



HAMBURG

A game for 1 - 5 players, ages 14 and up.



Game Description

Players assume the role of influential denizens of the Free and Hanseatic City of Hamburg around the year 1890, each with the goal of becoming the Mayor the city. To do this, you will need to help Hamburg flourish and grow, and by this grow your influence and status.

You must use your cards to prepare sites then construct buildings on them, expand the city's zoo and gardens, and and repair the city wall. The buildings you construct will help

you earn money and victory points, or could give you special abilities.

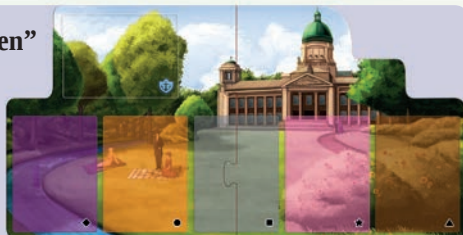
The player with the most victory points at the end of the game will be the new Mayor of the city and the winner of the game.

Game components

• 1 Game Board



• 1 “Planten un Blomen” Display board



• 1 Coat of Arms & 1 Stefan Feld figure

Assemble before your first game.



• 280 Playing cards

Front:



There are 12 cards of each of the following categories: Art , Government , Bank , Church , Circus , Civic , Emigration , Entertainment , Craft , Harbor , Medicine , Industry , Military , Mysticism , Police , Secret Society , Theater , Commerce , Underworld , University  and 20 cards each of Zoo  and Park .

Reverse:



The front and back sides of the cards have special icons related to the colors of the cards intended for players with difficulties discerning colors. You will find the same icons on the game board, the display board, and the player boards.



• 75 Workers



15 workers each of the colors purple, orange, grey, pink, and brown.

• 30 “1 mark” coins



• 10 “3 marks” coins



• 10 Intrigue tokens



Front:

Disasters (Reverse): Flood, Fire, Decay, Unrest, and Disease.

• 50 Wall Segments



• 6 Dice



Of the same five colors as the cards plus one black die

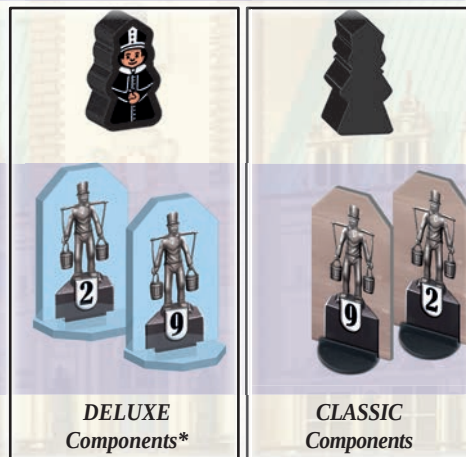
• 4 Time tokens



• 40 Activation markers



• 8 Clerics*



• 8 “Hans Hummel” Statues*

Before your first game, place each statue in a stand.



DELUXE
Components*



CLASSIC
Components

• 1 Rules booklet

• 1 Addendum containing card & tiles explanations

Player Components *(one set each in player colors red, green, yellow, blue, and white)*

- 1 Player board



- 1 “100/200” Tile



- 1 City tower*



- 2 Player Pawns*



DELUXE
Components*

CLASSIC
Components

- 2 Summary cards: Showing game phases, standard actions, and final scoring.



- 5 Majority Tokens



City Hall Square, Zoo, Buildings, Victory Points, and City Wall

- 15 Disaster level markers



3 each of: Flood, Fire, Decay, Unrest, and Disease

Expansion 1: The Mayors

- 5 Mayor tiles



Front

Reverse

Expansion 4: The Ships

- 6 Ships*

Before your first game, place each ship in a stand. Ships come in the same five colors as the cards, plus one black ship.



DELUXE
Components*



CLASSIC
Components

Expansion 2: Hans Hummel and the Zitronenjette

- 2 “Hans Hummel” Statues*



- 3 “Lemonjette” Statues*



DELUXE
Components*

CLASSIC
Components

Before your first game, place each statue in a stand.

Expansion 5: The Stock Exchange

- 10 Stock exchange tiles



Front

Reverse

- 1 Stock exchange price tracker*



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Components*



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Components

Expansion 3: Special Intrigue

- 10 Special Intrigue tokens



Expansion 6: The Cleric Tiles

- 12 Cleric Tiles



Front

Reverse



This chapter shows both the material of the DELUXE-Version* as well as the CLASSIC-Version. From here on, only the material of the DELUXE-Version* is used in the illustrations. The DELUXE material can also be purchased separately. Further information on pages 22-23.

Game setup (base game) – Example for 4 players

A) The game board:

- 1 Place the game board in the center of the playing area. It is subdivided into the following five areas.

The City Hall and City Hall Square and the Binnenalster

- 2 Refer to the table below for which statues will be needed based on player count, and place them next to the board in descending order of victory points (points).

Place the statue with the most points on the octagonal space to the left of the City Hall Square.

	Statues with points:						
	9 points	8 points	7 points	6 points	5 points	4 points	3 points
2 players	✓		✓			✓	✓
3 players	✓		✓	✓	✓	✓	✓
4 players	✓	✓	✓	✓	✓	✓	✓
5 players	✓	✓	✓	✓	✓	✓	✓

- 3 Place the six dice on the Binnenalster to the right of the City Hall.

St. Michael's Church

- 4 Place the 8 clerics on the space to the right of St. Michael's Church.
- 5 Stack the 4 Time tokens in ascending order (1 o'clock on top, 4 o'clock at the bottom) on the designated space of the church spire.

The Speicherstadt (Warehouse district)

- 6 Sort the workers by color and place them on the five matching houses in the top row of the Speicherstadt.
- 7 Put the coins on the large building below the houses (30 x 1 mark, 10 x 3 marks).
- 8 Put the ten intrigue tokens on the burning house, black side up.
- 9 Stack the 50 wall segments on the construction site below the burning house.

The Harbor

- 10 We recommend playing your first game of Hamburg without "The Ships" (Expansion 4). Leave this area blank, and the ships remain in the game box. If you want to use the ships, please continue reading on page 17.

The Stock Exchange

- 11 We recommend playing your first game of Hamburg without "The Stock exchange" (Expansion 5). Leave this area blank, and the stock exchange tiles and stock exchange price tracker remain in the game box. If you want to use the stock exchange, please continue reading on page 18.

B) The "Planten un Blumen" Card Display:

- 12 Put the display board next to the game board.
- 13 Sort the cards by the color on their back border, shuffle the stacks separately, and place them facedown on the designated spaces as draw decks.
- 14 Draw the top card from each draw pile, shuffle these cards, and place them next to the display board as a discard pile.
- 15 Put the 40 activation markers on the display board as a common supply.



C) Setup of player components:

Choose a player color. Take the player board of this color plus the following components:

- 16 One "100/200" tile; place it on the "100" space of the victory points track, "100" side up.
- 17 One Game Phases and 1 "Standard actions" summary card; attach them to the bottom edge of your player board. *They are double-sided, on the back of the Standard Actions card you can find the final scoring.*
- 18 Fifteen disaster level markers; place three of each next to each other on the cutout spaces of your board of the same color and move them to the left.
- 19 One city tower; place it at the center of the wall on the player board.
- 20 Two pawns; place one on the starting space of the same color of the City Hall Square, the other one on space "5" of the victory points track.

Return any player components of unused players color(s) to the game box.

21 Finally, each player receives:

- Five majority tokens; place them on the matching oval spaces on your player board, colored side down.
- Five marks, keeping them next to your board.
- One worker of each color. Put the workers on the matching colored houses of your board.



Note: If you are playing with "The Mayors" (Expansion 1), take workers and money according to the mayor tiles, not as specified above.

Now, you can start the game.

The player who knows the meaning of "Hummel, Hummel – Mors, Mors" takes the **Coat of Arms** (or choose to use the Stefan Feld figure) and starts the game.

If nobody knows, choose a first by player by any means.

The player holding the Coat of Arms/the Stefan Feld figure is the **first player**.

When during the game the players are to perform various actions in turn order, the first player always starts, with other players following in clockwise order.

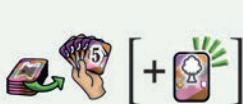


General Rule: In case any rules on cards or tiles are different from or contradict the rules in this rulebook, the rules on cards or tiles have priority. You may find further explanations in the Addendum.

Playing the Game

The game is played over **eight seasons**. At the end of the eighth season the final scoring takes place.

Each season consists of 4 phases:



Phase I: Replenish your hand

1. Replenish your hand to five cards,
2. Possibly gain income from any "Park" cards.



Phase II: Dice actions

1. Roll all six dice and place them on the Binnenalster,
2. Deploy a cleric to the church,
3. Increase disaster level for dice showing "5" and "6."
4. Players choose (if possible) to advance one space on the City Hall Square.



Phase III: Perform standard actions

- This phase is played over 4 rounds.
- During each round, the players play one card from their hand and use it to perform one of six standard actions.



Phase IV: End of the season

1. Check for all five majorities,
2. Move the cleric for the round down to the floor of the church.
3. Remove all activation markers from cards on your own display.
4. Pass the Coat of Arms to the next player on the left.

Note: You may activate specific buildings from your own display during each of these four phases. You can read further details on how to do this on **page 14 "Activation of buildings."**

Phase I: Replenish your hand

In turn order, players draw cards from whichever draw pile they choose until they have **5 cards in their hand**.

Drawn cards should be placed facedown in front of the player without looking at them, and only added to the player's hand once all cards are drawn.

Your hand limit at the end of replenishing your hand is 5 cards.

Note: After the first season you will usually have cards left over in your hand from the previous seasons, meaning that you might draw fewer than 5 cards, since you only draw up to your hand limit.

After taking the cards into your hand, you gain the rewards of any Park cards you have played in a previous round.

Note: Cards that you add to your hand due to a Park card effect do not count towards your hand limit.

If a draw pile is exhausted, no more cards of this color can be drawn for the rest of the game.



Example: Patricia has 1 card left from the previous round and draws 4 cards. She chooses to take 2 purple, 1 grey, and 1 pink.

Phase II: Dice actions

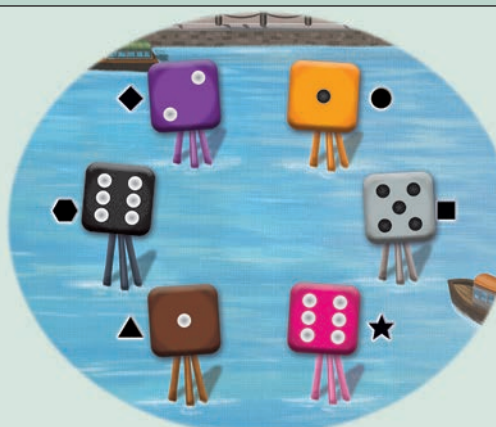
Perform the following steps in this order:

1st step: Roll the six dice

The first player rolls the six dice, placing each on the matching space on the Binnenalster section of the game board.

This die roll will be used by all players.

Perform the following steps simultaneously or in current player order where it applies.



Example: Beate rolls the six dice and places them on the corresponding spaces of the Binnenalster.

2nd step: Deploy a cleric to the church

Place one cleric on the church window showing the same number as the result of the black die.

Each church window is associated with 4 of the domains (except black, which only has 2). During final scoring, each building to the right of a player's board and each "Zoo" or "Park" card to the left of a player's board yields 1 additional point for each cleric on the floor below that domain.



