

Bernd Brunnhofer & Karl-Heinz Schmiel



SAINT ETERSBURG



RULES STRUCTURE

This version of **SAINT PETERSBURG** is an entirely reworked new edition of the game released 10 years ago.

We have set up these rules so that they are useful to both players new to the game as well as those who already know the original game.

In addition to the base game, this version includes several expansion modules, explained after the base game rules. Individual modules can be freely combined with each other. At the start of each game, players should agree which modules they would like to include.

If you've never played the base game, then simply keep reading, starting with "The Base Game" below. Are you a seasoned veteran? Then go to page 15 and start reading "The Market" (yellow background).

HISTORICAL BACKGROUND AND OBJECT OF THE GAME

In 1703, Czar Peter the Great founded Saint Petersburg in Russia, which quickly earned the nickname "Paris of the East." The Winter Palace, the Hermitage, the Church of the Resurrection of Jesus Christ, and many other buildings still amaze visitors from around the world today. But Saint Petersburg was only a part of Czar Peter's many accomplishments. He reformed Russia and led it out of the Middle Ages and into the Modern Age.

If you want to get somewhere in **SAINT PETERSBURG**, you need to start with workers. Their efforts bring in money, which you can use to construct buildings. But all of that means nothing if you can't influence the nobles that help manage and operate the government. So you might sometimes have to exchange a "top dog" for a lowly functionary, or tear down a market to build a palace. In this way the city grows, round after round, as long as the money flows.

Purchase the cards that will increase your fortune and allow you to score the most points: that is the goal in Saint Petersburg.

THE BASE GAME

The base game is playable with **2-4 players**. To play **SAINT PETERSBURG** with 5, you need to include the **MARKET EXPANSION** (see page 15). We recommend getting to know the base game first and then including the **MARKET EXPANSION** later.

GAME COMPONENTS

The following is a summary of the components you will need to play the game. **All components not listed here are not required and can be returned to the game box.** They are not needed for the base game!

1 game board



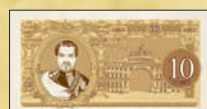
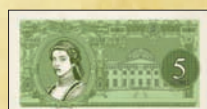
8 wooden figures (2 per player color)



4 wooden pieces (hammer, cathedral, bust, and hand)



60 bills worth a total of 382 rubles! (14x 1 ruble, 14x 2 rubles, 12x 5 rubles, 12x 10 rubles, 8x 20 rubles)



120 cards

There are five different types of cards: symbol (beige), worker (green), building (blue), noble (red), and exchange (multicolored).

4 symbol cards (beige)



31 worker cards (green)



28 building cards (blue)



27 noble cards (red)



30 exchange cards (multicolored)



GAME SETUP

1 Set the game board in the middle of the table, cathedral side up.

2 Shuffle the four symbol cards and deal them out as follows:

- In a 4-player game, randomly deal each player 1 card.
- In a 3-player game, randomly deal the youngest player 2 cards and the other two players 1 card each.
- In a 2-player game, randomly deal each player 2 cards.

Each symbol card shows 1 wooden piece. These will be detailed during point 6 of this section.



Remember: Any leftover components are not required and should be returned to the game box.

7 Each player chooses a color and takes the 2 figures in that color. Place one figure onto space 0 of the score track and keep the second one in front of yourself so that players can identify which player is which color. The game can now begin.



6 Each player must place 1 wooden piece. Give the rest of the game.



and the rest 1.

f this setup.



3 Shuffle each of the card types separately: Workers (green), Buildings (blue), Nobles (red), and Exchange (multicolored). Then place each pile, face down, onto the corresponding space on the game board.

4 Sort the rubles according to denomination and place them next to the game board as a bank. Give each player 25 rubles.



5 The oldest player is the administrator (not to be confused with the red noble Administrator). Over the course of the game, that player is responsible for giving out money, adding new cards to the board, and moving player's figures forward on the score track.

must now trade their symbol card(s) in for the corresponding wooden piece(s). Each symbol card shows one piece. Give each player the corresponding pieces and return the symbol cards to the game box. They are not used for game.



THE CARDS

Before we show you how the game is played, let's have a look at the cards and how they are designed.

How are the cards designed?

All cards are designed in a similar style, which means that their individual elements are always found in the same locations. No one card possesses every element. Some elements are very common, while others can only be found on a couple of cards. The elements are: **Cost**, **Income**, **Special Function**, **Worker Symbol**, and **Market Symbol**.

One at a time:

Each card, regardless of type, has a Cost printed in the upper left hand corner.



Each card, regardless of type, has a separated region in the lower third. This region is where you will find a card's **Income** and potentially its **Special Functions**.

Income: During the corresponding scoring, the indicated income is provided. This can include rubles (left) and/or victory points (right).

Special Functions: For a complete listing, see page 19.



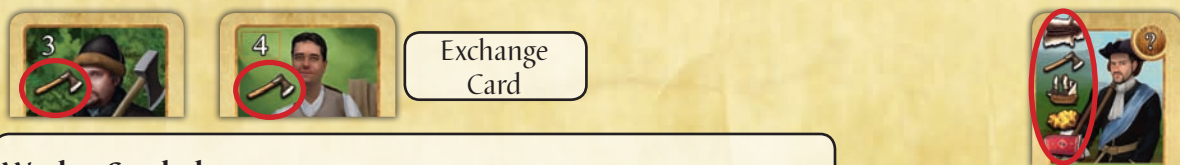
Worker Income:
Always 3 rubles, no victory points.






Building Income:
No rubles, 1-7 victory points. (Exceptions: warehouse, Potemkin village, pub, and observatory, see page 19.)

Noble Income:
1-6 rubles, 0-3 victory points.

Exchange Income:
Workers: 3-6 rubles, 0-2 victory points. (Exceptions: gold smelter, carpenter workshop, see page 19.)
Buildings: 1-5 rubles, 1-5 victory points. (Exception: Mariinsky Theater, see page 19.)
Nobles: 0-5 rubles, 0-6 victory points. (Exception: tax man, see page 19.)

Workers and worker exchange cards have a **Worker Symbol** printed on the left, below their cost.



Worker Symbols:
Each group of workers has a corresponding Worker Symbol. There are 5 different groups     . There are also exchange cards with the corresponding Worker Symbols.

