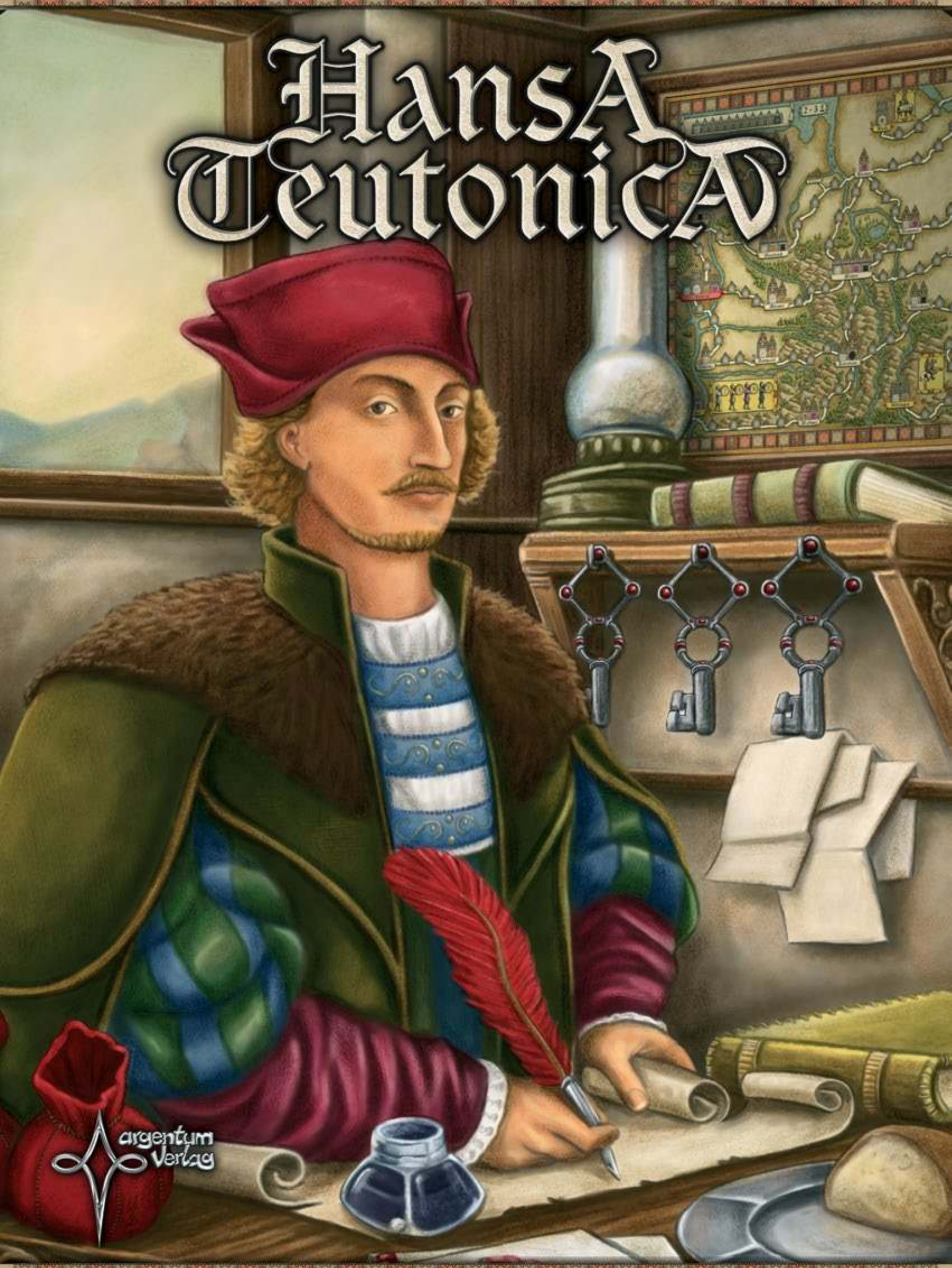
Hansa Teutonica



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Hansa Teutonica

Background

Deutsche Hanse or, in Latin, Hansa Teutonica, are alternative names for the Hanseatic League, an alliance between merchant guilds and (later) between cities originating from lower Germany. Cities that joined the League were called Hansa cities. The League emerged (rather than being explicitly founded) in the middle of the 12th century. Since there was no formal application to join until the later half of 14th century, it was impossible to tell which cities belonged to the League during this period. It was believed, however, that almost 200 cities were involved in some capacity with the League. Players attempt to increase their standing as merchants in the Hanseatic League by gaining prestige points. This may be done in different ways: Establishing a network of Counting Offices in new Hansa cities may be as promising as improving trading skills. Players accomplish various activities during their moves. Traders may be inserted on the gameboard, moved, or even displace traders of other players. If they eventually occupy an entire trade route between two cities, a new Counting Office may be established. But players may also develop their trading skills, instead in particular cities, improving their abilities throughout the course of play. The winner of the game is the player who gains the most Prestige Points.