3rd step: Increase disasters

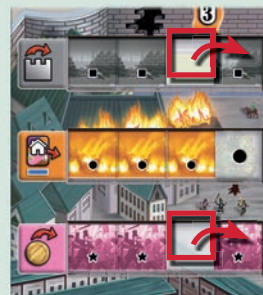
Each die result of a "5" or "6" increases the disaster track for the corresponding color. To do this, move the square marker of the same color to the left of the empty space **one space to the right on every player's board**. Each disaster has three levels, and triggers when the empty space is on the farthest left.

Intrigue: If the result of the **black die** is a "5" or "6," each player randomly takes an intrigue token from the burning house before evaluating other disasters. The reverse side of these tokens display one of the 5 other disaster colors on the player board. Each player must increase by one level the disaster depicted on their intrigue token.

Discard all intrigue tokens in a face up pile next to the game board. Once all markers have been taken from the game board, shuffle all of the used ones and place them facedown on the burning house.

Notes:

- Refer to page 15 for the effects of the disasters.
- If you are playing with "The Ships" expansion, activate the ships at this point (see page 17.)



Example:

Frank must move a pink and a grey disaster level token on his player board to the right.



Example: Patricia takes an intrigue token and flips it. It shows a brown disaster, so she must move the rightmost brown disaster level token on her player board to the right.

4th step: Advance one space on the City Hall Square

Each player may choose if they would like to **advance one space** on the City Hall track; the cost to do so depends on the die results.

The **sum of the pips** showing on all "1" and "2" results is added together to determine the **cost in marks** each player must pay to advance their pawn **one space** towards the City Hall.

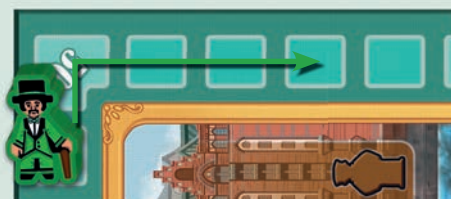
Advancing your pawn is always optional. In player order, each player may decide to pay the cost and advance their pawn one space.

If no "1" or "2" results are rolled, then advancing is not possible this round.

The closer to the City Hall the player's pawn moves, the more points they will earn at the end of the game. Once a player's pawn reaches the last space (which is worth 18 points), they do not advance any more, and instead earn 4 points immediately each time they would have advanced their pawn.



Example: According to the die results the cost is $1 + 2 + 1 = 4$. Alex pays 4 marks to the Speicherstadt, then moves his red pawn on the City Hall Square 1 space forward.



Anatomy and explanation of the cards

In this game both sides of the cards are relevant. The reverse side of all cards show **construction sites**, differing only by their frame colors. The front sides show different **buildings, parks, or zoo animals**.

The colors of the cards

There are **five different colors** (*grey, brown, orange, pink, purple*). The same color is featured on both sides of a card. To help players with difficulty discerning colors, each color is represented by a specific symbol. You will find these symbols on other components as well.



Ability

Each building in your own display grants a special ability or benefit when activated. These are represented by icons at the bottom of the card.

Card number

Each of the 280 cards is numbered. In the addendum you will find references to these numbers for a more extensive description of the card abilities.

Cost

The left side of the card above the banner shows the cost in marks to construct the card as a building (*on a already built site on the right side of your tableau*), or as park or zoo on the left side of your tableau.

Victory points

The right edge of the card above the banner shows the victory points the player will gain if the card is still in the player's display at the end of the game.

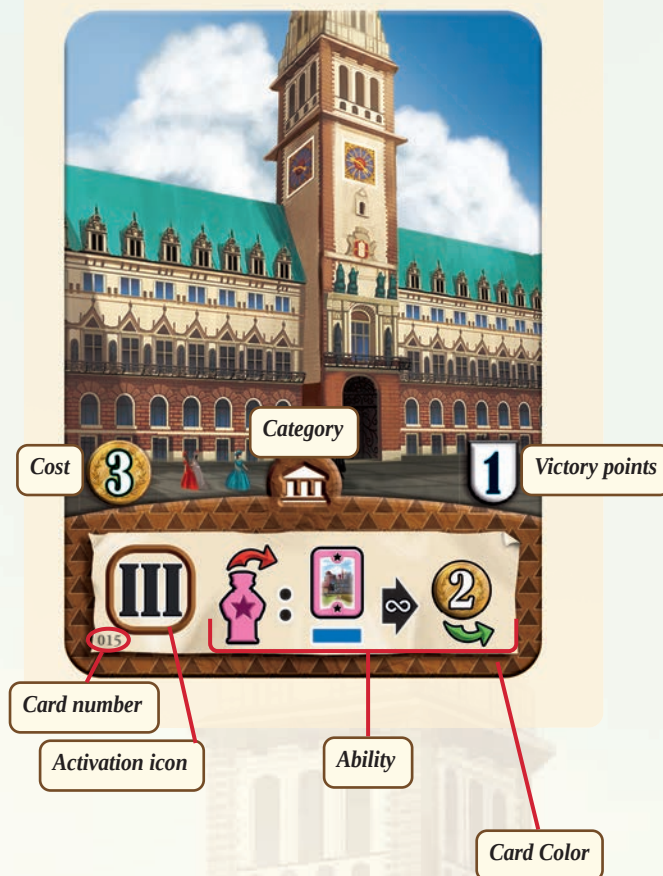
Activation icon ⚡ I II III IV ∞ U

On the left side of the banner is found one of seven activation icons that indicate when the card may be activated. Detailed explanations of these icons may be found on page 14.

Category

Each card correlates to one of 22 categories, represented by a central icon above the other icons. These are: Art 🎨, Government 🏛️, Bank 💰, Church 🏰, Circus 🎪, Civic 🏘️, Emigration 🌟, Entertainment 🎭, Craft 🛠️, Harbor 🚢, Medicine 🩺, Industry 🏭, Military 🛡️, Mysticism 🌀, Police 🚔, Secret Society 🕵️, Theater 🎭, Commerce 🛍️, Underworld 🗡️, University 📖 (12 cards each) and Zoo 🦒 and Park 🌳 (20 cards each).

Building/Zoo/Park (Front)



Construction site (Back)



Specific rules for Zoo and Park cards

Zoo and Park cards are not buildings, do not require construction sites to build, and are placed on the **left side of the player board**. However, they may still be used as construction sites and placed construction site side up on the right side if the player chooses.

Note: Since Zoo and Park cards are not buildings, they are not included when “buildings” are referenced in this rules or the addendum.



Benefit of “Zoo” cards:

Zoo cards have a better cost/points ratio. They do not require a site to be placed in your display, and they have their own majority token.



Benefit of “Park” cards:

The “Park” cards do not require a site to be placed in your display.

Park cards may be activated once at the end of **Phase I** of each season, granting points, money, workers, or cards of a certain color. An activated card is marked with an activation marker.



Phase III: Perform standard actions

This is the core of each season. This phase consists of 4 action rounds.

General rules for this phase:

- The active player plays one card from their hand and uses it to perform one of the six standard actions.
- During this phase, each player performs four actions in total. These can be four different actions or the same action(s) multiple times.
- Additionally, the active player may activate any buildings from their display showing the “III” icon. After completing the action on the card, the activation icon is covered with an activation marker.
- This phase ends after 4 rounds.

Important: Each time the first player takes their turn, they must remove the top time token from the stack on the church spire and place it on the discard space below. This way all players can easily see which round is currently being played. When the last time token is removed, the 4th round in this phase ends.



A player **must** perform one of the following **standard actions** for each played card:

- | | |
|---|--|
|  Take three workers |  Construct one wall segment |
|  Take money |  Play one construction site on their display (back of the card) |
|  Decrease one disaster AND gain 1 point |  Construct one building (front of the card) |

The standard actions in detail



Take three workers

Place the card face up in the discard pile, take **three workers of the same color as the played card**, and place the workers on the appropriate space of your player board.

Note: Workers are not limited; in case there are no more workers of a certain color use any suitable substitute.



Example: Beate plays a purple card, takes three purple workers, and places them on the purple houses of her player board.



Take money

Place the card face up on the discard pile and take **as many marks from the Speicherstadt as the result of the die of the same color as the played card**.

Put the money next to your player board.

Note: Coins are not limited; if needed use any suitable substitute.



Example: Frank plays a grey card, takes 5 marks from the Speicherstadt, and places the money next to his player board.



Decrease one disaster AND gain 1 point

Place the card face up on the discard pile, then move the disaster marker (of the same color as the played card) to the right of the empty space one space to the left (if possible), thus decreasing the disaster level.

Important: Each time you decrease a disaster either by this standard action or by activating a building, you gain 1 point immediately, and move your pawn on the victory points track 1 space forward. If you are unable to decrease the disaster level, you do not gain the point.



Example: Patricia plays a brown card, places it on the discard pile, and moves the disaster marker to the right of the empty space one space to the left. She gains 1 point, and moves her pawn 1 space forward on the victory point track.



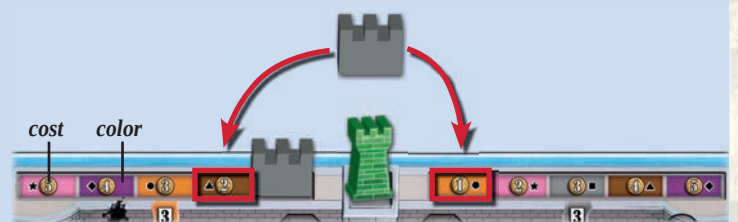
Construct one wall segment

Each player owns a part of Hamburg's city wall on their player board, one half to the left and one half to the right of their city tower.

Each half consist of five segments, and each segment has a color designated.

Players are attempting to build these 10 wall segments, starting with the two on the right and left of the city tower.

Further wall segments are constructed out from the previously constructed ones (or the tower), so there is always a maximum of two segments to choose from.



Example: When Ulrich wants to build his next wall segment, he has to build it on either the brown space (left, for 2 marks) or the orange one (right, for 1 mark).

To perform this standard action, choose one of the **eligible segments** and **discard a card of the same color** face up to the discard pile, paying the cost in marks as shown on the segment. Finally, place a wall piece on the segment.

If you have built the third segment of the left or right half of your city wall, you will gain 3 points for each of these segments at the end of the game.

As soon as a player builds the last segment of one half, take the current (*highest valued*) statue from the game board and place it on the designated place of the player board.

Then, place the next “Hans Hummel” statue on its octagonal space on the game board. At the end of the game, each statue on a player’s board is worth its printed points.

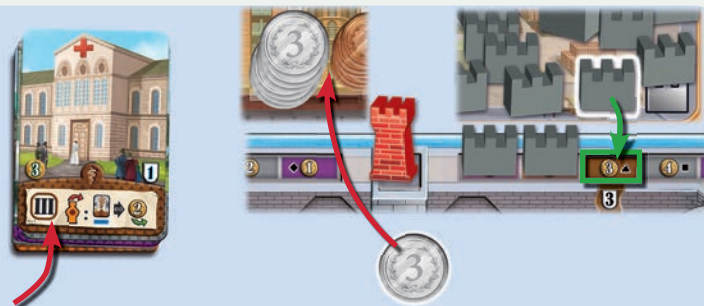
Note: The octagonal space with the female silhouette is used only if you play with expansion 2 “Hans Hummel and the Lemonjette.”



