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COIMBRA



It is the Age of Discovery and Portugal's largest cities are prospering: Lisbon, Porto, and especially Coimbra with its famous university.

As the head of one of Coimbra's long-established houses, you sense that the city's growing wealth is also causing a feeling of insecurity among its citizens.

So you employ your legion of security guards to offer protection to the city's most influential **council members**, **merchants**, **clerics** and **scholars**. After all, you want to clinch favors from some of them and not all can be persuaded with money.

There are many ways to victory. But whether you focus on increasing your monetary income, recruiting new guards, fostering academic progress, furthering your relations with the surrounding monasteries or investing in the voyages of this era - in the end, you will be victorious only if you discover and use the ever changing synergies that each new game provides. On top of that, the struggle for Coimbra's most useful citizens is sure to be exciting, thanks to a special dice drafting and placement mechanism in which each chosen die not only determines the order of play and the cost of your bribe but also what kind of income you will later receive.

After 4 rounds, the game ends with a final scoring and the player with the most points wins.

Components

1 game board

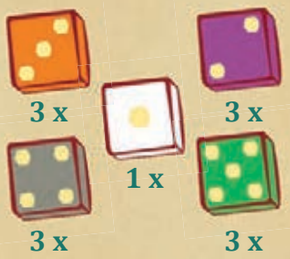


4 player boards



1 for each player

13 dice



24 monasteries



15 voyage cards



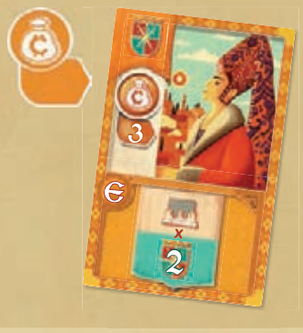
56 character cards

Each character card belongs to one of the following 4 *classes*:

14 x Council members



14 x Merchants



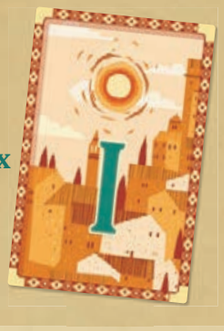
14 x Clerics



14 x Scholars



Each character card has one of 3 backs:

8 x 

24 x 

24 x 

4 favor tiles



4 crown tokens



4 influence scoring tiles

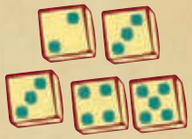


Front: 2/3 players



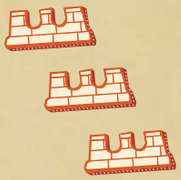
Back: 4 players

5 die tokens



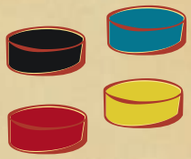
1 cap tile 

12 die holders



3 of each player color

100 disks



25 of each player color

4 pilgrims



1 of each player color

4 lions



1 of each player color

8 markers



2 of each player color

Setup

1. Place the **game board** in the middle of the table.

2. Sort the **monasteries** by their backs and form one stack for each (I, II, III). Shuffle each stack separately and place these three stacks face down beside the game board.

Draw 8 tiles from the I-stack and place one of them at random face up onto each blue *monastery space* (I) on the *pilgrim map*.

Next draw 4 tiles from the II-stack and place one of them at random face up onto each brown *monastery space* (II) on the *pilgrim map*.

Finally, draw 2 tiles from the III-stack and place one of them at random face up onto each ruby *monastery space* (III) on the *pilgrim map*.

Return the remaining monasteries to the box.

3. Shuffle the 4 **influence scoring tiles** and place one at random onto each *influence scoring space* above the 4 *influence tracks*. Make sure that each tile's face-up side matches your player count (2/3 or 4).

4. Take the 5 **die tokens**:

- **IN A 4-PLAYER GAME:** Return all 5 die tokens to the box. They are not needed.
- **IN A 3-PLAYER GAME:**
  Place one of the tokens onto the *upper city* of the game board.
  Place the token onto the *central city*.
  Place the other token onto the *lower city*.
  Return the and tokens to the box.
- **IN A 2-PLAYER GAME:**
  Place a and the token onto the *upper city* of the game board.
  Place the and the other token onto the *central city*.
  Place the token onto the *lower city*.

5. Shuffle the **voyage cards**, draw 6 at random and place one face up onto each *voyage card space* at the bottom of the game board.

Return the remaining voyage cards to the box.



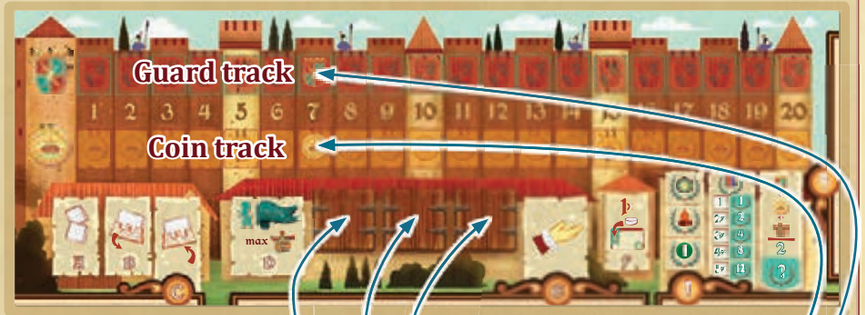
6. Take the 13 **dice**:



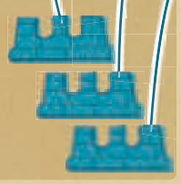
- **IN A 4-PLAYER GAME:**
  Place all 13 dice beside the game board as the *dice pool*.
- **IN A 3-PLAYER GAME:**
  Remove **1 purple** and **1 green** die and return them to the box.
  Then place the remining 11 dice beside the game board as the *dice pool*.
- **IN A 2-PLAYER GAME:**
  Remove **1 gray**, **1 orange**, **2 purple** and **2 green** dice and return them to the box.
  Then place the remaining 7 dice beside the game board as the *dice pool*.