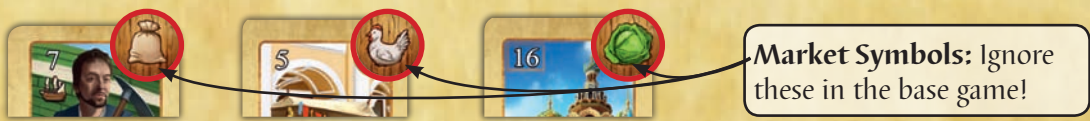
Exception: The **Czar & carpenter**, which includes all Worker Symbols.

Note: Exchange cards have multicolored reverse sides and can also be recognized by the box surrounding their costs.

Important: Card colors having nothing to do with player colors!

Note: Some workers, buildings, and exchange buildings have Market Symbols printed in their upper right hand corners.

Ignore the Market Symbols       when playing the base game (they have no meaning). They are only used in the Market Expansion. There are 5 different Market Symbols and a ? Symbol.



GAMEPLAY

Now it's time to explain how the game is played!

The game is played over **multiple rounds**. Each round consists of **four phases**, which are always carried out in the following order:

1. Worker phase Pages 8 and 12

2. Building phase Pages 9-10

3. Noble phase Page 10

4. Exchange phase Page 11

At the start of each round, the administrator adds enough cards to the game board so that a total of **8 cards** are available (**exception: the very first worker phase**). Then the start player for that phase begins the phase by taking one action. A different player is the start player for each phase, with the rest of the players taking their turns in clockwise direction. The wooden pieces indicate which player is the start player for a given phase.

The player with the **hammer**  starts the **worker phase**.

The player with the **cathedral**  starts the **building phase**.

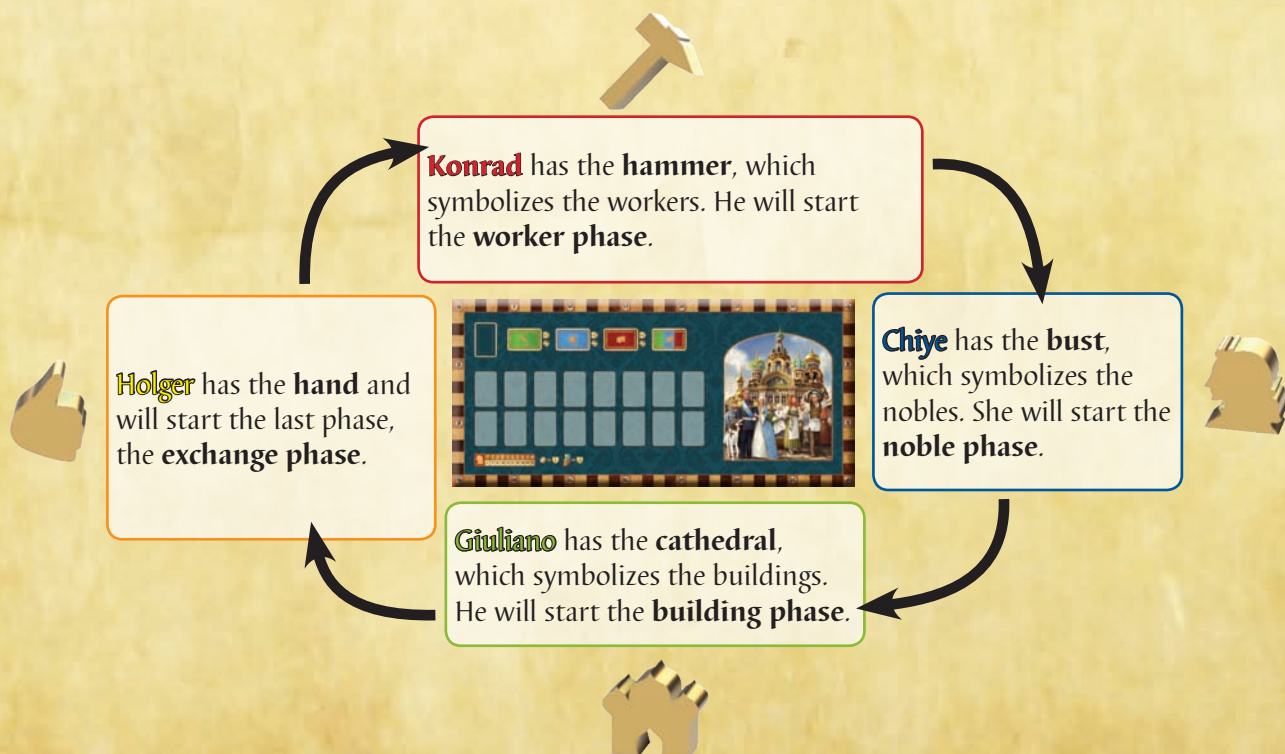
The player with the **bust**  starts the **noble phase**.

The player with the **hand**  starts the **exchange phase**.

We are showing you a complete game round here as we think it's the easiest way to understand the game. You can then start the game.

We will explain the rules using a 4-player game as our example:

The players are seated around the table in the following order:



The game begins with the very first worker phase.

1. The Worker Phase

The very **first worker phase** is different from the subsequent phases of the game. In the very first **worker phase**, the **administrator** adds (**green**) **worker cards** to the top row of the tableau depending on the number of players:

8 cards in a 4-player game.

6 cards in a 3-player game.

4 cards in a 2-player game.



In our example, the administrator adds **8 worker cards**. These are randomly drawn from the top of the worker draw pile and consist of the following: **2 lumberjacks, 2 gold miners, 3 fur trappers, and 1 ship builder**.

To make things easier to see, the administrator can arrange the cards in order of ascending cost.

After dealing out the cards, the administrator rotates the worker draw pile 90 degrees. This indicates that the game is currently in the **worker phase**. This makes it easy for the

players to recognize which phase is being played at any given time.

Note: In the **very first worker phase only**, each player must buy a worker each time it is their turn, so that each player has two workers at the end of the phase. Players may only choose to carry out the **buy a card** action during the very first worker phase.

Konrad is the **start player** as he has the hammer. He must buy a worker and chooses to buy a lumberjack. He pays 3 rubles to the bank and places the **lumberjack** in front of himself so that it is easily visible. (This is called “buying a card”. More on that later.)

Chiye also buys a **lumberjack** and pays 3 rubles.

Giuliano buys a **gold miner** and pays 4 rubles.

Holger also buys a **gold miner** and pays 4 rubles.

Konrad's turn comes up again and he buys a **fur trapper** for 6 rubles.

Chiye and **Giuliano** also choose to buy fur trappers on their turns for 6 rubles each.

Holger buys the last card in the tableau, the **ship builder**, for 7 rubles.

There are now no more cards in the tableau. Each player **must** have **2 workers**. Scoring follows.



