

BRIDES & BRIBES

A game of cunning, intrigue and deception

SAMPLE COPY

English will be revised

Game Round Example



Game overview

Brides & Bribes is a strategy game played over 6 rounds.

You will take the role of a powerful family of Genoa during the 16th century. Clever deployment of your family members each with its unique ability, is the key to your success.

Each round you will plan to send your family members to the Genovese boroughs for hiring new employees, get new workers and convince the local lord that your family is worth a marriage with his beautiful daughter. However, be careful! The other families will be there with you struggling to earn the Lord's trust and leave you with nothing.

If you want to succeed, you will have to send the right person in the right place. Hire the most skilled people, intermarry with the most powerful families, eliminate your enemies and increase your commercial empire. Will you become the new Doge, Lord of Genoa?

Using this book

This "Game Round Example" book is written to help new players to understand better how in this game a round works. It should be used as a help while learning the rulebook, where the complete rules of play can be found.

Players must use the pre-constructed setup, as explained below.

Setup

In this example of round, we have considered a setup for four players.

a) **Four players:**

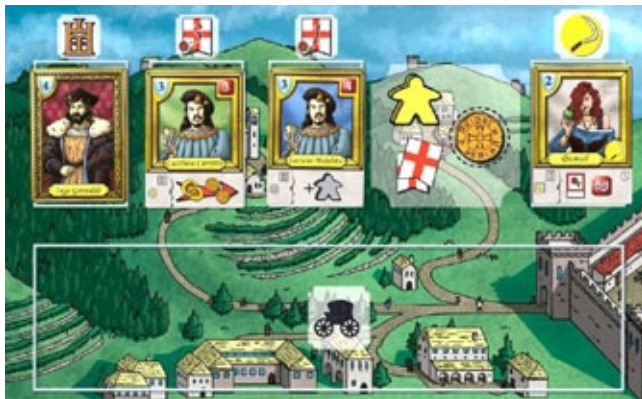
Andrea: black
Elisa: green
Pietro: red
Matteo: blue

b) **Four boroughs** in play with their local Lords, brides and Common characters:

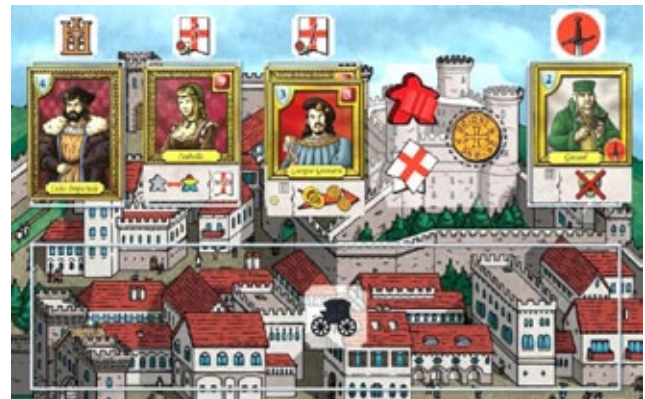
- **Village:**
 - Local Lord = Ingo Grimaldi
 - First bride = Giorgetta, married with Lucchino Carretto
 - Second bride = Catarina, married with Luciano Malabita
 - Common character available = the Damsel
- **Fortress:**
 - Local Lord = Lelio Imperiale
 - First bride = Isabella
 - Second bride = Sobrana, married with Giorgio Granara
 - Common character available = the Guard.

- **Citadel:**
 - Local Lord = Quilico Spinola
 - First bride = Beatrice
 - Second one = Orietta
 - Common character available = the Archivist
- **Port:**
 - Local Lord = Ugo Pallavicino
 - First bride = Margarita
 - Second bride = Franca, married with Tommaso Oliva
 - Common character available = the Rat

Village borough



Fortress borough



Citadel borough



Port borough



c) **Fourth round:** each player has different characters, has built some workshops, has objects and someone is married. In detail and in clockwise order:

Andrea (black):

- His Loyal character Tommaso Oliva has married Franca, the Second bride in the port (the second daughter of the local Lord Ugo Pallavicino).
- In his worker placement area, he has 5 workers: 2 reds, 2 yellows, 1 blue.
- In his alley placement area, he has 6 tiles: Isandro Oliva, Raffaele Oliva, Gabriele Oliva, the Archivist, the Assassin and the Wine obtained through the dowry.
- In his Ducato placement area, he has 7 Ducato (coins).

