

# BRIDES & BRIBES

**A game of cunning, intrigue and deception**

SAMPLE COPY

English will be revised

**For 3 to 5 players - Ages 12 and above - 60-90 minutes**

## **Object of the game**

In Brides & Bribes, you will try to outwit the other players as famous renaissance Genoa noblemen. Starting with a handful of loyal family members and few resources you will struggle to become the new Doge and the most powerful family in Genoa!

Each turn you will have to send your family members to the Genovese boroughs to hire new employees, get new workers, increase your fame and convince the local lord that your family is worth a marriage with his beautiful daughter!

The key to your success is sending the right person to the right place to increase your power!



# Components

Inside Brides & Bribes you will discover:

1 Big board resembling Genoa city in 16<sup>th</sup> century divided into five boroughs



5 Player residences, one for each family



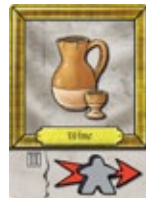
24 Workshops cards divided in six different types:

- 4 Apothecaries
- 4 Hospitals
- 4 Taverns
- 4 Jewelries
- 4 Notaries
- 4 Tailor's shops



32 Objects tiles divided in:

- 8 Poisons
- 7 Antidotes
- 5 Wines
- 4 Rings
- 4 Doge's Edict
- 4 Luxury Suit



69 Characters tiles divided in:

- 5 Lords
- 7 First bride
- 7 Second bride
- 20 Loyal characters
- 30 Common characters  
(divided into six characters per each five borough)



55 Workers in five different colors:



16 Coaches in six different colors:

- 3 for each player as delegation tokens
- 1 colored white as first player marker



15 Influence tokens



42 Ducato coins



10 Player makers, two of each color:

- 5 cylinders for Doge's Favor track
- 5 discs to use on the score influence track

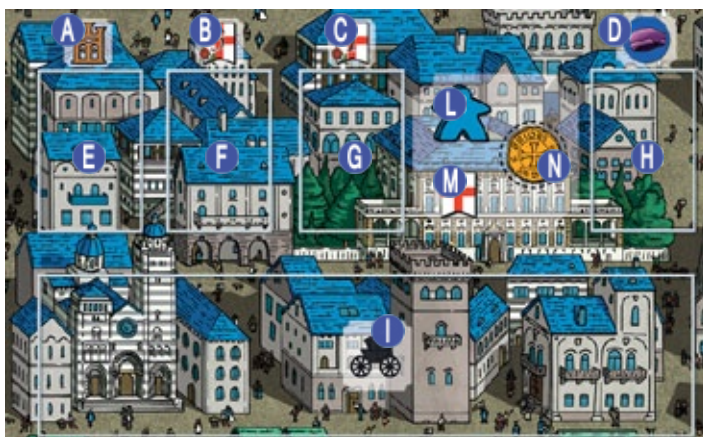
This rules book

## Game board anatomy



1. Village borough (yellow)
2. Fortress borough (red)
3. Citadel borough (blue)
4. Market borough (green)
5. Port borough (black)
6. Score influence track
7. Doge's Favor track
8. Distant colonies

## Borough anatomy



- A. Lord's symbol
- B. First bride additional influence points
- C. Second bride additional influence points
- D. Borough symbol
- E. Lord placement area
- F. First bride placement area
- G. Second bride placement area
- H. Common character deck placement area
- I. Delegations placement area
- L. Worker placement area
- M. Influence token placement area
- N. Ducato coin symbol

## Character tile anatomy

Lord



Bride



Loyal



Common



1. Prestige value
2. Charm value:
  - a. First bride **with the charm values 8/9/10**
  - b. Second bride **with the charm values 5/6/7**
3. Name
4. Bride's dowry
5. Bride's influence points
6. Ability's condition
7. Ability
8. Family color
9. Borough's symbol

## Workshop anatomy



## Object tile anatomy



- A. Object
- B. Influence points granted
- C. Name
- D. Workers required
- E. Origin: light background = workshop  
dark background = bride's dowry
- F. Ability's condition
- G. Ability

