OVERVIEW

The players take on the roles of the heads of influential families in Paris at the end of the 14th century. In the shadow of the Notre Dame cathedral, the players compete for prosperity and reputation. Each family controls one of the 3-5 boroughs that surround the site of Notre Dame. As head of his family, each player tries, through clever use of his action cards, to advance the power and prestige of his family. When he plays an action card, he can add influence in specific sectors of his borough. When he chooses to add to his influence with the bank, he increases his access to money or when he turns his attentions to the residence, his prestige grows directly as a result. Of course, each player must make his own choices to try to gain prestige in his own way. In each round, the players also have the opportunity to hire the services of one of several persons to enhance their prestige or position. On some rare occasions, the best choice is obvious, but often it is not. A successful player will find the right moments to make the best use of his cards and the persons for hire.

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

CONTENTS

5 game board sections
3 Notre Dame tiles (one each of three, four, and five sided)
45 action cards (1 each hospital, residence, cloister school, hotel, bank, carriage house, park, Notre Dame, and trusted friend in each of the 5 player colors)
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: 35 x 1, 18 x 3, 18 x 5, 13 x 10)

When reading these rules for the first time, we recommend you pay no attention to the bold text in the red-bordered area next to the rules. This text should be considered a rule summary to be used by those familiar with the game, but needing a quick reminder of some point during play.
Before the first game, carefully remove the cardboard parts from their frames. Place the bell-ringer in his plastic stand.

Arrange the sections of the **game board** in the middle of the table as shown below. The Notre Dame tile depends on 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: look for the special rules for two players on the last page of these rules.

Next, each player selects one of the **game board sections** as his borough, usually the one closest to where he is seated at the table. *Place unused game board sections and Notre Dame tiles back in the box.*

Sort the **prestige point tokens** by their four values 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**, which he places in his play area,
- **the carriage**, which he places on the market place in the center of his borough,
- **4 influence markers**, which he places in his play area (as his supply). He places the remaining 10 influence markers of his color next to the game board as a general supply,
- **4 messages**, which he shuffles face down and then places 1 on each market place at the edges of his borough. Finally, he turns them all face up, and
- **9 action cards**, which he shuffles and places as a face down supply in his play area.

Each player also takes

- **3 gold coins** from the supply, placing them in his play area.
- **1 rat marker**, placing it on space 0 of the plague track (0 to 9) in the harbor in his 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 supply next to the game board. Each of these persons is available **once in each period**.
- Sort the 9 **gray person cards** according to the letters on their backs (A, B or C), shuffle each 3 card set, and place them as a single face down supply 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**.

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 A, then B, at bottom C)*
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:

**é Phase 1: Lay out person cards**
To begin each round, the players lay out (face up) three person cards. Draw the top-most two cards from the stack of brown person cards (without letters) and place them face up next to the two card supplies. Place the top-most gray card (with letter) face up next to the two brown cards.

**é Phase 2: Choose action cards**
First, each player draws the top-most three cards from his action card stack, looks at them and takes one in his hand. Then, he passes the other two face down to his left neighbor. When all have passed two cards, each player looks at the two cards he was passed, adds one to his hand, and passes the other face down to his left neighbor. When all players have passed the last single card, each player adds the card passed to him to his hand.

It is important that a player not look at the card(s) that were passed to him until he has passed the card(s) he was to pass. Also, a player may not pass a card he previously added to his hand, but must pass one of the cards he received from his right neighbor. Players keep the cards in their hands secret from the other players.

Now, each player has three action cards in his hand: one from his own stack of action cards, one from his right neighbor's stack of action cards, and one from the neighbor two to his right. From these three cards, the player will choose two cards as actions in phase 3.

**é Phase 3: Play action cards**
Beginning with the start player and continuing clockwise around the table, each player chooses one action card from his hand, placing it face up in his play area and then executing the action on the card. After each player has played and executed their first action, each (starting again with the start player) repeats this with a second action card from his hand, again in clockwise order.

*Note:* each player's third action cards is not executed. Instead, each player plays his third card together with his second or (under it, on top of the first card he played in the period, so the other players do not see what it is) without using the action on it. Finally, the players place the played cards (including the third unused card) face up on a common discard stack. Players may look through the cards in the discard stack!

