

# Carolingi

## SEMI-COOPERATIVE RULE scenario 814



### For connoisseurs and experts of the basic game!

The semi-cooperative expansion promises a new, shared challenge: the Carolingians mustn't just worry about their own victory conditions - now they are faced with problems that continuously threaten their rule as a family, and can ultimately lead to their downfall. While the problems will affect all Carolingians, they can only be solved by individuals. But who will solve which problem?

To both assert oneself and to save the Empire from failing requires a well-trained overview of the rules and the dynamics of *Carolingi*. With this in mind, we recommend that all new Carolingians - even experienced players - first gain confidence in the basic game, then move on to the advanced variant, then explore the Anarchy & Rebellion expansion, and then finally enjoy the semi-cooperative expansion.

### 1. Concept

While the scenario depicted by *Carolingi*'s basic and advanced games shows the situation in the Frankish Empire in the year 830, the semi-cooperative scenario jumps back 16 years in the past to the year 814. Charlemagne has died and Ludwig has taken over as the sole heir. The handover of power appears to have been successful, but Ludwig already suspects that his children will soon be competing over who should succeed the Emperor, and that this quarrel could tear the Empire apart.

That is why Ludwig wants to organise the succession soon. He wants to make the fittest of his children co-ruler while he is still alive. But his successor should not only assert himself against the others, but also prove that they and their siblings can defend the Franconian rule against all problems. In fact, the huge Empire is

facing numerous challenges, and bad news is constantly coming in from various lands.

As children of Ludwig, the players find themselves in a dilemma between personal power and collective responsibility: in the end there can only be one winner, but only together can the Carolingians save the Empire.

As usual, Scenario 814 can be won by meeting victory conditions. However, if the problems in the Empire are too great, or if hunger, anarchy and rebellion get the upper hand, the rule of the Carolingians threatens to collapse and the game ends immediately. Then whoever meets at least one victory condition and is most in Ludwig's favor wins.

### 2. Additional material



**Character Skuld.** In Franconian-Germanic mythology, Skuld is the goddess of the future. She marks the current season and points to the problems of the future.



Back of game board: Annals 814–823

#### 18 Problem tiles:



#### 6 Co-regent tiles:

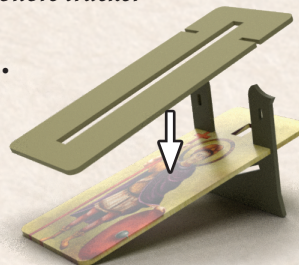


#### Problem slot

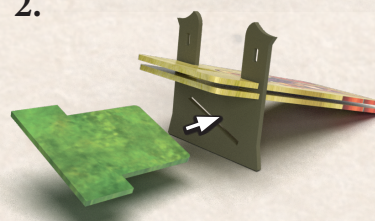


#### Honors tracker

1.



2.



**3 different-sized blocks to insert, depending on number of players**  
(4 players = short;  
3 = medium;  
2 = long):



**ATTENTION**  
Please don't throw these away while unpacking the game!



### 3. Setup

#### 3.1 Advanced setup modifications

To set up Scenario 814, you basically follow the structure of the variant for advanced players [6.1, p. 17] (square brackets refer to chapters in the *game rules*). Make sure that you place the game board face down on the table, within easy reach of everyone. The annals on the back of the board show the years 814-823.

Carry out the following steps of the setup without change:

##### [2.2.1] Regions

##### [2.2.5] Event Tiles (Place one event tile on the year 815.)

Then do the following modified steps:

##### [2.2.4] Annals

The following markers go on the annals:

- Hartmut on the year 814.
- All turn-of-the-year tiles on the year 815.
- The sundial marker is placed on the last year to be played. We recommend the year 818.

*Note: Decreasing the game length increases the likelihood that the game will be decided by the number of victory conditions. A longer game, on the other hand, should result in one of the Carolingians being able to successfully play the co-regent tile, or the game failing due to the overwhelming number of problems, with the winner being the one who worked hardest to solve the problems.*

##### [2.2.6] Player board and action tiles

Choose your color and take your player board. Put the seven action tiles without dots in the grooves. Put the *peace* tiles back in the box. Place the *co-regent* tile and the remaining tiles with a dot face down in the inactive action tile storage area at the bottom of the player board.

