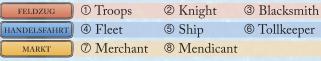
Course of play



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:



Mendicant gains wares according to the following table:

		4 0 0						
Cards:	1	2	3	4	5	6	7	8
Wares:		1		2		3		4

The cards in detail

VISBY

Troops:
Knight:
Blacksmith:

2 off the plan*, once

1 not find the plan*, repeatedly (up to 5 not foreign Troops 4 , per foreign Knight 2 ...

Fleet:
Ship:
Tollkeeper:

3 **ॐ** off the plan*, once

Merchant:

- marker back 2 spaces for Merchant 2, 3, 4, ...

- change into qusing current rate, repeatedly

- move marker back to space 0

- per foreign Merchant 2 🐸

- of for cards according to table overleaf

- take all cards back onto your hand

^{*} If insufficient: distribute evenly among all players concerned