Elisa (green):

- Her Loyal character Lucchino Carretto has married Giorgetta, the First bride in the village (the first daughter of the local Lord Ingo Grimald).
- She has built the first tavern workshop.
- In her worker placement area, she has 2 workers: 1 yellow, 1 green.
- In her alley placement area, she has 8 tiles: Mileto Carretto, Filippo Carretto, Antonio Carretto, the Double, the Mediator, the Hag, the Charmer and the Wine.
- In her ducato placement area, she has 3 Ducato (coins).

Pietro (red):

- His Loyal character Giorgio Granara has married Sobrana, the Second bride in the fortress (the second daughter of the local Lord Lelio Imperiale).
- In his worker placement area, he has 2 workers: 1 red, 1 green.
- In his alley placement area, he has 7 tiles: Enrico Granara, Niccolò Granara, Giovanni Granara, the Hag, the Lover, the Assassin, the Poison obtained through the dowry.
- In his ducato placement area, he has 4 Ducato (coins).

Matteo (blue):

- His Loyal character Luciano Malabita has married Catarina, the Second bride in the village (the second daughter of the local Lord Ingo Grimaldi).
- He has built the first jewelry workshop.
- In his worker placement area, he has 3 workers: 2 yellows, 1 black.
- In his alley placement area, he has 5 tiles: Raineo Malabita, Mario Malabita, Matteo Malabita, the Magistrate and the Ring.
- In his ducato placement area, he has 2 Ducato (coins).



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.

1 - Tiles Placement

Starting from Andrea (the first player) and acting in clockwise order, each player takes 2 actions until all players have passed.

Andrea places two tiles (Gabriele Oliva and the Wine) face down in the village borough with one coach on top of them.

Elisa places one tile (Mileto Carretto) face down in the port borough with one coach, then one tile (the Double) face down in the citadel borough with another coach.

Pietro places one tile (the Hag) face down in the citadel borough with one coach and one tile (Giovanni Grana) face down in the village borough.

Matteo places one tile (Matteo Malabita) face down in the first distant colonies ship (the first that allows to change the workers colour) with one coach and one tile (Raineo Malabita) face down in the port borough with his last coach.



Back to Andrea that places one tile (the Archivist) face down in the citadel borough with a coach and then he places one tile (Isandro Oliva) face down in the port with his last coach.

Elisa reinforces her delegation in the port borough with one tile (the Charmer) face down in her pile and places one tile (the Mediator) face down in the village borough with her last coach.

Pietro reinforces his delegation in the citadel borough with two tiles face down (Niccolò Granara and the Lover). In the citadel Pietro has now 3 tiles, the maximum number of tiles allowed per delegation.

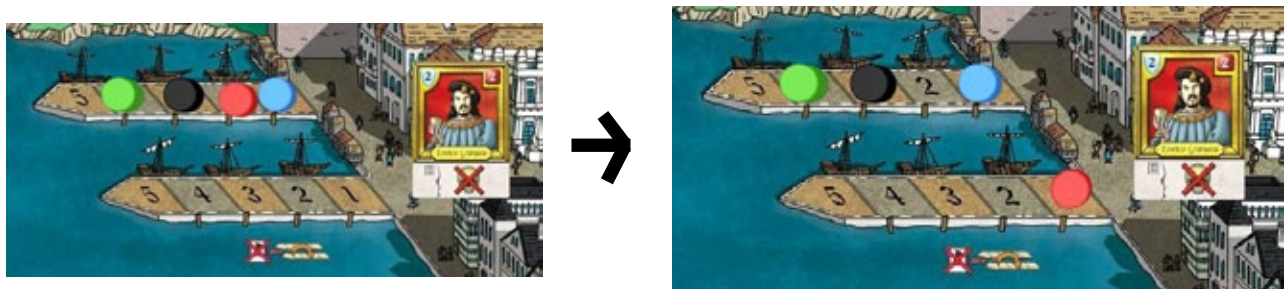
Matteo reinforces his delegation in the port borough with two tiles face down (Mario Malabita and the Ring). In the port Matteo has now 3 tiles, the maximum number of tiles allowed per delegation.



