A GAME BY YURI ZHURAVLEV

VICEROY
Times of Darkness
EXPANSION
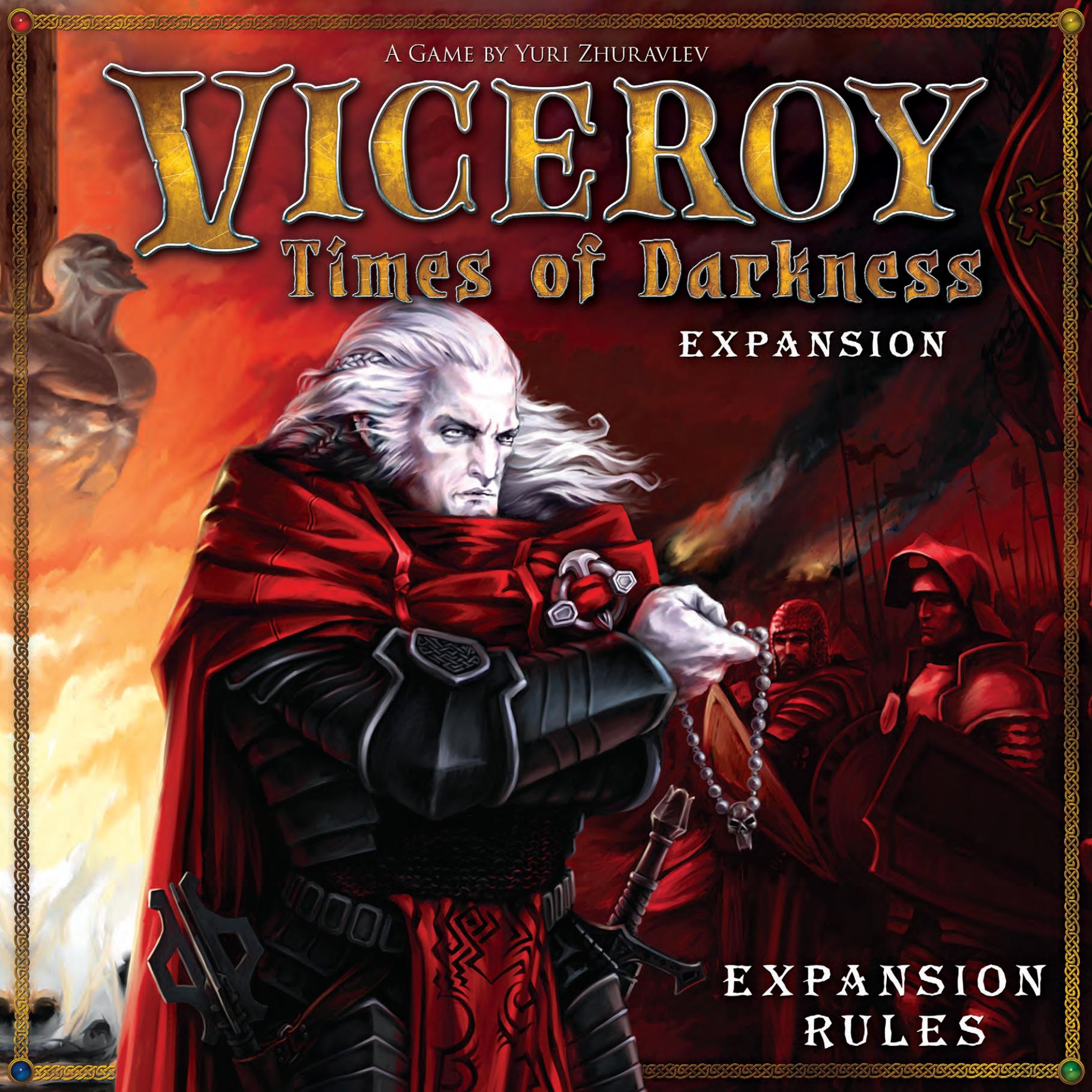
EXPANSION RULES

Viceroy: Times of Darkness is an expansion for the Viceroy board game. This expansion contains three independent modules: Aristocrats, Invasion, and Underworld. You may add any of these modules to the base game in any combination. Nevertheless, it is advised to try each of the modules by itself first.

In addition to the three modules, this box includes components that may be used in the base game without adding modules. These are revised law cards, domain cards, auction cards for two-player games, and additional reward tokens.