Components:

1 two-sided Gameboard (front side 4-5 players, back side 2-3 players)

135 Traders (wooden cubes – 27 in each player's color)

20 Merchants (wooden disks – four in each player's color)

15 Bonus Markers:
4x Extra Counting Office,
3x Swap Counting Offices
2x three additional Actions,
2x four additional Actions
2x Improve Skill
2x remove three Traders

5 Panels in shape of an escritoire

1 "completed cities" counter (black cube)

1 two-sided Gameboard



5 Panels in shape of an escritoire



15 Bonus Markers



and the following wooden pieces:
135 Traders (wooden cubes, 27 in each player's color)
20 Merchants (wooden disks – four in each player's color)
1 "completed cities" counter (black wooden cube)

The Gameboard:

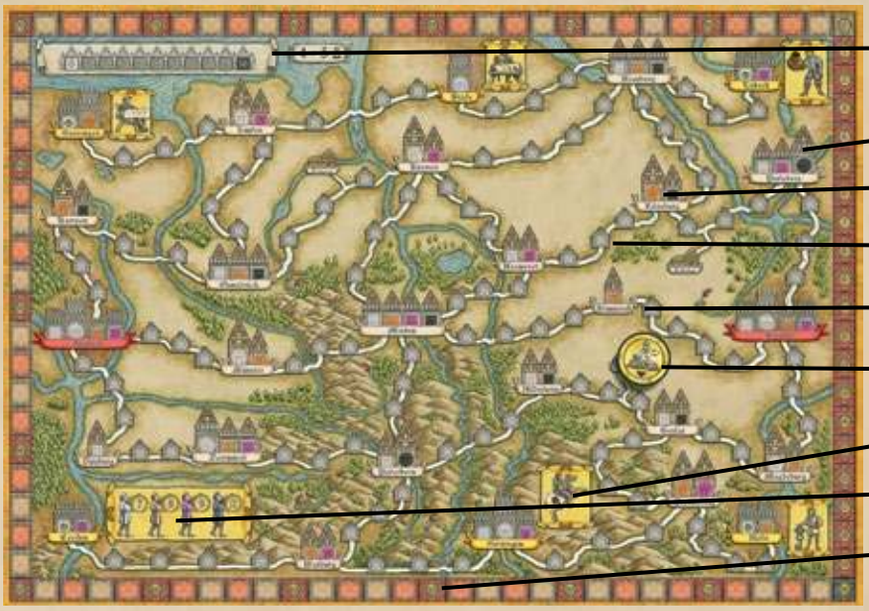
The board shows a number of cities that once belonged to the Hanseatic League, a loose association of traders that developed in the Middle Ages. Each city contains a building with various numbers of offices (some square for trader pieces and some round for merchant pieces).

The cities are connected by trade routes containing 2 to 4 houses. During the game, players put traders and/or merchants on these routes. Whenever a player completes a route with only his pieces, he might be able to score points and/or establish an office in 1 of the 2 cities adjacent to the route as well as obtaining other benefits. He then clears the route off, which means the same route might be claimed multiple times by different players.

The player boards show 5 different abilities. Five of the cities also show a pictogram corresponding to 1 of these abilities. These 5 cities are Groningen, Stade, Lübeck, Göttingen and Halle. Whenever a player completes a route involving 1 of these 5 cities, the player can choose to upgrade the corresponding ability on his player board instead of opening a new office.

The city of Coellen on the lower left of the board is connected to a table where players can earn bonus points at the end of the game.
The board also shows 3 taverns. At the start of the game, 1 round bonus marker will be placed on each, with the arrow pointing down toward the trade route with which it is associated.