Scoring at the end of a worker phase

During scoring, players receive income. Income can be rubles and/or victory points. During worker scoring, only the green cards (workers) are considered.

Each worker card has an income of 3 rubles, so all players receive 6 rubles from the bank. The administrator gives each player their money.

The players now have varying amounts of money to spend during the next phase of the game. Workers all provide the same income but cost different amounts to buy.

Konrad has **22 rubles** at the end of the worker phase (25 rubles to start the game minus 3 rubles for the lumberjack, minus another 6 rubles for the fur trapper, plus 6 rubles for income = 22 rubles),

Chiye also has **22 rubles** ($25 - 3 - 6 + 6 = 22$),

Giuliano has **21 rubles** ($25 - 4 - 6 + 6 = 21$), and

Holger has **20 rubles** ($25 - 4 - 7 + 6 = 20$).

Players should keep their money hidden during the game. We have provided totals for the players in our example only to make things easier to follow.

The administrator now rotates the worker draw pile back again. The next phase, the **building phase**, follows.


2. The Building Phase

The administrator adds new cards to the top row of the game board. As the game is now in the **building phase**, he must add **building (blue) cards**. From this point on **until the end of the game**, as many cards must be added to the board as necessary to ensure that there are a **total of 8 cards** to choose from. **This is independent of the number of players!**



In our example, then, the administrator must add 8 new cards from the building draw pile, as no cards were left over from previous phases.

There are now **1 Potemkin village, 2 markets, 1 firehouse, 1 hospital, 1 library, and 2 theaters** on the board. The administrator then rotates the building draw pile by 90 degrees to indicate that the game is currently in the building phase.

Giuliano is the start player as he has the cathedral . He

must carry out **1 action** first.

Now, it is time to explain all of the actions available to players during their turns.

Possible Player Actions

- Buy a card
- Take a card in hand
- Play a card from hand
- Pass

Buying a card: Buy **1 card** from the tableau on the game board. Pay the card's price in rubles to the bank. A card's **cost** is always printed in the upper left hand corner. Exchange cards always cost the **difference** between the exchange card and the card to be exchanged, see page 11. Place the card in front of yourself.

Note: A card's cost may be reduced, see Price Reduction on page 14.

Taking a card in hand: Take **1 card** from the tableau on the game board. You do not have to **pay anything**. You do **not** place the card in front of yourself. The card is now a hidden hand card. You can play it during a later turn and only have to pay the card's cost at that time. Each player has a **hand limit of 3 cards** (exception: warehouse, see page 19).

Playing a card from hand: Take **1 card** from your hand and place it in front of yourself. Immediately pay the price of the card as indicated in its upper left hand corner.

Passing: You do nothing on your turn. The next time your turn comes around, you can again choose to carry out an action. You can pass again or choose a different action.

Back to our example: **Giuliano** buys a market for 5 rubles. **Holger** takes the Potemkin village into his hand. **Konrad** takes the library into his hand. **Chiye** passes. It is **Giuliano**'s turn again and he takes the hospital into his hand. **Holger** and **Konrad** both pass. **Chiye** had passed previously but now decides to buy the firehouse for 11 rubles. Finally, **Giuliano**, **Holger**, **Konrad**, and **Chiye** all pass in turn. Scoring follows, since all players have now passed in turn.

Scoring at the end of a building phase

During a building scoring, only the blue cards (buildings) are considered.

Each player determines the income from their buildings. Count up how many rubles are shown on **all of your blue cards**. This is how many rubles you receive.

Note: Rubles on building cards only appear on exchange cards (see page 6).

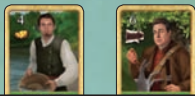
Then count up how many victory points are shown on **all of your blue cards**. This is how many victory points you receive.

The administrator gives all of the players their rubles from the bank and gives them their victory points by moving their scoring markers forward on the score track the appropriate number of spaces.

Note: Any non-blue cards are not counted during this phase! The two worker cards that each player owns provide nothing!

We will use **Giuliano**'s play area to show you exactly how a building scoring works.

Giuliano's play area:



Workers are **ignored** during a building scoring!



Giuliano scores 1 victory point for his market. The administrator moves **Giuliano**'s scoring figure 1 space ahead.



Holger and **Konrad** receive nothing as they have no buildings in front of them.

Chiye scores 3 **victory points** for her firehouse, which the administrator scores on the score track.

No players received any **rubles** during this scoring!

Giuliano now has 16 **rubles** (21 at the start of the phase minus 5 rubles for the market = 16 rubles).

Holger still has 20 **rubles** as he did not buy a card but only took the Potemkin village into his hand.

Konrad still has 22 **rubles** as he did not buy a card but only took the library into his hand.

Chiye only has 11 **rubles** left (22-11=11).

The administrator now rotates the building draw pile back again. The next phase, the **noble phase**, follows.

You can find a summary of each building's special function on page 19.

3. The Noble Phase

The administrator again, as in the previous phase, adds as many cards to the board as necessary to ensure that there are a total of 8 cards to choose from. As the game is now in the **noble phase**, he must add **noble (red) cards**.



In our example, there are still 3 cards left from the previous phase, which means that the administrator needs to add 5 **new cards** from the noble draw pile.

There are now 2 **authors**, 2 **administrators**, and 1 **controller** on the board. 1 **market** and 2 **theaters** also remain from the previous phase.

To make things easier to see, the administrator can arrange the cards according to their colors by shifting any cards left over from previous phases to the right.

All phases are played in the same way. **Chiye** is the start player as she has the **bust**. The phase is played in the same way as the previous building phase. Players can **buy cards**, **take cards in hand**, **play cards from their hands**, or **pass**. Once all players have passed consecutively, scoring takes place.

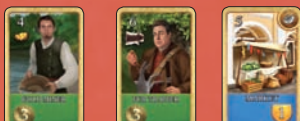
You can buy **any card** in the tableau. The game might currently be in a noble phase, but that doesn't mean that only noble (red) cards may be bought.

In our example, there are still 3 cards (1 **market** and 2 **theaters**) left from the previous phase. These can still be bought or taken in hand by the players, should they feel that this makes sense for them.

Scoring at the end of a noble phase

During a noble scoring, only the red cards (**nobles**) are considered. Otherwise, scoring is the same as at the end of a worker or building phase.

Giuliano's play area:



Workers and **buildings** are ignored during a **noble** scoring!



Giuliano receives 4 **rubles** and 1 **victory point** for his **controller**. The administrator gives him the rubles and moves his scoring figure 1 space ahead.