COMPONENTS

- **4** domain cards
- **4** revised law cards
- **2** auction cards for two-player games
- **4** double-sided magic/science tokens
- **6** double-sided attack/defense tokens
- **16** power point tokens of different values *(4 tokens worth 6 and 7 points; 2 tokens worth 8, 10, 12 and 15 points)*
- **8** double-sided bonus tokens
- **16** diamond tokens

NEW BARTER POLICY

At the end of the game: gain [symbol] for each power points token in your pyramid.

Aristocrats module

- **12** character cards
- **3** law cards

DAME

MAGNA CARTA LIBERTATUM

At the end of the game: gain [symbol] if you have the most [symbol] character cards in your pyramid. Otherwise gain [symbol].

119
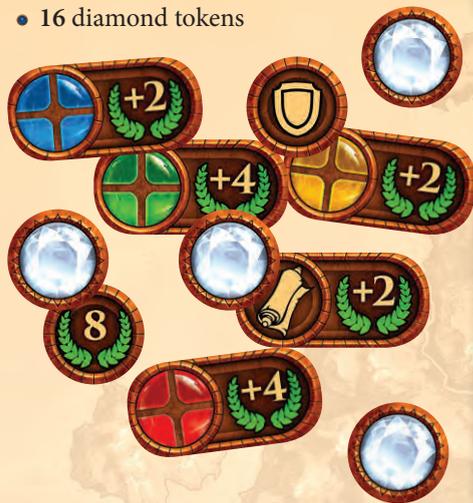
Invasion module

- **22** monster cards *(6 tier I cards, 10 tier II cards, 6 tier III cards)*
- **3** law cards
- **4** combat cards

SKELETON I

ORC II

DRAGON III

HISTORY REWRITTEN

At the end of the game: discard all your combat penalty cards.

152

Underworld module

- **24** criminal cards
- **3** law cards
- **32** judgement tokens
- **15** bribe tokens

SHAMAN

125

AMNESTY

...the game: gain [symbol] for each ...d in your pyramid.

147

Revised law cards

New Decree on Guild...

Choose any character card in [...]
Pay the cost required to play it [...]
level and gain the reward corre[...]
current level.

66

New Barter Policy

At the end of the game: gain [U] fo[...]
power points token in your pyrami[...]

67

New Referend...

Discard 2 cards from your hand [...]
play this card.
At the end of the game: gain [U] [...]
card in your pyramid (includin[...]
underneath other cards).

68

New Secret Service

Put any number of cards from your hand
underneath this card. Take the same number
of gemstones of your choice from the reserve.
At the end of the game: gain [U] for each card
underneath this card.

72

Search the **law deck** for cards numbered 66, 67, 68 and 72. Replace them with cards from this expansion with the same numbers. You will not need the replaced cards any more.

Revised Two-player and Solo Rules

In this variant, two new multicolored **auction cards** from this expansion are used in place of the usual four **auction cards**. Each new **auction card** features two colors instead of one. You may place the multicolored **auction cards** with any side up, but all four colors must be present.

The large deck consists of 24 **character cards**. During the setup, and after each auction, only two **character cards** are revealed instead of four.

During the auction, players choose between two **auction cards** (and not between four colors). When bidding, a player may select either of the two colors featured on the chosen **auction card**. If both players have chosen the same card (even if their **gemstones** are of different colors), they have to return the **gemstones** to the reserve without gaining cards, or agree who gets which card (if there are two cards next to the chosen **auction card**).

When playing solo, use the same setup. You don't need any virtual opponents, just discard the corresponding gemstones and gain the cards you wish. At the end of the game, gain 3 **power points** for each of your **sword tokens** and 2 **power points** for each your **shield tokens**. These bonus points are in addition to the usual points you gain at the end of the game.

Important: *In this variant, the law number 69 adds two cards to the large deck instead of four.*

Domain Cards

Multicolored section

Multicolored section

Illustration

Possible rewards

Multicolored section

During the setup, after gaining the starting **gemstones**, each player takes one **domain card** (the only difference between these cards is an illustration). Each player places their domain card in front of them, in the first row of their pyramid. The players will gain **domain cards** instead of a free **character card**.

Then, each player chooses to receive one of the four rewards indicated on the **domain card** (any four **gemstones**, a **science token**, an **attack token**, or one **character** or **law card**).

If a player chooses a **science token**, it is placed on that player's **domain card**.