Finally, the board is surrounded by a scoring track to mark Prestige Points. The upper left shows a completed city track. When all the offices in a city contain traders or merchants, the city is completed and the completed-city marker must be moved. This can be important for triggering the endgame.



The Player Boards:

A player's board shows the desk in his headquarters. The 5 pictograms along the bottom serve as a reminder of the 5 types of actions a player can take on a turn. The upper portion shows the player's 5 abilities. During the game, players will have the opportunity to improve their abilities and maybe even earn bonus points at the end of the game for doing so.





	Supply	Stock
Startplayer	◯ / 5 ☐	6 ☐
Player 2	◯ / 6 ☐	5 ☐
Player 3	◯ / 7 ☐	4 ☐
Player 4	◯ / 8 ☐	3 ☐
Player 5	◯ / 9 ☐	2 ☐

Preparing to play:

Find the 3 Bonus Markers shown on the left side and randomly place 1 onto each of the 3 tavern spaces, arrows pointing toward the corresponding trade route.

Shuffle the remaining Bonus Markers facedown as a supply next to the board.

Each player chooses a color and takes all matching traders and merchants in that color. Each player should fill up the abilities on his board with trader or merchant pieces as shown on Page 3 of the rulebook. Make sure the round merchants are placed on the book track, and the square traders on the other tracks. The leftmost space of each track remains uncovered and shows the player's starting level in that ability. When a player improves an ability, he removes the next available cube or disc on that track, going left to right, thereby uncovering the new ability level.

Each player should put 1 trader piece on the 0 space of the prestige scoring track around the outside of the board. Choose a start player. The start player takes as a personal supply 5 traders and his remaining round merchant. The second player in clockwise order takes 1 merchant and 6 traders into his personal supply. The next player takes 1 merchant and 7 traders, and so on. The players' remaining pieces form the general stock. Players can use pieces in their personal supply, but generally cannot use anything from the stock until they spend an action to transfer stock pieces to their personal supplies.

The abilities on the player boards



Town Keys – Endgame Bonus (1,2,2,3,4)

At the end of the game, a player scores bonus points for each office in their longest chain of connected cities. Each office on that chain scores the number of points shown by the rightmost uncovered key space. Therefore, advancing your key ability means a bigger end-game bonus. Whenever a player improves this ability, he takes the next available cube off of the track and into his personal supply, thus uncovering the new and improved ability.



Actions (Actiones) (2,3,3,4,4,5)

The uncovered space shows how many actions a player can take per turn. Improving this ability will mean increasing the number of actions available per turn. When a player improves this ability and gains a new action, he can use the new action on that very same turn. All players start with 2 actions per turn, but can improve this ability to a maximum of 5 actions per turn.



Privilegium

Cities contain space for a number of offices. At the beginning of the game, everyone is eligible to establish offices on white office spaces. Offices in a city must be established in left to right order. As a player develops this ability, he will become eligible to establish offices on colored spaces as well.



The Book – Liber Sophiae (2,3,4,5)

One of the actions available to a player is to move his pieces around on the board (rather than adding new ones). At the beginning of the game, the player can move 2, but as he develops the book ability, he will be able to move more. Note that, when a player improves this ability, he removes a merchant disc and takes it into his personal supply; therefore, this is the way to get more merchants in play.

Money Bags (3, 5, 7, C)

When a player takes an income action, he moves the displayed number of traders and/or merchants from the general stock into his personal supply so that they are available for use. At the start of the game, taking this action will allow him to move 3 traders and/or merchants into his personal supply, but this number will increase as this ability improves. If the player develops it all the way to the end so that the "C" is showing, he can use this action to take the complete stock into his personal supply.



Playing the game

Players take turns in clockwise order until one of the game-ending conditions is triggered. The player gets as many actions as shown on his action track. He can choose to take any of the following actions in any order and may repeat actions as many times as he wants (up to the limit of his action allowance). Each action must be completed before the next is taken. If a player does not want to use all of his actions, he can stop short.

Choose Actions:

1.Take Income
2.Place Trader or Merchant
3.Displace Another Player
4.Move Your Own Pieces on the Board
5. Claiming a Route

Take Income

The player moves as many traders and/or merchants from his stock into his personal supply as are shown on his money bag ability.

