

Spandau 1780



IN THE CITADEL OF A TOWN CALLED SPANDAU, WHICH WAS SO FORTIFIED THAT ALL OTHER TOWNS IN THE AREA DEPENDED ON ITS PROTECTION DURING THE THIRTY YEARS' WAR, A YOUNG LIEUTENANT OF THE PRUSSIAN ARMY WAS MAKING THE FINAL PREPARATIONS FOR THE UPCOMING SPECTACLE.

ON THE OCCASION OF THE BIRTHDAY OF THE EMPRESS OF RUSSIA, A FIREWORKS DISPLAY WAS TO BE SET OFF THE NEXT DAY IN PARKE GLIENICKE NEAR POTSDAM.

THE RUSSIAN EMPRESS WAS A CHILD OF CHARLOTTENBURG, WHICH AS THE CENTER OF A SMALL TOWN, SITUATED BETWEEN SPANDAU AND BERLIN, HAD DEVELOPED IN RECENT YEARS INTO A FINE SUBURB OF HIGH SOCIETY.

THE OPPOSITE WAS TRUE IN BERLIN, WHERE NEW FACTORIES SPROUTED

OUTSIDE THE CITY WALLS, WHERE IMMIGRANTS SOUGHT EMPLOYMENT AS LABORERS OR DAY LABORERS.

THE FIREWORKS ON THE HAVELSEE NEAR GLIENICKE BROUGHT THE LIEUTENANT MUCH HONOR AND RECOGNITION THROUGH THE SPLENDOR OF THE FIREWORKS COLORS.

BUT HEROES FROM THE PEOPLE ALSO RECEIVED ATTENTION AT THAT TIME. LIKE A SIMPLE GIRL FROM POTSDAM, DISGUISED AS A MAN JOINED THE ARMY, FATAALLY SHOT WHEN SHE TRIED TO CARRY A COMRADE AWAY FROM THE FIRING LINE. BY HER COURAGE SHE INSPIRED CONTEMPORARIES AND ARTISTS.

THE YOUNG LIEUTENANT WOULD LATER PIONEER MODERN ELECTRICAL ENGINEERING AND FOUND ONE OF THE WORLD'S LARGEST TECHNOLOGY CORPORATIONS.

ACKNOWLEDGEMENTS

FOR PATIENTLY PROOFREADING THIS MANUAL

EVA

TO THE FIRST GAME TESTERS

ADRIAN, ANTON, EVA, JULIUS, ALEX, MATTI, MANUEL, JAIME

FOR HIS LEGAL ADVICE

HANS

FOR THE NANDECK TOOL

ANDREA "NAND" NINI [HTTPS://WWW.NANDECK.COM](https://www.nandeck.com)

TO THE STAFF OF PRINT SEVEN STEGLITZ, ESPECIALLY

DUSTY

IMPRINT

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Introduction

IN "SPANDAU 1780", PLAYERS DIRECT INFLUENTIAL PERSONALITIES AND ACTIVELY SHAPE THE DEVELOPMENT OF THE REGION AROUND HISTORIC SPANDAU.

THE GOAL OF EACH PLAYER IS TO FILL HIS CABINET OF WONDERS WITH ALL KINDS OF RARE WORKS OF ART AND THUS COMPETE WITH THE OTHER PLAYERS.

THE PLAYER WHO HAS COLLECTED THE MOST GENUINE WORKS OF ART AT THE END OF THE GAME WINS.

IN THE GAME THERE ARE SEVERAL WAYS TO GET WORKS OF ART: ON THE ONE HAND, ARTWORKS ARE REGULARLY AUCTIONED OFF TO THE HIGHEST BIDDER PLAYER, AND ON THE OTHER HAND, ARTWORKS CAN BE CAPTURED BY PARTICIPATING IN CAMPAIGNS. IN GENERAL, DIFFERENT GOALS HAVE TO BE WEIGHED AGAINST EACH OTHER:

EXPANSION OF INFLUENCE IN THE REGION.

GAIN PLAYING CARDS AND PLANT FIELDS

HARVEST AND SALE

HARVEST AND SELL GOODS FOR WORKS OF ART

BUILDING UP YOUR OWN INDUSTRY

INDUSTRY INCREASES INCOME AND UNLOCKS HIGHER CARDS

SUPPORT OF THE ARMY

GAIN REWARDS BY SUPPORTING MILITARY CAMPAIGNS

INFLUENCE IN THE PALACE

ENABLES FLEXIBLE REWARDS

SECURES AND EXAMINES WORKS OF ART

PROTECTS OWN COLLECTION AND EXPOSES FORGERIES

THE SUCCESS OF ANY STRATEGY OFTEN DEPENDS ON THE ACTIONS OF OTHER PLAYERS. IF A PLAYER INVESTS IN HIS ECONOMY EARLY, HE WILL HAVE MORE COINS LATER. HOWEVER, IF ALL PLAYERS INVEST IN BUILDING UP THEIR ECONOMY AT THE BEGINNING, IT MAY BE WORTHWHILE TO BUY VERY CHEAP WORKS OF ART AT AN EARLY STAGE. AT THE END OF THE GAME, ONLY THE REAL WORKS OF ART COUNT.

Game material

	<p>GAME PLAN</p>	<p>PIECES</p> <p>5x30x 120x</p> <p>5x30 6x</p>	
	<p>PLAYER TABLEAU</p>	<p>50x COINS</p>	
	<p>GAME BOARD WAREHOUSE</p>	<p>66x CARDS</p> <p>CITY COUNTRY RIVER</p>	
	<p>8x COLLECTION</p>	<p>4x MAPS CAMPAIGN</p>	
	<p>GAME BOARD PALACE</p>	<p>2x 28x ARTWORK</p>	
	<p>GAME BOARD CARD TRAY</p>	<p>28x AUTHENTIC</p> <p>28x FORGERY</p>	

Procedure

THIS PAGE SUMMARIZES THE ENTIRE PROCESS OF A GAME.

