

Royal Residences

KENSINGTON

A gripping building competition from Cielo d'Oro

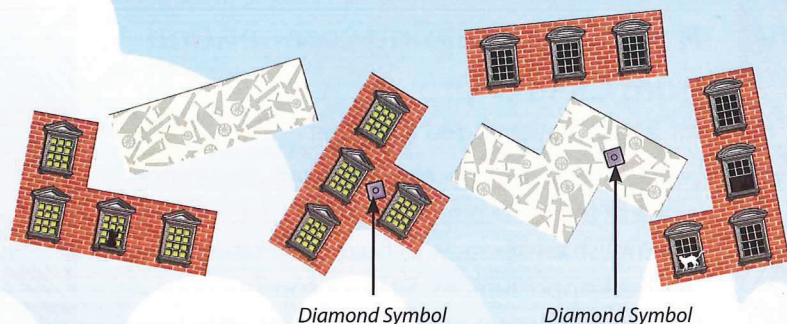
for 2 to 5 players aged 8 or over

London, 19th century: The district of Kensington is one of the most popular residential areas for the English aristocracy. To builders, it offers huge business opportunities. Sites for constructing magnificent homes are highly sought-after. Every builder naturally wants to construct the grandest, highest and most imposing building. However, the competition is tough. Whose building will score the highest – who will convince potential customers of the merits of their luxury property?



Game material:

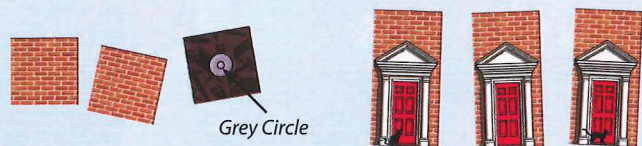
70 window tiles in different shapes: square, rectangular and L, T, S and U-shaped. 35 tiles are brightly lit windows and the other 35 dark windows. Of the 70 window tiles, 40 are "easy" and 30 are "difficult" to fit. The tiles that are more difficult to fit have a grey diamond symbol on the front and back. All window tiles are beige on the back.



24 roof tiles in different shapes: square, rectangular and L, T and U-shaped. 9 of the tiles have a bird on them (see End of the game). All roof tiles are brown on the back.



6 special tiles: 3 square wall tiles without windows and 3 red doors. The backs of all special tiles are also brown, but are marked with a grey circle.



5 doors in yellow, green, blue, brown and grey.



5 warehouses in the colours of the doors. Each warehouse has two large entrances that are used as storage spaces for tiles that cannot be used in a given turn, and three areas for storing the bonus tokens.



20 bonus tokens



1 game manual

Aim of the game:

The aim is to erect a building with as many windows, floors and roofs as possible by cleverly placing tiles, and to score the most points at the end of the game.

Game preparation:

- Before the first game, carefully press all the tiles out of the perforated sheets.
- Each player chooses a yellow, green, blue, brown or grey door and takes a warehouse in the colour of their door. They place the door in front of them, clearly visible to everyone, leaving enough space all around it to build onto it. Unused doors are returned to the box. Important: the red doors, which are special tiles, remain in play!
- The window, roof and special tiles are mixed face down and placed in a rough pile in the middle of the table. All warehouses – including those in the colours not chosen – are placed around the pile of spare tiles.

● Tokens:

8 bonus tokens for 2 players

12 bonus tokens for 3 players

16 bonus tokens for 4 players and

20 bonus tokens for 5 players

are placed next to the warehouses in a pile. Unused tokens are returned to the box. Each player takes a token and places it on a round window in their warehouse.

Game rules:

A player is chosen to start. Players then take turns clockwise. In turn, each player:

1. Takes a tile.
2. Builds.



Set-up for 4 players



1. Taking a tile:

Options:

- You can take **ONE** tile with a beige back from the pile, with or without a grey diamond.
- You can take **ONE** tile with a brown back from the pile if you put a bonus token you have back in the token pile (see *Bonus tokens*).
- You can take **ONE** tile from the warehouse of another player. To do so, you must give the other player one of your bonus tokens (see *Bonus tokens*).