*The nine different actions are described on page 4.*

**é Phase 4: Hire a person**
After all players have played their three actions cards (executed two), each player may (again, in clockwise order beginning with the start player) hire any one of the three face up persons to perform his special action once. The cost to hire each person (regardless of who it is) is one gold coin paid to the supply. After paying the 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, he need not do so. Each player may only hire one person once in each round. However, each person may be hired by more than one (even all) player.

*The abilities of the fifteen persons are described on a separate page.*
5. Phase: Determine plague value and move rat markers.

At the end of each round, the players place the three face up person cards under their corresponding stacks. The start player gives the bell-ringer to his left neighbor, 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 the influence markers in Notre Dame (for the complete explanation, see page 6: “Notre Dame”);
- shuffling the six brown person cards and placing them again face down as a supply;
- sorting all action cards by color and returning them to their owners. Each player shuffles his cards and places them face down in his play area.

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 is the winner. If players tie with the most, 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: the player executing this card, places one influence marker from his supply on the cloister school sector of his borough. Then, he takes from the general supply as many of his influence markers as he now has influence markers on his cloister school sector. He places them in his play area, adding to his supply of influence markers. The influence markers for all players must be visible to all other players. Should a player have insufficient influence markers in the general supply, he takes as many as he can and that is all. He thereby does not get the full affect of the action.

Example: Peggy plays the cloister school action card and places one influence marker from her play area in the cloister school sector of her borough, giving her now 5 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: the player executing this card, places one influence marker from his supply on the bank sector of his borough. Then, he takes from the general supply as many gold coins as he now has influence markers on his bank sector. All players’ gold must also be visible to all players.

Should there be insufficient gold coins in the supply, use pennies or some other substitute, as there is no piece limit on the gold coins.

Residence: the player executing this card, places one influence marker from his supply on the residence sector of his borough. Then, he takes prestige tokens equal to as many influence markers on his residence sector.

Contrary to influence markers and gold coins, players do not need to have the amount of prestige tokens (or their values) visible to other players. They should stack them in their play areas so the total is unknown. Players should exchange small valued markers for larger ones from time to time.

The player with the most prestige points is the winner!
**Carriage house**: the player executing this card, places one influence market from his supply on the carriage house sector of his borough. Then, he moves his carriage from market place to market place up to as many market places (his or other players), as the number of influence markers he now has in his carriage house sector.

The carriage always moves along the streets from one market place to the next (i.e. a carriage cannot stop anywhere on a street nor in any sector in a borough: it may only stop at a market place). Several carriages may stop at the same market place, however. Also, a player can always choose to stop earlier and need not move his carriage the full movement allowed. If the market place 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 his rat marker 1 space back on the rat track or
- take 4 prestige points.

The player places collected message tokens face down in his play area. A player may not collect a second message of any color until he has collected a full set (1 of every color being used by players in the game). In a similar fashion, a player may not collect a third message of a color until he has 2 full sets, and so on.

The only exception to these rules occurs when there are no message left on the board of a color he would need to complete a set. In this case, he need not collect the missing color.

**Example**: Red, Violet, Blue, and Green are playing. Red has already collected a yellow, a green, and a red message. The next message red must collect is blue. After collecting a blue message, he can next collect any color, for example, he could immediately collect another blue (and then a red, a violet, and a green in any order).

**Hotel**: the player executing this card, places one influence marker from his supply on the hotel sector of his borough. If he now has 1, 2, or 3 influence markers on the hotel, then, he may either take 1 gold coin from the general supply, or take 1 of his influence markers from the general supply, or move his rat marker 1 space back on the rat track (e.g. from space 4 to 3). If a player's rat marker is on space 0, he may not take this option.

**Example**: Mike executes the hotel card and adds his influence marker to the two influence markers already on his hotel space, giving him three. 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 four, 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, etc.

