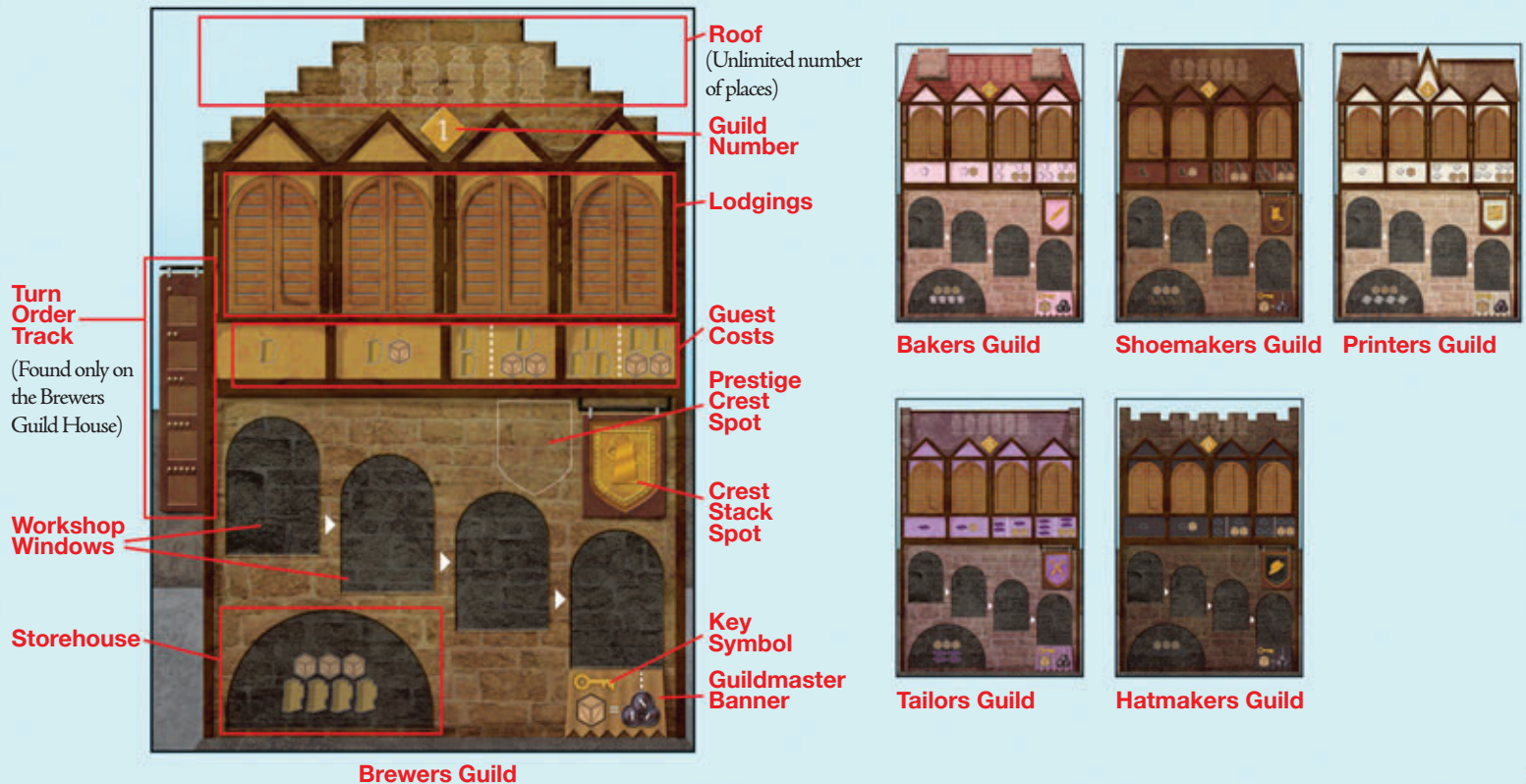# Norenberc

by Andreas Steding

12+ 2-5 90 min.

The modern city of Nuremberg was known as **Norenberc** during the middle ages, and Norenberc was a thriving center of commerce and craftsmanship. Anyone seeking control of the city would first have to gain control of the guilds, because being in command of the guilds **is** controlling the city. To do this, one would first have to win over the craftsmen; how better to accomplish this, than by buying their goods? Isn't the saying "The best friend of a craftsman is a good customer"? This would be a simple plan, but money is scarce, guild prominence rises and falls, and sometimes goods have to be sold again—if possible for a profit—to reinvest in the goods of the more influential guilds and gain their favor. The one who can best manipulate the flow of commerce to earn the loyalty of the city's craftsmen and their guests will be the one who gains control of the guilds of Norenberc!

Overview

In Norenberc, each player represents an ambitious merchant trying to gain influence in the town council of Norenberc. To do this, players must win over the craftsmen of the city's various guilds. The player who manages to win over the most (and the most influential) craftsmen will be the one who wins the game. Every round consists of one or more turns. Every turn, all players simultaneously select the guilds at which they wish to take actions, limited by the number of agents at their disposal. Actions include buying and selling goods, and hiring guests that are lodging at the guilds: various craftsmen and also townsmen with useful special abilities. At the end of each round, the guildmaster of each guild will select a favorite from among the players: the one owning the most of that guild's goods. The favorite of each guild will claim the loyalty of its current guildmaster and earn one of that guild's crests. The most important guild in the city will also bestow one of the valuable prestige crests upon its favorite. At the end of the game, players will compare their amassed craftsmen, crests, money, and townsmen to see who has won the game!

Components

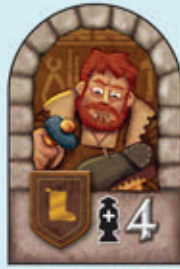**6 Guildhouses** (Brewers, Bakers, Shoemakers, Printers, Tailors, and Hatmakers)

Roof (Unlimited number of places)

Guild Number

Lodgings

Turn Order Track (Found only on the Brewers Guild House)

Guest Costs

Prestige Crest Spot

Crest Stack Spot

Workshop Windows

Storehouse

Key Symbol

Guildmaster Banner

Brewers Guild

Bakers Guild   **Shoemakers Guild**   **Printers Guild**

Tailors Guild   **Hatmakers Guild**

66 Craftsmen (11 for each Guild)

Guild Symbol

Craftsman Value

Brewer

Baker

Shoemaker

Printer

Tailor

Hatmaker

26 Townsmen (Many different types, described in detail in the *Townsmen* section of the rules)

Trigger Symbol

Special Ability

*Note: The craftsman tiles and townsmen tiles have an identical back side. To tell them apart on the front side, notice that all craftsmen have a **stone** window-frame and all townsmen have a **wooden** window-frame.*

Craftsmen have stone frame

Townsmen have wooden frame

Both types share the same back

Talers (Coins of various denominations)

72 Goods tokens (12 for each Guild)

Beer (Brewer)

Pastries (Baker)

Shoes (Shoemaker)

Pages (Printer)

Cloth (Tailor)

Hats (Hatmaker)

