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Augsburg 1520

Jakob Fugger
Gold for Kings and Queens

OVERVIEW

The players all try to follow the example of Jakob Fugger. They loan money to any of five nobles, expecting to receive privileges instead of repayment. The higher the loan, the more they can expect to receive in the form of privileges in return. If they plan well, the privileges they receive will make up for the loss of the loan. Using the privileges they get instead of the money, they increase their reputations and their prosperity and turn it all into prestige points.

But players must plan carefully, for those who do not build a church and a cathedral in a timely manner will not gain the prestige they earn.

At game end, the player with the most prestige points will win the game and the respect of Jakob Fugger.

CONTENTS

1 game board

5 player boards

7 wooden markers (red, blue, yellow, green, brown, 2 natural)

90 cards:

- **68 debt certificates** (1 to 17 for 4 different nobles)
- **12 jokers** (each worth 400 guilders)
- **10 privilege cards**

4 frames:

- **27 step tiles** (9 each for 3 different categories)
- **30 privilege tiles** (e.g. churches, cathedrals, coats of arms)
- **72 bank notes** (18@ 50, 32@ 100, 22@ 500 guilders)

When first reading these rules, you need not consider the bold text in the side bars. Experienced players may use the sidebar text to find quick answers to questions when playing the game.

Read the footnotes in the rules for clarification of rules that are otherwise unclear or confusing.

The players loan money to five different nobles .

In place of repayments, they receive privileges which increased their reputations and prosperity.

The player with the most prestige points at game end is the winner.



PREPARATION

Place **the game board** in the middle of the table. The game board has portraits of the 5 nobles, a round track (4 - 7 rounds), and the scoring track (0 - 45) where players record their prestige points.

Place **the step tiles** below the game board, sorted by size and color, in numbers according to the table below:

	2 players	3 players	4 players	5 players
per color	1 large 1 medium 2 small	1 large 1 medium 3 small	1 large 2 medium 4 small	1 large 3 medium 5 small

place game board

place the other game materials as shown in the figure below

Sort **the 30 privilege tiles** by color and type and place them in 6 stacks to the left of the game board.

Sort **the coat of arms** stacks by value, *highest* on top, to lowest on the bottom). Sort **the letters of nobility** in the same manner.

Sort **the churches** and **the cathedrals**, separately, by cost, highest on top to lowest on the bottom. ¹⁾

Shuffle **the privilege cards**. Place 5 cards *face up* to the right of the game board as shown. Place the other 5 cards face down in a stack below the 5 face up cards.

Choose a starting player who places **one natural marker** (auction marker), in his play area.

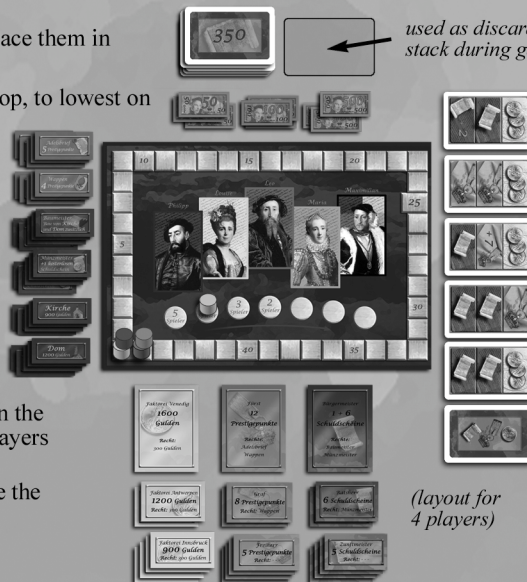
Place **the other natural marker** (round marker) on the space on the round track showing the number of players playing the game.

Sort **the money** by value and stack as a bank above the game board.