**Trusted friend**: the player executing this card, places no influence markers.

Instead, he places his trusted friend in any of the seven sectors of his borough (but not on the harbor). When the trusted friend is first placed in the borough, the player can place him on any sector (except the harbor). Later, the player must move him to a different sector (not the harbor) from where he currently stands. Then, the player executes the action associated with that sector just as though the player had placed an influence marker there.

**Example**: Bill executes 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 wherever he is. 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:** the player executing this card, places one influence marker from his supply on the park sector of his borough. Then, he moves his rat marker one space back on the plague track (regardless of the number of influence markers he has in his 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 for other things in the game. For each new (rounded down) influence markers in the park, a player earns one additional prestige point every time he does something in the game to earn prestige points.

If a player has just one influence marker in the park, he earns no bonus points; for 2 or 3 markers in the park, he earns one bonus point; for 4 or 5, he earns 2 points, and so on.

**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. Then, Scott hires the advocate (see extra page) as he has collected 5 messages, which earns him 6 prestige points (for the advocate) + 1 bonus point (for the park) = 7 prestige points.
4. A few rounds later, Scott now has 3 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:** the player executing this card, places one influence marker from his supply on the hospital sector of his borough. Then, he moves his rat marker one space back on the plague track (regardless of the number of influence markers he has in his park). If the player's rat marker is already on 0, the player does not move the marker. With influence markers in the hospital, the player can reduce the effect of plague on him in phase 5. (For a complete description, see “The plague” below)

**Notre Dame:** the player executing this card, places one influence marker from his supply on the Notre Dame sector in the middle of the board. Also, the player must donate at least one and at most three gold coins to the church, taking them from his play area and placing them in the supply. For this, he earns prestige points: 1 coin = 1 prestige point; 2 coins = 3 prestige points, and 3 coins = 6 prestige points.

If the player cannot or chooses not to donate gold, he may still play the card, but he may not place an influence marker on Notre Dame. A player may not donate more than 3 coins, nor place more than 1 influence marker when he executes this card. Of course, a player may execute the card as often as it is available to him and donate and place influence markers to 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 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 he 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.

**Examples:** in a game with 4 players, there are 10 prestige points to distribute from Notre Dame. At the end of a period, there are 2 green and 1 blue influence markers in Notre Dame. So, the players divide 10 by 3 and get 3 as the number of prestige points to be allocated 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.
No influence markers in a player's supply?
If a player executes an action, but has no influence markers in his supply, he may, if he chooses, move an influence marker (not his trusted friend) from any other sector (or from Notre Dame) to the sector corresponding to the action he is executing. If the player cannot or chooses not to move an influence marker, he discards the card, but does not execute the action.
In other words: in order to execute an action, a player must place one of his influence markers in the corresponding sector (either from his own 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 executes the action.

The Plague
As the fifth and last phase in each round, the players determine the plague value of the round and mark that amount on their plague tracks. The plague amount is 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 choose. Each player moves his rat marker forward on his plague track in his harbor sector a number of spaces equal to the sum of the rats pictured on the cards. Every player is subject to the same effect, whether they hired a person or not, but may reduce that effect if they have taken actions to do so.

If a player has no influence markers in his hospital, he reduces the amount of the plague effect. For himself 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 his rat marker backwards (but never below 0) on the rat track, instead of forward.
Examples: 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.
- Todd has 3 influence markers and his trusted friend in his hospital. His rat marker is on space 5. Todd moves his rat marker back one space (3 - 4) in space 4.

Gradually, the players' rat markers move forward, some more quickly than others. Whenever a player would have to move his rat marker beyond space 9 (the number of spaces beyond play; no role), the following occurs:
- He places his rat marker on space 9 of his rat track (never further).
- He returns 2 prestige points from his play area to the supply.
- He 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 which.

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 the 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 moves his rat marker 7 spaces forward (7 - 0), but stops at 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 the sector with the most, returning it to the general supply.
- Todd moves his rat marker forward 5 spaces (7 - 2) to space 9.
The game for two players

Preparation
All rules are the same as for the game for 3-5 players, except: use the same board as for four players, but with the Notre Dame tile showing the side with only two nun symbols (= 6 prestige points per period). Each player takes one of the four boroughs, but they must be directly opposite. Next, they proceed as described on page 2, "Preparation".

