

Overview Place tiles



Category I

Barracks

D



You can replace a Knight with any other Follower to activate a Place.

Bathhouse



Draw 2 Followers from your bag and choose 1 of them. Immediately place the chosen Follower on an appropriate Action Space. (You cannot place him on the Bathhouse.) Put the other Follower you have drawn as well as the Follower from the Bathhouse back into your bag. If you cannot place 1 of the drawn Followers on Action Spaces, put them back into your bag.

Brasserie

DVT



Immediately place 2 cheese and 2 wine on the Brasserie tile (or less, if there are not enough left in the supply). In phase 6, you may discard a Good from this tile to prevent the effects of the current Event for you. You may spend the goods on this tile at any time (e.g. for an Order). You must pay taxes for them; and they are worth victory points at the end of the game as usual.

Brewery



You receive 2 Coins from the supply.

Cheese Factory

D



You receive 1 cheese from the supply. You cannot play this action if there is no cheese left in the supply.

Episcopal See of Tours

DVT



You may move your Merchant directly to Tours, or, if your Merchant is in Tours, you may move him to any other city. You won't get a Good in either case. You can activate this tile with any Follower.

Farm

D



Receive the depicted Goods from the supply corresponding to your position on the Farmers track. If those Goods are not available in the supply, you can't use this action.

Hayrick

D



You receive 1 grain from the supply. You cannot play this action if there is no grain left in the supply.

Herb Garden



As the owner of the Herb Garden, you can use Boatmen in place of Craftsmen, Traders, and Farmers.

Hospital



You receive a number of Coins from the supply equal to your current Development Status.

Library



You receive 2 Development Points.

Merchant House

DVT



At the end of the game, you get 4 Victory points for each type of Good that you have the most of.

Port

DVT



At the end of the game, you receive 10 Victory points if you have a contiguous line of 4 Trading Stations that are connected via waterways. You receive 15 Victory points for 5 or more Trading Stations connected this way.

Road



Build a Trading Station and place it on the Place tile "Road". You may build up to 4 Trading Stations on the Road. (They will count when determining the most Trading Stations at the end of the game.)

Sacristy

DVT



The Sacristy can protect you from negative events (like Harvest, Taxes, or Plague) if it is activated. During the Event Phase, remove the Monk from the Sacristy and put the tile back into your bag instead of suffering the negative effects of the event in play.

Shipping Line



You receive 1 Development Point.

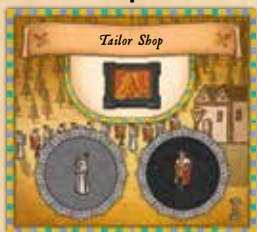
Statue



The Statue allows you to place each new Follower that you get from an action in phase 5 on the Market instead of into your bag.

Tailor Shop

D



You receive 1 brocade from the supply. You cannot play this action if there is no brocade left in the supply.

Vineyard

D



Each time you build a Trading Station in a town at the river, you can buy 1 Wine for 1 Coin.

Windmill



You receive 2 Coins from the supply and 1 Development Point.

Winery

D



You receive 1 wine from the supply. You cannot play this action if there is no wine left in the supply.

Wool Manufacturer

D



You receive 1 wool from the supply. You cannot play this action if there is no wool left in the supply.



Category II

Bakery

DVT



Pay 2 Coins and bake bread from up to 3 grain, placing them on the bakery. These grain are now considered bread. Bread is a good and a food item (so you can use it for Harvest). Bread is considered a Good and counts when paying taxes. At the end of the game, each bread is worth a number of Victory points equal to your Development Status.

Ballroom



Pay either 2 Coins to buy any one Place tile from stack I or pay 3 Coins to buy any one Place tile from the stack II.

Black Market

D



Exchange any 2 Goods of the same type for 1 Good of another type. Return the Goods you exchange to the supply. If the supply is out of a certain Good, you cannot exchange for it.