ONCE AT THE BEGINNING, THE GAME SETUP TAKES PLACE:

THE GAME PLAN AND THE GAME BOARDS ARE LAID OUT

THE CARDS ARE PREPARED AND SHUFFLED

ONCE AT THE BEGINNING, THE STARTING LINE-UP TAKES PLACE:

THE STARTING PLAYER IS DETERMINED

THE PLAYER TABLEAUS ARE CHOSEN IN TURN

THE FIRST INFLUENCE MARKERS ARE PLACED

NOW ROUNDS OF PLAY FOLLOW UNTIL ONE OF THE END CONDITIONS IS MET.

EACH ROUND CONSISTS OF COMMON ACTIONS AND PLAYER ACTIONS:

TOGETHER TAKES PLACE THE HARVEST

TOGETHER IS THE AUCTION

ONE AFTER THE OTHER, ALL PLAYERS PERFORM EACH ACTION

ACTION: PALACE

ACTION: ARMY

ACTION: ARTIST

ACTION: PLAY CARDS

ACTION: DRAW CARDS

ACTION: EXPAND INFLUENCE

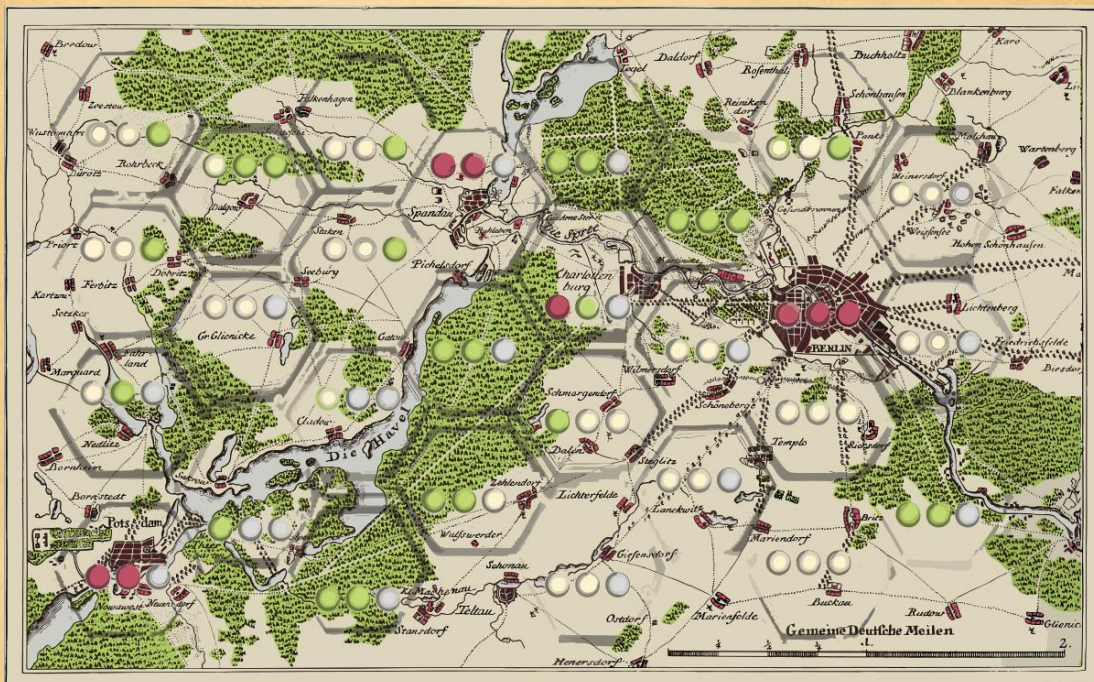
ACTION: EXCHANGE ARTWORK

IMMEDIATELY UPON REACHING AN END CONDITION, THE GAME ENDS.

LAST BUT NOT LEAST, THE WINNER OF THE GAME IS DETERMINED.

Basics

THE GAME PLAN




ON THE GAME PLAN, PLAYERS PLACE INFLUENCE PIECES (EXPAND INFLUENCE).



IN EACH REGION THERE ARE THREE FIELDS FOR SETTING INFLUENCE. ADJACENT REGIONS ARE CONSIDERED NEIGHBORING. ZEHLENDORF (1) AND SCHMARGENDORF (2) ARE ADJACENT, BUT ZEHLENDORF (1) AND LANKWITZ (3) ARE NOT.

IF A PLAYER HAS TWO OR THREE INFLUENCE PIECES IN A REGION, HE CAN MARK IT AS HIS WITH ONE OF HIS PIECES.

EACH FIELD HAS ONE OF THE FOLLOWING TERRAINS:

-  FIELD (YELLOW)
-  COUNTRY (GREEN)
-  RIVER (BLUE)
-  CITY (RED)

THE CARDS






DURING THE GAME, PLAYERS CAN PLAY CARDS.

EACH CARD GIVES A PLAYER ADVANTAGE, WHICH ARE REPRESENTED BY SYMBOLS ON THE TOP OF THE CARD.

AS A PREREQUISITE FOR PLAYING A CARD, SYMBOLS ARE DISPLAYED ON THE LEFT EDGE.

IF COINS OR GOODS ARE SPECIFIED IN THE CONDITIONS, THEY MUST NOT ONLY BE PRESENT AS AN ADVANTAGE, BUT ALSO PAID ONCE OR TAKEN FROM THE STOCK.

THE FOLLOWING SYMBOLS EXIST:

	COIN YIELD
	TECHNICAL PROGRESS, PREREQUISITE FOR ADVANCED CARDS
	INFLUENCE IN THE PALACE
	MILITARY STRENGTH
	ARTIST









IN ADDITION, GOODS OR COINS CAN BE A PREREQUISITE OR ADVANTAGE OF A CARD.

IF GOODS ARE A PREREQUISITE FOR PLAYING A CARD, THEY ARE TAKEN FROM THE WAREHOUSE.

IF COINS ARE A PREREQUISITE FOR PLAYING A CARD, THEY MUST BE PAID DIRECTLY.

IF A GOOD IS AN ADVANTAGE OF A CARD, THIS SYMBOL ALSO COUNTS FOR THE HARVEST.