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 colors and the 2 others) before collecting a second of any one of the colors, and so on.

Playing the game
All rules are the same as for the game for 3-5 players, except: in the 2nd phase, each player first passes two cards to his opponent, but later will get one back. Thus, each player will have 2 cards of their own color and one of their opponent’s.

The author thanks those of the Offenburger Spiefe Freunden for their patience and many suggestions, especially: Frieder Benzinger, Willi Brodt, Thomas Koslowski, Denis Leonhard, Daniel Lucas, Roland Luik and Andreas Zimmermann. Likewise, he thanks Michael Schmitt and Christoph Toussaint.

He also thanks his wife Susanne and his son Jonathan, who contributed a great deal to the game.

Beyond that, the publishers thank the many rule readers and play testers for their commitment and suggestions, especially: Sybille & Michael Jüttner, Peggy & Sebastian Voss, Anita & Susanne Moka, Susanne Speckbacher, Monika Zensen, Scott Tepper, Jürgen Neidhardt, and the game clubs from Hannover, München, Prien, Rossenheim, and Traunorf.

If you have questions, comments, or suggestions, please write:

Rio Grande Games
PO Box 45715
Rio Rancho, NM 87174

E-Mail: RioGames@aol.com

© 2006 Stefan Feld
© 2007 Ravensburger Spieleverlag
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):**

- **By hiring the hostess,** the player takes 3 prestige points and either a gold coin or 1 influence marker (from the *general supply*) or moves his rat marker one space back.

- **By hiring the monk,** the player takes 2 influence markers and 1 prestige point from the supply.

- **By hiring the fool,** the player moves *any one* of his influence markers (or his trusted friend) from a sector in his borough or Notre Dame to *any other* sector in his borough (but not Notre Dame) and executes the corresponding action.

**Examples:** Heather hires the fool. She moves 1 of her influence markers from her bank to her carriage house. As she already had 2 influence markers there, she can now move her carriage up to 3 market places and ask any message she finds there.

- **By hiring the money lender,** the player takes 2 gold coins and 1 prestige point from the supply.

- **By hiring the doctor,** the player reduces the plague value for himself only for this round (that happens in the next phase) to 0, regardless of its calculated value. If the player has influence markers and/or his trusted friend in his hospital, he moves his rat marker backward on the rat track by the number of such tokens there.

**Examples:** The plague value is 2 + 3 + 1 = 6. Kevin hired the Doctor this round and, thus, reduces the plague value for himself to 0. As Kevin also has 1 influence marker and his trusted friend in his hospital, he moves his rat marker back 2 spaces from space 8 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 taken the penalties associated with that move.

- **By hiring the minstrel,** the player moves 1 - 3 of his influence markers (also including his trusted friend) from *any one* sector in his borough to *any one other* sector in his borough (not Notre Dame). The player does *not* execute the action associated with the new sector.
the three cards for period A

By hiring the city guard, the player takes one prestige point for each of his influence markers (and his trusted friend) in all of his 7 sectors and in Notre Dame.

the three cards for period B

By hiring the guild master, the player takes two prestige points for each of his sectors (not Notre Dame) where he has at least two influence markers (including his trusted friend).

By hiring the beggar king, the player takes one prestige point for each space beyond his rat marker.

Example: Bill’s rat marker stands on space 4 of his plague house. He earns 5 prestige points (for the five spaces 5, 6, 7, 8, and 9).

By hiring the advocate, the player takes three prestige points for each two messages the player has collected so far.

Example: Peggy has collected 5 messages. She earns 2 x 3 = 6 prestige points.

the three cards for period C

By hiring the Lady of the Court, the player takes one prestige point for each influence marker in the sector in his borough that has the most influence markers (including the trusted friend).

Example: in Anna’s carriage house and in her guest house she has 5 influence markers, which is the most in any sector. Anna earns 5.

By hiring the mayor, the player takes three prestige points for each of his sectors (not Notre Dame), in which he has at least three influence markers (including the trusted friend).

By hiring the carpenter, the player takes one prestige point for each of his seven sectors (not Notre Dame), in which he has at least one influence marker (or trusted friend).