4. The Exchange Phase

As we've already shown, the first three phases are all played in the same manner. The **exchange** phase is the exception, as there is **no scoring** at the end.

What are exchange cards?

- Exchange cards do not have their own card color. Their reverse sides feature all three colors of the other card types (green for the workers, blue for the buildings, and red for the nobles). The color of the front of each exchange card matches one of the three card types – worker (green), building (blue), or noble (red). An exchange card's cost is always surrounded by a box **12**. During scoring, they are treated in the same way as the other cards of that type.
- Exchange cards replace previously-played cards in your play area. Add the replaced card to the discard pile, and add the exchange card to your play area.
- **Exchange cards are worth more than the cards they replace.**
- **Note: Exchange cards may not replace other Exchange cards.**


Which cards can be exchanged?

- A **green exchange card** can only replace a **green worker card**. Additionally, the **Worker Symbols** must match (exception: Czar & carpenter, see page 19).
- A **blue exchange card** can replace any **blue building card**.
- A **red exchange card** can replace any **red noble card**.
- **An exchange card cannot itself be exchanged again!**

How much do Exchange cards cost?

Exchange cards always cost the **difference** between the exchange card and the card they are replacing. So replacing a fur trapper (cost: 6) with a fur shop (cost: 10) will cost you 4 rubles ($10-6=4$). Add the fur trapper to the discard pile.

Back to our example: There are still 3 cards left after the noble phase, which means the administrator must add **5 new cards** from the exchange draw pile to the tableau so that there are once again **8 cards** to choose from.

Holger is the start player as he has the **hand** . The phase is played in the same way as the previous phases. Players continue taking actions until they have all passed in turn.

Note: There is no scoring at the end of the exchange phase! No players receive any rubles or points during this phase. You should try and **hang on to at least a few rubles** to be able to afford to **buy cards** in the next phase again.

Note: It is often better to first take an exchange card in hand and then play it during a later phase. Preferably the phase in which the card will score.

The round ends after the exchange phase.

You can find a summary of each exchange card's special function on page 19.



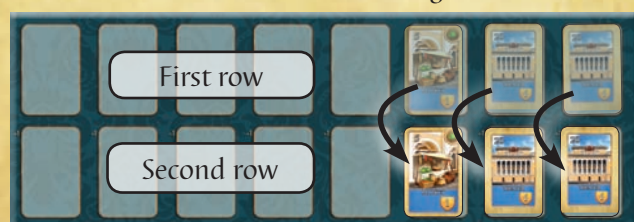
AT THE END OF A ROUND

1. Shift cards

Shift all cards left in the tableau down from the first row to the second.

If there are any cards left in the **second row** (this is possible after the second round), first remove these cards from the board and add them to the discard pile. Then shift the cards in the first row down as usual.

Cards in the second row can be bought in the next round. They cost **1 ruble less**. For our **example**, this means:

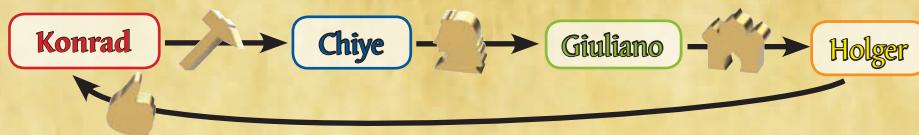


The **market** and the **two theaters** are shifted down to the second row. These three cards now all cost **1 ruble less** to buy. The market only costs 4 rubles and the two theaters cost 19 rubles each. This is explained in greater detail in the price reduction section on page 14.

2. Pass wooden pieces along

Each wooden piece is passed to the next player clockwise.

For our example, this means that **Konrad** now has the **hand**, **Chiye** has the **hammer**, **Giuliano** has the **bust**, and **Holger** has the **cathedral**. Each round, a different player is the start player for the individual phases.




The next round can now begin.

A NEW ROUND

A new round always starts with a **worker phase**. New worker (green) cards are dealt out, again as many as are needed so that there are **8 cards** to choose from. This includes **all cards** in the tableau, including those on the **second row**.

The Second Worker Phase

For our **example**, this means that the administrator adds **5 new worker** cards to the tableau. Unlike the very first worker phase, he only deals the number of workers necessary to have **8 available cards** on the board. The number of players doesn't matter.

Chiye is the new start player in the worker phase, since she now has the **hammer** . She carries out 1 action. Players continue taking actions until all of them have passed in turn. The worker scoring follows, in which players receive rubles and victory points according to the income on their cards.

Scoring at the end of the worker phase

During worker scoring, only the green (worker) cards are scored.

All workers are scored, regardless of the round in which they were bought in.

After the worker phase, the next building phase takes place. The game continues, phase after phase, round after round, until the end of the game is triggered.

GAME END

As soon as the administrator adds the last card in any of the four draw piles (worker, building, noble, or exchange) to the game board, the end of the game is triggered. Play the current round through to the end of the exchange phase as usual. **Final scoring** then follows.

Example: The game is at the beginning of a building phase. The administrator needs to add 4 new building cards to the tableau. There are only 3 cards left in the building draw pile. The administrator adds the 3 cards to the board in the same way as usual. The end of the game is triggered. In this case, this means the current round is played through to the end of the exchange phase, after which the game is over.

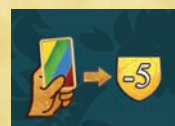
Note: You are allowed to count how many cards are left in each of the draw piles at **any time**.

FINAL SCORING

In final scoring, each player scores for:

- Their **nobles**,  and
- their **remaining rubles** .

Each player's score is then **reduced by 5 points** for each **card** left in hand.



Victory points for nobles

Players score points depending on how many **different nobles** (additional copies of the same noble don't count!) they have in their play areas.

	1	2	3	4	5	6	7	8	9	10+
	1	3	6	10	15	21	28	36	45	55

How many victory points do you score?

The more different nobles you have in front of you, the more victory points you score. **The number of points you score for your nobles is indicated by the table above, which is also printed on the board.** If you have more than 10 different nobles in your play area, you still only score 55 victory points.

The administrator moves each player's scoring figure ahead the corresponding number of spaces.

Giuliano has 8 nobles at the end of the game: **author (x2)**, **administrator**, **builder**, **senator**, **warehouse manager (x2)**, and **controller**:




6 He has 6 different nobles. **Giuliano** scores 21 victory points, which the administrator scores for him on the score track.

