Kutná Hora

the City of Silver

Rules of Play

Silver has been discovered in a hill in central Bohemia. Miners flock to the site, turning a sleepy Czech valley into a 14th century boomtown.

Players take charge of wealthy families, each with influence in various guilds. They use their wealth to expand the mines and build the city of Kutná Hora. The economy changes as the city grows, driven by the choices the players make. To win, you will need to adapt to the price fluctuations and keep your eyes open for opportunity.

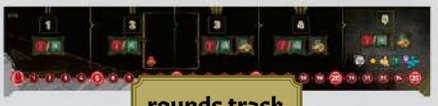
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HOW TO PLAY?
www.cge.as/kh_htp

Components



Kutná Hora board



rounds track



town hall board



4 player boards

Before your first game, assemble these components as shown on the next page.



2 card stands



11 Saint Barbara tiles



4 reference sheets



24 guild building tiles



12 guild tiles



18 pelican tokens



12 public building tiles



prospecting board



4 rock tiles



12 patrician tokens



53 coins



9 guild setup cards



15 mine setup cards



4 mining technology tiles



27 mine tiles



starting player marker



6 action cards per player



21 population cards

16 ore cards



10 event cards

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RE-WOOD

We're proud to have the first modern board game featuring RE-Wood – a revolutionary material developed in Germany. This new technology combines wood waste and recycled binding material to make highly detailed board game components with a unique feel.



1 rounds counter



1 tax counter



One set of pieces in each player's color.



12 house tokens



9 miner figures



3 plot markers



6 production counters



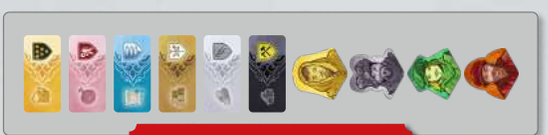
1 reputation counter



1 score counter

REPLACEMENT TOKENS

Store this tile in the box in case you lose one of these essential tokens.



Do not punch these out!

Card Stands Assembly

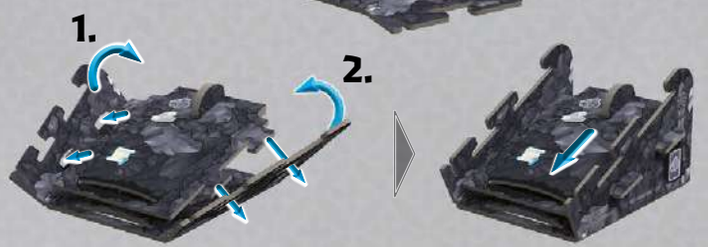
Fold cardboard away from half-cut side. If you fold the wrong way, it will snap.

Step A

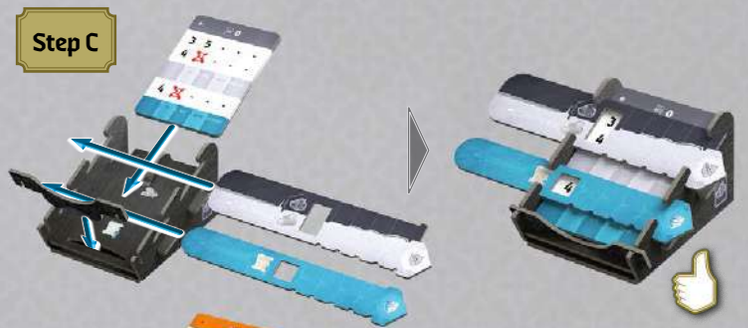


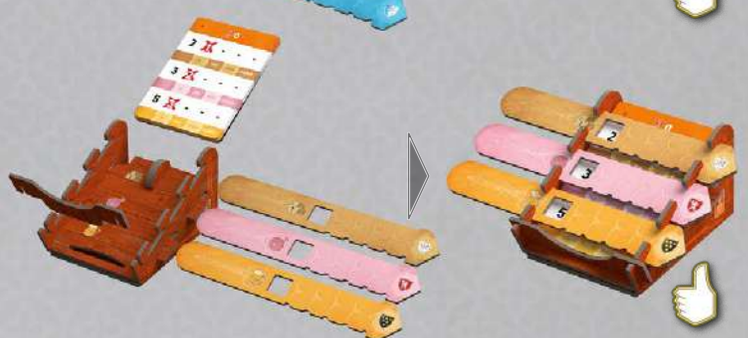
Step B



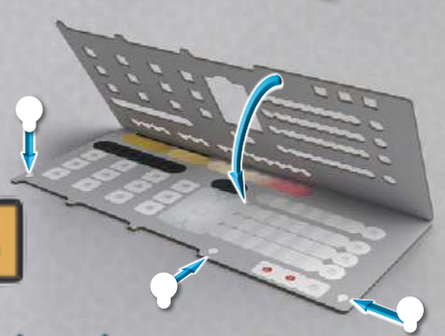


Step C





Player Board Assembly



Handy double-sided [illegible] as shown.

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- tips and tricks
- designer notes
- and the official how-to-play video

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Setup



ROUNDS TRACK

A 4-player game uses the side with five rounds.
A 2- or 3-player game uses the side with six rounds.