## Residence anatomy



1. Worker placement area
2. Alley placement area
3. Ducato placement area

## Setting up the game

1. Place the game board in the middle of the table.
2. Chose as many boroughs as the number of players by randomly choosing a worker. The borough of the same color of the chosen worker will be considered “in play”. **The port must be always chosen.** The game will be played only in the “**in play**” boroughs.
3. On each “in play” borough place the following components:
  - a. The corresponding worker of the same color of the borough
  - b. One influence token
  - c. One randomly chosen First bride (**with the charm values 8/9/10**)
  - d. One randomly chosen Second bride (**with the charm values 5/6/7**)
4. Shuffle the Common characters decks and place them face down on the corresponding borough. Turn the uppermost tile face up. **In the Port borough (and only there) put always an assassin as uppermost tile. It will be available from the first round.**
5. Chose a Lord with prestige of 3 and shuffle it with other randomly chosen to reach the number of the boroughs “in play”. Then randomly place them face up on each borough.

The borough “PORT” is always active, therefore:

- With 3 players activate the port borough + 2 boroughs random selected.
- With 4 players activate the port borough + 3 boroughs random selected.
- With 5 players activate the port borough + 4 boroughs random selected.

- A. Lord placement area
- B. First bride placement area
- C. Second bride placement area
- D. Common character deck placement area
- E. Worker placement area
- F. Influence token placement area



6. Place the player markers (one cylinder for each player color) in the “0” (zero) space of the influence score track.

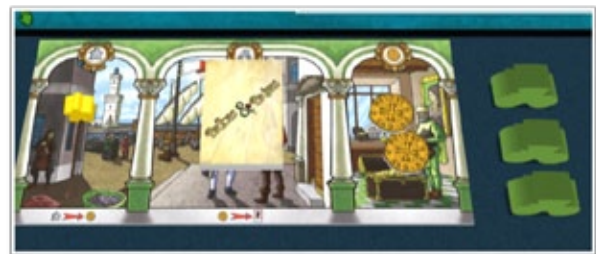
7. Place the player markers (one disc for each player color) in random order in the top dock of the Doge’s Favor track



8. Create a pile of: influence token, Ducato coins and workers close to the game board.

9. Next to the game board, place the workshops cards in decks of the same kind and in descending order (higher numbers up) with their corresponding objects.

10. Each player chooses a family and takes:
- a. The corresponding residence
  - b. The corresponding Loyal characters
  - c. 3 coaches of the matching color
  - d. 2 “Ducato” coins
  - e. 1 worker of choice to start with (also from a borough that is not in play)



11. Depending from the number of players:
- a. In a 5 players game give 1 additional Ducato to the third and fourth player in the Doge’s Favor track. Then give the white coach to the fifth player.
  - b. In a 4 players game give 1 additional Ducato to the third player and the white coach to the fourth.
  - c. In a 3 players game give 1 additional Ducato to the second player and the white coach to the third.

12. The player with the white coach is the first player and starts the game. Good luck!



## Sequence of play

The game is played over 6 rounds or when a player reaches 20 or 25 influence points (depending from the number of players).

Each round consists in the following phases:

1. Tiles placement
2. Distant colonies
3. Borough resolution
4. End of the round

**Delegation:** 1 to 3 tiles face down surmounted by a coach.

**Maximum number of tiles allowed per delegation:** a total of 3 tiles, character and object, are allowed on each Delegation.

**Maximum number of coaches allowed:** only one coach for each player is allowed in every borough and in the distant colonies spaces.

**Objects limitation:** a minimum of one-character tile is necessary to use one or more object abilities in a delegation.

### STOP!

Please, before to continue read the “Game Round Example” book first. It helps to understand better the four phases of the game through an example. After playing the round example, we recommend reading all this rules book.