24 Guild Crests (4 for each Guild)

Brewer

Baker

Shoemaker

Printer

Tailor

Hatmaker

40 Agents (8 in each player color)

30 Action Cards (5 of each type with player colors on the back)

Brewer

Baker

Shoemaker

Printer

Tailor

Hatmaker

5 Turn Order Markers

4 Prestige Crests

5 Pass Tokens (1 in each player color with moon symbol on the back)

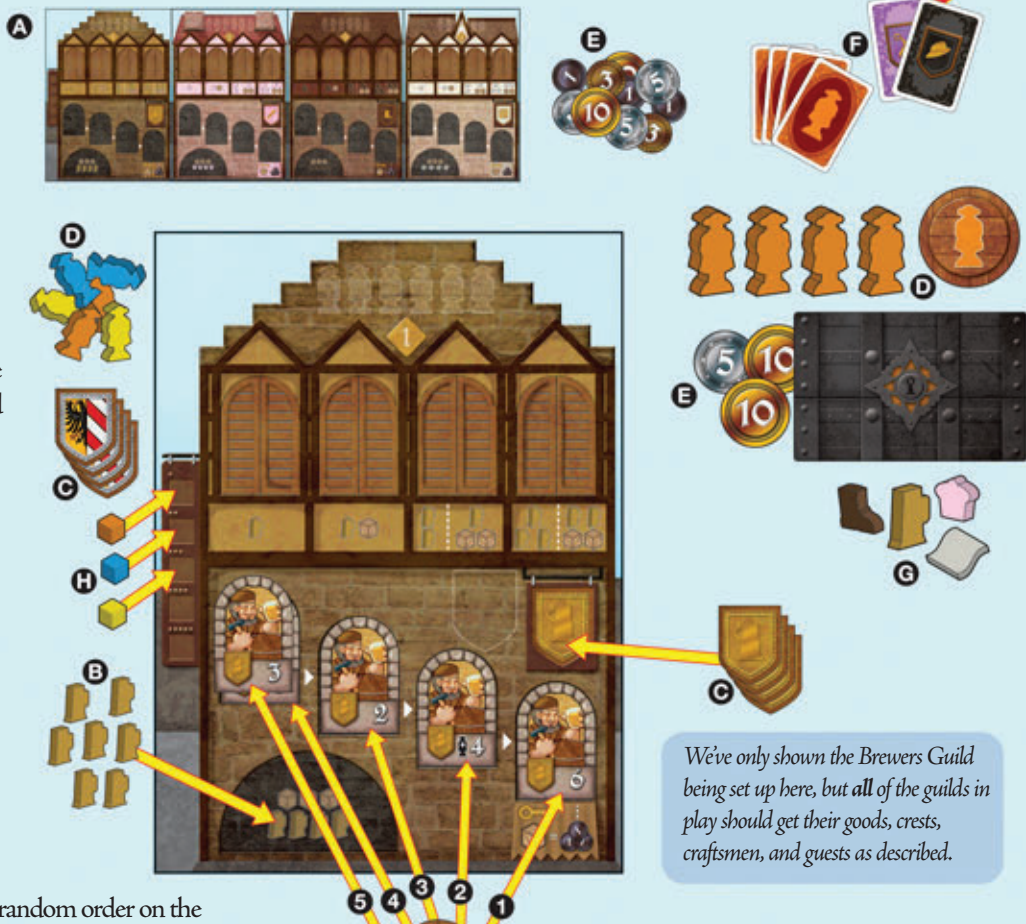**5 Vaults** (1 in each player color with scoring track on the back)

Setup

The components you use will vary depending on how many players are in the game. Any guild that you do **not** use in your game should have its guild house placed back in the box, **along with its 11 craftsmen, 12 goods tokens, and 4 crests**. As well, you will use only a certain number of **townsmen** depending on how many players are in the game. Shuffle the townsmen facedown and keep the following number depending on the number of players; put the remainder back in the box unseen:
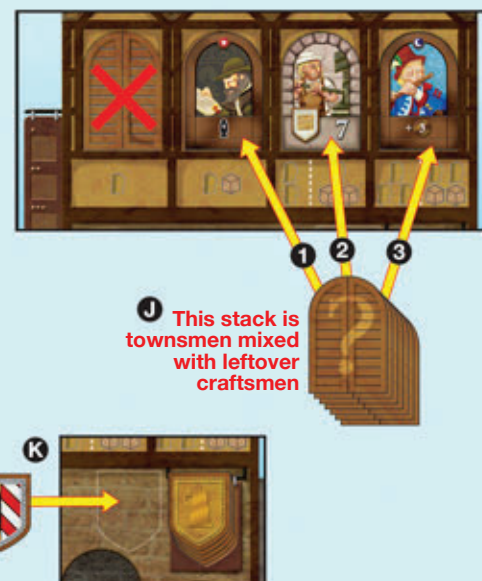
2-player game	3-player game	4-player game	5-player game
Use guilds 1 to 3 Keep 8 townsmen	Use guilds 1 to 4 Keep 12 townsmen	Use guilds 1 to 5 Keep 16 townsmen	Use guilds 1 to 6 Keep 20 townsmen

For our examples we will set up a 3-player game which will use the first 4 guilds and will keep 12 townsmen.

A Place the guild houses that you are using on the table in numerical order. (Brewers first, then Bakers, then Shoemakers, and so on.)

B Place all of the goods in the storehouses of their respective guilds.

C Stack the crests on the indicated spots of their respective guilds. Stack the prestige crests in a supply near the Brewers guild house.

D Each player selects a player color. Unselected player colors are returned to the box. Each player takes the vault, the pass token, and 4 agents in their color, and puts the remainder of their agents in a stockpile.

E Each player receives 25 Talers. During the game, players may conceal their Talers (*but no other components*) beneath their vault. The rest of the money is placed in a common bank. Players may make change as necessary during the game.

F Each player takes the deck of Action cards of their color; each player keeps only the cards **matching the exact guilds in play**, returning any unused cards to the box.

G Each player takes 1 good from each storehouse so that they have 1 of each type.

H The turn order markers for all players are placed in random order on the spaces of the turn order track, starting from the top and going down.

I Separate the **craftsmen** by type (Brewers, Bakers, etc.) and shuffle them into **separate** face down stacks. For each guild, draw the top four craftsmen from its stack and place them face up in the **workshop** windows of the guildhouse, starting from the bottom window and working upwards. Then take a fifth craftsman from the stack and stack it on **top** of the craftsman that's already in the topmost window.

The craftsman in the bottom window of each guild is its current *guildmaster*, as indicated by the key symbol. (*The title of guildmaster will pass each round to the next craftsman upward as it slides into the bottom window, and eventually to the upper craftsman in the 2-token stack in the top window; the lower token in that stack moves with the upper but is not considered the guildmaster.*)

J After all guild workshops have received their five craftsmen, all remaining craftsmen should be **shuffled together with the townsmen into a combined face down stockpile**; craftsmen and townsmen together in this pile are called *guests*. From this stockpile, draw three guests for each guildhouse and place them in drawing order in the **lodgings** windows, starting from the left but skipping the first window of each guild. (*It may turn out that craftsmen belonging to a guild will end up as guests in its own lodgings; this* **is** *allowed.*) Keep the leftover guests in a face down stack nearby.

