

 Klemens Franz

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THE QUEEN OF HANSA



It is the late Middle Ages. Northern Europe's economy is dominated by an alliance of cities known as the Hanseatic League. Its central city, Lübeck, enjoys such prosperity that it has come to be called the Queen of the Hansa.

You, as a Lübeck merchant, seek to acquire more wealth than the other merchants through trade with other cities in the League. Trading posts have been established in London, Bruges, Bergen, and Novgorod, and it's up to you to prosper from them. Acquire more goods from each city than any of the other merchants, and a handsome income will be yours. The more prosperous the city, the more prosperous your business. The rise and fall of cities depends on your actions. Whatever the outcome, we hope you enjoy participating in the shifting fortunes of this bygone economic power. In this set-collection game for 2-4 players, you strategically aim to collect the right goods, in form of cards, from beneficial cities in order to earn more money than your competitors.

Components

60 Trade Cards



36 Regular Goods Cards

24 Luxury Goods Cards

(15 each for London (red), Bruges (blue), Bergen (yellow), and Novgorod (black))

24 Luxury Goods Tokens



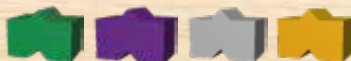
(6 per color: red, blue, yellow, black)

4 Prosperity Markers



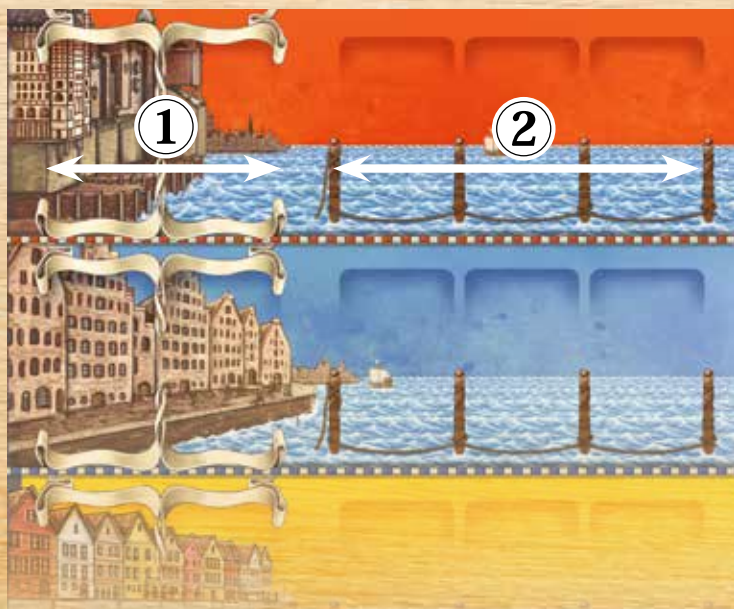
(1 per color: red, blue, yellow, black)

12 Income Markers



(3 per player color: green, purple, gray, orange)

1 Game Board



1 Round Marker



1 Starting Player Marker



4 Overview Cards



1 Drawstring bag

4 Rulebooks (JA, EN, DE, FR)

1 Score Board



Parts of a Trade Card

① Affiliation

The color indicates which City this Trade Card is **affiliated** to.

② Trade Power

Increases your **Influence** in the affiliated City. Your Influence will determine your income during Scoring. The more, the better.

③ Characters (8 types)

Collect sets of different or identical characters, to receive more income in the Final Scoring. There are 8 different characters (A–H), with 3 copies each.

④ Trade Ship

Trade Ships allow you to store Luxury Goods Tokens at the end of each round. They also award income in the Final Scoring.

⑤ Luxury Mark

Trade Cards with a  mark carry Luxury Good Tokens. The Luxury Good Tokens increase your Influence in the affiliated City and award income during Scoring.

⑥ Player Mark

Only use cards with a number equal to or lower than the number of players as specified by the Player Mark. Otherwise, remove them from the game during Setup.



The Game Board

Each segment of the Game Board represents a **City**:



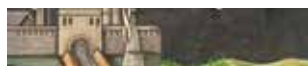
Red — London



Blue — Bruges



Yellow — Bergen



Black — Novgorod

Each City has 5 spaces for placing Trade Cards.

