

THURN und TAXIS

from Karen and
Andreas Seyfarth

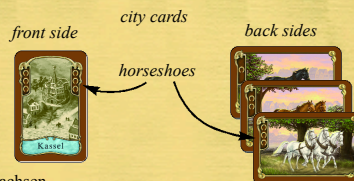
Glanz
und Gloria

for 2 to 4 players
aged 10 and up

*Now, the players move north, to add those provinces to the postal network.
This expanded network allows you to carry letters from Holland to Sachsen and between Preußen and the free cities.
Hard-working postal carriers add horses to their carriages to enable them to travel farther and more safely,
which will help the separated Preußen provinces to achieve power and glory.*

Contents

- 1 game board
- 4 carriage cards
- 69 city cards (3 each of 23 cities)
 - the backs of the city cards have 1, 2, or 3 horses. The number is also shown on both sides of the cards as horseshoes.
- 39 Bonus tiles (5 x 8 distance, 4 x 7 distance, 3 x 6 distance, 2 x 5 distance, 4 x all provinces, 4 x free cities, 4 x Preussen, 3 x Mecklenburg/Hannover, 3 x Holland/Belgien, 3 x Thüringen/Sachsen, 3 x Hessen/Baiern, 1 x game end)
- 1 rider figure
- 1 game rules



This is an expansion and requires Thum & Taxis to be played. The rules are the same as for the base game except as described below.

Preparation

- The players take the wooden houses (post offices) in their colors from the base game.
- Instead of the principal firm cards, the players take the carriage cards in their colors and place them in their play areas (the spaces before them on the table).
- The carriage cards and the cartwright from the basic game are not used with this expansion.
- Place the round bonus tiles for the free cities on their respective cities on the game board.
- The player to the right of the start player takes the rider figure and keeps it until the end of the game.



Playing the game

Play a city card from his hand

- When playing city cards, the player has the choice with **each** card, either
- as in the basic game to play it face up in his play area to begin or add to a route

or

- to play it face down (horse side up) to the right of his carriage card, creating a train of horses pulling his carriage.

Note: when the player uses the assistance of the postal carrier to play two cards, he may choose with each card whether to play it as a city card, starting or adding to his route or as a horse, adding to his carriage.

Each player may play a maximum of 6 cards as horses before his carriage..



Closing and scoring a route

When a player chooses to close and score a route, he must have at least as many horses pulling his carriage as there are city cards in the route..

Note: the carriage itself comes with 2 horses, which, of course, are counted in the total.

Placing houses

The free cities of Frankfurt, Bremen, Hamburg, and Lübeck are **not** provinces themselves and also not part of the surrounding provinces.




When a player closes and scores a route with one or more free cities, he may only place a house on one of the cities.

Collect earned bonus tiles

- The player, who **first** places a house in one of the free cities, immediately takes the bonus tile for that city.
- To earn the "Preussen" bonus tile, a player must have a house in every city in **both parts** of Preussen.
- To earn the "all provinces" bonus tile, a player must have at least one house in every province. He need **not** have houses in any of the free cities, but may have them there.

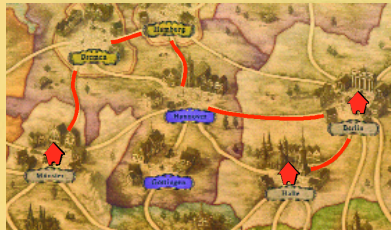
Discard city cards

After a player closes and scores a route, he discards the city cards in his play area that defined the route and discards all the horse cards that he had played next to his carriage. He keeps the carriage.

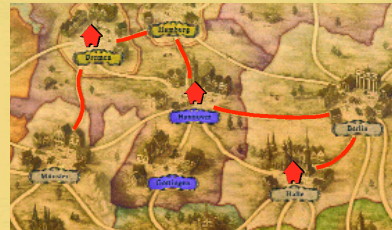
 **Example:** a player has a route of 6 cards (Halle, Berlin, Hannover, Hamburg, Bremen, and Münster) and 7 horses pulling his carriage (2+2+3) in his play area.



As the number of horses pulling the carriage is at least equal to (in this case greater) the number of cities in the route, he may choose to close and score the route. He takes the top-most bonus tile for a length 6 route, if one is still available. For placing houses, his best choices are:



Either he places 1 house in each of the cities in both parts of Preußen (Halle, Berlin und Münster),



or he places 1 house in Preußen (Halle, Berlin, or Münster), 1 house in Hannover, and 1 house in one of the free cities (Hamburg or Bremen).

Afterwards, the player discards the city and horse cards from his play area.

Note: the player may **not** in any case place houses in both free cities when scoring the route.

Game end

When a player has played all his houses, the round is played to the end. After the player with the rider figure has completed his turn, the game ends.

The game using the basic game rules

You may also play "Glanz and Gloria" using the rules for the basic game.

In this case, the carriage cards from the basic game are used and the cartwright may be chosen for his special ability. The backs of the city cards are ignored and only played face up in a player's play area. The new carriages are not used. Use the new rules, however, for earning the bonus tiles.

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If you have comments or suggestions, please write us at:

RioGames@aol.com

or: Rio Grande Games

PO Box 45715, Rio Rancho, NM 87174

