

PRAGA

CAPVT REGNI

GAME PLAY

Each player will have exactly 16 turns.

Choose a random starting player, then in turn order clockwise around the table each player performs the following 3 steps:

1) CHOOSE AN ACTION TILE

1. Take 1 Action Tile from the Crane.

- **RED ZONE:** immediately pay the indicated Gold cost.
- **BLUE ZONE:** gain the indicated VP.
- Gain 5 VP if the Action Tile has the 5 VP Icon on it.

2. Gain the Bonus from the Crane Space, you may use it at any point on your turn.

2) ACTIONS

Perform 1 of the 2 Actions depicted on your chosen Action Tile.

- After performing an Action where you take a Tile, immediately deal a replacement from its stack.
- Whenever you perform an Action you've upgraded, gain the Bonus on your top-most Upgrade Tile on that Action space.
- Once, at any point on your turn you may buy 1 extra Action (any of the 6) for 2 Gold Windows, or 1 Gold Window and 1 Silver Window.
- Once per turn at any point you may pay 1 Gold or 1 Stone to discard 2 Hex Tiles from 1 Hex Row and redraw to replace them.

3) END OF TURN

1. Discard down to a maximum of 2 Windows.
2. Rotate the Crane 1 space clockwise, or 2 spaces if the arrow begins on this space:
3. Return the chosen Action Tile to the 1st empty space in the Red Zone.



- If an Action Tile rotates past the Blue Zone, move it to the 1st empty space in the Green Zone and place the on it.
- When rotating, if the Cube on the Crane drops down, move the Platform Cube 1 space to the left. Lift the Cube to allow rotation on the next player's turn.
- If the Platform Cube crosses the threshold according to the number of players, replace all the Hex Tiles on the Game Board with Era II Tiles.

2 PLAYERS: Era II instead occurs when the white arrow on the Crane lines up with the yellow arrow on the Game Board.

HUNGER WALL AND ST. VITUS CATHEDRAL GRIDS

Sideways movement on these Grids is typically awarded by placement of some Hex Tiles.

- You may move up a Row on either Grid by paying 2 Silver Windows at any point on your turn.
- Crossing from a Tier into another has an additional indicated cost.

• If you reach the Top Tier of the Cathedral you may claim 1 Gold Tile placed next to it.

Some moves grant immediate effects:

- Score the indicated amount of VP.
- Move 1 more space laterally in the indicated direction.
- Move up 1 more Row vertically, paying any Tier crossing cost.

END GAME

When the Platform Cube moves off the Platform, the Game ends immediately. Score as follows:

- Multiply your position on the Tech Track by the VP depicted under your Marker on the University Track. Each player with a CLAIM on an unfinished Plaza gains the lower Plaza Bonus
- Score VP for your Row positions on the Hunger Wall and Cathedral Grids.
- Score VP for each Blue Token according to your Column position on the Hunger Wall, and each Red Token according to your Column position on the Cathedral.
- Gain VP according to the number of Walls you've built around your Action Board:



- Score VP from your claimed Gold V Tiles.
- Score VP from any claimed Seals.
- Gain VP according to the number of Eggs you have remaining:



The winner is the player with the most VP. Ties are broken in reverse turn order.

ACTIONS

1) MANAGE GOLD MINES

- Either:
- Gain 1 Gold and move your Gold Production Marker 1 space to the right.
 - Or gain all Production Bonuses to the left of your Gold Production Marker.

2) MANAGE STONE QUARRIES

- Either:
- Gain 1 Stone and move your Stone Production Marker 1 space to the right.
 - Or gain all Production Bonuses to the left of your Stone Production Marker.

- The first time either Resource Crane reaches 6, gain the Cube and the Bonus under it.
- The first time 1 of the Resource Cranes reaches 9, gain the Cube and the Bonus under it.
- When either of your Resource Production Cubes reaches , choose 1 of the Production Tokens in the River and place in the space at the start of that Production Track.
- When either of your Resource Production Cubes reaches the end of its Track, place 1 of your Cubes on the 'Claim a Seal' icon. At any point in the game you may then use this Cube to claim 1 Seal on the Board by paying any cost on it and moving the Cube there.