Back to Andrea that reinforces his delegation in the citadel borough with two tiles face down (Raffaele Oliva and the Assassin). In the citadel Andrea has now 3 tiles, the maximum number of tiles allowed per delegation.

Elisa reinforces her delegation in the village borough with one tile (the Hag) face down and her delegation in the citadel borough with one tile (Filippo Carretto) face down.

Pietro shows to the other players one character (must be a character, not object) tile (Enrico Granara) to ask the Doge's favor and discard it in the alley placement area of his residence. Then he reinforces his delegation in the village borough with one tile (the Assassin) face down.



Matteo places one tile (the Magistrate) face down in the fortress borough with his last coach. Now he has no coaches and tiles available. Therefore, he passes.

Back to Andrea that has no coaches and no tiles available. Therefore, he passes.

Elisa reinforces her delegation in the village borough with one tile (the Wine) face down and her delegation in the port with her last tile (Antonio Carretto). Now she has no coaches and tiles available, she passes.

Pietro reinforces his delegation in the village borough with one tile (the Poison). Now he has one coach still available but not tiles to place. Therefore, he passes.

All players have passed, the Tile Placement phase is concluded and it is time to adjust the Doge's Favor track as shown in the picture.



Tip for the players:

It is always better:

- to play all three coaches in order to take as many actions as possible.
- to play all the tiles available to increase the chances to take the desired action or to deceive the other players about your intents.

2 - Distant colonies

Matteo is the only one who places a coach in one of the ships. He has chosen the first one. He shows that his tile is a character to the other players: it is Matteo Malabita, therefore he is allowed to change one of his yellow workers for one blue worker.

In the ships area, the tile must be a character, not an object, to be allowed to take the corresponding action.

3 - Borough resolution - the citadel

Starting from Andrea, the first player, in clockwise order, each player activates and resolves a borough of his choice (independently if he/she is present or not in the borough with one of his/her coaches).

Andrea decides to resolve the citadel borough.

Elisa (green), Pietro (red) and Andrea (black) have a delegation each in the citadel borough.

Now, it is time to decide who goes first to talk with the Lord to declare the action.



Step I : borough turn order

1. All the players take the delegations in their hands, leaving their coaches on the borough and decide which one will be their guide.
2. The players choose their guide. They place it face down in the borough beside the corresponding coach.
3. Then they reveal the guides simultaneously.

1



As guides, Pietro reveals “Niccolò Granara”; Andrea has “Raffaele Oliva” and Elisa reveals the Double, threatening the others from taking the Common character available in the borough.

2



Pietro’s and Andrea’s guides have 3 of prestige value. First to go would be Pietro since he is ahead on the Doge’s Favor track, but Andrea reveals an Archivist.

He can play it in this step since it has the symbol **I**.

He uses it to increase his guide’s prestige to 6 and goes first. The Archivist is placed closed to Raffaele Oliva.

3



Step II : actions

Andrea declares he would marry the Second bride Orietta.

Now the other players, in clockwise order, can try to stop him using the tiles' abilities with the symbol II

Elisa has no ability to stop him since she has the double, just revealed, and in her hand she has Filippo Carretto.

Pietro, instead, has in his hand the Hag and he plays it: because of her curses, the local Lord would not allow any marriage this turn! (Even Pietro's eventually).

Andrea try to counterattack the ability of the Hag and plays from his hand an Assassin to kill the Hag.



Pietro has no ability to counteract the Assassin.

The Hag and the Assassin are placed back to their corresponding residence alley.

Therefore, Andrea can “go” to the local Lord Quilico Spinola and marry Orietta:

- Thanks to the Archivist, he has enough prestige to match the 5 required by the local Lord.
- He bribes the local Lord with 1 Ducato coin and he acquires the necessary Orietta's charm value.
- He puts his guide Raffaele Oliva on top of the Second bride's tile.
- He gains 1 additional influence point that he marks in the score tracking.
- He can also get the dowry: an antidote and a worker of his choice. But Pietro plays from his hand the Lover that allows him to steal the dowry from Andrea! (Except the 2 influence points that Andrea marks in the score influence track).



Now Andrea is still able to use the ability of his guide Raffaele Oliva (taking one additional worker) before ending his turn. But, since Andrea didn't take the worker as an action, the ability of Raffaele Oliva is not valid.

The Lover and the Archivist are placed back to their corresponding residence alley.