Put 3, 5, 7 or all resources from your stock into your personal supply

Place 1 Trader or Merchant

The player can place 1 trader or merchant from his personal supply onto a house along a trading route of his or her choice, even if that route is partially occupied by other players. A player need not complete an entire route on 1 turn. Remember: actions may be repeated, so it is possible to place multiple pieces on the board by using multiple action points. Traders and merchants are placed onto the houses on the routes themselves and not into the city offices; they only get placed into cities when a route is completed and claimed (see "Claiming a Route").

Put <u>one</u> resource on a trade route

Displace Another Player

For 1 action, a player may displace another player's trader from a house along a trading route (not from an office). To do so, he removes the other player's trader and replaces it with his own trader or merchant from his personal supply; however, the displacing player must pay a penalty by moving an additional trader or merchant from his own personal supply back into his stock.

Replace one resource of another player with one of your own resources

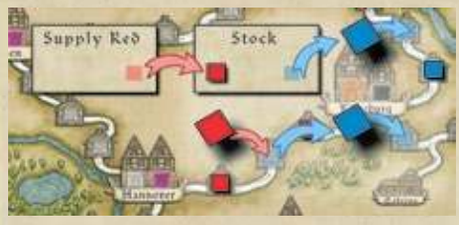
Displacing a trader costs one resource

Displacing a merchant costs two resources

For 1 action, a player may displace another player's merchant, but this requires a penalty of 2, so the player must place his own piece on the board and then return 2 traders and/or merchants from his supply to the stock. If a player cannot pay a full penalty, he cannot take this action. Be careful to remember that a player cannot displace an office in a city, but only a trader or merchant on a route.

Displaced resource plus one (two) resources from stock go to an adjacent route

The displaced player gets to move his displaced piece or pieces. If 1 of his traders was displaced, he can move that trader, along with a trader or merchant from his general stock, onto an adjacent route or routes. If 1 of his merchants was displaced, he can move it, along with 2 traders and/or merchants from his general stock, onto an adjacent route or routes. If all of the adjacent routes are full, he can place them onto a route or routes that are 2 away (or 3 away if all of those are filled, etc.). If the displaced player has no more pieces in his general stock, he can take them from his personal supply; if he has none there either, he can move them from another part of the board if he wants. The displaced player does this right after the displacement and before the next player action. Note that the displaced player is not required to take pieces from his stock or supply and place them on the board in this manner, but he may not use the displacement as an excuse to move pieces from his stock to his personal supply.



Move Your Own Pieces on the Board

Rearrange two to five of your own resources on gameboard (Liber Sophiae)

The player may move as many of his own traders and/or merchants on the board equal to the number showing on his book track (liber sophiae). He can only move traders and/or merchants that are on houses on trade routes and not to or from offices in cities. When using this action, the player may not displace anyone else's pieces. A player can move pieces onto the same or different routes.

Claiming a Route

Claiming a route

Restriction: all houses on the trade route are occupied with your own resources

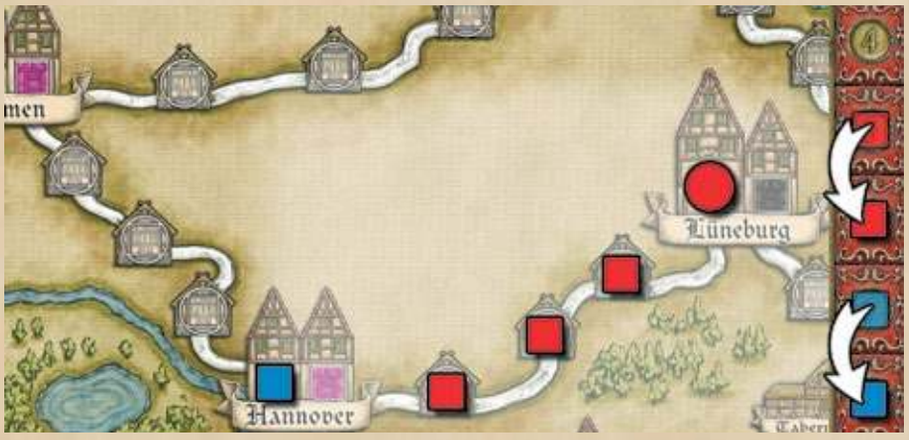
Whenever a player manages to fill an entire trade route between 2 cities with his own traders and/or merchants, he can use this action to claim the route for an action (the claiming is not automatic and requires an action).

