

# Rise to Nobility

The Future of The Five Realms



In the Pale Moonlight

# SETUP CHANGES

- Place the Game Board on its Night side
- Use the Building tiles on their Night side
- Set the Player Boards on their Night side
- Place the Score markers of all players on 12 VP on the score board
- Place the Nobility markers of all players at 1  on the Nobility Track.



# Character cards changes

- Place 1 of each of the 6 resources in the bag. In clockwise order the players draw one resource from the bag determining which Guild they have ownership of.
- Place one of your Meeples on the Guild's banner to indicate that is yours. That meeple becomes the Guild Keeper. (as shown on the picture below)
- Each player chooses 1 of the 2 Character cards associated with that Guild. Place the rest back in the box. NOTE: The Blacksmiths Guild has 3 characters (Nya, Xavion and Bogrod). Remove one randomly from the game so each Guild has 2 characters associated with it.
- Since each player is starting above the Purple shield on the Nobility track, that means their **Character's benefit is unlocked from the start of the game and they gain the Character's rewards immediately.**
- Return the resources drawn (and any leftovers from the bag) into the general supply.
- Fill the bag with Buildings just as in the normal mode. Add the dice tiles too if playing with the Chancery.



# Rules Changes

## Guilds

### Place workers:

- Some of the die slots in the Guilds allow you to place Workers (meeples) as Apprentices in the Guild or transfer Apprentices from another Guild. In Rise to Nobility: In the Pale Moonlight, with this action, **you can transfer other players' Apprentices from another Guild.**
- When you place a die that allows you to place Apprentices, you can choose to place your Workers in the Guild, or transfer yours and/or other player's Apprentices from another Guild. The total of Apprentices you can place or transfer cannot exceed the number of meeples shown on the die slot.
- If you choose to transfer other player's Apprentice/s, they can choose to refuse the transfer by decreasing their reputation by 1.

### **You cannot transfer a Guild keeper to another Guild.**

*Example 1: Will, places a (die) 1 in the Scholars Guild. He buys 1 Good from there and transfers Kate's Apprentice (yellow player) from the Carpenters Guild, and Mike's Apprentice (red player) from the Blacksmiths Guild into the Scholars Guild. The Scholars Guild now has 4 meeples and Kate's and Mike's income will be reduced because of this action by Will.*

*Example 2: Will places a (die) 3 in the Merchants Guild and wants to transfer Sarah's Apprentice (blue player) there from the Artists Guild. However, Sarah really wants to stay there because she wants to buy a Workshop for the Artists Guild, so she decreases her Reputation by 1 thus preventing Will to transfer her Apprentice to the Merchants Guild. Will now cannot choose to transfer another players' meeple since he wasted his action trying to transfer Sarah's Apprentice.*

Example 1



Example 2



## Buying and placing Workshops

Each player starts with his own Guild, which was determined during the setup of the game.

If you manage to maintain ownership of the Guild throughout the game you will score additional VP at the end of the game. The ownership of the Guild is represented by the Guild Keeper placed on the Guild's banner.

If you place a Workshop in your own Guild you don't move on the Nobility track or score VP because you start the game at 12 VP and 1 on the Nobility track which represents that you already have all the VP and Nobility stars that the Guild offers. By placing workshops in your Guild, you are just protecting the scored points and Nobility, and also securing your ownership.

If another player choose to place a Workshop in your Guild:

- They move as many spaces up on the Nobility track as there are stars on the Workshop slot
- They gain the number of VP shown on the Workshop slot
- You go down as many spaces on the Nobility track as there are stars on the Workshop slot
- You lose the number of VP shown on the Workshop slot

You can take over another player's starting Guild.

To claim ownership of a Guild you must have the majority of Workshops placed there at the end of the game. If there is a tie in your starting Guild, you maintain the ownership. If there is a tie in the other Guilds, no one owns that Guild.

**At the end of the game score 7 VP for each Guild you own.**

NOTE: Rise to Nobility: In the Pale Moonlight variant is compatible with The Chancery expansion and for 2-6 player games. This variant cannot be played in Solo mode.

## 2 Player Games

### Setup changes

- Everything is the same as mentioned above, except you don't place a Workshop on the second slot in your Starting Guild.