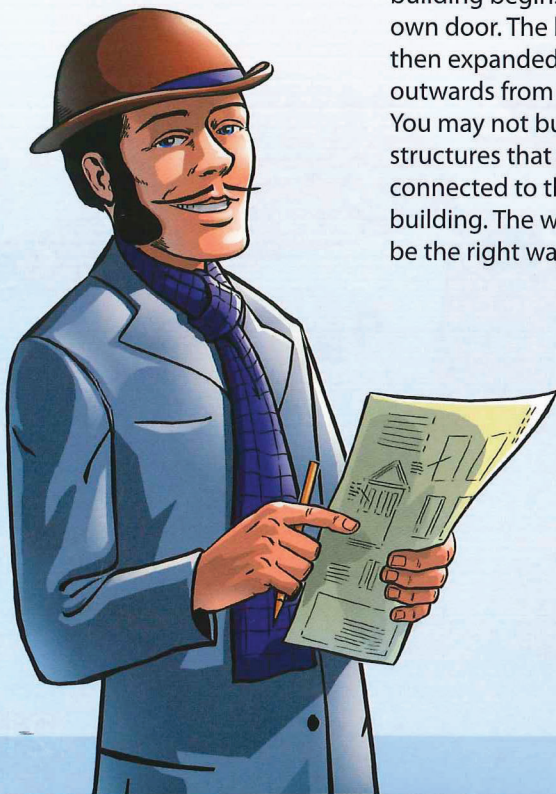
Note: A player taking a tile from the pile cannot rummage around until they settle on one. They must take the first tile that they touch. Option a) cannot be selected if you have already collected 4 or more bonus tokens in your warehouse (see *Bonus tokens*).

2. Building:

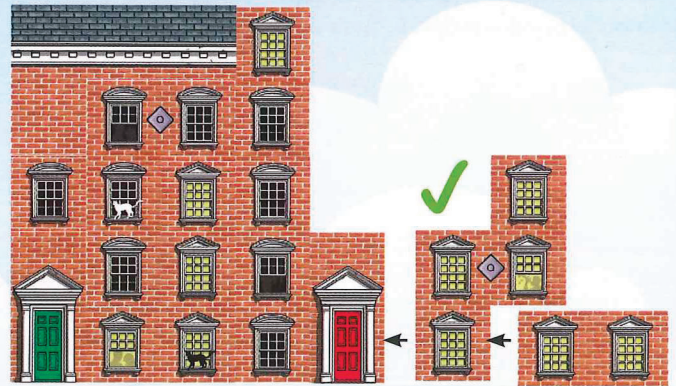
A player can build as soon they have taken ONE tile. You can add tiles to your building following the building rules.

Building rules:

- The construction of the building begins with your own door. The building is then expanded working outwards from the door. You may not build separate structures that are not connected to the main building. The windows must be the right way round.



- You can only build during your turn. You can add both the tile that you have just picked up and the tiles that you already have in your warehouse. It is therefore possible to add up to 3 tiles in any one turn: the one you have just picked up, and up to two from your warehouse. Tiles can be added to the building in any order, and you can also build units from those tiles first and then attach those sections to the building.



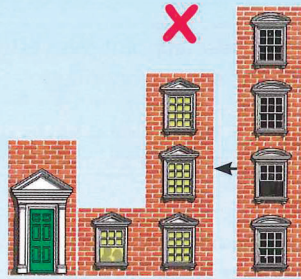
- Tiles must be supported! The bottom edge of each tile must touch either the ground or another tile.



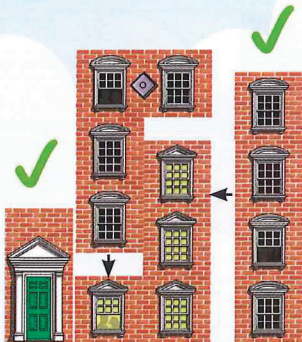
- A window tile can only be added if **at least one side borders**
 - another tile with windows in the same colour (brightly lit or dark), or
 - a door, or
 - a wall tile without windows, or
 - a roof tile

Examples:

The tile with the 4 dark windows cannot be added as the left-hand side would only border brightly lit windows.



The L-shaped tile with the dark windows can be added as one side also touches the door. This means that the straight tile with the four dark windows can then also be added, as one window now directly borders another dark window. The L-shaped tile with the grey diamond symbol allows the player to take a bonus token (see *Bonus tokens*).