K Finally, determine the guild which will be the *prestige* (most important) guild at the start of the game. The prestige guild is the guild with the **highest-value guildmaster**. (*If two or more guilds have the highest-value guildmaster, the tie is broken in favour of the lower-numbered guild.*) Take one of the prestige crests from the supply and place it by the crest stack of the current prestige guild.

*We've only shown the Brewers Guild being set up here, but **all** of the guilds in play should get their goods, crests, craftsmen, and guests as described.*

This stack is all Brewers

This stack is townsmen mixed with leftover craftsmen

As seen in the setup illustration above, the Brewers Guild guildmaster has a value of 6. Assuming that this value is the highest of the four guilds in play, the Brewers Guild gets the prestige crest.

3

Order of Play

Norenberc lasts for four *rounds*. Each round consists of at least one (but normally several) *turns*. Each turn consists of three *phases*:

1) Planning Phase

(Players with remaining agents use their Action cards to decide at which guilds their agents will act.)

2) Action Phase

(The main portion of the game; players use their agents to conduct various types of business at the guilds until all planned actions have been resolved.)

3) Turn End Phase

(Players prepare for the next turn and check to see if the round has ended.)

1) Planning Phase

During the Planning phase, every player places a number of action cards face down in front of him; each action card represents his intention to take a single action at the guild it displays. A player is allowed to take several actions in a single turn (*each action at a different guild*), but since each planned action will require an agent to carry it out in the following phase, he cannot plan more actions than the number of agents that remain at his disposal at the time of planning. To distinguish between played and unplayed cards on the table, you should keep unplayed cards under your Pass Token.

If he has agents remaining but doesn't want to take any actions, a player may instead choose to **pass** by flipping his Pass Token so that the **moon side** is showing. A player whose Pass Token is showing the moon side is *finished* for the entire round, and is not permitted to plan or take actions until the next round begins, even if there are additional **turns** later in this same round.

moon side

The great majority of the time, players will all plan at the same time, place their cards (or pass), and proceed to the Action phase when everyone is ready. However in the event that a dispute arises because players want to wait and see what the others will do before they reveal their own intentions, then the rule to resolve the dispute is that the players must act in reverse turn order.

When all players have either played their chosen Action cards or have passed, play moves on to the Action phase.

Planning Example: *It is the first turn of the game, so all players have 4 Agents available. This means that each could play up to four actions. Yellow decides to take actions at three guilds; the Bakers, Shoemakers, and Printers guilds. He plays those three cards face-down to the table and keeps his last card under his Pass Token. Blue is more cautious and plans only two actions; Brewers and Shoemakers. She keeps the other two cards under her Pass Token. Orange decides to take actions at all four guilds and plays all four of his action cards to the table.*

2) Action Phase

The Action phase is where the majority of the game occurs. Guilds are resolved in numerical order, starting from Brewers and working upwards until all guilds are finished. All players' actions at one guild are resolved before moving on to the next guild.

Calling Out a Guild

When a guild is called out, all players that played their action card for that guild flip it over to reveal it. (*If no players planned an action here, the next guild is called out.*) Any player who revealed a card for the called guild should now place an agent from their supply on their revealed card; this will remind them to place the agent on the guildhouse roof when they reclaim the card following their action.

Each player that planned an action at this guild then takes one action at that guild, following the turn order chart. Players have four options for actions that they can take at a guild, described below.

Calling Out a Guild Example: *The guilds are resolved in numerical order, so the first guild called out will be the Brewers Guild. All players who played their Brewers card to the table in the Planning phase now reveal it... Blue and Orange are those players, and Yellow will not take an action here since he did not play his Brewers card. Blue and Orange each take an agent from their supply and place it on their own revealed Brewers card.*

The Actions

A) Sell Goods
(Sell a guild's own goods to it for the guildmaster's price.)

B) Recruit a Guest & Change the Turn Order Chart
(Hire a guest from the guild's lodgings and improve your position in the turn order..)

C) Buy Goods
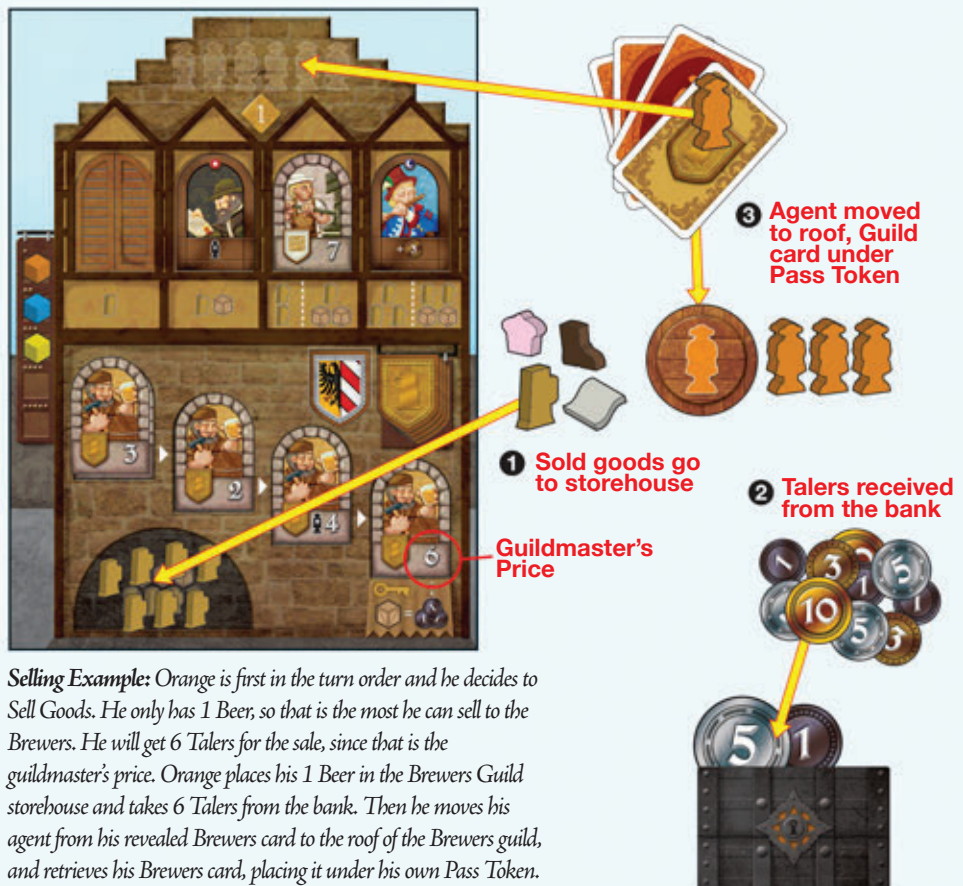(Buy up to 3 goods from the guild's storehouse for the guildmaster's price.)