## 1. Tiles Placement

Starting from the first player and acting in clockwise order, each player takes 2 of the following actions:

- **Send a delegation in Genoa:** Place one of your tile face down on a Genoa borough. Place one coach over the tile.  
If you already placed a delegation in a borough, you cannot place a second one.
- **Send a delegation to the distant colonies:** Place one of your tile face down on an available ship. Place one coach over the tile.  
If you already placed a delegation in a ship, you cannot place a second one.
- **Reinforce a delegation:** Add one of your tiles face down under one of your delegations to a maximum of 3 tiles.
- **Ask for Doge’s favor:** Show one of your available character tile to the others players (they have to verify it is not an object), then discard it in your **residence alley**. You can now move the disc of your color in the first available position in the other dock Doge’s Favor track that was not in use.
- **Pass:** A player can pass; in this case he/she will be not allowed to take any more actions during this phase. He/she discards all his/her tiles left in the **residence alley** and are out of play for this turn.

**Placement goes back to the first player and continues, in clockwise order, until all players have passed.**

When all the players have passed (they have no more actions to take), adjust the Doge’s Favor track as explained in the dedicated section (page 8).

## 2. Distant colonies

Starting from the first player each player that sent one delegation to a ship can take the corresponding action a number of times equal to the character tiles he/she put. **Each player must show the others that the tiles he/she put are no object.**

The possible actions are:

- Exchange 1 of your workers to take one of your choice of any color.
- Exchange 2 coins to take one worker of your choice of any color.
- Exchange 3 coins to take one worker of your choice of any color.
- Exchange 4 coins to take one worker of your choice of any color.

You can chose any color you want, in play or not.

**OBJECT ON SHIPS:** You can put an object in the distant colonies in order to occupy a ship and prevent another player to do the same. You will not be able to take the corresponding action.

**ABILITIES ON SHIPS:** All Characters abilities are useless in the Distant colonies area.

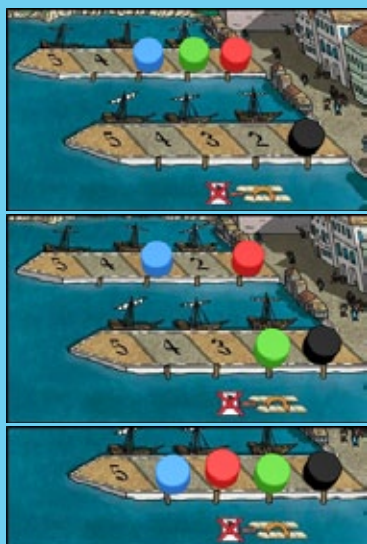
## 3. Borough resolution

Starting from the first player, in clockwise order, each player activates and resolves a borough of his choice.

### DOGE'S FAVOR TRACK

The track is used to break ties in case two or more characters have equal prestige value. The player that has a higher position (lower number) on the Doge's Favor track goes first.

Example: the black player discards a character and moves his/her disc to the first available empty space (in this case on the space number one). Later, the green player does the same and moves his/her disc in the second space. At the end of the character placement phase all the other discs are arranged, without changing order, after those that have taken the "favor".



All players present in the active borough chose a character as their guide. They reveal it simultaneously and place it face-up in the borough, with the coach close by to show from which family they are from.

The other characters from the delegation are kept hidden in the hand of the owner, ready to be used in the "actions" step.

Two steps follow:

- I. Borough turn order.
- II. Actions

### I. Borough turn order

The borough turn order define the order players must follow to declare their actions and it is defined by these criteria:

1. Player married with the First bride.
2. Player married with the Second bride.
3. Highest guide prestige value

In case of a tie follow the Doge's Favor order.

After the guides are revealed, the other players present in the same borough, in clockwise order starting from the first player, can use the tiles' delegations abilities with the symbol: **I**




## II. Actions

### II.a. Action declaration

Following the borough turn order each player becomes the **active player** and declares one of the following actions:

1. Marry the First bride
2. Marry the Second bride
3. Employ worker(s)
4. Hire the Common character
5. Collect influence token(s)
6. Collect one Ducato

After the action is declared, the other players present in the **active borough** will have a chance to interact with the **active player** to modify his selected action using the tiles' abilities with the symbol: 

#### 1. and 2. Marry the First or Second bride

The **active player** can marry one bride if he meets the following conditions:

- A Loyal character is the guide of his delegation.
- Only the guide can marry the bride.
- The guide has a prestige value equal or higher of the Lord. Otherwise, a player, only for the marry action, can forfeit one or more influence points to momentarily increase the Loyal character prestige value of the same amount.
- The guide has a charm value equal or higher of his future bride. Otherwise a player can forfeit one or more Ducato coins to bribe the local Lord and therefore increase the Loyal character charm value of the same amount spent.