Following the borough turn order, Pietro takes his turn. He declares he would take the worker.

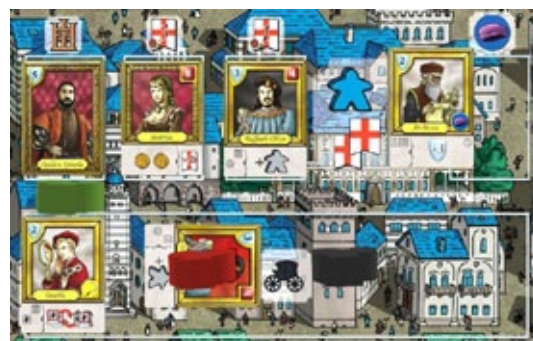
Andrea already played all his tiles and used all his abilities, so he can't stop Pietro.

Also Elisa is not able to stop him.

Now Pietro can take the worker and also he can use the Niccolò Granara's ability.

Therefore, he can take one additional blue worker.

Since Pietro has taken an action, he puts his coach on Niccolò Granara tile and then, since he has used the ability of Niccolò Granara, he turns it by 90 degrees. Since Niccolò is the guide and cannot be put in the alley yet, this is a way to show the other players that his ability has been used.



Now is Elisa's turn and she declares she would take the Common character available in the citadel borough.

None of the other players can affect the declared action, so Elisa can take the Common character.

Since she is not very happy of the Archivist showing on the board, she can use the ability of the Double: look at the next character in the deck and decide which Common character to take. She finds the Groomsman and happily takes it instead of the Archivist.

Now Elisa is still able to use the ability of Filippo Carreto but in this case he is not useful since no one can assassinate her.

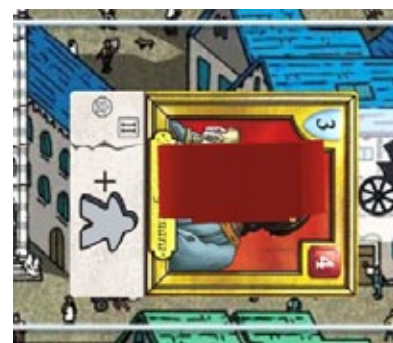
The turn ends and all delegations are brought back to the own residence alleys. Another borough can be revealed.

When a player takes an action, he/she places his/her coach on the guide.



When a player uses the ability of his/her guide, he/she turns it by 90 degrees.

When a player takes an action and uses the ability of his/her guide, he/she places the coach on the guide and turns it by 90 degrees.



When a player marries a bride, he/she puts his/her guide on top of the bride's tile, leaving his/her coach on the borough to advice that he/she still presents in the borough and he/she may play other tiles.

After all boroughs have been revealed, the round ended.

4 - End of the round

Following the Doge's Favor track:

1. Each player receives 1 Ducato (coin) for each worker.
2. Each player must pay 1 Ducato for each Common character.
3. Each player can pay 1 Ducato to buy back every used object coming from the workshop.
4. Each player can build a workshop.

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

What's Next?

You know now the basics of how to play a round in Brides & Bribes and you may want to read all the rulebook to become the new Doge of Genoa!

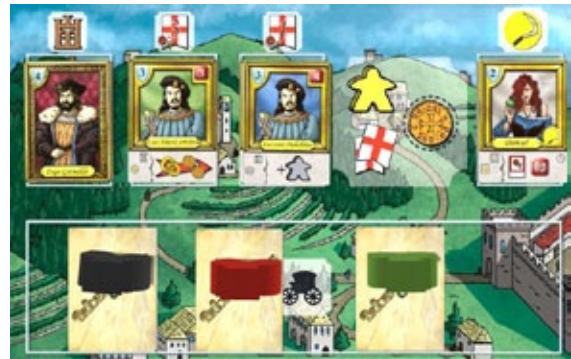
If you want to learn a complete "game round example", please read the follow Appendix where all the boroughs are resolved.

Appendix

3 - Borough resolution - the village

Following the clockwise order, Elisa decides to activate and resolve the village borough.

Pietro (red), Elisa (green) and Andrea (black) have a delegation each in the village (yellow) borough.



Step I : borough turn order

Now, it is time to decide who goes first to talk with the Lord to declare the action, considering that all brides are married: Elisa has married the First bride and Matteo has married the Second bride. Note that Matteo (blue) is not presented in this borough with one of his delegation.

