

Actions

Take one or two per turn. After taking your actions, refresh each market: slide cards to the left, retaining any Florins on them, then fill from the appropriate deck. If a deck empties, fill from the other deck. The left-most card is always face down.

- **Purchase Market Card** (if you have fewer than two cards in your hand): Choose a face-up card in either market. Place a Florin on each card to its left (in the other market if a space is empty). Place the targeted card in your hand. Keep any Florins on the card. May not choose a card you placed a Florin on this turn.
- **Sell Card**: Discard a card from your hand, tableau, or under your playmat and gain 2 Florins. Except for Empires, discard tokens on the card. Sold Empires return to their throne, and *Royal Couples* (see *Coronation*) are sold for 4 florins.
- **Play Card from Hand to your Tableau**: Place a West/East card from your hand on the far left/right your Tableau.
- **One Shots**: Many cards have a banner along the bottom indicating a **One Shot** that you may use when you add the card to your tableau. If you choose to use it, see *One Shots*. If you ignore the One Shot (or if it has none) you may still place any of the agents printed on the card, as follows:
 - **Bishops**: Place on any card in any tableau with the same location as the played card (including the card itself). If placed on a card that already has a bishop, both bishops are killed with no further effect. If placed on an Empire with any repressed tokens, you may kill one of them.
 - **Rooks and Knights**: Place in a city on the map of an Empire in the card's location (ignore the city's icon). If there is a token there already, pay 1 Florin to China to repress it.

- **Pawns**: Place one of your pawns on a border without a pirate. If there is already a pawn on the border, pay 1 Florin to China to repress it.
- **Pirates**: Place on a sea border. If there is a token on that border, kill it at no cost.
- **Play Card under your Playmat**: If you ignore a *Coronation One Shot*, tuck the card under your playmat with any prestige visible. Count these toward victory. This card is not part of your tableau (including during *Apostasy*) and may not be lost.
- **Perform Tableau Ops** (once per side per turn max): Choose either East side or West side of your tableau. In any order, perform at most one Op from each card on the chosen side. See *Tableau Ops Summary* for more details.
- **Convene Trade Fair** (once per side per turn max): Target the face-down card in the Western/Eastern market. Take 1 Florin from China (and add 1 Florin to the card if 3-4 players). While there are still Florins on the card, trace along the active white / black trade route. As the path crosses through a card (including the card where it begins), perform a *Levy* on the card, placing a token in an empty city (if any) matching the icon in the city. As it crosses the border between two cards, a player with a concession on the border takes 1 Florin from the targeted card, and a pirate on the border discards 1 Florin from the targeted card to China. If there are Florins on the targeted card when the trace ends, leave them there. Finally, discard the targeted card.
- **Claim Victory**: If you satisfy the conditions on an active victory card, win the game!

Empire: One of the ten square cards that represent influence over the corresponding region on the map. One side is the Kingdom side (with a *Campaign Op*), the other, the Republic side (with a *Commerce / Vote Op*). When discarded for any reason, Empire cards are returned to their throne (the slot on the map near their Empire).

Suzerains & Vassals: An Empire that has been conquered by another during a *Campaign Op*. Vassals are placed in your tableau, fully visible, below their conquering Empire (called its Suzerain). See *Regime Change* for details on how suzerains and vassals are affected.

Bishops: Bishops silence all abilities and ops except the *Inquisitor Op*, but don't impact prestige diamonds. Bishops kill each other when on the same card, and may kill repressed tokens on their Empire. Bishops never participate in Battles or get repressed. Bishops on Empire cards survive *Regime Changes* only when card is on the throne.

One Shots

If you decide to use the One Shot, you must deploy all of the agents printed on the card: they participate as attackers in a Battle (except the Bishop, which must be placed after the Battle); if there is no Battle, they must be placed if there is space for them.

- **Conspiracy, Peasant Revolt, Crusade, Reformation, Jihad:** Start a battle (see *Battles*).
- **Apostasy:** Each player who has cards with prestige diamonds of both indicated religions in his tableau must discard all of them.
- **Trade Shift:** Make the indicated trade route active. If it is currently inactive, move the busted disc off of the route and cover the now inactive route, repressing any token there. To make the Spice Islands route active, you must have at least one Discovery prestige in your tableau.
- **Coronation:** Found on Queens. Target an unmarried empire named on the card that is on its throne or in your tableau. Add it to your tableau (if it isn't there already), perform a Regime Change, and place the Queen under the empire so both sets of ops icons are visible. This forms a **Royal Couple**, which have the following properties:
 - **Performing Ops:** Each card in a royal couple may perform an operation when performing ops.
 - **Silencing:** A bishop on either card silences both.
 - **Loss of a Royal Couple:** A Royal Couple is sold together (as a single action) for 4 Florins, and returned together to the appropriate throne. If either is lost due to apostasy, both are lost and returned together to their throne. Otherwise, when a Royal Couple is returned to its throne, discard the Queen. If a Queen is beheaded, only the Queen is discarded.

