

Course of play

VISBY

1) Forward all 3 markers on the board according to this table:

Players:	2	3	4	5	6
Spaces:	3	5	3	4	5

2) Choose cards secretly and place face-down in front of you
(2 or 3 players: 2 cards, 4-6 players: 1 card)

3) Reveal all cards and evaluate them in the following order:

FELDZUG	① Troops	② Knight	③ Blacksmith
HANDELSFAHRT	④ Fleet	⑤ Ship	⑥ Tollkeeper
MARKT	⑦ Merchant	⑧ Mendicant	

Mendicant gains wares according to the following table:

Cards:	1	2	3	4	5	6	7	8
Wares:	1		2		3		4	

The cards in detail

VISBY

FELDZUG

- Troops:** 2 🏰 off the plan*, once
Knight: 1 🏰 off the plan*, repeatedly (up to 5 🏰)
Blacksmith: per foreign Troops 4 🚢, per foreign Knight 2 🚢

HANDELSFAHRT

- Fleet:** 3 🚢 off the plan*, once
Ship: 1 🚢 off the plan*, repeatedly (no limit)
Tollkeeper: per foreign Fleet 3 🏰, per foreign Ship 1 🏰

MARKT

- Merchant:**
- marker back 2 spaces for Merchant 2, 3, 4, ...
 - change 🚢 into 🏰 using current rate, repeatedly
 - move marker back to space 0
- Mendicant:**
- per foreign Merchant 2 🚢
 - 🚢 for cards according to table overleaf
 - take all cards back onto your hand

* If insufficient: distribute evenly among all players concerned