Each player takes:

- a **player board**, placing it in his play area
- a **matching scoring marker** to record his prestige points, placing it on space 0/45 of the scoring track (*the markers can be stacked*)
- **1.500 Guilders** (*in any assortment*) from the bank, which he places on the light space above the yellow category on his player board ²⁾
- **2 jokers** (*sorted out from the cards*); all remaining jokers should be shuffled together with the **68 debt certificates** ³⁾ and placed face down (with the red-brown backs facing up) near the game board as shown. (*Note: for the rest of the rules, any reference to debt certificates is assumed to include the jokers.*)

used as discard stack during game



(layout for 4 players)

Each player takes:

- one player board
- one scoring marker (place on 0/45)
- 1.500 guilders
- 2 jokers
- 7 debt certificates (to buy)

(jokers)



- **7 cards** from this stack (*beginning with the starting player, deal one card at a time to each player in clockwise order until each has 7 cards*). From his 7 cards, each player may buy as many as he wants and can by paying the corresponding amount (between 200 and 400 guilders for each) to the bank.^{4) 5)} Players place any cards they cannot or choose not to buy face up on the discard space next to the card supply.⁶⁾ For more detailed information on the purchase of debt certificates, see page 9.

Information on the player boards:

The boards show three different categories (*yellow: trade (symbol: coins), orange: nobility (symbol: medal), and violet: offices (symbol: tax stamp)*). Under each of the three symbols are places for the step tiles which the player can acquire during the game to increase their influence in these three areas. Each player begins on step one of each area, but may climb higher during the game by acquiring the appropriate step tiles, one at a time. Players may not skip steps. Players may also lose step tiles they have acquired.

Above each of the three symbols are places for the privilege tiles that players can acquire that represent special achievements and offer the players important acquisitions on their path to victory (*like the church and cathedral*). There are no privilege tiles for the yellow category (trade). The trade privilege allows the player to take 300 guilders from the bank (*see below*).

PLAYING THE GAME

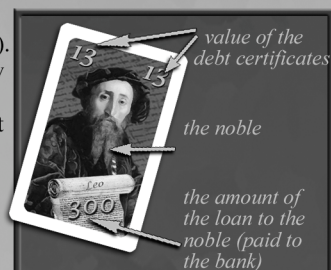
Depending on the number of players, the game lasts for **4 to 7 rounds** (number of players + 2). Each round has **2 phases**:

- **1st phase:** first, the players “visit” together the 5 nobles, always starting with Philipp, then Louise, Leo, Maria, and, finally, Maximilian - always in this order!
- **2nd phase:** then, the players take the money, debt certificates, and all-important prestige points they earned the right to in phase 1.

1st phase: “visit” (auction)

The players visit one noble after another and present as many debt certificates for that noble as they want (of those they hold).⁴⁾ The players first visit Philipp (*the starting player places the auction marker on Philipp's portrait*). The players then offer debt certificates for Philipp in an auction to determine who will win the privileges awarded by Philipp. For the auction, the players present as many certificates for the noble as they choose and the player who presents the highest-valued **single** debt certificate, takes the privileges awarded by that noble in the form of a privilege card. After Philipp awards privileges to the auction winner, the players move the auction marker to the next noble and repeat the process with the new noble, until all 5 nobles have been visited.

The specific auction details are presented below.



4 to 7 rounds; each round has 2 phases:

1st phase: five auctions
2nd phase: take money, debt certificates, and prestige points

The 5 auctions in each round are always run in the same order:

Philipp - Louise -
Leo - Maria -
Maximilian

The players bid with the debt certificates they hold for the noble they are visiting at the time.

The first player chooses whether to participate in the auction or not. If not, he passes and may not later offer certificates for this noble in this round. If he wants to participate, he tells the other players how many debt certificate cards he wants to present (e.g. "I present 2 cards for Leo."). At this time, the player need not decide which cards he will present, show them to the other players, nor consider the values.⁷⁾ The player may *only* debt certificates for the appropriate noble or jokers (*exception: Maximilian; see below*).

However, a player may not present a bid of only jokers!

Then, the other players follow in clockwise order. Each may either *pass*, *call*, or *raise* the offer of the previous player.

- *Pass* means that the player is not participating in this auction. He may not later enter the auction for this noble in this round.
- *Call* means that the player is offering the same *number* of cards as the previous bid ("I call and also offer 2 cards.")
- *Raise* means that the player offers more cards than the previous bid.

Note: a player may not raise his own offer. When it is again a player's turn to offer and his offer is the highest (most cards) as the others have either passed or called, the auction ends (see below).

