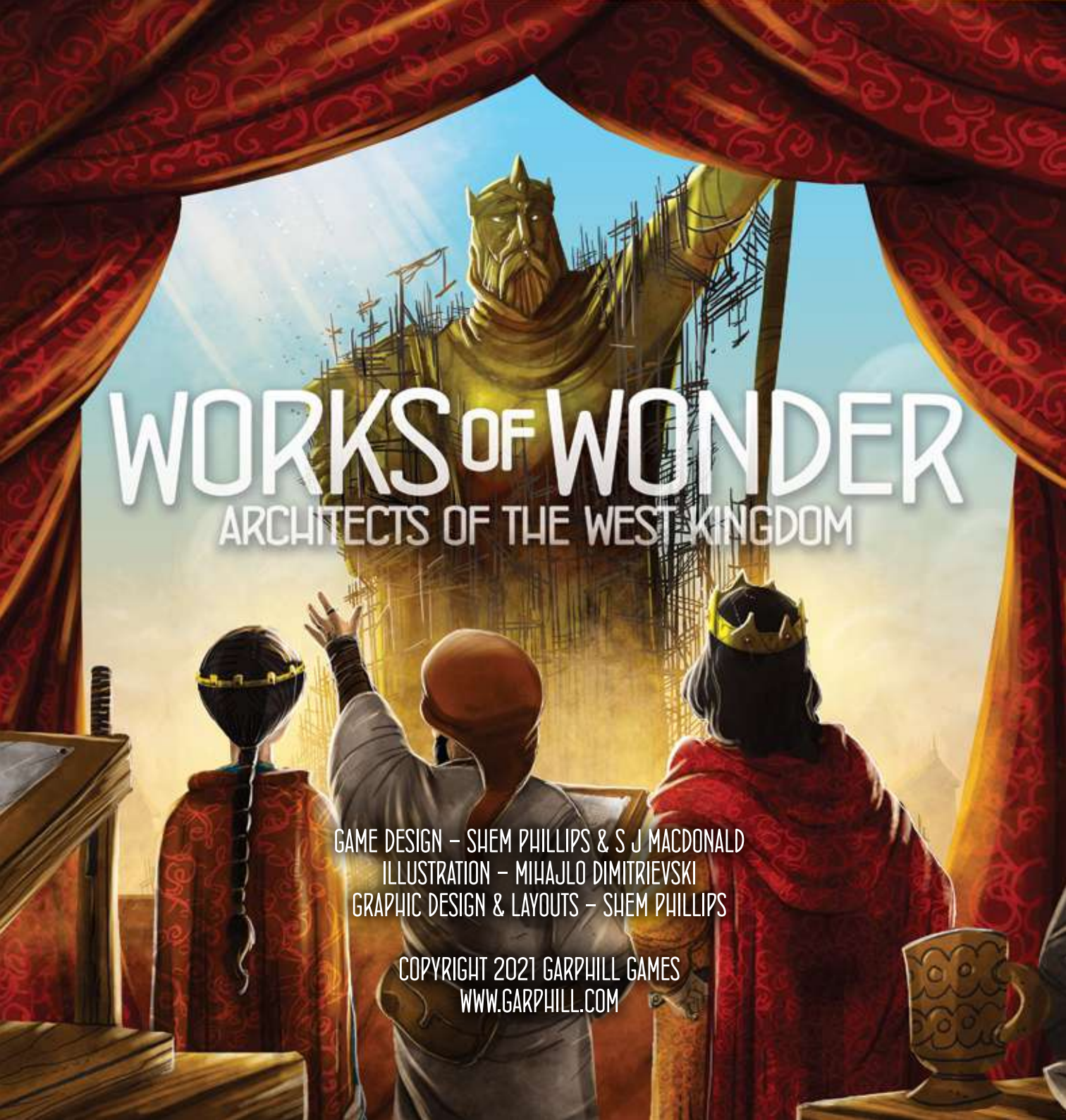

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INTRODUCTION

In Architects of the West Kingdom: Works of Wonder, builders from far and wide have travelled to partake in the King's latest endeavour - five glorious monuments to beautify the city. However, not just any architect can be entrusted with such a task. Only those of influence and charitable reputation shall receive this great honour. Will you accompany the Princess as she surveys the projects, or rally support from the elusive Profiteer?