7. Each player chooses a player color and receives the following items of that color:

- the **player board**, which he places in front of him



- the 3 **die holders,** which he places onto their shutter spaces on his player board



- the 2 **markers,** which he places onto his player board: one onto space 7 of the *coin track* and the other onto space 7 of the *guard track*



- the **pilgrim**, which he places next to his player board for now



- the 25 **disks**:
  - one of which he places onto space 0 of each of the four *influence tracks* on the game board

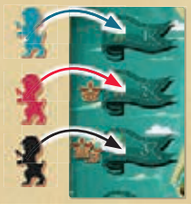


  - one of which he places onto space 0 of the game board's *score track*



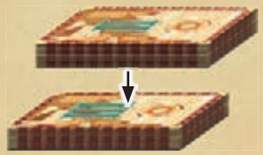
The remaining 20 disks are placed beside his player board as a supply.

8. Determine the player order at random. The first player places his **lion** onto the *player order flag* with the 1, the second player places his lion onto the player order flag with the 2, the third (if any) onto the player order flag with the 3 and the fourth (if any) onto the player order flag with the 4.



9. Sort the **character cards** by their backs, form one stack for each number (I, II, III) and shuffle each stack separately. Take the II-stack and place it face down onto the face-down III-stack. This combined stack is called the *character stack* and is placed above the game board. Next to it, leave room for a discard pile that will form during the game.

Keep the I-stack ready for later *(see step 13)*.



10. Display the 4 **favor tiles** in a row next to the upper left of the game board (beside the castle) and place the **cap tile** above the favor tile with 2 crowns.



11. Then set up the 12 cards of the *character display:*

Draw 4 cards from the character stack and display them at random in a face-up row to the left of the *upper city.*

Draw another 4 cards from the character stack and display them at random in a face-up row to the left of the *central city.*

Then draw another 4 cards from the character stack and display them at random in a face-up row to the left of the *lower city*.

12. Take the 4 **crown tokens** and distribute them to the character cards of the *character display* in the following way: First, go from top to bottom through the cards of the fourth column, then through the cards of the third column, then (if necessary) through the second and finally (if necessary) the first column. Onto the first card of each class that you encounter, place the crown token of that class' type until all 4 crown tokens have been placed. If there is no card of a certain class in the display, the corresponding crown token is left unused.

Note: *Steps 10, 11 and 12 are also done at the end of each round (see page 10).*

13. Finally, take the I-stack with the start character cards and proceed as follows:



- **IN A 4-PLAYER GAME:**
  Form 4 groups of 2 random cards and display those 4 groups face up next to the game board.
- **IN A 3-PLAYER GAME:**
  Form 3 groups of 2 random cards and display those 3 groups face up next to the game board. Return the 2 remaining cards to the box.
- **IN A 2-PLAYER GAME:**
  Form 2 groups of 2 random cards and display those 2 groups face up next to the game board. Return the 4 remaining cards to the box.

Choosing the individual start conditions

In **reverse player order** (starting with the player whose order marker is on the player order flag with the highest number), each player chooses one of the following two actions:

Either

a) Take **both** character cards of **one** of the available groups made in step 13 of the setup and place them face up in front of you.



or

b) Place your pilgrim onto a **free** *starting corner* of Coimbra in the center of the *pilgrim map* (*see page 12 for details of pilgrim movement*).



After each player has carried out one of these actions, each player **- now in player order -** carries out the other of these two actions.

Once this is done, each player should have his pilgrim on a different starting corner in the center of the pilgrim map and 2 start character cards in front of him.

Finally, each player gains the **influence values** as well as any **immediate bonuse** of his two start character cards as described below in the box "The start character cards".

The character cards

Each player starts with 2 start character cards and can gain new ones from the character display during phase C of each round.

These give different kinds of bonuses and are the main source of movement up the influence tracks.

The start character cards



For each of your 2 start character cards, do the following:

1. On the influence track that matches the card's ***class***, move your disk as many spaces up as the card's ***influence value***.

2.
   - If the card has an ***immediate bonus*** ( ), gain that bonus now once. Then place the card to the right of your player board in the *immediate bonus zone*.
   - If the card shows a ***phase C bonus*** ( ), place it below your player board in the *phase C bonus zone*. This bonus can be triggered in phase C of each round.



(For an overview of the start character bonuses, see page 13.)

Example: *As his two start character cards,* ***Phil*** *has a council member and a cleric:*



1) For his cleric card, he first moves his disk 1 space up on the cleric influence track.



2) Then he places the card below his player board in his phase C bonus zone.