Tableau Ops

- **Behead:** Discard one card in any tableau in the same location as this card (except itself, a.k.a the *assassin*). If you discard an Empire, also discard this card. Queen is discarded if either she or the King is beheaded.
- **Campaign:** Initiate a battle against an adjacent empire on the map. See *Battles*. You may not campaign against an empire in your own tableau.
- **Commerce:** Take 1 Florin from any card in the indicated market.
- **Corsair:** Move a pirate of the color specified from a sea border of the card's location to another sea border either in the card's location or an adjacent location, killing any concession or pirate on the border moved to. You cannot move a pirate to a location occupied by a pirate of the same color.
- **Inquisitor:** Move a bishop of the indicated color to another card or to a card in the same location as the bishop. If moved to a card with another bishop, both are killed; otherwise, if moved to an empire you may kill a suppressed token on the card.
- **Repress:** Choose a token from the empire's card on the map (or its border) and place it on the empire card as a repressed token; gain 1 Florin if you do.
- **Siege:** Kill a Knight, Rook, or Pirate in the acting card's location.
- **Tax:** May only be performed if there is an empty city on the map in the card's location: choose a concession bordering this card. Its owner must either pay 1 Florin to China or repress the concession, choosing an empty city and levying a token there of the type and color depicted.
- **Vote:** Choose an empire where you have more concessions than any other player, that is not a vassal or in its throne, and that is in the region indicated by the icon. Pay florins equal to the empire's repressed tokens and perform Regime Change.


















Location: Cards with the location *West* or *East* are in the same location as every card in the West or the East.

Adjacency: Cards in tableaus are adjacent to cards to the left or right (except across your playmat); a *Suzerain* is also adjacent to its *Vassals*; a Vassal is adjacent to its Suzerain and all cards its Suzerain is adjacent to. On the map, adjacency is orthogonal or diagonal.

Battles

Battles are initiated by a variety of One Shots or by the *Campaign Op*. Perform the following steps.

- Determine attacking and defending tokens (see below).
- Each attacking token kills one defending token and is killed in exchange. The attacking player chooses all casualties.
- If any attacking tokens survive, the attacker wins the battle; he places surviving agents into empty cities or borders (if no empty cities or borders remain, he may repress remaining agents). He will also be able to perform a *Regime Change*. If no attacking tokens survive, the battle ends with no further consequences.

	Attackers	Defenders
Campaign	 Adjacent Kingdom Must pay 1 Florin per knight.	
Conspiracy	 Agent  Repressed  Border Any such tokens	
Peasant Revolt	 Agent  Repressed  Border  Any agent/repressed pawns + <u>your</u> border concessions	
Religious Wars	 Agent  Local  Adjacent  Border All tokens must be <u>Believers</u>	  Must have 1+ <u>Heretics</u>

Regime Change

A Regime Change occurs after an attacker victory in a Battle, after a Coronation, or a successful Vote Op. The attacker, coronator, or voter performs the following steps:

- **Strawman:** If the targeted empire was in your own tableau, flip it over (from kingdom to republic or vice-versa).
- **Concession:** You may add a pawn as a concession to a pirate-free border on the targeted empire; if you repress a pawn in doing so, pay 1 Florin to China.
- **Emancipation:** If the targeted empire had any repressed tokens, you may emancipate any of them you like by moving them to empty cities (if Knights or Rooks) or borders (if Pawns).
- **Golden Liberty:** A Vote Op may change the targeted empire's map card to a medieval (non-theocratic) state. A victorious religious war must change the map card to a theocracy of the same color as the agents of the card initiating the war. Tokens on the card and its borders remain in place.
- **Tokens & Queens:** If the Empire Square comes from its throne, it comes with its Queen and Bishop (if any). If it comes from an enemy tableau, or if it is flipped in your own Tableau, Bishops and Queens are discarded and any Vassals returned to their Thrones. In all cases, repressed tokens that survived the Battle are retained or optionally Emancipated.
- **Vassalage:** If the Regime Change is caused by a victorious *Campaign*, the winning Empire becomes a suzerain and the loser becomes its vassal. Vassals may campaign, but any vassals they would gain instead become vassals of their suzerain. A suzerain that suffers a Regime Change loses its vassals. A vassal that suffers a Regime Change caused by a One Shot is moved to the end of the tableau (of the same player, in case of a *Strawman* attack). Vassals can't be subject to a Vote Op.

Repressed Tokens: When a token is repressed, it is always placed on the empire's card (or on the corresponding throne for visibility, but conceptually they are still on the card). Tokens on borders can go to either card they border. Paying a Florin to repress is always optional.

End of Game: The game ends when someone claims victory or when a market cannot be refreshed. In this case, the player with the most *Patron* prestige wins; ties are broken by the amount of Florins.