Then perform the specific steps of the semi-cooperative variant described below.

#### 3.2 Honors tracker

Assemble the honors tracker and place the blocks that correspond to the number of participating Carolingians in the slots, removing the rest from the game:

- In a two-player game: the longest block;
- in a three-player game: the middle one;
- in a four-player game: the shortest;
- in a game with five or six players: none at all.

#### 3.3 Skuld

Skuld is placed on the winter season space.

#### 3.4 Rebel gangs

Form a pool of gangs next to the game board (below the problem slot, 3.5.3): The number of gangs used should be eight times the number of players. Excess rebel gangs are removed from the game.

*Note: If several disasters (hunger, unrest in the woodlands, anarchy and rebellion) occur in quick succession, the supply of rebel gangs can reduce very quickly and suddenly. If there are no more rebel gangs in stock and at least one more is needed, the game ends prematurely! Notably, the number of gangs is limited even during setup, so make sure that not too many of them have to be placed during setup. Even the choice of the countries represents a cooperative act: How do you want to coordinate that as few rebellious gangs as possible appear?*

#### 3.5 Problem tiles

##### 3.5.1 Selection based on the number of people

All problem tiles with numbers greater than the number of participating Carolingians are removed from the game. All others are shuffled face down.

##### 3.5.2 Laying out on the season spaces

The Carolingians each draw a problem tile and place them one after another on the season spaces according to the following rules:

- Each problem tile is always placed face up and placed as far in the future as possible, i.e. on the season three seasons clockwise from Skuld.
- If there is already a problem of the same type on that season, the new problem tile moves counterclockwise by one season until there is a season that does not yet have a problem of that type. Thus, a problem that is not eliminated early on becomes more urgent.
- **Attention:** These rules also apply in the rest of the game whenever a problem tile is placed on the season spaces.

##### 3.5.3 Problem slot

The problem slot is put together and placed on the left edge of the game board. The remaining problem tiles are lined up face-up on the problem slot in random order. They are always pushed up until the top tile touches the top of the slot. As the game progresses, problem tiles that are returned to the supply are placed face up on the bottom of the slot and pushed up.

##### 3.5.4 Setup of problem tiles on the country cards

Then follow these steps:

###### [6.1.1] Hunger cards, palace, Leudes and Nobles

###### [6.1.2] Country cards, woodlands, and followers

The following additional rules apply – again, from now on for the rest of the game:

- If a country card is placed in the regional card slot, the top problem tile is taken from the problem slot and placed face up on this country card.
- If there are no more tiles in the problem slot, this means that at this point in time a large number of problems are developing on the country cards or have already taken effect on the seasonal spaces. As a result, the patience of the local population is exhausted and an uproar immediately breaks out in the affected country: instead of the problem tile, a rebel gang is placed on the country card.

##### 3.5.5 No slot in regional card slot

If a card cannot be placed in a free slot during setup, the usual steps are carried out [4.1 B, p. 8]. The following rules must also be observed – again from here on for the further course of the game:

- The problem tile located on a card is placed on the seasonal space as described above.
- If there is a rebel gang on the card instead of the problem tile, this is transferred to the corresponding country. If there is no Carolingian follower on the country card to be triggered, another rebel gang comes onto the country; if it is a woodland and there is no Carolingian follower on the woodland's land card, the usual rules apply: so in this case, the rebellion also spreads to the woodland's neighboring lands.



- Another problem tile from the supply is placed on the new country card to be inserted. If no more problem tiles are available in the problem slot, a rebel gang is placed instead as described previously.

### 3.6 Spreading riot

Perform this modified step to complete the setup:

#### [6.1.3] Riot

Each country that has no followers on it falls victim to the riot and receives a rebel gang. In order not to lose track, all countries that already have a gang on them receive another rebel gang, then all countries on which there is neither a follower nor a gang receive one rebel gang. The remaining rebel gangs in the supply will stay there until further notice.

