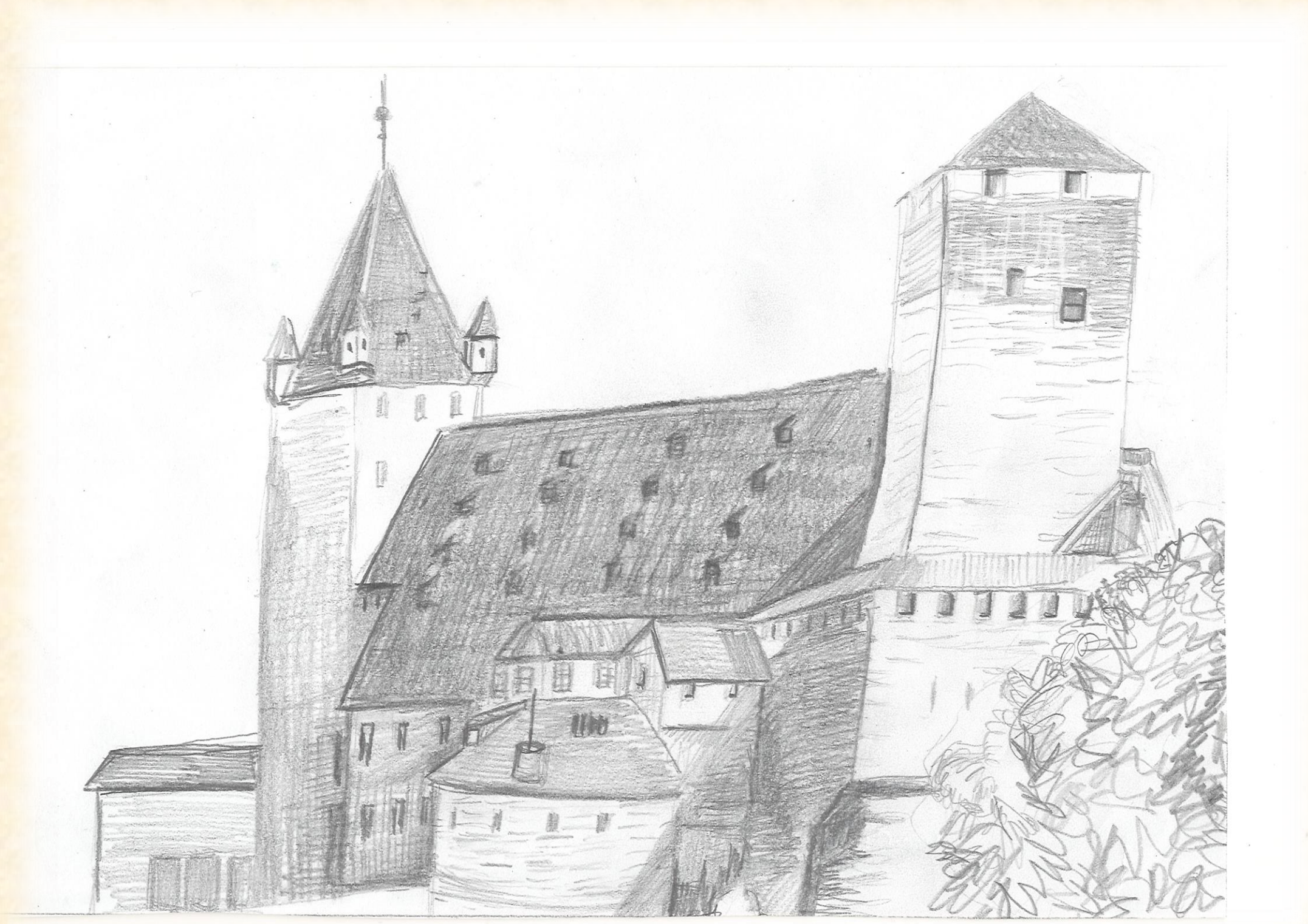


The **SETTLERS** - of Nuremburg -

This game was created to commemorate the 950th anniversary of the City of Nuremburg.



It was published in German only, and has a great many language-dependent components. This booklet is a translation of the Rules folder.

