





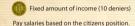
Phase O: Reveal Activity Cards



Reveal each activity card based on it's corresponding round. This phase is no longer active after

round 3, start the game from phase 1

Phase 1 : Income & Salaries







Bishopric



If cannot pay salaries for all citizens (still pay what you can)

Phase 2 : Assembling The Workforce

















Using Influences Re-roll 1 of your die

not other player's dice

general supply

Hire tradesman from

Turn over 180° up to

3 dice (personal dice)

City Hall

Phase 3 : Events



Reveal Event Cards - 1 Red Event Card and if that event card indicates it. reveal and place another event card of the color shown. Continue placing event cards if the previous card indicates it





2. Second Resolve Event cards with the black dice by rolling a number of black dice

PENALTY for incomplete resolution each player / each event

Resolve as much as possible, then







used by the owner Until no dice left or all players pass

Ejected piece is protected

stay until end of turn or

1-3 white dice

At Game End For each row

non modified

die value

1st Player roll 1st Player counter at least the black dice

-2x value

1 highest value black die + any others he choose (followed by next player)

a player gain one lose 2 VP if a player influence / black die countered

cannot counter the black die (discard the die)

dice You CAN use influence to

6 Deniers / die

If using 3 dice

cannot use

other players

Buying Dice



Construct Cathedral

Actions

Phase 4 : Actions

The Black Dice

Start from 1st player use 1-3 dice with the same colors

Activate the Activity Card Pay 2 influences if you need to get tradesman from general supply

Place a citizen on a principal building

Shifted right

Replaced

Using 1 die

2 Deniers / die If using 1 die

Pay to place tradesman on the card check the cost Must use dice to activate the cards obligatory

► IMMEDIATE EFFECT ▶ DELAYED EFFECT Place cubes on the

4 Deniers / die

If using 2 dice

Resolve the effect Fight Against Events



1-3 Dice of the same color Gain 1 influence / cube placed Cubes must be placed in 1 card

Player with:

Most cubes > Largest VP + card 2nd most > Smaller VP Tied most cubes > Divided total VP the 1st cube get the card 2nd tied cubes > Divided total

4+44 **Use Agriculture**



smaller VP





tradesman

Phase 5 : End Round OR All players No dice had pass!



and expelled citizens to personal supply