When a route is claimed, the following things occur in order:

a) Prestige Points are granted,

a) Prestige Points are awarded for the controllers of connected cities – If players already own offices on the cities adjacent to the route, they may receive points. Each player controlling an adjacent city gets 1 point (this may be the player who is taking his turn or it may be other players, or it may be no one). A player controls a city if he is the only one with an office there. If multiple players have offices there, the player with the most offices controls it. If there is a tie, then the tied player with the rightmost office controls the city.

b) you obtain a Bonus Marker (if available), and



c) an office, a skill level, or extra Prestige Points.

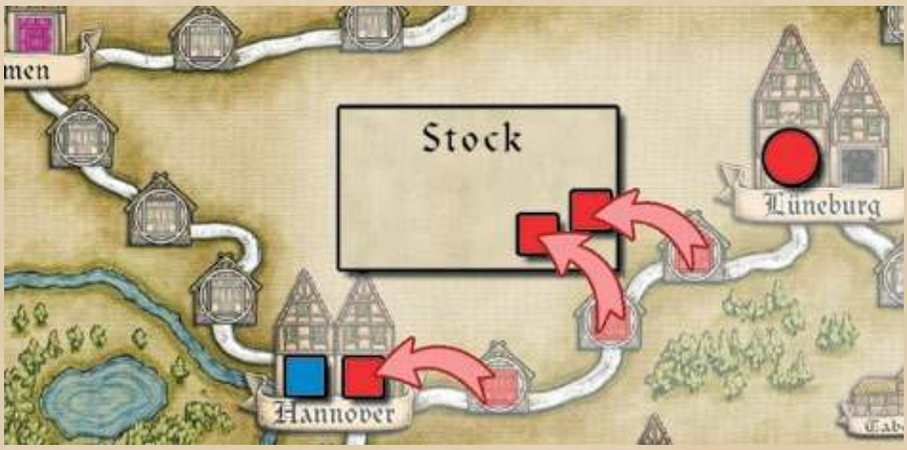
b) Bonus Markers are taken, if applicable – If there was a Bonus Marker attached to the route, the player who claims the route takes it. Players can use Bonus Markers at any time except as part of the same action that led to its acquisition. Bonus Marker actions are free and are in addition to the normal actions a player is allowed. When the player's turn is finished, he places a Bonus Marker onto the board for each Bonus Marker he took off of it. As a reminder, he can take the replacement markers he accumulates and place them face down on the tin plate on his player board. These are drawn randomly from the face down supply. At the end of his turn (including after any extra actions gained from using another Bonus Marker), the player takes these replacements from his plate and places them onto any route, orienting the arrow to show which route it is connected to, within the following limitations: the route must be empty; it must have an adjacent city with at least 1 office in it; and it must not already contain a Bonus Marker. Note that a player can claim a route specifically for the purposes of giving himself points or for claiming bonus markers, even if there is nothing else he can get from it.

c) Special Benefits are awarded – The player who claimed the route might now be able to gain an additional benefit, as described below.

Put one resource from the trade route into an adjacent city

1) Establish an Office: The player removes all but 1 of his traders and/or merchants from the route he just claimed. He may then place this 1 piece onto an empty office space in an adjacent city. If the city is empty, he must start with the leftmost office. He must always take the next available office space, going left to right, and of course, he must be eligible to take that color of office (see the "Privilegium" on the player's office board). A merchant must go onto a round office and a trader onto a square one; of course, this also means that the appropriate piece must have been part of the route just claimed since that

is where this piece comes from. If the player places his piece onto the city's last open office space, the city is now complete, and the completed-city marker must be moved. If a player claims a route but both adjacent cities are full, he cannot place a new office except through the use of the "extra office" Bonus Marker. Note that, if the office a player establishes has a gold coin pictured on it, the player also immediately gets 1 Prestige Point on the score track. In a 2- or 3-player game, there are 6 such cities, and in a 4- to 5-player game, there are 4.



