



panel as your *supply*. Leave the remaining cubes to the left of the panel as your *stock*. They are unusable until they are transferred to your supply using an action.

*Note: the bottom of the player board is supposed to remind you what the actions you can take on a turn are, but they are very cryptic. From left to right they correspond in order the actions listed below: take income, place due, displace dude, move your own dudes and claim a route.*

## Game Play

A player may take a number of actions on their turn equal to the number of actions revealed in the action track of their panel. You may take the same action multiple times on a turn. If you wish, another player can use the soldiers to help track the number of actions the active player has used during their turn.



## ACTIONS

**Take Income:** Move a number of dudes from your stock bag to your supply based on your bag track: 3, 5, 7, or all.



**Place Dude:** place a dude from your supply on any open route spot on the board, even if that route has other players on it.

**Displace Dude:** You need at least two cubes in your supply to do this action. One as cost for doing so, the other to actually replace the dude. Pay 1 cube by moving it from your supply back into your stock. If you are displacing a disc costs you must pay 2 cubes. Now take another cube from your supply and replace the displaced cube with it. The displaced player now places that dude, along with another one cube (or two if it was a disc) from his stock back onto an the board onto an adjacent route. First selects a route 1 away. If they are filled, then 2 away, and so on. If the player has no more cubes to grab from the stock, the player can optionally use a cube from their supply. If they have none there then only the one on the board is placed.

**Move Your Own Dudes:** Move a number of dudes already on the board equal to your book track to anywhere else on the board. You may only moved from a trade route to a trade route.



**Claim A Route:** you may only select this action when all the houses on a route are filled with your own dudes. The following happens in this order:

- **Score points:** Scores points for the majority player on each end of the claimed route. To determine majority, count the number of dudes they have in the city. If it's a tie, the dude furthest to the right wins. The player claiming the route can also be the majority winner. The majority winner gets one point. That means one or two points may be scored.
- **Claim plate:** If the route has a gold or silver plate on it, take it. Take a replacement plate and put it somewhere very obvious, like leaving it in your hand, to remind you to place it later at the end of your turn. You may look at the face up side of the plate. At the end of your turn place this new

plate onto a route of your choice with the arrow pointing to it. The route must be empty, have an adjacent city with an open office in it, and there must not already be a plate on that route.

- *Optionally claim a feature:* If the city on the route has a yellow banner, then the nearby yellow feature may be claimed instead of claiming an office as described below. Five of the yellow banners correspond to the tracks on your panel. Take off the next in line dude and place it into your supply. If it was the action track, you may immediately take another action this turn.

The sixth yellow panel in Coellen is special. You can claim an open spot with one of your dudes used to claim the route, but only if you uncovered the corresponding color in your privileged track. You can ignore the normal left to right rule. You can claim any spot you are allowed to.



- *Claim office:* If you didn't claim a feature you now have the option to claim an office. Put one of your dudes used to claim the route into an empty space of the two adjacent cities. You must place them on the first open spot from left to right. A disc spot must only be filled with a disc. A colored spot may only be claimed if you have the appropriate color revealed on your privilege track. If you can't claim an office that is okay. In addition:



- If the office claimed has a gold coin, then score 1 point.
- If the last office of a city has been filled, then advance the black cube on the completed cities track
- If you now have a connected path from Arnbeim to Stenbad, take the top most 7/4/2 paper in the stack you created. Score the amount revealed immediately. A connected path means you have claimed at least one office in each city along the route including the endpoints.

## Bonus Plates

A bonus plate can only be used after the action that acquired it. It may only be used once. Keep it face up somewhere until it is used. Turn it over face down onto the silver plate on the top middle of your player board after you use it. It does not cost an action to use. There are 5 different types of bonus plates:



Take 3 or 4 additional actions.



Add a new dude to a city even if that city is full after completing a route. The new office is placed to the left of the left most office. This newly formed office therefore does not change the majority winner in the case of a tie.



Remove 3 dudes anywhere on a route and return them to their owners into their supply (not their stock bag!)



Switch positions of two dudes in a city. Ignore rules about colors and shapes when switching dudes.



Upgrade a track for free, taking the dude into your supply as normal.

### Game End

The game ends immediately at the end of the current action when one of the following conditions are met:

- A player's marker reaches 20 or more points. As a reminder the only time a player's marker is advanced along the track during the game is when they score for an office from a claimed route, from a gold coin in an office, or from the Arnheim to Stenbad (7/4/2) bonus.
- There are no more silver plates when one is needed.
- When the 10<sup>th</sup> completed city has occurred.

### Endgame Scoring

- Each track fully developed gets 4 points.
- Bonus plates:
  - 1 plate: 1 point
  - 2-3 plates: 3 points
  - 4-5 plates: 6 points
  - 6-7 plates: 10 points
  - 8-9 plates: 15 points
  - 10+ plates: 21 points
- Coellen Table (7/8/9/11) bonus
- Majority Winners in Cities: 2 points each.
- Largest Blob: Count the your largest blob of connected cities. A link is any city where you have an office. Multiply that by the current reveal in your key track.