3) UPGRADE AN ACTION

1. Choose 1 Hex Tile from the Upgrade Hex Row then refill the Row. If you have as a Bonus on the Crane you may choose the Special Upgrade Tile.
2. Place the Upgrade Tile on the corresponding space of your Action Board, in an orientation of your choice. (It is legal to upgrade an Action that is already upgraded, but the upgrades are not cumulative. Stack the new Tile on top of the old one, ignore the old one, expect for scoring 1 King's Road and 1 Bridge Tile).
3. If 2 Bonus Symbols lineup when the Tile is placed, gain each indicated Bonus. (If you upgraded a previously upgraded Action, you don't gain any Bonuses from previously lined up Symbols, but new connections are evaluated as per usual).
4. Move 1 or 2 spaces on your University Track, according to the icon on the Upgrade Tile. OR

4) CONSTRUCT A WALL

1. Choose 1 Wall Hex Tile from the Wall Hex Row then refill the Row. If you have as a Bonus on the Crane you may choose the Special Wall Tile.
 2. Pay the indicated cost on the Tile in RED, gain any Bonus in GREEN.
 3. Place the Wall Tile adjacent to your Action Board.
 4. If 2 Bonus Symbols lineup when the Tile is placed, gain each indicated Bonus.
 5. If you match 2 Red corner Bonuses, gain 1 Red Bonus Token. OR if you match 3 Red corner Bonuses, gain 2 Red Bonus Tokens.
- Move your Marker 1 space on the Hunger Wall Grid to the left.

5) CONSTRUCT A BUILDING

1. Choose 1 Building Hex Tile from the Building Hex Row then refill the Row. If you have as a Bonus on the Crane you may choose the Special Building Tile.
 2. Pay the indicated cost on the Tile in RED, gain any Bonus in GREEN.
 3. Place the Building Tile on an unoccupied Building Site. Pay any additional costs printed on the Site in RED, and gain any indicated VP.
 4. If the Building Tile has a space for a Cube, place 1 of yours (if you have any available) to indicate a CLAIM on the Plaza.
 5. If you match 2 Blue corner Bonuses, gain 1 Blue Bonus Token. OR if you match 3 Blue corner Bonuses, gain 2 Blue Bonus Tokens.
- Move your Marker 1 space on the Cathedral Grid to the right.
- Score 1 VP for every Building Tile around the Plaza including this Tile.

If your placed Building Tile fills the last available Site surrounding a Plaza, each player with a Cube on Building Tiles around the Plaza gets to choose 1 of the Bonuses on the Plaza Tile. The player with the most Cubes around the Plaza gains both Bonuses. Ties are broken in favour of the player who spent the most on their Claimed Buildings. If still tied, players gain both Bonuses.

6) CONSTRUCT THE KING'S ROAD

Advance your Marker to the next Space in your colour on the King's Road Track.

- SPACES I-III**
1. You may spend 1 Egg to gain 1 of the 2 Bonuses on the left effect.
 2. Gain 1 of the 2 Bonuses on the right effect.
- SPACE IV**
- You must spend 1 Egg to advance to this Space.
1. Draw the top 3 Bridge Tiles from the Silver IV Stack.
 2. Choose 1, place it crossing 2 Spaces on the Bridge and return the others.
 3. Gain the Bonuses on the 2 covered up Bridge Spaces and on the Tile itself. If there is no space left on the Bridge, gain the Tile's reward then discard it.
- SPACE V**
- You must spend 1 Egg to advance to this Space.
1. Draw the top 3 Bridge Tiles from the Gold V Stack.
 2. Choose 1, place it crossing 2 Spaces on the Bridge and return the others.
 3. Gain the Bonuses on the 2 covered up Bridge Spaces.
 4. Place your Marker on the Tile, this is the final Space on the King's Road Track. If there is no space left on the Bridge, place the Tile in your area with a Marker on it.

TECH & UNIVERSITY TRACKS

If your Tech Track Marker moves onto a marked Space. Draw the top 3 Tech Tiles from the corresponding stack. Choose 1 and place the others back underneath the stack.

Level I and II Tech Tiles offer permanent abilities, beginning from the turn after you acquire them. Level III and IV Tech Tiles have a one time use that you may use immediately, discard them at any point on one of your turns to gain the Bonus.

You DO NOT gain any VP during the game for landing on any spaces on the University Track.

Any further advancement gained while either of the top spaces of the Tech or University Tracks scores you 2 VP.