1. Place the **rounds counter** on the first space of the rounds track.
2. Place the **tax counter** on space 0 of the tax track, which runs along the bottom of the rounds track.
3. Place the **3 red-patrician buildings** in a stack on the rounds track, on the marked square that shows when they come into play.





TOWN HALL BOARD

4. Group the guild buildings into 6 stacks, by color. From each stack, take the tile with the marked corner.



The marked tiles will be at the bottom of their stacks. Shuffle them and deal them randomly to the 6 spaces in the two leftmost columns. Place the remaining 3 tiles from each stack in a random order atop the matching tile on the board.

5. Group the **green, silver, and yellow patrician buildings** into 3 stacks, by color. Each stack is mixed randomly and placed at the end of a row, on the space corresponding to the depicted patrician.
From now on, we will refer to all patrician buildings as **public buildings** – anyone can build them, but no one will own them.





KUTNÁ HORA BOARD

Assemble the Kutná Hora board with the correct side up.

A 3- or 4-player game uses the side with more squares.
A 2-player game uses the side with fewer squares.

6. Choose one mine setup card at random.
7. Shuffle the rock tiles face down, deal them to the mining spaces depicted on the setup card, and then turn them face up.



These stars will be important at the end of the game, when calculating the value of each row.



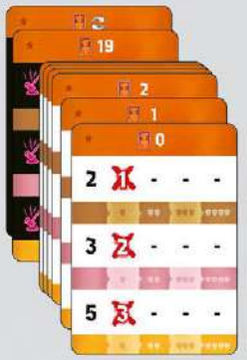
1 random mine setup card

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CARD STANDS

8. Place the **card stands** where everyone can see them. The indicator arms start on the left, showing only numbers in the leftmost column. Check to be sure cards are in numerical order, starting with card 0 in front and the turn-over card in the very back.



population deck 0 to 19



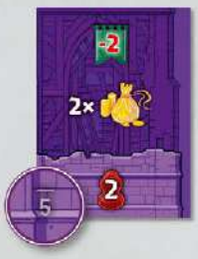
ore deck 0 to 14





ST. BARBARA'S CATHEDRAL

9. Set up **St. Barbara's Cathedral** where everyone can see it. The 11 tiles are arranged in order, with 1–5 on the bottom, 6–10 in the middle, and 11 on top.







BANK

10. Keep the **coins** near the board to form a bank, along with the **patrician tokens** and the **pelican tokens**. Use exactly 3 patrician tokens of each color.







MINES

11. Place the **4 mining technology tiles** in a face-down stack, in order. The tile with 1 belongs on top.

12. Group the **mine tiles** face down, according to their backs. Shuffle each stack, then make a mining tile stack with tiles on top, the tiles in the middle, and the tiles on the bottom. Place the stack in the middle of the prospecting board, leaving one space empty for the discard pile.



Player Setup

Each player chooses a color and takes the pieces in that color. Most of them go on your **player board**.





Your **score counter** starts on space 0 of the scoring track of the Kutná Hora board.

Starting Groschen:

first player – 40 groschen

second player – 41 groschen

third player – 42 groschen

fourth player – 43 groschen

STARTING PLAYER



The **starting player marker** is based on Kutná Hora's first town seal, from 1308. Give it to the player who was most recently underground. (Or you can just choose the starting player randomly.)

Guild Setup

Each player belongs to **3 guilds**. Your guilds determine which buildings you can build and which you can't.

The guild setup card depicts one set of guilds for each player. Choose a card at random and use the row matching how many players you have.

- **In reverse order, each player chooses one set,** starting with the last player and finishing with the starting player, who has only one choice.
- Then everyone chooses which of their guild tiles go in which rows. **Players make this choice in order, starting with the first player.**



For your first game, use guild setup card 1, shown here.

Give each player a different set of 3 guilds, chosen from the appropriate row of this card. You can assign them randomly or let people pick. Don't worry about it too much. It's just your first game.

Place the guilds on your player board in the order shown on the card. You will be able to choose their order in later games.

Two-Player Game – Event Card Setup

In a 2-player game, event cards are used to increase the economic activity of the game.

Separate the event cards into decks A and B and shuffle both. Each round **except the last** will have an event. The rounds before the red-patrician stack have A events. The rounds after have B events. Deal an event from the appropriate deck face down above each space of the rounds track (and remember that the last round has no event). Reveal the round 1 event now, before round 1 begins.





If the round 1 event has a tax symbol in the upper left corner, advance the tax counter by the amount shown.

Event cards can also be used to liven up the economies of 3- or 4-player games, but they are not necessary.

Kutná Hora



In 1260, the discovery of silver near present-day Kutná Hora led to a silver boom that attracted people from all over Europe. Settlements and provisional chapels sprang up alongside the new mines, and on a hill above the river, the town of Kutná Hora was born. In the century that followed, it would become a mighty source of power and wealth for the Czech crown, with an importance that rivaled even that of Prague.

Its beginnings were organic, with no plan. Mining camps expanded and merged into a single settlement. But soon the settlement was organized, walls were built, and Kutná Hora became a town.

