Ulm Playing Aid

Setup:

1. Place shuffled cards face-down on the board.
2. Place 4 randomly chosen descendant tiles face-up in the Oath House quarter. Return unused to box.
3. Place assembled Cathedral on the board.
4. Place shuffled city coat of arms tiles (black/white backs) face-down on the board.
5. Action Tiles:
   i. Randomly place 1 brown, 2 turquoise, 2 orange, 2 white and 2 gray on the 3x3 grid.
   ii. Put 1 of each color in the Loading Docks.
   iii. Each player take 1 random tile.
   iv. All remaining tiles stay in the bag.
6. Place the coins and Ulm Sparrows nearby as a supply.
7. Each player gets: 1 barge, 13 seals (disks) & 3 family crests of their color. Plus 2 coins, 2 Ulm Sparrows and 1 random Action Tile.
   i. Place the barge on the 1st Danube space
   ii. Put 1 seal (disk) on space 5 of score track.
8. Start player takes the Oath Charter and places 10 Tower tiles face-down on it returning 2 to the box.
   ✦ If playing the advanced variant, place the first tile face-up in the Cathedral and the second one face-up on the Oath Charter stack. Each round you should see 2 face-up tiles with the Cathedral one in force for that round. Possible house rule: rotate the start player 1 spot CW each round.

Game End:

The game ends after 10 rounds. Player with most VP wins. Tie-breaker: the player whose seals are in the most city quarters.
◇ Starting from where your seal was on the scoring track add points as follows:
◇ Each Ulm Sparrow is worth 1VP.
◇ VP based on position of your barge on the Danube River (+ or -).
◇ VP from Chronicle cards face-up in front of you.
   o Each Cathedral card is worth 3VP; if you have a complete set, receive +9VP as a bonus.
   o Each Trade card is worth 3VP; If you have a set of 3 different type of trade cards, receive a +3VP bonus; if you have a set of 3 of the same card, receive a +6VP bonus.
   o Cannot count a card twice for bonuses! Cards still in hand are discarded.

General Rules

❖ Coins and Sparrows are unlimited.
❖ When the card draw pile is empty shuffle the discard pile to form a new draw pile.

General Game Flow:

I. At the beginning of each round, the start player takes a Tower tile from the Oath Charter and places it on the Cathedral, as a round counter.

II. Then, in player order, each player:
   0. May play 1 card from their hand per round at any time during their turn (optional).
   1. Draws 1 Action tile from the bag and pushes it anywhere into the 3x3 grid of the Cathedral, displacing the end tile. Rows with 4 tiles cannot be pushed. If it is not possible to push in a tile all outer tiles are returned to the bag.
      o Ulm Sparrows allow you to change your drawn tile. You can pay one Sparrow and exchange the action tile you drew for one in the loading docks.
   2. May carry out the 3 actions of the row pushed in any order, just the inner 3x3 grid tiles, the displaced tile does not give an action.
   3. Pass the Action Tile bag to the next player to end your turn.

Actions:

Money action:
Take 1 coin from the general supply

Clear-away action:
Take the pushed-out Action tile(s) from any one side of the Cathedral and put it/them down in front of you

Card action:
a. Throw any 2 Action tiles back into the bag and take the topmost card from the draw pile. For 2 tiles of the same color look at the two top cards and choose one of them **or**
b. Play an additional hand card.

River action:
Move your barge forward 1 unoccupied space on the Danube; skip occupied spaces.

Seal action:
Pay 2 coins into the general supply and place one of your seals on an unoccupied space in one of the two adjacent city quarters; get the privilege of that quarter.

City Quarter Bonuses

North Side (left to right):

➢ **Leaning House (same for Garden)**

4 seal spots -- Take 2 city coats of arms, choose 1 and return the other to the bottom of the stack.

1. Immediately take the VP shown on the top left of the coat of arms.
2. Place 1 of your seals (disks) on the outside of the 3x3 grid adjacent to the coat of arms.
   o Subsequently, if a tile is pushed out next to your seal, you get an Ulm Sparrow.
3. If the coat of arms has a gold rim, place 1 of your family crests in the corresponding city crest place on the main board.
   o Subsequently any player (even yourself) taking a seal action in that quarter benefits you with the VP shown in the top right corner.

➢ **Oath House** – 4 seal spots --Take one of the descendants from the board and place 1 of your seals (disks) on the space where the descendant was.

➢ **Town Hall** – 4 seal spots -- Draw 1 card. Then either take 1 coin or 1 Action Tile from the loading docks.

➢ **Reichenauer** – 3 seal spots -- Take 1 VP for each city quarter that contains at least 1 of your seals.

➢ **Goose Tower** – 3 seal spots -- Select 1 card from the discard pile or from the top 3 of the draw pile. If taken from the draw pile, discard the remaining 2 cards.

South Side (left to right):

➢ **Tillage** – 4 seal spots -- Take 1 Action tile from the loading docks, collect 1 coin and move your barge 0-2 spaces.

➢ **Garden** – 4 seal spots -- perform the same actions as per Leaning House above.

➢ **Shipyard** – 7 seal spots -- Take 1 Action tile from the loading docks and carry out an additional card action (buy or play).

Card types (3):

🕂 **Cathedral** – There are 3 types of Cathedral cards: Nave, Choir and Steeple. During the game you can either:

a) Discard 1 of the 2 shown Action tiles and take 6VP. Return the card to the discard pile, or
b) play the card face-up in front of you. At the end of the game it is worth 3VP, or 9VP if you collect a set of all 3 types.