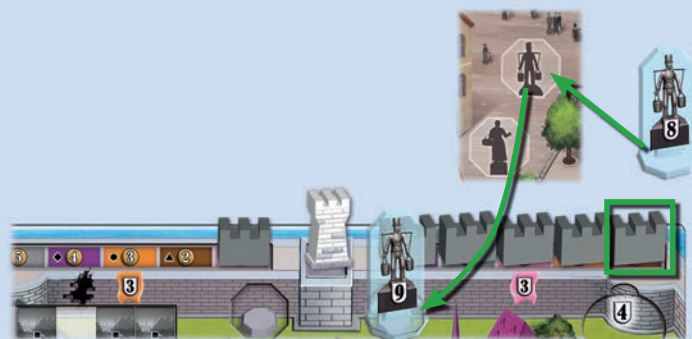
Play one construction site

Add one card from your hand to your display **on the right side of your player board, construction site (back) side up**.

When you do so, you must return **one worker of that site’s color** to the common supply in the Speicherstadt.



Example: Alex plays a brown card and places a wall segment on the brown segment of his city wall. He must pay 3 marks to build this segment.



Example: Frank builds his fifth wall segment on the right side of his player board and therefore gains the current statue from the game board. The free space on the game board now is filled with the next most valuable statue.



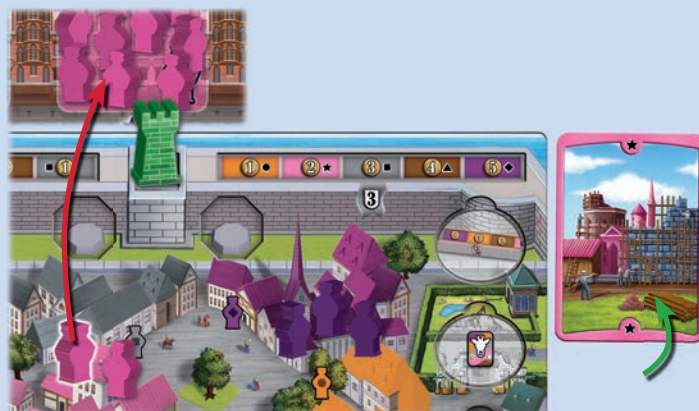
Construct a Building

To construct a building, the player must have an empty construction site of any color; each site may accommodate only one building. The player plays **one building card (front) side up** onto the empty site, leaving the site color visible, and pays the cost of the card.

When you do so, you must **pay the costs shown on the played card**. Put the money in the Speicherstadt.

Each site can **accommodate one building**. The building **may be of a different color** than the site it is built on.

If the ability may only be activated once per season, take an activation marker and from the supply and place it next to the building.



Example: Ulrich adds a pink card to his display as a construction site and returns one of his pink workers to the Speicherstadt.



Example: In the next round, Beate plays a purple building on her previously added site. She pays 9 marks, returning the coins to the Speicherstadt and takes an activation marker from the supply.

● Phase IV: End of the season

Perform the following steps **in this order**, noting that some buildings may be activated during this phase (IV or ∞).

1) Check for majorities

First, check which player may flip one or more of their majority tokens to its active (colored) side. There are five categories for which players may gain a majority, and the same rules apply for all categories:

- A player may flip their marker only if they alone have the **exclusive majority** by having more in a category than all other players. If more than one player are tied then no players gain the majority. Flipped markers earn the players points at the end of the game.

- Once flipped, that majority token remains with its colored side up for the rest of the game, even if that player in the future loses the majority. If another player gains the exclusive majority in a future round, they will flip their majority marker. This means that at the end of the game, several players may have markers of the same types with their active side up on their player boards.

Note: These two rules may be altered by certain cards.

Check the following one after the other:



City Hall Square: The player furthest ahead on the City Hall Square **solely** may flip their “City Hall Square” majority token to its colored side.



Example: Alex's red pawn is farther ahead than any other player on the City Hall Square. He flips his “City Hall Square” majority token to its colored side.



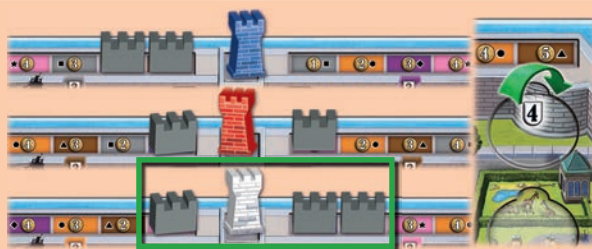
Buildings: The player with the most constructed buildings in their display to the right of their player board may flip the “Buildings” majority token to its colored side.



Example: Both Alex and Ulrich have two buildings in their display, Beate has three. Beate flips her “Buildings” majority token to its colored side.



The city wall: The player who has built the most segments of the wall may flip their “City Wall” majority token to its colored side.



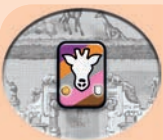
Example: Both Beate and Alex have built two segments, while Frank (white) has built three. Frank flips his “City Wall” majority token to its colored side.



Victory Points: A player solely in the lead on the victory point track may flip their “Victory points” majority token to its colored side.



Example: Beate's blue pawn is in first position on the victory points track; she flips her “Victory points” majority token to its colored side.



“Zoo” Cards: The player with the most “Zoo” cards to the left of their player board may flip the “Zoo” majority token to its colored side.



Example: Alex has one zoo card in his display, Beate has two, and Ulrich has four zoo cards. Ulrich flips his “Zoo” majority token to its colored side.

2) Move the cleric to the floor of the church

Move the cleric for this season from the church window to the space below that window on the floor of the church.

3) Remove activation markers

All players remove any activation markers from their buildings, returning them to their personal supply next to their player board. These buildings can be activated again in the next season.

4) New first player

The player currently holding the first player marker passes it to their left neighbor. The next season starts.



End of the game and final scoring

After the **eighth season is complete** (when all clerics are on the floor of the church), the game ends and the players proceed to **final scoring**. Each player gains additional points for the following:



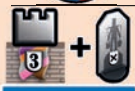
Each **card** (building/zoo/park) in a player's display is worth its **printed points**.



Each **building** in a player's display with a "Laurel Wreath" yields points according to its ability.



Each active **majority token** is worth **4 points**.



Each player who has built the **third wall segment** on either side of their city wall gains **3 points** per side. Each "Hans Hummel" **statue** is worth its **printed points**.



Each cleric on the floor of the church grants 1 point **for each building/zoo/park belonging to that category** in a player's display.



Finally, players gain **points according to their pawn's position on the City Hall Square**.

The players move their pawn on the victory points track to mark the points they have gained. If a player passes the "100" space they take the "100/200" tile of their player color and put it in front of them, "100" side up. In case a player should manage to gain more than 200 points, they flip this tile to its "200" side.

The player with the most victory points is the winner of the game and is the new Supreme Mayor of the Free and Hanseatic City of Hamburg. In case of a tie, the tied player with the most money is the winner. If the tie persists, the tied players share the victory. **Congratulate the winners!**

Example of final scoring:

Patricia has already earned 61 points during the game. During final scoring she adds the following:

- 1) She has four buildings, 1 zoo, and 1 park in her display, worth $2 + 1 + 3 + 3 + 0 + 0 = 9$ points.
- 2) Her two buildings with a "Laurel Wreath" give her 2 points each = 4 points.
- 3) Patricia has flipped both her "City Hall Square" and "Victory points" majority tokens to their active side, and gains 4 points for each = 8 points.
- 4) She has built one of her third city wall segments = 3 points.
- 5) There are three clerics on the pink space in front of the church. Patricia's three pink buildings are worth an extra 9 points. For the one cleric on the black space she earns 2 points for her zoo and park.
- 6) Her pawn on the City Hall Square is on the fifth space = 7 points.

Patricia gains 42 points during final scoring. Adding to her score before, her total is 103 points.



Activating Cards

The current player may activate any cards from their own display. Cards may be activated during each of the four phases and during final scoring, with the printed activation icon on each card indicating during which phase it can be activated, and doing so may change the standard game rules.

Note: You cannot activate a “Zoo” card.



Instant:

When adding this card to your display during **Phase III**, it is activated **once (only) immediately**. You cannot activate it again at any later point.



Example: If you build this building, you immediately gain 1 pink worker and 3 marks.



Once in certain phase:

You can activate such a building **once per season during the indicated Phase**. The activation costs money or requires specific conditions. Place an activation marker on the card after performing the action.

Note concerning Phase III:

You may activate a building before or after your standard action, and you may activate some cards before your action, and others after your action. You may even activate a building that you have just played during this turn.



Example: In each season during Phase III take 2 marks.



Any number of times in certain phase:

These buildings are considered active for the whole game and **always** enhance the action depicted to the left of the colon. You do not put an activation marker on the card.



Example: Whenever the player builds an orange building, they only have to pay half of its cost (rounded up).



Laurel Wreath:

These buildings are used for **final scoring** if they are in the **player's display** at the end of the game.



Example: At the end of the game during final scoring you will get 1 point per 2 workers on your player board.

All cards are explained in detail in the addendum. You can search for each card under their unique number (printed in the left hand corner).

The effects of disasters

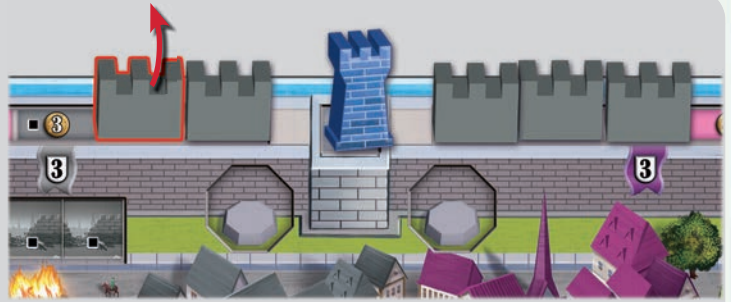
The effect of one of the five disasters occurs immediately if a player has to move **the third disaster level marker of a specific color on their player board to the right so that the warning triangle**  **is now visible**. The effect depends on the type of disaster:



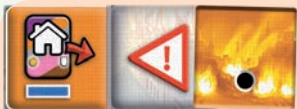
Decay:

You must return one segment from your **city wall** to the Speicherstadt (if you have built at least one already). It must be from an end, such that you do not create a gap in the wall.

If you remove the 5th segment from one of the two sides, you do not have to return the statute you had gained for it; however, you **do not gain another** one if you rebuild the segment.



Example: Patricia has to return a wall segment. She chooses the one on the far left side, since she wants to keep the 3 points for the final scoring from her right side wall.



Fire:

You must discard **one building** of your choice from your display. The card is placed on the discard pile, but the construction site is not discarded.



Example: Ulrich has to discard a building due to a fire, and may choose between his two buildings. He keeps the site it was built on.



Unrest:

You must return **all your money** to the Speicherstadt.



Disease:

You must return **all workers** from your player board to the Speicherstadt.



Flood:

You must discard **one site** of your choice from your display to the discard pile.

If there is constructed building on that site, return it to your hand.



Example: Beate loses one site due to the Flood. She only has one site built which has a building on it. Therefore she puts the site on the discard pile and take its building back into her hand.

After resolving the effect of a disaster, move all three level markers for this disaster to the left, covering over the warning triangle again. In this case you **do not earn any points** for decreasing the disaster level.

Note: It may happen that a player is hit by several disasters at the same time. In that case the player choose the order in which they occur.