GLOSSARY

	An immediate effect.		An END GAME scoring effect.
	Gain 1 Window Token of the indicated Colour.		Advance 1 space on the indicated Track.
	You may gain 1 Special Tile with an Action or gain 1 VP.		Buy 1 Egg for the indicated cost.
	Gain the indicated amount of VP.		Gain 1 Egg.
	Advance your Gold Production marker 1 space.		Gain 1 Gold.
	Advance your Stone Production marker 1 space.		Gain 1 Stone.
	Move your Marker 1 space on the Hunger Wall to the left.		Move your Marker 1 space on the Cathedral Grid to the right.

SEALS & PLAZA TILES

	At GAME END you may buy 2 VP for every Gold you spend. Maximum possible is 18 VP.
	At GAME END you may buy 2 VP for every Stone you spend. Maximum possible is 18 VP.
	At GAME END you may buy 3 VP for every pair of Gold and Stone you spend. Maximum possible is 27 VP.
	The upper bonus is a sideways move on either the Hunger Wall or the Cathedral.

KING'S ROAD

	Score 3 VP for each Era I Upgrade Tile you have (whether covered by another Tile or not).		Score 2 VP for every Silver Window Token you have.
	You may spend 1 Gold to score 4 VP.		WHILE YOUR MARKER IS HERE: whenever you take the 'Upgrade' Action score 2 VP and gain either 1 Gold or 1 Stone.
	You may spend 1 Egg to gain 1 of the 2 indicated rewards.		WHILE YOUR MARKER IS HERE: whenever you construct a Building without  , score 3 VP.
	You may spend 1 Egg to gain 1 of the 2 indicated rewards.		WHILE YOUR MARKER IS HERE: whenever you take the 'Construct A Wall' Action, score 2 VP.

BRIDGE TILES

	You may move 1 space left on the Hunger Wall. Gain 1 Silver Window and score 2 VP.		You may move 1 space right on the Cathedral. Gain 1 Silver Window and score 2 VP.
	Advance on the indicated Track 3 times.		Gain 1 Gold Window and 2 Gold.
	Gain 2 Blue Bonus Tokens.		Gain 2 Red Bonus Tokens.
	At END GAME score 3 VP for each Upgrade Tile you have (whether covered by another Tile or not).		Score 3 VP. At END GAME score VP equal to your height on the University Track.
	Score 3 VP. At END GAME score VP equal to your Gold Production value.		At END GAME score 2 VP for each Wall Tile you have.
	At END GAME score 2 VP for each Row you've reached on the Cathedral Grid, and 2 VP for each Row you've reached on the Hunger Wall Grid.		Score 3 VP. At END GAME score VP equal to your Stone Production value.

LEVEL I

	Whenever you gain a Gold Bonus from the Crane, gain 1 additional Gold and score 1 VP.
	Whenever you gain a Stone Bonus from the Crane, gain 1 additional Stone and score 1 VP.

LEVEL II

	Once per turn, if you gain a Blue Bonus Token, score 1 VP and gain 1 Stone.
	Once per turn, if you gain a Red Bonus Token, score 1 VP and gain 1 Gold.

LEVEL III

	Gain 1 Egg. Perform the 'Construct The King's Road' Action.
	Perform the 'Upgrade An Action' Action. Score 3 VP.

LEVEL IV

	Perform the 'Construct A Building' Action. The total cost of placing the Building Tile is reduced by 2 Gold.
	Perform the 'Upgrade An Action' Action. Gain 1 Gold Window.

TECH TILES

	Each time you advance on the Gold Production Track score 2 VP.		Whenever you move up 1 Row on the Cathedral or Hunger Wall, score 2 VP.
	Each time you advance on the Stone Production Track score 2 VP.		If you score VP from the Crane when gaining your Action Tile, score 1 additional VP.
	Whenever you construct a Building with  , score 1 VP and gain 1 Stone.		Whenever you gain an Egg, score 1 VP and gain 1 Stone.
	Whenever you construct a Building without  , score 1 VP and gain 1 Gold.		Whenever you construct a Wall Tile with  , score 1 VP and gain 1 Gold.
	Move up 1 Row on the Cathedral or Hunger Wall, ignore any Tier costs.		Advance on the University Track 4 times.
	Gain all Production Bonuses to the left of your Gold Production Marker, and gain 2 Stone.		Gain all Production Bonuses to the left of your Stone Production Marker, and gain 2 Gold.
	Perform the 'Construct A Wall' Action. The cost of placing the Wall Tile is reduced by 2 Gold.		Perform any of the 6 Actions.
	Gain both Bonuses depicted on any 1 Plaza Tile.		Increase either Gold or Stone Production by 1. Then either gain all Production Bonuses to the left of your Stone or Gold Production Markers.