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Thankyou! Peter (Universal Head)

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Game: **COUNCIL OF 4 (Second Edition)**

Publisher: **CMON (2018)**

Page 1: **Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Council of 4

SETUP

Place the **main board** (choose which side you want to play) and the **track board** side by side in the centre of the table. Each region contains 5 **cities** with their names in alphabetical order (A-E on the coast, F-H in the hills, and K-O in the mountains).

Shuffle the 14 **city tokens** and place 1 token faceup on the corresponding space of each city. The grey city (Juvelar or Graden) does not receive a city token. Place the **queen miniature** in the grey city.

Divide the **business permit tiles** into 3 decks based on the region printed on their back (coast, hills, mountains). Shuffle the 3 decks separately and place them facedown on their corresponding spaces on the board. Draw 2 tiles per region and place them faceup on the designated spaces.

Place the **queen's reward tiles** on the track board in a pile in numerical order (the first tile on top and the fifth on the bottom) on the corresponding space close to the tracks.

Place the 3 **region reward tiles** on their corresponding spaces on the regions on the main board (coast, hills, mountains)

Place the remaining 4 **general reward tiles** on their specific spaces on the center of the track board.

Insert 4 **councilors** at random in each council line (one for each region on the main board, and the queen line on the track board). Place the 8 remaining councilors to the side of the board.

Shuffle the **politics cards** and place the deck facedown to the side of the board.

Place the **servant tokens** in a pile to the side of the board.

Choose a colour and the 10 **big merchant miniatures** and 10 **small merchant miniatures** of that colour and place them in front of you. Place 1 of your small merchant miniatures on the 0 space of the **scoring track**.

Take the 2 **marker tokens** of your colour and place 1 on the 0 space of the **nobility track**.

Randomly determine the first player.

The first player places their second marker token on the 10 space of the **coins track** and receives 1 servant token; proceeding clockwise around the table, the second player places their marker token on the 11 space and receives 2 servant tokens; the third player places their marker token on the 12 space and receives 3 servants tokens, and the fourth player places their marker token on the 13 space and receives 4 servant tokens.

Each player takes an overview card and draws 6 **politics cards** from the deck without showing the other players.

Setting up a two-player game

Set up the game as normal, then randomly draw 1 **business permit tile** per region and position 1 merchant (of one of the colours not chosen by the players) in each city appearing on the drawn tiles. Shuffle the tiles back into their starting decks.

There will be a minimum of 3 and a maximum of 9 merchants present on the map at the beginning of the game.

PHASES OF PLAY

The game is played in **turns**, starting with the first player and proceeding clockwise. Your turn is composed of 2 phases:

1: Draw a card

Draw a politics card from the card deck and add it to your hand. If the deck finishes at any point, reshuffle the discarded cards to form a new deck.

2: Perform actions
(perform 1 main action and, if you wish, 1 quick action.)

You must perform a single main action and may, if you wish, perform a quick action, in any order you choose.

MAIN ACTIONS

You must choose one of these 4 main actions:

1: Elect a councilor
Choose 1 of the available councilors miniatures to the side of the board.

In the council line of your choice, insert the councilor to the side closest to the printed arrow, pushing the councilors present in that line until the last one is out of the line. Remove the excluded councilor and place them with the other councilors to the side of the board. Receive 4 coins (mark this by moving your marker on the coin track).

2: Acquire a business permit tile
Choose and satisfy the council of a region by discarding 1-4 politics cards corresponding to the councilors present in that balcony.

The joker (multi-coloured card) can be any colour.

Pay coins, marking this by moving your marker on the coin track, depending on the number of councilors satisfied.

1 card played = 10 coins	3 cards played = 4 coins
2 cards played = 7 coins	4 cards played = 0 coins

For each multi-coloured card played, pay 1 additional coin.

Choose 1 of the 2 faceup business permit tiles across the board of the council line you have satisfied, then place it faceup in front of you. Immediately obtain the bonuses indicated at the tile. Replace the tile with the top tile of the corresponding deck.

3: Place a merchant using a permit tile
Choose 1 of the faceup business permit tiles in front of you. Place 1 of your small merchant miniatures on the corresponding space in the city whose letter is indicated on the tile. If the tile indicates more than 1 city, you may choose which city to build in. Turn the used tile facedown to indicate that you can no longer use it to send another merchant.