	SILK
	WINE
	TOBACCO
	POTATO
	LIVESTOCK
	WHEAT

THE WAREHOUSE



THE WAREHOUSE IS A LARGE STOCKPILE, WHICH DISPLAYS ALL THE YIELDS OF ALL PLAYERS, AS WELL AS THE CURRENT MARKET PRICE. EACH PLAYER PLACES A TOKEN IN THE WAREHOUSE FOR EACH GOOD HE OWNS.

THE PRICE INDICATOR OF EACH GOOD MOVES FROM RIGHT TO LEFT. IF THE PRICE INDICATOR IS ON THE THIRD SPACE FROM THE RIGHT, THE CURRENT PRICE IS THREE COINS. DURING THE HARVEST, STOCKS AND PRICES INCREASE. (SEE HARVEST)

SALE OF MERCHANDISE

SALE OF MERCHANDISE IS ONLY FOR PAYMENT OF AN AUCTIONED WORK OF ART. EACH TYPE OF GOODS MUST BE SOLD INDIVIDUALLY. AFTER THE SALE, THE PRICE DECREASES BY ONE PER SOLD TRADE GOODS.

EXAMPLE: A PLAYER SELLS GRAIN TWICE AND RECEIVES SIX COINS.

QUANTITY GOODS	WAREHOUSE DISPLAY	RECEIVED COINS
3		
1		

THE PLAYER TABLEAU

EACH PLAYER PLAYS WITH A PLAYER TABLEAU. ON THIS ARE SHOWN:



1. ADVANTAGES, WHICH THE PLAYER CAN USE EVERY ROUND.
2. A CHARACTER PORTRAIT
3. INFLUENCE TOKENS GROUPED ACCORDING TO TERRAIN OF THE GAME BOARD.
 - A. AT THE BEGINNING OF THE GAME ALL INFLUENCE TOKENS ARE ON THE PLAYER TABLEAU.
 - B. THE TERRAIN FORMS EXTEND OVER THREE COLUMNS. THESE ARE CALLED LEVELS. THE COST OF PLACING AN INFLUENCE TILE IS BASED ON ITS LEVEL.
 - C. PLACED INFLUENCE TOKENS OF THE TERRAIN FORM 'FIELD' INDICATE THE GOODS, WHICH INCREASE THE STOCK IN THE WAREHOUSE DURING THE HARVEST.
4. PICTOGRAM FOR THE ACTIONS OF EACH ROUND
5. IT IS RECOMMENDED TO MOVE PLAYED CARDS SO FAR UNDER THE PLAYER'S TABLEAU THAT ONLY THE ADVANTAGES OF THE PLAYED CARDS ARE VISIBLE. THIS MAKES IT EASIER TO DETERMINE THE SUM OF THE RESPECTIVE SYMBOLS OF THE ADVANTAGES.
6. EACH PLAYER MUST ALWAYS OFFER EXACTLY ONE PIECE OF ART FOR EXCHANGE.

WHEN CHOOSING THE PLAYER TABLEAU, EACH PLAYER CAN DECIDE WHETHER HE PREFERS TO PLAY WITH THE FRONT OR THE BACK.

THE WORKS OF ART

THERE ARE A TOTAL OF EIGHT TYPES OF ARTWORKS, EACH WITH FOUR ARTWORKS.

FOR EXAMPLE, THERE ARE FOUR DIFFERENT PAINTINGS:



FOR EVERY WORK OF ART THERE IS ALSO A FAKE. THEREFORE, EACH CARD OF A WORK OF ART IS DUPLICATED.

IN ORDER TO SEPARATE REAL FROM FAKE ARTWORK, TWO CARDS ARE ALWAYS PUT TOGETHER IN A CARD SLEEVE:

GENUINE WORK OF ART	FAKE WORK OF ART
	

DURING THE PLAYER ACTION ARTIST, A PLAYER MAY CHECK THE AUTHENTICITY OF WORKS OF ART, PROVIDED HE MEETS THE REQUIREMENTS FOR DOING SO. THE PLAYER CAN ALSO KEEP THE RESULTS OF HIS CHECK TO HIMSELF.

FOR EACH ARTIST SYMBOL HE MAY CHECK ONE WORK OF ART, THE CHECK COSTS ONE COIN. THIS GOES TO THE BANK. THE FOLLOWING MAY BE CHECKED:

- OWN ARTWORK
- ARTWORK OF OTHER PLAYERS OFFERED FOR EXCHANGE
- THE WORK OF ART TO BE AUCTIONED NEXT

IF A WORK OF ART IS PUBLICLY KNOWN TO BE A FORGERY, IT IS IMMEDIATELY REMOVED FROM THE GAME. IF A WORK OF ART IS PUBLICLY KNOWN TO BE GENUINE, THE ASSOCIATED FORGERY, IF ANY, IS REMOVED FROM THE GAME. IF AN ARTWORK OFFERED FOR EXCHANGE IS REMOVED, THE AFFECTED PLAYER MUST IMMEDIATELY OFFER ANOTHER ARTWORK FOR EXCHANGE.

THE CAMPAIGNS

THERE ARE FOUR CAMPAIGNS IN THE GAME. THESE ARE REPRESENTED BY FOUR SUPERIMPOSED CARDS

IF A CAMPAIGN IS COMPLETED (SEE PLAYER ACTION ARMY), THE CARD IS REMOVED FROM THE GAME AND THE NEXT CAMPAIGN IS CONSIDERED ACTIVE.

IF THE LAST CAMPAIGN IS COMPLETED, THE GAME ENDS (SEE END CONDITIONS).



ON EACH CAMPAIGN CARD THERE ARE THE FOLLOWING GROUPS OF SYMBOLS:

- 1 THE PROGRESS OF THE CURRENT CAMPAIGN. EACH PARTICIPATING PLAYER HAS A TOKEN HERE. IN THE PLAYER ACTION ARMY, THE PLAYER CAN ADVANCE HIS TOKEN IF HE MEETS THE REQUIREMENTS. AS SOON AS A PLAYER REACHES THE LAST SQUARE, THE CAMPAIGN IS OVER. EACH PLAYER WHO PARTICIPATED IN THE CAMPAIGN RECEIVES A PIECE OF ART. IN ADDITION, THERE ARE OTHER REWARDS.
- 2 THE REWARD FOR THE PLAYER WHO FINISHED THE CAMPAIGN IS DISPLAYED HERE.
- 3 THE PLAYER IN SECOND PLACE RECEIVES THE BENEFITS OF THE SYMBOLS SHOWN HERE.
- 4 THE PLAYER IN THIRD PLACE RECEIVES THE BENEFITS OF THE SYMBOLS SHOWN HERE.

