

Fürstenfeld

A game for 2-5 players by Friedemann Friese. Condensed rules for 3-5 players by Eric Postpischil, <https://edp.org>.

Goal

Build all 6 parts of your palace first (so you can live by taxing peasants instead of farming).

Setup

Put the board on the table.

Sort the palace price cards, “8” on top to “18” on bottom. Put on matching space on board.

Put 1 wood cube per player beside the palace price cards. Remove the rest from play.

From the 7 demand cards, randomly select 1 per player and put each on a brewery demand space on the main board.

- (Which demand cards are used affects the game, but their order and which breweries are used do not.)

Put money (silver 1, yellow 5) and goods (green hops, yellow barley, blue water) on marked supply spaces on board.

Above the breweries in play, put 1 hop, barley, or water on each of the “1” price spaces marked with a white outline.

Stack 1 marker (colored disk) for each player on the “0” space of the left income track in random order.

Give each player 1 Fürstenfeld board, a summary card, and 2 money.

Either set up cards for the base game:

- Give each player a set of 26 building/field cards (exclude tour guide and scavenger).
- Each player shuffles their cards, stacks them facedown, and draws 3.

Or set up cards for the expert game:

- Give each player a set of 28 building/field cards.
 - Each player shuffles their cards, draws 10, keeps 1, and puts the other 9 facedown at the bottom of their deck in their choice of order.
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Play

Play rounds in phases 1-6 below.

When any player has built all 6 of their palace cards, the game ends at the end of the round.

Phases 1-2 may be done simultaneously by all players.

Phases 3-5 proceed in player order except players may voluntarily do them early.

- However, the effects of player order must be respected, including choice of brewery to sell to, stacking income markers, and palace price increases.

Player order is from lower position on the income track to higher. For ties, it is top to bottom within a stack.

1. Draw Cards

Draw 3 cards, or, optionally, more as extended by laboratory cards.

- (In the base game, this brings your hand to 6 cards in round 1, 4 in others except as extended by laboratories.)

2. Harvest Goods

Fill each goods space in your fields (board or cards) with a matching token (hops, barley, or water) from the supply.

- (Play is not limited to the supplied tokens; use other objects for goods as needed.)

3. Sell Goods

At any 1 brewery, sell whatever goods you choose at the prices shown before you sell:

- Put each good in a colored space for it, if one is empty. Otherwise, stack it in the uncolored surplus space for it.
 - (Multiple goods may be stacked in the surplus spaces. Each colored space holds only 1 good.)
 - The brewery will not accept any goods of a type when its price is 0 (even with an office).
- Collect income for the sold goods at the prices shown by the price markers above the brewery.
- After collecting income, for each good in a surplus space, move the corresponding price marker down 1 position.
- Move the goods in surplus spaces to their supplies. (Leave the goods in the colored spaces.)

Also take your income from active bank cards. (Count this in your income, just below.)

Mark your income: Move your marker from the current income track to the corresponding space on the other track.

- Alternate tracks each round, to separate players who have sold this round from those who have not yet sold.
- For players with the same income, stack later players’ markers on earlier players’ markers.
- If your income exceeds 25, put your marker on the 25 space.

Tip: Since player order depends on income, you may choose to sell fewer goods to get better player order.

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4. Build

Build up to 2 cards onto your board by paying their cost(s) and playing them to your board:

- For a regular building or field, pay the cost shown at the top left.
- For a palace card, pay the price shown on the palace price card on the main board, then:
 - Move 1 of the cubes from beside the palace price cards onto the cards. If it is now full (as many cubes as there are players), move the cubes off the cards and put the top card under the deck. This reveals the next card, which shows a price increased by 2.
- You may build over any space except a palace card. Everything built over is inactive and out of play.
 - You may immediately build over a card you just built; your second build may cover your first.
- The new building is immediately active and may be used this turn if applicable.

For the expert game:

- Palaces must be built in specific spaces: I-III left to right in the top row and IV-VI left to right in the bottom row.

5. Discard

Discard all but 1 card, except as extended by town hall cards.

- Put the cards facedown at the bottom of your deck in your choice of order.

Discard all goods, except as extended by a warehouse card.

6. Adjust Market Price

For each empty colored good space on a brewery demand card, move the corresponding price marker up 1 position. Move all goods from the brewery demand cards to their supplies.

Game End

Of the player(s) who built all 6 parts of their palaces, the one with the most money wins.

Building/Field Cards

Production fields: Produce indicated goods (9 cards: 1-3 of each type of good).

Bank I and II: Produce income of 3 and 5.

Town hall I and II: Keep 1 or 2 additional cards in phase 5.

Laboratory I and II: You may draw 1 or 2 additional cards in phase 1. (Each draw is optional.)

Palace I-VI: Goal of the game.

Office: For 1 type of good (each round), take 1 additional coin for each good sold.

Warehouse: Store up to 3 goods in phase 5. (Goods may be discarded in later rounds to make room for others.)

Market: During phase 3, sell up to 3 goods exactly as if they were 1 other type.

Magistrate: In phase 3, put your income marker 3 spaces lower than your actual income.

Building crane: Each building/field card costs 2 less.

- This includes another card built the same round, 2 built in a round, and a card built over the crane.

Scavenger: In phase 5, trash up to 2 cards from your hand, removing them from the game.

Tour guide: In phase 3, receive income of 2 coins per palace card you have built.