🕂 **Trade** – There are 3 types of Trade cards: Fustian, Works of Art and Commercial Goods. During the game you can either:

a) Discard the shown Action tile and take the benefit shown on the card, then return the card to the discard pile, or
b) play the card face-up in front of you. At the end of the game it is worth 3VP, or 15 VP if you collect a set of all 3 types of the same good, or 12 VP for a set of the 3 different goods. A card cannot be counted for more than one set.

🕂 **Chronicle** – Each Chronicle card has special abilities and can either be played during the game for the top effect (then discarded) or face-up to the player's tableau for VP at game end.

The Loading Docks

May take Action tiles from here when you:

- Use a sparrow;
- Carry out a Seal Action in the Tillage quarter, Town Hall Quarter or Shipyard quarter;
- Have the 'Abbot' special ability and carry out the Clear-away action;
- Have the 'Merchant' special ability

Empty space in the loading docks is immediately refilled with a tile from the Action tile draw bag.

How do I get coins?
- Take the Money action
- Use the top action on some cards
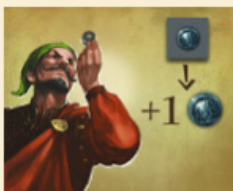- City quarter bonus for 2 quarters

Ulm Playing Aid

Descendants

ABBOT:

If you carry out the **Clear-away action**, you may take any one additional Action tile from the loading docks.

SCHOLAR:

Instead of the Action tile you have drawn, you may choose to push an Action tile from your personal supply into the Cathedral area and keep the Action tile you have drawn.

MINT MASTER:

Every time you activate the **Money action**, you may take 1 additional coin (this doesn't apply to bonuses that are aresult of privileges or cards).

CITY GUARD:

You earn 2 victory points if − on your own turn − you push an Action tile into the Cathedral area in such a way that at least one new line-of-3 in one color **is formed** in the inner 3-x-3 grid of the Cathedral area − either vertically, horizontally or diagonally; that means that there are now 3 tiles of the same color lying in one line.

BUILDER:

You may draw 2 Action tiles (instead of 1) from the bag and then choose which of the two you want to push into the Cathedral area. Put the other tile back into the bag.

MERCHANT:

Per round, you may exchange 1 of your own Action tiles for 1 tile from the loading docks.

COUNCILMAN:

If you buy a card during the **Card action**, you may choose 1 out of 2 cards even if you give up two tiles of different colors.

BARGE DRIVER:

Every time you activate the **River action**, you may make 1 additional move (this doesn't apply to bonuses that are a result of privileges or cards).

Tower Tiles

If you activate the **River action** in the Cathedral area in this round, you may move your own barge one additional space on the Danube. This applies once for each activated turquoise Action tile.

If you activate the Money action in the Cathedral area in this round, you may take one additional coin from the general supply. This applies once for each activated gray Action tile.
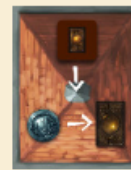
In this round, each player may buy the topmost card of the draw pile for only 1 coin if he activates a **Card action**.

In this round, each player may buy the topmost card of the draw pile for only 1 Action tile if he activates a **Card action**.
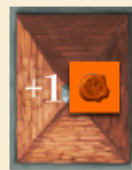
In this round, each player may carry out a **Seal action** without having to activate the applicable Action tile (it is an additional action).

In this round, the **Seal action** costs one coin less.

In this round, the **Seal action** costs one coin more.

In this round, each player has to give up 2 Action tiles. If somebody is not able or willing to do this by the end of his turn, he loses 5 victory points.
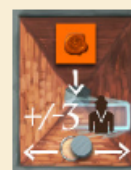
In this round, each player has to pay a tax of 2 coins. If somebody is not able or willing to do this by the end of his turn, he loses 5 victory points.

In this round, the active player may take the Action tile he has just pushed out.

In this round, each player may pick one Action tile of his choice from the bag.

In this round, players may carry out a **Seal action** also 3 spaces in front of or 3 spaces after the current position of their own barge.

Ulm Playing Aid

Players Aid

I. At the beginning of each round, the start player takes a Tower tile from the Oath Charter and places it on the Cathedral, as a round counter.

II. Then, in player order, each player:

   0. May play 1 card from their hand per round at any time during their turn (optional).

   2. Draws 1 Action tile from the bag and pushes it anywhere into the 3x3 grid of the Cathedral, displacing the end tile. Rows with 4 tiles cannot be pushed. If it is not possible to push in a tile all outer tiles are returned to the bag.

      o Ulm Sparrows allow you to change your drawn tile. You can pay one Sparrow and exchange the action tile you drew for one in the loading docks.

   2. May carry out the 3 actions of the row pushed in any order, just the inner 3x3 grid tiles, the displaced tile does not give an action.

   3. Pass the Action Tile bag to the next player to end your turn.

Money action:
Take 1 coin from the general supply

Clear-away action:
Take the pushed-out Action tile(s) from any one side of the Cathedral and put it/them down in front of you

Card action:
a. Throw any 2 Action tiles back into the bag and take the topmost card from the draw pile. For 2 tiles of the same color look at the two top cards and choose one of them **or**
b. Play an additional hand card.

River action:
Move your barge forward 1 unoccupied space on the Danube; skip occupied spaces.

Seal action:
Pay 2 coins into the general supply and place one of your seals on an unoccupied space in one of the two adjacent city quarters; get the privilege of that quarter.