BATTLE	consequences	GET A KING	MAKE OPPONENT LOSE A KING
<ul style="list-style-type: none"> ● One-Shot: Religious Wars Crusade, Reformation, Jihad ● One-Shot: Civil Wars Conspiracy, Peasant Revolt ● Op: Campaign \$1 per attacking knight, king comes as a vassal, can't campaign own empires 	<ul style="list-style-type: none"> ● Defenders are always Rooks/Knights. ● Attackers depend on operation. ● Can be done against oneself, except Campaign ● Each 1 Attacker removes 1 Defender. ● If Attackers > Defenders ⇒ REGIME CHANGE. 	<ul style="list-style-type: none"> ● REGIME CHANGE 	<ul style="list-style-type: none"> ● REGIME CHANGE for isolated king, or suzerain, or vassal ● REGIME CHANGE for suzerain, freeing the vassal(s) as side-effect ● Op: Behead also kills assassin
REGIME CHANGE	consequences	RETURN A KING	TRANSFORM A KING INTO A REPUBLIC
<ul style="list-style-type: none"> ● BATTLE, plus: ● One-Shot: Coronation ● Op: Vote \$1 per repressed token, empire not on throne or vassal; (opt) changes Theocracy to Medieval (agnostic) 	<ul style="list-style-type: none"> ● Empire card always moves out of Tableau with King side up, even if it was a Republic. ● King on Throne ⇒ Queen & Bishop also move. ● King on Tableau ⇒ Queen & Bishop are discarded. ● (opt) Add a Concession to border (\$1 to repress). ● (opt) Emancipate repressed tokens if there's room, otherwise repressed remain. 	<ul style="list-style-type: none"> ● Action: Sell Card \$2, \$4 for couple ● Op: Behead discard the assassin + Queen, but bishop moves with King 	<ul style="list-style-type: none"> ● REGIME CHANGE (except Coronation and Campaign) a successful attack against oneself (Strawman) with a Religious War, a Civil War, or a Vote.
CREATE A THEOCRACY	REMOVE A THEOCRACY	PUT ROOK/KNIGHT ON MAP	REMOVE/REPRESS A ROOK/KNIGHT
<ul style="list-style-type: none"> ● One-Shot: Religious Wars 	<ul style="list-style-type: none"> ● Op: Vote \$1 per repressed token, empire not on throne or vassal; changes Theocracy to Medieval (agnostic) 	<ul style="list-style-type: none"> ● BATTLE (except Campaign) place attackers if attackers > defenders ● REGIME CHANGE emancipate Rooks/Knights ● Action: Trade Fair ● Op: Tax but taxed concession chooses the token to be placed on empty city 	<ul style="list-style-type: none"> ● BATTLE remove in fight, or repress attackers if there's no room ● Op: Repress repress token and get \$1 ● Op: Siege remove token ● Op: Inquisitor bishop optionally "pacifies" a repressed token ● One-Shot: Trade Shift free repress if token on city
GET MONEY	MAKE OPPONENT LOSE MONEY	PUT A PAWN ON THE MAP	REMOVE/REPRESS A PAWN
<ul style="list-style-type: none"> ● Action: Trade Fair \$1 + pawns ● Action: Sell Card \$2, \$4/couple ● Action: Buy Card for coins on it ● Op: Commerce \$1 from W or E ● Op: Repress \$1 per token 	<ul style="list-style-type: none"> ● Op: Tax \$1 to avoid repressing commission 	<ul style="list-style-type: none"> ● REGIME CHANGE place concession if victorious ● REGIME CHANGE emancipate pawns 	<ul style="list-style-type: none"> ● Op: Repress repress and get \$1 ● Op: Inquisitor bishop optionally "pacifies" a repressed token ● Op: Tax if target doesn't pay ● Op: Corsair pirate kills the concession
GET CARD	MAKE OPPONENT LOSE CARDS		
<ul style="list-style-type: none"> ● Action: Purchase Card 	<ul style="list-style-type: none"> ● Op: Behead <ul style="list-style-type: none"> ○ Empire ⇒ return as King to throne, discard Queen + beheading card, but keep repressed tokens+ Bishop; ○ Other ⇒ discard the card + any tokens + Bishop; ● One-Shot: Apostasy 		

SETUP	SETUP FOR SOLO
<ul style="list-style-type: none"> ● West & East Decks <ul style="list-style-type: none"> ○ 12 cards + 2 comets (bottom) ○ 4 cards per player (top) ● \$3 for 1st player, \$4 for 2nd, etc. ● 1 concession per player ● 1st Player: Fugger, or random 	<ul style="list-style-type: none"> ● West & East Decks <ul style="list-style-type: none"> ○ 8 cards + 2 comets (bottom) ○ 4 cards/player (top) ● \$3 for player (Jakob Fugger), \$4 for bot ● 1 concession for Fugger, all others for bot ● 1st Player: Fugger, or random