



STEFAN RISTHAUS

TALLINN

A card game for 2-4 players, ages 10 and up,
duration 15-20 minutes.

Game Idea

In the 14th century, the Baltic city of Tallinn (or Reval as it was then called) was one of the most important cities in the Hanseatic League. Merchant guilds and monasteries thrived in the shadow of the strong city walls, while the Teutonic Knights ruled from the castle on the hill.

Increase your influence with the factions of merchants, knights and monks to secure yourself a place in the history of the city!

Game Material of the Base Game

50 cards, consisting of:

- 6 Start cards with starting factions and scoring overview
- A set of 11 cards per player, consisting of:
 - 10 Influence cards (numbers 1 through 10)



Factions on the front
(Merchants, Monks, Knights)



City wall tower on the back

- 1 Victory Point tracker card

4 Silver coins 

4 Gold coins 



1-15 front, 16-30 back

Game Setup

- Each player takes a VP tracker card, places it in front of them with the 1-15 side up, and places a silver coin on the 4 space (= 4 VPs).
- Shuffle the start cards and give one to each player to lay on the table in front of them to start their faction row. Unused starting cards are placed back in the box.
- The gold pieces are placed in a supply within reach.
- Each player takes a set of influence cards, shuffles them into a deck face down, and draws 3 cards to form their hand.

***Note:** The influence cards are numbered. Make sure each player has a set of cards 1 through 10.*

Gameplay

The game will play out in up to 10 rounds, each consisting of the following phases:

1. Simultaneously and secretly select an influence card.
2. Simultaneously play the previously selected cards.
3. Contests and tower building.
4. Draw a new influence card.

1. Secretly select an influence card

Each player **simultaneously and secretly** selects one influence card, and chooses which of the two halves they would like to add to their faction row in phase 2.

Influence cards are divided into two halves, only one of which can be activated. Place the card you want to play this round **face-down and sideways** in front of you so that one half is obviously the “right” side. **This right side will become active:**



You've chosen 2 merchants. You've chosen 1 knight and 1 monk.

Once all players have clearly selected both their card and the desired orientation, move on to the next phase.

2. Play selected cards

Players will now play the chosen influence cards by simultaneously revealing them and adding them to their faction rows.

Only the **right-hand side** of the card is played! Slide the card underneath the right-most card of the faction row so that only the selected right half remains visible.



Note: For convenience, players are allowed to rearrange the order of the cards in their faction row so that each faction is grouped together. However, take care that the orientation of the cards is never changed!

3. Contests and tower building

If a card half added to a faction row shows the **image of a coin**, then a contest (an influence check) is triggered for the faction pictured next to the coin.

Example: You've triggered a merchant contest. Only merchant symbols will be compared to determine the winner.



Players who play cards not showing the coin symbol **skip** this phase.

Count the number of faction symbols in your own faction row matching the contesting faction pictured. **One opponent at a time**, you then compare your total with the total of the same faction of each other player. For **each** individual opponent, if your total is higher you gain **2 points**. If the totals are tied, you gain **1 point**.

Notes: *The cards played in the current round were already added to the faction rows in phase 2 and are counted in the contest – including the faction symbol on the coin cards. Only the player who played the coin card will score any points. The other players score no points even if they have an equal or greater number of the contesting faction symbol.*

Move the coin forwards on your **tracking card** for each point scored. If a score goes above 15, turn the card over.

If a score goes **above 30 points**, flip the score card back to it's original side and replace the silver coin with a gold one from the supply. The gold coin indicates that you have 30 more points than the total indicated on the score card.

If a score goes **above 60 points**, stack a silver and gold coin on the card to indicate you have 60 more points than the total shown.

Note: Once a player has completed a contest's influence check, slide the coin card further underneath the faction row so that the coin symbol is covered. This will keep the faction row clearer:



In this manner, perform an influence check for **each** player who played a coin card. It is possible for more than one player to initiate a contest for the same faction. Handle each contest individually, and remember that all comparisons are only from the point of view of the player who played the coin card and **only that player** can score any points.

When all contests have been completed, any player who initiated one may **use a card to build a tower** for end game scoring. You may choose between two options when building a tower:

• **Option 1:**

Remove one of the already played cards **from your faction row**. Any card may be chosen, including the last card played in the current round. Flip the card over to the tower side and place it with the tower side up into your displayed cards.



• Option 2:

Place one card **from your hand**, tower side up, at the end of your displayed cards. Keep the factions on this card secret from the other players. In this case, you will play the rest of the game with a smaller hand and may possibly run out of cards to play before the last round.



You may also **choose not to use** one of your influence cards as a tower. However, no player may ever play a tower card without having used a coin card to trigger a contest!

If more than one player triggered an influence check this round, all of them must **simultaneously** decide which (if any) tower card to play. All players involved prepare their pointing finger and on a call of the oldest one they simultaneously point to the card of their faction row they want to use for tower building. Point to the start card for a card from your hand; point to the blank table to refrain from building a tower.

Variante: The player with the most points must decide first whether to build a tower and which influence card to use, and continue in descending score order. In case of a tie, the player with the greater number of already built towers chooses first. If still tied, decide in any manner you choose.

4. Draw a new influence card

At the end of the round, all players **draw one** new influence card from their own deck. When a player's deck is empty, stop drawing new cards and continue to play with the cards remaining in your hand.

Note: It's possible that all players will not have the same number of hand cards when one or more players have used hand cards to build towers.

Game End and Final Scoring

The game ends when all players have played all of their cards (maximum of 10 rounds).

