Hansa Teutonica

A game for 2 to 5 players by Andreas Steding. Condensed rules by Eric Postpischil, `http://edp.org`.

Introduction.

Goal: Get the most prestige points.

People:
- Traders are cubes.
- Merchants are disks.

Cities:
- Each city has one or more buildings, each with a square space for a Trader or a round space for a Merchant.
  - The Trader or Merchant in a filled space is called a Kontor.
  - Some spaces show a victory point, which is awarded when the space is filled.
  - White spaces are unrestricted. Orange, pink, and black spaces require the matching level in the *Privilegium*.
- Several cities are associated with enhancements to player abilities or score.
- The player with the most people in a city controls the city. Ties go to the tied player with the rightmost Kontor.

Player Panels:
- Each panel has five sections:
  - *Clavis Urbis* (city keys). Each key's number is a multiplier for part of the end-of-game score.
  - *Actiones* (actions). Each space's number is how many actions the player has per turn.
  - *Privilegium* (privileges). Each space grants permission to place people in city spaces of its color.
  - *Liber Sophiae* (book of lore). Each space's number is how many people may be moved in the Moving action.
  - *Bursa* (money bags). Each bag's number is how many people the Allocating action supplies. "C" is all.
- Most spaces in the sections will be covered during setup. Uncovering spaces increases player abilities.
- The diagrams along the bottom summarize player actions.

Setup.

Use the 2/3-player or 4/5-player side of the board (marked at the top left, under the completed-city counter track).

Put the completed city marker (black cube) on the 0 space of the completed city counter track (top left of the board).

Place Bonus Markers:
- From the 16 markers, take 1 Remove Three Trades ("3" with arrow pointing away), 1 Swap Kontor (two-headed arrow pointing to a Merchant and a Trader), and 1 Extra Kontor (arrow pointing to a Trader to left of buildings).
- Shuffle the three markers and place one on each Taberna (buildings besides trade routes). For clarity, point the markers' arrows to the trade routes.
- Shuffle the remaining markers and put them aside, for future drawing.

Give each player the player panel, 4 Merchants, and 27 Traders of one color.

Each player covers all spaces on their panel (either side; they are identical) except the leftmost one in each section.
- Merchants (disks) are placed in the *Liber Sophiae* section.
- Traders (cubes) are placed in the other four sections.

Each player puts one cube at 0 on the prestige track.

Select a start player. The start player puts:
- 5 Traders and 1 Merchant into their personal supply below their panel and
- their other Traders above their panel (or elsewhere aside from their personal supply) as a stock.

Players 2-5 put 6-9 Traders, respectively, and 1 Merchant into their personal supply and the rest aside as stock.

Turns.

Each player may perform as many of the actions below as allowed by their *Actiones*, in any order, with repetitions.

Allocate.

Move as many Traders and/or Merchants from your stock to your personal supply as allowed by your *Bursa*.
(You may choose freely. If there are not enough, take what there is. "*C*" permits you to move all.)

Insert.

Put one Trader or Merchant from your personal supply into any empty space on any route between two cities.

Displace.

Replace an opposing player's Trader or Merchant on any route between two cities with a Trader or Merchant (your choice) from your personal supply.

As a penalty, move one Trader or Merchant (to displace a Trader) or two (to displace a Merchant) from your personal supply to your stock.

The opposing player may relocate their Trader or Merchant:
- They must place the displaced person in an empty space on an adjacent route or in their stock.
  - (An adjacent route is one that shares a city with the original route.)

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- They may place one Trader or Merchant (for a displaced Trader) or two (for a displaced Merchant) from their stock (not personal supply) into empty spaces in adjacent routes.
  - If their stock is insufficient, they may draw from their supply. If their supply is also insufficient, they may draw from trading routes.
  - When all adjacent routes are full, they may place into adjacent routes of adjacent routes, and so on.

Move.
Move Traders and/or Merchants out of trade route spaces, and then put them into any empty trade route spaces.
Move up to as many allowed by your *Liber Sophiae*. (Traders and Merchants may be swapped this way.)