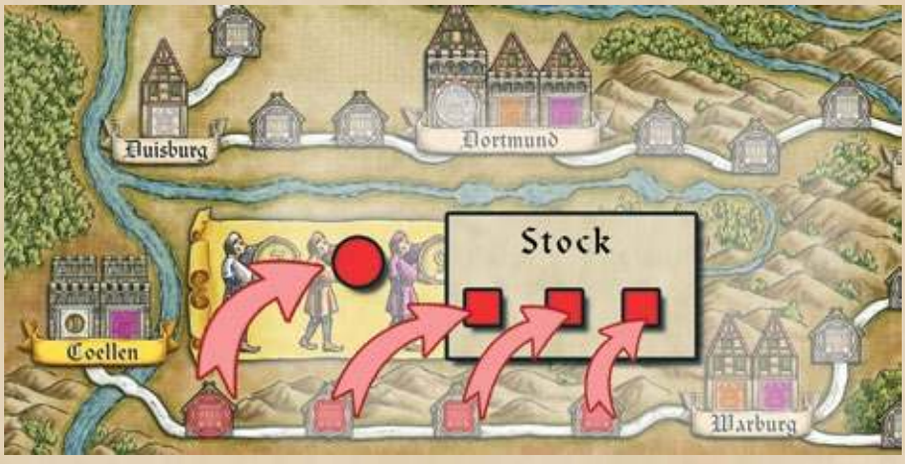
If the new office means that the player now has a connected chain of cities leading from Standal to Arnheim, he gets bonus Prestige Points: 7 if he is the first to do this, 4 if he is the second, and 2 if he is the third. A connected chain means that the player has at least 1 office in each city along the chain, and it does not matter which office(s) the player has or whether he controls the city: as long as he has an office there, it is part of the chain.

2) Improve an Ability: If one of the cities on the claimed route is associated with a pictogram showing a player ability, the player can choose to improve that ability on his player board instead of establishing an office. In this case, he clears off all of his traders and/or merchants from the route, returning them to the general stock. He then removes the leftmost trader cube or merchant disc from his player board on the matching ability and places that piece into his personal supply. The improved ability is immediately available for use, even on the same turn; for example, if the new ability permits more actions, the player gets the action right away, even on that same turn (this is also true if the new action was acquired by using a Bonus Marker).

Improve one trade skill instead

3) Coellen-Warburg Bonus Points: If the route claimed was the one between Coellen and Warburg, the player can establish an office as usual or instead move 1 merchant from the claimed route onto any of the bonus spaces above the route, assuming he is eligible to take the color chosen (see "Privilegium"). The player can take any available space for which he is eligible, and does not have to fill it from left to right. This will be worth bonus points at the end of the game. The rest of the pieces on the route go back to the player's general stock.

Allocate prestige points instead



Game End:

20 or more Prestige Points

Bonus Marker replacement cannot be drawn.

Ten cities are occupied

Prestige point payout during game only for controlled cities when a new trade route is established, houses with golden coins and network from East to West

Prestige Points:

Gained during Gameplay (0-27 PP)

Fully developed Ability (each 4 PP)

Bonus Markers

1 marker:	1 point
2-3 markers:	3 points
4-5 markers:	6 points
6-7 markers:	10 points
8-9 markers:	15 points
10+ markers:	21 points.

Coellen Table
(7 / 8 / 9 / 11 PP)

Each controlled City
(2PP)

Largest Chain

Game End:

The game ends when any 1 of the following 3 conditions is met:

1) A player reaches 20 or more points on the prestige point scoring track (this can happen on someone else's turn).

2) When a player needs to draw a replacement Bonus Marker, but there are none.

3) When a player claims a route and establishes an office that completes the 10th city (meaning the completed-city marker is moved to the 10th space).

The game ends at the end of the player action that brought about the endgame. He does not finish his turn even if he has more actions available.
As a reminder, points are earned during the game when a player claims a route and scores points for the controllers of adjacent cities, when a player establishes an office that has a gold coin on it, and when a player connects Stendal and Arnheim. The rest of the points are earned at game's end, as described below.

Endgame Scoring

Players get additional Prestige Points as follows:

1) **Fully Developed Abilities:** Each player gets 4 points for each ability he developed all the way (except for the town key ability);