IN CASE OF A TIE, THE HIGHER INFLUENCE IN THE PALACE DECIDES. IF THE SCORE IS ALSO THE SAME, THE CURRENT PLAYER ORDER DECIDES.

THE PALACE

THE PALACE GAME BOARD DISPLAYS A PLAYER'S CURRENT INFLUENCE AT THE COURT. IN ADDITION, TWO RANDOM COLLECTIONS ARE REQUESTED.



IN THE PALACE PLAYER ACTION, ALL TILES ON SHIELDS ARE REMOVED FIRST. THEN EACH PLAYER ADVANCES THE TOKEN OF HIS COLOR. THEN THE PLAYER CAN DECIDE WHETHER TO EXERT HIS INFLUENCE IN THE PALACE.

IF THE PLAYER'S INFLUENCE IS ASSERTED IN THE PALACE, ANOTHER OF THE PLAYER'S TOKENS IS PLACED ON THE CORRESPONDING SHIELD. THE TOKEN USED TO COUNT IS PLACED BACK ON THE STARTING SQUARE.



AS LONG AS THE TOKEN IS ON A SHIELD, THAT IS, UNTIL THE PLAYER ACTION PALACE IN THE NEXT ROUND, THE PLAYER CAN USE THE ADVANTAGE DEPICTED ON THE SHIELD. SO, THE ADVANTAGES CAN BE USEFUL,

- TO PLAY CARDS
- TO RECEIVE GOODS OR COINS DURING THE HARVEST
- FOR A PROGRESS IN THE CAMPAIGN
- FOR AN ARTIST, THAT IS, AN ADDITIONAL EXAMINATION OF A WORK OF ART

COLLECTION

FURTHERMORE, TWO RANDOM COLLECTIONS ARE REQUESTED. IF A PLAYER CAN SHOW ONE OF THESE COLLECTIONS OF HIS OWN ARTWORK DURING HIS TURN, HE IMMEDIATELY RECEIVES AN EXTRA ARTWORK AS A REWARD. THE CORRESPONDING COLLECTION COMES OUT OF THE GAME AND A NEW COLLECTION (IF AVAILABLE) IS REVEALED.

Game Setup

PLACE THE GAME BOARD IN THE CENTER OF THE TABLE. INITIALLY, THERE ARE NO INFLUENCE MARKERS ON THE GAME BOARD.

THE WAREHOUSE, THE PALACE AND THE CARD TRAY SHOULD ALSO BE CENTRALLY LOCATED.

THE COINS SHOULD ALSO BE EASILY ACCESSIBLE.

THE WORKS OF ART

THE ARTWORK IS PUT INTO A SLEEVE WITH AN ADDITIONAL CARD FOR EACH ARTWORK. THIS ADDITIONAL CARD INDICATES WHETHER THE ARTWORK IS REAL OR FAKE. SEE ALSO CHAPTER BASICS: THE ARTWORKS.

MAKE THE PAIRS OF CARDS SO THAT THERE IS ONE ORIGINAL AND ONE FAKE FOR EACH ARTWORK. THEN SHUFFLE ALL THE ARTWORKS.

THE CARDS CITY/COUNTRY/RIVER ARE ALSO SHUFFLED RESPECTIVELY AND ALSO GO ON THE DESIGNATED AREA OF THE CARD TRAY.

THE WAREHOUSE



NO PLAYER OWNS TRADE GOODS YET. THEREFORE, ONLY THE CURRENT PRICES ARE MARKED. TO DO THIS, PLACE A YELLOW PRICE INDICATOR ON EACH OF THE STARTING PRICES SHOWN ABOVE. SEE ALSO CHAPTER BASICS: THE WAREHOUSE

THE PALACE

EACH PLAYER PLACES A TILE OF HIS COLOR ON THE LOWEST SQUARE IN THE PALACE. TWO RANDOM COLLECTIONS ARE REVEALED.



THE CAMPAIGNS

THE FOUR CAMPAIGNS ARE PLACED ON TOP OF EACH OTHER IN ORDER OF DIFFICULTY, THEY ARE SORTED BY NUMBER OF SQUARES.



THE PLAYER TABLEAUS

DETERMINES A STARTING PLAYER. IN CLOCKWISE ORDER, THE PLAYERS THEN EACH CHOOSE A PLAYER TABLEAU. THE FIRST INFLUENCE TOKENS ARE THEN PLACED IN EXACTLY REVERSE ORDER AT THE START OF THE GAME.

EACH PLAYER CAN NOW CHOOSE WHETHER TO PLAY WITH THE FRONT OR THE BACK OF THE PLAYER'S TABLEAU.

AFTER THAT, EACH PLAYER COVERS ALL HIS YIELD FIELDS ON THE PLAYER TABLEAU WITH HIS INFLUENCE MARKERS.



PRIVATE COLLECTION

EACH PLAYER DRAWS A RANDOM COLLECTION. AS SOON AS A PLAYER CAN SHOW ALL THE PICTURED ARTWORKS, HE RECEIVES ANOTHER ARTWORK AS A REWARD.



IT IS IRRELEVANT HERE WHETHER THE WORKS OF ART SHOWN ARE GENUINE WORKS OF ART.

Starting lineup

INFLUENCE

EACH PLAYER DRAWS TWO CARDS OF EACH: CITY, COUNTRY AND RIVER (SIX CARDS IN TOTAL). THESE MAY ALSO BE VIEWED.

FOR EACH PLAYER LESS THAN FIVE, A BLACK INFLUENCE PIECE IS PLACED ON A BERLIN CITY TILE. SO, FOR FOUR PLAYERS, ONE, FOR THREE, TWO, AND FOR TWO, ALL THREE.