After that, each player draws three **character cards**, looks at them, and returns two **character cards** to the deck. [Note: If a player chose a **character card** as a reward from their **domain card**, the player may choose to return that card to the deck and keep two of the newly-drawn cards.]

Next, form the large deck and the small deck and continue the setup as described in the base rules.

All sections of the **domain cards** are multicolored. At any time, a player may choose the color of any section of their **domain card** or change their choice.

Note: Domain cards aren't counted as cards in the pyramid and cannot be targeted by effects that target a card in the pyramid.

DIAMONDS

Diamonds are tokens of any color that used in all three expansion modules. If you play with any expansion module, add 4 diamonds per player to the **gemstone** reserve during setup. You won't need diamonds if you play without expansion modules.

Diamonds are not gemstones. Diamonds cannot be taken when a player is instructed to take **gemstones**, and are not affected by rules and abilities that target **gemstones**. Diamonds cannot be used as **infinite gemstones**.

The players gain **diamonds** through the special **'diamond'** reward. It stands out from the usual **'gemstones'** reward with its white background and black number. When the player chooses this reward, they take the indicated number of **diamonds** from the reserve. If there are not enough diamonds in the reserve, the player takes one **gemstone** of their choice

from the reserve for each **diamond** they were short. The player places the taken **diamonds** behind their screen.

A **diamond** token replaces a **gemstone** of any color in any game situation when a player needs to spend a **gemstone**. The player chooses the color of the replaced **gemstone** when they reveal the **diamond**, and may change the choice at any point before the **diamond** is put into reserve. Thus, if a player uses a **diamond** during the auction, they may choose the color it replaces after they see the tokens chosen by other players, and they may change their decision while negotiating with opponents.

At the end of the game, players may use **diamonds** to *'paint'* their colored sections. Each **diamond** *'paints'* one section in any one color the player chooses. The player cannot change this decision once scoring has started.

BONUS FOR ANY COLOR CIRCLE

Several cards in this expansion feature a new reward — a bonus for any color circle. At the end of the game, this reward gives you +1 **power point** for each of your single-color circles and infinite **gemstones**, no matter of what color.

INVASION MODULE

This module contains 22 **monster cards** of three tiers, 3 **law cards**, and 4 **combat cards**. All cards of this module are marked with a 🐉 symbol.

Combat cards

During setup, give each player a **combat card**. These cards have different illustrations, but are similar in all other aspects. Each player places their **combat card** next to their pyramid. This card designates a special game zone that is separate from the player's pyramid and screen. Feel free to move your **combat card** to make room for growing pyramid. *Note: Your combat card is not a card in the pyramid and cannot be targeted by effects that target a card in the pyramid.*

Before dividing the **character cards** to large and small decks, separate the **monster cards** according to their tier (I, II, and III). Without looking at their front sides, take three random cards of tier I, six random cards of tier II and three random cards of tier III; return the remaining **monster cards** to the box.

Now build the large deck according to the following instructions. All cards should be facedown and players cannot look at their fronts.

4 character cards   *4 character cards*   *4 character cards*   *4 character cards*

Tier III monster   *Tier II monster*   *Tier II monster*   *Tier I monster*

First, place a tier III **monster card**. Next, place four **character cards** (or two **character cards** if you are playing with the multicolored **auction cards**). Next, place a tier II **monster card** and four/two **character cards**. Place another tier II **monster card** and four/two **character cards**. Finally, place a tier I **monster card** and four/two **character cards**. Then repeat the whole process two more times. When finished, you should have a large deck of 12 **monster cards** and 48/24 **character cards**, with a **monster card** being each fifth (or third) card.

From bottom to top, M# means a **monster card** of specific tier; 4C means four **character cards**, 2C means two **character cards**:

- MIII-4C-MII-4C-MII-4C-MI-4C-MIII-4C-MII-4C-MII-4C-MI-4C-MIII-4C-MII-4C-MII-4C-MI-4C (in usual game)
- MIII-2C-MII-2C-MII-2C-MI-2C-MIII-2C-MII-2C-MII-2C-MI-2C-MIII-2C-MII-2C-MII-2C-MI-2C (in a game with multicolor auction cards)

All remaining **character cards** form the small deck. Shuffle the new **law cards** to the law deck.