The bidding continues in clockwise order for as many rounds as necessary until one of 2 situations occurs:

- (seldom): *One player* has the highest offer alone (that means *all* other players have passed). This player wins the auction and places the cards he offered face up on the discard stack.
- (usually): *Several players* have the highest offer (all but one using "call"). In this case, all these players *simultaneously* show the cards they offered. The winner is the player who offered the card with the *highest value* (1-17). Only the highest valued *single* card in the offers is considered, *not* the sum of all cards in a player's offer. The winner places the cards he offered face up on the discard stack. The other players return the cards they offered to their hands. In addition, 1 or 2 consolation awards are given to the players with the second and third highest offers. The player with the second highest offer takes 100 guilders from the bank. the plyer with the third highest offer takes 50 guilders from the bank. All other players get nothing. As above, the second and third highest offers are determined by the second and third highest-valued *single* cards (*see example on next page*).

Special rules for Maximilian

- There are no debt certificates for Maximilian. Instead, players may offer debt certificates from *all* other nobles in *any number and in any combination*. As with other offers, players may not make offers that include *only* jokers.
- If players tie with the highest offer (highest single card), the tie is broken by using the following noble order: *Maria, Leo, Louise, and Philipp*.

Players offer a *number* of appropriate cards; the value of the cards (for now) plays no role.

Player may not offer only jokers.

A player can

- *either* pass
- *or* call
- *or* raise (but not raise his own offer!)

Also: the players keep the number of cards they have in their hands secret from the other players..

If one player alone has the highest offer, he wins the auction alone.

If several players tie with the highest offer (using calls), the player with the highest-valued single card, wins the auction.

The player with the second highest offer gets 100 guilders. The player with the third highest offer gets 50 guilders.

For Maximilian use:

- any debt certificates
- to break ties, use the following order: Maria, Leo, Louise, and Philipp.

1st example for an auction (Maria):

Anna makes the first offer, as she won the previous auction for Leo: "For Maria, I offer 3 debt certificates". Matt, her left neighbor, offers: "I call and also offer 3". Larry passes and Sandy offers 4 debt certificates.

It is again Anna's turn and she passes.

- If Matt now also passes, Sandy wins and must take 4 Maria debt certificates from her hand (including up to 3 jokers) and then place them face up on the discard stack.
- If Matt raises (e.g. offers 5 debt certificates), Sandy can either pass, call, or raise.
- If Matt calls by offering 4 debt certificates, the auction ends as Sandy may not raise her own offer. Both Matt and Sandy take 4 Maria debt certificates from their hands (including up to 3 jokers) and place them face up on the table for all to see: Matt plays Maria 14 and 15 and 2 jokers, Sandy plays Maria 4, 8, 9, and 12. Matt wins the auction (with the Maria 15) and places his 4 offer debt certificates face up on the discard stack. Sandy returns her 4 offered cards to her hand and takes 100 guilders from the bank for second place.

The 50 guilder award for third places goes to no one, as there was no third player who was left in the bidding at the end.

Award of privileges

The player who wins the auction immediately takes one of the face up privilege cards and uses two of the three privileges shown on the card.⁸⁾ He may take the two actions in any order, but may never take the a third action from the card. The privileges must be used immediately and cannot be saved for later. A player may choose not to use either or both of the allowed privileges. For each he does not use, he moves his scoring marker forward two spaces on the scoring track.⁹⁾ After the player has used the two privileges (or moved his scoring marker), he places the privilege card face down under the supply of 5 privilege cards.¹⁰⁾

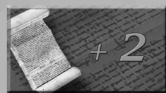
The different privileges mean:



The player takes 500 guilders from the bank.



The player moves his scoring marker forward on the scoring track 6 (or 7) spaces.⁹⁾



The player adds the top-most two debt certificate cards to his hand (without showing the other players).¹¹⁾ Then, he places any one card from his hand face up on the discard stack (this card need not be one of the two he just took).

Note: these three privileges can only be used *exactly* as described. They cannot be used in place of one of the three privileges that are described on the next page.