① Ports The 2 spaces on the left side of each City.

You can readily Acquire Trade Cards from here.

② Sea The 3 spaces on the right side of each City.

You cannot Acquire Trade Cards from here, yet, but they will be available later. In a 2-player game, the rightmost space is not used.

The Score Board

③ The Income Track

Shows your current Income in Marks. Your first Income Marker is used to track your income from 1 to 99, while the second marks your hundreds.

④ The Prosperity Track

Shows the current prosperity of the 4 Cities. Scoring in Cities with high prosperity will grant you more Income.

⑤ Round Track

Shows the current round.

Trading House

The area in front of you is called your Trading House. Here, you will place Trade Cards and Luxury Goods Tokens. Place Trade Cards and Luxury Goods Tokens into piles sorted by color, so that every player can see them.

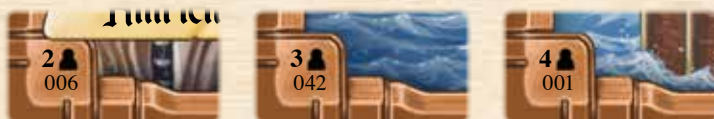
Setup

Setting up the Game Board

1. Place the Game Board and the Score Board in the center of the play area. Place the Round Marker on "I" on the Round Track.



2. Return all Trade Cards with Player Marks that don't match the number of players to the game box: 4 cards 4 in a 3-player game, 16 cards 4 3 in a 2-player game.



3. Place all Prosperity Markers on the marked space on the first line of the Prosperity Track.



4. Separate the Luxury and the Regular Goods Cards into 2 face down piles and shuffle them.



Luxury Goods Cards



Regular Goods Cards

5. Create a Trade Card Pile for the first round by taking cards from the 2 piles according to the number of players and shuffling them.

Number of players	Cards
3-4 players	Use 12 Regular Goods Cards and 8 Luxury Goods Cards
2 players	Use 10 Regular Goods Cards and 6 Luxury Goods Cards

Next, place 1 card from the Trade Card Pile on each of the spaces in each City, face up. **When playing with 2 players, do not use the rightmost space, in each City.**

Place cards from left to right, top to bottom. (So, the first card is placed on the left port space of London. The final card is placed onto the rightmost sea space of Novgorod.)



6. Place the Luxury Goods Tokens in the Drawstring bag. Next, randomly place 1 Luxury Goods Token onto each Luxury Goods Card. Place Tokens from left to right, top to bottom.



Player Setup

1. The player who most recently rode a boat becomes the starting player for the first round and takes the Starting Player Marker. If no one has, randomly determine the starting player.
2. Each player selects a player color and takes their 3 Income Markers and an Overview Card. They then place 2 Income Markers on the space marked "0" on the Income Track. They place the remaining one in their Trading House to indicate their player color.



