

Hansa Teutonica

Players	2 – 5	Length	60 min.
Set-up	<ul style="list-style-type: none"> • Place the game board on the table (one side for 2/3 players, other for 4-5 players). • Shuffle and place the three starting bonus markers (Remove three Trades, Swap Kontor, Extra Kontor) face up on Tabernas with arrow pointing at the trade route. • Shuffle and place remaining bonus markers face down next to the game board. • Each player chooses a colour and takes the corresponding player board, 27 traders (cubes) and 4 merchants (discs), covering all but the far left space of each trading skill track. • Each player puts one cube on the “0” of the prestige point track. • The black cube is placed on “0” of the completed cities track. • Start player is determined randomly and takes 5 traders and 1 merchant into personal supply. Clockwise each following player takes 1 additional trader. 		
Rules	<p>Players take turns in clockwise order performing as many actions on their turn as their current “Actiones” skill track allows. No restriction on order of actions or repeating actions.</p> <ol style="list-style-type: none"> 1. Allocating Traders and Merchants – Move traders and/or merchants from stock to personal supply, up to the number shown in the “Bursa” (money bag) skill track. 2. Inserting a Trader or Merchant – Put one trader or merchant from personal stock on any unoccupied field on any route between two cities on the game board. 3. Displacing a Trader or Merchant – Replace an opposing player’s trader/merchant from any field by a trader or merchant from personal stock and pay one (two for a merchant) additional trader(s) to your stock as a penalty. The opposing player puts the displaced worker plus one additional worker (two for a merchant) from stock on any empty field on an adjacent route. 4. Moving Traders or Merchants – Move your own traders and/or merchants around the game board, up to as many as indicated by the “Liber Sophiae” skill track. 5. Establishing a Trade Route – If all fields of a trading route are occupied by one player, that player may establish a trade route and return those markers to stock, following these steps. <ol style="list-style-type: none"> a) prestige points are granted to the player controlling the adjacent cities. Control is granted to the player with the most Kontors in the city, ties going to the player further to the right. b) obtain a bonus marker if available, placing it face up in your player area, to use anytime. At end of turn, draw new bonus marker and place on a route where there is no bonus marker, there is no trader/merchant, and there is at least one space in an adjacent city. c) gain a Kontor, a skill level, or extra prestige points. <ul style="list-style-type: none"> Kontor: place one trader/merchant from the route in the leftmost house in an adjacent city allowed by your current “Privilegium” (note: coin). If your trader moved into the last empty house in that city, increase the “completed city” marker. Skill Level: promote the appropriate skill if one of the adjacent cities is Groningen, Stade, Lubeck, Gottingen, or Halle, moving one resource from that skill track to your personal supply, gaining the new skill level immediately. Prestige Points: place one merchant from the route to Coellen in any empty field on the prestige table for which you have the appropriate Privilegium. <p>Points for establishing Kontor network from Arnheim to Stendal: 7 for 1st, 4 for 2nd, 2 for 3rd</p>		
Game End	<p>Game ends immediately if:</p> <ul style="list-style-type: none"> - any player reaches or exceeds 20 prestige points, - a replacement bonus marker cannot be drawn, or - if the “completed city” marker reaches 10 cities. <p>End Points</p> <ul style="list-style-type: none"> - 4 points for each skill developed to the maximum (not keys) - bonus markers: 1/2/4/6/8/10+ markers earn 1/3/6/10/15/21 points - Coellen prestige point table - 2 points for each city the player controls - Kontors in largest network multiplied by “Clavis urbis” (town key) skill 		
Winner	Winner is the player with the most prestige points. No tie-breakers.		
Notes	Kontor network is a chain of connected cities each containing at least 1 of a player’s Kontors		