Expansion 1: The Mayors

This expansion provides different starting conditions for the players and grants each player a special ability. The changes to the standard game play are detailed below.

Setup

The five mayor tiles will be shuffled unseen and each player draws one random tile; remove any remaining tiles from the game.

The mayor tiles are double-sided, with a unique combination of workers and money plus a special ability on each side. Each player decides which side of their drawn tile to use and places it next to the bottom edge of their player board, chosen side up.

Then, each player takes their individual combination of workers and money from the Speicherstadt.



Example: Patricia plays with the Mayor Carl Friedrich Petersen (side 01) and gets 10 marks and 2 workers of each color at the start of the game.

Changes to game play

The players may use their special ability anytime during the game as desired.

The abilities have impacts on hand limit, standard actions, activations, avoiding disasters, etc.

The overview and explanation of all mayor tiles can be found in the addendum.



Example: In phase I, Patricia will draw up to 7 cards, instead of 5.

Expansion 2: Hans Hummel and the Zitronenjette

When playing with this expansion, "Hans Hummel" will grant additional victory points, and "Lemonjette" provides money.

Setup

Refer to the table on the right to determine which "Hans Hummel" statues will be used, depending on player count.

Place the new statues of Hans Hummel next to the others, victory points descending.

All three "Lemonjette" statues will be used always.

Place the 10-point statue on the octagonal space to the left of the City Hall Square and the 12 marks "Lemonjette" statue next to it.

	Statues with points:									
	10 points	9 points	8 points	7 points	6 points	5 points	4 points	3 points	2 points	2 points
2 players	✓			✓		✓			✓	
3 players	✓		✓	✓		✓	✓		✓	
4 players	✓		✓	✓	✓	✓	✓		✓	✓
5 players	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Changes to game play

The rules for statues as explained above remain unchanged. However, there are two statues on the game board now.

Whenever a player is eligible to take a statue they choose **one** of the two, placing it on their player board. Unlike gaining extra points at the end of the game from Hans Hummel statues, the players receive money from the Lemonjette statuettes **immediately**.



Example: Frank has completed the left side of his wall and may now choose 1 statue. He takes the Lemonjette and gets 9 marks immediately from the Speicherstadt.

Expansion 3: Special Intrigue

When playing with this expansion, the effects of black disasters may be worse, but could provide a small benefit as well.

Setup

Mix the additional intrigue tokens with those of the base game and place all of them black side up on the burning house.



Changes to game play

Five of the new markers demand an increase of **two disaster levels of different colors**. The other five new markers are similar to the basic ones, but additionally grant a bonus like extra cards, points, workers, or money.



Example: You must increase the disaster level of both Flood and Decay.



Example: You have to increase the disaster level of Unrest, but also gain 1 point.

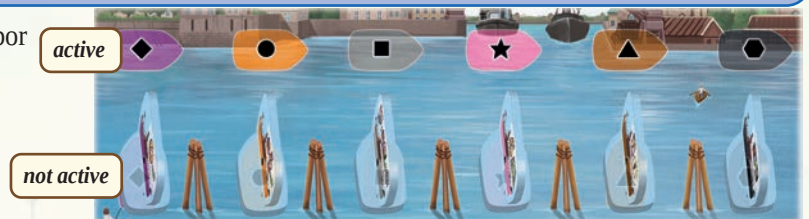
The overview and explanation of the new markers can be found in the addendum.

Expansion 4: The Ships

This expansion makes it more attractive to build the city wall. When a player builds a wall segment, they may immediately perform the action of an active ship.

Setup

Place the six ships on their matching colored spaces in the harbor between the wooden bollards (anchored in the roadstead).



Changes to game play

Each ship corresponds to the color of a die. A ship in the roadstead (between the bollards) is not active, but may be activated in **Phase II** after the “Increase disasters” step if the die of its color on the Binnentalster shows a “3” or “4.”

To indicate that the ship is active move it to its berth at the dock.

If a player performs the standard action “Construct one wall segment,” after completing the action they may use the effect of an activated ship of any color, even one that is different than the color of the played card. If multiple ships are active, the player may choose which one to use. To use its effect, the player must **return 1 worker** of the **played card’s color** from their player board to the Speicherstadt.

Note: You may not use an activated ship if you built a wall segment due to the activation of a building.

In **Phase IV** return all active ships from their berth on the docks to their bollard no matter if they had been used or not.



The grey die shows a “3,” and the brown one a “4.” Both the grey and the brown ship are moved to their berth at the dock and are active now.



Example: Ulrich plays a pink card and builds one wall segment of his city wall. There are two active ships, and he decides for the brown one, which allows him to activate one building with an “instant” icon. He returns one pink worker to the Speicherstadt.

The overview and explanation of all ships can be found in the Addendum.

Expansion 5: The Stock Exchange

With this expansion, the players gain benefits and in some cases penalties when performing their standard actions.

Setup

Mix the 10 stock exchange tiles and stack them on the space in front of the stock exchange, green side up.

Place the price tracker on space "1" at the bottom left.



Changes to game play

Each stock exchange tile references a standard action which may be used in **Phase III**. When choosing this action, the player **must** apply the effect of the stock exchange tile.

The effects on the left edge of the green side and on the right edge of the red side have an impact on the action shown on that tile. When the marker is on the left (*green*) side, the player's action is increased by the amount indicated in the arrow pointing at the marker. When the marker is on the right (*red*) side, the action strength is decreased by the indicated amount.

After a player has completed a standard action that is indicated on the stock exchange tile, they move the tracker to the next space clockwise.

Note: The effect applies only when a player chooses the depicted action and not when performing that action due to the activation of a building.

When moving the marker from "3" to "4," flip the stock exchange tile to its red side.

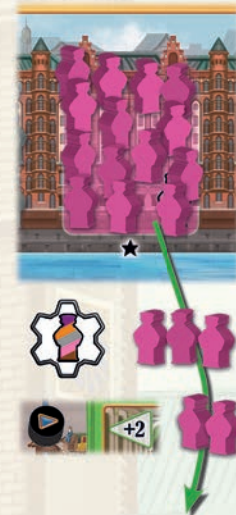
When the marker is moved from "6" to "1," remove the current stock exchange tile from the game; the green tile now visible is the new active tile.

This means that a stock exchange tile may be active for longer than one season.

The overview and explanation of all stock exchange tiles can be found in the addendum.

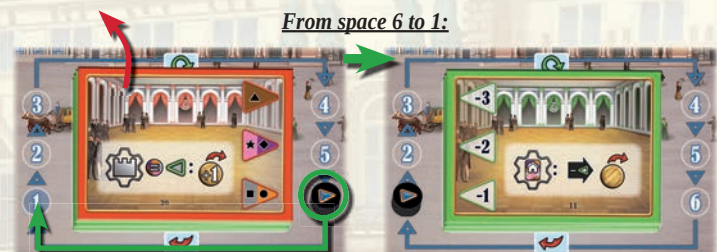
Left edge:

Right edge:



Example: Beate performs the standard action "Take 3 workers." Because the price tracker is on the 3rd space she gains 2 additional workers, thus taking 5. Then, she moves the price tracker to space "4" and flips the stock exchange tile to its red side.

From space 6 to 1:



Expansion 6: The Cleric-Tiles

When playing with this expansion, the clerics grant not only points during final scoring, but provide some benefits or drawbacks during the game as well. Attention: It is not recommended to play with both "The stock exchange" and "The cleric-tiles".

Setup

All cleric tiles are double-sided, with one negative and one positive side. The first player randomly takes **six tiles** and drops them onto the table.

These tiles are placed randomly in the six windows of the church, 1 tile per window, with the current side up. The tiles should cover the "+1 point" printed on the windows. Put the rest of the cleric tiles back into the game box.



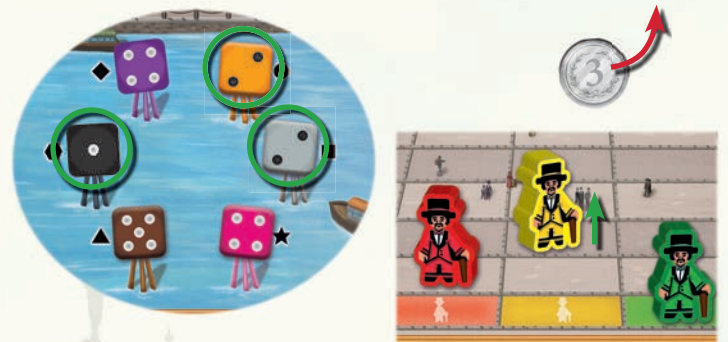
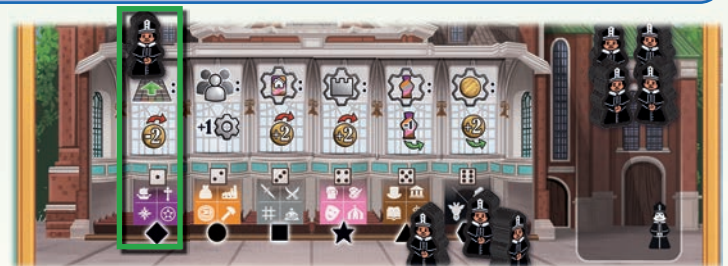
Changes to game play

As usual in **Phase II**, place one cleric on the church window showing the same number as the result of the black die.

Only this tile with the cleric on it is active during this season.

An active cleric tile has an impact on the action of a specific phase.

Note: The effect applies only when a player performs the shown standard action and **not** when performing that action due to the activation of a building.



Example: In Phase II Patricia decides to advance one space on the City Hall Square. Because the purple cleric tiles is active and she needs to pay 2 fewer marks. Normally she would pay $1 + 2 + 2 = 5$ marks due to the die results, but only pays 3 instead. Then, she advances her pawn 1 space.

In **Phase IV** the cleric for this season is moved from the church window on the floor of the church as usual. Additionally, immediately flip the cleric tile.

This means that during the course of the game a tile may be active multiple times, but with different effects.



The overview and explanation of all cleric tiles can be found in the addendum.

End of game & final scoring

Before the final scoring takes place, all six cleric tiles will be removed from the church windows, so that the scoring of the clerics can take place.

Solo rules

You play against an auTOMatic opponent (called TOM), who is controlled by dice. The usual rules apply with the following changes.

Setup

Both the player and TOM start with **five marks** and **one worker in each color**.

Do not assign the Coat of Arms.

Set up the four statues of Hans Hummel as in a 2-player-game:

	Statues with points:					
	10 points	9 points	7 points	5 points	4 points	2 points
Base game		✓	✓		✓	✓
With Expansion 2	✓		✓	✓		✓

Changes to game play

The solo game is played over eight seasons as well, and each season is played as follows:

Phase I: Replenish your hand

Unlike you, TOM does not receive any cards.

Phase II: Dice actions

1st step: Roll the six dice

You roll all six dice and place them on the matching spaces of the Binnentalster on the game board.

3rd step: Increase disasters

Increase and resolve disasters as usual both for yourself and for TOM. If TOM needs to discard a building, he takes the one with the lowest cost. In case of multiple choices he removes the leftmost of these from his display.

2nd step: Deploy a cleric to the church

Deploy the cleric to the church as usual. TOM gains as many marks as the result of the black die.

4th step: Advance one space on the City Hall Square

TOM always advances one space on the city hall square if he has sufficient money to do so.

You may decide whether or not to advance as usual.