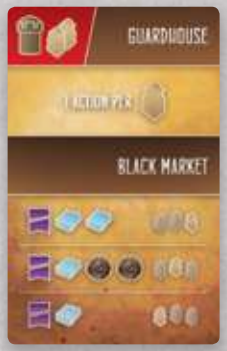
COMPONENTS

12 Reward Cards *(Marked with a)*

24 Apprentice Cards *(Marked with a)*

5 Wonder Cards

24 Building Cards *(Marked with a)*



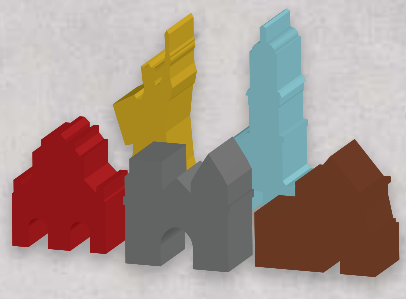
24 Scheme Cards *(For Solo Play)*

1 Scheme Card *(For Tomesaga)*

1 Influence Board

1 Princess

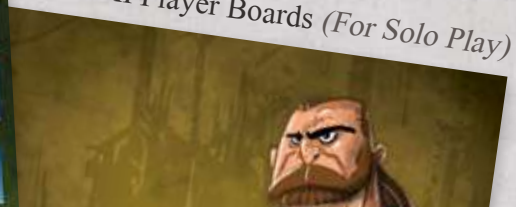
1 Profiteer



5 Wonder Tokens

7 Contribution/ Consequence Cards

6 Player Boards and 3 AI Player Boards *(For Solo Play)*



1 Resource Marker *(For Solo Play)*

6 Player Markers

SETUP

Setup Architects of the West Kingdom as described in the original rulebook, with the following changes:

1. Place the Influence Board alongside the right edge of the Main Board.

2. When preparing the Apprentice, Building and Reward Card draw piles, shuffle the new expansion cards into their respective piles. The Apprentice Draw Pile can now be kept on the bottom-right space of the Influence Board. When revealing Apprentice Cards, 2 additional cards should be placed faceup on the indicated spaces of the Influence Board *(there are now always 10 faceup Apprentices available).* Rather than removing any Reward Cards for varying player counts, ensure that all available Reward Cards are placed onto their space of the Main Board.

3. There are now 6 more Player Boards available. When using the Variable Setup, the player with the highest Virtue becomes the starting player. In the case of a tie, the tied player with the highest Influence goes first. Each player places their extra Player Marker on the indicated space of the Influence Track *(0, unless otherwise stated on Player Boards).*

4. In reverse turn order, each player hires *(at no cost)*, 1 faceup Apprentice from the 10 available. Once all players have chosen a starting Apprentice, slide all remaining cards to the left and reveal new Apprentice Cards to fill the empty spaces. This should be done before players draft Building Cards.

5. Place the 5 Wonder Cards with their matching Wonder Tokens alongside the Main Board.

6. Shuffle the Contribution/Consequence Cards, placing them “Contribution” side faceup on the indicated space at the top of the Influence Board. Turn over the top card and place it “Consequence” side faceup in the empty space below the images of the Princess and the Profiteer. Place the Princess at the location indicated on the right side of the Consequence Card and the Profiteer at the location indicated on the left side.

Not only will players need to keep a watchful eye on their Virtue, but now also on their Influence. Players can gain Influence by various means and may spend it to construct Wonders, or to forgo spending Silver or losing Virtue. At the end of the game, the player with the most Influence will be rewarded with 4 Gold. Any time players gain Influence, they must move their Player Marker up the Influence Track. Likewise, it must be moved down as they spend Influence. Players can never have more than 12 Influence and never drop below 0.

There are 2 spaces on the Influence Track that immediately reward players with a card from the top of the Building Card Draw Pile. This may be triggered multiple times throughout the game by each player *(whenever their Player Marker moves up from 4 to 5 Influence, or from 8 to 9).*

For example, if the Red Player was to gain 1 Influence, they would move their Player Marker up 1 space and gain 1 Building Card.

At any point in the game, players may willingly lose 2 Influence in place of spending up to 2 Silver *(not Tax),* or to avoid losing 1 Virtue. They may also choose to lose 4 Influence in place of spending 1 Gold or 1 Marble. They may do this multiple times in a single turn. Players are reminded of these abilities above the Apprentice Draw Pile on the Influence Board.