D) Do Nothing
(Do nothing,)

A) Sell Goods

A player can sell any number of goods to the guild. The guild will only buy goods of its own type. (*For example the Brewers Guild will only buy Beer, the Bakers Guild will only buy Pastries, and so on.*) The sales price per good sold equals the value of the guild's current guildmaster.

❶ The player moves the goods he is selling to the guild's storehouse.

❷ The payer collects the guildmaster's price from the bank for each good sold.

❸ After selling, the player moves his agent from his revealed Action card to the roof of the guildhouse. He then reclaims his Action card and places it under his Pass Token.

> There is **never** a limit to the number of agents that can be placed on any guildhouse roof.

③ Agent moved to roof, Guild card under Pass Token

❶ Sold goods go to storehouse

Guildmaster's Price

❷ Talers received from the bank

Selling Example: Orange is first in the turn order and he decides to Sell Goods. He only has 1 Beer, so that is the most he can sell to the Brewers. He will get 6 Talers for the sale, since that is the guildmaster's price. Orange places his 1 Beer in the Brewers Guild storehouse and takes 6 Talers from the bank. Then he moves his agent from his revealed Brewers card to the roof of the Brewers guild, and retrieves his Brewers card, placing it under his own Pass Token.
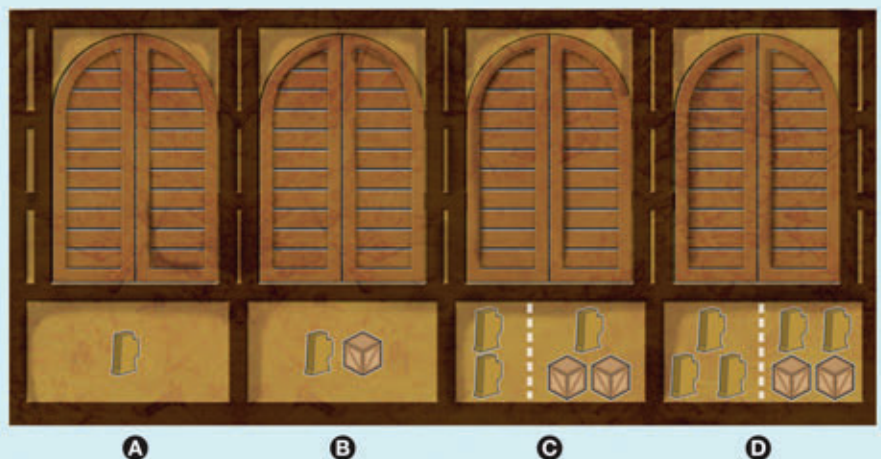

B) Recruit a Guest & Change the Turn Order Chart

A player can recruit one guest from the guild's lodgings, and then may change the turn order chart. The price to recruit a guest depends on which lodgings window that guest occupies, and is printed on the guildhouse. From left to right, the prices are:

Ⓐ One of the guild's own goods

Ⓑ One of the guild's own goods plus one good of any type

Ⓒ Two of the guild's own goods OR
One of the guild's own goods plus two goods of any type

Ⓓ Three of the guild's own goods OR
Two of the guild's own goods plus two goods of any type

> Note that throughout the game, the **crate** symbol is used to represent "a good of any type".

Ⓐ   Ⓑ   Ⓒ   Ⓓ

Recruit a Guest & Change the Turn Order Chart (continued)

There are a few brief steps involved in this action:

❶ All goods used to recruit a guest (even goods of different types) are placed into the guild's storehouse.

❷ The player then takes the recruited guest and keeps it face up in front of himself where everyone can see it.

Craftsmen with this symbol: Some **craftsmen** display the agent + symbol. When a player recruits such a craftsman, he immediately takes one of his own agents from the stockpile *(if any are still available; the maximum a player may have is 8)* and can use it in later turns.

⭐ 🌙 ☀️ **Trigger Symbols:** Every townsman has one of the three **trigger symbols**; star, moon, or sun. This symbol tells you when that townsman's special ability is activated.
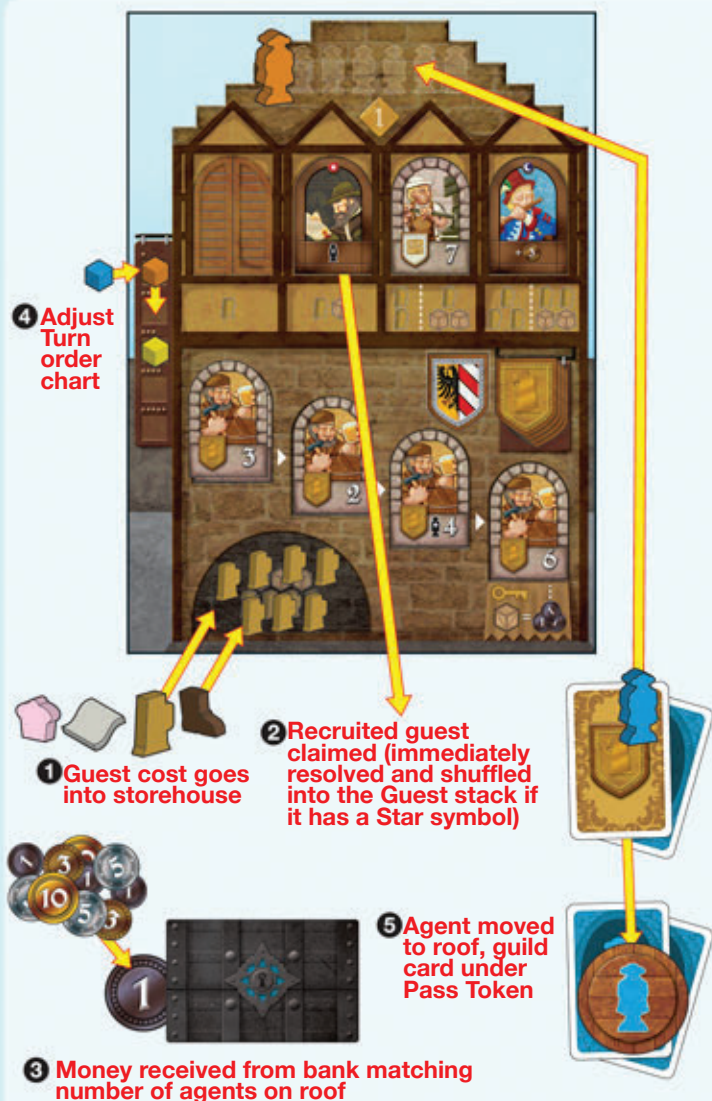
⭐ **Star symbol:** This townsman's ability is used **immediately** when the townsman is recruited. Resolve the special ability, then shuffle the townsman back into the face-down stockpile of guests; this means that the townsman may reappear in a guild's lodgings later in the game. *(See the individual descriptions in the Townsmen section of the rules for details on each special ability.)*

🌙 **Moon symbol:** This townsman's ability is used during the **End of a Round**. Townsmen with moon symbols (except the *Peddler*) are not returned to the stockpile once their ability is triggered; their ability can be used at the end of every round. *(See the individual descriptions in the Townsmen section of the rules for details on each special ability.)*

☀️ **Sun symbol:** This townsman's ability is used during the **End of the Game**. *(See the individual descriptions in the Townsmen section of the rules for details on each special ability.)*

❸ As an added bonus for recruiting, the player earns Talers from the bank equal to the number of agents that are currently on the roof of this guildhouse *(not counting his own agent from this action which has not yet been placed there.)*

❹ The player may then choose to adjust the turn order chart to put his own turn marker in first place; any player's marker that was ahead of his on the chart slides down one place lower on the chart.