Phase III: Perform standard actions

TOM always takes the first turn. His standard actions are determined by the dice. You resolve the actions according to the colored dice (**except the black one**) in ascending order of the results from 1 to 6. In case of a tie proceed in clockwise direction of the tied dice on the Binnentalster, starting from the purple die.



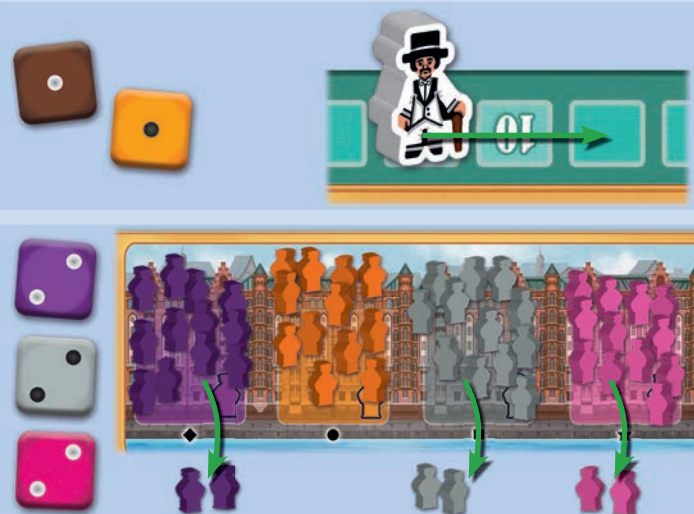
1's:

TOM gains 1 point for each die result of "1."



2's:

TOM gains 2 workers of the same color as the die for each die result of "2."

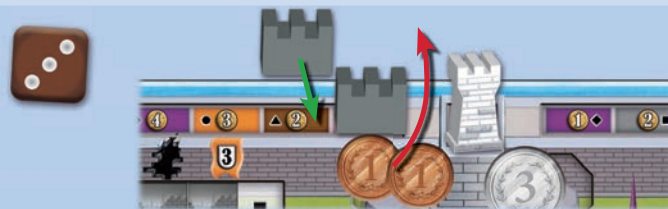




3's:

For each die result of "3" TOM may **construct a wall segment** if the color is matching and he can pay for it.

If TOM cannot build, he gains 1 worker of that color instead.



OR:



4's:

For each die result of "4" TOM **decreases the disaster level** of that color and gains 1 point for each level decreased.

If TOM has no disasters of that color, he returns one worker of that color and adds a site of that color (*from the draw pile*) to his display.

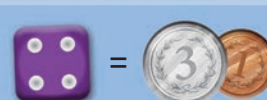
If this is not possible as well, he gains 4 marks for each unused result of "4."



OR:



OR:



5's:

For each die result of "5" TOM constructs a building by drawing the top card of that color from the draw pile. If he has no empty site or not enough money, he plays the drawn card as a site instead. If this is not possible as well (*because he has no worker of that color*) the card will be discarded and he gains 5 marks for each unused result of "5."

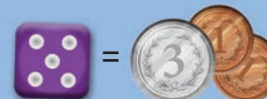
Note: If the drawn card is a zoo or park and he can build it, it will be placed on the left side of his player board (without a site beneath it).



OR:

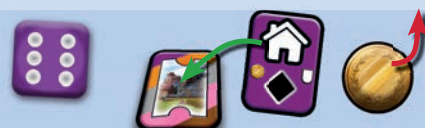


OR:



6's:

For each die result of "6" TOM constructs a building/zoo/park (*see above*). If he cannot do so (*see above*), he constructs a wall segment (*see above*). If this is not possible as well, he gains 6 marks for each unused result of "6."



OR:



OR:



You resolve all immediate and permanent effects from TOM's cards in favor of him. TOM activates all his buildings that he can activate with workers, going from left to right in his display, but only those for which he can return the required worker. If he needs to make a decision, choose the one which is not advantageous for him.

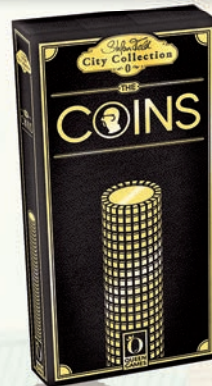
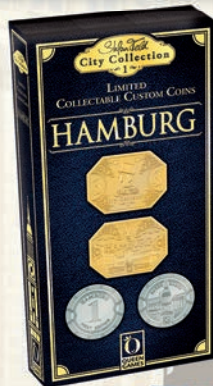
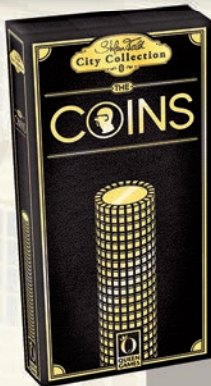
Then, you perform your turn as usual, playing four cards one after the other, performing one standard action with each card.

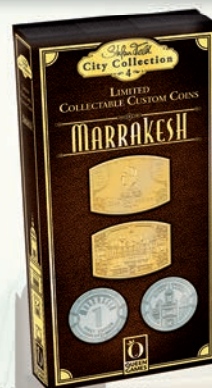
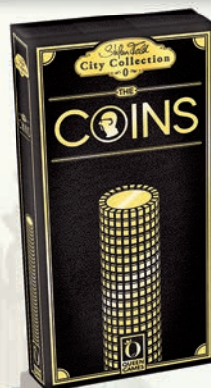
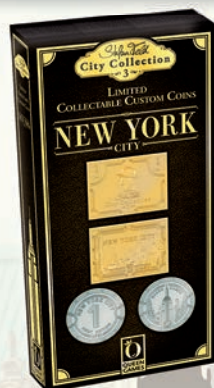
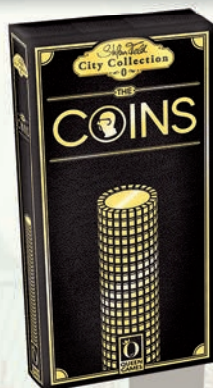
Phase IV: End of the season

There are no changes to this phase. Do not change the first player.

End of game & final scoring

Calculate final scores as usual. Did you manage to perform better than TOM?





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City Collection
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HAMBURG

Addendum



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Basic terms & card icons

Basic terms on cards

General rule: All instructions on cards refer to the player's own display (player board and the cards to the left and to the right of it) or own hand cards. Some exemptions refer explicitly to the display or hand cards of other players.

Draw 1 or 2 cards: You draw always the top card of the draw pile of your choice. When drawing more than 1 card, you may draw from different piles.

Town Hall Square: This is the area in front of the Town Hall, where each player's pawn advances to the Town Hall.

Building: Generally, this is the front side of a card, except the "ZOO" and "PARK" cards.

Construction site: This is the back side of **all** cards.

Select 1 "[Category]" card: Take the **discard pile**, look through it and take a specific card. Shuffle the pile and put it back.

Take 1 "ZOO" or "PARK" card: Take the specified draw pile, look through it, and take a specific card. Shuffle the pile and put it back.

Gain x points: Advance x spaces on the victory points track.

Take/gain x marks: Take x marks from the Speicherstadt and add the money to your personal supply next to your player board.

Return 1 "[color]" worker: Remove the worker of that color from your personal supply and put it back on the Speicherstadt.

Discard: You have to place a card from your hand or your display on the discard pile.

Purchase: You always pay with marks from your personal supply, returning them to the Speicherstadt.

Wall segment: This is 1 colored space of the city wall on your player board on which you build a segment.

3rd wall segment: This is the special segment in the center of both halves of the wall, marked with "3 points"

Colored (flipped) majority token: A majority token flipped to its colored side on a player's board yields 4 points during final scoring.

For free: You do not have to pay money or return a worker when performing a standard action.

Increase a disaster level by 1: Move the disaster marker to the left of the empty space to the right.

Decrease a disaster level by 1: Move the disaster marker to the right of the empty space to the left.

The icons

• the requirement on the left, the consequence on the right	 your own hand of cards	 (2) marks	 black disaster token	 buildings of different categories
 discard/return/pay	 other players' hand of cards	 twice the cost	 decrease disaster level	 "PARK" card in your own display
 flip	 discard pile	 cost reduced by 2	 decrease specific (pink) disaster level	 activate building
 draw/gain/take/purchase	 Select a ("CIVIC") card from the discard pile	 half the cost (rounded up)	 increase disaster level	 activate building by returning a worker
 activate	 any draw pile	 not pay any money = for free	 increased disaster level	 Activate a building once more
 shuffle	 The card in hand becomes the color of your choice	 die of any color showing a specific result ("1")	 fourth disaster level increase	 activate card with immediate effect
 in/on your own display/ player board	 any building card	 die of any color with any result	 disaster	 activate the immediate effect 2x
 play/construct/build	 any building card	 Die of a certain color ("brown") and result ("5" or "6")	 advance on the Town Hall Square	
 the player himself	 building with immediate effect	 colored majority token	 go back on the Town Hall Square	
 all other players	 specific building card ("UNIVERSITY")	 wall segment		
 perform/activate once more	 any construction site	 statue		
 perform/activate exactly 1x / 2x	 (orange) construction site	 standard action		
 perform/activate any number of times (as many times as possible)	 specific category ("entertainment")	 standard action : take 3 workers	 any number of points on the Town Hall Square	
 all other players perform/ activate	 any worker	 standard action : gain x marks	 place a worker on the corresponding space in the church	
 perform/activate up to (5x)	 (gray) worker	 standard action : decrease 1 disaster & gain 1 point	 move cleric in the church	
 matching/identical color	complete set of workers	 standard action : build 1 wall segment	 completed 3rd wall segment and statue	
 in different colors		 standard action : play 1 construction site		
 ignore the color		 standard action : construct 1 building		
 Gain (2) points				
 twice the number of points				

001 Category:

Draw 1 card: Perform a standard action with that card.

002 Category:

If no die result is "1" or "2": Pay 4 marks and advance 1 space on the town hall track.

003 Category:

Return 1 gray worker: Gain 2 marks per Civic building.

004 Category:

Return any number of buildings to your hand.

The construction sites under the buildings remain in your display. As this increases your number of hand cards can draw fewer cards.

005 Category:

Select 1 Civic card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

006 Category:

Gain 1 point.

007 Category:

Return 1 purple worker: Draw 1 card and perform a standard action with that card.

You may draw the card from any of the five draw piles. Use the color of the card for the action.

008 Category:

Return 1 gray worker: Draw 1 card and perform a standard action with that card.

You may draw the card from any of the five draw piles. Use the color of the card for the action.

009 Category:

Return 1 orange worker: Draw 1 card and perform a standard action with that card.

You may draw the card from any of the five draw piles. Use the color of the card for the action.

010 Category:

Return 1 pink worker: Draw 1 card and perform a standard action with that card.

You may draw the card from any of the five draw piles. Use the color of the card for the action.

011 Category:

Gain 2 additional points during final scoring per Civic building. *These are the buildings in your own display.*

012 Category:

Return 1 pink worker: Gain 1 point for every 3 wall sections. *Only for wall segments built on your own player board.*

013 Category:

Each other player must discard 1 card from their hand.

014 Category:

Return 1 purple worker: Gain 2 marks per Government building.

015 Category:

Return 1 pink worker: Gain 2 marks per pink site.

016 Category:

Return 1 purple worker: Gain 2 marks per purple site.

017 Category:

Return 1 gray worker: Gain 2 marks per gray site.

018 Category:

Return 1 orange worker: Gain 2 marks per orange site.