CREDITS

Designer: Klaus Teuber

Artist: Tanja Donner

Publisher: Kosmos

Age: 10+

Duration: about 90 minutes

Drawing above: Amanda Whyman

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Useful Words & Phrases

Bauhof	Building Yard
Das Umland Nürnberg	Nuremburg's Hinterland or Countryside
Die Freie Reichsstadt Nürnberg	The Free Imperial City of Nuremburg
Handwerksbetrieb	Workshop
Hauptmarkt	Main Market
Prag	Prague
Raubritterburg	Robber Knight's Castle
Siedlung	Settlement
Siegpunkt	Victory Point
Stadtmauer	City Wall
Turm	Tower
Venedig	Venice
Zollbalken	Toll Road (a slight mis-translation really)

Translator's Note

I received this game as a gift, and the Giver included a copy of the rules translation by Anthony Rubbo. Sadly this copy of the translation was incomplete, missing several lines from the bottoms of each sheet (presumably a victim of the shorter page size of American "Letter" paper versus European A4). It was also frustratingly incomplete because the Advanced Set-up Rules and Event descriptions were missing because they were never even in the original German rules, they were instead placed in the Almanac.

Well, one thing led to another and I ended up painstakingly entering everything into "Google Translate" so that I had a complete translation. I'm sure I have taken some liberties as I am not a German-speaker, but nevertheless I hope it is of use to others as well as myself.

Neil Whyman, December 2020

Contents

This is a German language only game. Components indicated with a “T” have German text that is either not essential or can be figured out pretty easily on the spur-of-the-moment. Components labeled “ET” have essential text for which a translation is needed.

- 1 game board (T)
- 4 sets of wooden player pieces in white, red, blue and orange, each set comprising:
 - 5 Settlements
 - 4 Workshops
 - 15 Toll roads
- 1 purple wooden cone – the time marker.
- 1 Robber knight and stand
- 100 resource cards (20 each of wool, wheat, ore, brick and wood)
- 36 event cards (ET)
- 26 city wall pieces
- 16 tower pieces
- 24 large gold coins, value 5
- 26 small gold coins, value 1
- 12 large prestige tokens, value 5
- 36 small prestige tokens, value 1
- 8 Victory Point plaques (T)
 - 5 “Right of Way” plaques worth 1 VP, one for each of the trade routes radiating from Nuremburg
 - 3 City Council plaques, worth 4, 3 and 2 VP.
- A large folded card with the rules on one side and a beginners’ guide/setup on the other (ET)
- An Almanac booklet giving an alphabetical list of game terms (ET)
- A booklet, apparently giving background history of Nuremburg (T)
- My copy has a draw-string bag that appears to have no game-related purpose, just used for storing the pieces.

Rules

This document contains the complete game instructions. But first take a look at the Beginners' Guide on page 11. This will make getting started with these rules a lot easier. Then read the instructions below and start playing right away. If you need detailed information during the game, please look it up under the respective keyword in the Almanac.

Start Here

We recommend using the set-up for beginners ("Startaufstellung für Einsteiger" in German) shown on the back of the Rules folder for your first game. Using this will give a reasonably well-balanced game.

The set-up for advanced players offers more challenge later, of course. Using it each player decides for themselves where to place their first two settlements in the Nuremburg area. There is a description of the Advanced Set-up in the Almanac ("Startaufstellung für Fortgeschrittene" in German).

Objective

The goal of the game is reach 13 Victory Points. Victory Points are gained by building Settlements and Workshops. Possessing Rights of Way on the Trade Routes will also gain you Victory Points. By building Walls and Towers players can gain Victory Points by becoming a member of one of the three City Councils.