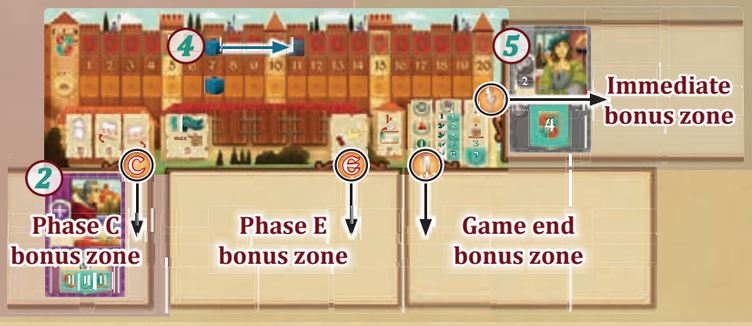


3) For his council member card, he first moves his disk 2 spaces up on the council member influence track.



4) Then he gains the card's immediate bonus by moving his marker 4 spaces forward on the guard track of his player board.

5) Finally, he places the card in his immediate bonus zone.



The other character cards



The cards you can acquire during the game show in their upper left corner either:

- a ***guard icon***

or

- a ***coin icon***.



This icon determines which of the two resources you must spend to acquire that card (*see page 6*).

Like the start cards, they have a ***class*** and an ***influence value***.

Each of these cards also has either:

- an ***immediate bonus*** ( ), which is triggered once when the card is taken



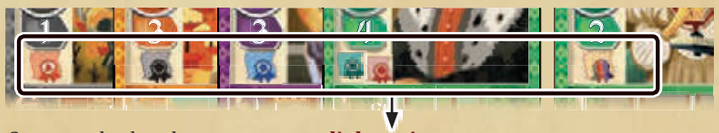
- a ***phase E bonus*** ( ), which may be applied during phase E of each round



- a ***game end bonus*** ( ), which gives points at game end for a specific task



(For an overview of the different bonuses, see pages 13 to 15.)



Some cards also show one or two ***diploma icons***.

There are 5 regular diploma icons and 1 wild diploma icon. At game end (and sometimes during the game), you can score points for each set of different diploma icons that you own *(see the third box on page 10 for details).*

Playing the game

Coimbra is played over **4 rounds**. Each round comprises the following phases:

A	***Rolling dice***	The first player creates the dice pool by rolling the dice.
B	***Drafting and placing dice***	In player order, players choose one die each and place it onto a city location until each player has placed 3 dice.
C	***Retrieving dice***	In an order determined by the position of their dice, the players retrieve their dice from the city locations to gain favor tiles and acquire character cards.
D	***New player order***	The new player order is determined by the number of crowns each player has.
E	***Influence income***	In player order, the players receive their influence income according to the color of their chosen dice.
F	***Invest in a voyage***	In player order, each player can invest in one voyage.

Afterwards, the new round is set up and 12 new character cards are put in the character display.

The game ends after the fourth round (when the character stack has run out). Then there is a final scoring (*see pages 10 and 11*).

The player with the most points wins the game.

Phase A: Rolling dice

The first player (the one who has his lion on the player order flag with the 1) takes all dice from the dice pool (as made in step 6 of the setup), rolls them once and thus creates the dice pool for this round.



Phase B: Drafting and placing dice

In player order, starting with the first player, players take turns.

On your turn, choose one die from the dice pool and put it with the result facing up in one of your die holders. Then place that die (inside its die holder) onto one of the 4 city locations:



If you place it onto the *castle* and there are already dice there (of any color), you must abide by the rule that all dice present must form a **row of ascending values from left to right (1 to 6)**. This means, you must place your die:

- to the **right** of any dice that have a **lower or equal** value
AND - to the **left** of any dice that have a **higher** value than your die.

Note: *In phase C, each of your dice in the castle allows you to take a favor tile. The farther left a die is placed, the more likely it is that you'll get the favor tile you want (see next page for details).*



If you place it in one of the other city locations (upper city, central city or lower city) and there are already dice in that location (of any color), you must abide by the rule that all present dice must form a **row of descending values from left to right (6 to 1).** This means, you must place your die:

- to the **right** of any dice that have a **higher or equal** value
AND - to the **left** of any dice that have a **lower** value than your die.

Note: *In phase C, each of your dice in these city locations allows you to acquire a character card from the row next to its location. The farther left a die is placed, the more likely it is that you'll get the card you want, however, it will also be more expensive (see next page for details).*



Important: **If you are playing with fewer than 4 players, note that any die tokens in a location count as regular dice of a neutral color.**

In player order, keep placing one die at a time until each player has placed 3 dice (and thus has no die holders left).

Notes:
- *The colors of the 3 dice you choose determine what kind of income you will receive in phase E "influence income" (see page 9 for details).*
- *There is no limit to the number of dice the four locations may hold. Also, any player may have several of his dice in the same city location.*

Example: *In a 3-player game, **Phil** is the first player.*

1) *From the dice pool, he chooses the gray die with a value of 5 and puts it inside one of his die holders. Then he places it in the upper city, to the left of the token there.*



2) *After **Chris** and then **Eve** have each placed a die, it is **Phil**'s turn again. This time he chooses the white die with a value of 1, puts it in one of his remaining die holders and places it also in the upper city (to the right of **Eve**'s 1).*



3) *Once it is his turn again, **Phil** chooses the gray die with the value of 4, puts it in his last die holder and places it in the castle between **Chris**' 1 and 5.*



Phase C: Retrieving dice

This phase is not played in player order. Instead the sequence of play is determined by the order of the dice in each of the 4 city locations.