During the game, each time you place the **character cards** from the large deck next to **auction cards**, reveal the next **monster card** as well. Thus, at the start of the game there is one tier I **monster** revealed; after the first *auction phase* there are tier I and tier II **monsters** revealed, and so on. Place the **monsters** in a stack, so that their line with cost and reward is visible.

Each time during the *auction phase* a player has to return their **gemstone** (or **diamond**) to the reserve without getting a **character card**, this **gemstone** (or **diamond**) is placed on that player's **combat card** instead. The **gemstones** and **diamonds** on a **combat card** are used during the combat. Also, a player may take the **gemstones** and **diamonds** from their **combat card** instead of taking them from the reserve (for example, if there are no **gemstones** of a specific color in the reserve), including when they place an **infinite gemstone**.

After the *development phase*, if there are four **monsters** in a revealed monster stack, a combat occurs (at the end of the 3rd, 7th and 11th turns). The combat uses the same principle as playing **character cards**. Each card in a stack is a separate line composed of the cost needed to defeat the **monster** and the reward for defeating it. In order to gain a reward of a **monster**, the player should defeat the **monster** as well as all underlying **monsters**. Thus, to gain a reward of a tier III **monster**, a player should defeat it (pay 1 designated **gemstone**), both tier II **monsters** (2 **gemstones** each) and a tier I **monster** (3 **gemstones**), paying 8 **gemstones** in total. Note that you must pay the whole cost of a **monster**, there is no partial fulfillment.

All players decide at the same time how many **monsters** (starting from the bottom of the stack) they will defeat. They take the **gemstones** from behind their screens and simultaneously reveal them. After that, each player may add **gemstones** and **diamonds** from their **combat card** to the tokens taken from behind their screen. As usual, the **diamonds** may be used instead of **gemstones** of any color. Moreover, each science token a player has allows that player to change the color of one **gemstone** paid during the combat.

All **gemstones** and **diamonds** used during the combat return to the reserve. After that, each player gains a reward for the topmost **monster** defeated. As usual, **gemstones**, **diamonds**, and **attack tokens** are placed behind the **screen**, cards are added to the hand, and all other tokens are placed to the **combat card**. **Power point**, **science**, **defense**, **magic** and **bonus tokens** on a **combat card** are used in the same way as the tokens in your **pyramid**, though they are not considered to be on a card in your pyramid.

If the order in which the players gain their reward is important, start from the players who defeat the highest **monster** in a stack. The tie between them is resolved according to the numbers in their **pyramid**. If a player cannot take their reward because there are not enough **gemstones** in the reserve or cards in the deck, they may gain a reward of the next lower **monster**, if they wish.

All players who fail to defeat at least one **monster** during the combat take one of the revealed **monster cards** and place it face down next to their **combat card**. It is their **combat penalty card** that subtracts 4 **victory points** at the end of the game. All remaining revealed **monster cards** are discarded and a new **monster** stack will start to form.