Bookbindery



Roll the die. With a 1-5 you may advance as many steps on the Development track as the die shows. With a 6 you receive 1 Coin from the supply.

Bourgeois House



Choose one of the following bonuses: take 5 Coins, or take 1 Good, or move your Merchant across 1 Road or Waterway, or advance 3 steps on the Development track.

Cathedral

D V T



The Cathedral permanently adds 1 to your development status. The increased value counts for future events (income), Place tiles (e.g. Hospital), and during scoring at the end of the game.

Cellar



You receive 4 Coins from the supply.

Christmas Market

D



Roll the die. You receive the following bonus depending on your roll:

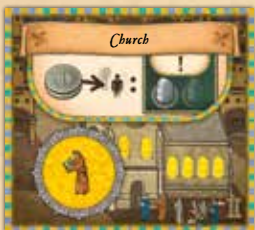
- 1: Take 1 Grain,
- 2: Take 1 Cheese,
- 3: Take 1 Wine,
- 4: Take 1 Wool,
- 5: Take 1 Brocade,
- 6: Move your merchant to an adjacent town by road and collect one Good item along the way, if possible.

Take the respective goods from the supply.

If the supply of those goods is empty, you get nothing.

Church

D V T



Use the benefits of a Place tile owned by another player. Pay 2 Coins to the owner of the Place tile that you have used. You can only use Place tiles that are currently activated with Followers. (You must not use Place tiles that don't require Followers for activation). Remove only the Monk from the Church. The other player's Place tile remains activated and may be used by its owner later.

Court

D V T



Move the Merchant of another player to an adjacent town (along a waterway or road). If there is a good on the way, you may take it, as compensation, pay the other player 1 Coin.

Depot

D V T



At the end of the game, you receive an additional 5 Victory Points for each complete set of Goods (consisting of Grain, Cheese, Wine, Wool, and Brocade).

Drawbridge



You may move your Merchant along a Waterway when performing the "Wagon" action or along a Road when performing the "Ship" action. This does not apply to other movement actions (e.g. Horse Wagon).

Flea Market



Roll the die. You receive the following bonus depending on your roll:

- 1: Take 1 Coin
- 2: Receive 1 Development Point
- 3: Take 1 Wine
- 4: Use the „Farm House“ Action
- 5: Take 1 Monk
- 6: Use an Action of your choice from your player board

Gaming Room

D T



For a gaming night, assemble the following gamers: 1 Farmer, 1 Scholar and 1 Knight. Just like with a Beneficial Deed, you move them via the Town Hall or the Gunpowder Tower onto the Gaming Room. The required Followers above cannot be replaced by other Followers. Then supply the group with Wine and Cheese by placing the goods onto the Gaming Room. Followers and Goods remain in place until the end of the game. If all three gamers and the Goods are present in the gaming room by then, add 3 Citizens to the total of your collected Citizens.

Goldsmith

D



Pay any 1 Good and advance your token on the Development track by a number of spaces equal to the number of Trading Stations you built.

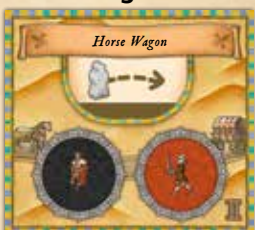
Gunpowder Tower



The Gunpowder Tower expands your Market by 2 spaces. During Phase 3: "Followers", you can place 1 or 2 Followers on the Gunpowder Tower. During the Planning Phase, you can place one or both of these Followers on Action Spaces, or use them for Beneficial Deeds during the Action Phase. (You can use both of them for Beneficial Deeds in one action.) You may not use the Followers of your color for Beneficial Deeds.

Horse Wagon

D



Move your Merchant along a Road to an adjacent town and collect one Good if available.

Laboratory



You receive a Gear wheel that you may place on an Action Space of your choice (except for Monk Spaces). The usual rules for Technology apply. You may place the Gear wheel on the Laboratory if you want.

