You are the Constable of the kingdom.
Send out 12 patrols of knights and footmen to protect all 9 regions.

Components

9 Region cards
3 white six-sided dice
3 white wooden cubes
3 yellow six-sided dice
3 yellow wooden cubes
3 blue six-sided dice
3 blue wooden cubes

Game Overview

Over the course of the game, you will build the region cards in a 3×3 grid. As you build the grid, add patrols (dice or cubes) between the cards that satisfy all the requirements in that row or column. Win by placing all 12 patrols satisfactorily.

Terminology

- **Item**: A cube (representing a footman) or die (representing a knight).

- **Region**: One card.

- **Patrol**: Combination of zero or more cubes (footmen) with zero or more dice (knights), placed between two regions. Each patrol must have at least one item (cube or die).

- **Kingdom**: The grid of regions that will be created during the game. By the end of each game, this will be a 3×3 grid with 12 (total) patrols, one between each orthogonal duo of cards.

- **Requirements**: The numbers and/or symbols on each side (North, East, South, and West) of a region card which state the needed sum of all (1 or 2) patrols in that direction.

The total number of items in this direction totals 2.

All items in this direction are the same color.

All items in this direction are 2 different colors.

All items in this direction are 3 different colors.

2 The sum of all dice in this direction is 2.

Note:

Ignore all requirements on the edges of the cards that face the outside of the 3×3 grid. So, in the example on the next page, assuming those 3 cards make up the top row of the 3×3 grid of the kingdom, you will ignore the "sum=3" at the top of the Wild Plains and the "3 items" at the top of the Lost Canyon.

Example of one row of regions with patrols between them that are satisfactory:

Looking at the icons along the long edges of the cards, from left to right:
1. If there were an icon on the left edge of the Wild Plains, it would be ignored, because it's on an outside edge of the grid.
2. There are 3 items to the right of the Wild Plains (2 blue dice and 1 yellow cube).
3. There is 1 item to the left of the Green Valley.
4. There are items of 2 different colors to the right of the Green Valley.
5. The sum of all die pips to the left of the Lost Canyon is 6 (4 + 2).
6. If there were an icon on the right edge of the Lost Canyon, it would be ignored, because it's on an outside edge of the grid.

Setup
1. Roll all 9 dice. You may wish to arrange them by color.
2. Place the 9 cubes near the dice.
3. Shuffle the 9 region cards and place the deck face down.
4. Deal 3 region cards face up in a display.

Gameplay
1. Place any card from the display in an empty space of the 3×3 kingdom, orthogonally adjacent to a card already in the kingdom, right side up (not rotated). **Note**: Adjacency is not required for the first card, of course.
2. If you wish, you may immediately place one or more items (cubes and/or dice) in any patrol spot — any empty space between two orthogonally adjacent cards — to attempt to satisfy the requirements of the region cards in the kingdom. However, once a card completes a row or column, if either of the patrol spots is still unoccupied, you must fill them.
3. Refill the display from the deck, and repeat from Step 1 unless all of the cards are already played, or you can no longer satisfy the regions' requirements.
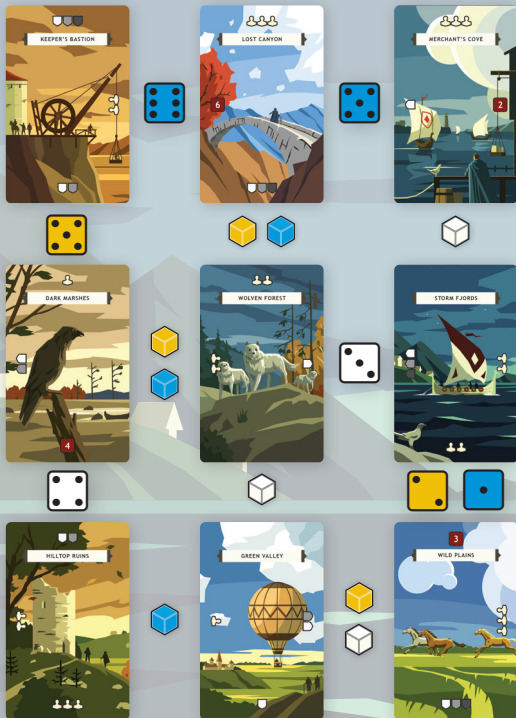
Notes:
1. At any time, you may change the value of an unplayed die to any value by discarding one unused cube or die from the game.
2. Once cards and items are placed, they cannot be moved.

Winning the Game

Place all 9 cards and place all 12 satisfactory patrols (you do not have to use all of the items).

An example of a winning play, all 12 patrols placed satisfactorily: