Stefan Feld

Notre Dame

Mastery and machinations in the shadow of the cathedral

OVERVIEW

Players assume the roles of heads of influential families in Paris at the end of the 14th century. In the shadow of Notre Dame cathedral, players compete for prominence.

Players maximize wealth and prestige using action cards to shrewdly influence the sectors in their boroughs.

Adding influence to banks increases access to money; spending on residences increases prestige. In addition to playing action cards, each round players have the opportunity to hire service professionals to help. Players are presented with a myriad of alternatives, and must choose wisely. The most successful players will find just the right moment to take advantage of their opportunities.

The player with the most prestige at the end is the winner.

OVERVIEW

The players take the roles of heads of important Parisian families.

Players use action cards to place influence markers in the various sectors of their boroughs in order to gain money, increase prestige, etc.

Players may also hire the services of professionals to help them.

The player with the most prestige points is the winner.

CONTENTS

5 game board sections
3 Notre Dame tiles (one of each: 3-sided, 4-sided, 5-sided)
45 action cards (one of the following in each of the 5 player colors: hospital, residence, cloister school, hotel, bank, carriage house, park, Notre Dame, trusted friend)
15 person cards (6 brown and 9 gray)
70 influence markers (14 each in the 5 player colors)
5 black markers (rat markers)
5 trusted friends (1 each in the 5 player colors)
5 carriages (1 each in the 5 player colors)
1 bell-ringer (+ plastic stand = start player figure)
20 messages (octagonal; 4 each in the 5 player colors)
25 gold coins
84 prestige tokens (hexagonal)



For the **"New Persons"** expansion:
18 gray person cards (6 each of A, B, and C)

*When reading these rules for the first time, ignore the **bold** text in the right-hand borders. These are game summaries to be used by those already familiar with the rules, as a quick reminder during game play.*



This game also contains the 12 playing cards from the **"The Trading Routes"** expansion for the **"The Castles of Burgundy"** board game. Remove these cards from this game. You can find the English instructions for the expansion on the website: www.aleaspiele.de.

PREPARATION

Before the first game, carefully remove the cardboard parts from their frames.
Place the bell-ringer in the plastic stand.

Arrange the sections of the **game board** in the middle of the table as shown below, using the Notre Dame tile that corresponds with the number of players:

- 3 players = 3-sided
- 4 players = 4-sided *(with the side showing four figures face up)*
- 5 players = 5-sided

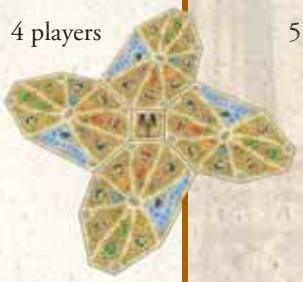


Note: The rules for a 2-player game are located on page 8.

3 players



4 players



5 players



Next, each player selects one game board section to be theirs, usually the one closest to where the player is sitting.

Place unused game board sections and Notre Dame tiles back in the box.

Sort the prestige point tokens by value and place them along with the gold coins as supplies next to the game board.

Each player chooses a color and takes (in that color):

- the **trusted friend**, placed in the player's play area,
- the **carriage**, placed on the player's market place in the center of their borough,
- **4 influence markers**, placed as a supply pile in the player's play area,
- **10 remaining influence markers**, placed as general supply next to the game board,
- **4 messages**, shuffled and randomly placed face up, one on each of the four edges of the marketplaces of the player's borough,
- **9 action cards**, shuffled and placed *face down* in the player's play area as supply.

Each player also **takes:**

- **3 gold coins** from the supply, placing them in their play area.
- **1 rat marker**, placing it on space 0 of the plague track (0 to 9) in the harbor in the player's borough.

Place unused material back in the box.

Prepare the **person cards** in the following manner:

- Shuffle the **6 brown person cards** (which have no letters on their backs) and place as a face down stack next to the game board. Each of these persons is available *once in each* period.
- Sort the **9 gray person cards** according the the letters on their backs (A, B or C), shuffle each 3 card set, and place them as a single face down stack next to the person cards, so that the three C cards are on the bottom of the stack, the three B cards are in the middle of the stack, and the three A cards are on the top of the stack. Each of these persons will be available just *once in the game*.

The players choose a **start player**, who takes the **bell-ringer**.

PREPARATION

Arrange the game board based on the number of players

Place prestige tokens and coins next to the board as a supply

Each player takes

- **1 trusted friend**
- **1 carriage**
- **4 influence markers**
- **4 messages**
- **9 action cards**
- **3 coins**
- **1 rat marker**



Lay out the person cards:

- **the 6 brown cards as a single face down stack**
- **the 9 gray cards as an organized face down stack** (on top AAA, then BBB, at bottom CCC)

Start player takes the bell-ringer

PLAYING THE GAME

The game is played over *three periods* (A, B, and C), each of which has *three rounds*. Each of the 9 rounds has *five phases*, played in the order shown below:

▶ Phase 1: Lay out person cards

To begin each round, players lay out 3 person cards, drawing the top 2 cards from the stack of brown person cards (without letters), as well as 1 card from the top of the stack of gray person cards (with letter). Place these 3 person cards face up next to the two card stacks.

▶ Phase 2: Choose action cards

First, each player draws the top three cards from their individual action card stack, looks at them, chooses one to keep and passes the other 2 face down to the player to the left. When all players have received passed cards, the players look at their two new cards, add one to their hand, and pass the other face down to the player to the left. Players then add this passed card to their hand.

It is important that players do not look at the card(s) they received from the players to their right until after they have passed cards. Also, players may not pass a card that they had already added to their hand, i.e. they must pass one of the two cards received from the player to the right. Players always keep their cards secret from the other players.

Now each player has three action cards in their hand: one from their own stack of action cards, one from the player on the right, and one from the player sitting two places to their right. From these three cards, players choose two to use as actions in phase 3.

▶ Phase 3: Play action cards

Beginning with the start player and continuing clockwise, each player chooses one action card from their hand, places it face up in their play area, and executes the action on the card. After each player has played and executed their first action, each player (again starting with the start player and continuing clockwise) repeats this with a second action card from their hand.

Finally, players discard the action cards they played by placing them face up on a common discard stack. Note: each player's third action card is not executed, but is instead simply discarded, hidden from other players underneath their second action card, onto the discard stack. Players are not allowed to look through cards in the discard stack!

- The nine different actions are described on pages 4 and 5.

▶ Phase 4: Hire a person

After all players have executed two and discarded all three action cards, each player may (in clockwise order, beginning with the start player) hire one of the three face up people to perform a special action *once*. The cost to hire any person is one gold coin, paid to the supply. After paying a gold coin, the player uses the special ability of the hired person. If a player has no coins, or does not want to hire a person, the player may pass. Note: a person may be hired by more than one player (or even all players).

- The abilities of the fifteen persons are described from page 9 on.

PLAYING THE GAME

The game has three periods; each period has three rounds; each round has five phases

▶ 1st Phase:

Lay out 3 person cards: two brown and one gray



▶ 2nd Phase:

Draw three action cards: keep one and pass the other two to your left neighbor

From the two new cards, keep one and pass the other to your left neighbor

Now, each player has three different colored cards

▶ 3rd Phase:

In clockwise order, execute two of the three action cards

The third action card is discarded, but not used



the first card



the second and third card together

▶ 4th Phase:

In clockwise order, hire one of the three face up persons, paying one gold coin to the supply and executing the action of the hired person once

▶ Phase 5: Determine plague value

In the last phase of each round, players determine who paid attention to the health of those in their borough, and who did not. Plague values are totaled and players move their rat marker along their plague track the number of spaces determined by the plague value plus or minus adjustments.

At the end of *each* round, players place their three face up person cards on the corresponding stack. The start player gives the bell-ringer to the player to the left, who becomes the new start player. A new round begins. The new round plays the same as the previous: first phase 1, then phase 2, and so on through 3, 4, and 5.

At the end of each *third* round, there is a pause for:

- scoring of the influence markers in Notre Dame *(for the complete explanation, see page 6: "Notre Dame")*;
- shuffling the six brown person cards and placing them face down as a stack;
- sorting all action cards by color and returning them to their owners. Players shuffle their cards and place them face down in their play areas.

GAME END

After the end of the ninth round, the influence markers in Notre Dame are scored and the game ends. The player with the most prestige points is the winner. If players tie for the most, then the player among them with the most total gold coins and influence markers in their personal supply is the winner.

The Action Cards

Cloister school: Players executing this action place one influence marker from their personal supply onto the cloister school sector of their borough. Players then take from the general supply the number of their influence markers equal to the number of markers currently in their cloister school sector, adding the influence markers to their individual supply. Influence markers must be visible to all players.

If there are not enough of a player's influence markers in the general supply, the player takes only what is there, and thus does not get the full advantage of the action.

Example: *Peggy plays the cloister school action card. She takes one influence marker from her play area, and places it in the cloister school sector of her borough (where she already had 2 influence markers), giving her 3 influence markers there. Peggy takes three of her influence markers from the general supply, placing them in her play area. If she later places another influence marker in the cloister school, she would be able to take 4 influence markers from the general supply, placing them in her play area.*

Bank: Players executing this action place one influence marker from their personal supply onto the bank sector of their borough. Players then take from the general supply the number of gold coins equal to the number of influence markers currently in their bank sector. The gold must be visible to all players.

If there is an insufficient number of gold coins in the supply, take the missing coin(s) from the player with the most money.

Residence: Players executing this action place one influence marker from their personal supply onto the residence sector of their borough. Players then take from the general supply the number of prestige tokens equal to the number of influence markers currently in their residence sector.

Unlike with influence markers and gold coins, players do not need to keep their prestige tokens (or their values) visible to other players. They should instead stack them in their play areas so their total remains hidden. Players should exchange small valued markers for larger ones from time to time.

▶ 5th Phase:
Determine plague value and move rat markers

After every round, put the face up person cards under their stacks and move the bell-ringer

After every three rounds

- **score the influence markers in Notre Dame**
- **shuffle the brown person cards**
- **return the action cards to their owners**

GAME END

The player with the most prestige points is the winner!



Cloister School:
+ influence markers
(cumulative)



Bank:
+ gold coins
(cumulative)



Residence:
+ prestige points
(cumulative)

Carriage house: Players executing this action place one influence marker from their personal supply onto the carriage house sector of their borough. Players then move their carriage from marketplace to marketplace (of theirs or that of any player) any number of times *up to* the number of influence markers currently in their carriage house sector.



The carriage always moves along the streets from one marketplace to the next *(i.e. a carriage cannot stop on a street or in any sector in a borough; it may stop only at a marketplace)*.
Several carriages may stop at the same marketplace, however. Also, players may choose to stop earlier, i.e. they need not move their carriage the full movement allowed. If the marketplace where the carriage *stops* has a message (octagonal token), the player may take the token and immediately use its power: *either*

- take 1 prestige point *and* 1 coin *or*
- take 2 prestige points *and* 1 influence marker *or*
- take 3 prestige points *and* the option to move their rat marker 1 space back on the rat track *or*
- take 4 prestige points.



Players place collected message tokens face down in their play area. Players may not collect a second message of any color until they have collected a full set (i.e. one of every color in the game). In the same way, players may not collect a third message of one color until they have 2 full sets, etc.

The only exception to this rule occurs when there are no messages left on the board of the color needed to complete a set. In this case, the player need not collect the missing color.

Example: *Red, violet, yellow and green messages are being played. Leo has already collected a violet, green and red message. The next message Leo must collect is yellow.*

Hotel: Players executing this action place one influence marker from their personal supply onto the hotel sector of their borough. If a player now has 1 or 2 influence markers in the hotel, the player may either take 1 gold coin from the general supply, or take 1 influence marker from the general supply, or move their rat marker back 1 space on the rat track (e.g. from space 4 to 3). A player with a rat marker on space 0 may not take this option.

If the player has 3 or more influence markers in their hotel, the player gets two bonuses (either taking two different bonuses, or the same one twice).

Example: *Mike executes the hotel action card and adds his influence marker to the one influence marker already on his hotel space, giving him two. Then, he takes one gold coin from the supply. Of course, he could have taken one of his influence markers from the general supply or moved his rat marker back on his rat track instead. If Mike adds yet another influence marker to the hotel, making the total there three, he can then take, for example, 2 influence markers or two gold coins, or one influence marker and one gold coin, or one gold coin and move his rat marker back one space on the rat track, or ...*

Trusted friend: Players executing this action place no influence markers. Instead, players place their trusted friend in any of the seven sectors in their borough (*not* the harbor; this is never a "sector"!). The first time taking this action, players place the friend onto the borough (in any of the seven sectors); on subsequent turns, players move their trusted friend to a *different* sector. Next, players execute the action associated with the sector on which the trusted friend sits, just as though the player had placed an influence marker there.



Carriage House:
move carriage (cumulative) **and collect different colored message tokens**

Example 1:
With his first carriage move, Mike (yellow) moves his carriage to the marketplace with the red token: "2 prestige points + 1 influence marker" and takes the red message token. Next, he places a second influence marker in his carriage house and can move his carriage up to 2 marketplaces away. Mike's yellow carriage can now reach all of the marketplaces marked with a yellow "X". It is not legal for Mike to take a red token, but all other colors are legal and within reach of his carriage.

Example 2:
When Peggy (green) is next able to move her carriage to a new marketplace, she should select one of the two marketplaces marked with a green "X" since both have tokens. Peggy could also move her green carriage to one of the marketplaces with a dashed green "X", but none of these have message tokens that she could take.



Hotel:
either *1* coin or *1* influence marker or move the rat marker *1* space back on the rat track (if there are 3 or more influence markers, take 2 bonuses)



Trusted friend:
place in any sector and take the associated action

Example: *Bill plays the trusted friend card and places his trusted friend on his bank sector; as the sector already had two influence markers, Bill takes three gold coins from the supply.*

Note: The trusted friend counts as an influence marker in the sector. Thus, when a player executes an action whose effect is based on the number of influence markers in a sector, the player counts the trusted friend, if it is there, as an influence marker.

Park: Players executing this action place one influence marker from their personal supply onto the park sector of their borough. Players then move their rat marker one space back on the plague track (regardless of the number of influence markers in the park). If the player's rat marker is already on 0, the player does not move the marker.

Having influence markers in the park will add bonus points to the number of prestige points a player gets during the game. For each 2 (rounded down) influence markers in the park, a player earns 1 additional prestige point *every time* the player does something in the game to earn prestige points.

A player with one influence marker in the park earns no bonus points; for 2 or 3 markers in the park, earn one bonus point; for 4 or 5, earn 2 points, etc.

Example:

1) *Scott places a second influence marker in his park. He moves his rat marker back one space on his plague track, and that is all. He earns no bonus prestige points as he earned no prestige points for this action.*
2) *A bit later, Scott places a third influence marker in his residence, earning 3 prestige points for the 3 influence markers there + 1 bonus point for the park (2 influence markers there) = 4 prestige points.*
3) *Scott hires the advocate (see page 10). Since he has collected 5 messages, he earns 6 prestige points (for the advocate) + 1 bonus point (for the park) = 7 prestige points.*
4) *A few rounds later, Scott now has 5 influence markers in the park. He executes a Notre Dame card (see below) and donates two gold coins. He earns 3 prestige points (for the donation) + 2 bonus points (for the park) = 5 prestige points.*
5) *At the end of the ninth round, Scott has 6 influence markers in the park. For his 2 influence markers in Notre Dame (see below), he earns 6 prestige points + 3 bonus points (for the park) = 9 prestige points.*

Hospital: Players executing this action place one influence marker from their personal supply onto the hospital sector of their borough. Players then move their rat marker one space back on the plague track (regardless of the number of influence markers in the hospital). If the player's rat marker is already on 0, the player does not move the marker.

With influence markers in the hospital, players can reduce the effect of plague in phase 5 *(for a complete description, see "The Plague" below)*.

Notre Dame: Players executing this action place one influence marker from their personal supply onto the Notre Dame sector in the middle. Players then *must* donate at least *one* and at most *three* gold coins to the church, taking them from their play area and placing them into the supply. Players earn prestige points as follows: 1 coin = 1 prestige point; 2 coins = 3 prestige points, and 3 coins = 6 prestige points.

Players who cannot or choose not to donate gold may still play the card, but may not place an influence marker on Notre Dame. Players may not donate more than 3 coins, nor may they place more than 1 influence marker, when executing this action. Players may execute the action as often as they can during a round or a period, and donate and place influence markers per the above limits each time.

Important note: At the end of each period (after every 3 rounds), players with influence markers on Notre Dame earn prestige points for the markers



Park:
move rat marker one space back

For each 2 influence markers in the park: the player always earns one bonus prestige point



Hospital:
move rat marker one space back

reduces the effect of plague (5th phase)



Notre Dame:
1/2/3 coins donated and 1/3/6 prestige points received
(+ further prestige points at the end of the period)

At the end of each period: prestige points (6/8/10/12) distributed amongst those with influence markers on Notre Dame

Return all influence markers to the *general* supply

they have there. The players distribute the number of prestige points shown on Notre Dame (6, 8, 10 or 12) equally among the influence markers there. The players simply divide the number of prestige points to be distributed by the number of influence markers on Notre Dame and round the result down. Each player with influence markers on Notre Dame now takes this number of prestige points from the supply for each influence marker that the player has on Notre Dame. After all these players have received their share of the prestige points, all influence markers on Notre Dame are returned to the *general* supply.

Example: *In a game with 4 players, there are 10 prestige points to distribute from Notre Dame. At the end of a period, there are 1 blue and 2 green influence markers in Notre Dame. The players divide 10 by 3 and thus allocate 3 prestige points to each influence marker in Notre Dame. Green earns 6 points and blue earns 3. Then all three markers are returned to the general supply.*



Green = 6 prestige points
Blue = 3 prestige points

No influence markers in a player's supply?
If players execute an action but have no influence markers in their supply, they may choose to move an influence marker (not their trusted friend) from any other sector (or from Notre Dame) to the sector corresponding to the executed action.

Players with no influence markers in their supply may move one from another sector in their borough

In other words, in order to execute an action, players must place one influence marker in the corresponding sector (either from their personal supply or, if that is empty, from some other place on the board, but never from the general supply).

Example: *Peggy wants to execute the Notre Dame card, but has no influence markers in her supply. She chooses to move an influence marker from her hospital to Notre Dame so she can execute the action. She chooses an amount to donate and takes the prestige points.*

The Plague

As the fifth and last phase in each round, players determine the plague value, and move the plague marker along their plague tracks accordingly. The plague value equals the sum of the rats pictured on the 3 person cards for this round. Thus, players know at the beginning of the round what effect the plague will have and can take actions to reduce the effect if they so choose. Each player moves their rat marker forward on their plague track in their harbor sector the number of spaces equal to the sum of the rats pictured on the cards. Every player is subject to the same plague effect, whether or not they hired a person, but each player may reduce that effect if they have taken actions to do so.

The sum of the rats pictured on the 3 person cards is the plague value for this round

If players have their trusted friend or influence marker(s) in the hospital, they reduce the amount of the plague effect (for themselves only) by the number of influence markers plus the trusted friend, if it is there. The player actually subtracts the amount of the reduction from the plague amount before moving the rat marker. By doing so, it is possible for the player to reach a negative number and, therefore, move their rat marker backwards *(but never below 0)* on the rat track, instead of forward.

Players move their rat markers forward based on the plague value ...

... reduced by the number of influence markers (and trusted friend) in their hospital

Example: *In a game with 3 players, the plague value for a round is 2 + 0 + 1 = 3.*

- *Anna has 2 influence markers in her hospital. Her rat marker is on space 4. Anna moves her rat marker one space forward (3 - 2) to space 5.*
- *Scott has no influence markers in his hospital. His rat marker is on space 6. Scott moves his rat marker 3 spaces forward (3 - 0) to space 9.*
- *Mike has 3 influence markers and his trusted friend in his hospital. His rat marker is on space 5. Mike moves his rat marker back one space (3 - 4) to space 4.*



plague value = 3



Gradually, the players' rat markers move forward, some more quickly than others. Whenever a player would have to move their rat marker *beyond space 9 (the number of spaces beyond doesn´t matter!)*, the following occurs:

- The player places their rat marker on space 9 of their rat track *(never further)*.
- The player returns 2 prestige points from their play area to the supply.
- The player removes 1 influence marker from the sector with the *most* influence markers and returns it to the *general* supply.

The trusted friend is counted when determining the sector with the most influence markers, but may not be removed. If sectors tie for the most, the player chooses one.

Example: *In the 5th phase of the next round after the above example, the new plague value is 7.*

- *Anna still has 2 influence markers in her hospital. Her rat marker is on space 5. Anna moves her rat marker 5 spaces forward (7 - 2), but stops at space 9, as she cannot go past 9. As she was to move her rat marker past space 9, she also returns 2 prestige points to the supply and removes 1 influence marker from her sector with the most, returning it to the general supply.*
- *Scott still has no influence markers in his hospital. His rat marker is on space 9. Scott should move his rat marker 7 spaces forward (7 - 0), but remains on space 9 as he cannot go past 9. As he was to move his rat marker past space 9, he also returns 2 prestige points to the supply and removes 1 influence marker from his sector with the most, returning it to the general supply.*
- *Mike now has just 1 influence marker and his trusted friend in his hospital. His rat marker is on space 4. Mike moves his rat marker forward 5 spaces (7 - 2) to space 9.*

Whenever a player would move their marker beyond space 9, the player:

- **places their rat marker on space 9**
- **loses 2 prestige points**
- **returns 1 influence marker to the general supply** (from sector with the most)

Note: Each and every round, a new plague value will affect each player's position on their rat track. If a player neglects the health of their sector, their rat will move forward on the track more quickly. In every round that a player's rat marker would move beyond the 9 on the rat track, the player loses 1 influence marker and 2 prestige points. While this penalty does not guarantee the player will lose, it certainly does not help their cause!

THE 2-PLAYER GAME

Preparation

Set up the board as for the 4-player game, but with the Notre Dame tile showing the side with 2 figures *(= 6 prestige points per period)*. Each player takes one of the four boroughs, but the two chosen must be directly opposite each other. Proceed as described on page 2, "Preparation."

Use the layout for 4 players, but with the tile placed so it shows 2 figures face up

Note: In the two unassigned boroughs, the players place the messages for two unused colors, but do not place a carriage in that color. When collecting messages, a player must collect all four colors used in the game (the 2 player's colors + the 2 others) before collecting a second of any one of the colors, and so on.

Players play opposite boroughs and place 16 messages (4x4)

Playing the game

All rules remain the same as for the 3-5 player game, except: in the 2nd phase, pass two cards to the other player, then get one back. Thus, each player has 2 cards of their own color, and one card from their opponent.

Each player first passes two cards, then gets one back.



THE PERSON CARDS

General info for all person cards:



the period for the gray cards (period A, B, or C)

the picture of the person

the service received when one hires the person

rats for plague value

The six brown cards (no letter on the back)



When hiring the **hostess**, players take 3 prestige points and *either* 1 gold coin *or* 1 influence marker from the supply *or* move their rat marker one space back.



When hiring the **minstrel**, players move 1-3 influence markers (eventually including their trusted friend) from any one sector to any one *other* sector in their borough (not Notre Dame). Players do *not* execute the action associated with the new sector.



When hiring the **money lender**, players take 2 gold coins *and* 1 prestige point from the supply.



When hiring the **fool**, players move a*ny one* influence marker (or their trusted friend) from a sector or Notre Dame to any *other* sector in their borough (not in Notre Dame!) and executes the corresponding action.

Example: *Peggy hires the fool. She moves 1 of her influence markers from her bank to her carriage house. Since she already had 2 influence markers there, she can now move her carriage up to 3 marketplaces and take the message she finds there.*



When hiring the **monk**, players take 2 influence markers *and* 1 prestige point from the supply.



When hiring the **doctor**, players reduce the plague value for *themselves only for this round* to 0, regardless of its calculated value.
If players have influence markers and/or their trusted friend in their hospital, they move their rat marker back on the rat track as many spaces as they have tokens in the hospital.

Example: *The plague value is 2 + 3 + 1 = 6. Mike hired the Doctor this round and, thus, reduces the plague value for himself to 0. As Mike also has 1 influence marker and his trusted friend in his hospital, he moves his rat marker back 2 spaces from space 7 to space 5. If he had not hired the Doctor, he would have had to move his rat marker past space 9 (7 + 6 - 2 = 11) and to take the penalties associated with that move.*

The nine gray cards (A, B, or C on their backs)

The three cards for period A



When hiring the **city guard**, players take one prestige point for *each* influence marker (and their trusted friend) in each of their 7 sectors and in Notre Dame.



When hiring the **night watchman**, players take one prestige point for *each empty* sector in their borough. To be empty, a sector can have no influence markers and no trusted friend.
The harbor and Notre Dame are not included.



When hiring the **bishop**, players take one influence marker from the *general* supply, and place it in any *empty* sector in their borough (not Notre Dame) and execute the corresponding action.

The three cards for period B



When hiring the **guild master**, players take *two* prestige points for *each* of their seven sectors (not including Notre Dame) where they have at least two influence markers (including their trusted friend).



When hiring the **beggar king**, players take one prestige point for each space *beyond* their rat marker.
Example: *Leo's rat marker is on space 4 of his plague track. He earns 5 prestige points (for the five spaces 5, 6, 7, 8, and 9).*



When hiring the **advocate**, players take *three* prestige points for each *two* messages they have collected so far.
Example: *Peggy has collected 5 messages. She earns 2 x 3 = 6 prestige points.*

The three cards for period C



When hiring the **Lady of the Court**, players take *one* prestige point for *each* influence marker in the sector in their borough that has the most influence markers (including the trusted friend).
Example: *In both Anna's carriage house and her guest house she has 5 influence markers, which tie for the most in any sector. Anna earns 5 prestige points.*



When hiring the **mayor**, players take three prestige points for *each* of their seven sectors (not including Notre Dame) in which they have at least three influence markers (including the trusted friend).



When hiring the **carpenter**, players take one prestige point for *each* of their seven sectors (not including Notre Dame) in which they have at least one influence marker (or trusted friend).

EXPANSION: NEW PERSONS

18 new person cards (6 each of gray A, B, and C)

Play the game using the original rules except for the exceptions listed here.
Change the game set up as follows: Sort the 27 gray cards by the letters on the back: A, B, and C. Shuffle the 3 sets of 9 cards and randomly select 3 from each stack. Turn these cards face up for all players to see, and place the other 18 cards back in the box. Shuffle the 3 cards from each set, then place them in face down stacks, in letter order, as in the original game (A's on top, B's in the middle, C's on the bottom).
Now the game can begin!

The six cards for period A



When hiring the **manager**, players double their prestige points. Thus, players immediately take the number of prestige points (from the supply) as they currently have, thereby doubling their total.



When hiring the **nurse**, players take one influence marker from the *general* supply, place it in their hospital, and move their rat marker one space backwards.



When hiring the **scholar**, players immediately execute their third action card.
Thus, when this person is available, players keep their third action cards face down in their play areas, and discard them after phase 4.



When hiring the **priest**, players take one influence marker from the *general* supply and place it onto the central Notre Dame sector. Nothing else happens.



When hiring the **procurator**, players execute the action of any *one* of their seven sectors according to the influence markers (incl. the trusted friend) in it.



When hiring the **bell-ringer**, players take three prestige points for each influence marker of their color on the central Notre Dame sector.

The six cards for period B



When hiring the **spy**, players may look at all remaining gray person cards in the stack (without changing their order!), and also take 2 prestige points.



When hiring the **gypsies**, players may return any number of their influence markers (*not* the trusted friend) from the board back to the *general* supply. For each returned marker, players take 2 prestige points.



When hiring the **coachman**, players may use all messages they have collected of *one* type.
Example: *Anna has collected the following 5 messages: 2 of "4 PP", 2 of "2 PP + 1 marker", and 1 of "1 PP + 1 coin". Anna can take either 8 PP or 4 PP and 2 markers or 1 PP and 1 coin.*



When hiring the **trader**, players take 1 gold coin from the supply for each of their marketplaces that don't have message tokens on it.



When hiring the **benefactor**, players may return *any* number of gold coins to the supply. For each returned coin they may move their rat marker one place backwards *(but never below 0)*.



When hiring the **butcher**, players place one influence marker from the *general* supply into *each empty* sector in their borough. The corresponding actions are *not* executed.

The six cards for period C



When hiring the **advisor**, players may hire two additional persons (each costs one coin!). Players may either hire one other person twice, or both other persons once. Players may *not* hire the advisor again!



When hiring the **guard**, players take 3 prestige points for each 2 of their influence markers in the *general* supply.
Example: *Leo has 5 influence markers in the general supply and thus takes 6 prestige points.*



When hiring the **host**, players take 2 prestige points for each influence marker in their hotel (including the trusted friend).



When hiring the **gravedigger**, players take prestige points from the supply, the number of points corresponding to the current plague value.



When hiring the **actress**, players move all influence markers (incl. their trusted friend) from a sector (not Notre Dame) to any *other* sector in their borough (not Notre Dame!) and execute the corresponding action.



When hiring the **mistress**, players take one influence marker from the *general* supply, place it in the sector with their trusted friend, and execute the corresponding action.
(If the trusted friend is not yet in the borough, the mistress evokes no action.)

Do you have comments or questions about this game? Contact us:

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