❺ After recruiting, the player moves his agent from his revealed Action card to the roof of the guildhouse. He then reclaims his Action card and places it under his Pass Token.

❹ **Adjust Turn order chart**

❶ **Guest cost goes into storehouse**

❷ **Recruited guest claimed (immediately resolved and shuffled into the Guest stack if it has a Star symbol)**

❸ **Money received from bank matching number of agents on roof**

❺ **Agent moved to roof, guild card under Pass Token**

Recruiting Example: Blue's turn at the Brewers Guild is next on the turn order chart, and she decides to recruit a guest. First she looks at the lodgings and decides which guest she wants to recruit. There is no guest in the first window. The second window has a Councilman townsman, which she could afford by paying 1 Beer and 1 of any good. The third window has a value-7 Printer craftsman; she doesn't have 2 beers but she could afford to pay 1 Beer plus 2 of any good. The fourth window holds a Musician, but she cannot afford it.

She decides to recruit the Councilman. First she pays the cost of 1 Beer and 1 good of any type (she chooses a Shoe) into the guild's storehouse. Then she takes the guest. The Councilman happens to have a star symbol, which means that its ability is immediately activated; she uses its ability to take a new agent from the stockpile, then shuffles it back into the guest stack. Next, she earns 1 Taler from the bank since there is 1 agent on the guild's roof. Finally she has the option to adjust the turn order chart, which she does: she moves her marker into first place, which pushes Orange down into second.

To wrap up the action, she places her agent onto the guild's roof and reclaims her Brewers card, placing it under her Pass Token.

Calling Out the next Guild

Remembering back to the Planning phase (page 4), you'll recall that only two players planned an action at the Brewers Guild. Since they have both now performed their actions and reclaimed their Brewers cards, we call out the next guild in order... the Bakers Guild. This time Yellow and Orange reveal their Bakers cards, and each places an agent from their supply onto the card. They will each take their action at this guild, again following the turn order chart.

C) Buy Goods

A player may buy **up to 3 goods** from the guild's storehouse. The price is determined by the value of the guild's current guildmaster. *(Note that goods of any type which are in a guild's storehouse may be bought for the same price as the guild's own goods; keep alert for opportunities to buy expensive goods cheaply this way.)*

❶ The player calculates the total cost of his purchase and pays that amount to the bank.

❷ The player collects his purchased goods from the guild's storehouse.

❸ After buying, the player moves his agent from his revealed Action card to the roof of the guildhouse. He then reclaims his Action card and places it under his Pass Token.

There is no limit to the number of goods a player may own, but the number of goods in the game is limited to the actual number of goods tokens; if there are no goods in a guild's storehouse, a player cannot buy anything from that guild. Players may not buy goods from each other.
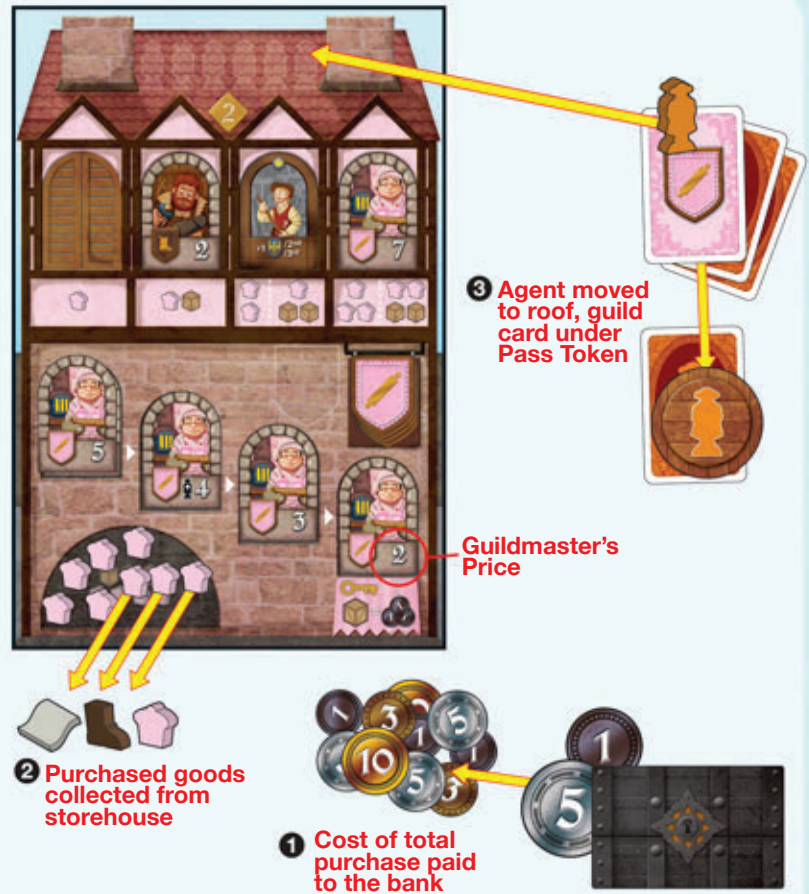
Special Rules: During the **first turn of the first round only**, there is sometimes a special limit on the number of goods a player can buy. For each guild after Action cards are revealed, check to see if the limit applies:

In a **5-player** game if **4 or 5** players played an Action card for the guild, the maximum each player may buy at this guild is **1 good**.

In a **5-player** game if **3** players played an Action card for the guild, the maximum each player may buy at this guild is **2 goods**.

In a **4-player** game if **3 or 4** players played an Action card for the guild, the maximum each player may buy at this guild is **2 goods**.

In all cases the normal limit of 3 goods remains. Remember that this limit is for the first turn of the first round only.

❸ Agent moved to roof, guild card under Pass Token

Guildmaster's Price

❷ Purchased goods collected from storehouse

**❶ Cost of total purchase paid to the bank**

Buying Example: It's Orange's turn at the Bakers Guild. He decides to buy some goods since the guildmaster's price is 2... as low as it gets! Orange has a lot of money on hand (the 25 Talers he started the game with plus the 6 he earned for selling Beer to the Brewers Guild) but the maximum number of goods a player is allowed to buy in one action is 3. He pays 6 Talers to the bank and collects 3 Pastries from the guild's storehouse. (Note that if there had been other types of goods in the Bakers storehouse, he could have bought those instead of Pastries.)

To wrap up the action, he places his agent onto the guild's roof and reclaims his Bakers card, placing it under his Pass Token.

D) Do Nothing

A player may choose to perform no action at the guild even though he played a card for that guild. Despite this he still **must** place his agent on the roof of the guildhouse, and then reclaims his Action card.