Place the development counters in a supply pool.

### 3.7 The module: Anarchy & Rebellion

This module should not be used in the first run of scenario 814, but only when you are familiar with the semi-cooperative expansion and then want to further increase the level of difficulty.



## 4. Play

All the usual processes and rules of the variant for advanced players also apply in scenario 814 (in particular, the Carolingians start without a palace [6.2.1, p. 17]). In addition to the extensions already mentioned, the following is added:

### 4.1 Skuld

Once all the tiles have been drawn from the draw bag and the corresponding actions have been taken, Skuld advances clockwise by one season.

**Attention:** If Skuld enters a season with at least three problem tiles, the game is over. The Carolingians did not manage to fix the problems in time. See 5.

### 4.2 Problems

#### 4.2.1 Development and impact

Whenever country cards are triggered from the regional card slot - through the *influence* action tile or because a country card is drawn for which there is no free slot - the problem tiles are transferred from the country cards to the seasonal spaces in the manner described during setup (3.5.2). There they reveal their effect: If a Carolingian places an action tile on the current season (where Skuld is), and there is a matching problem tile there, the action cannot be carried out. For identification, the action tile is turned over so that it is face down.

### Example: Setup for two Carolingians

This is an example setup of the elements of semi-cooperative play.



Problem tiles used in a game with 2 Carolingians:



#### 4.2.2 Resolving Problems

**Attention:** only future problems can be solved, i.e. only those on seasons where Skuld is not present.

When a Carolingian wants to solve a problem, they must place an action tile with the symbol depicted on the problem tile in the draw bag as usual. When it's drawn, they have two options:

A) They can carry out the corresponding action as before, as long as there is no problem tile with the same symbol on the current season, OR

B) They can eliminate a future problem tile with this symbol instead. In this case they proceed as follows:

- They show their tile to prove that it is the appropriate action tile.
- They place the action tile face down on the current season to indicate that they are not performing the action themselves.
- They choose a problem tile that corresponds to their action. It must not be from the current season (with Skuld).
- They put the problem tile face up at the bottom of the problem slot. If necessary, all problem tiles in the slot are then pushed up to the top.

*Note: As described above, it is possible for a Carolingian to accidentally place an action tile on the season with Skuld, when there is a problem tile on it that prevents the action from being performed. In this case, the Carolingian, as described, may not perform the action, neither are they allowed to use the tile to solve a problem of this type in another season.*



### 4.2.3 Honor markers on the honors tracker

Through their commitment to the unity of the Empire, the Carolingian gains the honor of their imperial father:

After a Carolingian has solved the problem, they can take any follower - including one from Nobilis - from their player board and place it on the honors tracker as a mark of honor.

If the top honor cube falls through the gap in the honors tracker, the Emperor “forgets” the deed performed. The resulting honor cube goes to the respective Carolingian according to its color, and the latter places it back on Leudes. *Note: Nobiles can become Leudes via the detour of the Honors tracker without the equip Missi tile – an additional incentive for cooperation!*

### 4.2.4 Special case: Palace

If a palace is built and as a result the corresponding country card has to be removed from the game and possibly also from the regional card slot, the problem tile on the country card is not placed on the season spaces, but put back on the problem slot. The Carolingian does not receive an honor cube on the honors tracker.

### 4.3 Co-regent tile

The *co-regent* tile is implemented in exactly the same way as the *peace* tile in the core game [5.8, p. 16]. Don't forget the *no-action* tile and the additional action.



## 5. Game end and victory

The game ends when Ludwig has to make a decision regarding his successor and therefore declares one of his children to be co-ruler. He does this in three possible ways:

1. **Time has expired** (see [3.5, p. 7-8]): Ludwig must settle the question of the successor soon. This happens at the latest when the round year on which the sundial stands has been played. In actual history, Louis issued their rule of succession, the *Ordinatio Imperii*, in the year 817. We suggest five years (Annals year 818). In this case, the Carolingian with the most victory conditions wins. In case of a tie, the Carolingian with the most number of followers on the countries wins, followed by the number of countries that a Carolingian controls. The Honors tracker doesn't have any influence.