Within 20 years, Kutná Hora was producing one-third of Europe's silver. And that was just the beginning. In our game, one turn represents roughly 13 years of progress ... but really, that's just an abstraction. It only takes you two turns to build a church that was, historically, constructed over a span of decades.

Silver was mined in Kutná Hora for several centuries. In the beginning, it was quite near the surface, but over the years, the mines had to go deeper and deeper. Deeper mines necessitated more complicated logistics. Water needed to be pumped out. Fresh air needed to be let in. Kutná Hora's deepest mine, the Donkey, was probably the deepest active mine in the world.

The silver enriched not only the aristocrats, but also the common townsfolk. Miners, builders, merchants, and smiths – everyone involved in the silver trade got a piece of the action. And when the townsfolk prospered, they wanted to show off their prosperity to the world. They built churches and townhouses – even mansions – demonstrating their wealth and independence, and demonstrating their desire to govern themselves, without interference from the nobility.

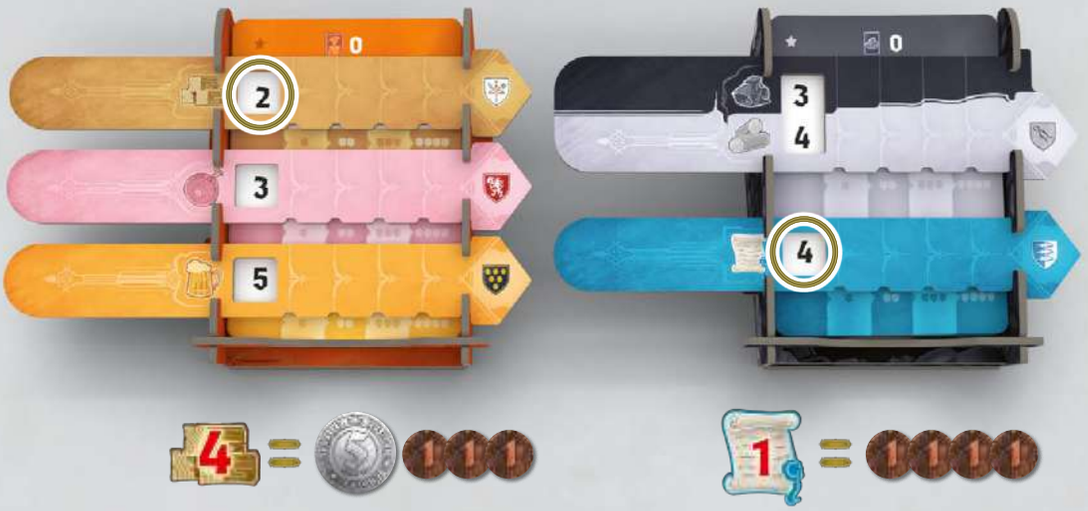
It is this that we hope our game brings you – the spirit of a time when hard-working miners and townsfolk turned a medieval valley into one of the most important cities in Europe's Renaissance.

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Prices

Kutná Hora has 6 commodities. Their values are given in Prague groschen, the coin that King Wenceslas II began minting after he took control of the silver mines of Kutná Hora.

When the game says you must pay a certain quantity of wood or permits, check the current price and pay that many groschen.



Prices will change during play. Whenever an effect advances the population deck or the ore deck, remove the top card and slide it into the back behind all the other cards. (Do not flip it over.)



A Dynamic Economy

Commodity prices follow the rational principles of supply and demand.



As population increases ...

... prices will also increase.



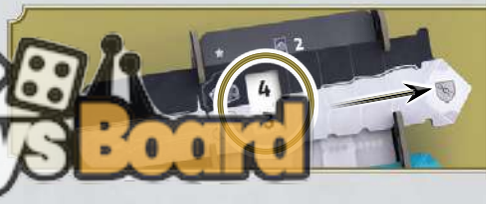
As ore production increases ...

... ore prices will fall,

... but silver prices and permit costs will rise.



When you build a guild building, its indicator moves right and prices go down.



Silver buildings make silver prices go down, but ore prices go up.

(Why is this number crossed out? *We'll explain on page 15.*)

Gameplay

The game is played in rounds, as indicated by the rounds track at the top of the board.

The player with the starting player marker takes the first turn of the round, and play continues clockwise until each player has taken **3 turns**.

On your turn, you choose one of your action cards and play it, choosing one of the two actions printed on it.

Once played, the card cannot be used again for the rest of the round. So when you choose the action you take, you are also giving up the possibility of using the other half of the card. **Plan ahead.**



You play **2 cards per turn** for your first two turns. After that, you have only 2 cards left. Choose and play only **1 card on your final turn**.

The round ends once all players have taken 3 turns (and played 5 of their 6 cards). Certain things happen at the end of a round, as shown on the rounds track. *(Details are on page 16.)*

- At the end of each round, each player must either pay taxes or pay a reputation penalty.
- After a few rounds, the red patrician tiles come into play.
- Patricians may hand out points for various things at the end of each of the final three rounds – or they may not! Players will have control over what is scored during this step.

To set up for the next round, take all your action cards back into your hand. They are now all usable again.

The starting player marker passes to the left, and the new starting player starts the new round.