2nd example for an auction (Maximilian):

Matt has offered 3 cards: Leo 15, Maria 3, and a joker. Anna has also offered 3 cards: Philipp 15 and 7, and Leo 2. Matt wins the auction (as the Leo 15 card wins over the Philipp 15 card).

The winner of an auction takes one of the face up privilege cards and uses two of the three privileges



+ 500 guilders



+ 6 (7) prestige points



+ 2 cards (minus 1)

Example:

Anna takes the top-most two debt certificate cards from the supply, adding them to his hand: she gets a joker and Louise 10. Then she discards the Philipp 3 card from her hand, placing it face up on the discard stack.



Each of these three privileges can be used in one of two ways: the player takes *either* of the following:

- takes the next higher step tile of the appropriate type *or*
- takes a privilege tile (*exception: trade*).

Step tiles

The player takes a tile of the *next highest* step of the appropriate type from the supply next to the board and places it on the corresponding space on his player board.

Note: when a player takes the 4th (*highest*) step tile of a type, he returns the 3rd step tile of that type to the supply.

If the appropriate step tile is no longer in the supply (*and only then!*), the player can take the tile from any other player's player board. The player who loses the tile has no recourse, but may take 100 guilders from the bank *or* move his scoring marker 1 space forward on the scoring track.⁹⁾ When a player takes a step 4 tile from another player, he gives that player his step 3 tile.

When a player loses a step tile, he does *not* also lose any related privilege tiles (*see below*).

Also note: if a player chooses to use two privileges on a card (when he can) to move two steps in the same category, he must take each step separately (no skipping allowed). Thus, for example, if the step tiles he wanted were not available, he would first take one from another player, and then take the second from another (including the same) player.

Example:

Larry uses a violet privilege and moves up from the second to the last step to the last step in the offices category. As this step tile is no longer in the supply, but on Mary's player board, Larry takes the 4th step tile from Mary, giving her his 3rd step tile. As compensation for this loss, Mary takes 100 guilders from the bank (she could have chosen to move her scoring marker 1 space along the scoring track instead). She keeps her "Master Builder" privilege tile. At the end of the round, Larry will draw 6 debt certificates (that he may pay for) and 1 additional debt certificate for free; Mary will only be able to draw 6 debt certificates, which he must pay for to keep..

Privilege tiles

Depending on the step that a player has reached in a category, he may use the privilege on the card for that category to take a privilege tile for that category from the supply *instead* of using the privilege to take the next step tile for that category. To do so, he takes the top-most privilege tile from the supply and places it on the corresponding space on his player board.¹²⁾

Once he has the privilege tile, he may use its function, as described below, for the remainder of the game.

Note: the 4th step in a category also allows access to taking privilege tiles just as the 3rd step does.

The remaining privileges can always be used in one of two ways:

either the player moves up one step in that category (by taking a step tile) *or* the player takes a privilege tile (if allowed)

the player moves up one step in a category by taking the next step tile from the supply and placing it on his player board

if the required step tile is not in the supply, he may take the tile from any of his opponents who has the required tile (this opponent is compensated with 100 guilders or 1 point)

upon reaching certain steps, a player may use a privilege on a card to take a privilege tile instead of a step tile

Example:
Kevin has the Mayer tile; he may now take either the Master Builder or the Minter privilege tile.



Offices

While a player is just a Proprietor (1st step) or a Guild Master (2nd step), he may *not* take a privilege tile in the violet category. When he reaches Councilor (3rd step), a player may use the violet privilege on a privilege card to take a Minter privilege tile from the supply and place it on his player board. From now on, the player may take one extra debt certificate (*see below*) from the supply at the end of *each* round, adding it to his hand at no cost. When he reaches Mayor (4th step), a player may use the violet privilege on a privilege card to take a Master Builder or Minter privilege tile from the supply and place it on his player board. With the Master Builder, the player may, when he has won a privilege card, erect either a Church or a Cathedral *in addition to* using *any two* privileges from the privilege card he won. He may even do this *on the same turn* that he takes the Master Builder tile (*see example 2 below*).