- Roof tiles can border any other tile or a door. No tiles can be added above a roof tile.
- Wall tiles without windows can be added beside any other tile or a door.
- If a player cannot or does not want to add the tile they have just picked up, they can place it in a free entrance in their warehouse. If there is already a tile or a door in each of the entrances, the player cannot keep the last tile they have picked up and must return it to the pile face down.
- A tile added to the building in one turn cannot be moved during a subsequent turn!

Bonus tokens:



A player receives a bonus token from the general pile when they add a window tile with a grey diamond symbol to their building. This can either be a tile they have just taken from the pile or a tile from a warehouse – either their own or someone else's. *Note:* You do not immediately receive a bonus token if you draw a window tile with a diamond symbol from the pile and place it in your own warehouse. A bonus token is only issued when you use the tile! The bonus tokens are collected on the three round windows in your own warehouse and may have to be stacked.

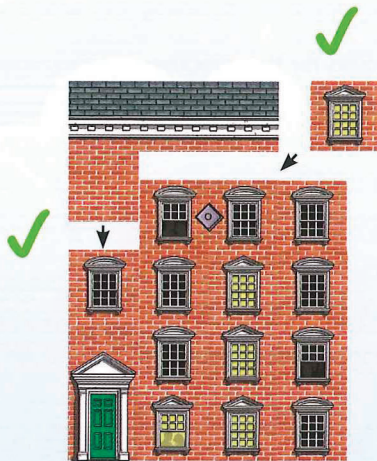
If it is your turn, you can use a bonus token for the following actions:

1. You can take a tile with a brown back – with or without a grey circle – from the pile. The bonus token is then returned to the general token pile.
2. You can take a tile or a door from the warehouse of another player in return for a bonus token. The tile you take must be added immediately.

Note: If a player already has 4 or more tokens in their warehouse at the start of their turn, they **MUST** use a token and choose one of the two options above. They are not allowed to draw a tile with a beige back from the pile.

Once one player has finished building, it is the next player's turn.

The square tile with the brightly lit window can be added once the L-shaped roof tile is in place. The brightly lit window will then border the roof tile.



- Doors can only be installed on the ground floor, and can border any other tile or a door.



The end of the game:

The game ends

1. as soon as a player draws the seventh roof tile with a bird from the general pile. Note: All roof tiles with birds that have already been used and all those that are still in the players' warehouses are counted. The player is allowed to complete their turn. After that, all other players also have the opportunity to use any tiles that are still in their warehouses.

or

2. if no player is able to lay any further tiles - either because there are no more suitable tiles available in the pile or because players no longer possess any bonus tokens to purchase roof tiles.

Now the scores are tallied.

Scoring:

Each player calculates their points as follows:

- 1 point for each window, regardless of colour, located in a vertical row and covered with a roof tile. Note: No points are awarded for rows of windows that are not covered with a roof tile.
- 2 points for each door located in a row that is covered with a roof tile. No points are awarded for doors in rows without a roof.
- Points depending on the number of different levels covered by a roof tile: 1 point for the first roof level, 2 points for the second, 3 points for the third and so on. Example: A player receives $1+2+3+4+5 = 15$ points for a building with 5 levels of different heights, each covered by roofing.
- 1 point for each white cat and black cat visible on the building, regardless of whether the row is covered with a roof tile or not. Note: No points are awarded for the human silhouettes that can be seen behind some of the windows.

- 1 additional point per vertical row if the entire building is covered with roof tiles.

The player who has the highest points tally wins. If there is a tie, the player with the most birds on their roofs wins.

Example of scoring:




The builder of this building is awarded a total of 29 points:

- 17 points for the windows in the rows covered with a roof tile.
- 4 points for the two doors, as they are also in rows covered by a roof tile.
- 6 points for the floors of different heights ($1+2+3$ points).
- 2 points for the two cats.

The player does not get any points for the width of their building, as not all rows are covered with a roof tile.

If you have any questions or suggestions about "Kensington", please contact us at:
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Warning! Not suitable for children under 36 months. Contains small parts. Danger of suffocation.
Please keep address for further reference. Colours and contents may vary.

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