

Notes:

a. This design is meant for folks without the Zwin or pets expansion and still want to try the new unofficial rules for Hamburg.

b. It includes:

- Boats and harbor

- 6th die

- Expanded reputation track

- "Monastery" track (which should really be "houses track" in Bruges)

- VP majority token

- Starting cards

- Split colored-deck (there are no components for this)

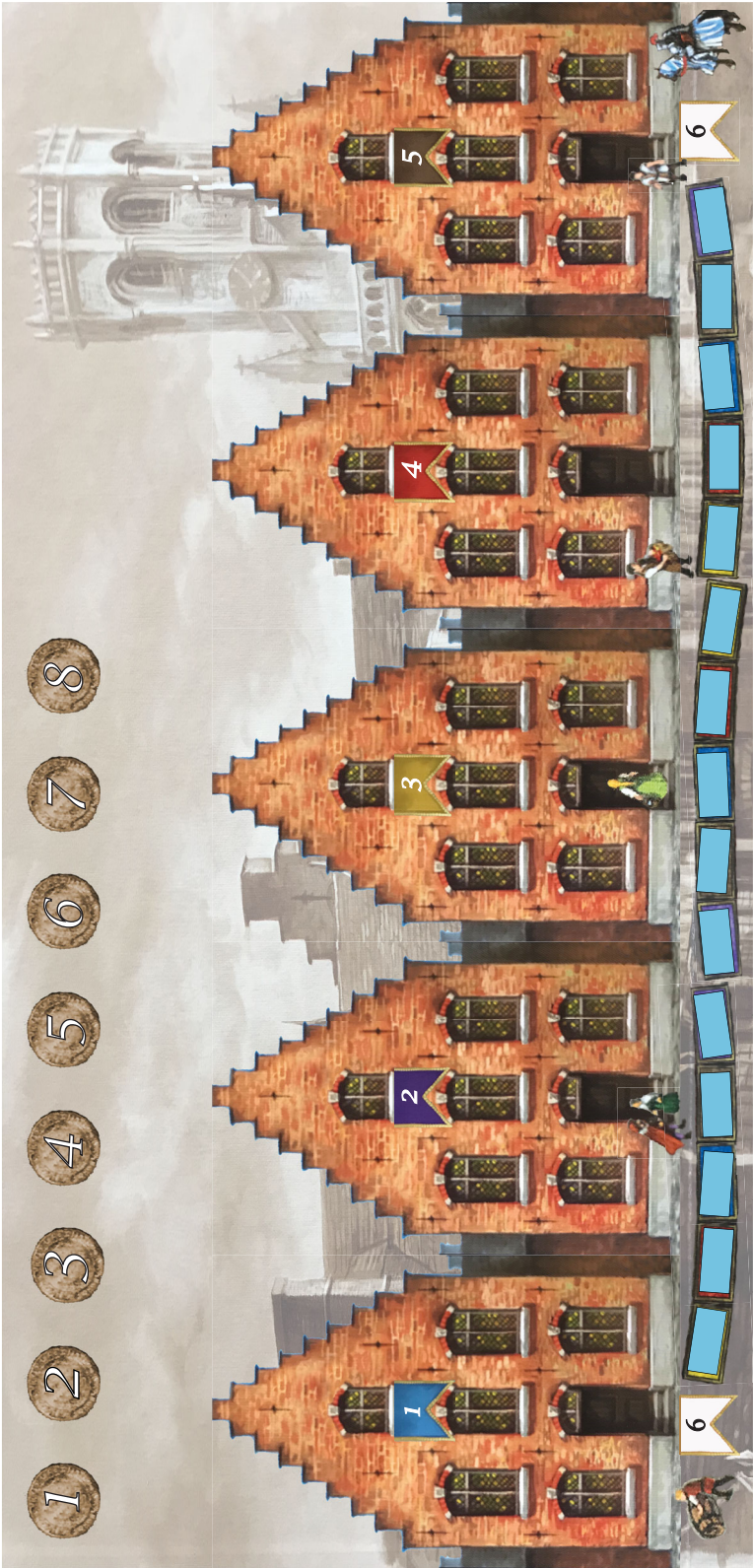
d. I have decided to use white as the "6th die"

c. I randomly assigned numbers to the houses and canal on the Houses Track. That is why canal has a "6" instead of "1"

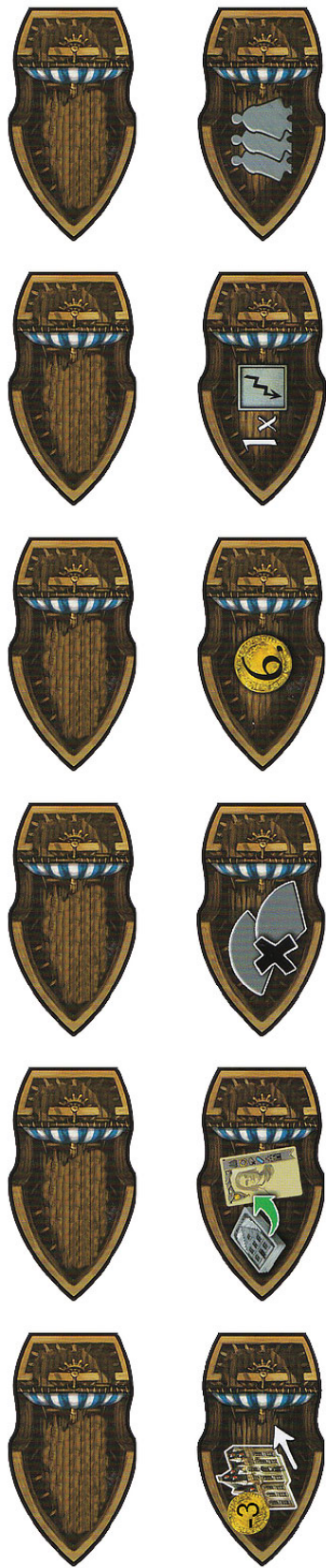
d. If you use the homemade board, I recommend finding 8 tokens/meeples/cubes and place them on each of the numbered circles on the top left panel of the board. Each round assign 1 token/meeple/cube to the houses as per the pips shown on the white die during phase 2.

The redesign is inspired by Action Andy and Majagua, users on BGG who have also created a version of the newly revamped Bruges.

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8



- 7
- 15
- 12
- 18
- 9



Starting resources

+1 point for every house built

Starting resources

For every disaster tile you receive, get one worker of that color

Starting resources

Each canal segment costs only 2 guilders

Starting resources

+2 guilders for any dice used to collect income

Starting resources

You can choose to ignore the white dice

Starting resources

Each recruited person with 0 points earns 1 point and 2 guilders

Starting resources

Once per turn, double the effects of one worker action

Starting resources

Collect 5 guilders for every majority marker earned