For example, when placing their Worker at the middle Black Market space, the Red Player could choose to lose a total of 4 Influence to avoid losing 1 Virtue and 2 Silver.

These abilities cannot be used for making Contributions *(see next page),* as they require players to place physical resources from their personal supplies. If losing 2 Influence to avoid spending 2 Silver, players may use that across 2 actions. *Such as for using a Merchant at the King's Storehouse to make multiple trades (each trade requiring a single Silver).*

THE PRINCESS AND THE PROFITEER

Despite their contrasting methods, the Princess and the Profiteer are the best source of Influence within the city.

Any time players place a Worker at the same location as the Princess, they may make 1 Contribution. This may be done at any point during their turn, but not in the middle of resolving an action. Also, any time players capture any number of opposing Workers from the Princess's location, they lose exactly 1 Virtue.

Any time players place a Worker at the same location as the Profiteer, they gain 1 Influence. This may be gained at any point during their turn, but not in the middle of resolving an action. Also, any time players capture any number of opposing Workers from the Profiteer's location, they gain exactly 1 Virtue.

CONTRIBUTIONS

Players may always make a single Contribution when placing a Worker at the Princess's location. Players may collectively Contribute 1 of each resource type towards the construction of the Wonders. Once a particular resource has been placed on the current Contribute Card, it cannot be placed again *(until a Black Market Reset occurs).* To make a Contribution, players must place a resource from their supply, onto the Contribution Card. They immediately gain the rewards shown below that specific resource.

For example, we can see here that Clay, Stone and Gold have already been placed on this card. Therefore, players may Contribute 1 Wood to gain 2 Influence, or 1 Marble to gain 2 Influence and 1 Reward Card.

BLACK MARKET RESET

Black Market Resets can now also be triggered if there are ever 5 resources placed on the Contribution Card. Regardless of how a Black Market Reset is triggered, players should resolve each step in the following order:

1. All Workers currently in the Black Market are sent to Prison.

2. The top Small Market Card *(left)* is turned over and placed on top the Large Market Card *(right)*. Should there ever be no cards left in the Small Market Pile to turn over during a reset, take all the cards from the Large Market Pile and shuffle them to form a new Small Market Pile.

3. Players with Street Urchin and Aristocrat Apprentices resolve their effects.

4. All players with 1 or more Workers at the Profiteer's location follow the steps outlined on the faceup Consequence Card *(gaining a Debt or Influence, or Virtue loss, and all Workers at that location being sent to Prison).*

5. The player *(or players)* with the most Workers at the Princess's location gains the reward indicated on the faceup Consequence Card. If no players have any Workers at this location, no one gains the reward. If multiple players are tied for the most, they should gain their rewards in turn order, going clockwise from the player who triggered the reset.

6. All resources on the Contribution Card are moved to their corresponding Wonder Cards *(Clay placed on the Clay Wonder Card, Wood on the Wood Card, etc).* If a Wonder has already been built, its matching resource from Contributions should just be returned to the Main Supply at this point.

7. Turn over the top Contribution Card, placing it "Consequence" side faceup, on top of any previous Consequence Cards. Should there ever be no cards left in the Contribution Pile to turn over during a reset, shuffle all Contribution/Consequence Cards together and reset both piles as during Setup.

8. Move the Profiteer and Princess to their new locations, as indicated on the faceup Consequence Card.

9. Players with any Black Market Reset based Apprentices may now take their actions in any chosen order. *Remember that the Street Urchin and Aristocrat should to be resolved in step 3.*

10. All players with 3 or more Workers in Prison lose 1 Virtue.

11. The player *(or players)* with the most Workers in Prison gains 1 Debt Card, placing it "unpaid" side faceup in front of them. If no players have any Workers in the Prison, no one gains a Debt Card.

Note: In some rare cases, it is possible to trigger more than 1 Black Market Reset in a single turn. If this ever happens, players should only resolve it once.

CONSTRUCTING WONDERS

For all intents and purposes, Wonders are Buildings. Rather than constructing a Building Plan from their hands at the Guildhall, players may choose to complete a Wonder. Each Wonder is tied to 1 of the 5 resources in the game. It is recommended to lay out the Wonder Cards and Tokens alongside the Main Board in the order shown below *(from the most-Influence required, to the least).*

Each Wonder requires a number of resources, Influence and Tax to be spent. As outlined in step 6 on the previous page, all resources from Contribution Cards are moved onto Wonder Cards during each Black Market Reset. Each resource placed on a Wonder Card reduces its resource cost by 1.

