

Lord of the Manor



Medieval Manor

by Lloyd "Warpspawn Games" Krassner © 2008
Game pieces by Peter "Curufea" Cobcroft



Castle



Castle





C
food

A
food

C
food

A
food

C
food

A
food

C
food

A
food



C
food

A
food

C
food

A
food

C
food

A
food

C
food

A
food

VP
II

VP
II

VP
II

VP
II

VP
II

VP
II

VP
II

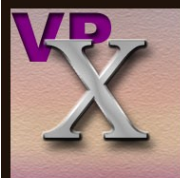
VP
II

VP
II

VP
II

VP
II

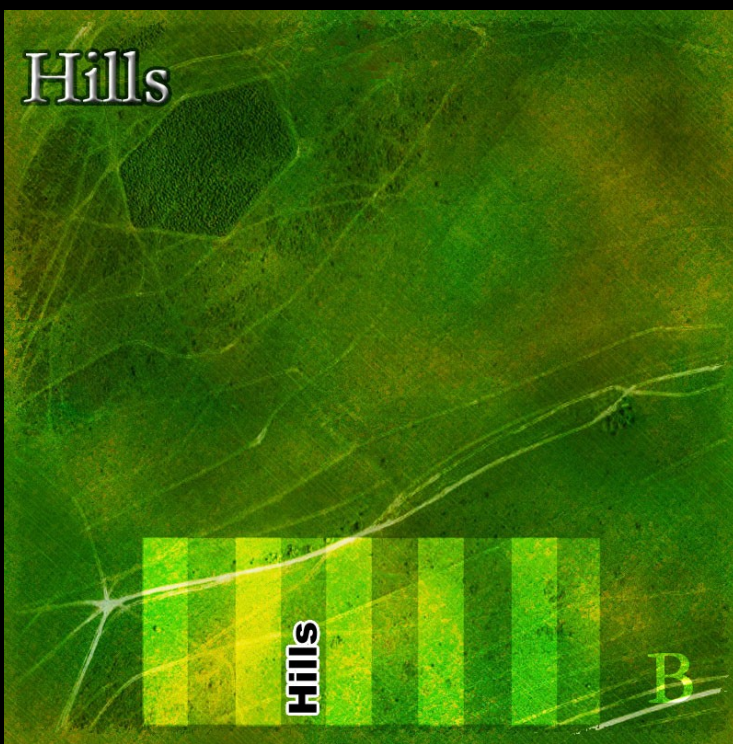
VP
II



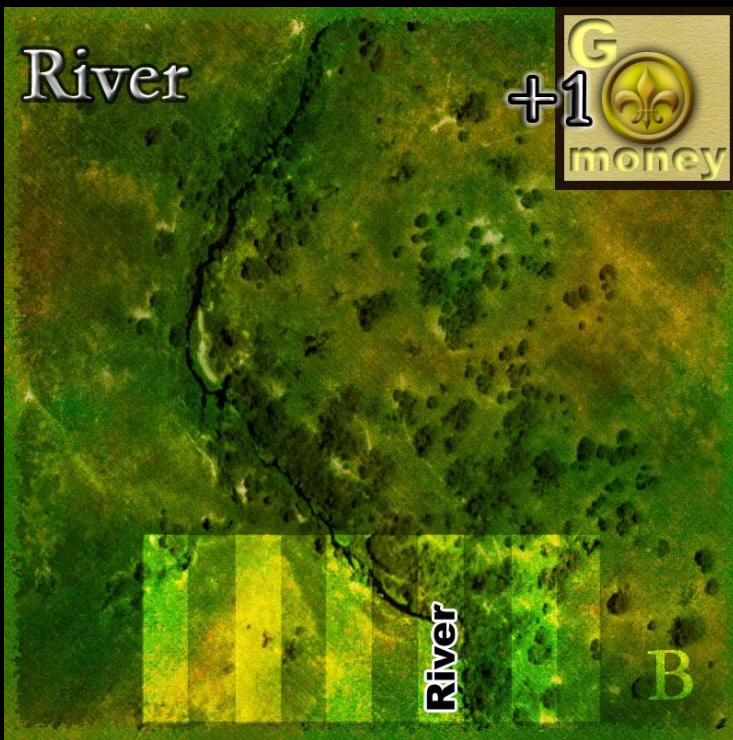




Hills



River



Legend



Gain 2 Crops



Convert a Crop and an Animal to a Victory Point



Costs 2 less M oney (Gold or Resources) to build this Upgrade



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Draw an extra card in the next Draw Phase



Lose a Victory Point



This Bounty card counts as Compost and Fodder

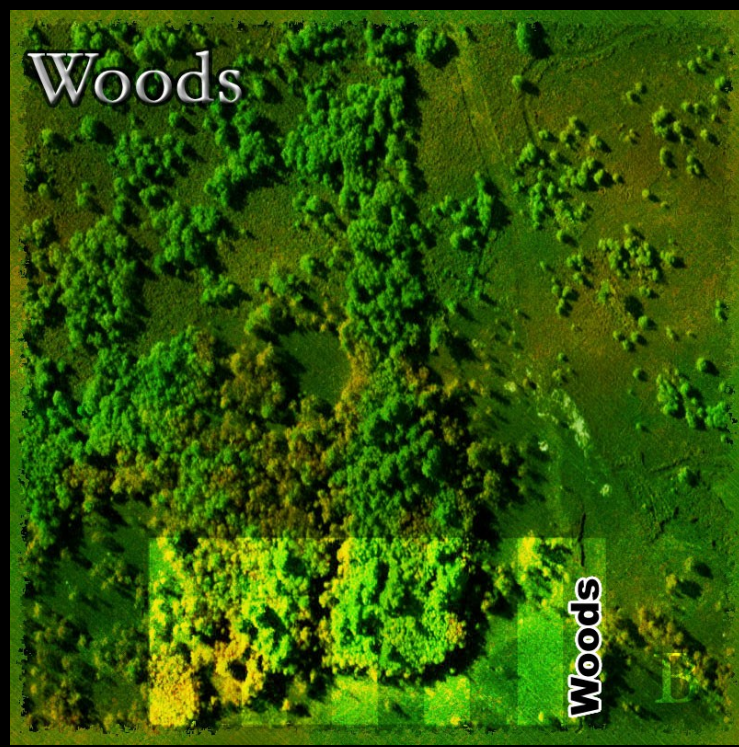
TURN SEQUENCE

Each turn has 6 Phases:

1. Draw Phase
2. Trade Phase
3. Work Phase
4. Upgrade Phase
5. Feeding Phase
6. End Phase



Woods



Woods

Legend



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Irrigated Field



Fields



Hunting Grounds



Woods



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4. Upgrade Phase
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6. End Phase

Mountains



Hills

Forest



Woods

Legend



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