NOW EACH PLAYER IN TURN PLACES ONE INFLUENCE TOKEN EACH. THE ORDER IS THE REVERSE OF THE ORDER IN WHICH THE PLAYER TABLEAUS WERE CHOSEN. EACH PLAYER MUST FIRST OCCUPY A CITY TILE. AFTER THAT, THE NORMAL RULES FOR PLACING APPLY.

IF NO PLAYER CAN OR WANTS TO PLACE MORE INFLUENCE TILES, THE GAME BEGINS. PLAYERS MAY THEREFORE ALSO KEEP CARDS.

EXAMPLE:



IF A PLAYER HAS TWO OR THREE INFLUENCE PIECES IN A REGION, HE CAN MARK IT AS CONTROLLED WITH ONE OF HIS (LARGE) PIECES.

THE NUMBER OF REGIONS CONTROLLED DETERMINES THE NUMBER OF CARDS THAT CAN BE PLAYED.

ARTWORKS

EACH PLAYER RECEIVES TWO REAL AND THREE FAKE ARTWORKS ON HAND AS THE BASE OF HIS COLLECTION. THEN SHUFFLE ALL THE REMAINING ONES. THUS, AT THE BEGINNING, EACH PLAYER OWNS TWO REAL ARTWORKS WITHOUT KNOWING WHICH ONES THEY ARE.

NOW EACH PLAYER CAN LOOK AT HIS ARTWORK. ONE ARTWORK FROM THESE FIVE IS PLACED ON THE CHARACTER PORTRAIT OF THE PLAYER'S TABLEAU BY EACH PLAYER AND THUS OFFERED FOR EXCHANGE.

IN ADDITION, THE NEXT ARTWORK TO BE AUCTIONED IS REVEALED.

The harvest

EACH ROUND BEGINS WITH THIS PHASE OF THE GAME. ALL PLAYERS INCREASE THE STOCK OF THEIR GOODS IN THE WAREHOUSE BY THE YIELD FIELDS VISIBLE ON THEIR PLAYER TABLEAU. THIS IS DONE IN ORDER. ONE TOKEN IS PLACED FOR EACH GOOD. IF THE WAREHOUSE IS FULL, THE GOODS EXPIRE OR SPOIL.



THE YELLOW PRICE INDICATOR RUNS FROM RIGHT TO LEFT. THE COIN SYMBOLS MARK THE MINIMUM PRICE OF THE GOODS.

THE HARVEST INFLUENCES THE PRICE

BEFORE HARVEST	
AFTER HARVEST	

IF THE PRICE INDICATOR OF THE GOODS IS REACHED DURING A PLAYER'S HARVEST, THE PRICE INDICATOR SHIFTS ACCORDINGLY AND THE GOODS BECOME CHEAPER. IF THERE IS NO SPACE, THE GOODS ARE LOST. PLAYER ORDER IS IMPORTANT HERE.

THE PRICES RISE

IF ALL PLAYERS HAVE STORED THEIR YIELD, THE PRICES INCREASE. ALL YELLOW PRICE INDICATORS ARE MOVED ONE SPACE TO THE LEFT (IF POSSIBLE).

HOWEVER, IF THERE IS ALREADY AT LEAST ONE TOKEN OF A PLAYER THERE, THE PRICE DOES NOT CHANGE.

COIN YIELD

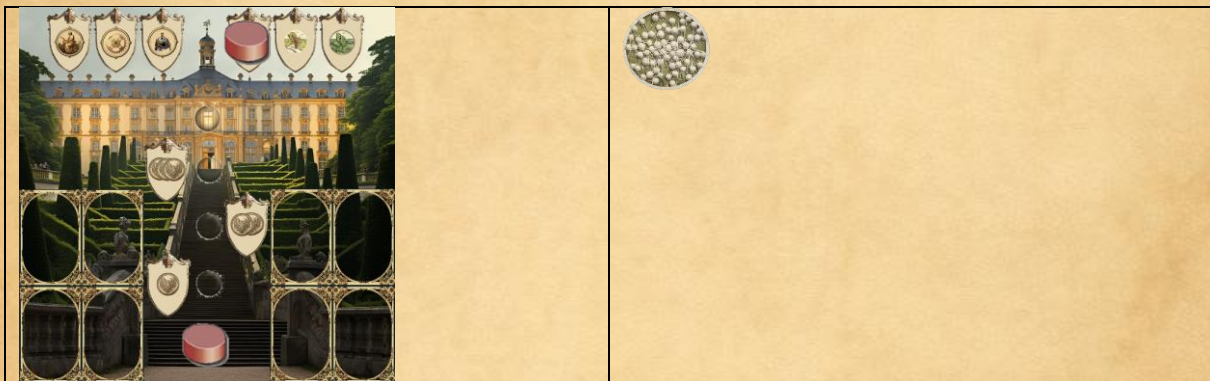
IN ADDITION, PLAYERS NOW RECEIVE AS MANY COINS AS THE SUM OF THE SYMBOLS ON THE PLAYER BOARD AND PLAYED.

EXAMPLE: TWO COIN SYMBOLS YIELD TWO COINS.



PALACE AND HARVEST

IF A PLAYER IS ON A GOODS SYMBOL IN THE PALACE, HE RECEIVES A GOOD FROM THE ROYAL GARDENS.



PALACE AND COIN YIELD

IF A PLAYER IS ON A COIN PAYOUT IN THE PALACE, HE ALSO RECEIVES IT.



The auction



THE STARTING PLAYER OF THE LAST ROUND EITHER PLACES A STARTING BID OR DROPS OUT OF THE AUCTION.

NOW THE OTHER PLAYERS ARE ASKED IN CLOCKWISE ORDER. EVERYONE CAN EITHER DROP OUT OR MUST OUTBID THE CURRENT BID. IN CASE NO ONE BIDS, THE ARTWORK COMES OUT OF THE GAME.

IN ANY CASE, AT THE END OF THE AUCTION A NEW WORK OF ART IS LAID OUT, WHICH WILL BE AUCTIONED OFF IN THE NEXT ROUND.

