



Coimbra (2018)

2-4 Players

Designer: Flaminia Brasini, Virginio Gigle

Duration: 4 rounds. 60 - 90 minutes.



by BGG user: schuetzsc

Board Setup

- Sort & shuffle **monasteries** by # (I, II, III), draw 8 tiles from I stack and place randomly on each blue space on board. Place 4 tiles from II group. Place 2 tiles from III group. Rest to box.
- Shuffle and place 4 **influence scoring tiles** on board spaces – match tile side to player count
- Place **die tokens** . **4p**: do not use **3p**: place 3 die in upper, 4 die on central, 3 die on lower city, return 5 & 2 to box **2p**: place 3 & 2 die on upper, 4 & 3 die on central, 5 die on lower city
- Shuffle and place 6 random **voyage cards** at the bottom of board, rest to box
- Place **dice** in dice pool. **4p**: all 13 **3p**: remove 1 **purple** & 1 **green** **2p**: remove 1 **gray**, 1 **orange**, 2 **purple**, 2 **green**
- Place 4 **favor tiles** in row next to the castle, with **cap tile** above the tile with 2 crowns
- Sort **character cards** by # on back, shuffle each and form character deck with III on bottom and II on top [keep I separate]
- Place 4 **character cards** face-up from the I deck next to the upper, central, and lower cities
- Place the 4 **crowns tokens** on first matching color card; **top to bottom, right to left**
- With the deck of **character cards**, deal face-up groups of 2 random cards = # of players, rest to box

Player Setup

- Each player picks color & gets board, 3 **die holders**, their **pilgrim**. Place 2 **cube markers** on 7 of **coin track** and 7 of **guard track**, a disk on 0 of each **influence track**, and a disk on 0 of the **score track**.
- Randomly determine player order, place lions onto **player order flags** matching player order
- In reverse player order, take a stack of cards **or** place pilgrim on free starting corner of Coimbra
- In player order, each player does the other action and gains influence value/immediate bonus. Cards have a class and influence value allowing movement up a track. Also immediate bonus , phase bonus , or end game bonus that are placed face-up in corresponding zone for later.

End of Round

- Return the 4 **favor tiles** to row next to the castle, with **cap tile** above the tile with 2 crowns
- Place 4 new **character cards** face-up from the character deck next to the upper, central, and lower cities – if there are no cards to place, the game ends
- Place the 4 **crowns tokens** on first matching color card; **top to bottom, right to left**

End Game & Scoring

- +VPs for successful **voyages** player invested in
- Influence tracks**: 1st place gets top score, 2nd place gets middle, 3rd place gets bottom (**4p only**). Tie: player disc on bottom wins tie. For **2p**, 2nd place must be <= 3 spaces farther down track to earn VPs. Discs on 0 space always earn 0 VPs.
- Each set of 5 different **diploma icons** scores based on # in set (1 – 5) -- 1/2/4/8/12 VPs. Wild diplomas count as any diploma icon. Each diploma can be used in only 1 set.
- +VP for **Character cards** with end game bonuses
- +VP for **(Guards + coins + crowns) / 2**
- Most VP wins. Tie: 1st in player order wins

Coimbra (2018)

Game Play

Over 4 rounds, execute the following phases. After the last phase is complete, set up a new round with 12 new character cards in the character display. If no cards left, proceed to end game scoring.

		Rolling dice	The first player creates the dice pool by rolling the dice.
		Drafting and placing dice	In player order, players choose one die each and place it onto a city location until each player has placed 3 dice.
		Retrieving dice	In an order determined by the position of their dice, the players retrieve their dice from the city locations to gain favor tiles and acquire character cards.
		New player order	The new player order is determined by the number of crowns each player has.
		Influence income	In player order, the players receive their influence income according to the color of their chosen dice.
		Invest in a voyage	In player order, each player can invest in one voyage.

Phase Notes:

Discs lower in a stack are considered “ahead” of the players with discs on top.

 **Drafting and Placing Dice:** place 1 die from pool into dice holder then onto 1 of 4 city locations. If you place in **castle** and dice are present, all dice must form a row of **ascending** values [left to right]. In a **city** location and dice are present, all dice must form a row of **descending** values [left to right]. If < 4 players, die tokens count as regular dice of a neutral color.

 **Retrieving Dice:** locations are evaluated top to bottom [castle down to lower city], dice from left to right within location. **Castle:** take one of the available favor tiles, put in tableau, take immediate bonus(es). May also add crowns. If **cap tile**  taken, put over top of 1 of your dice in upper, central, or lower city, increase value by 3, adjust position. Have to pay full value when acquiring card.

City Locations: acquire character card from that location. Pay cost = die # in guards  or coins , moving marker back. Take card, gain indicated influence & take immediate bonus or place for phase/end game bonus. If the card triggered a phase C bonus for another card, take that 1 time. If a crown token on card, take for later. If you can't/decline location's action, instead do **distress action**. After action, take die [in holder], put on player board. If < 4p, when a die token is triggered [as leftmost die] discard card with highest influence. Tie: discard leftmost tied card. Flip any die token present and leave in place. When all die evaluated, discard remaining cards and flip die tokens face-up again. **Distress Action:** gain up to 2 coins **and** up to 2 guards, move markers on tracks

 **New Player Order:** sum **crowns** on tokens, favor tiles, and player order flag. Highest total moves lion to spot 1, 2nd highest to 2, etc.

 **Influence Income:** in the new player order, use the dice on player board to activate the influence tracks of matching color & take the income reward on track. Max for guards & coins is 20 – forfeit extras. Only the dice colors are relevant, not values. Check cards for E phase bonus. White die is wild – gain the income reward from your die position on a track of your choice. Remove die from holders.

 **Invest in 1 Voyage:** in player order, can invest in 1 new voyage [1x each per player, multiple players on each]. Pay guards/coin, put disc on rose below cost. If another player present, put yours on top.

 **Move Pilgrim:** when moving to a monastery, put disc there [on top of other players] and take immediate bonus or use later if not immediate . Must follow path of 1-way roads. Can move fewer stops if desired. Can share location with other players. If landing on monastery with your disc already, do not place another, do not take action. If you have movement left after monastery, can continue.