At the end of the game, all **gemstones** and **diamonds** from the **combat cards** are discarded to the reserve. Thus, they can't be used to 'paint' sections.
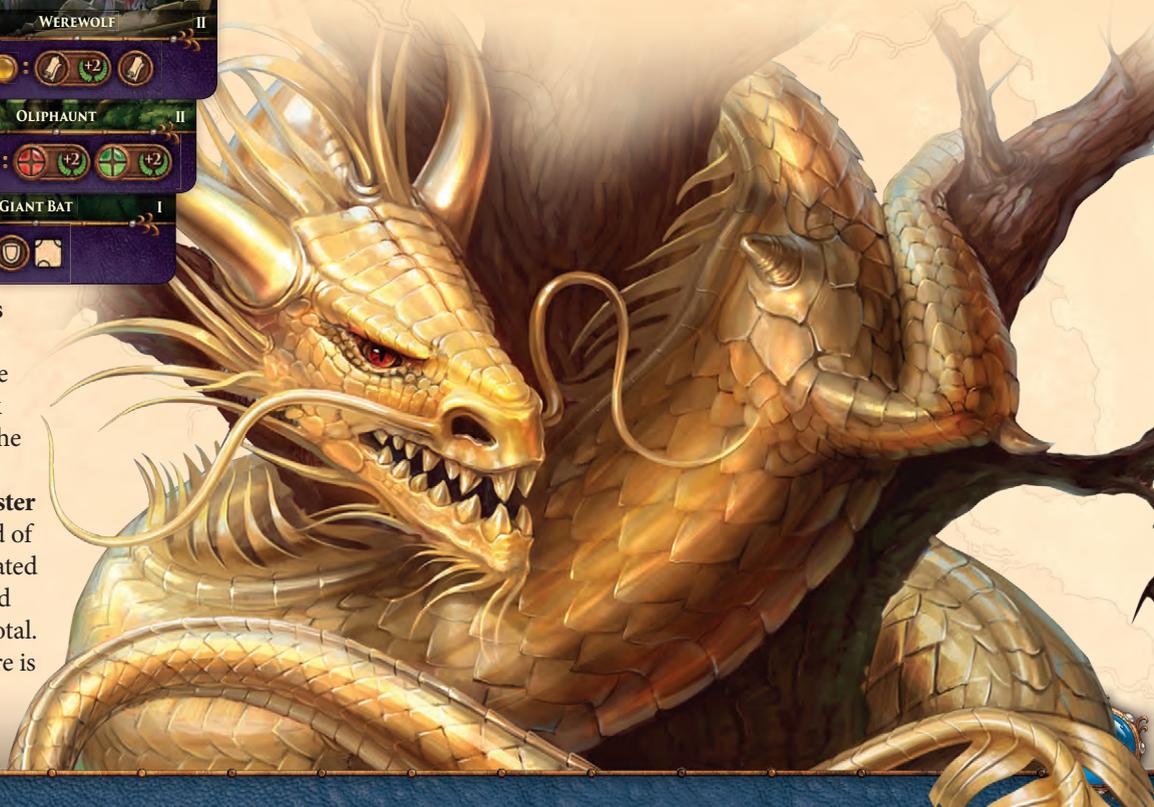
Aristocrats Module

This module contains 12 **aristocrat cards** and 3 **law cards**. All cards of this module are marked with a 🛡 symbol.

Before setting up the game, shuffle 12 **aristocrat cards** and 3 new **law cards** into character and law decks, respectively. **Aristocrat cards** are **character cards** and are affected by all rules and effects applying to **character cards**. Because of the new cards, your small deck and law deck will be a bit thicker than usual, but the large deck should contain the same number of cards (48 or 24, if you play with multicolor auction cards).

Aristocrat cards are **character cards** and can be gained during *auctions* or by drawing cards from the small deck, as usual. When you play an **aristocrat card**, its cost for the first level is two any **gemstones**, as indicated on the card. **Aristocrat cards** don't have any reward for the first level.

The lower sections on an **aristocrat card** have text or symbols instead of a color. Thus, you cannot form a single color circle with these sections and

you cannot *'paint'* the sections at the end of the game. Instead, you get an additional reward indicated in these sections. You receive it just for playing the **aristocrat card**, it doesn't matter on what level, and this reward is in addition to any usual reward the aristocrat gives.

The additional aristocrat reward is either text or token image(s). The text is resolved at the end of the game, and usually it improves your score. If the reward consists of token images only, you DO NOT put the respective tokens on the card. These images have the same abilities as the corresponding tokens, but are not tokens. Thus, if you have the image of a **science token**, you get an additional **gemstone** every time you pass, but you cannot use the image of **attack token** during the auction because it is not a token and you cannot take it in your hand. This image will damage your opponents' points at the end of the game, though.

Underworld Module

This module contains 24 **criminal cards**, 3 **law cards**, 32 **judgement tokens**, and 15 **bribe tokens**. All cards of this module are marked with a ▦ symbol.

During setup, shuffle the **criminal cards** and place their deck face down next to the **auction cards**. Deal each player one card from this deck right after dealing **domain cards**. Each player adds the **criminal card** to their hand. Place **bribe tokens** and **judgement tokens** facedown next to the criminals deck. Shuffle the new **law cards** to the law deck.

During the *development phase*, the player may choose to play a **criminal card** instead of a **character** or a **law card**. The **criminal cards** are placed under the first level of a **pyramid**, forming a '0' or 'underworld' level. There should be two cards of the first level above each **criminal card** in the 'underworld'. If you form a single color circle with a **criminal card**, you gain a **gemstone** of this color as usual.