Set-up (for beginners)

- Each player chooses a color and takes the Toll Roads, Settlements and Workshops in that color.
- Each player places two Settlements and two Toll Roads as shown in the beginners set-up map (on the folded card).
- Place the five "Right of Way" plaques and the three Council plaques near the board
 - For 3 players remove the 3VP Council plaque from the game ("Mitglied im Kleinen Rat" in German).
- Sort the resource cards by type into 5 piles, and place them face up near the board.
- Shuffle the Event cards and place the deck in their space on the board (marked "Ereigniskarten Stapel").
 - The space below this is for the discard pile (marked "abgelegte Ereigniskarten").
- Place the 26 wall and 16 tower pieces near the board.
- Place the Prestige tokens and gold coins near the board.
- Each player starts with initial capital of 2 gold.
- Each player receives a set of three resources to start the game with. These are the resources produced in the three hexes adjacent to the settlement that is shown with a star symbol on the set-up map. For example, White receives two wheat and a wood.
 - As resources are gained throughout the game they are placed in hand, and are kept secret from the other players.

- The player having the most Toll Roads on each Trade Route receives the “Right of Way” plaque for the corresponding Trade Route. During set-up only ties are broken by the order in which each tied players’ first Toll Road was placed on that Trade Route. Hence for the set-ups that match the beginners set-up map:
 - The Venice (“Venedig” in German) Right of Way plaque goes to White per the tie-breaker.
 - The Prague (“Prag” in German) Right of Way plaque goes to Red.
 - Trade Route IV’s Right of Way plaque goes to Orange per the tie-breaker.
 - Trade Route V’s Right of Way plaque goes to Blue.
 - The Right of Way plaque for the Frankfurt Trade Route is not awarded.
- Place the turn marker on the year 1355.
- Place the Robber Knight in his castle (“Raubritterburg” in German) on the lower left section of the countryside map.

Game Flow Summary

The oldest player starts. In your turn, perform the following actions in the order given:

1. Draw an event card
2. Trade and Build

The active player can do the following three things in any order in the “Trade & Build” phase:

- Trade; i.e. trade resources with the other players and/or the Bank.
- Build; Settlements, Workshops, Toll Roads, City Walls and Towers.
- Manufacture Commodities and sell them for gold in Frankfurt, Prague and/or Venice.

Play then passes to the left.

Gameplay in Detail

1. Draw an Event Card

Each player-turn begins by drawing the top card of the Event deck, placing it face-up on the discard pile.

Event cards have at most two characteristics:

- a) The Harvest Number
- b) The Event

First distribute the harvested resources, then execute the Event.

1a) The Harvest

The number on the Event card shows which hexes on the countryside map will produce resources this turn. All Settlements adjacent to those hexes will produce a resource of the type appropriate for the terrain in the hex, and the produced resources are given to the settlement owners. Exception: A hex containing the Robber Knight produces nothing.

1b) The Event

Then the event described on the card takes effect. Consult the Almanac for details of the events.

2. Trade & Build

The player can do the following in any order:

- a) Trade
- b) Build
- c) Manufacture and sell commodities

2a) Trade

Trading with other players

The active player may trade resources with all players. Each trade is bilateral, and must be mutually agreed between the two players. Trades must involve the active player. There is no limit to the number of trades that the active player can make.

Trading with the Bank

The active player may trade with the Bank at an exchange rate of 4:1. To trade with the bank, return four identical resources or four gold to the stock, and take any resource or a gold from the stock.

In addition, if the player has a workshop adjacent to the Hauptmarkt better trading-rates become available. Having a Workshop on the space marked "3:1" simply changes the exchange rate from 4:1 to 3:1. Workshops on the other five spaces permit two of a specific resource to be traded for 1 resource of the players choice (or a gold).

2b) Build

Finally, the active player can build to increase his number of victory points. To do this, he has to pay into the stock the correct combinations of resource cards (see building cost table on the lower & upper sides of the game board) and can then take a corresponding number of Settlements, Workshops and Toll Roads from his own stock and place them on the game board (clarification: once paid for the pieces must be placed on the board, nothing can be paid for and then held off-board). For example, if you want to build a Toll Road, you put a brick and a wood from your cards-in-hand back to the stock and place the Toll Road on the road section you want.