Establish.
"Establish" a trade route between two cities connected by a trade route filled with your Traders and/or Merchants:
- For each city at an end of the route, award 1 prestige point to the player who controls the city, if any.
  - The player with the most Kontors in a city controls the city. Ties go to the tied player with the rightmost.
  - If this advances a player to 20 prestige points, the game ends after this action.
- Take the Bonus Marker if one is along the trade route.
  - Keep the Bonus Marker face up until used. After this action ends, it may be used anytime it is your turn.
  - When a Bonus Marker is used, turn it face down but keep it for scoring at the end of the game.
  - At the end of your turn, you will place another Bonus Marker on the board. Draw a face-down marker now and place it on your panel's tin plate. If no marker is available, the game ends at the end of this action.
- If possible, do one of the things detailed below: Place Kontor, Increase Ability, or Secure Prestige Points.
- Move all remaining Traders and Merchants from the trade route to your stock.

Place Kontor, Increase Ability, or Secure Prestige Points:
- **Place Kontor:** You may move a Trader or a Merchant from the trade route into the leftmost empty space in one of the cities at the end of the route. The space must be a square for a Trader or a circle for a Merchant, and its color must be one for which you have the ability in the *Privilegium*.
  - Some spaces in cities are marked with a prestige point. When you fill such a space, advance your prestige point marker. If this advances you to 20 prestige points, the game ends after this action.
  - If the city becomes full, advance the completed city marker. (If it reaches 10, the game ends after this action.)
  - If this placement gives you at least one Kontor in each city of any path from Arnheim to Stendal, advance your prestige point marker by 7, 4, or 2 points if you are the first, second, or third player to accomplish this.
- **Increase Ability:** If the route touches Groningen, Stade, Lübeck, Göttingen, or Halle, you may, instead of placing a Kontor, increase one of your abilities by uncovering the next space in the corresponding panel section (indicated on the board). Move the Trader or Merchant from that space to your personal supply.
- **Secure Prestige Points:** At Coellen, you may, instead of placing a Kontor, leave a Merchant in any space (need not be leftmost) for which you have the ability in the *Privilegium*. This awards you points at the end of the game.

End of Turn.
If you took a Bonus Marker, put a replacement on the board:
- Turn the marker from your panel's tin plate face up.
- Place it by a route of your choice that is completely empty, has no bonus marker, and has an empty space in one of the cities at its ends. For clarity, point the marker's arrow to the trade routes.

Bonus Markers
Extra Kontor (5): When placing a Kontor, there is an unrestricted space left of the others (1 of which must be filled).
Swap Kontor (2): Swap two adjacent Kontors in one city. Disregard shapes and colors of the spaces.
Extra Activities (2 +3, 3 +4): Take extra actions this turn.
Improve Skill (3): Uncover the next space in a panel section. Move the Trader or Merchant to your personal supply.
Remove Three Traders (2): Move any three Traders or Merchants from trade routes to their personal supplies.

End of Game
The game ends at the end of any action when any player reaches 20 on the prestige track, when a Bonus Marker is to be drawn but there are none, or when the tenth city is filled. (No Bonus Marker can be used after the ending action.)
Add four prestige points for each ability developed to the maximum, except *Clavius Urbis* (keys).
For Bonus Markers (used or unused), add prestige points: 1→1, 2-3→3, 4-5→6, 6-7→10, 8-9→15, 10+→21.
Add prestige points for Merchants in the table by Coellen.
Add two prestige points for each controlled city.
Add prestige points for your network that contains the most Kontors:
- A network is a group of cities, each connected to the network and containing at least one of your Kontors.
- Multiply the number of Kontors in the network by the number of your *Clavis Urbis* ability.
In case of a tie, all tied players win.

Rules For Two Players

Setup.

Place the four soldiers between Osnabrück and Münster, Münster and Dortmond, Lüneburg and Bruinswiek, and Bruinswiek and Goslar.

The trade routes and soldiers are borders that divide the board into provinces.

One player puts the pawn into any province. The other player plays first.

Turns.

Each player may move the pawn over two borders before or after their turn (not both).

At the cost of one action, the player may move the pawn to any province.

An Insert, Displace, or Establish action may be performed only on a trade route bordering the province containing the pawn.