019 Category:

Select 1 Government card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

020 Category:

Return 1 purple worker: Gain 2 points for each 3 purple sites.

021 Category:

Return 1 orange worker: Gain 2 points for each 3 orange sites.

022 Category:

Return 1 gray worker: Gain 2 points for each 3 gray sites.

023 Category:

Return 1 pink worker: Gain 2 points for each 3 pink sites.

024 Category:

Gain 2 additional points during final scoring per Government building.

These are the buildings in your own display.

025 Category:

Gain 2 marks for each of your buildings.

026 Category:

Return 1 pink worker: Gain 2 marks per University building.

027 Category:

Purchase up to any 5 workers: Pay 1 mark per worker.

028 Category:

Draw 4 Cards to your hand, then discard any 4 cards.

You may discard cards that you have just draw using this ability.

029 Category:

Gain 2 additional points during final scoring for each completed 3rd wall section and for each statue.

030 Category:

Gain 2 additional points during final scoring for each active majority marker.

031 Category:

Select 1 University card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

032 Category:

Draw 2 cards: Play them as sites for free.

033 Category:

Draw 1 additional card to your hand.

034 Category:

When choosing the standard action "Take workers": Take any 1 worker in addition.

035 Category:

Gain 2 additional points during final scoring per University building.

These are the buildings in your own display.

036 Category:

When you play a card with a flash icon, activate this card twice.

You may activate the card you just played. You don't have to pay for the second activation.

037 Category:

Return 1 pink worker: Select 1 Zoo card from the pink draw deck and add it to your hand. Shuffle the deck.

If you don't find a "ZOO" card in the pile, you don't get a card but still have to shuffle it.

038 Category:

Return 1 orange worker: Select 1 Zoo card from the orange draw deck and add it to your hand. Shuffle the deck.

If you don't find a "ZOO" card in the pile, you don't get a card but still have to shuffle it.

039 Category: .Return 1 gray worker: Select 1 Zoo card from the gray draw deck and add it to your hand. Shuffle the deck.

The pile is always the pile you have drawn the "ZOO" card from. If you don't find a "ZOO" card in the pile, you don't get a card but still have to shuffle it.

040 Category:

Return 1 purple worker: Select 1 Zoo card from the purple draw deck and add it to your hand. Shuffle the deck.

If you don't find a "ZOO" card in the pile, you don't get a card but still have to shuffle it.

041 Category:

Return any 1 worker: Select 1 Park card from the draw deck of the worker's color and add it to your hand. Shuffle the deck.

If you don't find a "PARK" card in the pile, you don't get a card but still have to shuffle it.

042 Category:

Return 1 orange worker: Gain 2 marks per Medicine building.

043 Category:

Return 1 purple worker plus any 1 worker: Gain 3 marks and 1 point.

044 Category:

Select 1 Medicine card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

045 Category:

Return 1 gray worker: Gain 1 mark for each building belonging to different types.

046 Category:

Activate majority marker even if only tied with other players.

047 Category:

Gain 2 additional points during final scoring per Medicine building.

These are the buildings in your own display.

048 Category:

Gain any 1 worker.

049 Category:

If the gray die result is "5" or "6": Gain 1 gray worker.

050 Category:

If the orange die result is "5" or "6": Gain 1 orange worker.

051 Category:

If the brown die result is "5" or "6": Gain 1 brown worker.

052 Category:

If the purple die result is "5" or "6": Gain 1 purple worker.

053 Category:

Return 1 orange worker: Gain 2 marks per Entertainment building.

054 Category:

Return 1 purple worker: Activate any "III" building a second time.

055 Category:

Select 1 Entertainment card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

056 Category:

Gain 1 point for each different die result.

057 Category:

Gain 2 marks for each different die result.

058 Category:

Gain 1 pink worker for each different die result.

059 Category:

Gain 2 additional points during final scoring per Entertainment building.

These are the buildings in your own display.

060 Category:

Immediately activate all buildings with a worker cost without having to spend the worker.

This applies to all cards where you would have to return 1 worker.

061 Category:

Return 1 brown worker: Gain 2 marks per Art building.

062 Category:

Return 1 orange worker: Build 1 wall section without playing a card. Pay twice the cost.

The worker's color and that of the wall segment you build on do not have to be identical.

063 Category:

Return 1 brown worker: Build 1 wall section without playing a card. Pay twice the cost.

The worker's color and that of the wall segment you build on do not have to be identical.

064 Category:

Return 1 purple worker: Build 1 wall section without playing a card. Pay twice the cost.

The worker's color and that of the wall segment you build on do not have to be identical.

065 Category:

Return 1 gray worker: Build 1 wall section without playing a card. Pay twice the cost.

The worker's color and that of the wall segment you build on do not have to be identical.

066 Category:

This building counts as an Entertainment, Theater, Circus as well as Art.

If other cards give additional points or marks for certain categories, you may activate this card more than once.

067 Category:

Select 1 Art card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

068 Category:

Advance 1 space on the town hall track without paying any coins.

069 Category:

Return 1 orange worker: Gain 1 point per Art building.

070 Category:

When choosing the standard action "Play a site": Reduce 1 disaster level of that site's color.

071 Category:

Gain 1 point during final scoring for each building of a different type.

Example: You have 3 "CIVIC" buildings, 2 "POLICE" buildings and 1 "EMIGRANT" building, you would gain 3 points for 3 different categories.

ZOO" and "PARK" do not qualify for this, because they are not buildings.

072 Category:

Gain 2 additional points during final scoring per Art building. *These are the buildings in your own display.*

073 Category:

Return 1 gray worker: Gain 2 marks per Theater building.

074 Category:

Return 1 orange worker: Gain 1 mark per orange site.

075 Category:

Return 1 brown worker: Gain 1 mark per brown site.

076 Category:

Return 1 purple worker: Gain 1 mark per purple site.

077 Category:

Return 1 gray worker: Gain 1 mark per gray site.

078 Category:

Return 1 orange worker: Gain 1 point per orange site.

079 Category:

Return 1 brown worker: Gain 1 point per brown site.

080 Category:

Return 1 purple worker: Gain 1 point per purple site.

081 Category:

Return 1 gray worker: Gain 1 point per gray site.

082 Category:

Return 1 orange worker: Gain 1 point per Theater building.

083 Category:

Select 1 Theater card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

084 Category:

Gain 2 additional points during final scoring per Theater building. *These are the buildings in your own display.*

085 Category:

All other players must deactivate 1 active majority marker of their choice.

This must be done at once when this card is played. The b/w of the token is visible again. The affected players may flip the token again to its colored side during one of the following Phases IV, if they still (or again) meet the condition.

086 Category:

Return 1 brown worker: Gain 2 marks per Circus building.

087 Category:

Gain marks equal to the single most common die face (not usable in case of a tie). *Example: The number "3" has been rolled most often, you gain 3 marks. Both numbers "4" and "6" have been rolled most often equally, you do not gain any marks.*

088 Category:

Return 1 orange worker: Gain 1 point and 5 marks for every set of workers.

You gain the rewards only if you still have workers of all 5 colors after returning the orange worker.

089 Category:

Gain 2 points per active majority marker.

090 Category:

Select 1 Circus card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

091 Category:

If another player builds a wall section: Gain 1 worker of that color. *You may claim this worker as long as the other player has not yet finished their turn. You may use this card more than once during the same round of the same season and if several other players build a wall segment.*

092 Category:

If the sum of all rolled dice is 23 or less, gain 5 marks.

093 Category:

If the sum of all rolled dice is 19 or greater, gain 2 points.

094 Category:

Gain 2 additional points during final scoring per Circus building.

These are the buildings in your own display.

095 Category:

If you activate a majority marker: Gain one worker of each color.

If the available workers in the Speicherstadt are not of all five colors at this point, you gain as many as possible (1 each of a different color).

096 Category:

One statue scores twice the indicated points during final scoring.

097 Category:

Return 1 pink worker: Gain 2 marks per Commerce building.

098 Category:

Return 1 pink worker: Gain 3 marks.

099 Category:

Return 1 purple worker: Gain 3 marks.

100 Category:

Return 1 brown worker: Gain 3 marks.

101 Category:

Return 1 gray worker: Gain 3 marks.

102 Category:

Gain 2 marks.

103 Category:

Give 1 mark to each other player (as much as possible): Gain 1 point from each of these players.

When using the ability of this card, you must give each other player 1 mark if you own that many. These players lose 1 point each, and you gain these points. The other players cannot deny this. If you do not own as many marks as there are other players, you choose which players get 1 mark each from you and lose 1 point to you.

104 Category:

Select 1 Commerce card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

105 Category:

Return 1 gray worker: Gain 1 point for each completed 3rd wall section and for each statue.

106 Category:

Return any 1 worker: Gain as many marks as the result of the same-colored die.

107 Category:

Gain 2 additional points during final scoring per Commerce building.

These are the buildings in your own display.

108 Category:

When choosing the standard action "Build a wall section": Return the required card and build for no coins.

109 Category:

Return up to 5 workers of different colors: Gain 1 point and 1 mark for each worker.

Of course, you gain points and marks only for the workers you have actually returned.

110 Category:

Return 1 gray worker: Gain 2 marks per Industry building.

111 Category:

Return 1 purple worker: Convert the colors of any number of workers into other colors.

*The returned worker does **not** count for the number of converted workers.*

112 Category:

Return 1 brown worker: Convert the colors of any number of workers into other colors.

*The returned worker does **not** count for the number of converted workers.*

113 Category:

Return 1 pink worker: Convert the colors of any number of workers into other colors.

*The returned worker does **not** count for the number of converted workers.*

114 Category:

Return 1 gray worker: Convert the colors of any number of workers into other colors.

*The returned worker does **not** count for the number of converted workers.*

115 Category:

Return 1 gray worker: Gain any 2 workers.

You are allowed to take 2 workers of the same color, as well as the color of the returned worker.

116 Category:

Return 1 purple worker: Gain any 2 workers.

You are allowed to take 2 workers of the same color, as well as the color of the returned worker.

117 Category:

Return 1 pink worker: Gain any 2 workers.

You are allowed to take 2 workers of the same color, as well as the color of the returned worker.

118 Category:

Return 1 brown worker: Gain any 2 workers.

You are allowed to take 2 workers of the same color, as well as the color of the returned worker.

119 Category:

Select 1 Industry card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

120 Category:

Gain 2 additional points during final scoring per Industry building.

These are the buildings in your own display.

121 Category:

Gain 6 marks.

122 Category:

Whenever you gain money from a Park card: You gain 1 mark extra for each card.

123 Category:

Gain as many marks as the number of points shown on your current space the town hall track.

124 Category:

Return 1 brown worker: Gain 2 marks per Bank building.

125 Category:

When you advance 1 space on the town hall track: Pay 2 fewer marks than required by the die roll (may be reduced to zero).

You will never gain any marks from this card.

126 Category:

Select 1 Bank card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

127 Category:

Return 1 orange worker: Gain 1 point and 2 marks.

128 Category:

Return 1 gray worker: Gain 1 point and 2 marks.

129 Category:

Return 1 purple worker: Gain 1 point and 2 marks.

130 Category:

Return 1 pink worker: Gain 1 point and 2 marks.

131 Category:

Gain 2 additional points during final scoring per Bank building.

These are the buildings in your own display.

132 Category:

When choosing the standard action "Construct a building": Pay 3 marks fewer (may be reduced to zero).