21 The second author and warehouse manager are not worth anything.

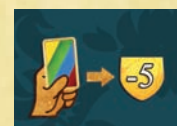
Victory points for remaining rubles

Players must now exchange their remaining rubles for victory points. For each 10 rubles a player returns to the bank, he receives 1 point, which the administrator scores on the score track. Each player will then be left with 0-9 rubles, which will determine the winner in case of a tie.

Giuliano has 21 rubles left . He scores 2 victory points, which the administrator scores for him on the score track. He is left with 1 ruble.

Remaining cards in hand

Players lose 5 points for each card left in their hand. The administrator moves their scoring figures backward on the score track the corresponding number of spaces.



The player with the most points wins the game.

Tiebreaker

Should two or more players be tied, then the winner is the tied player with the most rubles left over. Only rubles left over after money has been traded in for victory points count.

If there is still a tie, then there are multiple winners.

SUMMARY

How is a round played?

- Worker phase – player actions then score green worker cards (start player: hammer)
- Building phase – player actions then score blue building cards (start player: cathedral)
- Noble phase – player actions then score red noble cards (start player: bust)
- Exchange phase – player actions, no scoring! (start player: hand)

When does a phase end and what must be done at the start of a new phase?

A phase ends when all players have passed consecutively (one after the other).

Refill the tableau to a total of 8 cards (including cards on both rows) with cards from the new phase.

What must be done at the end of a round?

- Remove all cards from the second row of the game board, adding them to the **discard pile**.
- Shift all cards left in the first row down to the second row.
- Pass each wooden piece along to the next player on the left.

What can a player do on their turn? Possible player actions:

- Buy a card
- Take a card in hand
- Play a card from hand
- Pass

Buying a card: Buy 1 card from the game board. Pay the price of the card in rubles, returning the money to the bank. Costs are always in the upper left hand corner of the card. Exchange cards always cost the difference between their price and the price of the card they are replacing, see page 11. Place the card in front of yourself in your play area.

Note: Card prices may be reduced, see the price reduction table on the next page.

Taking a card in hand: Take 1 card from the game board. Pay nothing. Do not place the card in front of yourself. The card is now a hidden hand card. You can play the card during a later turn, paying its costs then. Your hand limit is 3 cards (exception: warehouse, see page 19).

Playing a card from hand: Take 1 card from your hand and place it in front of yourself. Immediately pay the price of the card as indicated in its upper left hand corner.

Passing: You do nothing on your turn. The next time your turn comes around, you can again choose to carry out an action. You can pass again or choose a different action.

Important details

Hand limit: You can have no more than 3 cards in hand unless you have cards that let you hold more.

Price Reduction:

- Each card you buy from the second row costs **1 rouble** less. This reduction is lost if you take the card in hand.
- Each card you buy with the same name as one you already own costs **1 rouble** less.
- Certain cards (e.g.: carpenter workshop, gold smelter) can also reduce the cost of cards (see page 19).
- Price reductions are cumulative. That means that if you already have two fur trappers and want to buy another one from the second row, you only have to pay 3 rubles. Fur trappers usually cost 6 rubles. You pay **2 rubles** less because you already have two of them, and **1 rouble** less because the card you want to buy is in the second row.
- You must always pay at least **1 rouble!**

Exchange cards cost the difference between their price and the price of the card they are replacing. The exchange card color must match the color of the card being replaced. Exchange cards benefit from the same reductions listed above.

Note: Workers can only be exchanged for cards with a matching Worker Symbol.

Game End and Final Scoring

The game end is triggered when the administrator adds the last card in any of the four draw piles (worker, building, noble, or exchange) to the game board. Play the current round through to the end of the exchange phase as usual. The game is then over. Final scoring follows.

Final Scoring: Victory points for different nobles according to the table plus 1 victory point for every 10 rubles left, minus 5 points for each card left in hand.

Special Case

No cards are bought or taken in hand

There may be instances where no players chose to buy or take cards in hand during a phase, choosing instead to only pass or play cards out from their hands. If this is the case, then 8 cards will be left on the board at the end of the phase, meaning that no new cards are added in the next phase. Gameplay does not change, and once all players have passed in turn, scoring takes place as usual. The administrator then rotates the next draw pile. The game then carries on with the next phase until all players have again passed in turn, etc. In rare instances, there may be multiple phases in a row during which no new cards are added to the tableau. Since players usually receive rubles during scoring, eventually cards will start to be bought again. After all, it will be difficult to win with your current cards alone.

CHANGES WITH 2 AND 3 PLAYERS

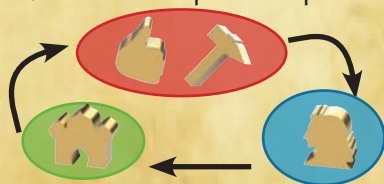
The game is played the same as with 4 players but with the following changes:

3-player game

Dealing out symbol cards: Randomly deal the youngest player two symbol cards and the other players one each. Each player then takes the corresponding wooden piece(s).

At the end of a round, the wooden piece are passed along as usual.

For example:



In the very first worker, phase only 6 worker cards are dealt out. From that point on, the administrator refills the tableau to 8 cards at the start of each phase as usual.

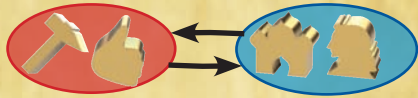
2-player game

Dealing out symbol cards: Randomly deal each player two symbol cards. Each player then takes the corresponding wooden pieces.

At the end of a round, both wooden pieces are passed to the other player.

In the very first worker phase, only 4 worker cards are dealt out. From that point on, the administrator refills the tableau to 8 cards at the start of each phase as usual.

For example:



TIPS AND STRATEGIC HINTS

- **Expensive cards are cheaper in a way.** 1 victory point from the market costs 5 rubles. 1 victory point from the customs house only costs 4 rubles, etc. It is therefore sometimes better to save up to buy more expensive cards later.
- The question during the very first building phase is always the same: **should I buy a very expensive building?** On the one hand you will score a lot of points during each scoring; on the other hand, you will have very little money for a while, which is dangerous.
- **Exchange cards are mostly good.** You should try and keep a few rubles on hand for the exchange phase. Make sure not to spend all of your money during this phase though, since there is no scoring at the end and therefore also no rubles. Remember that new workers will be available in the next round, one or more of which you might want to buy.
- When you have the choice to buy or take a card in hand, then there is an additional consideration over and above the income that the card provides. 1 card, removed from the game board, makes room for 1 new card in the next phase. Do you want that to happen? Usually the start player for the next phase has the least interest in making sure there is **a lot of room for new cards**. If you will be playing later in turn order, however, then things might look different.
- Taking a card in hand is often a good idea. It helps you overcome gaps in your cash flow, since you can play the card later on, once you have money again. However, there is also the risk of over-speculating, and nothing hurts more than losing **5 points** for each of the cards left in your hand.
- **SAINT PETERSBURG** is a game where money is always tight. This is a good thing. Nothing would be more boring than always being able to buy whatever you wanted (at least in this game).