TOLL ROADS

Toll Roads cost 1 wood and 1 brick. The following rules must be followed when placing a new Toll Road:

- Toll Roads are placed along the side of a hex on the countryside part of the board. The side chosen must be part of one of the five pre-printed Trade Routes that radiate out of Nuremburg.
- The first Toll Road on each Trade Route must abut Nuremburg (so one end will be at the roman numeral).
- No matter which player lays subsequent Toll Roads, they are places in the first empty space going away from Nuremburg on the chosen Trade Route (Clarification: there will be no empty hex sides between the last played Toll Road and Nuremburg).
- Only one Toll Road may be placed on each hex side of each Trade Route.

- The player who places the first Toll Road on a Trade Route receives the “Right of Way” plaque for that Trade Route.
- If, by placing a Toll Road, the active player has more Toll Roads on the Trade Route than the player holding the “Right of Way” plaque, then the active player receives the “Right of Way” plaque.

SETTLEMENTS

Settlements cost 1 wood, 1 brick, 1 wool and 1 wheat, and are worth 1 Victory Point. The following rules must be followed when placing a new Settlement:

- Settlements may only be placed on the corners of the countryside hexes, and only on a corner that is on one of the five Trade Routes.
- The Settlement can only be built on a Trade Route on which the active player has at least one Toll Road (clarification: the active player can satisfy this restriction with a Toll Road built in the current turn). Note that the line of Toll Roads does not have to reach the chosen building site.
- The Distance Rule: This rule is important to remember and easy to forget; Settlements can never occupy hex corners that are adjacent along the same Trade Route.
 - This applies in both directions along the Trade Route, and
 - applies regardless of the ownership of the Settlements, and
 - does not prevent Settlements being adjacent if they are not on the same Trade Route.
- ❖ Translator’s note: There are two places on the board (one on Trade Route II/Frankfurt and one on Trade Route V) where there are two potential Settlement sites that are both adjacent and on the same Trade Route, but the hex side connecting them is not part of the Trade Route. I don’t have the skill to tell if the German wording of the Distance Rule implies that settling both adjacent locations is intended to be permitted or intended to be forbidden. The way I’ve written the translation is to make it permitted, but I might be wrong.
- Settlements may not be placed on the Nuremburg hex’s corners (i.e. those with roman numerals).

WORKSHOPS

Workshops cost 3 Ore and 2 Wheat, and are worth 1 Victory Point. The following rules must be followed when placing a new Workshop:

- Workshops may only be placed on one of the 12 red dots in the City of Nuremburg (i.e. the left-hand part of the game board).
- Only one Workshop can occupy each red spot, so there can never be more than 12 built.
- Note that, unlike Settlements, there is no Spacing rule. Workshops may be placed adjacent.

CITY WALLS

City Walls cost 1 brick and 3 Gold. The following rules must be followed when placing a new City Wall:

- City Walls are only ever placed around the outer edge of the City (on the left-hand part of the game board). There are 26 hex edges around the outside of the city, so no more than 26 city walls can be built.

- The very first City Wall built in the game is placed on the wall space marked with an arrow. All subsequent City Walls are simply added sequentially in a counter-clockwise direction around the edge of the city.
- The long edge of the city wall tiles is placed against the edge of the city. This will cause open triangles to be formed on the external corners. These spaces are for Towers.
- The active player receives 1 Prestige Point (NOT Victory Point) per City Wall built.
- City Walls may be built regardless of Workshops.

TOWERS

Towers cost 1 brick, 1 wood and 3 Gold. The following rules apply when placing a Tower:

- The active player must have a Workshop at the Building Yard (“Bauhof” in German) in order to build a Tower
 - Such a Workshop may have been built in the current turn.
 - 6 of the city’s 12 red dots (Workshop sites) are around the Building Yard.
- Towers may only be built on the external corners of the city, and only if both hex sides forming the corner have a city wall on them. This will form an open triangle. The tower is built into this triangle (for an example, see Almanac).
 - The active player may have built the required City Walls in the current turn.
 - There are 16 external corners, thus no more than 16 Towers can be built.
- The active player receives 2 Prestige Points (NOT Victory Points) per Tower built.