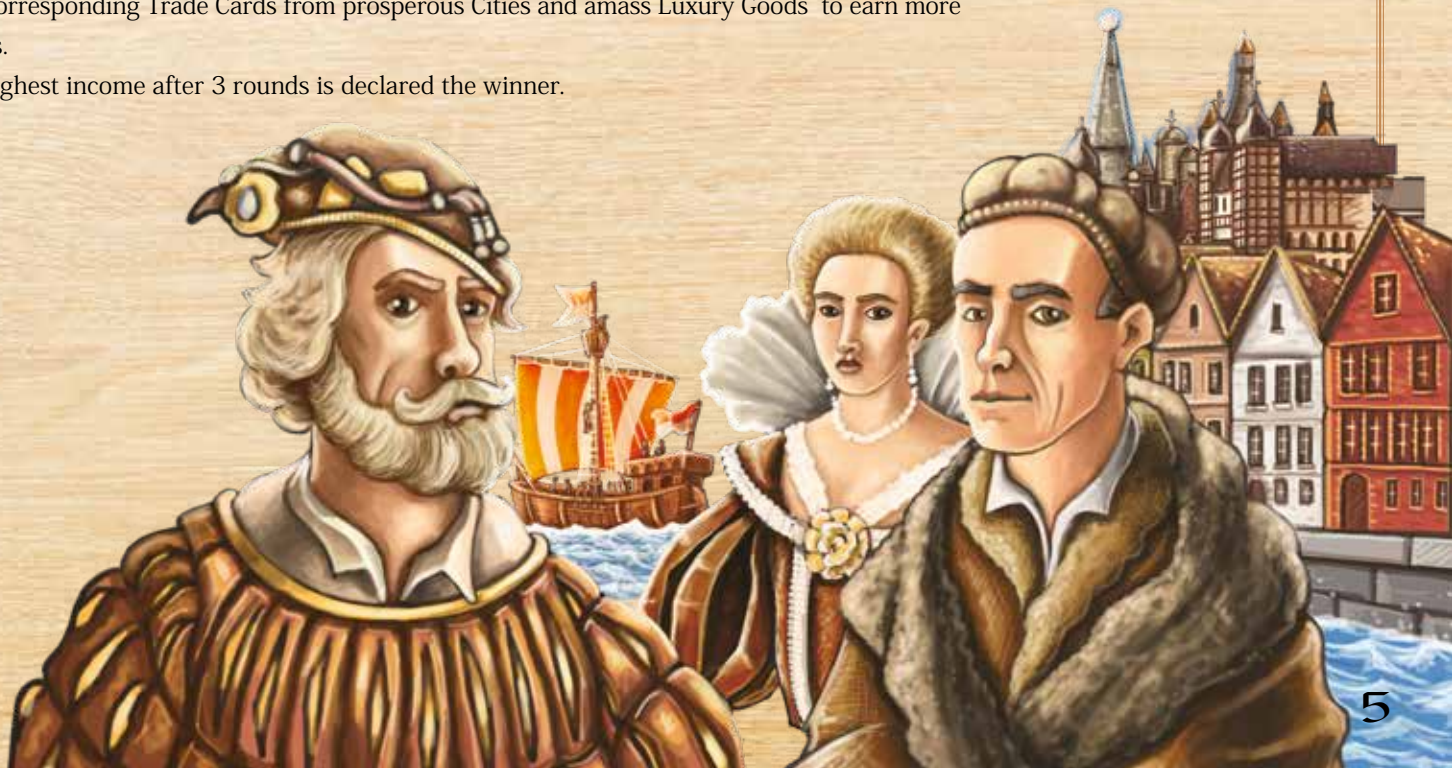
3. Deal 4 face down Regular Goods Cards to each player. Each player looks at the cards, adds 2 of them to their hand and returns the remaining 2 to the pile face down. Shuffle the pile of Regular Goods Cards afterwards.



Object of the Game

Try to collect sets of corresponding Trade Cards from prosperous Cities and amass Luxury Goods to earn more than your competitors.

The player with the highest income after 3 rounds is declared the winner.



Flow of the Game

- ① Acquire Trade Cards
- ② Scoring
- ③ Storage and Preparation

Each round consists of the following 3 phases: ① **Acquire Trade Cards**, ② **Scoring**, and ③ **Storage and Preparation**.
The games is played over 3 rounds followed by a **final scoring**.

① Acquire Trade Cards

In this phase, players take turns, going in clockwise order from the starting player.
The number of turns depends on the number of players:

On your turn, you must choose to either **Trade with a City** OR **Participate in the Council**.

4 players	4 turns
3 players	5 turns
2 players	6 turns

Trade with a City

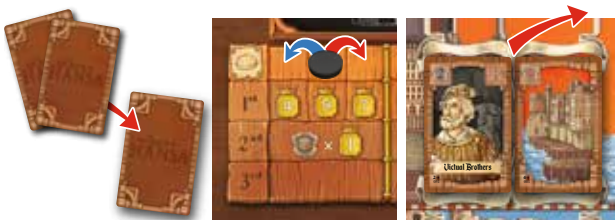
Play 1 Trade Card from your hand and place it **face up** in your Trading House. Always place cards sorted by color so that all players can see them.
Choose **1 Trade Card** from the **port** of the **City with the same color** as the Trade Card you just played and add it to your hand.
If there are **no cards** in the **corresponding City**, choose 1 card from **any port of your choice** and add it to your hand, instead.



