

THURN und TAXIS

Alle Wege führen nach Rom

by Karen and Andreas Seyfarth
for 2 to 4 players aged 10 and up



Use the rules for the basic game except as described herein.

These two expansions "The Audience" and "Offices of honor" can be played together or separately with the basic game.

1. The Audience

Each player sends 5 clergymen to attend an audience with the Pope in Rome. The players endeavor to make certain the carriages with the clergymen arrive, but not too early! A player who arranges for his cardinal to arrive at just the right time will score more points than the player who manages the same with a simple priest.

Contents:

- 1 game board with various roads to Rome
- 20 audience tiles with 5 different clergymen in the four player colors



- 5 carriage in the colors of the countries (beige – Baiern; orange – Böhmen/Salzburg; etc.)



Preparation:

Each player takes the 5 audience tiles in his color. Place the game board with the roads to Rome near the basic game board. Place the 5 carriages on the appropriate starting city according to their color (Lörrach, Tuttlingen, St. Gallen, Freising, and Hallstadt). When playing with only 2 players, place the carriages in the following cities: Mailand, 2 in Como, Trient, and Udine).

Each player secretly assigns **one of his audience tiles to each carriage** and places them face down on the passenger space for the chosen carriages. When all players have placed their audience tiles, there will be one for each carriage for each player.

During the game, players may not check to see what tile they placed in which carriage. This is something they need to remember from the start.

Moving the carriages:

When a player closes a route, in addition to scoring it (placing houses, collecting bonus tiles, etc.) he may also be able to move one or more carriages. For **each city card** in the closed route, **for which no house** was placed, the player must move the corresponding carriage one city further toward Rome. As in the basic game, the player must place all houses he is allowed, although he may choose from the normal options when doing so. He need not take the choice with the most houses. This applies when a player does not place a house due to the placing rules (all houses in 1 country or 1 house in each country) and when he could place a house, but already has one in that city.

The players must always move the carriages in a southward direction. When a city has several southern exits (e.g. Andechs has 2 and Florenz has 3), the player moving the carriage decides which road the carriage takes (western or eastern detours are allowed, as long as the road goes at least a little bit south).

When a carriage has already arrived in Rome, a city card for that carriage is considered as a joker and the player must move another carriage toward Rome. The same applies when Lodz (Poland) triggers movement. When a player has to move several carriages, he may choose the order (card for card) at will.

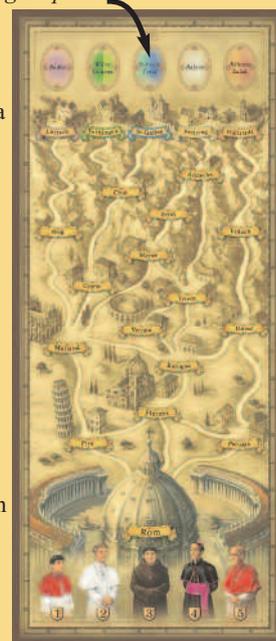


Example: the Baiern carriage is in Andechs. Anna scores the route Ulm - Augsburg - München - Salzburg and places a house in all but München. Anna did not use the München city card for placing a house, therefore she must move the Baiern carriage further south to the next city along a road. Anna may choose between moving the carriage to Ettal or Trient. If Anna had placed houses in München and Augsburg, she would have had to move the green (Württemberg-Hohenzollern) and the red (Böhmen-Salzburg) carriages one space (the next city) southward.

A carriage arrives in Rome:

When a carriage arrives in Rome, the player turns over the audience tiles for that carriage and places them face up on the spaces for the appropriate clergyman. Several audience tiles can be on one space. If the space for a clergyman is already occupied when a carriage arrives, the player removes the audience tiles from that space from the game, placing them back in the box.

Passenger spaces



 *Example: 2 cardinals (blue and green), 1 bishop (red), and 1 ministrant (yellow) are on the audience spaces. They arrived previously on the carriage from Baden. Now the Baiern carriage arrives and brings the following clergymen: 2 ministrants (green and red), 1 priest (blue), and 1 cardinal (yellow). The following clergyman leave the audience: the 2 cardinals (blue and green) and the ministrant (yellow). In the audience space are now: 1 cardinal (yellow), 1 bishop (red), 1 priest (blue), and 2 ministrants (green and red).*



Game end:

For each audience tile in an audience space at game end, the player adds the point value on the tile to his victory points. The player with the most victory points is the winner!

2. Offices of honor

The players try to use the office holders as evenly as possible, in order to receive different office tiles. The more different tiles a player can return at one time, the greater benefits he receives.

Contents:

8 "Postmaster" tiles



6 "Administrator" tiles

12 victory point chips 

8 "Postal Carrier" tiles



4 "Cartwright" tiles

4 summary tiles 



Preparation:

Depending upon number of players, place the following number of office tiles as stacks on the game board on top of the corresponding pictures as shown on the right:

4 players: all tiles

3 players: 6 Postmasters, 6 Postal Carriers, 5 Administrators, and 3 Cartwrights

2 players: 4 Postmasters, 4 Postal Carriers, 3 Administrators, and 2 Cartwrights

With 2 or 3 players, place the unused tiles back in the box.

Description:

Every time a player uses the support of an office holder, he takes the appropriate office tile from the supply.

 *Example: in the first turn, each player takes 2 city cards, using the assistance of the Postmaster. Thus, each player takes 1 "Postmaster" tile.*

As soon as a player takes the last tile of an office holder from the supply, all players must return office tiles. Beginning with the player whose turn it is and continuing clockwise around the table, each player must return 1-4 different tiles to the supply, but need not return all he can. For:

1 tile returned: the player earns nothing.

Note: if a player has no tiles, he returns none and earns nothing.

2 tiles returned: the player may take 1 face-up card from the display or the top-most card from the supply.

3 tiles returned: the player takes 1 victory point chip.

4 tiles returned: the player may place 1 of his houses on the game board.

Note: when placing a house, the player can take any earned bonus tiles, as normal. He takes any such earned bonus tiles immediately. If a player places his last house with this, the game ends as it would if he had placed the house in a normal turn.

The players place returned tiles back on the appropriate places on the game board. If after a return there is an office holder with no tile, the players execute another round of tile returning. This continues until each office holder has at least one tile. Each round each player must return at least 1 tile if he has one, but a player may return fewer than he has and hold some back for a later, more valuable return.

 *Example 1: Anna is the start player; Ben is next and initiates a return of office holder tiles. Scott is next, returns 4 different office holder tiles, and places his last house. After the return ends, Scott and Dave each have one more turn and the game ends.*

 *Example 2: Anna is the start player; Dave is the last player and initiates the return of office holder tiles. Scott is third, returns 4 different office holder tiles, and places his last house. Dave returns the required number of tiles, takes his reward, and the game ends.*

After game end and before final scoring, each player may execute one final office tile return to earn a victory point or place a house if possible.



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