THE NEW SAINT PETERSBURG – THE MARKET

WE SEE THE NEW SAINT PETERSBURG as an **expanded version of the base game**. We suggest playing this version of the game as soon as you know the base game well. **The Market** offers more tactical and strategic options, which offer new challenges for players.

SAINT PETERSBURG is now playable by 2 to 5 players. **Peter**, who previously could only watch, now gets to play along. He plays black.

The following sections explain the changes IN THE NEW SAINT PETERSBURG.

GAME COMPONENTS

For a game with **the Market**, you will need all of the components from the base game. You will also need the following additional components.

2 wooden figures (for the fifth player)



6 market value tiles



25 wooden markers (5 per player)



5 market symbol tiles



1 wooden piece (sack)



5 10-value tiles



1 symbol card (beige)



Reverse side

35 market cards (yellow)



Reverse side



GAME SETUP

1 For a game with the Market expansion, you will need all of the components listed below along with everything used in the **base game**. You will find a summary of the base game components on pages 2 and 3. Use the side of the game board with the market on it. Game setup is the same as in the base game with the following changes.



2 Place each card draw pile, shuffled and face down as usual, onto the correspondingly colored space on the game board. The market cards go between the worker and building cards.



5 Distribute the symbol cards as follows:

- In a **5-player game**, randomly deal each player 1 card.
- In a **4-player game**, randomly deal each player 1 card. Give the last card to a player chosen at random.
- In a **3-player game**, randomly deal each player 1 card. Give an additional card to two players chosen at random.
- In a **2-player game**, randomly deal 2 cards to each player. Give the last card to a player chosen at random.

Players now trade their symbol card(s) in for the corresponding wooden piece(s).

3 Place the market value tiles in a pile on the corresponding space on the game board. Sort the tiles in increasing order and make sure the lowest-value tile **1/0** is on top of the pile and the highest-value tile **6/3** on the bottom.

4 Place 5 wooden markers for each player, the 10-value tiles, and the market symbol tiles next to the game board.



Symbol cards and the matching wooden pieces



GAMEPLAY

The game is played in the same way as the base game with the following changes.

In a **5-player game**, deal **10 worker cards** out during the very first worker phase.




In **4-, 3-, or 2-player games** the number of worker cards dealt out during the very first worker phase remains unchanged.

In all subsequent rounds, the administrator refills the tableau to a total of **10 cards**. **This is independent of the number of players!**


A new phase is played between the worker phase and the building phase: **the market phase**.

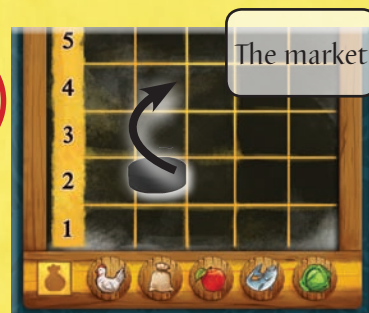
Before we show you an example of the market phase, we need to explain how the market works.

The market is on the right hand side of the game board. Each round, players are rewarded for selling goods at the market. The market symbols are important for this.


There are 5 different symbols and 1 ? symbol:      . These are located in the upper right hand corner of the cards. Each yellow market card has **1 to 3 market symbols** of a single type. **Market symbols** can also be found on some of the workers, buildings, or building exchange cards.

Whenever you buy a card with 1 or more market symbols on it and place it in front of yourself, track the symbols in the market. Each player has 5 wooden markers, one for each symbol. Move the appropriate marker as many spaces forward as the number of symbols on the card.

For example, **Peter** buys a grain sack card. The card has 2 market symbols on it (2 sacks). **Peter** moves his sack marker  2 spaces forward. It is possible that he will score victory points for this during **market scoring**, which is further explained on page 18. You only score market victory points during market scoring. Even when you buy other, non-yellow, cards that affect the market, you will only score victory points for those symbols at the end of the **market phase**. Wooden markers are not removed after scoring! (Exception: the orange market cards, see page 18.)



Note: If you move one of your wooden markers past the **tenth space** in the market, start over with the first space.

Take the corresponding **10-value marker**  and place it in front of yourself. This keeps track of the fact that you actually have more than 10 market symbols of that type.

Note: If a player replaces a card bearing one or more market symbols with an **exchange card**, he must **modify** the corresponding market marker to reflect this **loss** of market symbols. Players must take care to ensure that their **market markers** accurately reflect the market symbols they currently possess.

The Market Phase

The administrator adds as many market cards as necessary to ensure that there are a **total of 10 cards** to choose from.



In our example the administrator adds 10 cards: chick (1x), field (1x), grain sack (1x), special grain card (1x), apple crate (2x), apple (1x), fish (1x), vegetable field (1x), vegetable basket (1x)

Finally, the administrator rotates the market draw pile 90 degrees to indicate that the game is currently in the market phase.

To make things easier to see, the administrator can arrange the cards in order of ascending cost and sorted by market symbol type.

Peter is the start player in this phase as he has the sack . He must carry out 1 action. He can buy a card, take a card in hand, play a card out from his hand, or pass. **Peter** buys the chick for 5 rubles.

Peter moves his chicken marker one space ahead.

Players continue taking turns until all have passed in turn. Scoring of market cards and the market itself follows.



Scoring at the end of a market phase

There are always **two types of scoring** at the end of a market phase. First, the players' individual market cards are scored, followed by the **market** itself.

1. Scoring individual market cards

Market cards are worth between 0 and 2 rubles. Players receive as many rubles from the bank as their cards are worth.

2. Scoring the market






When scoring the market, pay attention to the current value of the market. The market value increases over the course of the game, which means that players score the fewest victory points during the first rounds. The current market value is always visible at the top of the market. Each market symbol is scored separately. For each symbol, the player who brought the most of that type of good to the market (i.e. whose marker is the furthest ahead) scores the higher victory point value. The second place player scores the lower victory point value. The remaining players score nothing for that symbol.

Tie: If two players are tied for the **most** goods of one type, then both players score for first place and second place is not scored. If two players are tied for the second-most goods of one type, then both players score for second place. First place scores as usual.