You will never gain any marks from this card.

133 Category:

Return 1 purple worker: Gain 2 marks per Craft building.

134 Category:

Return 1 pink worker: Gain 2 marks per active majority marker.

135 Category:

Return 1 purple worker: Gain 2 marks per active majority marker.

136 Category:

Return 1 brown worker: Gain 2 marks per active majority marker.

137 Category:

Return 1 gray worker: Gain 2 marks per active majority marker.

138 Category:

When choosing the standard action "Take money": Gain 3 marks extra for the pink die.

You gain the additional marks only if you choose the pink die.

139 Category:

When choosing the standard action "Take money": Gain 3 marks extra for the gray die.

You gain the additional marks only if you choose the gray die.

140 Category:

When choosing the standard action "Take money": Gain 3 marks extra for the brown die.

You gain the additional marks only if you choose the brown die.

141 Category:

When choosing the standard action "Take money": Gain 3 marks extra for the purple die.

You gain the additional marks only if you choose the purple die.

142 Category:

Gain 1 pink, gray, brown, and purple worker.

143 Category:

Select 1 Craft card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

144 Category:

Gain 2 additional points during final scoring per Craft building.

These are the buildings in your own display.

145 Category:

Build 1 wall section for free without playing a card.

146 Category:

Return 1 pink worker: Gain 2 marks per Military building.

147 Category:

Reduce up to 2 disaster levels of any color.

148 Category:

Select 1 Military card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

149 Category:

Reduce up to 3 disaster levels of any one color.

150 Category:

When choosing the standard action "Build a wall section": Reduce 1 disaster level of that color.

The color of the reduced disaster must be the same as the built wall segment. You gain 1 point for reducing a disaster level as usual.

151 Category:

Return 1 worker to prevent the increase of one disaster level of the same color.

This applies to the effects of the black disaster tokens too. If you're playing with the "Special Disasters", you may return 2 workers of matching colors to prevent both indicated disasters. You still gain the reward shown on some of these tokens, but only after resolving the disaster itself. This means, you cannot use the gained worker to prevent the disaster from that token.

152 Category:

For each building you may reduce any 1 disaster level.

153 Category:

Reduce up to 4 disaster levels of any one color.

154 Category:

Gain 2 additional points during final scoring per Military building. *These are the buildings in your own display.*

155 Category:

Gain 1 point during final scoring for each increased disaster level.

Example: During final scoring, you gain 2 points for the 2 pink disasters moved to the right plus 1 point each for the single brown, orange, and purple disaster moved to the right – a total of 5 points.

156 Category:

Reduce any 1 disaster level.

157 Category:

Return 1 worker of your choice: Reduce up to 2 disaster levels of that color.

The color of the worker and disaster must be the same. You gain 1 point for each reduced level.

158 Category:

Return 1 brown worker: Gain 2 marks per Police building.

159 Category:

Return 1 orange worker: Reduce 1 orange disaster level.

160 Category:

Return 1 pink worker: Reduce 1 pink disaster level.

161 Category:

Return 1 brown worker: Reduce 1 brown disaster level.

162 Category:

Return 1 purple worker: Reduce 1 purple disaster level.

163 Category:

Select 1 Police card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

164 Category:

Gain 1 mark for each die result of "6".

165 Category:

A disaster is triggered only if you would need to increase it for the 4th time.

If this card in your display, a disaster on you board is not triggered when all 3 disaster levels of one color have been moved to the right. It is triggered only when this disaster has to be increased one more time.

166 Category:

When choosing the standard action "Construct a building": Reduce 1 disaster level of that color.

167 Category:

Gain 2 additional points during final scoring per Police building. *These are the buildings in your own display.*

168 Category:

When choosing the standard action "Reduce disaster": Reduce 2 disaster levels of that color.

Gain 2 points if you reduce 2 levels. This ability does not apply when reducing disasters by a means other than the standard action.

169 Category:

Draw 1 random card from each other player.

170 Category:

Return 1 purple worker: Gain 2 marks per Underworld building.

171 Category:

Gain 3 marks from each other player (as far as possible).

172 Category:

Gain 2 workers of their choice from each other player (as far as possible).

173 Category:

Each other player must tear down 1 wall section. Majorities and statues are not affected by this.

174 Category:

Select 1 Underworld card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

175 Category:

Each other player must go back 1 space on the town hall track.

176 Category:

Each other player must discard 1 building of their choice.

177 Category:

Each other player must discard 1 site of their choice. Return any constructed building on it to your hand.

178 Category:

Reduce any 1 disaster level. Each other player must increase the disaster level of that color.

If you play this card but cannot reduce any disaster level, no other player must increase a disaster level.

179 Category:

Gain 2 additional points during final scoring per Underworld building.

These are the buildings in your own display.

180 Category:

Gain 2 marks each time another player constructs a building.

181 Category:

Return 1 pink worker:
Gain 2 marks per Secret Society building.

182 Category:

When you build 1 orange building: Pay half the costs (rounded up).

183 Category:

When you build 1 purple building: Pay half the costs (rounded up).

184 Category:

When you build 1 pink building: Pay half the costs (rounded up).

185 Category:

When you build 1 brown building: Pay half the costs (rounded up).

186 Category:

Select 1 Secret Society card: Construct it as a building for free on an empty site. Shuffle the deck.

187 Category:

When you draw 1 black disaster token: Gain 1 point.

188 Category:

When you draw 1 black disaster token: Gain 2 marks.

189 Category:

You may place any 1 of your workers as a cleric on the space of the worker's color in the church.

*In Phase IV this worker is placed on the corresponding space on the floor of the church, below the window that matches its color. During final scoring it counts as an additional cleric for **each** player.*

Example: A grey worker may be placed on the window about the grey space below the church.

190 Category:

Return any 1 worker: Construct 1 building of that worker's color for free UNDER a Zoo card of that color. That card's action is still available, but not its points. *You don't pay any construction costs. You may use the ability of the card under the "ZOO" card as usual. However, this card yields no points during final scoring.*

191 Category:

Gain 2 additional points during final scoring per Secret Society building.

These are the buildings in your own display.

192 Category:

On your sites you may construct any 2 buildings.

193 Category:

Return 1 brown worker:

Draw 2 cards to your hand and discard any 2 cards.

194 Category:

Gain 2 marks for each different color of your sites (max. 10 marks).

195 Category:

Return 1 orange worker: Gain 2 marks per Harbor building.

196 Category:

Return 1 orange worker: Draw any 1 card to your hand.

197 Category:

Return 1 gray worker: Draw any 1 card to your hand.

198 Category:

Return 1 pink worker: Draw any 1 card to your hand.

199 Category:

Return 1 brown worker: Draw any 1 card to your hand.

200 Category:

Select 1 Harbor card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

201 Category:

Draw 3 Cards to your hand.

202 Category:

Return 1 pink worker: Draw the top card from the discard pile card and perform a standard action with that card.

203 Category:

Gain 5 points during final scoring if you own sites of all 5 colors. *These sites must still be in your display during final scoring.*

204 Category:

Gain 2 additional points during final scoring per Harbor building. *These are the buildings in your own display.*

205 Category:

Gain 1 point during final scoring for every 2 workers. *These workers must be on your player board during final scoring.*

206 Category:

Gain 1 pink worker and 3 marks.

207 Category:

Gain 1 gray worker and 3 marks.

208 Category:

Gain 1 orange worker and 3 marks.

209 Category:

Gain 1 brown worker and 3 marks.

210 Category:

Return 1 brown worker: Gain 2 marks per Church building.

211 Category:

Select 1 Church card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

212 Category:

Return 1 gray worker: Gain 1 worker of the die's color for each die result of "1". Pick any 1 worker if the black die result is "1".

213 Category:

Return 1 orange worker: Gain 1 point for each die result of "1".

214 Category:

When you advance 1 space on the town hall track, reduce any 1 disaster level.

215 Category:

Gain 2 additional points during final scoring per Church building. *These are the buildings in your own display.*

216 Category:

Return 1 pink worker: Gain any 2 workers and 3 points.

217 Category:

Gain 2 marks for each disaster level increased at least once (all colors).

218 Category:

Return 1 orange worker: Gain 2 marks per Emigration building.

219 Category:

Return 1 brown worker: Draw any 1 card, return 1 worker of that color and play that card as a site.

You may draw the card from any of the five draw piles.

220 Category:

Return 1 pink worker: Draw any 1 card, return 1 worker of that color and play that card as a site.

You may draw the card from any of the five draw piles.

221 Category:

Return 1 orange worker: Draw any 1 card, return 1 worker of that color and play that card as a site.

You may draw the card from any of the five draw piles.

222 Category:

Return 1 gray worker: Draw any 1 card, return 1 worker of that color and play that card as a site.

You may draw the card from any of the five draw piles.

223 Category:

Select 1 Emigration card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

224 Category:

When you choose a standard action: Return 1 gray worker and convert the color of the used card to any other color.

This has the following effects on the particular standard actions:

- 1) **Take x money:** Announce the color and take as much money as the result of the same colored die.
- 2) **Take 3 workers:** Announce the color and take 3 workers of that color.
- 3) **Build 1 wall segment:** Announce the color and build 1 wall segment on a matching wall segment. Pay the costs as usual.
- 4) **Decrease 1 disaster level:** Announce the color and decrease 1 disaster of that color by 1 level. You gain 1 point as usual.
- 5) **Play 1 site:** Announce the color and return a worker of the same color to play the site. From now on though, the site is treated like the printed color, not the announced one.
- 6) **Construct 1 building:** There is no effect from this card in this case.

225 Category:

Gain 2 additional points during final scoring per Emigration building.

These are the buildings in your own display.

226 Category:

When you advance 1 space on the town hall track: Gain 1 point.

227 Category:

Return 1 pink worker: Gain 1 mark for each different color of workers in your personal supply.

All workers on your player board are your personal supply.

228 Category:

Activate 1 building of another player showing a flash icon.

Treat this building as if you had just played it yourself. The building remains in the other player's display.

229 Category:

Return 1 brown worker: Gain 2 marks per Mysticism building.

230 Category:

Return 1 orange worker: Gain as many marks as shown on the black die.

231 Category:

When you draw a black disaster token: Increase 1 disaster level of your choice instead of the disaster shown.

If you're playing with the "Special Disasters," you may ignore both disaster level with this card and increase any 2 (the same or different) disasters instead. You still gain the reward shown on some of these tokens, even if you increase a disaster level of your choice.

232 Category:

When you build 1 wall section: Pay coins equal to the black die result instead of the printed cost.

Example: The black die result is "1." You want to build a wall segment with costs of 3 marks. Using this card, you pay 1 mark only.

233 Category:

Gain a number of points equal to the black die result.

234 Category:

Return 1 pink worker: Draw a number of cards from the discard pile equal to the black die result. Discard the same number of cards.

Example: The black die result is "4." You draw the top 4 cards from the discard pile to your hand, and then you discard any 4 cards of your choice. Return then to the discard in the order of your choosing.

235 Category:

Return 1 gray worker: Move the cleric of the current round in the church 1 space to the right or to the left.

236 Category:

Draw 1 black disaster token: Each other player must increase 1 disaster level of the shown color.

237 Category:

If other dice have the same result as the black die: Gain 1 worker each of these colors.

Example: The black die result is "4," and the brown and the purple die has the same result. You gain 1 brown and 1 purple worker.

