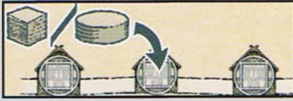


Actions



INCOME (RESUPPLY TRADESMEN)

Move Traders and/or Merchants from your STOCK (above desk) to your PERSONAL SUPPLY (below desk). The amount you can move is equal to the highest revealed *Bank* money bag on your desk. The "C" on the rightmost bag means "all."



PLACE TRADESMAN

Place one Trader or Merchant from your PERSONAL SUPPLY on an open Connection Point on the board. Each tradesman placed counts as 1 action.



DISPLACE OPPONENT TRADESMAN

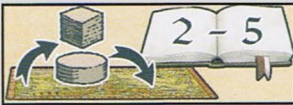
1) Take one tradesman from your PERSONAL SUPPLY and use it to displace another player's tradesman on a Trade Route Connection Point on the board.

2) If you displaced a TRADER, move 1 tradesman from your PERSONAL SUPPLY to your STOCK as payment. If you displaced a MERCHANT, move 2 tradesmen from your PERSONAL SUPPLY to your STOCK as payment.

3) The player whose tradesman was displaced immediately takes the displaced tradesman PLUS

- 1 tradesman from their STOCK if their displaced tradesman was a TRADER, or
- 2 tradesmen from their STOCK if their displaced tradesman was a MERCHANT

and puts them in open Connection Points on Trade Routes that are adjacent to the route the original tradesman was displaced from. If no free space exists, move out to the next connected Trade Route(s). If the player does not have enough tradesmen in their STOCK, they can be taken from their PERSONAL SUPPLY. If still not enough, they can move tradesmen they own already present on the board.



MOVE TRADESMEN

Move tradesmen you own from any Connection Points to any open Connection Points on the board. You can also swap places between a Trader and Merchant you own (though that counts as 2 moves). The number of tradesmen you can move per action is equal to the highest revealed number in the *Book of Knowledge* on your desk.



CREATE TRADE ROUTE

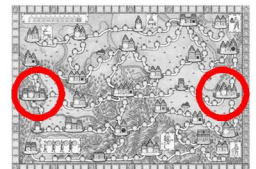
If you, and only you, have tradesmen on all Connection Points in a Trade Route between two cities, you may create that route. The following three events then occur, if possible:

- 1) Each player that CONTROLS one of the cities connected by the Trade Route being created scores 1 Prestige Point. If both cities are controlled by the same player, 2 points are scored. If a city has no established Trading Posts, no points are scored. CONTROL = have the most Trading Posts, or if a tie, have the rightmost Trading Post.
- 2) You gain a Bonus Marker if one was assigned to the Trade Route being created (see Bonus Marker section on reverse side).
- 3) You choose ONE of the following three rewards:

- ▶ **ESTABLISH A TRADING POST:** Take a tradesman from the Trade Route being created and place it into a vacant Trading Post space in one of the two cities connected by that Trade Route. This requires that you have:
 - a tradesman on that Trade Route that matches the Trading Post shape (only a Merchant in a circle space)
 - the necessary Privilege color for the Trading Post space you are establishing

- ♦ If a player completes a network of Trading Posts that connects the cities of Arnheim and Stendal (shown at right), that player immediately scores Prestige Points as follows:
1st to complete - 7 points, 2nd - 4 points, 3rd - 2 points

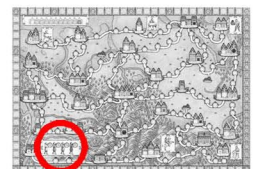
- ♦ If the city the Trading Post was just built in is now out of vacant Trading Post spaces, move the Completed Cities counter (black cube) up one space on the board.



- ▶ **DEVELOP ABILITY:** If the Trade Route you are creating is connected to a city with a pictogram of one of the five Abilities (see reverse side), you may upgrade the appropriate matching Ability on your desk.