To retrieve the placed dice, the 4 city locations on the left side of the game board are now evaluated **from top to bottom**:

- First the castle,
- then the upper city,
- then the central city,
- and finally the lower city.



When a city location is evaluated, each die there - going from left to right - is triggered once. This means that the player with the **leftmost** die in that location takes the first turn by performing one action and then retrieving his triggered die. Then it is the turn of the player with the new leftmost die in that location, who also performs one action and then retrieves his triggered die and so on.

Once there are no dice left in the evaluated location, the next city location is evaluated likewise until all locations have been evaluated.

When it is your turn in a location (when you own the current leftmost die there), perform that location's action:

In the castle: Take one of the available favor tiles *(see below).*

In the upper, central and lower city: Acquire one of that location's character cards *(see below).*

If you cannot or do not want to take a location's action, you must **instead** perform the **distress action** *(see page 8).*

After you have performed your action, retrieve your triggered die - keeping it inside its die holder - and place it onto an empty shutter space of your player board.

Example:

The players evaluate the castle.

*1) Since **Phil** has the leftmost die there ( ), he takes the first turn by performing one action (which is choosing a favor tile). Then he retrieves the and places it along with its die holder onto a shutter space of his player board.*

*2) The new leftmost die ( ) also belongs to **Phil**, so it is his turn again to perform one action.*

*3) After he retrieves his , the leftmost die is **Eve**'s . So **Eve** performs one action and then places her along with its die holder onto her player board. Since there are no dice left in the castle, the players continue by evaluating the upper city.*



Action in the castle: Take one of the available favor tiles



When you perform this action, take one of the favor tiles that are still available to the left of the castle and place it in front of you. Then carry out the immediate bonus(es) of that tile *(see page 12 for an overview of those bonuses).* Afterwards, keep the tile in front of you until the end of the round.

Note that each favor tile that you collect during this round also adds between 0 and 3 to your total number of **crowns**, which is mainly important for determining the player order in phase D *(see page 8).*





Note: *In contrast to the city locations, where acquiring a character card has a cost, taking a favor tile in the castle is free of charge.*

Action in the upper, central or lower city: Acquire one character card



Choose one of the character cards displayed in the row next to the location being evaluated and acquire it.

To do so, you must immediately pay its cost, which is determined by the following factors:

- the icon in the upper left corner of the chosen card determines whether you must spend guards **or** coins to pay this cost
- the cost equals the value of your triggered die.

After you have paid the cost of your chosen card (by moving the corresponding marker on your player board backward), take the card and immediately gain its influence value on the influence track of the card's class (by moving your disk there up accordingly).



= **4 guards** = **4 coins**

Then proceed according to the card's bonus:

- If the card has a game end bonus ( ), place it in your game end bonus zone at the bottom right of your player board.
- If the card has a phase E bonus ( ), place it in your phase E bonus zone below your player board.
- If the card has an immediate bonus ( ), carry out this bonus once, then place it in your immediate bonus zone to the right of your player board.

(For an overview of the bonuses of the character cards, see pages 11 to 15.)

Afterwards, check if acquiring that new card has triggered the phase C bonus of one of your start character cards. If so, carry out that phase C bonus now once.

Finally, if there is a crown token on the acquired card, remove the token from the card and place it in front of you for later.





Example: *It is **Phil**'s turn because he has the leftmost die **(1)** in the currently evaluated upper city. Since that die has a value of 5, acquiring a card from the row next to the upper city costs 5. This means that **Phil** cannot acquire the cleric card **(2)**, because he does not have enough coins to do so.*

*So instead he chooses to acquire the merchant card **(3)**, spends 5 guards and takes the card. Then he moves his disk on the merchant influence track 2 spaces up (because the card has an influence value of 2). Since the card shows an immediate bonus, he receives that bonus now (4 coins).*

Then he places the card in his immediate bonus zone to the right of his player board.



*Finally, the phase C bonus of his scholar start character card **(4)** is triggered (because the acquired card was a merchant card) and so he immediately receives 1 coin and 2 victory points.*

Once he is done with the above, he retrieves his triggered die from the upper city and places it with the die holder onto his player board.

IMPORTANT:
*In games with fewer than 4 players, when a **die token** is triggered (because it is the leftmost die), do the following: From the row next to the city location being evaluated, remove the character card with the **highest influence value** and place it face up onto the discard pile. If there is a tie for the highest influence value, remove the **leftmost** of those tied cards.*

Afterwards, flip the triggered die token face down, leaving it where it is. Then continue by triggering the die that is now leftmost (if any) as usual.

Example:

1) As the leftmost die in the currently evaluated central city is the token, the players must immediately remove the scholar card with the influence value of 3 from the row of character cards next to the central city (because it is the card with the highest influence value) and place it onto the discard pile. Then the token is flipped face down.

2) The new leftmost die is the token and the players must immediately remove another card from the row. Both remaining cards have an influence value of 1. So the cleric card is removed and placed onto the discard pile, since it is the leftmost of these cards. Then the token is flipped face down.

*3) Afterwards, it is **Eve**'s turn because she has the leftmost die now.*



After the last die in a city location has been triggered but before you move on to evaluating the next city location, remove any remaining character cards from the row next to the current location and place them face up onto the discard pile.

Also flip any face-down die tokens in that city location face up again.



Distress action

Instead of using a city location's action, gain up to 2 coins AND up to 2 guards (by moving the markers on your player board forward on their tracks accordingly).