Move a new card into port (see below).

Participate in the Council

Play 1 Trade Card from your hand and place it **face down** in your Trading House. Keep face down cards in a separate stack, so that their number is always visible to all players.
Choose any **Prosperity Marker** and move it **1 space** to the **left** or **right**.
Next, choose 1 Trade Card from any port of your choice and add it to your hand.



Move a new card into port (see below).
You may look at your face down cards at any time, but you may not turn them face up.

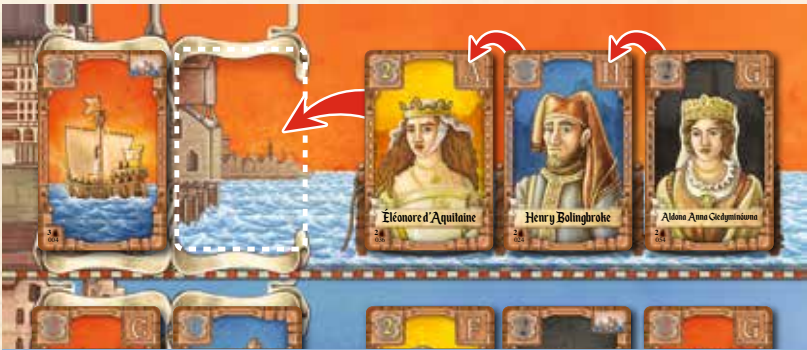
Whenever you add a Luxury Goods Card to your hand, place the Luxury Goods Marker on it into your Trading House. Remember to place it along with the cards and other Markers of its color.

Example: Anne plays a red Trade Card and chooses 1 card from the London port. As it is a Luxury Goods Card, she adds it to her hand and places the black Luxury Goods Token next to the black cards in her Trading House.



Moving Cards to Port

To move a new card into port, **move all cards** to the right of the now-empty space **1 space to the left**, along with any luxury tokens placed on top of them.

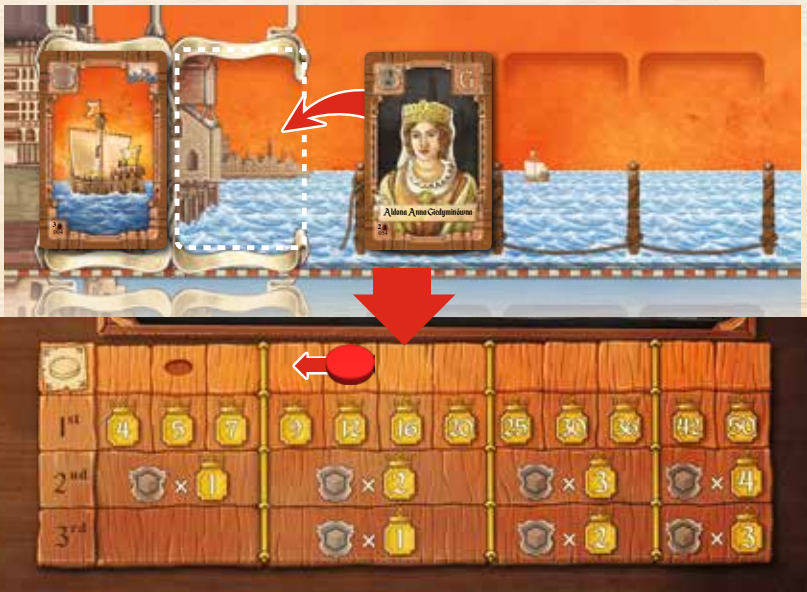


Prosperity Shifts

If the final card from a City's sea is moved into port, a **Prosperity Shift** occurs in that City. Depending on how many Prosperity shifts already occurred this round, move the Prosperity Marker of the corresponding City according to the following table.

Prosperity Shift in the round	Move the Prosperity Marker ...
1 st	1 space to the left (-1)
2 nd	1 space to the right (+1)
3 rd	2 spaces to the right (+2)
4 th	3 spaces to the right (+3)

Note: A 4th shift does not always occur.



Additional Turn in Round 3

In the **3rd round**, once all players have taken the designated number of turns, they each **place 1 additional Trade Card** into their Trading House, **simultaneously**, either face up or face down. However, **neither** Trade with a City nor Participate in the Council **occurs**. Remove each player's remaining Trade Card from the game.