A PLAYER MUST BE ABLE TO PAY HIS BID, OTHERWISE IT IS INVALID. THE COSTS CAN BE PAID AS FOLLOWS:

PAYMENT

- **DIRECTLY WITH COINS**
- **BY DISCARDING CARDS AT EACH**
 - **THREE COINS FOR A CITY CARD**
 - **TWO COINS FOR A RIVER CARD**
 - **ONE COIN FOR A COUNTRY CARD**
- **THROUGH THE SALE OF GOODS FROM THE WAREHOUSE**

THE WINNER OF THE AUCTION PLACES THE ARTWORK IN FRONT OF HIM AND IS THE STARTING PLAYER FOR THIS ROUND.

Palace, army and artists

PALACE

IF THE PLAYERS TOKEN IS ON A SHIELD (THE ACTIVE PLAYER HAS USED HIS INFLUENCE IN THE PALACE SINCE HIS LAST TURN), THIS TOKEN IS REMOVED.

NOW THE NEW INFLUENCE IS ADDED TO THE CURRENT LEVEL:



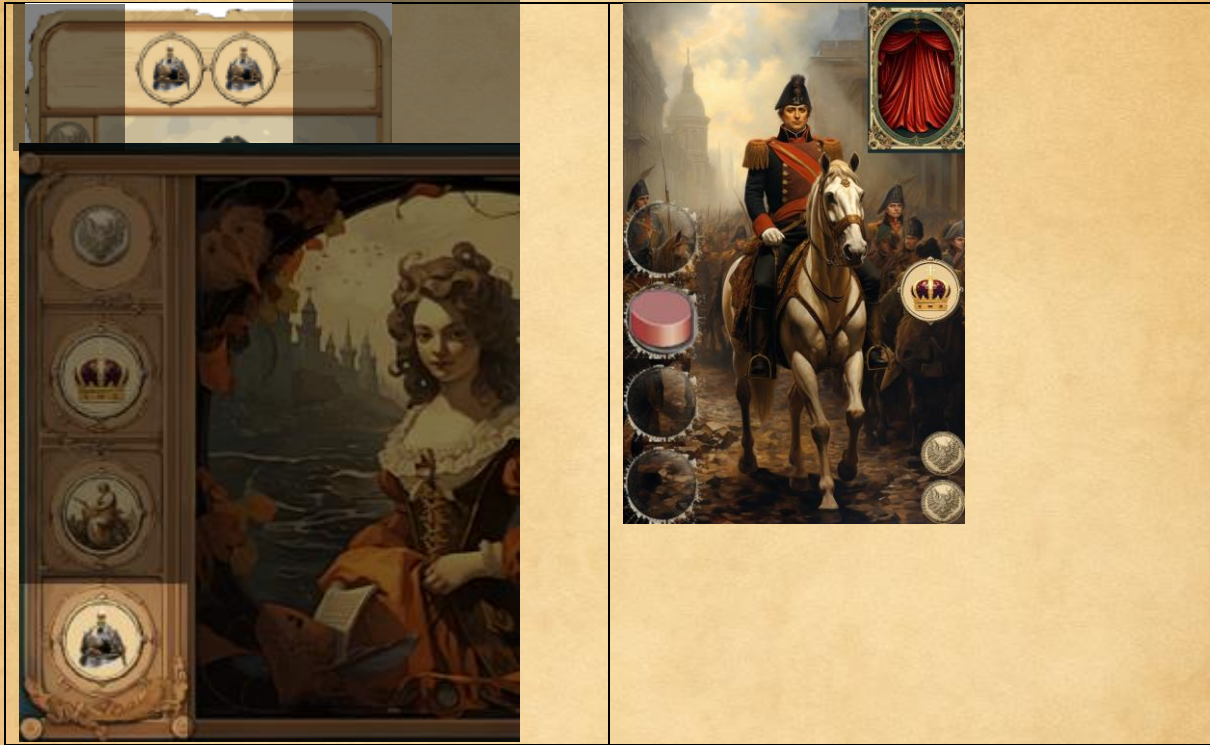
HERE, A PLAYER CAN REACH AT MOST THE FIFTH LEVEL. SO THAT SURPLUS INFLUENCE DOES NOT EXPIRE, THE PLAYER CAN CLAIM INFLUENCE AND START OVER WITH THE SURPLUS LEVELS.



ARMY

THE ACTIVE PLAYER ADVANCES HIS TOKEN ON THE ACTIVE CAMPAIGN ACCORDING TO THE SUM OF HIS MILITARY SYMBOLS. SEE ALSO BASICS: THE ARMY.

EXAMPLE: THE PLAYER HAS TWO ARMY SYMBOLS AND ADVANCES TWO SPACES.



WHEN THE END OF THE CAMPAIGN IS REACHED, IT IS IMMEDIATELY EVALUATED AND THE NEXT CAMPAIGN BECOMES ACTIVE. EXCESS MILITARY IS NOT TRANSFERRED.

PALACE AND ARMY

IF THE ACTIVE PLAYER IS ON THE ARMY SHIELD IN THE PALACE, HE RECEIVES THE SUPPORT OF THE ROYAL ARMY THIS TURN.



EVALUATION OF THE CAMPAIGN

THE THREE REWARDS OF THE CAMPAIGN ARE CREDITED TO THE PLAYERS ACCORDING TO THE ORDER OF THEIR PARTICIPATION.

EACH PLAYER WHO PARTICIPATED IN THE CAMPAIGN RECEIVES A PIECE OF ART. IN ADDITION, THERE ARE OTHER REWARDS.

- 1 AT THE TOP RIGHT OF THE MAP, THE REWARD FOR THE PLAYER WHO FINISHED THE CAMPAIGN IS DISPLAYED.
- 2 THE PLAYER IN SECOND PLACE GETS THE ADVANTAGES OF THE SYMBOLS SHOWN IN THE CENTER RIGHT.
- 3 THE PLAYER IN THIRD PLACE RECEIVES THE BENEFITS OF THE SYMBOLS SHOWN BELOW ON THE RIGHT.

IF THERE IS A TIE, THE CURRENT INFLUENCE AT THE KING'S COURT DECIDES.