Agent moved to roof, guild card under Pass Token
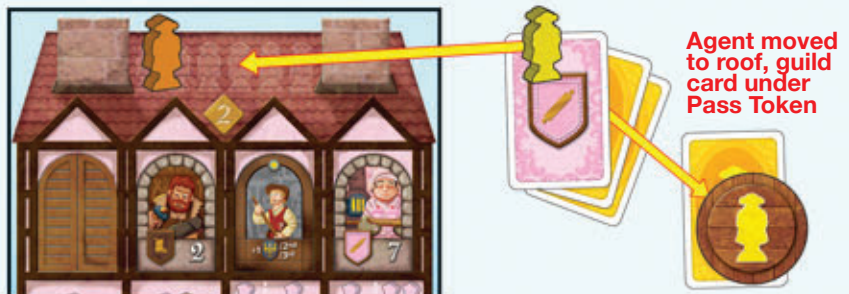
Do Nothing Example: It's probably not the wisest decision since prices are so low at the Bakers Guild, but for his own reasons Yellow decides that he doesn't want to take an action here even though he played his Bakers card during the Planning phase. He simply places his agent onto the guild's roof and reclaims his Bakers card, placing it under his Pass Token.

Continuing with the remaining Guilds

As with the first two guilds resolved, we would then move through the Shoemakers Guild (at which all three players planned an action) and the Printers Guild (at which only Yellow and Orange planned an action). We won't share the details of what the players did there since we have already described the four possible actions. (Selling Goods, Recruiting Guests & Changing the Turn Order, Buying Goods, and Doing Nothing.) Remember that each guild is resolved in turn order, and that each player puts his agent on the roof of the guild and retrieves his Action card when he has completed whichever action he chooses for the guild.

3) Turn End Phase

After all guilds have been resolved and all players have reclaimed their Action cards, any player who has **no agents** remaining at their disposal flips over their Pass Token to reveal the moon side. Those players are now *finished* for the round.

At this point if **all** players are *finished* (moon side showing), the round is over. *(Remember that this includes players who passed during an earlier Planning phase of this round.)* Proceed to the **End of a Round** section of the rules.

However, if **at least one player** still has the agent side of their Pass Token showing, the round is **not yet** over and a new **turn** *(still a part of the same round)* begins. Any player who is *finished* does not participate in the new turn, but rather must wait for a new round to begin before participating again.

*Turn End Example: At the end of the turn, all players have their four Action cards back under their Pass Tokens. Since Yellow took 3 actions during the turn (and thus placed three of his agents on guildhouse roofs), he has 1 agent remaining; he is not yet finished. Blue took only 2 actions during the turn, and also **gained** an agent when she recruited the Councilman from the Brewers lodgings; she has 3 agents remaining and is not yet finished. Orange however took 4 actions during the turn and did not gain any agents; he **is** finished, and flips his Pass Token to show the moon side.*

*All players are not finished, so a new turn will begin, starting with a Planning phase. Since Orange **is** finished, he will not participate and must hope that the other players either pass or run out of agents during this turn, so that the round will end and he can get back into the game.*

After the next turn

For the purposes of the example, let's imagine that Yellow chose to pass in the new turn (flipping his Pass Token moon-side up), and that Blue performed actions at 3 guilds without gaining any new agents in the process. At the Turn End phase of the new turn, she has no agents remaining and flips her Pass Token moon-side up. Since all three players have their moon side showing, the round ends!

End of a Round

There are seven simple steps to ending a round:

> ☾ Townsmen with the **moon** symbol will apply their special abilities during the *End of a Round* process. See the *Townsmen* section of the rules for details about these abilities and how/when to apply them.

1) Guildmasters Choose Their Favorites

2) Reclaim All Agents

3) Collect Income

If the fourth round just ended, skip the next 4 steps and proceed to the End of Game. It is easy to notice that the fourth round is over as there will be no craftsmen remaining in the guild workshops at this point.

4) Flip Pass Tokens Over

5) New Guildmasters Slide into Place

6) Refill the Lodgings

7) Select a New Prestige Guild

When these steps are complete, a new round begins with all players participating.

1) Guildmasters Choose Their Favorites

The guildmaster of each guild chooses a favorite player to support. Resolve the guilds one at a time in numerical order. For each guild, the *favorite* is **the player that currently owns the most goods of that guild's type.**

- If two or more players are tied for most goods of that type, the favorite is the one with more money remaining. (*Affected players must reveal their money in that case.*) If there is still a tie, the tied player with the better position on the turn order chart is the favorite.

- If no player has any goods of a guild, there is no favorite for that guild this round; return the guildmaster (*and the lower tile in the stack if this is the fourth round*) to the box.

The favorite must **return 1 good of that guilds type to the guild's storehouse**, and then collects:

❶ The guildmaster tile, keeping it face up in front of himself along with any other craftsmen/townsmen he has recruited. (*If this is the fourth round, the favorite also takes the lower craftsman in the 2-tile stack.*)

> Some **craftsmen** display the agent + symbol. For each tile featuring this symbol that a player claims during this phase (*a guildmaster and/or the lower tile in the 2-tile stack if this is the fourth round*), the player immediately takes one of his own agents from the stockpile (*if any are still available; the maximum a player may have is 8*).

❷ One of that guild's own crests.

❸ The prestige crest, **if** that guild is the current prestige guild.

2) Reclaim All Agents

All players collect all of their own agents back from the roofs of the guilds.

3) Collect Income

Each player recieves 3 Talers from the bank.

If the fourth round just ended, skip the next 4 steps and proceed to the End of Game. It is easy to notice that the fourth round is over as there will be no craftsmen remaining in the guild workshops at this point.

4) Flip Pass Tokens Over

All players flip their Pass Tokens back to the agent side.

5) New Guildmasters Slide into Place

For each guild, slide the craftsman (*or 2-tile stack*) in the lowest occupied window of the workshop down into the guildmaster's position. This craftsman (*only the **top** craftsman if it's the 2-tile stack*) is the new guildmaster.

6) Refill the Lodgings

First any guest in the **leftmost** window of any guild's lodgings is returned to the box. Next all guests remaining in each guild's lodgings are slid as far as possible over to the left. Finally, new guests are drawn from the guest stack and added one at a time face up to the unoccupied lodging windows from left to right. Refill each guild this way in numerical order starting with the lowest guild (*Brewers*). If there are not enough guests to fill all of the lodging windows, leftover windows remain empty.
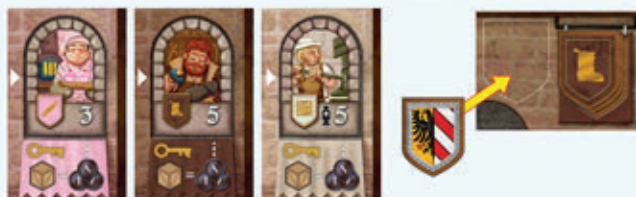
7) Select a new Prestige guild

A new prestige guild is selected. The new prestige guild **cannot** be the same guild as in the previous round. Counting the other guilds only, the new prestige guild is the guild with the highest-value new guildmaster. If two or more guilds have the highest-value guildmaster, the tie is broken in favor of the lower-numbered guild. Take one of the prestige crests from the supply and place it by the crest stack of the new prestige guild.