Pietro, Elisa and Andrea:

1. Take their delegations in their hands, leaving their coaches on the borough and decide which one will be their guide.
2. They place the chosen guide face down in the borough to the corresponding coach.
3. Then they reveal the guides simultaneously.

As guides, Pietro reveals “Giovanni Granara”; Andrea has “Gabriele Oliva” and Elisa reveals the Mediator.

Pietro’s and Andrea’s guides have 4 of prestige value but, since Elisa is married with the First bride, she goes first. Then, since Pietro is ahead on the Doge’s Favor track, he goes second.



No one has tiles with symbol **I** (example the Doge’s Edict or the Archivist) trying to modify the step “borough turn order”.

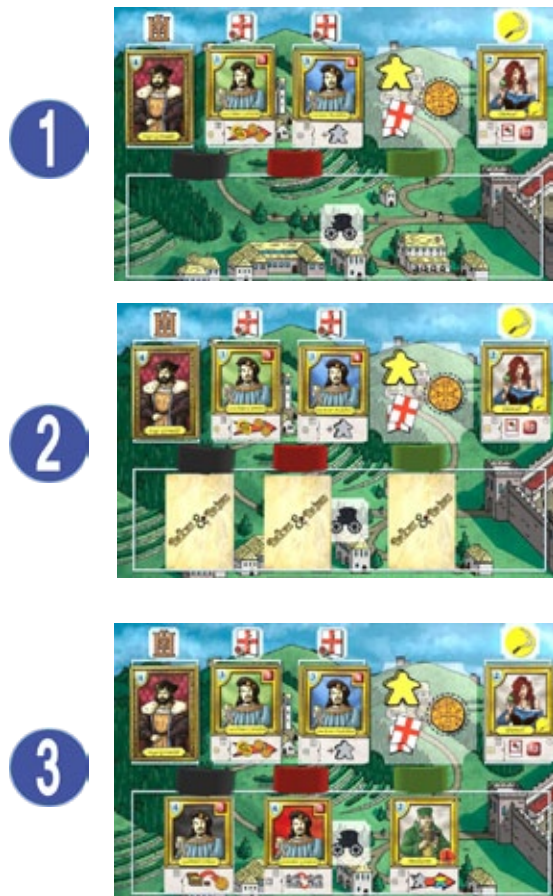
Step II : actions

Elisa declares she would take the worker.

Now the other players, in clockwise order, can try to stop her using the tiles’ abilities with the symbol **II**

Pietro has Giovanni Granara as his guide and he can use his ability to change the worker with one(s) available from another borough. But, in this case, since Elisa has the Mediator as her guide, it is irrelevant for Pietro using it or not: Elisa will still be able to change the color of the worker. Pietro can play one of the tiles that he has in his hand (the Assassin and the Poison), but he prefers to use them later for another shady purpose!

Andrea has no ability to stop her since he has Gabriele Oliva as a guide and in his hand the Wine.



So, none of the other players can affect the declared action and Elisa can take the yellow worker.

Now she can use the ability of the Mediator and change the yellow worker with the red worker.

After she has successfully performed the action of acquiring the worker, she is still allowed to use additional abilities to increase her gain. From her hand, she plays the Wine. The Wine allows her to take a worker of the same color of the borough (in this case yellow). A great achievement for her!




Note that she would be allowed to use the wine, no matters what action she took.

The Wine tile is discarded to the corresponding object deck.

Following the borough turn order, Pietro takes his turn. He declares he would marry the Second bride.

Both brides are married in this borough, but he declares anyway he wants to marry the Second bride. Andrea and Elisa understand he has at least a tile that allows him to kill one married bride and, since Luca is not present in the borough with one of his delegation, he is afraid for his own bride.

Note that it does not matter which bride Pietro wants to kill, he will still have to marry the second bride. Because, even if he kills the first one, the second one will take her place as first one. For this reason, later he will decide depending on which player he wants to damage.

Now the other players, in clockwise order, can try to stop him using the tiles' abilities with the symbol  Andrea with a quick glance to Pietro residence, figures out how to stop him!

He decides to turn by 90 degrees Gabriele Oliva tile and uses his ability and steal one coin from Pietro's residence.