IF THERE IS STILL A TIE, THE CURRENT PLAYER ORDER DECIDES.

IF THERE ARE ONLY TWO PLAYERS, THE THIRD REWARD IS IGNORED.

IF A PLAYER RECEIVES INFLUENCE AT THE COURT AS A REWARD, THE PLAYER'S TOKEN IS IMMEDIATELY INCREASED BY THAT NUMBER, IF POSSIBLE.

EXAMPLE:



ARTIST

FOR EACH ARTIST SYMBOL THE PLAYER MAY CHECK ONE PIECE OF ART.



DURING THE PLAYER ACTION ARTIST, A PLAYER MAY CHECK THE AUTHENTICITY OF WORKS OF ART, PROVIDED HE MEETS THE REQUIREMENTS FOR DOING SO. THE PLAYER CAN ALSO KEEP THE RESULTS OF THE CHECK FOR HIMSELF.

HE MAY CHECK ONE WORK OF ART PER ARTIST SYMBOL, AND THE CHECK COSTS ONE COIN. THIS COIN GOES TO THE BANK. THE FOLLOWING MAY BE CHECKED:

- OWN ARTWORK
- ARTWORK OF OTHER PLAYERS OFFERED FOR EXCHANGE
- THE WORK OF ART TO BE AUCTIONED NEXT

ARTWORK IS GENUINE	ARTWORK IS FORGED

FORGERY UNMASKED

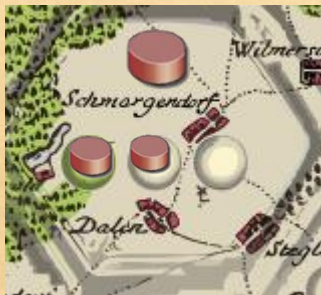
IF A WORK OF ART IS PUBLICLY KNOWN TO BE A FORGERY, IT IS IMMEDIATELY REMOVED FROM THE GAME. IF A WORK OF ART IS PUBLICLY KNOWN TO BE GENUINE, THE ASSOCIATED FORGERY, IF ANY, IS REMOVED FROM THE GAME. IF AN ARTWORK OFFERED FOR EXCHANGE IS REMOVED, THE AFFECTED PLAYER MUST IMMEDIATELY OFFER ANOTHER ARTWORK FOR EXCHANGE.

THE KING'S ARTIST CAN ALSO BE USED FOR THE CHECK, SEE PALACE AND ARTIST

Play cards

EACH PLAYER CAN HAVE ONLY A CERTAIN NUMBER OF ACTIVE CARDS IN THE GAME.

NAMELY, ONE CARD FOR EACH REGION ON THE MAP WHERE THE PLAYER HAS AT LEAST TWO INFLUENCE STONES. THESE REGIONS ARE CONSIDERED CONTROLLED BY THE PLAYER.



IF THE NUMBER OF CONTROLLED REGIONS HAS CHANGED, THE PLAYER MAY HAVE TO REPLACE A PLAYED CARD OF HIS CHOICE IN ORDER TO PLAY A NEW ONE. THE OLD CARD GOES INTO THE APPROPRIATE DISCARD PILE.

THE ACTIVE PLAYER MAY PLAY ANY CARDS FROM HIS HAND. TO PLAY A CARD, THE ACTIVE PLAYER MUST MEET THE CONDITIONS ON THE LEFT EDGE OF THE CARD AT THE TIME IT IS PLAYED.

SEE ALSO BASICS: THE CARDS.

AFTER A CARD IS PLAYED, THE BENEFITS SHOWN AT THE TOP OF THE CARD ARE IMMEDIATELY ACTIVE FOR THE PLAYER AND CAN BE USED TO PLAY ADDITIONAL CARDS.

CARDS THAT HAVE ALREADY BEEN PLAYED ARE NOT REMOVED, EVEN IF THE CONDITIONS ARE NO LONGER MET.

Draw cards

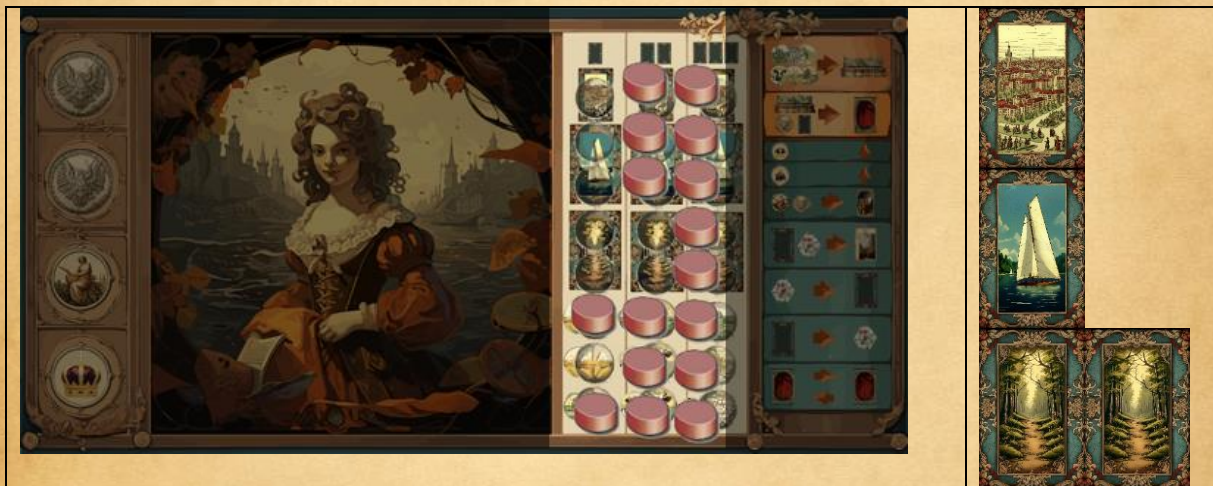
IF THE DRAW PILE IS EMPTY, THE CARDS IN THE DISCARD PILE ARE SHUFFLED AND FORM THE NEW DRAW PILE. IF BOTH PILES ARE EMPTY, NO CARDS ARE DRAWN.