For example, the Stone Wonder requires 5 Influence and 3 Tax. It also requires 14 Stone. However, if there were already 3 Stone on that Wonder Card from Contributions, it would only cost players 11 Stone to construct.

Constructed Wonders should be placed in front of the player who built them, alongside any other Buildings they may have. Any resources on Wonder Cards must be returned to the supply. All constructed Wonders immediately reward 2 Virtue. After doing all this, players should place the corresponding Wonder Token onto 1 of the following locations: King's Storehouse, Town Centre, Workshop, Silversmith, Quarry, Forest or Guardhouse. They may not be placed at the Mines, Guildhall, Black Market or Tax Stand.
There may never be more than 1 Wonder at a single location.

VISITING WONDERS

Constructed Wonders give their owners an additional benefit at their location. Any time players place a Worker at the same location as 1 of their Wonders, they may either act as if they had 1 additional Worker there, or gain 1 Influence. There are no benefits or negative effects when placing Workers at locations with opposing players' Wonders.

When resolving the Princess and Profiteer locations during a Black Market Reset, Wonders do not count as extra Workers.

END-GAME SCORING

The game ends in the same way as the original game. After all players have resolved any end-game Virtue losses *(potentially losing Influence instead)*, the player with the most Influence gains 4 Gold from the supply. In the case of a tie, the tied players split the 4 Gold between them as evenly as possible. When calculating Victory Points from Buildings, players should remember to include any Wonders they constructed.

SOLO VARIANT: SETUP

Works of Wonder includes an entirely new Solo Variant for Architects of the West Kingdom. To set up the Solo Variant, set up the game just as you would for 2 players, with a few adjustments:

1. Rather than 1 of the regular Player Boards, give your opponent 1 of the new AI Player Boards. They are double-sided, offering 6 unique opponents to compete against. Assign them a player colour, giving them 20 Workers and 3 Player Markers for their Virtue, Cathedral and Influence. Note their starting Virtue and Influence on their Player Board. Place the AI Resource Marker on the left-most space of the Resource Track. Do not give them any Silver, Building Cards or Apprentice Cards.

2. Separate Starting Scheme Cards *(brown headers)* from their Future Scheme Cards *(black headers)*. If you are not using the Age of Artisans expansion, be sure to remove the 2 associated Scheme Cards marked by a in their bottom-right corner. Shuffle the Starting Scheme Cards and place them in a facedown Draw Pile next to their Player Board. Shuffle the Future Scheme Cards and place them in a facedown Draw Pile, off to the side of the playing area. You will only draw these when instructed to.

3. For this variant, it is recommended to use the Variable Setup. Be sure to draft 1 starting Apprentice as well. After this, deal yourself 5 Building Cards. Choose 3 to keep and discard the other 2.

SOLO VARIANT: SCHEME CARDS

You will always take your turn first, followed by your opponent. Your turns function just as they would in the standard game. Your opponent's turns operate differently. On their turn, reveal the top card from the Scheme Card Draw Pile. If the Scheme Draw Pile ever runs out, shuffle all discards to form a new Draw Pile.
They will always aim to place a single Worker on their turn. Some Scheme Cards list only a single option, while others have 2 possible locations and other choices to resolve. If a Scheme Card has 2 locations, the AI will place their Worker at the top 1, but only if the clause *(in red)* is true. If it is false, they will instead place their Worker at the bottom location.

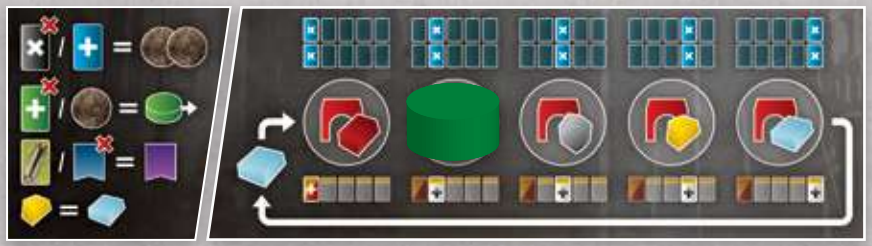
For example, the AI wants to place a Worker at the Guardhouse, but only if they have at least 2 of their own Workers in Prison. If this is not true, they will instead place a Worker at the Black Market. This section has 3 options. They will always take the top-most available action of those listed.