Blue played Plot and Mine on his first turn. He would like to mine again on his second turn, but he can't. He has no Mine action left in his hand, and he can't even use his Joker, because that card has been played, too. Blue wishes he had paid more attention and used his other Plot card instead of the one with Mine on it.

Metallurgists

The process of extracting silver from the ore was long and complicated. The Metallurgists' buildings in this game represent various steps in that process. Kutná Hora was an industrial town, and dozens of furnaces burned day and night.

How to Win

The player with the most points wins. As usual. But how can you score points? Well, there are lots of ways to score points during play. There is a special patrician-scoring phase at the end of each of the last 3 rounds. And a decisive amount of points is awarded at the end of the game. We'll explain the details later. But here's a quick tip: Look at your tiles and pay attention to the upper left corner.

These dots can match dots on the sides of the board and on neighboring buildings. Each matching dot will be worth 1 point at the end of the game.

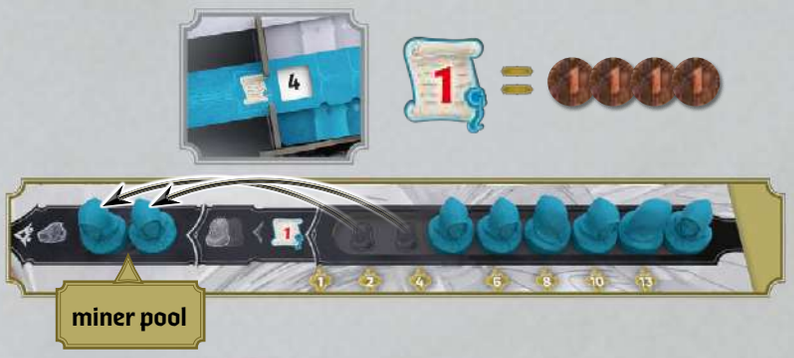


These stars indicate how much a row of mines will be worth. Players with more stars will get more points from the row. Try to dominate lucrative rows.



The Mine Action

Mining increases your ore production and may give you opportunities to score points later in the game.



1. **Check your miner pool.** You start the game with one miner in the pool, so for your first mine, you can skip this step. But if you have no miners in the pool, you must buy a permit for more miners. Check the current price of a permit (the blue indicator) and pay that many groschen to move up to 2 miners from the zone on the right into your miner pool. (It can hold no more than 2.)



2. **Draw mine tiles and choose 1.** The number you draw depends on the current level of mining technology. At the beginning of the game, this is 1, so you draw only one tile. At higher levels, you draw the indicated number of tiles and choose one to play. The rest go in the discard pile. If the stack of mining tiles runs out, make a new stack by shuffling the discard pile. (Tiles marked I, II, and III will be mixed from then on.)



3. **Choose a space and pay the cost.**
You must build on an entrance, beside a mine that has already been built, or below a mine that has already been built. The two entrances are printed on the board and the cost to build on one is 2 wood. The cost to build on any other empty square is given by the mine that is beside or above it. If multiple costs could apply, you pay the highest cost (not the sum of all costs). You cannot build on a rock tile or on an existing mine.



4. **Place the mine tile, mark it with a miner from your pool, and evaluate it.** There are several things a played tile may require you to do:

Most mine tiles increase ore production. Move the ore counter on your board to show you are now producing this much more ore.



Advance the ore deck by the amount shown. (Whenever you build something that increases your ore production, the ore deck will advance by the same amount.)

Some mines draw more people to the town. Advance the population deck by the amount shown.

Some mines give you immediate points. Advance your score counter by the amount shown.

Miners

A miner worked in subterranean darkness, his only light a tiny lamp that gave off barely as much illumination as a lit match. Every day, he risked death from asphyxiation and tunnel collapses. But unlike the medieval serfs, Kutná Hora's miners were free townsfolk, which meant that, in exchange for such dangerous work, they could expect to be well paid.

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The Rights Action

Before you can build a building in Kutná Hora, you must acquire the exclusive rights to it.

1. **Choose a building tile from the town hall board.** Only the topmost tile of each stack is available. You can choose a guild building only if it belongs to one of the 3 guilds you placed on your board during setup. Alternatively, you can choose a public building, but remember that public buildings will not increase your income.



2. **Pay the cost for the rights.** Buildings in the far left column cost only 1 groschen. Those in the other columns cost 1, 2, or 3 permits, as shown on the board. Look up the current value of permits and pay that many groschen.



3. **Take the tile.** You keep it in one of the three slots above the right side of your board. If all slots are currently full, you cannot perform a Rights action.



4. **Move the tile's stack to the end of the row.** That is, remove the stack, place it at the end of the row, and use it to push the other stacks into the empty space.



Note: Tiles are always slid left to fill empty spaces, so the 3-permit column will not be used until the red-patrician tiles come into play.

The Plot Action

1. Before you can build in Kutná Hora, you must claim a plot of land.
   - **When there are no buildings,** you can claim any unclaimed square in town for 5 groschen.
   - **If there is a building in town,** you can only claim a plot next to a building. You pay the amount of groschen printed in the upper right corner of the building. If you claim a plot next to 2 or more buildings, you pay the highest cost (but not the sum of them).