Pietro is shocked! He didn't calculate this to happen and now he comes short of coins to bribe the local lord for the wedding. Giovanni Granara's charm is probably not enough to marry the bride that will come.

He has no choice and has to take his chances. He lets Andrea take the coin from his residence (Ducato placement area).



Elisa knows he is able to kill, but tries to stop him revealing from the hand her last tile: a Hag, hoping he will waste his only opportunity to kill the bride.

Pietro try to counterattack the ability of the Hag and plays from his hand an Assassin to stop the Hag.

Now Elisa has no ability to counteract the Assassin.

The assassin and the hag are placed back to their respective residence alleys.



Then Pietro, from his hand, plays the Poison to kill the First bride.

Since Elisa hasn't any tile to protect her bride, Pietro can assassinate the First bride.

The Poison tile is discarded to the corresponding object deck.

- The First bride is placed in the game box.
- The loyal married Character Lucchino Carretto returns to Elisa's residence alleys to be available to play in the next round.
- The marriage is no longer in place and Elisa loses the corresponding 3 temporary influence points (not the 2 that was part of the dowry).
- The Second bride become the first. So Matteo can achieve 2 additional influence points. His tiles (Second bride and Luciano Malabita) are moved in the first position.



A second bride space is now empty and it is immediately replaced by a new one drawn from the corresponding bride's deck. Pietro draws another bride to substitute the second one and he reveals Agnese with 7 points of charm.



This is one more than he is allowed to pay. While bribing the lord, Pietro took less than they agreed. The lord is shocked and Pietro's delegation is now pushed back as the last one to take an action.

Now is Andrea's turn.

Andrea had planned to hire the Common character, but now he has a free bride and an additional coin kindly gifted by Pietro. That is exactly what he needs to get married. So he thinks "why not?". He declares he would marry the Second bride.

None of the other players can affect the declared action, therefore Andrea can marry the Second bride.

- His guide has 4 of prestige value so he has enough prestige to match the 4 required by the local Lord.
- He bribes the local Lord with 4 Ducato coins and so achieves the necessary charm value.
- He puts his guide Gabriele Oliva on top of the Second bride's tile.
- He gets the 1 additional influence point that he marks in the score tracking.
- He gets the dowry and the 2 influence points that he marks in the score tracking.

After he has successfully performed the action of marrying a bride, he is still allowed to use addition abilities to increase his gain. From his hand, he also plays the Wine.



The Wine allows him to take a worker of the same color of the borough (yellow). A great achievement also for Andrea!

The Wine tile is discarded to the corresponding object deck.

Now is again Pietro's turn and he declares he would collect the influence point.

None of the other players can affect the declared action, so Pietro can take it. It is not what he wanted but he can mark one more point in the score influence track!

The turn ends and all delegations are brought back to the own residence alleys. Another borough can be revealed.

3 - Borough resolution - the fortress

Following the clockwise order, Pietro decides to activate and resolve the fortress borough.

In this borough only Matteo is presented with one delegation. He declares to take the worker. Since there is no other player in the borough, no one can affect the declared action and Matteo can take the red worker. Now Matteo is still able to use the ability of his common character, the Magistrate, but in this case he is not useful since he is the only one in the borough and so it is useless to reduce the prestige value of the other players.

The turn ends and all delegations are brought back to their own residence alleys. Another borough can now be revealed.



3 - Borough resolution - the port

Following the clockwise order, Matteo decides to activate and resolve the last borough: the port.

Matteo (blu), Elisa (green) and Andrea (black) have a delegation each in the port (black) borough.

Step I : borough turn order

Now, it is time to decide who goes first to talk with the Lord to declare the action.

Matteo and Elisa take the delegations in their hands. As guides, Elisa reveals Mileto Carretto; Matteo reveals Mario Malabita and Andrea has "Isandro Oliva.



Matteo's and Elisa's guides (blue and green) have 3 of prestige value but, since Andrea is married with the Second bride, he goes first. Then, since Matteo is ahead on the Doge's Favor track, he goes second.



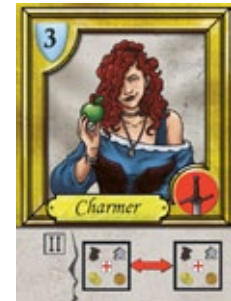
No one has tiles with symbol **I** (example the Doge's Edict or the Archivist) trying to modify the step "borough turn order".