- The AI always gains 1 Influence when placing a Worker at the Profiteer's location, but only Contributes at the Princess's location if instructed to do so.
- If specifically instructed to place a Worker at the Princess's location, they only make a single Contribution *(they do not take any other actions tied to that location).* They always gain the indicated Influence and Virtue when making Contributions.
- The AI always loses/gains Virtue when capturing opposing Workers from the Princess's/Profiteer's locations *(just like a player would).*

SOLO VARIANT: RESOURCE TRACK

The Resource Track drives a lot of the AI's decisions and slowly accumulates Marble for end-game scoring and constructing Wonders. Any time the AI is instructed to gain Silver, it instead moves its Resource Marker 1 space to the right *(1 space per Silver)*. If moving from the right-most space, it returns to the left-most space and the AI gains 1 Marble from the Main Supply.

Other than spending Marble to construct Wonders, the AI never spends resources. If it is ever instructed to Contribute resources, or add Tax to the Tax Stand, this always comes from the Main Supply.



The Resource Track also determines which Apprentices, Contributions, Wonders and Adornments *(Age of Artisans)* the AI will target if instructed to do so. Note that the left-most spot for Adornment targets the Craft Card Draw Pile (*randomly drawn from the top).*

- If the AI is instructed to destroy a Debt that they don't have, or to gain an Apprentice, they gain 2 Silver instead *(moving their Resource Marker 2 spaces along their Resource Track).*
- If they are instructed to add a Future Scheme Card to their Scheme Discard Pile, but the Draw Pile is empty, or if they gain Silver by any means, they instead move their Resource Marker 1 space along their Resource Track.
- Any time they would gain a Reward Card, or gain Influence while they are at the top of the Influence Track, they instead gain 1 Virtue.
- Any time they are instructed to gain Gold, they instead gain Marble.

The AI is always able to access the Black Market and work on the Cathedral, regardless of their position on the Virtue Track.

If the AI is given the choice of 2 options for a reward from the Princess, they will first attempt to take the left option. If that is not possible, they will take the right option.

There are 4 "Market" Building Cards, which score additional VP for having the most of a particular resource at the game's end. As the AI does not collect these resources, players should instead compare their resources against the AI's Influence at the end of the game.

In order to construct a Wonder, the AI must spend a number of Influence and Marble. The sum of these must equal 10. The Influence they spend is identical to what players spend *(printed on each Wonder Card).* They always pay the difference in Marble, making up the total value of 10.

If the AI can afford more than 1 available Wonder, they will use their Resource Track to determine which Wonder they will construct. This should match the resource type: *For example, the left-most space shows Clay, so they would construct the Clay Wonder.* If that Wonder is not available, or they can't afford it, they will focus on the next Wonder to the right, wrapping back around to Clay Wonder if needed.

Influence is spent by moving their Player Marker down the Influence Track and Marble is spent from their supply, back to the Main Supply. The AI does not gain any discount for Contributed resources on Wonder Cards. Also add the indicated Tax from Wonders to the Tax Stand *(from the Main Supply).*

After constructing a Wonder, the AI immediately gains 2 Virtue. Place the Wonder Card alongside their Player Board. Take the corresponding Wonder Token and place it on their chosen location, following the priority list along the bottom of their Player Board. When placing Workers at their constructed Wonders, the AI only gains the left benefit of their Wonder Card *(acting as if they have 1 additional Worker present).*

For example, the AI has revealed their Guildhall Starting Scheme Card. After placing a Worker in the Guildhall, they try to construct a Wonder. They have 6 Influence and 5 Marble. With this they can afford to construct both the Wood and Stone Wonders. Their Resource Marker is currently sitting on the Wood space, so that is the Wonder they will construct. They pay 6 Influence and 4 Marble to the Main Supply (sum of 10), add 4 Tax to the Tax Stand and gain 2 Virtue. Their first priority for placing their Wonder is at the Town Centre (1). However, there is already a Wonder here, so they instead place it at the Silversmith (2).

In the example above, if they could not afford to construct a Wonder, they would instead work on the Cathedral. If this also was not possible, they would gain 4 Marble.