If the Loyal character successfully marries, the **active player** places the Loyal character tile face-up on top of the bride tile (his ability is available until the end of the turn). **The Loyal character is now out of play until the relationship endures.**

Each marriage gives:

- 2 influence points indicated on the bride tile.
- The dowry indicated on the bride tile.
- The First bride gives 3 additional influence points indicated on the game board.
- The Second bride gives 1 additional influence points indicated on the game board.

**LOSING BRIDES' INFLUENCE POINTS:** it is always possible lose the additional influence points when a bride is murdered.

**BRIDES' INFLUENCE POINTS:** All influence points gained with a marriage must be immediately marked in the score influence track.

#### 2. Employ worker(s)

The **active player** can take all workers available in the borough and store them in the worker placement area.

#### 3. Hire the Common Character

The **active player** can take the Common character available in the borough and store him/her in the residence alley placement area.

#### 4. Collect influence token(s)

The **active player** can take all influence tokens available in the borough.


**INFLUENCE TOKENS:** All influence tokens collected must be marked in the score influence track and discarded in the influence token pile.

## 5. Collect one Ducato

The **active player** can take one (and only one) Ducato from the Ducato pile and store it in the Ducato placement area.

This action is always available to the **active player**.

### II.b. Action resolution

Once the **active player** has declared an action, the other players present in the **active borough**, in clockwise order, can play one of their tiles' abilities (with the  symbol, guide included) in order to influence, prevent or modify the action declared.

Please, note that the tiles played must be present in a delegation in the active borough and only be used to affect the action or abilities of the **active player**. (E.g. A player cannot play the thief to steal a coin when the action declared by the active player is "employ a worker"; but he/she can play it when the action declared is "marry a bride" and the active player needs the coins to pay the Lord's bribe).

Tiles abilities are played as follow:

1. The **active player** declares an action.
2. The player on the active player's left can play one tile's ability (from his/her hand or the guide's ability) against the declared action.
3. The active player can counterattack playing one of his/her tile's ability.
4. The player on the active player's left can also counterattack and so on until they haven't more tiles to use.
5. Now the second player on the active player's left can play one tile's ability.
6. Back to the point 3 and 4.
7. This is repeated until all players want or have no more abilities to play.

(Please, read the examples of borough resolution - page 22)

At this point two situations can arise:

- The active player can take the declared action: it is mandatory that he/she completes the action even if it is not exactly what he/she was hoping for (a worker of a different color or a different bride than the one he/she chose). Now the active player can play as many abilities as he/she wants for achieving the declared action (e.g. the ring to increase the charm value) or additional results (e.g. a mediator to change the color of workers).  
**After taking the declared action, the active player can also plays other abilities even if they are not related to his own action (e.g. he/she can play a thief to steal one gold or play a wine to take a worker).**  
**As before, the other players are allowed to play abilities to counterattack (e.g. a lover to steal the dowry).**
- The active player is not able to achieve the declared action: the active player has to skip (e.g. not complying with the requirements to marry or another player prevents him/her for achieving the action). Skipping means that the player becomes the last one in borough turn order and he/she will be able to declare another action later on.

Once the players have taken an action the turn ends. Every player retrieves all his/her tiles still present in the borough, in front of him and from his/her hand and discards them in his/her residence alleys.

Now is time for the next player, in clockwise order, to activate another borough.

The borough resolution phase ends when all the boroughs in play have been resolved.

- In case a player's guide is eliminated, the player must replace it with another character tile that was present in the delegation. If this is not possible, the player loses the possibility to take an action.
- In case the active player cannot take the declared action, he/she must skip and try to take another action as last player of the turn.