Once all 4 city locations have been evaluated, continue with phase D.

Phase D: New player order

In this phase, the new player order is determined. To do so, each player now sums the number of crowns he has.

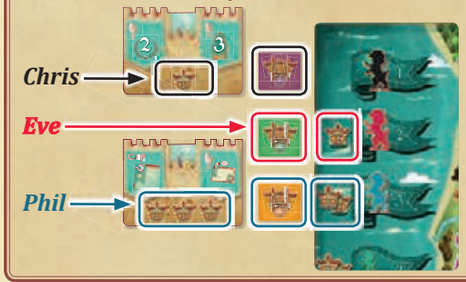
This includes:

- Crowns on **crown token**s that he has collected this round.
- Crowns on **favor tiles** that he has taken this round.
- Crowns next to his **player order flag** (the one currently holding his lion).

The player with the highest crown total moves his lion to the order flag with the 1, the player with the second highest to the order flag with the 2 and so on. In the case of a tie, the relative player order among the tied players is reversed.

Example:

Chris *and **Eve** have a total of 3 crowns each, while **Phil** has a total of 7 crowns:*



*Phil becomes the first player (and so moves his lion to order flag 1). **Eve** leaves her lion on order flag 2 and **Chris** puts his lion on order flag 3. Even though **Eve** and **Chris** have the same number of crowns, **Chris** was higher up the player order before - therefore the relative player order between him and **Eve** is reversed.*



Phase e: Influence income:

In the **new player order**, each player now collects his income from the influence tracks.

To collect your income, look at the colors of the 3 dice on the shutter spaces of your player board. In an order of your choice, activate each of those dice once to immediately gain the income reward of the influence track matching that die's color:



Income reward = guards
(move the marker on your guard track forward)

Income reward = coins
(move the marker on your coin track forward)

Income reward = steps with your pilgrim
(see "Reward: Move your pilgrim" on page 12)

Income reward = victory points
(move your disk on the score track forward)

If you activate the white die, collect the income reward of an influence track of your choice.



The value of each income reward depends on how far up your disk is on the respective influence track. This means that you gain the reward depicted in the box to the right of that disk.



Once you have collected the income reward for each of your 3 dice, take them out of your die holders. Then place the dice beside the game board again (so that they can be rerolled next round) and leave your empty die holders on your shutter spaces.

Notes:

- The results shown on the dice are irrelevant in this phase, only their colors matter.
- When gaining resources (guards or coins), you can never move a marker on your player board beyond space 20 of its track and thus can never own more than 20 of each resource at any time (any excess must be forfeited).

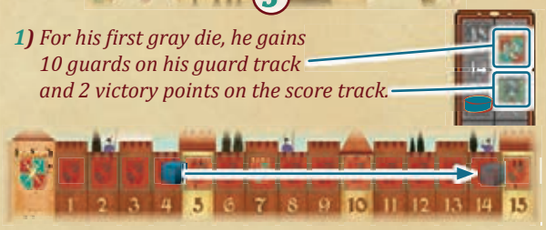
IMPORTANT: *Pay close attention to the bonuses that the character cards in your* ***phase E bonus zone*** *may provide. (For an overview of those bonuses, see page 14.)*

Example:

Phil *has the following 3 dice on his shutter spaces:*



1) For his first gray die, he gains 10 guards on his guard track and 2 victory points on the score track.



2) For his second gray die, he gains another 10 guards but since he can only have a maximum of 20 guards, he moves his disk to space 20 and must forfeit the excess guards. Then he gains 2 victory points again.



3) For his white die, he chooses to collect the income reward from the green influence track, which gives him 5 victory points.



Once he is done, he removes the dice from their holders and places them back beside the game board. Then it is the next player's turn to collect his income.

Phase f: Invest in a voyage

In player order, each player is now asked once if he wants to invest in **one** voyage. Each player who chooses to do so immediately carries out the action "Invest in one voyage"once, as described in the box below.

Action: Invest in one voyage



Invest in any one voyage card at the bottom of the game board that does not yet have your disk on it (you can invest in each voyage only once throughout the game). It does not matter how many of the other players have already invested in that voyage.

To invest in the voyage, pay the cost stated in the upper left corner of the card:

- If the banner above the cost shows a coin symbol, you must spend coins to pay for it.
- If the banner shows a guard symbol, you must spend guards to pay for it.



After paying, place one of your disks onto the rose below the cost of the card to mark your investment. If there are already other players' disks there, put yours on top.



At the end of the game, for each voyage card that you have invested in, you will score victory points depending on how well you have fulfilled its task. (*For an overview of those tasks, see page 16.*)

Attention: *As long as you have this favor tile in front of you, the cost you have to pay for investing in a voyage is always reduced by 2 (see also section "Bonuses of the favor tiles" on page 12).*



End of the round

After phase F, check whether the character stack is empty. If so, the fourth round has been played and the game ends now (continue with the section “End of the game” below).

Otherwise, set up the next round by once again following steps 10, 11 and 12 of the initial setup on page 4 (in the green box).

End of the game

After the fourth round, the game ends. Now carry out the final scoring as follows:

Score victory points for investments in voyages:

Each player scores the voyage cards he has invested in (which hold one of his disks). For each, he gains victory points depending on how well he has fulfilled that card’s task.

(For an overview of the different voyage card tasks, see page 16.)