SOLO VARIANT: CAPTURING AND GUARDHOUSE ACTIONS

For each capture action, the AI captures 1 group of opposing Workers *(of 1 player)* from a single location. With multiple capture actions, they may capture from multiple locations *(they are not limited like human players).* They always target the location with the most Workers. If tied, they follow the priority order along the bottom of their Player Board. Regardless of how many captures they make, they only ever add 1 Silver to the Tax Stand.

For example, the AI has 3 captures to make. There are 3 opposing Workers each at the Town Centre, Quarry, Silversmith and Mines. The Princess is also at the Silversmith, so that will be their first capture. Next, they will target the Mines, followed by the Town Centre.

If using the AI with 2 or more human players in the game, they still target individual groups of the most Workers *(not necessarily locations with the most total opposing Workers).* In the rare case that the AI is targeting a location where 2 or more players have an equal amount of Workers, but the AI does not have enough actions to capture them all, they will in fact, do just that.

For example, if they only had 1 capture action and 2 players had 4 Workers on the Forest *(both being "the most")*, they would capture all 8 Workers as a single action.

When taking actions at the Guardhouse, the AI always aims to fulfill the top-most action on their Player Board before moving on to the next. Both the bottom 2 actions may be taken multiple times if they have the actions to do so. However, they won't move on to action 5 if they still have more Debts to flip.

For example, the AI has 4 actions to take and 3 unpaid Debts. They have no Workers in Prison, no captured Workers and none of their Workers are captured by other players. Therefore, they will flip all 3 Debts (adding 9 Tax and gaining 3 Virtue), then with their 4th action, gain 1 Future Scheme Card.

SOLO VARIANT: ICONOGRAPHY

Focus - See AI Player Board for instructions.

Place a Worker at the Princess's location.

Move 1 level up the Cathedral and gain 1 Virtue *(rather than a Reward Card)*.

Gain 1 Future Scheme Card, adding it to the AI's Scheme Discard Pile.

Turn over and resolve the next Scheme Card

Return all Tax to the Main Supply and gain Silver equal to that amount.

Remove 2 Apprentices. The position of the Resource Tracker indicates which cards to remove.

Contribute. The AI will always contribute using resources from the Main Supply. The position of the Resource Tracker indicates which resource they will Contribute. If blocked, they will do the next resource to the right, wrapping back around to Clay if needed.

Gain 1 Adornment *(Age of Artisans)*. The position of the Resource Tracker indicates which card they collect. Note: Unlike the original Solo Variant, the AI does not gain an Adornment each time they place a Worker in the Guildhall. They ignore all immediate effects on Adornments.

Place a Worker at the indicated location if:

There are 3 or 4 Workers of a single opponent at any location.

There is at least 4 or 8 Tax in the Tax Stand.

The AI has any number of captured Workers.

The AI has at least 2 of their Workers in Prison.

The AI has more Workers than any other player at the Princess's location.

The AI can successfully construct a Wonder or work on the Cathedral.

The AI can work on the Cathedral and has 9 Virtue or less.

The AI can work on the Cathedral and has no cards left in their Future Scheme Draw Pile.

The AI has 5 Influence or less.

The AI can stack a Worker in the Guildhall *(Age of Artisans)*.

SOLO VARIANT: AI OPPONENTS

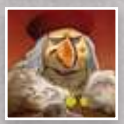
Aristocrat
Focus: Princess's location. Make a Contribution and gain 1 Future Scheme Card.
Power: 2 Fewer Marble are required to construct each Wonder.

Enforcer
Focus: Town Centre. Send captured Workers to Prison, or add 1 Tax and make 1 capture per Worker.
Power: Gain 1 Marble when sending captured Workers to Prison.

Illusionist
Focus: Black Market.
Power: Do not lose Virtue when placing Workers at the Black Market.

Meddler
Focus: Workshop. Remove 2 Apprentices, gain 2 Tax and gain 2 Future Scheme Cards.
Power: Make 1 capture after constructing a Wonder or advancing work on the Cathedral.

Patron
Focus: King's Storehouse. Gain 1 Marble for every 2 Workers, or gain 1 Virtue with only 1 Worker.
Power: Gain 1 Influence when placing Workers at the King's Storehouse.