Lair

D



Pay any 1 Good and use the bonus of one of the following tracks: Farmer, Craftsman, Trader, Boatman or Scholar. You receive the bonus of the space your marker is currently at. You can use the bonus even if there are no Followers left for that track.

Lock



Whenever you take a Boatsman, instead of advancing on the Boatmen track, you may advance 1 step on any of the other tracks.

Market Stand

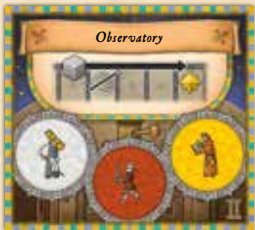
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You can buy and/or sell up to 2 Goods of the same or different type. The price of each Good is equal to its value (see the game board). Return Goods you sell to the general supply. If the general supply is out of a certain Good, you cannot buy it.

Observatory

DT



Advance to the next star on the Development track. If your marker passes spaces with Coins or Citizens, you will not receive them.

Office



You receive 1 Coin for each Trading Station you built.

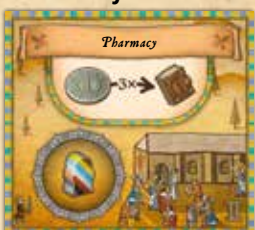
Opera

DVT



The Opera can only be activated if there are no more Scholars left in the supply. Advance one space on the Scholar track and receive the depicted number of development points. If your marker is on the last space already, you receive the bonus of that space again (6 development points).

Pharmacy



You can activate the Pharmacy with any Follower. As the action, you may spend up to 3 Coins to advance on the Development track. For each Coin you spend (min. 1), you may move your marker one space to the right.

Prairie

DVT



Whenever you move your Merchant to a town where one or more other players have already built a Trading Station, choose the owner of one of those Trading Stations. That player must give you (if possible) one Good of their choice.

Quarry



Build a Trading Station in a town that doesn't have one yet. Pay 2 Coins if you build it in the town your Merchant is at. Otherwise, pay an additional 2 Coins for each road or waterway between the destination town and the town where your Merchant is.

School



As the owner of the School, you can use Scholars in place of other Followers except for Monks.

Sheep Farm

D



You may spend 1 cheese to either gain 1 wool or 4 coins, or advance 3 steps on the Development track.

Stage Coach



Pay 3 Coins and move your Merchant to an adjacent town via a Road or Waterway, collecting a Good on the way, if possible.

Tavern

DVT



You can build a Trading Station in a town, even if another player has already built one there (at most once per town). Carry out the Tavern action when you use the Guildhall action to place the Trading Station (they are considered a single action).

Theatre



You can place any number of different Followers in the Theatre (you may not place more than one Follower per type). As its action, remove all Followers from the Theatre and put them back in your bag, receiving 1 Coin for each of them.

Tinkerer's Wagon

D



Roll the die. With a 1-5 you may move your Merchant as many towns as the die shows but don't pick up any goods. With a 6 you receive 1 Coin from the supply.

Well



Carry out any action on your player board or any of your Place tiles, regardless of whether or not that action is activated. After taking the action, only return the Followers from the Well to your bag. This way you can use an action more than once per round.

Workshop

DVT



Pay 1 Coin and move a Gear wheel to a different empty Action Space. (If this activates an action, you can take the action later this round). The usual placement rules for Gear wheels still apply.

Place tiles "The Plague"

Back Door



With the Back Door, you can acquire an Indulgence card. You may take either one of the face-up cards on display or the top three cards from the face-down pile, look at them, choose one and shuffle the other two back into the cards of the pile.

Cemetery



The Cemetery extends the Market by an additional space. However, you may only place a Corpse there.

Medicinal Spring



This action can only be activated with the Plague Doctor. To this end, put any one Follower (not one of your own and not a Monk) on the right space and, when carrying out the action, send him back into the supply. Then advance one space on the corresponding track and receive the bonus, but don't take a Follower.