Example: At the end of the market phase, the market looks like this and the market value is: 





-  **Holger** has the most chickens and scores 3 victory points. **Chiye** and **Konrad** each score 1 victory point despite being tied.
-  **Konrad** scores 3 victory points. There is no second place for grain.
-  **Giuliano** scores 3 victory points. There is no second place for fruit.
-  **Peter** scores 3 victory points. There is no second place for fish.
-  **Chiye** scores 3 victory points and **Peter** scores 1 victory point for vegetables. **Konrad** scores nothing.

Overall, **Konrad**, **Chiye**, and **Peter** each scored 4 victory points. **Holger** and **Giuliano** scored 3 victory points.

At the end of a round, the market value increases. Return the topmost market value tile to the box; the next higher market value will be in effect during the next round.

Once the highest market value tile  is revealed, then the market value will not change for the rest of the game.

Exception: the ? symbol 

When you buy a card with a ? symbol , choose one of the market symbol tiles from the supply:




You can only choose from the tiles left in the supply. If someone else already chose the fish symbol, for example, then you cannot choose it. Place the chosen tile and use it to cover up the ? symbol. The card has now been assigned to that type of symbol. Move your corresponding wooden marker one space ahead.

Exception: orange market cards!

Each of the five market card types has 1 orange special card. This is an exception. When you buy one of the special cards, you first pay 1 ruble and move your corresponding wooden marker 4 spaces ahead. Before each market scoring, you must pay the upkeep for the card.

Upkeep: You must pay rubles equal to the current market value (the higher number).

If you pay the upkeep: Pay the upkeep to the bank . Leave your wooden marker where it is and score for it. Keep the orange card in front of you. During the next round, you will need to pay upkeep during market scoring again.



If you do not pay the upkeep: Move your wooden marker 4 spaces back and score for its new position. Add the orange card to the discard pile.

Each round, you must pay upkeep for each of your orange cards **after** individual market card scoring but **before** the market itself is scored. You must pay the higher current market value for each of your orange cards.

Exchanging cards with market symbols: When you replace one of your cards with an exchange card, you must also adjust the position of the corresponding wooden marker in the market. This way it is always easy to tell each player's relative position in the market.

THE SPECIAL CARDS

The Worker Cards



Czar & Carpenter (1×): Costs 8 rubles. Income of 3 rubles. This card features all Worker Symbols and can be replaced by any **green exchange card**.



Potemkin Village (1×): Costs 2 rubles. When you want to replace Potemkin village with another card, its cost is considered to be **6 rubles**. This means that you must pay less to replace it than usual.



Observatory (2×): Costs 7 rubles. Score **1 victory point** during each building scoring if you do **not** use it as follows: Once per round, instead of taking your usual action during the building phase, you can look at the top card of one of the draw piles. This can be the worker, market, building, noble, or exchange draw pile. You cannot look at the **last** card in a pile. **You must then either immediately buy the card, take it into your hand, or discard it. In any case,** turn the observatory over to indicate that it has been used and score nothing for it during scoring. You cannot replace the observatory once you have used its special function (i.e. when it is face down). At the beginning of the next round, turn the observatory back over again. You can then use it again.

The Building Cards

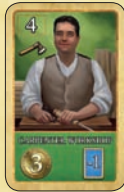


Warehouse (1×): Costs 2 rubles. You can hold **up to 4 cards in hand**. If you replace the warehouse you must also adjust your hand size down to 3 cards. If you want to take cards in hand later on in the game, your hand limit is 3 cards again.



Pub (2×): Costs 1 ruble. After each building scoring, you can buy up to **5 victory points**. Each victory point costs 2 rubles. You cannot trade victory points in for **2 rubles!**

The Exchange Cards



Carpenter Workshop (1x): Costs 4 rubles. Income of 3 rubles. The cost of **blue cards** is reduced by **1 ruble** (including exchange cards).



Goldsmith (1x): Costs 6 rubles. Income of 3 rubles. The cost of **red cards** is reduced by **1 ruble** (including exchange cards).



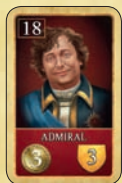
Mariinski Theater (1×): Costs 18 rubles. During building scoring, you score 1 victory point for each noble (red card) in your play area.



Tax Man (1×): Costs 17 rubles. During noble scoring, you receive 1 ruble for each worker (green card) in your play area.

THE FAMOUS FACES OF THE EXCHANGE CARDS

Each of the red exchange cards features a famous personality from the boardgaming scene. You might wonder why we chose to make room for these people on the cards. Well, Saint Petersburg would not have been possible in its new form without a successful crowdfunding effort. Thanks to Spieleschmiede (www.spieleschmiede.de) and 1,262 supporters, the game became a reality. In the early stages of this project, we carried out a survey on the exchange cards. The personalities you see here are the results of this survey. Chosen were:



Vlaada Chvátil



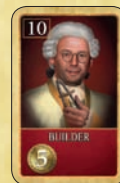
Stefan Feld



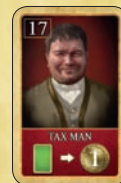
Ketty Galleguillos



Doris Matthäus



Uwe Rosenberg



Tom Vasel



Franz Vohwinkel



Knut Michael Wolf

Additionally, you'll find the faces of a few people who are closely connected with Hans im Glück Verlag, the original publisher of this game.

We made space for the two authors of the game, Bernd Brunnhofer and Karl-Heinz Schmiel. Tom Lehmann, who developed the "In Good Company" expansion for the original game, also got a card. We want to thank him very much for being able to use 12 cards from this expansion (see Module 2 in the other booklet) in this edition also. We put Axel Kaldenhoven, who heads up Schmidt Spiele, on a card as we want to thank him for many years of successful collaboration and look forward to many more with him and his colleagues. Last but not least, Dieter Hornung deserves a place among our nobles. He helps us with the development of each game, and for this we want to thank him.



**Bernd
Brunnhofer**



**Dieter
Hornung**



**Axel
Kaldenhoven**



**Tom
Lehmann**



**Karl-Heinz
Schmiel**

A big thanks to our "promos" that they allowed their faces to be used for our nobles.