Guildmasters Choose Their Favorites Example: We'll look at the Brewer's Guild since it is first in numerical order. We know that Orange sold a Beer to the Brewers in the first turn of the first round, leaving him with none. Let's imagine that one of Blue's actions in the second turn was also selling 1 Beer to the Brewers, so she also has none. That leaves Yellow as the only one with any Beer left; therefore the Brewer Guildmaster picks Yellow as the guild's favorite. Yellow returns 1 Beer to the guild's storehouse then takes the guildmaster tile, plus a Brewers Guild crest from the guild's crest stack, and since this happens to be the prestige guild for this round, he takes the prestige crest as well. All other guilds are then resolved using the same process.

New Guildmasters Slide into Place / Refill the Lodgings Example: We will look at the Brewers Guild, but you'll do this for all guilds in play. First we slide the value-4 Brewer craftsman down into the guildmaster spot, making it the new guildmaster. If there were a guest in the leftmost window of the lodgings we would discard it, but there is not. We slide the two remaining guests in the lodgings over to the left as far as they will go. Then we draw two tiles from the guest stack and place them face up in the now-empty windows of the lodgings.

*Select a new Prestige Guild Example: Looking at all of the guilds **except** the Brewers Guild (**because it was the prestige guild last round**), we see that Shoemakers and Printers are tied for highest-value guildmaster. The tie goes to the lower-numbered guild, so the Shoemakers become the new prestige guild!*

End of the Game

The game ends after the fourth round (*and after the final guildmasters have chosen their favorites and all players have retrieved their agents and collected income*). Victory Points (**VP**) are now calculated to see who has won the game.

This symbol is used to represent VP on the townsmen and elsewhere throughout the game.

Players should flip their vaults over and use the scoring tracks on the vault back sides to total their scores, using their turn markers from the Turn order chart as scoring markers. VP are scored in a number of ways:

- **Townsman bonuses.**

  The special abilities of townsmen with the **sun symbol** will come into play during scoring. Some of these abilities will give VP in a straightforward way, and others will affect how players calculate the other types of scoring. **Players should make sure to understand how their townsmen will affect their score calculation.** (*See the Townsmen section of the rules for details on the various abilities of the Townsmen.*)

- **Majority of Craftsmen for Each Guild.**

  Resolve each guild separately, one at a time. For each guild, all players should add up the values of the craftsmen they own for that guild. Players earn VP depending on what place they finish in for that guild:

  1st place 5 VP   **2nd place** 3 VP   **3rd place** 1 VP

  > If there is no 2nd and/or 3rd place, the 1st-place player gets those VP. In the case of a tie for 1st, 2nd, or 3rd place, the tiebreaker is always the **number** of actual craftsman tiles, rather than their value.
  > If this **still** results in a tie:
  > *Tie for 1st place: the tied players earn 4 VP each and no 2nd place is awarded.*
  > *Tie for 2nd place: the tied players earn 2 VP each and no 3rd place is awarded.*
  > *Tie for 3rd place: the tied players earn 0 VP each.*

- **Craftsmen of 30+ Value.**

  Any player who has managed to amass craftsmen of one type with a combined value of 30 or more earns **2 VP**. (Each player can earn this for multiple craftsman types.)

- **All Craftsman Types.**

  Any player with at least one craftsman of each guild earns **5 VP.**

- **Richest Player.**

  The player with the most Talers earns **5 VP.** (*If there is a tie for most Talers, each tied player earns 2 VP.*)

- **Crest Collections.**

  Players earn VP according to the chart below for having collected **different** guild crests. *Each prestige crest counts as a unique crest.*

|	
0 to 2 different crests	0 VP
3 different crests	2 VP
4 different crests	5 VP
5 different crests	9 VP
6 different crests	14 VP
7 or more different crests	20 VP

Once all scores have been calculated, the player with the most VP is the winner of the game. (*If two or more players are tied for final score, the winner is the tied player with more craftsmen. If there is still a tie, then the winner is the tied player with the higher value of craftsmen.*) He or she will enjoy a life of wealth and honor as the most influential power in Norenberc... until the next game!
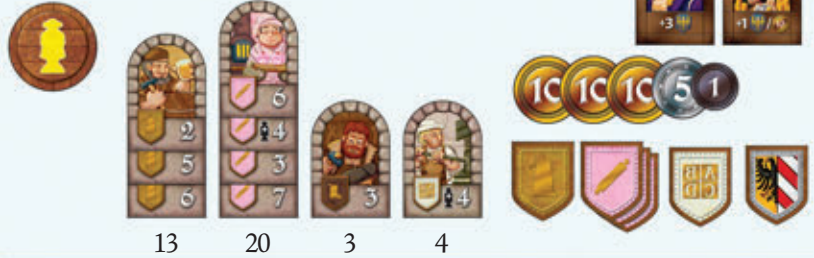
Blue's relevant collected items

9   0   15   32
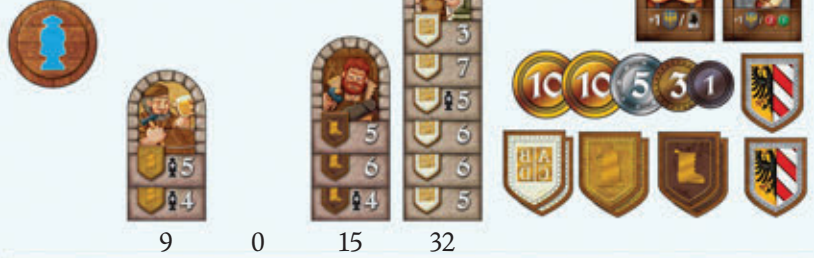
Orange's relevant collected items

10   10   14   4
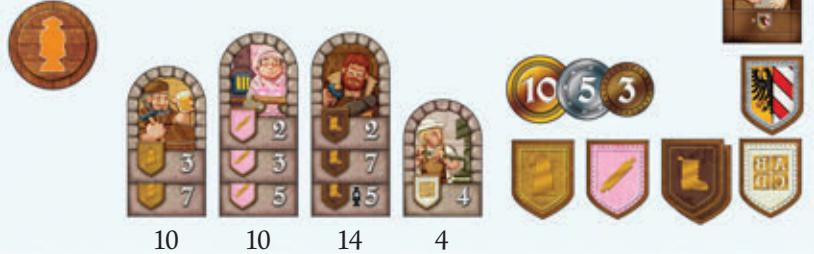
Yellow's relevant collected items

13   20   3   4

- **End of the Game Example:** *Right away we check the player's townsmen and see that Blue earns 2 VP for her Foreman (which earns her 1 VP per value-4 craftsman), and Yellow earns 3 VP for his Nobleman plus 3 VP for his Tax Collector (which earns him 1 VP per 10 Talers). The other townsmen (Apprentice and Engraver) will come into play as we calculate other scores below.*

- *Resolving the guilds one at a time for craftsman majority we get...*
  Brewers: 1st Yellow (5 VP) 2nd Orange (3VP) 3rd Blue (1 VP, +1 for her Apprentice)
  Bakers: 1st Yellow (5 VP) 2nd Orange (3 VP) no 3rd, so 1st place Yellow gets the 1 VP
  Shoemakers: 1st Blue (5 VP) 2nd Orange (3 VP) 3rd Yellow (1 VP)
  Printers: 1st Blue (5 VP) 2nd Orange/Yellow tie (2 VP each) 3rd not awarded
  ...so in total for craftsman majority Blue earns 12 VP, Orange earns 11 VP, and Yellow earns 14 VP.