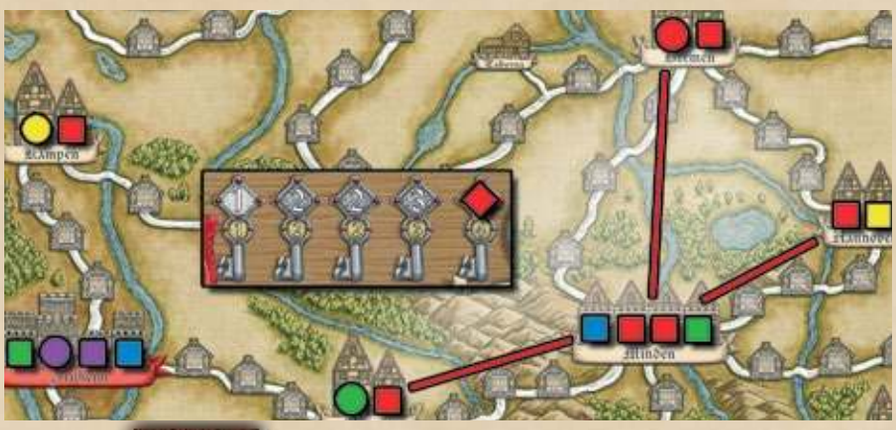
2) **Bonus Markers:** Players get bonus points for their bonus markers (whether face up or face down) as follows:

1 marker:	1 point
2-3 markers:	3 points
4-5 markers:	6 points
6-7 markers:	10 points
8-9 markers:	15 points
10+ markers:	21 points.

3) **Coellen Table:** Players with merchants on the special points track next to Coellen get the points for the spaces their merchants occupy.

4) **Controlled Cities:** For each city a player controls (meaning, he has more offices there than anyone else or owns the rightmost office in a tie), he gets 2 points. If a player owns an extra office from a Bonus Marker, this counts in determining who controls the city.

5) **Largest Chain:** Each player finds his longest chain of connected cities (meaning cities where he has an office). Branches along the chain count. The player scores points for each office in the chain (which could mean multiple offices in a city score for him). The number of points per office is equal to the rightmost uncovered position on his town key track (red scores 18 points for his chain shown below).



Bonus Markers:

There will always be 3 Bonus Markers on the board. Whenever a player claims a route with a Bonus Marker on it, he takes it and places it face up next to his board. The player takes the marker even if he does not establish an office. The player draws a replacement bonus marker and places it face down on the plate on his player board. At the end of the player's turn, he places the replacement Bonus Marker(s) onto the board over any route, as long as the route does not have a Bonus Marker already, is completely empty, and has an office on at least 1 of its adjacent cities. He should point the arrow at the route it belongs to.

Replace Bonus Markers at the end of your turn

Bonus Markers can be used on a player's turn, except as part of the same action in which they were acquired. Once used, the marker is turned face down but is kept by the player for purposes of calculating endgame bonuses.

Choose route without Bonus Markers and resources and with one free office left in one of the adjacent cities

Using a Bonus Marker is not an action

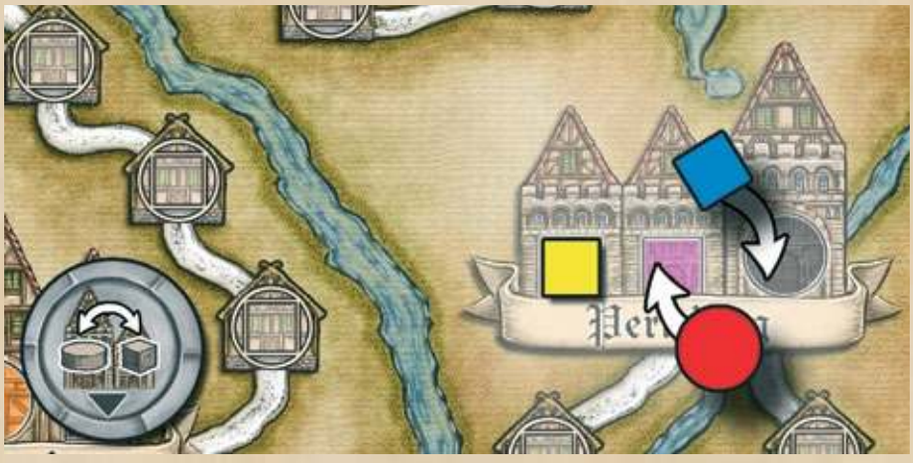
Additional Office: When a player claims a route, he can use this Bonus Marker to place an additional office to the left of but not directly in an adjacent city. He must use a trader or merchant from the route he just claimed, and there must be at least 1 office already established in that city. This additional office counts like any other, except that it is the least valuable for purposes of determining which player controls a city in the event of a tie. The Bonus Marker that permits a player to switch offices cannot be used on this extra office.