If all plots next to buildings are claimed, then once again you may claim any unclaimed square for 5 groschen.





Note: If your reputation is 3 or higher, you pay only 1 groschen for a plot!

2. **Mark your plot.** Take your leftmost plot marker from your board and place it on the plot you claimed. Note that you cannot have more than 3 plots claimed at a time. Also, be aware that you will have to pay extra taxes if you have multiple plot markers in Kutná Hora at tax time. *(See page 16.)*



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The Building Action

If you have a building tile (thanks to the Rights action) and a plot in Kutná Hora (thanks to the Plot action), then you can build the building on your plot.

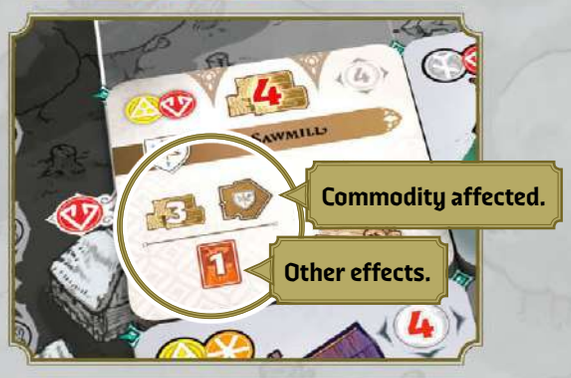
1. **Choose one of your plots in Kutná Hora.** Return the plot marker to your board. It goes in the rightmost empty space.



2. **Place the building tile on the plot and pay the cost.** The cost is measured in wood, so you pay the current price of that much wood.



3. **Resolve the effects shown on the tile.** There is a key to the effects on the back page of this rulebook. In particular, see the examples on the facing page.



4. **Turn the tile face down.** Once the effects are resolved, they are no longer relevant.
5. **If it is a guild building, mark it with a house and resolve the house effect.** Each row of your board corresponds to a different guild. When you build a building of that guild, you remove the leftmost house from its row and perform the indicated effect.




Gain a public building tile. That is, you take a bonus Rights action, but pay nothing. Just take the top tile from any public building stack, then move the stack to the end.


Gain a pelican token. Keep it purple-side-up until you use it.


Increase your reputation by the indicated amount.


If points are depicted, score them immediately.



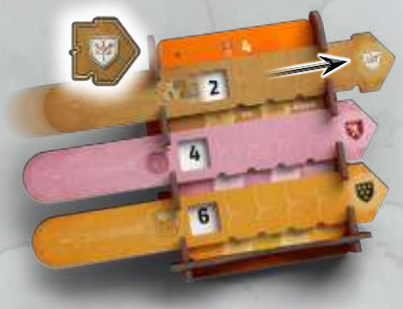
If you build a public building, you get no house effect. You do not own it, and you do not put a house on it.

Guild Buildings

When you build a guild building, it increases your production of the associated commodity. Mark this on your player board.







Most guild buildings will tell you to move a commodity indicator one notch to the right. (Miners' guild buildings are the only exception.)



Some guilds get involved in the construction of St. Barbara's Cathedral. When you see this effect, turn the current St. Barbara tile face down. No player will be able to use that effect in this game. Increase taxes by the amount shown on the bottom of the tile.





Miners' Guild

A miners' guild building increases your ore production. The ore deck increases by the same amount.

Your board lets you track ore from buildings and ore from mines separately (but it's all the same commodity).







Draw the top mining technology tile and immediately play it. It can go on any square on which one could play a new mine. You pay no wood for it. You mark it with a miner taken for free from the zone beside your miner pool. (Use a miner from your pool only if there are no others left on your board.)

Taking the tile increases the level of mining technology, which determines how many tiles players choose from when they take the Mine action.



Public Buildings



The buildings with patricians on them are public buildings. These are different from guild buildings in one important way. **You do not mark a public building with a house of your color.**

This has several consequences:

- You don't have any house effect to resolve.
- You don't own the building.
- You don't get any production from the building.
- It won't score you points at the end of the game – at least, not directly.

However, by judicious placement of a public building, you can make one or more of your guild buildings more valuable, either during the patrician-scoring phase, at the end of the game, or, ideally, both. Also, public buildings have powerful immediate effects that can give you reputation, pelican tokens, and even immediate points. Effects vary, depending on the building's patrician.



All public buildings add a patrician to the patrician pool. Take the corresponding token from the bank and put it in the space in the middle of the town hall board marked with the rainbow-patrician icon.

A patrician in the pool has no immediate effect, but any player can add the patrician to the town council during their Income action.

WARNING: Public buildings give you no income. This means that if you spend all your starting groschen on an expensive public building, you will have no way to get any more money ever. In the early game, you need to focus on building income, and this means building guild buildings.

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The Income Action

This action is the only way to get more money. Simply add up your total commodity production and take that many groschen.



Purple has a silver building with a production of 3. Silver is currently priced at 3 groschen, so she will get 9 groschen for that. She has built a miners' guild building with an ore production of 2, and she is getting 4 more ore from mines for a total production of 6 ore. Ore is worth 4 right now, so her ore is worth 24 groschen! She takes 33 groschen from the bank.