For final scoring, **each player** will perform a final contest for each faction (knights, merchants, and monks) and then score the towers. First count the number of merchant symbols in your own faction row, and compare with the merchant total of each other player. For each opponent, if your total is higher you gain **4 points**. If the totals are tied, you gain **2 points**.

Attention: In these final contests, if your faction total is **at least 5 higher** than an opponent then this opponent must pay you one victory point. Your opponent **subtracts 1 point** from their score card, and **you score an additional point** for that influence check. Theoretically a player could have a negative point total, but this would be very rare.

Each player then performs the same contest for knights and monks.

Finally, score the **towers** by revealing all influence cards used to build them. Each player counts the faction symbols on their tower cards (both halves) to determine which one faction appears the most.

Each player will only use this one faction (different for each player) in the tower contest. Compare the total of your highest faction with the highest faction of each other player. For each opponent, if your total is higher you gain **6 points**. If the totals are tied, you gain **3 points**.

Note: Players receive **no points** for ties in a contest if they have none of the faction being checked (knights, merchants, or monks) – even though comparing against an opponent who also has none. The same applies to the tower scoring for two players who have built no towers.

The player with the most points wins. In case of a tie, the winner is the player having the most **overall** faction symbols on their tower cards (knights + merchants + monks). If a tie still exists, those players share the victory.

Example final scoring

During the game, Malte triggered 4 influence checks and scored 8 points. Heike has triggered influence checks, 2x knights, 1x monks and 1x merchants scoring a total of 5 points.

Malte has 9 merchants, 3 knights, and 6 monks in his faction row. His single tower card contains 1 knight, 1 merchant, and 4 monks.



Heike's faction row shows 3 merchants, 7 knights, and 6 monks. She has also built 2 towers with a total of 5 knights, 4 merchants, and 1 monk.



Malte wins the **final merchant contest**, and scores 4 points. Additionally, Heike must give him an additional 1 point from her score because Malte has at least 5 more merchants than Heike. The final **knight** contest is won by Heike for 4 points. The final **monk** contest is a tie, giving each of them 2 points. Current standings: Malte 15, Heike 10.

In the **tower scoring**, Malte will compare the 4 monks from his tower card against the 5 knights from Heike's. Heike wins this check and scores an additional 6 points.

Heike wins the game with a score of 16 to 15.

The Emperor's Envoy (Expansion)

Game Material

4 Influence cards "Emperor's Envoy" (1 per player)



Game Setup

Each player shuffles the Emperor's envoy card into their Influence cards deck. The game may now go up to 11 rounds. Draw 3 cards to form your hand. You may now choose to exchange any number of cards from your hand **once**. Pay one Victory Point per card, put the cards below your deck in any chosen order, and draw the same number of cards to your hand.

Gameplay Changes

Adding the half with 3 regular faction symbols to a faction row counts, as regular, as 1 monk, 1 knight, and 1 merchant.

Adding the other half with the 2 special **envoy symbols** in purple to a faction row allows a player to trigger a contest for **any one faction** of their choice, in which the 2 envoy symbols will each count as an additional symbol of the chosen faction. The 2 additional symbols add **only** to the total during the contest triggered by the player who played the Emperor's envoy card, not in contests triggered by other players. The envoy symbols are then ignored until final scoring.

Final Scoring

If the envoy symbols are **in your faction row**, immediately add the 2 symbols to the row's smallest faction total. If there is a tie between factions in your display choose simultaneously with the other players facing also a tie, to which faction the envoy symbols will be added.

If the Emperor's envoy card was used to build a **tower**, add the 2 symbols to the tower card's smallest faction total immediately after revealing them.

The Chronicles (Expansion)

Game Material

6 "Chronicle" cards



Game Setup

Shuffle the 6 chronicle cards and lay out two of those cards (① and ②) face up adjacent to each other. Take another card and place it face down on top of the two face-up cards in a manner that one half of each of those cards is covered ③.

Divide your draw pile into 2 stacks, a first one with **4 cards** and a second one with the remaining cards.

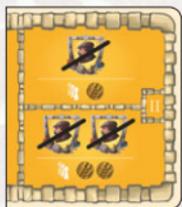
When in phase 4 (*Draw a card*) your **first** stack of the draw pile runs empty, the scoring for the left-hand level I chronicle card is triggered. As soon as the **second** stack runs out, scoring for the right-hand level II chronicle card is triggered.

Intermediate Scoring

There are two types of chronicle scoring depending on the card:



- a) Score points if your influence cards **contain** at least the number of faction symbols shown on the chronicle card. The number of points scored is either once (●) or twice (●●) the number of players, depending on the chronicle card and total.



- b) You may **remove** influence cards with at least the number of symbols shown on the chronicle card from your faction row to gain victory points (equal to either once ● or twice ●● the number of players depending on the card's level). Place any removed cards back in the box.

Smithies (Supporters on Spieleschmiede)

Christian Blanz, Martin Bund, Mathias Decker, Tom Götze, Helmut Herzog, Hendrik Hoekstra, Philipp Kaiser, Andrea & Páde Lüscher-Caderas, Silke Rupprich, Kay Schroeder, Marlon, Mika, Manuel and Ines Vinaske, Frank Zahn, Frank Ziegler.

Also available: >Blind Hen<

Each player tries to collect chicken cards with the most points. As if it were not difficult enough to collect the bustling chickens, Blind Hens are sneaking among them causing trouble. But even a Blind Hen “sometimes finds a grain of corn” (German saying).



Imprint

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Author and publisher want to thank all playtesters and rule readers. The author especially wants to thank his wife Heike, as well as Sonja and Christian Heider, Volker Wichert, Malte Meinecke, Wilfried Meinecke, Robert Rudolph, Fabian Abele and the members of the Wolfsburg and Braunschweig gaming groups.

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