



Doctor: Reduce age of 1 of your aristocrats, or increase the age of 1 opponent's aristocrat.



Move: Move 1 of your aristocrats from its existing aristocrat space to an aristocrat space in a different electorate (push a knight if necessary).



Indulgence: Gain 1 VP.



Pope: One extra vote for Emperor's election.



Church Influence: Choose before an Emperor's election 1 spiritual electorate. All aristocrats (except the elector) and knights in the color of the elector provides an extra vote for Emperor.



Excommunication: Choose before an Emperor's election 1 secular electorate. This electorate is excluded in the Emperor's election.



Rival: Player is the rival for the throne and cannot take any further actions.



Knight: Place a new or move an existing knight of yours to any empty aristocrat or castle space. This action is always available.

In the Shadow of the Emperor



Permit: Place a new (age 15) Baron or Couple in an aristocrat space (push a knight is necessary).



Ordinance: Place 1 city in an empty city space. Gain 1 VP for each of your first two cities and 2 VPs for your third one.



Promotion: Replace 1 of your knights on an aristocrat space with a new Baron (age 15).



Foreign King's Daughter: Replace 1 of your Barons (not an elector in a spiritual electorate) with a Couple of the same age.



Gray Eminence: Only the elector of Brandenburg can take this card. During New Electors, the player that has this card can place 1 new Baron at the side of any electorate. This Baron counts for electing a new elector and then is discarded.

Elector Privileges

Trier: Pay and use an action that is not available anymore.

Koln: Reduce age of 1 of your aristocrats, or increase the age of 1 opponent's aristocrat.

Mainz: At the end of New Electors, gain 1 VP.

Rhein: Place a new (age 15) Baron in an aristocrat space (push a knight is necessary).

Saxony: Gain 2 thalers at the Income phase.

Bohemia: 1 extra vote for Emperor's Election.

Brandenburg: Gray Eminence card.

I. INCOME: 6 + 1 for each of your cities + 1 for each opponent's city in electorates where you are the elector. Emperor's cities provide no thalers.

II. Aging: Remove all aristocrats of age 45. Rotate remaining aristocrats to the next higher age. If Emperor is removed, controlling player will replace him with any aristocrat that is not an elector (if none available, replace him with a new aristocrat of age 45).

III. Descendants: More blue than pink action cards, result in a son. Place a new Baron (age 15) in an aristocrat space (push a knight is necessary). Equal or more pink action cards, result in a daughter. If an opponent agrees, gain 1 VP and change one of his Barons (not an elector in a spiritual electorate) to a Couple. Otherwise gain 1 thaler.

IIII. Actions: Buy and get/use action cards, or use an elector's privilege.

V. New Electors: Count power points (1/Knight, 1/Baron, 2/Couple, 1/City) in each electorate. Emperor decides ties. New elector gains 2 VP and moves one of his aristocrats in the electorate to the elector position (must be a Baron in spiritual electorates). Old elector moves to an empty aristocrat space in the electorate (push a knight if necessary). If new elector does not have available any aristocrats to move to the elector position, the elector space remains empty (cannot vote for Emperor).

VI. Elect Emperor: Votes: 1/Elector, 1 extra in Bohemia, Pope, Church Influence, Excommunication. Players vote for Emperor or Rival. Rival wins if he has more votes. New Emperor moves one of his aristocrats (not an elector) to the Emperor position (if none available, place a new Baron at age 45). Old Emperor moves to an empty aristocrat space in any electorate (push a knight if necessary). All players that voted for the victor gain 1 VP (no VP for victor).

VII. Emperor Action: Emperor gets the bonus indicated on the Round track.

VIII. End of Round: Advance marker on round track.

Push a Knight: Return any knight from an aristocrat space back to supply.