238 Category:

Select 1 Mysticism card: Construct it as a building for free on an empty site. Shuffle the deck.

The pile is always the discard pile. If you don't find the card you're looking for in the discard pile, you don't get a card but still have to shuffle it.

239 Category:

Gain 2 additional points during final scoring per Mysticism building.

These are the buildings in your own display.

240 Category:

If another player wants to advance 1 space on the town hall track, they must add the result of the black die to costs.

Example: The result of 3 dice is "1" + "2" + "1" = 4 and the result of the black die is "5." Each other player would have to pay 9 marks if they want to advance 1 space on the town hall square. This card is used in Phase II and applies only to the other players if they want to advance 1 space. The player who plays this card is not affected.

This applies when a player advances on the town hall track for any reason in Phase II, unless they may ignore the result of the black die (mayor tile).

241 - 260 Category:

No further effects. These cards yield the printed points during final scoring.

261 Category:

Gain 1 mark.

262 Category:

Gain 1 gray worker.

263 Category:

Draw 1 additional gray card.

264 Category:

Gain 1 point.

265 Category:

Gain 1 mark.

266 Category:

Gain 1 orange worker.

267 Category:

Draw 1 additional orange card.

268 Category:

Gain 1 point.

269 Category:

Gain 1 mark.

270 Category:

Gain 1 brown worker.

271 Category:

Draw 1 additional brown card.

272 Category:

Gain 1 point.

273 Category:

Gain 1 mark.

274 Category:

Gain 1 purple worker.

275 Category:

Draw 1 additional purple card.

276 Category:

Gain 1 point.

277 Category:

Gain 1 mark.

278 Category:

Gain 1 pink worker.

279 Category:

Draw 1 additional pink card.

280 Category:

Gain 1 point.

Summary of the cleric tiles



"Take money"
standard action:
+2 marks



"Take money"
standard action:
-2 marks



"Take money"
standard action:
Orange, pink,
purple dice = +2
marks



"Take money"
standard action:
Orange, pink,
purple dice = -2
marks



"Take three
workers" standard
action:
+1 worker of any
color



"Take three
workers" standard
action:
-1 worker of any
color



"Take money"
standard action:
Gray, brown dice =
+2 marks



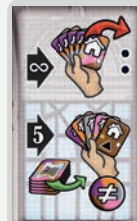
"Take money"
standard action:
Gray, brown dice =
-2 marks



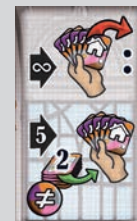
"Construct one
wall segment"
standard action:
The costs are
decreased by 2
marks (min. 0)



"Construct one
wall segment"
standard action:
The costs are
increased by 2
marks



In Phase II
"Deploy a cleric
to the church":
All players must
discard **all** their
cards in hand.
Then, they draw exactly 1 card
of each of the 5 colors.



In Phase II
"Deploy a cleric
to the church":
All players must
discard **all** their
cards in hand. Then
they draw 3 cards from one
deck and 2 cards from another
one.



In Phase II "City
Hall Square": The
costs are decreased
by 2 marks (min. 0)



In Phase II "City
Hall Square": The
costs are increased
by 2 marks

If advancing is impossible due to lacking "1" or "2" die results, it is still impossible.



"Construct one
building" standard
action: The costs
are decreased by 2
marks (min. 0)



"Construct one
building" standard
action: The costs
are increased by 2
marks



In Phase II "Activate
ships": In this
season all ships are
activated



In Phase II
"Activate ships":
In this season no
ships are activated.

This does not depend on die results. This means, all results "3" and "4" are ignored.



Standard action
"Take three
workers":
Orange, pink,
purple cards =>
+1 worker of that
color



Standard action
"Take three
workers":
Gray, brown cards
=> 1 worker of that
color



During this season,
all players have +1
action (the number
of cards remains
unchanged)



During this season,
all players have -1
action (the number
of cards remains
unchanged)



In this season
all orange, pink,
purple disasters are
ignored.



In this season
all brown, gray,
black disasters are
ignored.

Summary of stock exchange tiles



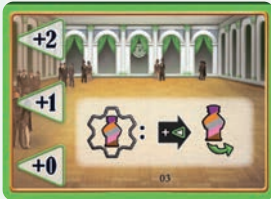
B01 - Front side (green):

"Take money" Standard action: You **take a number of marks extra** equal to the current stock exchange value.
Steps: 1 - 2 - 3 (*from bottom to top*)



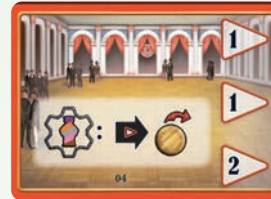
B02 - Back side (red):

"Take money" Standard action: You **take money minus** the current stock exchange value.
Steps: 1 - 2 - 2 (*from top to bottom*)



B03 - Front side (green):

"Take three workers" Standard action: You **take a number of workers extra** equal to the current stock exchange value.
Steps: 0 - 1 - 2 (*from bottom to top*)



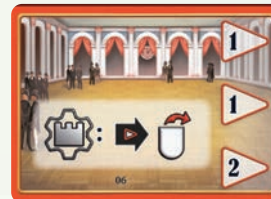
B04 - Back side (red):

"Take three workers" Standard action: You **take workers** and must pay a number of marks equal to the current stock exchange value **once**.
Steps: 1 - 1 - 2 (*from top to bottom*)



B05 - Front side (green):

"Construct one wall segment" Standard action: You **gain a number of points** equal to the current stock exchange value immediately.
Steps: 1 - 1 - 2 (*from bottom to top*)



B06 - Back side (red):

"Construct one wall segment" Standard action: You **lose a number of points** equal to the current stock exchange value immediately.
Steps: 1 - 1 - 2 (*from top to bottom*)



B07 - Front side (green):

"Decrease one disaster" Standard action: You **gain an additional number of points** equal to the current stock exchange value.
Steps: 0 - 1 - 2 (*from bottom to top*)



B08 - Back side (red):

"Decrease one disaster" Standard action: You must **pay a number of marks** equal to the current stock exchange value immediately.
Steps: 1 - 1 - 2 (*from top to bottom*)



B09 - Front side (green):

"Play one construction site" Standard action: You **gain a number of points** equal to the current stock exchange value immediately.
Steps: 1 - 1 - 2 (*from bottom to top*)



B10 - Back side (red):

"Play one construction site" Standard action: You must return 1 worker in the color indicated by the stock exchange marker in addition.
Steps: Gray - purple/ brown - pink/ orange (*from top to bottom*)



B11 - Front side (green):

"Construct one building" Standard action: You have a **discount** equal to the current stock exchange value.
Steps: 1 - 2 - 3 (*from bottom to top*)



B12 - Back side (red):

"Construct one building" Standard action: You must pay a number of marks in addition as indicated by the current stock exchange value.
Steps: 1 - 2 - 3 (*from top to bottom*)



B13 - Front side (green):

"Take three workers" Standard action: You take 1 additional worker in the color indicated by the stock exchange marker.
Steps: Purple - pink/gray - orange/ brown (*from bottom to top*)



B14 - Back side (red):

"Construct one building" Standard action: You must return a number of additional workers, in the building's color, as indicated by the current stock exchange value.
Steps: 0 - 1 - 2 (*from top to bottom*)



B15 - Front side (green)

"Take money" Standard action: Take an additional number of workers in the color of the die used to take money.
Steps: 1 - 2 - 3 (from bottom to top)



B16 - Back side (red):

"Construct one wall segment" Standard action: You must pay an additional number of marks equal to the current stock exchange value.
Steps: 1 - 2 - 3 (from top to bottom)



B17 - Front side (green)

"Decrease one disaster" Standard action: You **gain** a number of **marks** equal to the current stock exchange value immediately.
Steps: 1 - 2 - 3 (from bottom to top)



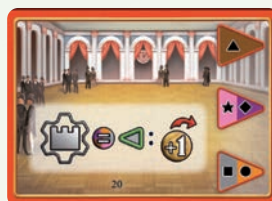
B18 - Back side (red):

"Play one construction site" Standard action: You must **pay** a number of **marks** equal to the current stock exchange value immediately.
Steps: 1 - 2 - 3 (from top to bottom)



B19 - Front side (green)

"Construct one wall segment" Standard action: You do **not pay** for the wall segments you build in wall segments of the color of the current stock exchange value.
Steps: Orange - gray/purple - pink/ brown (from bottom to top)



B20 - Back side (red):

"Construct one wall segment" Standard action: The wall segments you build in wall segments of the color of the current stock exchange value **cost 1 additional mark**.
Steps: Brown - purple/pink - orange/ gray (from top to bottom)

Summary of Special Disasters

Double disasters

You must increase both disasters



Orange + pink



Pink + purple



Purple + gray



Gray + brown



Brown + orange

Little Gifts

First, you must increase the shown disaster. After this, you receive the bonus.



Orange +
draw any 1 card



Pink +
gain 1 point



Purple +
gain any 1
worker.



Gray +
2 marks



Brown +
decrease 1 disaster
level once other than
brown (do not gain 1
point)

Summary of the mayor tiles

Carl Friederich Petersen



Start: 10 marks + 2 x 5 workers

Ability: Your hand limit is 7.

For all rules that applies for your hand limit, you read the "5 hand limit" as "7 hand limit."



Start: 5 marks + 0 x 5 workers

Ability: Each time you decrease a disaster level you gain 2 points (instead of 1 point).

Gustav Heinrich Kirchenpauer



Start: 10 marks + 0 x 5 workers

Ability: Each time you increase a disaster level you gain 1 worker of the disaster's color.



Start: 5 marks + 2 x 5 workers

Ability: Once during each season you may activate a "building (III)" twice, even during the same turn. *(You must pay any cost twice. Place a second activation marker on the card after second activation.)*

Hermann Anthony C. Weber



Start: 10 marks + 1 x 5 workers

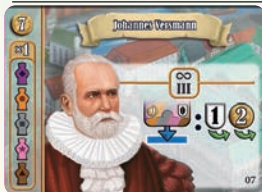
Ability: You ignore taking a black disaster token as well as the costs of the black die when advancing on the Town Hall Square.



Start: 10 marks + 2 x 5 workers

Ability: You gain 5 marks once for each majority. Take the money immediately when flipping the token. *If you need to flip a majority token on its grey side again, due to a card effect, you will gain another 5 marks if you manage to flip the token later again.*

Johannes Versmann



Start: 7 marks + 1 x 5 workers

Ability: Each time you construct a building with 0 cost, you gain 1 point and 2 marks immediately.



Start: 5 marks + 1 x 5 workers

Ability: Each time you play a construction site, you gain 1 point immediately.

Johann Georg Mönckeberg



Start: 10 marks + 1 x 5 workers

Ability: Each wall segment you build costs exactly 2 marks.



Start: 5 marks + 1 x 5 workers

Ability: Each time you perform the "Take money" standard action, you take +2 marks.

Summary of ships



Purple ship:

Gain 4 marks.



Orange ship:

Take 3 workers of the same color (your choice).



Gray ship:

Draw the top card card from the draw pile of the same color as the wall segment you had just built (*color of the wall segment*), and perform a basic action with that card.



Pink ship:

Pay 3 marks and advance 1 space on the Town Hall Square.

This way it is possible to advance more than once on the Town Hall Square during the same season.



Brown ship:

Activate 1 of your buildings showing a flash icon immediately.



Black ship:

Decrease 1 disaster level of your choice and gain 1 point as usual.

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