Use when establishing a new trade route



Switch Offices: The player can use this marker to switch the position of 2 neighboring offices within the same city. In so doing, he can ignore the colors of the 2 offices and does not need to worry about placing a merchant on a square office or vice versa. This can be valuable in trying to take control of a city.

Swap two resources in adjacent houses



Extra Actions (+3 / +4):

+3/4 Actions: The player can take 3 or 4 extra actions, regardless of how many he is normally permitted to have by his player board.



Increase one skill

+1 Skill: The player can improve any 1 skill on his player board by removing the leftmost trader or merchant piece and placing that piece in his personal supply.



Remove up to 3 traders and/or merchants from the gameboard

Remove 3 Traders and/or Merchants: The player may remove up to 3 traders and/or merchants from houses on trade routes (not from offices). These 3 pieces may come from the same or different routes, and from the same or different players. The removed pieces go into the respective players' personal supplies.



Rules for 2-Player Games:

When setting up the game, place a non-player trader (neutral color) on all routes leading to a city where skills can be developed (yellow scrolls). Also, place a neutral trader on all routes with a bonus marker.

Whenever a neutral trader is displaced, the other player moves it and an additional neutral trader to an adjacent route (regular displacement rules).

If a route is entirely occupied with neutral traders, it will be established immediately (within the move of the active player), and a Kontor is placed in an adjacent city (active player's choice, leftmost free house). The neutral player may build Kontors in houses of any color from the beginning of the game.

The neutral player never uses Merchants, but may place traders on houses with round icons. Gained bonus markers are discarded (not used, no victory points). The active player places the new bonus marker at the end of his turn.

If the active player places a bonus marker (independently whether he gained it or the neutral player), a neutral trader is placed on that route.

If the neutral player runs out of traders, cubes from an additional neutral color are used.

Evaluating prestige points at the end of the game, the neutral player may control cities, which means that a "real" player who also has a Kontor in this city does not gain two victory points. But the victory points for the neutral player are not counted (the neutral player cannot win the game).

Things which are easily forgotten:

- Establishing a new trade route, all traders and merchants from that route are put back into stock (except the one used for a new office which goes into a city).
- Players controlling the city on each side of a newly established trade route gain a Prestige point each immediately.
- New Bonus Markers are placed on the gameboard at the end of a players turn.
- If a player occupies the last empty office in a city, advance the "occupied cities" counter.
- Put the resource in your personal supply if you improve a trade skill.
- If you displace another player`s resource, don't forget to pay one (two) resources from your personal supply to your stock. And the other player gets one (two) resources from his stock and puts them on the gameboard.
- Establishing a new trade route costs one action (it does not happen automatically when you occupy all houses of a trade route).

Wisdom from experienced Merchants:

The game offers plenty of possibilities to gather Prestige Points. Only after having played the game a few times you will have an impression on how many options there are. The ones who do not want to lose the fascination on finding out by themselves should not continue reading but rather start playing. The others may find the following helpful.

Nothing to say against actions being very powerful, but the other skills are very powerful as well when used deliberately. It depends on the course of a game how powerful each skill actually becomes.

If you have plenty of skill in Liber Sophiae you may try to be displaced frequently. You will have many resources on the gameboard without the continuous need to refill your personal supply and having to insert new resources again and again.

You will gain many Prestige Points at the end of the game by succeeding to establish a large network of connected offices (although you may suffer from resource shortage when you don't develop your skills too much).
Cleverly utilize your merchants on trade routes to have them on hand when you want to establish offices, or on the Prestige Point tableau at Coellen.

Bonus Markers offer two advantages: They allow special activities, and they count for Prestige Points at the end of the game.

Watch the other players activities. If you leave too many opportunities for your opponents you need not wonder how well their strategy went at the end and how many Prestige Points they gained. Every strategy is only as powerful as the other players allow it to become.

The first extension of a skill is always affordable, and you should look forward to have three actions soon.

The author likes to thank the many test players, especially Matthias Beer, Uli Bruhn, Martin Munzel, the Göttingen Spielekreis, Richard van Vugt and GamePack.nl and the game circles in Cologne. The publisher's team likes to thank all test players, especially non-stop testers Thomas Reh, Markus Rosner and Sabine Detsch and all the people who read the rules, especially the folks at Cliquenabend and Daniela Reh.
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