THE ACTIVE PLAYER DRAWS ONE MATCHING CARD FOR EACH OF THE EXPOSED CARD SYMBOLS ON HIS PLAYER BOARD.

EXAMPLE 1:



EXAMPLE 2:



Extend influence

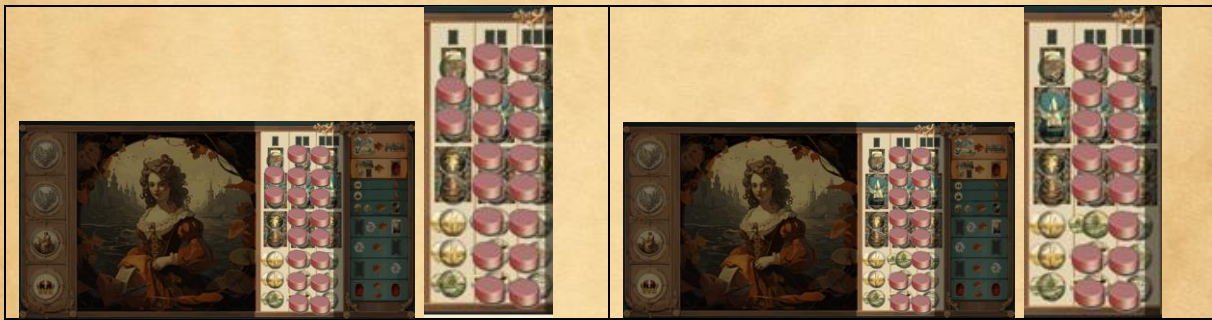
FIRST, BERLIN GROWS: THE STARTING PLAYER PLACES FOR EACH PLAYER FEWER THAN FIVE ADDITIONAL BLACK INFLUENCE PIECES FOR BERLIN. FOR FOUR PLAYERS THIS MEANS ONE, FOR THREE PLAYERS TWO, AND FOR TWO PLAYERS THREE. TO GROW, BERLIN CAN MOVE THE INFLUENCE OF ANY PLAYER, IF POSSIBLE, ACCORDING TO THE GENERAL RULES.

THE ACTIVE PLAYER PLACES THE CARDS FACE DOWN DIRECTLY ON THE DISCARD PILE TO PLACE NEW INFLUENCE PIECES IN REGIONS. ALL CARDS NOT YET PLAYED CAN BE USED.

WHEN PLACING NEW INFLUENCE, THE FOLLOWING RULES MUST BE OBSERVED:

- **THE COST INCREASES BY ONE CARD PER COLUMN. THE TYPE OF CARD DOES NOT MATTER. A CITY CARD IS WORTH THE SAME AS A RIVER CARD WHEN EXPANDING INFLUENCE..**

EXAMPLE: THREE FIELDS COST FOUR CARDS (1+1+2)



ON THE GAME PLAN THERE ARE THE FOLLOWING RULES TO CONSIDER:

INFLUENCE MAY ONLY BE PLACED ON FIELDS IN REGIONS WHICH EITHER ALREADY HAVE INFLUENCE OF THEIR OWN, OR WHICH ARE ADJACENT TO A REGION WITH INFLUENCE OF THEIR OWN.

THE TERRAIN SHAPE ON THE GAME BOARD MUST MATCH THE TERRAIN SHAPE OF THE FIELD.

A SECOND CITY TILE CAN ONLY BE PLACED IF ALL INFLUENCE TILES OF THE FIRST COLUMN HAVE BEEN PLACED. LIKewise, THE THIRD CITY FIELD CAN ONLY BE PLACED IF ALL INFLUENCE STONES OF THE SECOND COLUMN HAVE BEEN PLACED.




MOVE INFLUENCE OF OTHER PLAYERS


AGAINST PAYMENT OF COINS, THE ACTIVE PLAYER CAN MOVE INFLUENCE OF OTHER PLAYERS FROM A REGION WITH OWN INFLUENCE.


HOWEVER, FOR THIS TO HAPPEN, A REGION WITH THE SAME TERRAIN TYPE ADJACENT TO THE OTHER PLAYER'S INFLUENCE MUST BE FREE. THUS, THE TERRAIN TYPE DOES NOT CHANGE FOR THE OTHER PLAYER.


THE OTHER PLAYER RECEIVES ONE, TWO, THREE AND FOUR COINS EACH FOR FIELD, LAND, RIVER AND CITY.

TERRAIN

 FIELD (YELLOW)

 COUNTRY (GREEN)

 RIVER (BLUE)

 CITY (RED)

COINS TO THE OTHER PLAYER



BEISPIEL:



Exchange artwork

AT THE END OF THE TURN, THE ACTIVE PLAYER MUST EXCHANGE HIS ARTWORK, WHICH HE OFFERS FOR EXCHANGE, WITH ANOTHER PLAYER'S ARTWORK, WHICH IS ALSO OFFERED FOR EXCHANGE. THE NEW ARTWORK OBTAINED IN THIS WAY IS ADDED TO THE COLLECTION.

AFTER THAT, THE PLAYER MUST AGAIN OFFER A PIECE OF ART FOR EXCHANGE. THIS CAN, BUT DOES NOT HAVE TO BE THE NEWLY RECEIVED ARTWORK.

End conditions

THE FOLLOWING CONDITIONS END THE GAME IMMEDIATELY:

- A PLAYER OWNS TWELVE OR MORE PIECES OF ART
- THE LAST CAMPAIGN WAS FINISHED
- ALL REGIONS WERE COMPLETELY OCCUPIED WITH INFLUENCE
- A PLAYER HAS LAID ALL THE INFLUENCE
- THE LAST WORK OF ART WAS AUCTIONED
- BERLIN CAN NO LONGER GROW

AT THE END OF THE GAME, ALL THE ARTWORKS IN THE POSSESSION OF THE PLAYERS ARE CHECKED FOR AUTHENTICITY.

THE GAME IS WON BY THE PLAYER WHO HAS COLLECTED THE MOST REAL WORKS OF ART IN HIS CABINET OF WONDERS.

IF THERE IS A TIE, THE PLAYER WITH THE MOST DIFFERENT ARTWORKS WINS.