## 4. End of the round

After every borough has been resolved, the **round** ends.

Following the Doge's Favor track:

1. Each player receives 1 Ducato for each worker that the player has in his/her residence (not workshop).
2. Each player must pay 1 Ducato for each Common Character he/she own (neither Loyal Character nor Object). In case that the player hasn't enough money to maintain his/her Common characters or he/she doesn't want to pay for them, he/she must discard the additional Common character(s) in the box.
3. Each player can pay one Ducato to buy back every used object coming from a workshop he/she owns (not from the dowry).
4. Each player can build a workshop (only one per type and once per round) and take the corresponding object in his/her resident alley.

Now check for victory. If one player has reached the victory conditions, the game ends. Otherwise another round begins.

Before to start a new round:

1. In each borough:
  - 1.1. Discard inside the game box the face up Common Character that has not been taken.
  - 1.2. Turn face up the next Common Characters.
  - 1.3. Add a worker of the corresponding color. **Therefore, possibly increasing their number.**
  - 1.4. Add an influence token. **Therefore, possibly increasing their number.**
2. The white coach is passed to the player on the left that becomes the new first player.
3. Every player retrieves all his/her tiles from his/her residence alleys. All tiles are now ready to be played again in the next round.

Now it is time to start a new round!

### EARNING INFLUENCE POINTS

A player can earn influence points when:

- He/she takes the influence tokens available in a borough as an action.
- Each times he/she marries, he earns 2 influence points plus:
  - If he/she marries the First bride, he earns 3 additional influence points.
  - If he/she marries the Second bride, he/she earns 1 additional influence point.
- He/she builds a workshop and earns the influence points indicated on it.
- After the victory conditions are met, he/she gets 1 additional influence point for every 5 Ducato coins he/she has in his/her residence.

## Victory Conditions

Victory conditions are checked during the "End of the round" phase. The game ends when:

- The 6th "end of the round phase" is completed, (the Common Character piles are depleted) or,
- In a 4 or 5 players game, a player reaches at least 20 influence points or,
- In a 3 players game, a player reaches at least 25 influence points.

Once one of these conditions is met, each player adds:

- 1 additional influence point for every 5 Ducato coins he has in his residence.

The player who has earned the most influences points and has at least one loyal character married with a bride is elected new Genoa Doge!

In case of a tie, the new Genoa Doge is who has in order:

- The majority of marriages with First Brides.
- The majority of marriages with Second Brides.
- The majority of shops.
- The player who lives closest to the sea!

## Tiles abilities


Abilities are shown in the lower space of each Loyal, Common, Object tile:

- A. The left section clarifies when a tile ability can be used ( Ability's condition).
- B. The right section shows the ability.



A complete explanation of the abilities is at the end of this rulebook (page 13).

There are two types of abilities on the tiles:

- Abilities with an effect which is immediately resolved.  
The tiles are used and then discarded in the residence alley, unless they are guides. To show that a guide has used his ability, twist it 90° on the board.
- Abilities with a prolonged effect.  
The tiles are used but kept face up in front of the playing player till the end of the borough resolution (to remind all players that the ability is still active and affecting the play). These abilities are marked by a clock symbol: 

Objects have a different behavior when they are used for their abilities.

1. They need to be together in a delegation with a living Character (not being assassinated), otherwise they cannot be used.
2. When they are used successfully, they are discarded in the corresponding object deck. They don't return to the player's residence alleys.

## Assassinate a bride

Every **active player** can, during his/her turn, attempt to eliminate a bride playing an assassin or poison tile in the **active borough**.

The player whose wedding is attacked can prevent the assassination playing a tile present in his/her borough delegation.

**Tips for the players:** it is always possible for a player to eliminate, playing an assassin or poison tile, his/her own bride in order to free the Loyal character married to her.

