

**SETUP**

- ★ Use the 2-3 or 4-5 player side of the board.
- ★ Randomly put the 3 gold Bonus Markers on the 3 taverns. Shuffle the gray Bonus Markers into face down stacks near the board.
- ★ Put the black cube on zero of the completed cities track.
- ★ Each player chooses a color and loads their player mat skill tracks with cubes and discs as noted on each track. Leave empty the leftmost 1<sup>st</sup> space of each track.
- ★ Each player puts 1 of their cubes on zero of the score track.
- ★ Each player takes 1 merchant disk of their color into their **personal supply**.
- ★ Choose a start player. This 1<sup>st</sup> player takes 5 trader cubes into their **personal supply**, then each player in turn takes a total of +1 more as shown in the table below.

PLAYER ORDER	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
TRADER CUBES	5	6	7	8	9

- ★ The remaining trader cubes form each player's **general stock**.
- ★ Note that a **resource** is either a trader cube or merchant disc.

**BONUS MARKERS**

Keep these in front of you face up with your personal supply, turn them face down when used. Use any on your own turn, without having to spend an action, except *EXTRA OFFICE FIELD* is used as part of an ESTABLISH TRADE ROUTE action.

If you can't place a replacement bonus marker at the end of your turn then hold onto it and try to place it at the end of each of your turns until you can. You don't own an unplaced bonus marker and thus earn no PP for it at game end.

**+1 SKILL:** Improve any 1 skill on your player board. Remove the leftmost trader or merchant there to your personal supply.

**+3 / +4 ACTIONS:** Take this many extra actions, over and above your normal allotment.

**GAME END**

*chris conboy 2011-07*

End the game at the end of the action (not turn or round) when...

- ★ 1 player reaches 20 Prestige Points.
- ★ 10 total cities are completed.
- ★ A new bonus marker is needed but there are none left.

**FINAL SCORING**

- ★ PPs during the game: *city control PP, gold coin office spaces, Arnheim-Stendal route.*
- ★ +4 PP per skill you maxed *except Town Key.*
- ★ +2 PP per city you control.
- ★ Bonus Marker Count, as in the table below.

BONUS MARKERS	+ PPs	BONUS MARKERS	+ PPs
1	1	6-7	10
2-3	3	8-9	15
4-5	6	10+	21

- ★ Coellen Merchant discs on the board.
- ★ **Network:** Town Key Level × all **offices** (not cities) in your largest network of cities in which you have an office, including any branchings.

**REMOVE 3 RESOURCES:** Return up to 3 traders and/or merchants from any trade routes (not city offices) to their owner's personal supply.

**SWITCH OFFICE:** Switch any 2 adjacent offices in the same city (but not from an Extra Office Field). Ignore the privilege color and the trader or merchant shape requirement.

**EXTRA OFFICE FIELD:** Use this during an Establish Trade Route action as your "open office" option to add a new office space to the left of the city. Put a trader cube or merchant disc from the route just completed into the new field. There is no privilege color requirement, but the city must already have an occupied office. An extra office can never be targeted by SWITCH OFFICE. You can't also place a regular office now into the existing city fields, nor improve one of your skills.

## TURN OPTIONS

Take a number of actions depending on your Activities skill level. For each action choose from the following 5 options.

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**ALLOCATE RESOURCES** from your general stock to your personal supply equal to your Money Bag skill level. *C = unlimited.*

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**PLACE 1 RESOURCE**, a trader cube or merchant disc, on an empty space on a trade route.

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**DISPLACE 1 RESOURCE** of another player on a trade route (not an office in a city). From your personal stock, put 1 resource there and discard to your general stock 1 extra to displace a *trader* and 2 extra to displace a *merchant*. The victim moves the displaced resource to any empty field on any **adjacent** trade route and puts 1 **resource** (2 if a merchant was displaced) from their **general stock** on a field in any adjacent trade route(s). If completely full then place 2 trade routes distant. Victim may use resources from personal supply or other routes if short.

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**MOVE RESOURCES** which you own within trade routes, not offices in cities. Move a number of resources equal to your Book Of Lore skill level. Use the normal placement rules for each. 2 resources may be swapped, counting as 2 pieces moved.

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**ESTABLISH TRADE ROUTE:** The trade route must be complete with only your own resources. Follow the 3 steps below.

① **Award +1 PP** to the controller of each city at both ends of this trade route. The controller has the most offices, tiebreak is rightmost cube.

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## 2 PLAYER RULES

**SETUP:** Place 4 guards to create 16 provinces as in the rules. Put them between...

- ★ Osnabruck and Münster
- ★ Münster and Dortmund
- ★ Lüneburg and Bruinswiek
- ★ Bruinswiek and Goslar

Then the non-start player chooses the location of the wooden messenger figure.

**PLAY:** On your turn move the messenger 0, 1, or 2 adjacent provinces which share a border (not a corner) either before you take any actions **OR** after you complete all of your actions (not both).

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## HANSA TEUTONICA

② **Gain Bonus Marker** if one points to this trade route. Draw a random replacement marker, no peeking; at end of turn look at it then put it face up pointing to **any empty** trade route with no bonus marker which has an empty office field in an adjacent city. Need not go in a tavern.

③ **Choose One Option Below...**

- ★ **Open Office.** You **may** put a matching shape resource type from the claimed trade route into the leftmost empty office field in a city on either side of the route. You must have the privilege color level of the city field. If the city becomes completed then advance the black completed cities marker. Earn +1 PP now if there is a gold coin on the office space.
- ★ **Improve Skill** if a city on either side of the trade route awards skill levels. Remove the leftmost resource from your desk and put it into your personal supply. Your skill level is immediately improved to the new value.
- ★ **Gain Prestige** for the **Coellen-Warburg** route. Put a merchant disc from the claimed trade route onto any field of the yellow banner. Need not be leftmost but need to have the matching privilege color level. These PPs are awarded at the end of the game, not now.

**COMPLETE ARNHEIM–STENDAL ROUTE:** If you connect a chain of cities containing your offices leading from Stendal to Arnheim then earn 7 PP immediately. You don't need to control the cities. 2<sup>nd</sup> player to do so earns 4 PP, 3<sup>rd</sup> player gets 2.

④ **Return All Resources** remaining on the trade route back to your general supply.

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You can also spend a regular action to move the messenger to **any** province on the board.

Player actions on the board can only be performed along trade routes adjacent to the messenger. This includes the actions of...

- ★ Place 1 Resource
- ★ Displace 1 Resource
- ★ Establish Trade Route

The following 2 actions are **not** affected by the location of the messenger figure:

- ★ Move Resources
  - ★ Allocate Resources
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