Once all players have taken the specified number of turns, move on to phase ② **Scoring**.

Remember: After the Acquire Trade Cards phase you will always have 2 cards in your hand. Do not place cards that you have just acquired in your Trading House.

② Scoring

This phase occurs for all players simultaneously. In this phase, you will earn income based on the **Influence** as well as the **Luxury Goods** that you have.

Influence on the Cities

Separately **calculate** and **compare** your Influence on **each City** and **score it**.

To determine your Influence on each City, sum up the Trade Power of each **face-up** Trade Card corresponding to that City and add your number of Luxury Goods Tokens of the corresponding color.

The 3 players with the highest Influence earn income according to the City's current prosperity. Check the Prosperity Track to see the payouts, which is equal to the number and symbols below the City's Prosperity Marker.

The player with the highest Influence (1st) earns a fixed income. The other players (2nd and 3rd) earn income according to their Influence multiplied by a fixed value.

So, in some cases, 2nd place can earn more income than the 1st place.

In case of a tie, the players in the tie share their position. Skip as many positions as players in the tie minus 1. So, if 2 players are tied for 1st, the 3rd player receives 3rd place, not 2nd. If 2 players tie for 2nd place, do not award a 3rd place at all.

When earning income, move your Income Marker(s) on the Income Track accordingly.



Example: When Scoring London, the players' Influence and income are as follows:

Anne: 8 -- 1st -- 25 Marks

Bob: 7 -- 2nd -- $7 \times 3 = 21$ Marks

Charlie: 6 -- 3rd -- $6 \times 2 = 12$ Marks

Dona: 3 -- 4th -- no income



Example: When Scoring Bruges, the player's Influence and income are as follows:

Anne: 3 -- 4th -- no income

Bob: 9 -- 1st -- 5 Marks

Charlie: 6 -- 2nd -- $6 \times 1 = 6$ Marks

Dona: 4 -- 3rd place -- no income



Example: When Scoring Bergen, the players' Influence and income are as follows:

Anne: 7 -- 1st -- 16 Marks

Bob: 4 -- 3rd -- $4 \times 1 = 4$ Marks

Charlie: 3 -- 4th -- no income

Dona: 7 -- 1st -- 16 Marks



Income from Luxury Goods

Count **the number of Luxury Goods Tokens of different colors (number of colors)** in your Trading House. Earn income according to the following table:

Different Luxury Goods	Income earned
1 type	2 Marks
2 types	6 Marks
3 types	12 Marks
4 types	20 Marks

Then, proceed to phase ③ **Storage and Preparation** (rounds 1 and 2) or to the **Final Scoring** (round 3).

③ Storage and Preparation

Storing Luxury Goods

Choose a number of Luxury Goods Tokens in your Trading House equal to the number of face up Trade Ships in your Trading House and keep them. Remove the rest from the game. The chosen tokens do not need to match the color of your Trade Ships. Choose the Luxury Goods Tokens **simultaneously**.



Supporting Cities

Increase the prosperity of the least prosperous City by 1. To do so, move its Prosperity Marker 1 space to the right.
In case of a tie, **move all respective markers** 1 space to the right.



Replenishing Trade Cards

Create a new Trade Card Pile for the next round. To do so, take cards from the 2 piles according to the number of players as shown in the following table and shuffle them.

Next, place 1 card from the Trade Card Pile on each **empty space** in each City, face up. Place cards from left to right, top to bottom.

Remember: Do not use the rightmost space, in each City when playing with 2 players.

When finished, **randomly place 1 Luxury Goods Token** from the drawstring bag onto **all Luxury Goods Cards without a Luxury Good Token** on them. Place Tokens from left to right, top to bottom.

Number of players	Cards
4 players	Use 8 Regular Goods Cards and 8 Luxury Goods Cards
3 players	Use 7 Regular Goods Cards and 8 Luxury Goods Cards
2 players	Use 7 Regular Goods Cards and 5 Luxury Goods Cards



Determining the Starting Player

The player who currently has the **lowest income** decides the next starting player and gives them the Starting Player Marker. They may even choose themselves. In case of a tie, the player in the tie who took their turn latest during this round decides the starting player.