2. **Co-regent's tile** (see [5.8, p. 16]): Before the time has elapsed, one of Ludwig's children may have become so powerful that it would be too dangerous for the peace in the Empire to make another Carolingian co-regent. This is the case when a Carolingian successfully plays the *co-regent* tile and, after performing the additional action, has a palace and meets at least 3 victory conditions. Again, the honors tracker doesn't have any influence.

3. **Failure:** Ludwig's children prove unable to cope with the problems of the Empire. This is the case when the problems have become too pressing or the turmoil in the Empire too massive:

- Skuld advances to a season that still has at least three problem tiles, or
- There are no rebel gangs in the supply when one or more is needed.

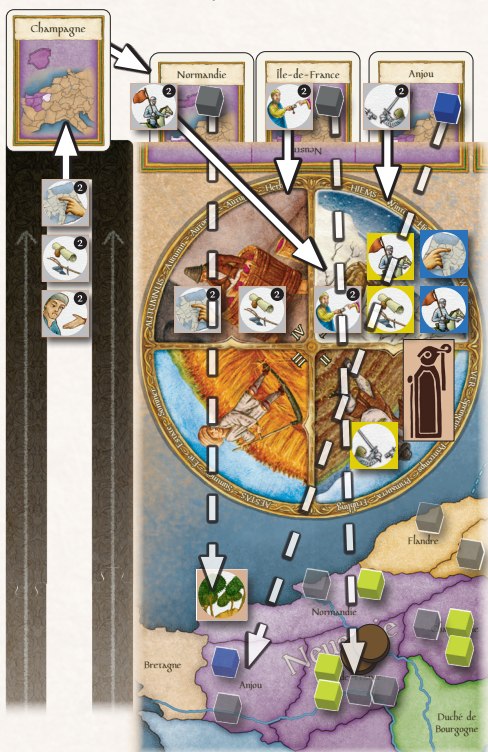
In these cases, Ludwig has to take matters into his own hands again. However, he still needs a successor, and chooses from among the capable those who are most in favor. For that, this Carolingian must meet

- at least one victory condition AND
  - have the most honor cubes on the honors tracker.
- In the event of a tie, the winner is the player with the lowest, i.e. newest, honor cube on the honors tracker.

If no Carolingian meets these two conditions, everyone loses.

### Example: Problem tile on a country card

In the second round, an event tile is drawn from the draw bag. The country card is Champagne and all slots of Neustrien are already taken. The only country with followers is Anjou, so a rebel gang is placed on Normandy and on Île-de-France. This has catastrophic consequences for the state of Neustrien, since Normandy is a woodland. Now there are a total of 7 rebel gangs on the game board.



The problem tiles on the country cards are now placed on the seasonal spaces, as far away in time from Skuld as possible: the move troops problem tile is placed on winter; the equip Missi problem tile on Autumn (because there is already a equip Missi problem tile on Winter); and the battle problem pile goes on winter. The country cards from the slots are discarded. The Champagne card is then placed in a slot of Neustrien with the topmost problem tile of the problem slot: influence.

### Example: Resolve problem

After the quarter ends, Skuld advances to summer. The deadly problem situation in autumn is now imminent, because if Skuld advances to a quarter with at least three problems, the game is over. Yellow leads on the honors tracker with three to two honors, so would win if the game was abandoned. Blue's develop is now drawn from the draw bag. Blue decides to use the tile to solve the Autumn develop problem tile. Blue therefore turns the Action tile over and the develop problem tile is placed into the bottom of the problem slot. A last-minute rescue! There is still a threat that the game will end in Winter of next year. But Blue can sit back and relax a little more now: they now lead on the honors tracker because Yellow's topmost honor cube has fallen through the gap and is forgotten. The cube is replaced on Yellow Leudes.