1st level

Underworld level

Each **criminal card** features three lines with cost and reward. When you play a **criminal card**, you must choose one of these lines. You pay the cost by taking the corresponding number of **judgement tokens** from the reserve and then you gain the corresponding reward. You don't need to pay for other lines, no matter which line you choose.
- If you choose the top line, you take two judgement tokens from the reserve, then return one of these tokens to the reserve;
- If you choose the middle line, you take three judgement tokens from the reserve, then return one of these tokens to the reserve;
- If you choose the bottom line, you take four judgement tokens from the reserve, then return one of these tokens to the reserve.

Keep your **judgement tokens** on your **domain card**, face down. You may look at their front sides but other players can't. Shuffle the **judgement tokens** in the reserve after returning tokens.

At the end of the *development phase*, you may place one **criminal card** from your hand under the criminal deck. If you don't have **criminal cards** in your hand at the end of the turn, draw one **criminal card**. Thus, you'll always start the turn with at least one **criminal card**.

The played **criminal cards** are cards in your pyramid, but they are not **character cards**. You may take a **criminal card** as a *'card'* reward. At the end of the game, you may *'paint'* the sections of the **criminal cards**, as usual.

Rewards on Criminal Cards

Bribe Tokens

Take the indicated number of **bribe tokens** and place them behind your **screen**. Right after that, you may pay up to 5 **bribe tokens** from behind your **screen** to choose a character on the corresponding level of your **pyramid** and gain its reward for that level once more. For example, if you pay 3 **bribe tokens**, you may choose your character on the 3rd level and gain its reward for the 3rd level. If the reward contains tokens that should be placed on the **character card**, they are placed on the **criminal card** instead. The paid **bribe tokens** are returned to the reserve.

Discard Judgement Tokens

Return the indicated number of **judgement tokens** from your domain cards to the reserve. You may look at the front sides of the tokens, but other player can't. You may choose to return the tokens you've gained while paying the cost for this reward.

Relocate a Free Character Card

Choose one free **character card** in your **pyramid** and place it to any other eligible position in your **pyramid**. Don't discard tokens from this card. Gain the reward corresponding to the new level of the card (even if you place it at the same level). If the reward contains tokens that should be placed on the **character card**, they are placed on the **criminal card** instead. If you form a single color circle in the process, you gain a **gemstone** of this color, as usual.
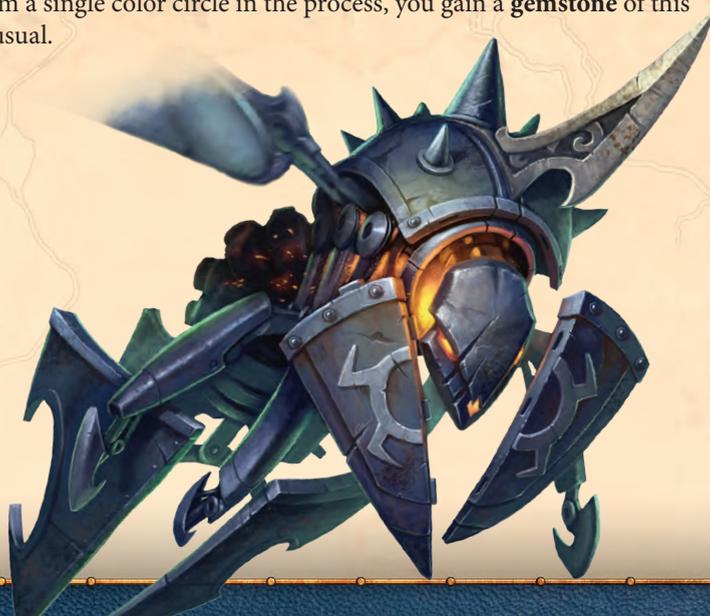
Penalties on the Judgement Tokens

At the end of the game, each player reveals their **judgement tokes** and applies corresponding penalties to their score.

No Penalty

No effect. Try to get as many of these tokens as possible.

Negative Power points

Subtract the indicated number of **power points** from your score.

Negative Bonus

Subtract the indicated number of **power points** from your score for each of your single colored circles and **infinite gemstones / magic tokens / defense tokens / science tokens**.

Discard Tokens

Before scoring, discard one of the indicated tokens from the cards in your **pyramid**, **domain card**, or **combat card**. You must discard a token if it is possible. If you don't have any of the shown tokens, you don't discard them. Remember that the images in the aristocrats' lower sections are not tokens and cannot be discarded. If you have several of these judgement tokens, you may choose the order they are resolved in.

CREDITS

HOBBY WORLD