Award points for majorities on the influence tracks:

Go through the 4 influence scoring tiles above the influence tracks.

For each tile, check the track below that tile:



- The player whose marker is farthest up that track gains the number of victory points printed on top of the influence scoring tile (first place).
- The player whose disk is in second place gains the number of victory points printed in the middle of the tile.
- The player whose disk is in third place (only in 4-player games) gains the number of victory points printed at the bottom of the influence scoring tile.

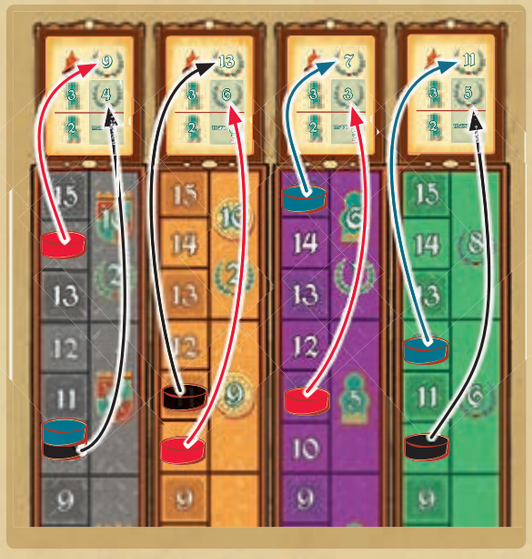
If 2 or more players have their disks on the same space of the track, the player whose disk got there first (and is therefore lower in the stack) is considered to be farther up the track.



IN 3-PLAYER GAMES, victory points are only awarded to first and second places.

IN 2-PLAYER GAMES, a player only gains the victory points for second place if his disk is no more than 3 spaces farther down the track than the other player’s. Otherwise, second place is not awarded.

Disks still on space 0 of an influence track do not yield victory points to their owners.



Score victory points for sets of diplomas:

Each player checks his character cards and monasteries for diploma icons and forms sets from those.

Each set can comprise up to 5 different diploma icons (one of each kind).



Wild diplomas can count as any diploma icon.



Each set comprising all 5 diploma icons gives its owner 12 victory points.

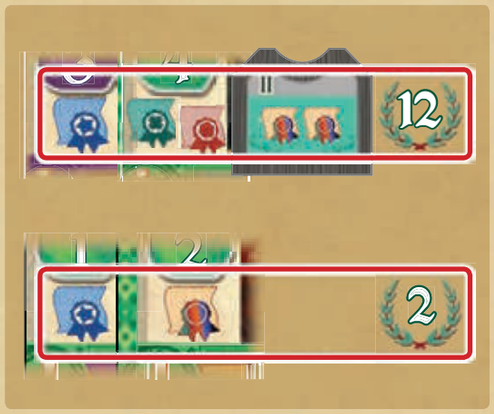
Each set comprising 4 different diploma icons gives its owner 8 victory points.

Each set comprising 3 different diploma icons gives its owner 4 victory points.

Each set comprising 2 different diploma icons gives its owner 2 victory points.

Each single diploma icon gives its owner 1 victory point.

Note that **no** diploma icon may be used in more than one set.



Score victory points for character cards with game end bonuses:

Each player checks which character cards with game end bonuses he has. For each of them, he gains victory points depending on that bonus.
(For an overview of the different game end bonuses, see page 15.)



Score victory points for guards, coins and crowns:

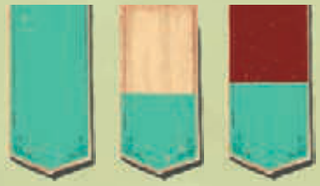
Each player sums the guards and coins that he has left on the tracks of his player board and adds his number of crowns (determined as in phase D) to the result. Then he divides this result by 2 and gains the final result (rounded down) as victory points.



The player with the most victory points wins the game. In the case of a tie, the tied player who comes first in the player order wins the game.

Bonus overview

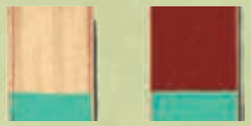
Bonuses are usually depicted in banners that are entirely mint green or have a mint green bottom.



Whatever is depicted in the mint green part is the reward the player receives.



If there is a differently colored part above the mint green portion, the icon(s) depicted in that part represent requirements (beige) or costs (red).



A multiply symbol (X) between the requirement and the reward means that you gain the reward as many times as you meet the requirement.



No symbol between the requirement and the reward or no requirement at all means that you gain the bonus only once (and not multiple times).



If there is a slash (/) depicted between two icons or two banners, you get only one of the rewards.



In both of these cases, you choose which of the depicted rewards to get.

Otherwise, all depicted icons and banners yield their rewards.



Here you get each depicted reward.

Most common rewards

Reward: Move your pilgrim

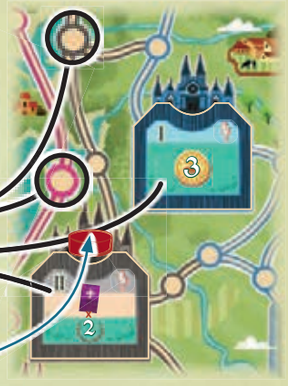
When you get a reward that shows this icon, move your pilgrim along the roads of the pilgrim map.

The number depicted in the icon tells you the maximum **number of steps** you may move your pilgrim.



One step means that you move your pilgrim from its current location along a road to the very next location.

There are two kinds of location: **Stopovers** and **monasteries**.