2c) Manufacturing and Selling Commodities

- There are 5 different Commodities that can be made in Nuremburg: Helmets, Armor, Lyres, Paper, and Compasses. Each symbol is present in 2 hexes of the City map.
 - ❖ Translator’s note: The German word “Tand” translates as either “Trinkets” or “Hardware” in Google Translate, however the symbol on the board is a Lyre so for the sake of clarity I will go with Lyre (Mastersingers of Nuremburg perhaps).
- The resources needed to make each commodity are shown on the game board around the edge of the city.
- There are no cards/components that represent the commodities because they cannot be retained and are immediately sold for gold.
- The icons on the board show how much gold the active player receives for each commodity made; look for the number of coins shown above the signpost symbol appropriate to the commodity (e.g. 2 for Paper, and 6 for Armor).
- Beneath the signpost is shown how much the active player must pay to the holder of the “Right of Way” plaque for the indicated Trade Route (e.g. 1 for Paper going to Venice, 3 for Armor going to Prague). Again, this Toll has to be paid for each commodity made.
 - If the active player holds the “Right of Way” for the relevant Trade Route then the active player retains the Toll.
- Given enough resources the active player may make and sell multiple commodities, receiving payment and paying the Toll independently for each.
- No Workshop is needed to make commodities, but if the active player has a Workshop adjacent to a hex containing a commodity symbol, then the player receives double the gold for making that commodity.
 - If the active player does receive double gold, the toll remains unchanged.

ADDITIONAL RULES

Robber Knight (Raubritter in German)

- When a Robber Knight event occurs nobody gets any resources (there will be no harvest number on the card)
- All players holding 8 or more resource cards must choose half of them to discard (rounding odd numbers down).
- The active player then moves the Robber Knight to a new hex; it must be a hex with a harvest number. It is not permitted to leave the Robber Knight where it is.
- The active player then takes a resource card at random from the hand of any player (unlike other Settlers-type games the thieving is not limited to players with Settlements around the Robber Knight's location). Gold may not be stolen.
- The effect of the Robber Knight on future turns is to prevent any harvesting, so no resources are received by any player from a hex that has the Robber Knight on it.

The “Right of Way” plaques

Each “Right of Way” plaque is held by the player having built the most Toll Roads on each Trade Route. Awarding of the plaque is not permanent, it will pass to another player if that player gets more Toll Roads on the Trade Route than the present holder. While held these plaques are worth 1 Victory Point and are useful for getting gold when the Toll events (“Wegezoll” in German) come up, and for three of them when commodities are sold.

The City Council Plaques

Players receive Prestige Points when placing City Walls (1 per) and Towers (2 per). Prestige Points are needed to gain control of the City Council plaques. The three plaques are worth 2, 3 and 4 Victory Points.

- The first player to reach 3 Prestige receives the 4 VP City Council plaque (“Mitglied im Siebenerrat” in German, which translates to “Member of the Council of Seven”).
- The second player to reach 3 Prestige receives the 3 VP City Council plaque (“Mitglied im Kleinen Rat” in German, which translates to “Member of the Small Council”).
- The third player to reach 3 Prestige receives the 2 VP City Council plaque (“Mitglied im Großen Rat” in German, which translates to “Member of the Grand Council”).
- In a 3-player game the 3VP plaque is not used, so the second player to reach a total of 3 Prestige receives the 2VP plaque instead.

The City Council plaques can change hands!

Whenever the active player's total Prestige surpasses that of a player who holds a City Council plaque, then the two players swap plaques (if the active player has no plaque then the swap is of a plaque for nothing in return). In a situation in which the active player's prestige surpasses that of more than one plaque-holding player in a single action then the active player may choose which player to swap with.

Important: City Council plaques may not be swapped with a player who has 12 or more prestige. In effect 12 Prestige is the threshold at which a player's City Council plaque will never change.

Timeline

- Whenever an event calls for it, the time marker is advanced one space on the time line. This is caused by the “The Years Go By” event (“Die Jahre vergehen . . .” in German). There are 3 such event cards.
- Two of the spaces on the time line say “Ereigniskarten mischen”. When the time marker is first placed in these spaces (1370 and 1385) the unused event cards are reshuffled with the discards and placed again on the event card draw pile space.