A player may always, *regardless of what violet step he has reached*, use a violet privilege on a won privilege card to erect a church or cathedral. In either case, the player pays the building cost shown on the top most church (or cathedral) to the bank and takes the top-most church (or cathedral), placing it on his player board (*see example 4 on the next page*). (*The specific uses of the church and cathedrals are described later.*)

Example 1:

Matt wins an auction and chooses the privilege card shown at the right. He has u.a. 400 guilders and the Master Builder tile. First, he uses the first privilege on the card to take 500 guilders from the bank. Next, he uses his Master Builder privilege to erect the top-most cathedral from the supply, paying 900 guilders to the bank. Finally, he uses the second privilege on the card to add 6 points to his score, moving his scoring marker from 42 to 48 on the scoring track.

Example 2:

Todd wins an auction and chooses the privilege card shown on the right. He has reached the 3rd step of the Offices category. First, he uses the second privilege on the card to move to step 4 in the violet category. Next, he uses the third privilege on the card to take a Master Builder tile from the supply. Finally, he uses the Master Builder privilege to erect the top-most church from the supply, paying 700 guilders to the bank.



Nobility

While a player is just a Bourgeoise (1st step) or Freeman (2nd step), he may *not* take a privilege tile in the orange category. When he reaches Count (3rd step), he may use the orange privilege on a privilege card to take the top-most Coat-of-arms tile from the supply and place it on his player board. From now on, the player scores the prestige points shown on the Coat-of-arms tile at the end of *each* round *in addition to* the prestige points he gets for the orange step he has reached and for his Letter of Nobility tile, if he has one. When he reaches Prince (4th step), he may use the orange privilege on a privilege card to take the top-most Letter of Nobility or Coat-of-arms tile from the supply and place it on his player board. From now on, the player scores the prestige points shown on the Adelsbriefes tile at the end of *each* round *in addition to* the prestige points he gets for the orange step he has reached and for his Coat-of-arms, if he has one.

1st step: no privilege tiles

2nd step: no privilege tiles

3rd step: Minter tile

(+ 1 free extra debt certificate)

4th step: Master Builder or Minter

(allows the erection of a church or cathedral as an additional action, but not both on the same turn)

all steps: erect a church or cathedral using a privilege



1st step: no privilege tiles

2nd step: no privilege tiles

3rd step: Coat-of-arms tile

(4-1 prestige points per round)

4th step: Letter of Nobility or Coat-of-arms tile

(5-2 prestige points per round)

Example 3:

Scott wins an auction and chooses the privilege card shown on the right. First, he uses the first privilege on the card to move from step 3 to step 4 in the orange category. Next, he uses the second privilege on the card to take the top-most Adelsbrief (4 prestige points) from the supply and places it on his player board. At the end of the round, he will score 16 prestige points (12 + 4).



For the yellow category (Trade) there are no privilege tiles. Instead of using a yellow privilege on a privilege card to take a step tile, a player may use the yellow privilege on a privilege card to take 300 guilders from the bank. He may not, however, do this from step 1.

Example 4:

Sam wins an auction and chooses the privilege card shown on the right. As he wants to erect a Church, but has 200 guilders too little to do so, he first uses the first privilege on the card to take 300 guilders from the bank, instead of using it to move up 1 step in the yellow category. Next, he uses the second privilege on the card to erect the top-most Church tile, paying its cost to the bank.

Erect a Church or Cathedral

In order to score more than **25** or **45** prestige points in the game, a player must erect a Church and a Cathedral. In order to move his scoring marker past **25** on the scoring track, the player must have erected a Church. Similarly, to move his scoring marker past **45** on the scoring track, the player must have erected a Cathedral. By building just a Cathedral, a player does not eliminate the need for a Church. It matters not how the player scores prestige points, he may not move his scoring marker past these milestones until he has erected a Church (for **25**) and a Cathedral (for **45**).^{9) 13)}

Example:

Anna's scoring marker is on space 21. At the end of the round, she earns 14 points (Count, value 2 Coat-of-arms, and value 4 Letter of Nobility), but as she has not erected a Church, she must stop at space 25, instead of space 35.

2nd phase: money, prestige points, and debt certificates

After the fifth auction, the game move to phase 2: the players take:

- ➔ money
- ➔ prestige points
- ➔ debt certificates

(Note: at the end of the last round, players only take prestige points. Money and debt certificates have no value at the end of the game!)