When you move onto a ***stopover***, nothing happens. Provided you have steps left, you just move on.

When you move onto a ***monastery***, however, you must immediately place one of your disks above that monastery, but only if you do not already have a disk there.

If there are already other players' disks present, put yours on top.

Placing your disk gives you the monastery's bonus:

- If it is marked as an **immediate bonus,** carry the bonus out immediately or forfeit it.



- If it is not marked, you will be able to use it later on. *(See page 15 for an overview of all monastery bonuses.)*



If you have steps left after you reach a monastery, you continue to move on along the road as usual. Thus, you can reach several monasteries in one turn.

Further notes and rules for moving your pilgrim



- With your very first step, you **must** move from your starting corner of Coimbra along the adjoining one-way road to one of the two reachable stopovers.
- It is not possible to move back along any of the one-way roads that lead away from Coimbra during the game.
- You can always choose to move fewer steps than allowed or none at all.
- You can change directions at any time (including moving back to the location you just came from).
- Other pilgrims do not interfere with your movement, there can be several pilgrims on the same location.
- Throughout the game, each player may place only one of his disks above each monastery.
- You are allowed to move back onto monasteries that already have your disk above them but you do not carry out their bonuses again.
- All roads and stopovers work exactly the same. Their different colors are merely for visual clarity, showing to what kind of monastery particular roads lead.

Reward: Gain coins

Gain the number of coins depicted in the icon (here 1) by moving the marker on your coin track that many spaces forward.

Reward: Gain guards

Gain the number of guards depicted in the icon (here 1) by moving the marker on your guard track that many spaces forward.

Reward: Gain victory points

Gain the number of victory points depicted in the icon (here 1) by moving your disk on the score track that many spaces forward.

General notes about bonuses, rewards and special cases:

- *You can always choose to forfeit (in full or in part) any rewards that you get.*
- *The storage limit for your resources (guards and coins) on the tracks of your player board is 20 each. You can never move your marker beyond space 20 at any time (any excess must be forfeited). Nor can you spend what you don't have. (If you have zero units of a resource, your marker sits on the icon in front of the track.)*
- *On any influence track, you cannot move your disk higher than the influence value 15 (any excess you get must be forfeited).*
- *On each influence track, there is always a clear order of positions. If 2 or more players have disks on the same space, the player whose disk is lower in the stack is considered ahead of the players whose disks are on top of it (because he reached the space earlier).*

Bonuses of the favor tiles

As long as you have this favor tile in front of you:



Whenever you perform the action "Invest in one voyage" (*see page 9*), the cost you must pay for investing in that voyage is reduced by 2.

Immediate bonus:

Perform the action "Invest in one voyage" once. (The cost reduction of the left banner applies here as well.)

For example, to invest in this voyage, you must pay 5 guards instead of 7.



Immediate bonus: Gain 4 victory points.

AND

Immediate bonus:

You may take the **cap tile** and put it over one of **your** dice located in the upper, central or lower city. If you do, the value of that die is increased by 3. This means that you must immediately move it up within its row of dice to the position dictated by this combined value (following the rules described for placing the dice in city locations). This way, a combined value of up to 9 is possible.





Attention: *When your die with the cap tile is triggered in Phase C and you acquire a card, you must pay the combined value.*

Immediate bonus:

Gain 2 victory points.

AND

Immediate bonus:

Move your pilgrim 3 or fewer steps.



Immediate bonus:

EITHER gain 7 guards OR 7 coins.



Bonuses of the start character cards

Immediate bonuses:



Gain the rewards depicted.

Phase C bonuses:



Whenever you acquire a character card with a coin cost in phase C, pay 1 coin less for it (it can be 0).

Whenever you acquire a character card with a guard cost in phase C, pay 1 guard less for it (it can be 0).

Whenever you acquire a council member card in phase C, first carry out any bonuses of that acquired card as usual. Then also gain 1 guard, 1 victory point and 1 step with your pilgrim.

Whenever you acquire a merchant card in phase C, first carry out any bonuses of that acquired card as usual. Then also gain 1 coin and 2 victory points.

Bonuses of the other character cards

Immediate bonuses:



Gain the rewards depicted.





In player order, each opponent chooses what to give you (so you gain what he decides to lose): Either 1 guard and 1 coin OR 2 victory points. It is possible to drop below 0 victory points on the score track. If he does not have the resources, he must give you the victory points.



You gain 5 victory points. In player order, each opponent must decide to lose 3 victory points OR one of his cleric cards. If he decides to lose the card, he puts it on the general discard pile and also loses the influence value of that card on the cleric influence track. If his disk lands on a space where there are other disks, he places it on top of those. If he has no clerics, he must lose the victory points.



Take the discard pile and choose one card from it. Pay a cost of 3 (of the resource indicated by the cost icon of the chosen card). Gain everything the card has to offer (influence value + bonus) and place it in its zone at your player board, as if you had acquired it the usual way.




In player order, any players whose disks are behind yours on the gray council influence track must each choose which of the two depicted icons to cede to you. It is possible to drop below 0 victory points on the score track. Affected players who do not have the resources, must give you the victory points.



For each of your council member character cards (including this one) gain 1 guard and 1 step with your pilgrim.



Take one of the favor tiles still available next to the castle (if any). Place it in front of you and use it as usual.



For each of your merchant character cards (including this one) gain 1 coin and 1 victory point.



