



ANDREAS STEDING



# Hansa Teutonica

## EAST-EXPANSION

use only in combination with the Hansa Teutonica basic game

9 Cards • 1 Game board • Rules

- Warning! This game contains small pieces and is not suitable for children under 3 years of age.
- Warnung! Nicht für Kinder unter 3 Jahren geeignet, da Kleinteile verschluckt werden können.
- Ne convient pas aux enfants de moins 3 ans, certaines pièces pouvant étre avalées.



The German Hanse, or Hansa, expands into the eastern regions of Europe. New alliances must be forged and ocean routes are growing more and more important, increasingly depending on wholesalers. Even cities not affiliated to the Hansa now were supposed to become part of its network. The players have to meet new challenges in order to reinforce their reputation as best merchant.

### Part 1: The cards expansion

You can use this expansion only in combination with the game board of the Hansa Teutonica basic game. Shuffle these nine cards, and then deal one card face down to each player. The players look at their card but must keep it secret from the other players until the end of the game. Any remaining cards are not used in this game; put them back in the game box.

Each card names three cities. The names of the two topmost cities also appear on two more cards (*so they could appear on other players' cards as well*); the third city is unique to this card. The coin icons on the small map are indicating the position of the three cities.

At the end of the game a player gains one prestige point for each city named on their card in which they have established at least one of their Kontors. If a player succeeds in owning the majority of Kontors in each of the three cities, or in case of a tie the Kontor with the higher value (*the one more to the right*), they gain a bonus of five prestige points. Thus, a card may be worth a maximum of eight prestige points at the end of the game.

### Part 2: The new map

For this expansion, you will need the following components of the basic game: The players need all their material (*cubes, discs and desktops*), you also need the bonus marker and the black cube indicating completed cities. All rules of the basic game remain unchanged, as well as setup.

These are the new elements to the game board:



#### Waren

This city allows the improvement of two skills. When establishing one of the three trade routes leading to Waren the player may improve one of these two skills, according to section c2 of the basic rules. This means you may either establish a Kontor or improve the skill *Actiones* or *Bursa*.



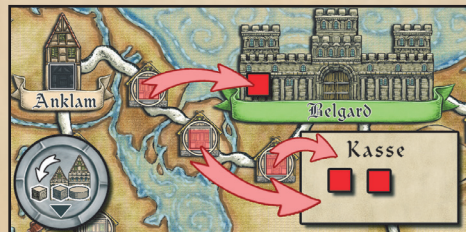




### **(Yellow-)Green cities:**

Cities Belgard, Waren and Dresden are no Hansa cities and easily recognizable by a (yellow-) green flag. Typically no Kontors can be established in these cities, except if

- you use a bonus marker „extra Kontor“ when establishing a new trade route leading into a (yellow-)green city. Using this bonus marker, you may place one of your traders/merchants of this trade route in a (yellow-)green city which does not contain any Kontor so far. If there are any Kontors present you must place it left to the leftmost existing Kontor.



- you use the permanent bonus marker “Establish a Kontor in a (yellow-)green city“ (see below) when establishing that ocean trade route.

Still a (yellow-)green city is good for prestige points as usual (majority of Kontors, in case of a tie the rightmost; when establishing a connecting trade route, and at the end of the game) and can be part of a network.

As soon as the first Kontor in a (yellow-)green city is established, the marker on the track for “completed cities” must be advanced by one space, it is considered “completed” for this purpose only.



### **Ocean trade route:**

The ocean trade route is the shortest way between the two cities Leipzig and Danzig and thus the shortest possible East-West-Connection (called “Kontor network” in the basic rules). At least one or two merchants are mandatory for an ocean trade route. When establishing such a route you gain the benefit of the allotted permanent bonus marker. You may not allocate another bonus marker to these routes, because there are bonus markers already!

### **Permanent bonus markers:**

A permanent bonus marker is allotted to each of the four ocean trade routes. The player establishing such a route may use the allotted bonus marker after prestige points have been awarded and after possibly establishing a Kontor. This means they may use the bonus marker at the end of this action, but must do so immediately and at this time only!



**Move any two traders/merchants:**

When establishing this trade route, the player may relocate any two traders/merchants of their choice, no matter to whom they belong (similar to action 4 of the basic game, with the difference that now you may also move other players’ traders/merchants). For example you may remove another player’s trader / merchant from its space on any trade route and instead place one of your own traders there (not from your stock!), then replace the other player’s trader / merchant.



**Improve “Privilegium” skill:**

When establishing this trade route, the player is entitled to improve their skill “Privilegium” as usual (same way as when improving a skill allotted to a city).



**Establish a Kontor in a (yellow-)green city:**

When establishing this trade route, the player may place one of their traders/merchants from their supply in a (yellow-)green city of their choice. This must be placed to the right of any Kontors already present in that city.



**Deploy two traders/merchants:**

When establishing this trade route, the player may deploy any two traders/merchants of this route to any other unoccupied trade route spaces on the game board instead of having to put them back into stock.

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