Peddler
Focus: Silversmith. Gain 1 Silver, plus 1 additional Silver per Worker.
Power: Gain 1 Influence and 2 Silver at each Black Market Reset.

SOLO & CO-OP VARIANTS: END-GAME SCORING

Solo: The AI scores VP for their Wonders, work on the Cathedral, Virtue, and Marble. They also lose VP for unpaid Debts and Workers in Prison, just like human players. If playing with Age of Artisans, they also score VP for their Adornments.

Co-op: At the end of the game, the player with the most Influence only gains 4 Gold if they have more than 8 Influence. Place 1 of the Overlord Player Markers from Tomesaga on the Influence Track to remind players of this during the game.

Aristocrat
Gain the indicated resources if you have at least 1 Worker at the Princess's location during each Black Market Reset.

Benefactor
As an action at the King's Storehouse you may lose 1 Stone, Wood or Clay to gain 1 Influence.

Charlatan
You may always lose 1 Influence to ignore spending 1 of the indicated resource for any purposes. This may be done multiple times in a single turn.

Chevalier / Diplomat
Gain 1 Influence when placing a Worker at the indicated location.

Financer / Tinker
As an action at the King's Storehouse you may lose the resources on the left to gain those on the right.

Journeyman
Gain the indicated reward when constructing a Building *(this includes Wonders).*

Racketeer
Any time you gain a Debt, also gain 1 Influence.

Street Urchin
Gain the indicated resources if you have at least 1 Worker at the Profiteer's location during each Black Market Reset.

Arena, Baths, Courthouse, Podium, Stocks
Immediately gain the indicated reward or action.

Monastery
Immediately gain 1 Influence for each level you have worked on the Cathedral.

Abbey, Studio
All players immediately gain the indicated reward *(free Workers from Prison or 1 Building Card).*

Carpenter's Hall, Mason's Hall, Tiler's Hall
Gain Virtue at the game's end for each Apprentice you have with the corresponding Skill.

Stronghold
Free all your Workers from Prison at the game's end.

Depot, Jail, Lodge, Mill, Minter, Theatre
Immediately place a Worker at the indicated location and resolve that location as normal.

Manor, Mansion, Outpost, Vault, Wall
Gain Virtue or VPs at the game's end, based on the indicated conditions *(the Wall is for each pair of Building and level on the Cathedral).*

School
Immediately remove the 8 left-most Apprentices from the Main Board, shift the remaining 2 to the left, refilling the empty spaces, then hiring any 1 available Apprentice for free.

NEW PLAYER BOARDS

Arnulf begins the game with 3 Workers in Prison, 4 Silver, 6 Virtue, 0 Influence and 3 Clay. He also counts the Princess like 1 of his Workers when placing Workers at her location.

Charles begins the game with no Workers in Prison, 3 Silver, 8 Virtue, 3 Influence and 2 Wood. He also gains 1 Silver each time he places a Worker at the Profiteer's location.

Clotilde begins the game with no Workers in Prison, 0 Silver, 13 Virtue, 1 Influence and 1 Debt. She also gains 1 Clay any time she loses a Virtue.

Isabette begins the game with 5 Workers in Prison, 7 Silver, 4 Virtue, 2 Influence and 1 Building Card. She also gains 1 Marble each time she gains an Apprentice *(including during the initial draft).*

Louis begins the game with 13 Workers in Prison, 11 Silver, 2 Virtue, 2 Influence and 1 Gold. He may always spend 2 Silver to ignore losing Influence. In addition to this, he can always work on the Cathedral, regardless of his Virtue.

Zesiro begins the game with no Workers in Prison, 2 Silver, 10 Virtue, 1 Influence and 2 Stone. He gains 1 Influence when constructing a Building or working on the Cathedral. In addition to this, he can always access the Black Market, regardless of his Virtue.

BLACK MARKET RESET – QUICK REFERENCE

1. Workers in the Black Market go to Prison
2. Refresh Black Market Cards
3. Resolve Street Urchin and Aristocrat Apprentices
4. Resolve Profiteer Consequence
5. Resolve Princess Consequence
6. Contributed resources are moved to Wonders
7. Refresh Contribution/Consequence Cards
8. Move the Princess and the Profiteer
9. Resolve relevant Apprentices
10. All players with 3 or more Workers in Prison lose 1 Virtue
11. The players with the most Workers in Prison gain 1 Debt