4: Place a merchant with the help of the queen
You must satisfy the queen's council balcony following the same rules of Acquire a Business Permit Tile.

Move the queen to a city of your choice. The queen must use uninterrupted roads to make the journey: pay 2 coins for each road traveled. The queen may also be left in the same city; if so, pay no coins. Immediately place a small merchant miniature in the city where the queen is located at the end of the journey.

PLACING A MERCHANT

You may only place 1 merchant per city.

Each time you place a merchant in a city, whether using a business permit tile or with the help of the queen, **you must return 1 servant to the pool for each merchant already placed by other players in that city**.

If the city is empty, you do not need to return anything.

Each time you place a merchant in a city, **immediately obtain the bonus indicated by that city's token**. In addition, if the city in which you place a merchant is connected directly (via road) to another city or cities (a group of already connected cities) in which your merchants are already present, immediately obtain the bonus indicated by the city's token from all connected cities.

GENERAL AND QUEEN'S REWARD TILES

If you are the first player to possess a merchant in all cities of 1 colour or of 1 region, you receive the corresponding **reward tile**.

In addition, you receive the topmost **queen's reward tile**. If the queen's reward tiles have all been claimed, you only receive the general reward tile.

There are 7 different reward tiles:
Gold cities, silver cities, bronze cities, iron cities, seaside cities, hillside cities, mountain cities.

QUICK ACTIONS

Quick actions are not obligatory and can be performed before or after a main action.

You may choose one of these 4 quick actions:

1: Engage a servant
Pay 3 coins and take 1 servant from the pool. If you are unable to move back 3 spaces on the coin track, you cannot perform this action.

2: Change building permit tiles
Return 1 servant to the pool. Then return the 2 faceup business permit tiles in a region to the bottom of their corresponding deck and draw 2 new tiles from the top of the deck.

3: Send a servant to elect a councilor
Return 1 servant to the pool. Then take a councilor and insert it in a line, exactly as the main action Elect a Councilor. You do not earn any coins by performing this action.
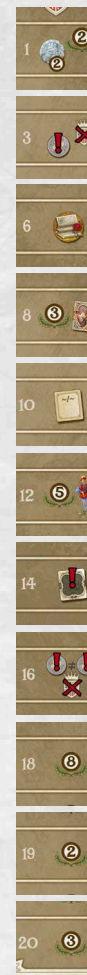
4: Perform an additional main action
Return 3 servants to the pool and perform 2 main actions instead of one this turn (you may perform the same action twice).

THE NOBILITY TRACK

There are 2 ways to move forward on this track:

1. As an instant bonus from an acquired business permit tile or by gaining the bonus from a city's tokens.

2. When you reach a square on the nobility track marked with a bonus symbol, immediately receive that bonus.

1	You earn 2 VPs and 2 coins.
3	You obtain the bonus of a reward token from a city in which you have a merchant. You cannot choose one of the tokens which advance you along the nobility track.
6	You can perform an additional main action.
8	You earn 3 VPs and draw a politics card from the deck.
10	You can take a faceup building permit tile without paying the cost.
12	You earn 5 VPs and receive a servant.
14	You receive the bonus of one of the permit tiles which you previously bought (also a facedown tile).
16	You obtain the bonus of two different reward tokens from two cities in which you have a merchant. You cannot choose one of the tokens which advance you along the nobility track.
18	You earn 8 VPs.
19	You earn 2 VPs.
20	You earn 3 VPs.

END OF THE GAME

The first player to place their 10th merchant immediately earns 3 victory points (VPs). All other players take 1 last turn, then the game ends. Score the following:

- Each player earns the VPs marked on their reward tiles.

- The player furthest ahead on the nobility track earns 5 VPs, while the player in second place earns 2 VPs. If more than one player is tied for first place, they all earn 5 VPs each; no VPs are awarded for second place. If multiple players are tied for second place, they all earn 2 VPs.

- The player with the most business permit tiles receives 3 VPs.

The player with the most VPs is the winner. On a tie, the player with the most servants and politics cards wins.