- *We also see that Blue has a combined value of over 30 for her Printer craftsmen, so she gets 2 VP.*

- *Yellow and Orange both managed to gather at least one craftsman of each type, so they each earn 5 VP.*

- *The richest player is Yellow, so he earns 5 VP*

- *Blue has collected 5 different crests, so she earns 9 VP. Orange has collected 6 different crests (including his Engraver townsman) so he earns 14 VP. Yellow has collected 4 different crests so he earns 5 VP.*

In the end (shown here together on one scoring track)
- *Blue's final score is 25*
- *Yellow's final score is 35*
- *Orange's final score is 41*
Orange wins the game!

Townsmen

Descriptions of the townsmen of Norenberc.

⭐ Councilman

Councilmen approve the hiring of new agents for the various merchants of Norenberc.

The player immediately takes one of his own agents from the stockpile *(if any are still available; the maximum a player may have is 8)* and can use it in later turns. **The Councilman is immediately shuffled back into the guest stack.**
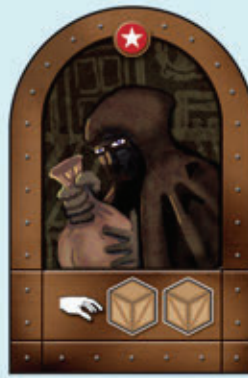
⭐ Burglar

Goods are not always obtained legally; luckily the merchants are insured against any losses.

The player may immediately take any two goods from one other player. **The victim receives compensation from the bank** as if he had sold those goods to their respective guilds at their current guildmaster's price. **The Burglar is immediately shuffled back into the guest stack.**

⭐ Guardsman

Humble craftsmen will respect the orders of Norenberc's armed militiamen.

The player may immediately swap the positions of two craftsmen of the same type. *(For example two Bakers.)* It does not matter whether the switched craftsmen are in the lodgings or the workshop, or even if they are in different guildhouses. **Guildmasters may not moved by the Guardsman. The Guardsman is immediately shuffled back into the guest stack.**

🌙 Musician

The minstrels of the countryside can earn a lot of money with their songs...

During the *Collect Income* step at the end of each round, the player collects bonus Talers from the bank as shown on the Musician tile. (Either 3 or 5 Talers)

🌙 Peddler

A few extra boxes of goods on hand can always help to win a guildmaster's favor!

When a player recruits the Peddler, he must place one of his own goods on the tile. *(If he has no goods at the time of recruitment, the Peddler is immediately shuffled back into the guest stack.)* Then, during the *Guildmasters Choose Their Favorites* step at the end of this round, the tile combined with the good counts as 4 of that good type for that purpose only. **Once favorites have been chosen, the Peddler tile (*unlike other guests bearing the moon symbol*) is shuffled back into the stack of guests and the player gets his good back.**

🌙 Mayor

When a guild gets the attention of the Mayor of Norenberc, its craftsmen earn more money!

When a player recruits the Mayor, he immediately places the Mayor on the roof of a guild of his choice; it stays there for the rest of the game. Thereafter during the *Collect Income* step at the end of each round, **all players** earn 1 bonus Taler per craftsman they have of that type.

☀ Nobleman

It is always worth the effort to associate yourself with the nobility of Norenberc.

At the end of the game, the player earns as many bonus VP as are displayed on the Nobleman's tile. (Either 2 or 3 VP)

☀ Tax Collector

A wise man will profit from his money in more than one manner.

At the end of the game, the player earns 1VP for every 10 Talers he owns, ignoring any remainder.

☀ Engraver

The valuable prestige crests are not that difficult to fabricate if you know what you're doing...

During the **Crest Collections** step at the end of the game, the Engraver tile counts as a prestige crest for that purpose.

☀ Foreman

The less-skilled craftsmen can succeed under the watchful eye of the right foreman.

At the end of the game, the player earns 1 bonus VP for each craftsman (of any type) he has of the value displayed on the Foreman tile. (Either value 2, value 3, or value 4)

☀ Apprentice

The next generation of craftsmen learns from the mistakes of the current crop.

During the **Majority of Craftsmen for Each Guild** step at the end of the game, the player earns 1 bonus VP for every 2nd or 3rd place he achieves.

Game Summary for quick reference during play

Order of Play

There are 4 rounds. Each round is made up of at least 1 turn. Each turn has three phases.

1) Planning Phase (Players with remaining agents play cards corresponding to the guilds at which they want to take actions, or pass.)

2) Action Phase (Guilds are resolved in numerical order with players performing 1 action at each if they planned an action there.)

    A) Sell Goods (Sell a guild's own goods to it for the guildmaster's price.)

    B) Recruit a Guest and Change the Turn Order Chart (Hire a guest from the guild's lodgings and improve your position in the turn order.)

    C) Buy Goods (Buy up to 3 goods from the guild's storehouse for the guildmaster's price.)

    D) Do Nothing (Do nothing.)

3) Turn End Phase (Players prepare for the next turn and check to see if the round has ended; if not, start a new turn)

End of a Round

When all players are finished (moon side of Pass Token showing), the round is over.

1) Guildmasters choose their favorites (Player with most goods of each guild pays 1 good and gets the guildmaster, crest, and prestige crest if it's there.)

2) Reclaim all Agents (All players get their agents back from the guild roofs.)

3) Collect income (All players get 3 Talers from the bank.)

4) Flip Pass Tokens over (All Pass Tokens are flipped to their agent side)

5) New Guildmasters slide into place (Craftsman in lowest occupied window of each guild workshop slides into the guildmaster position.)

6) Refill the Lodgings (For each guild, leftmost lodgings window is discarded; remaining guests slide left; new guests are drawn to fill empty windows.)

7) Select a new Prestige guild (Ignoring previous prestige guild, guild with the highest-value guildmaster gets the prestige crest.)

End of the Game

After 4 rounds are over, all players total their scores:

• **Townsmen bonuses** (Townsmen give bonus VP or affect scoring of other elements.)

• **Majority of Craftsmen for each guild** (Resolve each guild separately; 1st place: 5 VP, 2nd place: 3 VP, 3rd place: 1 VP; See rules regarding ties)

• **Craftsmen of 30+ value** (2 VP for any crafsman type of 30+ combined value)

• **All Craftsman types** (5 VP for having at least 1 of each craftsman type)

• **Richest player** (5 VP for single player with the most Talers, or 2 VP each for players tied for most Talers)

• **Crest Collections** (2/5/9/14/20 VP for 3/4/5/6/7+ different crests)