➔ **Money:** each player take as much money from the bank as shown on the player's *highest* Trade step (either 600, 900, 1.200, or 1.600 guilders). See example on the next page.



1st step: nothing

2nd - 4th steps: + 300 guilders



without church: no points
past space **25**

without cathedral: no points
past space **45**

Each player takes as much money from the bank as shown on his highest Trade step

→ **Prestige points:** each player scores as many prestige points as shown on the *highest* nobility step he now has (*either 3, 5, 8, or 12*) plus any points he gets for Coat-of-arms and Letter of Nobility tiles. He records these points by moving his scoring marker along the scoring track (*see example below*).

Careful: do not forget the rules for moving past **25** and **45** (*see above*).^{9) 13)}

→ **Debt certificates:** each player takes, face down, as many debt certificate cards from the supply ^{14) 15)} as shown on the *highest* office step he now has (*either 4, 5, or 6*) plus one free card for the 4th step and another if the player has the Minter.

Als Erster bekommt immer der Spieler *alle* ihm zustehenden Karten, der die *letzte* Auktion (= *Maximilian*) gewonnen hat,¹⁶⁾ danach die anderen Spieler im Uhrzeigersinn reihum.

Note: when a player is allowed free cards (4th office step and/or the Minter), he always takes these card(s) *first* and adds them to his hand. Then he takes as many cards as shown on his highest office step. He keeps these separate from his hand until he has decided which to keep and has paid for them! Any he does not keep he discards.

From the debt certificates a player takes (not the free ones), he must decide which he wants to keep. All players simultaneously place the debt certificates they want to buy face down in their play areas so all can see their costs. Each then pays the sum of the costs of their debt certificates to the bank⁵⁾ and adds the cards to his hand. Finally, they discard the debt certificates they did not buy face up on the discard stack.⁶⁾

Example:

John's player board is shown on the right. He has a factory in Innsbruck, is a Count (and has acquired Coat-of-arms and Letter of Nobility tiles), and is a Mayor (and has a Minter tile). John, therefore, take 900 guilders from the bank, scores 13 ($8 + 1 + 4$) prestige points by moving his scoring marker forward on the scoring track⁹⁾ and takes 2 free debt certificates from the supply, adding them to his hand. Next, he takes 6 debt certificates from the supply which he examines to decide which, if any, he wants to buy. He places the ones he wants to buy face up in his play area so all can see their costs, pays the sum of their costs to the bank, and adds the bought debt certificates to his hand. Finally, he discards any debt certificates he did not buy face up on the discard stack.

The next round

- Move the round marker forward one space on the round track.
- Place the other 5 privilege cards face up as in preparation. When all 10 privilege cards have been used (2 rounds), shuffle all 10 privilege cards and place 5 face up and leave 5 in the supply as in preparation.
- The player who won the last auction (*Maximilian*) in the previous round makes the first bid in the first auction (*Philipp*) of the new round.¹⁶⁾

each player scores as many prestige points as shown on their *highest* nobility step plus any shown on Coat-of-arms and Letter of Nobility tiles

(Remember rules for spaces 25 and 45!)

each player takes as many debt certificates as shown on his *highest* office step (beginning with the last auction winner and moving clockwise afterward)

each player then buys as many of the taken debt certificates as he wants, paying their cost to the bank; he discards the rest



- move the round marker to the right one space
- place 5 new privilege cards
- the winner of the previous auction begins

GAME END

The game ends after 4 rounds with 2 players, after 5 rounds with 3 players, after 6 rounds with 4 players, and after 7 rounds with 5 players. Whoever ends the game with the **most prestige points**,¹³⁾ is the winner. When players tie with the most, the player among *those* tied with the most points who has the most expensive Cathedral is the winner (*or the most expensive Church, if none tied with the most has a Cathedral*).

special rules and notes

¹⁾ The game uses the full number of 30 privilege tiles, regardless of the number of players (as shown in Preparation). This means that some tiles will not be used when playing with fewer than 5 players.

²⁾ Players may make change with the bank at any time. Players may keep their money secret from other players by stacking it face down on the appropriate space on their player boards.

