

## **Sequence of Play**

### 1) **Auction** -- players bid for turn order

- a. Remove Route markers left over from last turn.
- b. 8 route markers are drawn at random to form four groups of two.
- c. In order, players each bid once spending route markers.
- d. Each unique marker played generates 2 goods in the corresponding city (in offices first).
- e. High bidder receives chit 1, 2nd highest chit 2, etc.

### 2) **Guild Master Phase**

First Player moves Guild Master either 1 or 2 spaces clockwise. "Raub/Raid" cities do not count and are skipped.  
2 goods are placed in the city where the Guild Master ends.

### 3) **Main Phase** (first player conducts Phase A and B, then second player conducts Phase A and B etc)

#### **A) Cog Movement:**

The players cog moves to one of the two numbers in its current city.

First move is free; each additional costs 1 good or route marker.

Hidden numbers are consulted only after deciding to use them.

Cogs can pick up everything in their offices as they pass.

#### **B) Actions in City Where Cog Ends (may perform each once per turn):**

- a. Build Office: cost: 1 of each good not produced in city and 1 route marker of the city (2 if another office already present).
- b. Trade With Guild Master (if located with him):
  - i. Trade in 3 identical route markers for the second „Raub/Raid“ marker, OR
  - ii. Sell 6 identical goods to get a bonus chit, OR
  - iii. Exchange a good for a route marker of the same colour or vice-versa.
- c. Buy Route Markers: pay a good for any pair of markers.
- d. Trade: for each good on the Cog the player can receive 2 different goods from the trading center.
- e. Change Trade Routes: trade a (own) face down route marker for a face up one in the city (may not give the city its own number).
- f. Raid (ends player's turn and moves him to next city - other players choice):
  - i. Take half of the goods in a player's cog, OR
  - ii. Take all of the goods in the trading center and offices.

## **End of Game:**

Immediately if a player has 5 Development Points one for each office and one for each Bonus Marker).

OR immediately if the guild master reaches or passes his starting space for the second time. Winner is player with the most Victory Points:

Each office	10 points,
Each Bonus Marker	20 Points
each unused "Raub/Raid" marker	10 points.
Goods on the Kogge or in the office:	
Salt (white)	7 VP each
Amber (purple)	5 VP each
Fur (orange)	3 VP each
Ore (grey)	1 VP each

## **The Bonus Chits**

There are 4 different bonus chits. A player selling the guild master SIX identical trade goods receives one bonus chit of his choice. Each bonus chit has a special ability. Each Bonus chit also counts as one Development Point or as 20 Victory Points.

**3:1 tauschen** (3:1 trading) the player may during the trading action with the city (Phase 3d) exchange 1 good to get 3 or 2 to get 6, etc. All other rules are valid.

**+1 Wegemarker** (one additional route marker). The player gets at the start of the turn (before the auction) one additional route marker drawn randomly from the reserve.

**2 Felder gehen** (move two spaces). The Kogge of the player does not have to pay any charge for the second movement of his cog. The third (and fourth etc) movement costs one route marker or one trade good.

**Geheimweg** (secret passage). The player has in any city an additional movement possibility - thus a secret third route marker. This route leads always to the city containing the guild master. If the player uses this route he pays ONE ADDITIONAL trade good or route marker. If it is the second or third movement of his Kogge in this turn she pays two trade goods or route markers.