The Game End

The game will end in one of two ways:

- The game ends immediately when the active player has 13 or more Victory Points.
- The game ends immediately when the time marker reaches the 1400 space on the time line – the turn is not completed and the player with the most Victory Points is the winner. The player having the more valuable City Council plaque wins ties.

Beginners' Guide (from the large folded card)

This introduction is intended to give you a feel for the game. It is recommended that beginners read points 1-14 before reading the Rules.

1. The left part of the board shows the old city of Nuremburg, divided into 12 hexes. The right part of the board depicts Nuremburg as a single hex, surrounded by many hexes of countryside. The general flow of a game usually sees the countryside being settled first, then the city itself to promote trade and get gold for further development.
2. Just like a regular "Settlers"-style game, the countryside hexes are of five terrain types, each producing a different resource: Pasture (producing wool), Forest (producing wood), Fields (producing wheat), Hills (producing brick) and Mountains (producing ore).
3. To win the game you need to be the first to reach 13 Victory Points. You start the game with 2 toll roads and 2 Settlements (each Settlement is worth 1 VP so you only need 11 more).
4. To get more VP you will want to build more Settlements in the countryside, and eventually build Workshops in Nuremburg itself on the left part of the game board. To build these things you will need resources.
5. Getting Resources: An event card is drawn at the start of every player-turn. On the Event card there will be a "Harvest Number". Every countryside hex having that number will be able to produce resources that turn.
6. But you only get resources from a harvest hex if you have a Settlement bordering that hex. In many cases a Settlement will border up to three hexes.
7. Often you will lack some of the resources needed to build the things you want to build. This can happen because your settlements don't touch all five types of terrain, or because the right harvest numbers haven't come up on the Event cards.
8. To get around this you can Trade. You may trade resources with the other players, and if you need to you can also trade with the Bank. The Bank will give you one resource of your choice for any four identical resources.
9. You can build more Settlements at hex intersections in the countryside to increase your resource yield. The prerequisite is, however, that this intersection is on a Trade Route, that there are no adjacent settlements along the same Trade Route, and that somewhere on the entire Trade Route there is at least one Toll Road section that was built by you.
10. Toll roads are placed on the five trade routes pre-printed on the board. Toll roads not only entitle you to build settlements, but can also give you the "Right of Way" on this trade route if you have more toll roads than any of your fellow players on this route. Finally, Rights of Way bring you additional victory points and gold income.
11. The countryside hexes and the event cards use a circular symbol to contain the harvest number. This symbol is designed to give an impression of how frequently that number will be drawn: the more of the circle that is filled, the greater the number of event cards have that number. For example, there are 5 event cards each bearing 6's and 8's, but only 1 card each bearing a 12 and a 2. Use the symbols to get an idea of the best places to build your Settlements.
12. Gold is very important. Gold, wood and brick are used to build city walls and towers. With the right combinations of resources you can manufacture commodities in Nuremburg and sell them for gold in Frankfurt, Venice or Prague. For example, you can make compasses with an ore and a wood and sell them immediately in Frankfurt for three pieces of gold.
13. Workshops may be built on those intersections within Nuremburg that are marked with a red spot. They will double your gold income when selling commodities. For example, with a Workshop that touches one of the two Compass hexes, selling Compasses will get you 6 gold instead of 3. A Workshop placed adjacent to the market (i.e. the "Hauptmarkt" hex) gives you better exchange rates when trading with the Bank.
14. You will have a particularly good chance of winning the game if you manage to join the Council of Seven or the Small or Grand Councils of the City of Nuremburg. This will bring you extra victory points for helping to build the city's walls and towers.

The Beginners' Guide contains a suggested set-up to provide a balanced game for beginners. Experienced players can choose their own starting positions.

The **SETTLERS** - of Nuremburg -

VICTORY POINT SCHEDULE:

Victory points are gained for the following:

1VP	Each Settlement
1VP	Each Workshop
1VP	Each Right-of-Way
2VP	Member of the Grand Council
3VP	Member of the Small Council
4VP	Member of the Council of Seven

Ties are broken in favor of the player with the most valuable Council plaque.