Advance the Round Marker by 1 space on the Round Track, and proceed to the next round.



Final Scoring

After Scoring in the 3rd round, play proceeds to the Final Scoring. During Final Scoring, players earn income based on the following 3 criteria.

Council Influence

Turn all face down cards in your Trading House face up. **Sum up** the **Trade Power** of all **those Trade Cards** irrespective of their color. Do not count Luxury Goods Tokens.

The player with the highest score earns income according to the fixed income of the most prosperous City. The second player earns income according to the fixed income of the 2nd most prosperous City, and so on.

In case of a tie, the players in the tie share their position. Skip as many positions as players in the tie minus 1. So, if 2 players are tied for 1st, the 3rd player receives 3rd place, not 2nd. If 2 players tie for 2nd place, the 3rd player receives 4th place.

Leave all cards in **Trading Houses** face up.

Player order in Trade Power	Income from City
1 st place	Most prosperous City
2 nd place	2 nd most prosperous City
3 rd place	3 rd most prosperous City
4 th place	Least prosperous City

Golden Ship

Count the **number of Trade Ships** in your Trading House.

The player with the highest number earns 20 Marks. The player with the 2nd highest number earns 10 Marks. The player with the 3rd highest number earns 5 Marks.

In case of a tie, the players in the tie share their position. Skip as many positions as players in the tie minus 1.

Players must have **at least 1 Trade Ship** to earn income.

1 st	20 Marks
2 nd	10 Marks
3 rd	5 Marks

Connections to Influential People

Different Characters

Count the number of **different types of Characters** in your Trading House. Each player earns income according to the following table.

Types	1 type	2 types	3 types	4 types	5 types	6 types	7 types	8 types
Income earned	2 Marks	6 Marks	12 Marks	20 Marks	30 Marks	42 Marks	56 Marks	72 Marks

Duplicate Characters

For each Character type individually, count the number of cards in your Trading House and score them.

Each player earns income according to the number of multiple cards of the same type as shown in the following table.

Number of cards	Income earned
2 cards	6 Marks
3 cards	20 Marks

Example: Anne has the following Characters in her Trading House:

A: 1 B: 1 D: 2 F: 1 G: 3 H: 2



For different characters, she earns 42 Marks for having 6 different characters (A, B, D, F, G, and H).

For duplicate characters, she earns a total of 32 Marks: 2 copies each of D and H (2×6 Marks) and 3 copies of G (20 Marks).

Determining a Winner

After calculating all the income from the above steps, the **player with the most income is the winner.**

In case of a tie, the player in the tie with the higher number of different Characters is in the lead.

In case of another tie, the players share the position.



Credits

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LITTLE FOREST

Flow of the Game

① Acquire Trade Cards

Acquire Trade Cards

4 players	4 turns
3 players	5 turns
2 players	6 turns

Replenishing Trade Cards

1 st	1 space to the left (-1)
2 nd	1 space to the right (+1)
3 rd	2 spaces to the right (+2)
4 th	3 spaces to the right (+3)

② Scoring

Income from Luxury Goods

1 type	2 Marks
2 types	6 Marks
3 types	12 Marks
4 types	20 Marks

③ Storage and Preparation

Replenishing Trade Cards

4 players	Use 8 Regular Goods Cards and 8 Luxury Goods Cards
3 players	Use 7 Regular Goods Cards and 8 Luxury Goods Cards
2 players	Use 7 Regular Goods Cards and 5 Luxury Goods Cards

Parts of a Trade Card



- ① Affiliation
- ② Trade Power
- ③ Characters (8 types)
- ④ Trade Ship
- ⑤ Luxury Mark
- ⑥ Player Mark

Final Scoring

Council Influence

Player order in Trade Power	Income from City
1 st place	Most prosperous City
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3 rd place	3 rd most prosperous City
4 th place	Least prosperous City

Golden Ship

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Duplicate Characters

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Income earned	2 Marks	6 Marks	12 Marks	20 Marks	30 Marks	42 Marks	56 Marks	72 Marks