If the attempt succeeds, (the owner is not able to defend the bride with a guard or antidote), the bride is murdered and:

- The bride is placed in the game box.
- The Loyal married character returns to his/her residence alleys to be ready to play in the next round.
- The marriage is no longer in place and the owner player loses the corresponding additional influence points (3 or 1, those indicated on the game board).
- The murdered bride is immediately replaced by a new one of the same type drawn from the box .
- If the murdered bride is the first one and a wedding is in place with the second one, then the second wedding becomes the first, achieving 2 additional influence points. Their tiles (second bride and wed player's tile) are moved in the first position and a second bride is immediately replaced by a new one, chosen from the box.

## Workshops and Objects

Players can take a workshop if they have got the sufficient workers indicated on the workshop card (C).

Each player can buy only one workshop per round.  
Only one workshop per type is allow to each player per game.

In order to do it, the player puts the needed workers back in the worker pile, takes the topmost workshop card and place it beside his/her residence.

Each workshop provides:

- (A) An object that the player can use during the game.
- (B) The influence points indicated on it that should immediately be marked in the influence track.



### OBJECT

**An object can always be placed on the game board:**

- as a bluff, if played alone.
- to use its object ability; in this case it must be played in a delegation where at least one character is present.

**During a game turn it is possible for all characters of one delegation to be eliminated. In this case the object(s) present cannot be used anymore and can be brought back to the residence.**

Objects works as follow:

- An object that has been used is discarded in the corresponding object deck.
- The object, to be used, needs to have one character still alive in the delegation it belongs.
- At the end of the round a used object can be bought back at the cost of 1 Ducato.
- A player can never acquire more than one object of the same type (exceptions for those coming from a dowry).
- An object acquired from a dowry has a darker background. When used, it cannot be bought back but it is discarded in the corresponding object deck.

## Appendices

### List of tiles and clarification

#### Loyal characters abilities

**LUCIANO MALABITA - NICCOLÒ GRANARA - TADDEO FOGLIETTA - MILETO CARRETTO - RAFFAELE OLIVA**



When you, as the active player, take the worker(s) available in the active borough, play it to take one additional worker of the same color of the borough.

**MATTEO MALABITA - ENRICO GRANARA - OBERTO FOGLIETTA - FILIPPO CARRETTO - ISANDRO OLIVA**



Play it as a guard, to defend from an assassin or poison a married bride present in the active borough or a character present in the same delegation.

The guard can be used only once against a single assassin or poison but it is possible to have multiple guards in the same delegation.

**MARIO MALABITA - GIORGIO GRANARA - FRANCO FOGLIETTA - LUCCHINO CARRETTO - TOMMASO OLIVA**



When you, as the active player, marry a bride in the active borough, play this Loyal character to receive 2 Ducato coins from the coins pile in addition to the bride's dowry.

**RAINEO MALABITA**



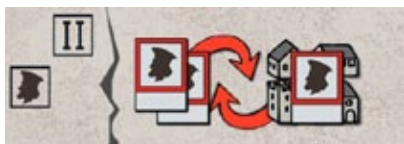
When the active player takes an action, he/she can play this Loyal character and takes one Ducato coin from the coins pile.

**GIOVANNI GRANARA**



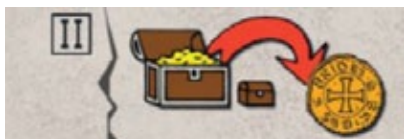
When a player, as an action, takes the worker(s) play it to exchange all worker(s) in the active borough with those of another borough. This ability can only be used when at least one worker is available in both boroughs.

## ANSALDO FOGLIETTA



When a player, as an action, takes the Common character, play this Loyal character to look at the face down tile below the available Common character and decide to switch them or not.

## GABRIELE OLIVA



Play it to steal one Ducato coin from a player present in the some active borough.

## ANTONIO CARRETTO



When a player, as an action, takes the Common character, play it to exchange the Common character in the active borough with that of another borough. This ability can only be used when at least one Common character is available in both boroughs.

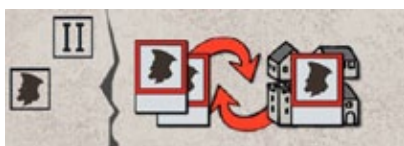
## Common characters abilities



### VILLAGE

Characters coming from the village are distinguished by the sickle icon.