Gain 4 coins and perform the action "Invest in one voyage". However, you can only invest in a voyage that has a coin cost.



Gain 4 guards and perform the action "Invest in one voyage". However, you can only invest in a voyage that has a guard cost.



For each monastery that has your disk above it, gain 1 victory point.





Use the **immediate bonus** of one of your character cards of the depicted class once more.






Gain the current income reward of the depicted track (as you would with a die of that color in phase E).

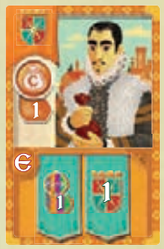


Pay 5 guards to gain up to 5 steps with your pilgrim.



Pay 5 coins to gain 7 victory points.

Phase € bonuses:

At the beginning of each phase E, choose one influence track and move your disk on that track 1 space up.

Also gain the depicted resource.






In each phase E, for each die of the depicted color that you have in your die holders on your shutter spaces, gain the depicted reward in addition to its regular income reward. (The white die does not count towards any of these bonuses.)



At the beginning of each phase E, gain 2 steps with your pilgrim if you have **no** purple die in any of your die holders on your shutter spaces. (The white die does not count as purple!)




At any time in each phase E, you can exchange the depicted resource for victory points at a rate of 2 to 1. This is especially helpful if your income reward of that resource frequently exceeds your storage limit.

Game end bonuses:



Check which space (value) of the depicted influence track your disk sits on: If it is on space 7, 8 or 9, gain 5 victory points. If it is on space 10, 11 or 12, gain 7 victory points. If it is on space 13, 14 or 15, gain 10 victory points. If it is on space 0 to 6, you gain nothing.



For each of your character cards that has an influence value of either 1 or 2, gain 1 victory point.



For each 4-card set that includes one character card of each of the 4 classes, gain 5 victory points.



Gain the game end bonus of one of your other character cards once more (if you have any).

Bonuses of the monasteries

Immediate bonuses:



Gain the rewards depicted.



On the depicted influence track, move your disk 3 spaces up.



For each of your character cards of the depicted class, gain 2 victory points.



On **all** influence tracks, move your disks 1 space up.



For each crown that you have right now (determined as in phase D), gain 1 victory point.



For each of your character cards that has an influence value of either 3 or 4, gain 2 victory points.



For each 4-card set that includes one character card of each of the 4 classes, gain 5 victory points.



For each monastery that has your disk above it (including this one), gain 2 victory points.



Score your sets of diplomas now the same way as you will at the end of the game (*see the third box on page 10*).



Choose up to 2 different voyage cards with one of your disks and score their task now the same way as you will at the end of the game (*see the first box on page 10*).

(For an overview of the voyage card tasks see next page.)



If you have any character cards with a game end bonus, score one of them now. Also choose one influence track and - depending on the current position of your disk on it - gain the victory points stated by the influence scoring tile above that influence track (so if your disk is farthest up that track, gain the victory points printed on top of the tile, if you are in second place, gain the victory points printed in the middle, etc.)

(For details, see the second box on page 10.)

Attention: The other players do not get any victory points now, no matter where their disks are on your chosen track.

Other bonuses:



Henceforth, each time you place a die in the castle during phase B, you immediately gain 4 victory points.



Henceforth, each time you place a disk above a monastery, you immediately gain 1 victory point (not for this one).



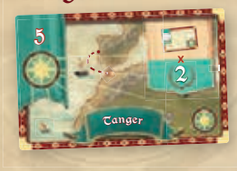
Counts as 1 wild diploma.



Counts as 2 wild diplomas.

Tasks of the voyage cards

Tanger



For each voyage card that has your disk on it (including this one), gain 2 victory points.

Madeira



For each diploma that you have (irrespective of its kind), gain 1 victory point.

Cabo Verde



Sansibar



Check which values you have reached on the two depicted influence tracks (the printed number on the spaces your disks are on). Sum both values. Then divide that sum by 2. Gain the result (rounded down) as victory points.

Ceuta



For each monastery that does **not** have your disk above it, gain 1 victory point.

Calicut



Sum your guards, coins and crowns. Then divide that sum by 2. Gain the result (rounded down) as victory points.

Maskat



On the influence tracks, check which of your disks has advanced the least (compared to your disks on the other influence tracks). Double the value of the space that disk is on and gain the result as victory points. (If more than one track is your least developed, you only get the victory points of one.)

Barbados



For each monastery that has your disk above it, gain 1 victory point.

Brasil



For each monastery with a "I" that has your disk above it, gain 2 victory points.

Ilhas dos Açores



For each of your character cards beyond your tenth, gain 3 victory points. (So if you have 11 cards, gain 3 victory points; if you have 12 cards, gain 6 victory points and so on.)

Goa



Gain 9 victory points.

Macau



Malaca



Ceilão



Diu



For each of your character cards of the depicted class, gain 2 victory points

Credits

The designers would like to thank all their friends who playtested the game for their time, suggestions, and enthusiasm; in particular: Antonio Tinto, Stefano Luperto, Marco Pranzo, Gabriele Ausiello, Tommaso Battista, Simone Luciani, Samantha Milani, Davide Pellacani, Davide Malvestuto, Jamil Zabarah, Riccardo Rabissoni, Francesca Vilmercati, Luca Ercolini, Livia Ercolini, Walter Nuccio, Carmine Angrisani, Filippo Di Cataldo. Without their help the game would not have been the same.

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