- Abilities are always developed from left to right
- The tradesman removed from the Ability being developed on your desk goes into your PERSONAL SUPPLY

- ▶ **CLAIM END-GAME PRESTIGE POINTS ON THE COELLEN TABLEAU:** If you create the Trade Route connected to Coellen (indicated at right), you may choose to claim a space on the Coellen tableau using a Merchant from that Trade Route.
 - The tradesmen you use to create the route must include at least one Merchant
 - You may claim any space on the tableau as long as you have the required Privilege color (spaces do not need to be claimed from left to right)



Your Desk and Abilities



ACTIONS: the number of actions you can take on each of your turns

- Newly-added actions can be used immediately on the same turn gained
- Worth 4 end-game Prestige Points if fully developed



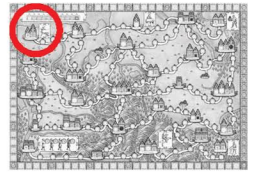
PRIVILEGE: Trading Post construction permits

- You start with permission to build Trading Posts on white spaces only; develop this Ability (left to right) to unlock additional space colors
- Worth 4 end-game Prestige Points if fully developed



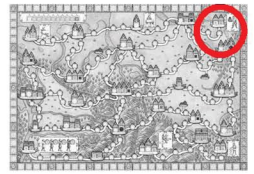
BOOK OF KNOWLEDGE: number of tradesmen you can move during each "MOVE TRADESMEN" action

- Developing this Ability is also the only way to unlock additional Merchant traders (disks)
- Worth 4 end-game Prestige Points if fully developed



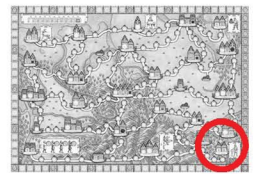
BANK: number of tradesmen you can move during each "INCOME (resupply tradesmen)" action

- Highest revealed number is what can be moved from **Stock** (above desk) to **Personal Supply** (below desk)
- Worth 4 end-game Prestige Points if fully developed



CITY KEYS: end-game Prestige Point multipliers

- Count number of your Trading Posts in your largest (highest quantity) connected group of Trading Posts
- Multiply that number by the number on your highest revealed City Key



Bonus Markers

- To claim a Bonus Marker, create the Trade Route it is assigned to
- Draw a random new Bonus Marker and place it facedown on your desk's plate
- At turn end, look at Marker on your plate & place it faceup on any Trade Route that:
 - Has no tradesmen on it
 - Has no Bonus Marker on it
 - Has at least one vacant Trading Post space in either of the connected cities

An earned Bonus Marker may be used the same turn it is gained, but not in the same action it is gained. Use of a Bonus Marker does not require an action. Save spent Bonus Markers!



Switch the positions of any two Trading Posts in a city. Shape and Privilege color of spaces do not limit this action.



Move up to 3 opponent tradesmen from occupied Connection Points on 1 or more Trade Routes, to free Connection Points on 1 or more Trade Routes.



Take 3 or 4 additional actions.



Develop any 1 Ability. Take the tradesman removed from desk and add it to your **PERSONAL SUPPLY** (below desk).



After creating a Trade Route, build an extra Trading Post in a connected city that already has at least one Trading Post (even if all spaces are full). Place it to the left of all Trading Posts. The same city can be chosen multiple times if this type of Bonus Marker is played again later.

End of Game

Game ends immediately at the end of the triggering action, when any of the following occur:

- A player reaches 20 on the Prestige Point track
- 10 cities have been completed (complete = all available Trading Post spaces have been filled)
- A player qualifies to place a new Bonus Marker on the board, but there are none left

TALLY FINAL SCORE: add to your current Prestige Points track position using the following steps:

- 4 points for **each Ability developed to the maximum** (with the exception of City Keys)
- Number of Bonus Markers you collected**, using the chart at right
- Spaces you claimed on the Coellen Prestige Point tableau, if any** (located on the board)
- 2 points for **every city you control** (control = have the most Trading Posts, or if a tie, have the rightmost Trading Post)
- Count the number of your Trading Posts in **your largest group of connected Trading Posts** (adjacent cities in which you have at least one Trading Post; control not required). Multiply this number by the number on your highest revealed City Key.

# of markers	# of points
1	1
2-3	3
4-5	6
6-7	10
8-9	15
10+	21

Player with the highest total Prestige Points wins! Tied players share victory.