Adding a Patrician to the Council

Whenever a player builds a public building, 1 patrician token of a particular color is moved from the bank to the patrician pool. Patricians in the pool are waiting to get on the town council, but for the moment, they still have no effect.



During an Income action, after collecting income, **you can pay 10 groschen to put a patrician on the town council** – that is, you move one patrician token from the patrician pool to its scoring space on the edge of the board. (You can't pay more to move more than one.) At the ends of each of the final three rounds, all players will score points for that patrician.

(Details are on page 16.)



The St. Barbara Action

The Brotherhood of Corpus Christi (whose heraldic emblem is depicted by the pelican tokens) is organizing the construction of a grand cathedral, and your contributions will be greatly valued. This action can give you a large benefit from a pelican token.



Use 1 pelican token. Turn it from its purple side to its silver side. If you have no unused pelican token, you cannot take the St. Barbara action.

Resolve the current St. Barbara tile. Each tile has a different effect, as explained on the back of this rulebook. After resolving the effect, turn the tile face down. There is now a new current St. Barbara tile. Tiles become "current" in numerical order – left to right, bottom to top (because you can't build a cathedral by starting at the top).



When you take the St. Barbara action, ignore any tax increase printed on the tile. That applies only if the tile is flipped over by a guild building. (And conversely, when a tile is flipped by a guild building, no player gets the benefits depicted on the tile.)



The Joker





The Joker action lets you take any one of the other actions. However, to use it, you must first lose 1 reputation.



Note: If your reputation is 6 or higher, this penalty does not apply!

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Scribes

The king's mining code specified who could profit from the mines, how they could profit, and how much they had to pass on to the king. And so Kutná Hora's mining industry and the royal bureaucracy went hand in hand. The Scribes' buildings represent various administrative activities essential for ensuring that the mines' wealth was distributed fairly – or, at least, legally.

Builders

Wood in this game actually represents the availability of wood, stone, bricks, and other building materials. And the Builders Guild is actually a simplification representing the various guilds formed by the craftsmen who built Kutná Hora. Buildings were constantly being built, rebuilt, or expanded, and these construction projects required a large number of carpenters, painters, masons, tilers, joiners, plasterers, and glassmakers.

Grocers

Kutná Hora actually had multiple guilds involved in the various professions required to feed thousands of people. Silver was valuable, but not edible, and as the mines expanded, the bakers, the butchers, and the vegetable sellers became wealthy. There were even fast-food stands where miners could buy flatbread stuffed with meat and whatever vegetables were in season.

Innkeepers

It wasn't just about beer. It was about relaxing from a hard day's work. Selling beer, serving food, providing a way to wash up – all these services were interrelated. The bathhouse in particular was a combination between a spa and a barber shop. And the barbers, of course, were more than just hairdressers – they were also dentists and surgeons. So the beer in our game represents a lot of different things. But it also represents a lot of beer.

Economic Adjustments

During play, these symbols might appear on the ore and population decks.



A star by a number indicates that it has just changed.



This icon indicates that demand is so great that the town takes action without waiting for the players. When this icon appears, immediately move the indicator arm one notch to the right. Also, find the corresponding stack on the town hall board and discard the top tile of that stack. Then move the stack to the end of the row, and slide stacks to fill in the empty space. (If the stack is gone, because players have taken tiles but not built them yet, then no tile is discarded, but you still must move the arm.)

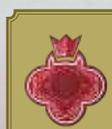


This red X indicates that there is no market for more of that commodity. No one is allowed to build a building of that type unless demand increases. (You can still buy Rights to those buildings – you just can't build them in Kutná Hora yet.)



This icon just means you are halfway through the deck. Remove the entire deck from the stand, flip it over, and continue on. The population deck should go smoothly from 19 to 20. The ore deck should go from 14 to 15.

Reputation



Score these negative points if your marker is here at the end of the game. (No effect during play.)



Score these points if your marker is here at the end of the game. (No effect during play.)

For each step that your marker would take off this end of the track, immediately gain 2 points instead.



For each step that your marker would take off this end of the track, immediately lose 2 points instead.

When your reputation is 3 or more, claiming a plot costs you only 1 groschen, instead of the usual cost.

When your reputation is 6 or more, using the Joker no longer costs you any reputation.

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End of Round

The round ends once all players have taken their third turn. At that time, players must decide whether to pay taxes.

Taxes



Each player must either pay taxes or lose the amount of reputation indicated for the current round. (You are allowed to take the reputation loss even if you have enough money to pay the tax. Conversely, if you don't have enough money, you take the reputation loss and pay nothing.)





Players who currently have more than 1 plot marker in Kutná Hora have their taxes increased by the amount shown by their board. Your tax surcharge is 3 groschen if two of your markers are in Kutná Hora or 8 groschen (3 + 5) if all three are still in use at the end of the round. (If you choose to not pay taxes, you don't pay this plot tax, either.)

Setup for Next Round

A number of other things can happen at the end of the round, and these are described in the boxes below. Once the round is done, the starting player marker moves to the next player on the left, and all players pick up their action cards.

