
















King's Gate Special Tiles	
Name	Ability
 Tavern	The tavern has a value of 0. You may play this in addition to another tile.
 House	You may play this in addition to another house tile.
 Barracks	The barracks cannot be covered.
 Dragon	The dragon covers an opponent's tile; discard both. You may play this in addition to another tile.
 Character	A tile with a character on it cannot be covered. (See special character abilities below)






King's Gate Locations		
#	Points	Characters / Special
①	② ② ①	King: Make black to white or vice versa.
②	③ ③ ①	Bishop: Each tile's value is 1.
③	④ ③ ②	Wizard: Play an additional tile if duplicate.
④	⑤ ④ ③	Cemetery: Play 1 or 2 Tiles. Limit 2 Tiles.
⑤	③ ② ②	Guild Master: This tile's value is +2. Merchant: No special effect.
⑥	⑤ ③ ②	Garrison: Limit 1 Tile.
⑦	⑥ ③ ①	
⑧	③ ① ①	Tourny Grounds: Smallest total loses 3 points.
⑨	④ ③ ②	Sorceress: Move your tile already in play.
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