THANKS

All of us at Hans Im Glück Verlag and the authors Bernd Brunnhofer and Karl-Heinz Schmiel wish to thank the 1,262 supporters who made it possible for Saint Petersburg to get a second chance and reappear in this new edition. We would like to give special thanks to the following people:

Petra Alberti, Scott „Aldie“ Alden, Masahiko Aono, Gregor Auracher, Deniz Bahadir, Misa Bakracevski, Frank Balsler, Joshua Balvin, Olivier Barbier, Günther „SpieleSpieler“ Bayer, Tanja Becker, Markus Behrschmidt, Mark Bell, Stephanie Berger, Nicolas Bernadine, Christian Blanz, Uwe Bleimling, Cécile Blochet, Frederic Bizet, Board Game Base, René Borchers, Mike Bormann, Dirk Bosawe, Alexander Böhnisch, René Böni, Stephane Brachet, Marcus Brissman, Andrew Brixey, Manuela and Manfred Brunner, André Buchhalla, Timo Bullinger, Beat Cantieni, Chiye, Daniel Cloerkes, Roberto Corbelli, Robert Corbett, Mark Cowper, Adriana Cuervo, Nicole Dahm, Helga Dautert-Huber, Mathias Decker, Marielle Dessel, Teresa Dietrich, Peter Digruber, Dilli, Dave DiMaio, Petra Dorfmueller, Konrad Dreier, Gary Duke, Robert Duman, Patrick Dworkowski, Johann Ederer, Martin Eltermann, Ursula Eßlinger, Zsolt Farkas, Pierre Fenkart, Claus Fischer, Erwin Fleischmann, Walter Floth, Roberto Forero, Stefan Frey, Karsten Friedrich, Heike Frederking, Bruno Frizzi, Olivier Gauthier, Linda and Thomas Gajda, Manfred Gawlik, Andreas Giese, Christian Gödel, Steve Greenberg, Grant Greffey, Jens Grimmich, Eckart „Ecki“ Gügel, Oliver Günthner, Daniel „Erhardsson“ Hansch, Hans Harleman, Markus Hartmann, Wilko Hartz, Kazuki Hashimoto, Leona Healy, Thomas Helbig, Nicola Hellberg, Christof Heimhilcher, Jan Hepping, Madeleine and Wolfram Herre, Kari Herrington, Richard Herrmann, Joe Hird, Silke Holland, Hermann Holthusen, Markus Höreth, Silke Hückesfeld, Michael „Mighty“ Isbaner, Beate „Batti“ Jaworr, Uwe Joop, Andreas Jost, Vincent Jehl, Christoph Kainrath, Andrew Kanis, Karl-Heinz Kettl, Martina Kessler, Michael Kiefer, Torsten Koglin, Ralf Kollock, Jean-Christophe Kong, Werner Konnertz, Antti Koskinen, Martin „Superobelix“ Kosub, Scott Kovatch, Wolfgang Kreder, Karsten Krone, Andrea Krutsche, Gary Kruse, Constantin Krüger, Hardy Krüger, Sven M. Kübler, Mia Zoé and Mara Sophie L., Helfried Lackinger, Frank Langenfeld, Giuliano Lassandro, Christian Latka, Ingo Laubvogel, Hartmut Lipp, Yu-ting Lo, Uwe Lohse, Caro and Tommy Lorber, Arnas Lucassen, Hartmut Madlener, Cornelia Mahnke, Tobias Matysiak, Sepp Mayer, Michael Meier-Bachl, Jennifer Menze, Ramona and Carsten Meteling, Wilfred Meyboom, Jörg and Elena Müller, Jürgen Neidhardt, Alvin L. Neller, Michael „Hoeskuldr“ Neumann, Ronald Novicky, Yosuke Otsuka, Jeff Pachman, Alexandre Peeters, Anthony Pellicane, Andreas Peter, Markus Petersen, Anthony Perez, Diana Pérez-Gándaras, Tobias Pielsticker, Andreas Pitzschel, Andreas Preuß, Liane Preußner, Norbert Pütz, Chunbeng Quek, Sebastian Rapp, N. Rakowsky, Volker Rebel, Marcus Rehbein, Kay-Peter Rehders, Daniel Reinsch, Ernst-Jürgen Ridder, René Ritter, Nestor Rodriguez, Stefan Roschewitz, Guenther Rosenbaum, David Ruddat, Oliver Sack (Spielevater.de), Ville Salo, Stephane Sarrazin, Michael Sebastian, Christopher Seehusen, Stefan Seis, Michael Sellin, Christoph Schlewinski, Carina Schmidt, Hans-Dieter Schmitz, Udo Schmitz, Andreas Schnepf, Frank Scholtz, Andreas Scholz, Kay Schroeder, Felix „Siebensinn“ and Andrea „Sanara“ Schweiger, Dorothee Schweikard, Roman Shaposhnik, Björn Sieber, Mark Sienholz, Oliver Soergel, Oliver Sommer, Matteo Solcia, Marko Spill, Michael Stadler, Christian Steffens, Michael Stemmler, J D Sterling Babock, Sebastian Stöber, Sven and Rebecca Stratmann, Christian Strehl, Christoph Sturm, Symyis, Krisztina Szeróvay, Isabel Ribes Tang, Torsten Tews, Alexander Thalheim, Olaf Thelen, Karin Thier, Duarte Tiago, Kai Tiedge, Tomomi, Christian Törner, Philippe and Nina Traber, Andreas Trieb, Timur Tug, Holger Tussing, Sven Valentin (Dice Hunters e.V.), Fco Valverde, Nicolas Van Cauwenberge, Marc Van den Branden, Christof Van Holm, Bart van Hoof, Andreas Veith, Ivano Venturi, Nils Veuve, Etienne Vienne, Dirk Vincenz, Thilo Voigts, Carmen and Michael Wallner, Josef Weber, Michael Wegele, Martin Weich, Michael Welsch, Andre Welzel, Matthias Wendler, Andy Weyermann, Michael Wiener, Holger Wiewel, Stacie Winters, Jürgen Wilhelm, Frank Wojcik, Mou-Lan Wong, Christopher Wray, Juliane Wuehr, Cheng Hsien Yu, Frank Zahn, Jens Zehrbach, Uwe Zemke, Frank Ziegler

The author and publisher also thank Klaus Knechtskern, Gerogor Abraham, and Andreas Trieb for the many rounds of playtesting, and, as always, Dieter Hornung.
Rules Editing: Hanna and Alex Weiss
English Rules layout: Marie-Elaine Bérubé and Karine Tremblay
Special thanks to Patrick Korner for the English translation and to Adam Marostica for proofing.

© 2014 Hans im Glück Verlags-GmbH

English version by:

© 2014 FZZ Entertainment Inc.

31 rue de la Coopérative

Rigaud QC J0P 1P0

Canada

Z-MAN
games

info@zmangames.com
www.zmangames.com