## DOUBLE



When a player, as an action, takes the Common character, he/she can play this Loyal character to look at the face down tile below the available Common character and decide to switch them or not.

## HAG



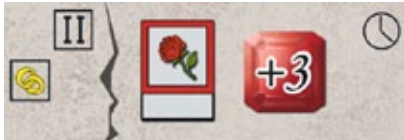
When a player, as an action, declares to marry a bride, play it to prevent any marriage in the active borough for the rest of the borough resolution. **This ability affect also the hag's owner.**

## PLAGUE - SPREADER



When a player, as an action, declares to marry a bride, play it to reduce by 3 the charm value of every Loyal character present in the opposing delegations for the rest of the borough resolution.

## DAMSEL



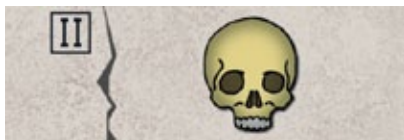
When a player, as an action, declares to marry a bride, play it to increase by 3 the charm value of each bride of the active borough for the rest of the borough resolution.



## PORT

Characters coming from the port are distinguished by the bag icon.

## ASSASSIN



Play it to stop a character or a bride in the active borough:

- the assassinated character is discarded in his own residence alley.
- the assassinated bride is discarded and another come into play.

An assassin can't be stopped by another assassin/poison.

## RAT



Play it to force the other players to change their guide with another character from their delegation (if possible).

## THIEF



Play it to steal 2 Ducato coins from the residence of the richest player present in the active borough (in case of tie you can choose which player).

## DEFAMER



Play it to reduce by 2 the prestige value of one guide present in the active borough for the rest of the borough resolution.





## CITADEL

Characters coming from the citadel are distinguished by the hat icon.

### ARCHIVIST



Play it to increase by 3 the prestige value of the guide of your delegation in the active borough for the rest of the borough resolution.

### MAGISTRATE



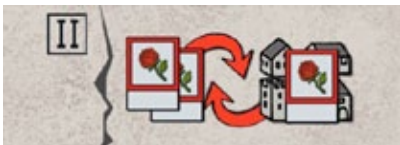
Play it to reduce by 1 the prestige value of all other guides present in the active borough for the rest of the borough resolution.

### BEGUILER



Play it to exchange one bride from the active borough with one of the same type available (not married) in another borough (First bride with First; Second bride with Second).

### TUTOR



Play it to exchange one bride not married in the active borough with one, of your choice, of the same type from the box.

### GROOMSMAN



When a player, as an action, marry a bride in the active borough, play it to get one Ducato coin from all the other player present (including the marring one).



## FORTRESS

Characters coming from the fortress are distinguished by the sword icon.

### LOVER



When a player, as an action, marry a bride in the active borough, play it to gain the bride's dowry instead of the marring player (except for the influence points).

## FALCONER



Play it to force all the other players to play with all their tiles face up for the rest of the borough resolution.

## GUARD



Play it to defend from an assassin or poison your bride present in the active borough or a character present in your delegation.

The guard can be used only once against a single assassin or poison but it is possible to have multiple guards in the same delegation.

## MEDIATOR



When you, as the active player, take the worker(s) in the active borough, play it to change his(their) color. Only one color can be chosen.

## CHARMER



Play it to force the active player to change the action just declared (except the “Collect one Ducato” action that cannot be prevented). The active player does not skip.



## MARKET

Characters coming from the market are distinguished by the scale icon.

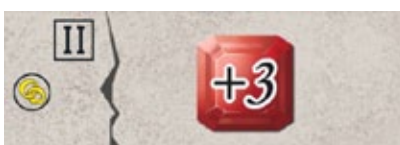
## MERCHANT



Play it to exchange:

- One worker from your residence for 3 Ducato coins or
- One influence point for 5 Ducato coins.

## BARD



When you, as the active player, declare to marry a bride in the active borough, play it to increase by 3 points the charm value of your guide.

