

Your ESCRITOIRE



Clavis Urbis (TOWN KEYS) - These keys are **victory point multipliers**. At the end of the game, you will count up all the Kontors you have on the board, **in the largest connected group—largest meaning highest number of your Kontors**. Then you multiply that number by your current Town Key number, which is the big number on the key. You improve the skill by completing the route to Halle.



Actiones (ACTIONS) - The number of actions you can take on each of your turns. The newly gained skill can be utilized immediately (such as increasing the number of actions you have in a turn). You can improve this skill by completing the route to Gottingen.



Privilegium (PRIVILEGE) - You start with only the white privilege. That lets you install Kontors in the white Kontor spaces. To be able to place Kontors in the other colored spaces, you need to have gained that privilege. You can improve this skill by completing the route to Stade.



Liber Sophiae (BOOK OF LORE) - The uncovered number is the number of your resources (traders and merchants) you can move any from trading route spots on the board, to another. You can improve this skill by completing the route going to Groningen.



Bursa (MONEY BAGS) - The money bags represent how many resources you can move from your stock to your personal supply, in one action. You can improve this skill by completing the route going to Lubeck.



Bonus Markers

At the start of the game, 3 bonus markers are placed on the board, on the taverns. When a player completes a route that has a bonus marker, they claim that bonus marker, and also select a new random bonus marker, keeping it face down. After that player has finished the turn, that player turns over the new bonus marker, sees what it is, and then selects an empty route to place it on. You can use bonus markers during your turn, and even immediately upon gaining it, except for the Extra Kontor marker, which can not be utilized in the same activity in which you got it.



Switch positions of any two Kontors in a city. It can be a trader and merchant, or 2 traders, or 2 merchants, of any player. Shape of Kontor space doesn't matter. Privilegium requirements are not applied.



Remove any 3 traders or merchants from trade route spots, and return them to their owners. The owner puts them into their personal supply.



You can take 3 or 4 additional actions, even immediately after getting this token.



Upgrade any 1 skill. Take the removed trader or merchant, and add it to your personal supply.



You can expend this marker to be allowed to place an extra Kontor on a city that already has at least one Kontor, and even if it is full of Kontors. Place it to the left of the 1st one. Additional "additional Kontors" may also go onto the same city. You cannot use this marker in the same activity you got it.

End of Game

The end of game is triggered when either: a) A player reaches 20 Prestige Points, or b) 10 Cities have been completed, or c) A player qualifies to put a new bonus marker on the board, and there are none left. Game ends at the end of the activity where the end of game was triggered. Other players do not get to play their turns.

1) Add points for any skill developed to the maximum (inside gold star on bottom right), except for the Town Keys.

2) Add points for bonus markers you have, 1 bm = 1 pt, 2-3 bm = 3 pt, 4-5 bm = 6pt, 6-7bm = 10pt, 8-9 = 15pt, 10+ bm = 21pt.

3) Add points for any spots you claimed on the Coellen Prestige Point Tableau (on the board).

4) Add 2 points for every city you control (have majority of Kontors, or in case of tie, the rightmost Kontor).

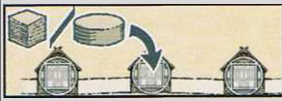
5) Select the largest group of your connected Kontors on the board, then multiply this number (total of Kontors) by your Town Key multiplier, and add this number to your prestige points.

Then compare points. Player with highest prestige point total wins! Ties are shared wins.



ALLOCATE RESOURCES

Allocate traders and merchants from your stock into your personal supply. The number revealed on the right most space on your Bursa display is the maximum number that can be moved. Can be traders and/or merchants. The “C” on the last spot means “all”.



INSERT RESOURCE

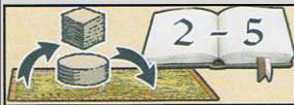
Insert one trader or merchant from your personal supply, onto a open trade route spot on the board. Each such move counts as 1 action.



DISPLACE RESOURCE

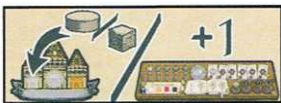
Take one of your resources, and displace another player’s resource that is on a trading route space. For this, you need to pay one resource from your personal supply, over to your stock. If you displaced a merchant, then you have to pay two resources from your personal supply to your stock.

For the player who got displaced, he/she takes the displaced resource, plus one more resource from their stock (2 if it was a merchant that was displaced), and puts the 2 (or 3) resources onto open trading route spaces that are on routes adjacent to the route from which the resource was displaced. If no free space exists, then move out to the next connected route(s). If the player does not have enough resources in his/her stock, then resources can be taken from their player supply. If the player doesn’t have enough, even then, then they can select resources they own that are already on trading spots on the board.



MOVE RESOURCES

Move your resources, that are any trading route spots, to other available trading route spots. You can also switch places between a trader and a merchant (although that does count as 2 moves). You are limited by the number available on your Liber Sophiae display.



ESTABLISH TRADE ROUTE

If you have your resources on all trading route spaces of one trading route between cities, you can claim this route. Up to 3 activities happen:

- 1) Award prestige points.
- 2) Gain bonus token, if available for that route.
- 3) Choose either to place a Kontor, **or** improve a skill level (if the route connects to a city that has a skill level graphic), **or** claim extra prestige points.

When a route is completed, look at the connected cities, there will be 1 or 2. One prestige point is immediately awarded to the player who **controls** each city (before you place your Kontor). If a city has no Kontors in it, it does not award a prestige point to anyone. For **control**, you need to have the majority of Kontors in that city. If there is a tie, then the player owning the Kontor furthest to the right wins the tie. There is also a bonus award for players who complete a continuous chain of kontors (**Control** not necessary) from Arnheim and Stendal, the first player to do this gets 7 prestige points, the second player to do this gets 4, and the third player gets 2—the points are awarded immediately.

If a bonus marker was on that route, take it, and then draw a new random bonus marker, and keep it face down until the end of your turn. After you are done with all your actions, turn the new bonus marker over, and select a empty route to put it on. If there are no bonus markers left, then the game ends after your “establish trade route” activity is over. Note that if there was no bonus marker on the route you have established, then you do not draw a new bonus marker for placing on the board.

To place a Kontor, choose one of your resources on the trading route spaces, and promote it to Kontorship by putting it on one of the Kontor spots in either of the connected cities. There must be a space available for that resource in the city, and you must have the privilege required (color of the Kontor spot). Only a merchant can go in a round shaped Kontor spot, although a merchant can be put in a trader spot.

If you choose (and have the ability to) upgrade a skill, remove the resource from the left-most spot for that skill on your display, and move it to your personal supply. If you choose to upgrade a skill, you forfeit the right to elect a Kontor. All your resources that were on the route then go back to your stock. The resource you remove from a skills tract goes into your personal supply.

There is a special route between Coellen and Warburg. If you complete that route, you can chose to promote one of your merchants to one of the prestige point spots. You need to have the proper privilege to select one of the spots, and it needs to be a merchant. The spots do not need to be filled left to right.