Step II : actions

Andrea declares he would take the worker.

Now the other players, in clockwise order, can try to stop him using the tiles' abilities with the symbol **II**

Elisa plays from her hand the charmer. So, she can force Andrea to change the action just declared. The Charmer backs to Elisa's residence alley.



Then Andrea declares he would take the Ducato coin.

Now Elisa has no ability to stop him since she has only her guide Mileto Carretto. Matteo also has no ability to stop Andrea since he hasn't any assassin or poison.

Andrea can take the Ducato coin.

Follow the borough turn order, Matteo take his turn. He declares he would marry the First bride.

None of the other players can affect the declared action, so Matteo can marry the First bride.

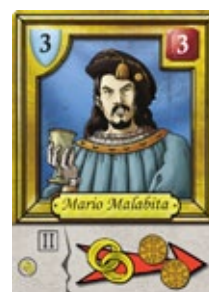
- His guide as 3 of prestige value so he has enough prestige to match the 3 required by the local Lord.
- He bribes the local Lord using the ability of the ring object and giving 1 Ducato coin, so he achieves the necessary charm value.
- He puts his guide Mario Malabita on top of the First bride's tile.
- He gets the 3 additional influence points that he marks in the score tracking.
- He gets the dowry (2 Ducato) and the 2 influence points that he marks in the score tracking.



The Ring tile is discarded to the corresponding object deck.

After he has successfully performed the action of marrying a bride, he is still allowed to use the ability of the others character. He can still use the ability of Mario Malabita and gets 2 Ducato coins.

Then, he can use from his hand the ability of Raineo Malabita and takes one Ducato more from the coins pile.



Then, Raineo Malabita is placed back to Matteo's residence alley.

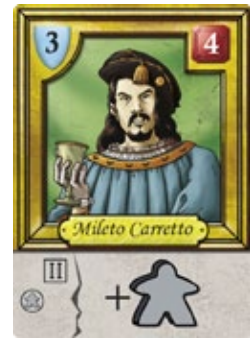
Great marriage for Matteo!

Now is Elisa's turn.

Elisa had planned to take the worker, for this reason she prevented Andrea from doing that. Therefore, she declares she would take the worker.

None of the other players can stop her and she takes the black worker.

Now Elisa is still able to use the ability of her guide Miletto Carretto. Therefore, she can take one additional black worker.



The turn ends and all delegations are brought back to the own residence alleys. All boroughs are revealed, so the round is ended.

4 - End of the round

Following the Doge's Favor track:

1. Each player receives 1 Ducato (coin) for each worker.
2. Each player must pay 1 Ducato for each Common character.
3. Each player can pay 1 Ducato to buy back every used object coming from the workshop.
4. Each player can build a workshop.



Pietro (red):

1. Receives 5 Ducato (5 workers = 1 green, 1 red, 2 blues, 1 yellow).
2. Pays 3 Ducato (He has 3 Common characters: Hag, Lover, Assassin)
3. He has no workshop, so he can't buy no object.
4. He can build the Hospital (1 green, 1 red, 1 yellow, 1 blue) and he marks 4 influence points on the score track.

Matteo (blue)

1. Receives 4 Ducato (4 workers = 1 yellow, 1 black, 1 red, 1 blue)
2. Pays 1 Ducato (He has 1 Common character: Magistrate)
3. He has built the Jewelry so he can buy back the ring for 1 Ducato.
4. He can build the Taylor's Shop (1 blue, 1 red, 1 black) and he marks 3 influence points on the score track.

Andrea (black)

1. Receives 5 Ducato (5 workers = 2 reds, 2 yellows, 1 blue).
2. Pays 2 Ducato (He has 2 Common characters: Archivist, Assassin)
3. He has no workshop, so he can't buy no object.
4. With his workers, he can't build a workshop.

Elisa (green)

1. Receives 6 Ducato (6 workers = 2 yellows, 1 green, 1 red, 2 blacks).
2. Pays 5 Ducato (She has 5 Common characters: Double, Mediator, Hag, Charmer, Groomsman).
3. She has built the Tavern so she can buy back the wine for 1 Ducato.
4. She can build the Apothecary (1 green, 1 yellow, 1 black) and she marks 2 influence points on the score track.

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