

King and Robber Baron

Released in 2003 as *King and Scout*.

Tips

It is often difficult during the course of play to keep in mind the size of the city or road which is currently the largest. To avoid having to constantly recount, you could mark the size of the largest city and road on the scoring track using a neutral figure for the King and a different one for the robber baron.

Biggest city & road

Who gets the King, the player with the biggest city, or the player with the highest scoring city?

The player who completes the biggest city, that is, the city which consists of the most land tiles, receives the King. This is still the case when another smaller city earns more points through pennants or the cathedral.

The same is true of roads and the Robber Baron.

Odd tiles

With the new three-way tile, is the length of the road the longest distance between two ends, or the total number of tiles in the road? (For example, when deciding who gets the Robber Baron.)

Every tile which is part of the road counts (similarly to the Castle). The road has three ends which have to be closed, but the result is that it's likely to be bigger.
