

Challenge 11: CHRISTMAS HOLIDAYS

13/12/2021

Difficulty:



Champagne is in an excellent economic situation. The harvests this year have been good, the fairs have paid off, and there is little conflict. The Counts of Champagne are keen to share it with the most deserving barons and baronesses who will be invited to feast. Those who have best contributed to the development of their lands in military, economic and religious terms will even have the privilege of choosing the rewards.



SETUP



Arrange the 9 square tiles randomly. Place the 8 Banquet and Raid tiles next to the playing area with the Banquet side up.



SOLO GAME

From the third day, before step 2 (Resolve the event) of each half-day, check the position of the black die:

- If the black die is placed on a red square and you have constructed at least 3 buildings in your red district (prestige and work buildings), designate a banquet tile. You can enjoy its effect until the end of the current half day.
- If the black die is placed on a yellow square and you have constructed at least 3 buildings in your yellow district (prestige and work buildings), designate a banquet tile. You can enjoy its effect until the end of the current half day.
- If the black die is placed on a white square and you have constructed at least 3 buildings in your white district (prestige and work buildings), designate a banquet tile. You can enjoy its effect until the end of the current half day.

During Phase 1 (Roll the Dice) of each half day, roll all dice as normal.



PLAYING THE GAME (2 to 4 players)

SPECIAL RULE:

From the third day, before step 2 (Resolve the event) of each half-day, check the position of the black die:

- If the black die is placed on a red square, the player who has built the most buildings in his red district (prestige and work buildings) designates a banquet tile. Until the end of the current half day, all players can benefit from the effect of this banquet tile.

If multiple players have constructed the same number of buildings in their red districts, the player with the most influence wins the tie (if the tie remains, no one benefits from this effect).

- If the black die is placed on a yellow square, the player who has built the most buildings in his yellow district (prestige and work buildings) designates a banquet tile. Until the end of the current half day, all players can benefit from the effect of this banquet tile.

If more than one player has constructed the same number of buildings in their yellow districts, the player with the most deniers wins the tie (if the tie remains, no one benefits from this effect).

- If the black die is placed on a white square, the player who has built the most buildings in his white district (prestige and work buildings) designates a banquet tile. Until the end of the current half day, all players can benefit from the effect of this banquet tile.

If multiple players have constructed the same number of buildings in their white districts, the player with the most knowledge wins the tie (if the tie remains, no one benefits from this effect).

During Phase 1 (Roll the Dice) of each half day, roll all dice as normal.

Scores to beat on solo game (First game/Best score)

Alain : 81/81 ♦ Xavier : 63/74 ♦ Sébastien : 70/70



Croques Die