³⁾ It is important that the player who shuffles the cards offers another player the deck to cut the cards, so that a player cannot manipulate the top-most card.

⁴⁾ Thematically, when players "buy" debt certificates, players are actually lending the nobles the money (giving to the bank) and taking the debt certificate as proof of the loan. Naturally, the higher the loan value, the more value the debt certificate has.

⁵⁾ If players wish, they should have their left neighbor check the values on the debt certificate cards (on the backs of the cards) before they buy them to verify that they are paying the correct amount to the bank.

⁶⁾ After the players have chosen and purchased debt certificates, they all discard the unwanted debt certificates at the same time. Players may never search through the discard stack to examine its contents.

⁷⁾ A player may never bid more cards than he has in his hand of the appropriate kind (plus jokers, of course).

⁸⁾ If all players pass for the auction of a noble, play continues immediately with the next noble. At the end of the round, any privilege cards left due to such passes are placed under the privilege card supply as though they had been won and used.

⁹⁾ Without a Church or a Cathedral a player can never move his scoring marker past space 25 or 45! It matters not how the player scores prestige points: at the end of a round, for the privilege on a privilege card, bei der Entschädigung für den Verlust einer Stufe oder beim Ersatz dafür; dass man ein Privileg nicht nutzt). If the player does not have a Church or a Cathedral, his scoring marker remains at space 25 or 45, respectively.

¹⁰⁾ When a player wins the auction for Philipp, he can choose from 5 privilege cards. But as a player takes a card with each auction, the player who wins the auction for Maximilian, has only one card left and takes that.

after 4-7 rounds (with 2-5 players) the game ends

the winner is the player with the most prestige points

players use all the privilege tiles even when playing with fewer than 5 players

players keep their money secret from each other

always have someone cut the cards after shuffling them

players loan money to nobles and take debt certificates as proof

players check the costs of the top of their right neighbor to make certain they pay the correct amount

players discard unwanted debt certificates simultaneously

a player may not bid more cards than he has in his hand

when no player bids for a noble, he is bypassed and no card taken

without a Church or a Cathedral, a player may never move past space 25 or 45, respectively

the choice of privilege cards drops from auction to auction

¹¹⁾ All players can always see the cost of the top-most card of the debt certificate supply as that is displayed on its back. The only time a player can look at the second card in the supply is with the use of the special privilege to draw 2 cards and keep 1.

¹²⁾ A player may only place one tile on each space of his player board. That means, for example, a player may never build 2 Churches, 2 Letters of Nobility, etc. Contrary to the ability to lose the 3rd and 4th step tiles, a player may never lose a privilege tile once he has acquired it, even when he has lost the step tile that allowed him to acquire it.

¹³⁾ When a player has erected a Cathedral and then moved his scoring marker past space 45, he adds 45 to the score shown by his scoring marker at game end.

¹⁴⁾ When the debt certificate supply is exhausted, shuffle the discards thoroughly, have a second player cut the deck, and place them as a new supply.

¹⁵⁾ In the very rare situation where there are not enough debt certificate cards (including the discards) for all players to get the cards they are allowed at the end of a round, we suggest the following: before any cards are distributed, each player chooses one card from his hand and places it face down under the supply. Players repeat this process until there are enough cards in the supply and discard stack for all players to take the cards they are allowed. Then the starting player sets aside the top-most card from the supply, shuffles the rest together with the discard stack, and places the top-most card back on top of the new supply. The players now take the cards as normal.

¹⁶⁾ Whoever wins the auction for Maximilian should take the auction marker and put it in his play area. In this way, all will know who will be the first to take debt certificates from the supply and who will start the first auction of the next round. At the beginning of the next round that player should place the auction marker on Philipp's picture.

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players may not look at the cards in the supply and discard stacks

each space on the player boards may have only one tile

players moving past space 45 add 45 to their scores at game end

shuffle the discards and place as the new supply when exhausted

if there are not enough debt certificate cards for all players at the end of the round, each gives cards from his hand until there are enough

use the auction marker to mark the player who won the last auction - this player will be the first to get new cards and start the first auction in the new round