## CROOK



When a player, as an action, declares to marry a bride, play it to increase by 3 points the prestige value of the local Lord of the active borough for the rest of the borough resolution.

## JESTER



When a player, as an action, declares to take the Common character, play it to exchange the Common character available in the active borough with one of another borough.

## BARKER



When a player, as an action, declares to take the worker(s), play it to prevent to take the worker(s) from the active borough for the rest of the round. He works also with the Object "Wine".  
**This ability affect also the hag's owner.**

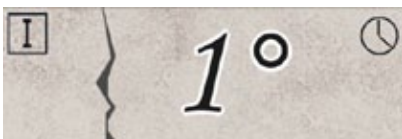
## Objects abilities

### ANTIDOTE



Play it to defend from an assassin or poison a married bride present in the active borough or a character present in the same delegation. It work like the guard.

### DOGE'S EDICT



Play it to become the first active player in the active borough for the rest of the borough resolution.  
The Doge's Edict takes precedence over any marriage. When two players use the Doge's Edict in the same active borough follow the Doge's Favor track to choose which one goes first.

### LUXURY SUIT



Play it to increases by 4 the prestige value of the guide for the rest of the borough resolution.

## POISON



The poison works like an assassin.

Play it to stop a character or a bride in the active borough:

- the assassinated character is discarded in his own residence alley.
- the assassinated bride is discarded and another come into play.

A poison can't be stopped by another assassin/poison.

## RING



Play it to increase by 4 the charm value of the guide of your delegation in the active borough for the rest of the borough resolution.

## WINE



Play it to take a worker of the active borough type. You don't need to have taken the worker as an action before.

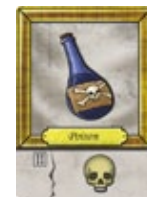
## Workshops list

### APOTHECARY

WORKERS REQUIRED:



FEATURE: Gives 1 Poison object and the corresponding influence points.



### HOSPITAL

WORKERS REQUIRED:



FEATURE: Gives 1 Antidote object and the corresponding influence points.

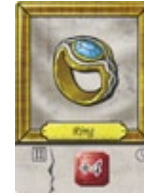


## JEWELRY

WORKERS REQUIRED:



FEATURE: Gives 1 Ring object and the corresponding influence points.



## NOTARY

WORKERS REQUIRED:



FEATURE: Gives 1 Doge's Edict object and the corresponding influence points.



## TAILOR'S SHOP

WORKERS REQUIRED:



FEATURE: Gives 1 Luxury Suit object and the corresponding influence points.



## TAVERN

WORKERS REQUIRED:



FEATURE: Gives 1 Wine object and the corresponding influence points.



## Words

**ACTIVE PLAYER:** player that declares his/her action in the active borough.

**ACTIVE BOROUGH:** borough that is being resolved.

**CHARM VALUE:** the value in the ruby on the right of a Bride or of a Loyal character. It indicates the attractiveness needed for marrying the brides.

**DECLARE:** when the active player says aloud the action that he/she would make in the active borough.

**DELEGATION:** a pile of 1 to 3 tiles (characters and objects) put in a borough or in a distant colony.

**PRESTIGE VALUE:** the value in the shield on the left of the local Lord or of the Loyal character or of a Common character. It indicates the status.

**RESIDENCE ALLEY:** in the player's board there central part is called "residence alley" and here the player can place his/her tiles.

**ROUND:** a round finishes when all the active boroughs are resolved. Each round consists in the following phases:

1. Tiles placement
2. Distant colonies
3. Borough resolution
4. End of the round

## Strategic considerations

In Brides & Bribes, the players may play tiles to help themselves or prevent the other players to take an action. So, be prepared to defend your characters and brides from the assassins and poisonous intentions of your fellow players.

It is a good idea to gain influence points by building workshops but don't forget to marry at least one Bride!

During each turn, you play the tiles in your hand to prevent, modify, attack other players. You will have to find the right balance between sending the right character in the right borough and investing in your business (workshops, marriages) to become the new Doge of Genoa!

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