Red-Patrician Buildings



The 3 red-patrician building tiles start on the rounds track. In a four-player game, they come into play at the end of round 2; in a two- or three-player game, they come into play at the end of round 3. At the designated time, shuffle the tiles, separate them, and place one at the end of each row on the town hall board. (Unlike other tiles, they are not grouped into one stack.) They are now available.



Event Card

Event cards are used in games with only 2 players and are optional for games with 3 or 4. The round's event will specify when its effect applies, and usually this is at the end of the round.



Some events also advance the population deck or the ore deck. This occurs at the end of the round, before taxes and patrician scoring.



When setting up for the new round, reveal the next event card. If the new round's event increases taxes, advance the tax counter when the card is revealed.

Patrician Scoring

At the ends of each of the final 3 rounds, after taxes, patricians on the town council offer points to all players.



For each building you own, gain 1 point for each public building next to it. (Multiply this by the number of green patricians.)



This player scores 4 points for each green patrician on the council.



For each pair of pelican tokens you have **used**, gain 3 points. (Count used tokens, divide by 2, round down, then multiply by the number of silver patricians.)



If you have at least 1 mine in each row of the mines, gain 2 points. If you have at least 2 in each row, gain 4 points! (Multiply by the number of yellow patricians.)



For each column of your player board in which all houses have been removed, gain 3 points. (Multiply this by the number of red patricians.)

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End of Game

A four-player game ends after 5 rounds, and a two- or three-player game ends after 6. Players have accumulated a certain amount of points during play, but now it is time to evaluate the results of their long-term strategies.

Final Scoring

Kutná Hora

Go through the city building-by-building and award the owner of each building **1 point for each matching dot** on an adjacent building or side of the board. (Tip over each building after evaluation so you can see which ones you have not counted yet.)



Blue's sawmill matches red and yellow dots. So it scores 6 points – 3 from the public building above, 1 from the building on the right, 1 from the building below, and 1 from the village on the edge of the board.

Mines

Go through each row of mines. Count up the total number of stars in that row. This determines how much the row will be worth, as printed on the board. Give players points according to their rank. See the example below.

Players with no stars get no points, even if they own a mine in the row. Players tied for a place get the full value of the place. For example, if two players are tied for second and third, they both get full points for second, but no one gets points for third.



This is a 6-star row. According to the board, 6-star rows are worth 3/2/1 points. Purple and Blue are tied for most stars, so they will each score 3 points. No one gets the second-place award. Green gets 1 point for third. Orange has no stars and cannot score regardless of how many other players are in the row.

Income

Calculate your income according to the final state of the economy at the end of the game. Divide that number by 10 (round down) and score that many points. For example, if your income is 48, you score 4 points.

Reputation

Some players may gain or lose points based on the final position of their markers on their reputation tracks.

Extras

Score 1 point for each building tile in a slot on your board, each claimed plot that you did not build on, and each pelican token you did not use.

Winning

The player with the most points wins. Break ties in favor of the player with the most groschen left. Any remaining ties can be settled by jousting (unless players agree to accept a draw).

Churches

For the medieval European, the church was the center of daily life. Miners, especially, were aware that they lived each day at the mercy of a higher power. The first chapels were built of wood, close to the mines. But as the town grew, the townsfolk began to construct churches of stone, many of which still stand today.

High Church of the Virgin Mary



The "High" or "Upper" Church of the Virgin Mary was so called because it was situated higher on the hill than the town's other Church of the Virgin Mary.

Its construction was funded by Kutná Hora's mintworkers, and the nave was built to be the same height as the aisles. As a consequence, light fell upon all worshipers equally – in contrast to other churches of the era, in which some could worship in the light and those of lower standing were relegated to the shadows.

However, the mintworkers' egalitarian ethic was not absolute – important citizens who lived in the surrounding houses had special walkways leading directly into the building so they could attend services without exposing themselves to bad weather and grimy streets.

Church of Our Lady



The other Church of the Virgin Mary was known as the one "on the Sweepings." According to legend, every day, the ore market's cobbles would be swept clean, and the silver in the sweepings was collected, eventually amounting to enough silver dust to fund the construction of the church.

Why were Kutná Hora's two most important churches both called the Church of the Virgin Mary? Because Mary was the patron saint of the basilica at nearby Sedlec Abbey. In this way, the abbot emphasized that the new town was part of his ecclesiastical domain.

Saint Barbara's Cathedral



Technically, a cathedral is the seat of a bishop, and the name of this building is St. Barbara's Church. But it is sometimes referred to as St. Barbara's Cathedral because it was built in the Gothic cathedral style.

The Scribes' Guild organized a Brotherhood of Corpus Christi for the purposes of constructing this magnificent church in 1388. The Brotherhood's heraldic symbol is unknown, but the pelican symbol found on the church is our best guess. The pelican was believed to pierce its breast to feed its young with its blood, and so for medieval Europeans, it symbolized Jesus Christ and his sacrifice.

Because Sedlec Abbey claimed jurisdiction over all churches in Kutná Hora, the Brotherhood built St. Barbara's outside the city walls. This also meant they did not have to contend with any neighboring buildings, which encouraged them to plan a cathedral-style building on a grandiose scale. As was typical, the construction lasted centuries and was never completed on the scale the founders imagined.

By 1400, St. Barbara's was already in use, even though the walls were only half built and the ceiling was just a tarpaulin. For the medieval European, it was quite common to attend Mass in a construction zone.

Like the actual church, our game's St. Barbara's stands outside the town walls and has no deadline for completion. Will you manage to get the roof built before the game ends, or will the congregation spend the entire game under a tarpaulin? It's up to you.

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Appendix

Rules Reminders

- You can refill your miner pool only as the first step of a Mine action, before placing the mine, not after.
- If you try to draw a mining tile and can't, reshuffle the entire discard pile to make a new stack. (The 3 sets of tiles will be mixed.)
- A mine does not affect the cost of a space above it, nor grant access to that space.
- The mining technology level increases only when a player builds a miners' guild building.
- You cannot take a guild building tile for a guild you do not belong to.
- Your production can go over 10. Leave your counter on the 10 space and use one of your extra counters to track the excess.
- The house effect that lets you take a building tile for free only applies to public buildings.

Special Cases

RUNNING OUT OF PIECES.

The components on your board are limited. If an action needs a plot marker, a house token, or a miner figure you don't have, then the entire action is performed with no effect. Patrician tokens are limited to 3 of each color. If an effect requires you to do something with a patrician token that is not available, ignore that part of the effect. Pelican tokens and groschen are not limited. If you run out, use a suitable substitute.

IGNORING ACTIONS AND ST. BARBARA EFFECTS.

Whenever you take an action, you can choose for it to have no effect. For example, you can play a card as your action and announce that it has no effect. You can ignore the public-building Rights action of a house token, and still score any points it offers. You can play a St. Barbara action and ignore the middle effect of the tile. This last rule applies even to middle effects that are not actions. For example, when resolving tile 6, you can ignore the patrician effect and just take two points. On tile 3, you must lose 1 reputation, but you can choose to not remove a house (and thus, not increase production).

MINING REGULATIONS.

You are allowed to pay full price to add only 1 miner to your miner pool. After looking at your choice of mines, you are allowed to discard them all and build no mine. Similarly, when placing a mining technology tile as a mine, you can choose to remove it from the game instead.

LIMITS.

Taxes can't go above 25. If the population or ore deck reaches its maximum card, ignore effects that try to increase it.

Credits

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Ondřej: Dedicated to my mom, who sparked the idea of creating the game, and to my wife Katya, who was most helpful during the years of development. Especially for all the beautiful illustrations she created for the prototype. Thank you.

Petr: I want to dedicate this game to my father, who skillfully captured many awe-inspiring photographs of Kutná Hora. And to Charles and Sandy, whom I unfortunately left alone in the city. I promise you, next time, I will be a better guide.

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Mine and Building Effects

Increase your production of the indicated commodity by the amount shown.

Move the depicted commodity indicator 1 notch to the right.

Take the top mining technology tile and play it as though it were a free mine – pay no wood, and mark it with one of the miners waiting to enter your miner pool.

Increase the ore production deck by the amount shown.

Increase the population deck by the amount shown.

Immediately score the indicated points.

Gain the indicated amount of reputation.

Take the indicated number of pelican tokens. Keep them purple-side-up until you use them.

Increase taxes by the indicated amount.

Move the depicted patrician token from the bank to the patrician pool.

Remove 1 house from your player board. (It must be the leftmost house in its row. Ignore its effect.)

Flip over the current St. Barbara tile. If it showed a tax, add that much tax to the current tax rate. (If all 11 tiles have already been built, this has no effect.)

Economic Adjustments

4* A star by a number indicates that it has just changed.

The town builds a building. Discard the top tile of the stack and move the indicator to the right. *(Full details on page 15.)*

New buildings that produce this commodity cannot currently be built.

Turn the deck over.

St. Barbara



1. Gain 2 reputation.
2. Gain 1 reputation. Take a Rights action, but pay nothing for taking the building tile.
3. Lose 1 reputation. Choose a guild on your board and remove the leftmost house token of that guild from your board to increase production of that commodity by 2. (Do not gain the benefit of the house's effect.)
4. Gain 1 reputation. Take a Plot action. You pay nothing for the plot, and you are not required to claim a square next to a building.
5. Lose 2 reputation. Then take 2 Income actions. (That is, you gain income twice and have 2 chances to add a patrician to the council.)
6. Score 2 points. Take a patrician token from the bank (not the board) and place it in its space for patrician scoring.
7. For each of your buildings, gain 1 reputation for each public building next to it.
8. Score 1 point. Take a Building action, but pay 0 wood to build.
9. Take 2 Mine actions. You pay 0 wood to build. Mark the mines with unused miners that are not in your miner pool. (You can use miners in the pool if they are the only ones you have left.)
10. Choose 1 of your buildings and score 1 point for each matching dot on an adjacent building or edge of the board. (Like final scoring, but for only one of your buildings.)
11. Gain 3 points, then flip the tile over. From now on, anyone who takes the St. Barbara action gains 2 reputation.

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