

# Action Cards Summary

## Alchemist (4x)



Alchemist

You may swap any one Brick from your Storehouse for any one from the Pouch. You may look into the Pouch to find a particular Brick.

## Architect (3x)



Architect

Play this card during the “*Fulfill Commissions*” phase. You may count one tower as one Level taller or shorter during this turn. E.g., you can score a yellow tower with 3 Levels as if it had 4 Levels. You could also score a Tower with 2 Levels as having 3, or one with 9 Levels as if it had 8.

## Botch (1x)



Botch

Choose 1 Tower on your Construction Site. Put one Brick from that Tower in the Pouch.

## Campanile (1x)



Campanile

If a player chooses the **Campanile** card from the Card Row, they place it (like with all Church cards) onto one of the **Church spaces** on the Game Board. Then, all players must build a **bell tower** out of **3 white Bricks**. Until a player's bell tower is finished, they may **not fulfill any other Commissions!** Nevertheless, you must keep **adding** to any Towers under construction or tear them down as **abandoned**.

Upon finishing the bell tower, players place the white Bricks back in the Pouch during the “*Fulfill Commissions*” phase and put their **small Seal** on the Campanile card. They may **immediately** execute other commissions—even in the same turn.

The card remains on the Game Board until **every** player has placed his small Seal on it. Then, everyone takes their small Seal back, and the card is placed on the **Discard Pile**.

## Collapse (1x)



Collapse

You must **tear down** 1 Tower on your Construction Site. **All** of this Tower's Bricks go into the **Pouch**. If you have no Tower under construction, nothing happens.

## Disgrace (2x)



Disgrace

You have to give up **2 Prestige Points** in the Final Scoring.

## Fame (2x)



Fame

You receive **3 Prestige Points** in the Final Scoring.

## Flood (1x)



Flood

**All** players are affected by this card. Put a third (rounding up) of your Storehouse Bricks in the Pouch. E.g., if you have 4 Bricks in your Storehouse, you have to round the number 1.33 up to 2. You may choose the Bricks' colors at will. The Bricks on the card do not count towards the total, and are not put into the Pouch.

## Luxury Tax (1x)



Luxury Tax

**All** players are affected by this card. For **every Tower** on their Construction Site that has **at least 5 Levels**, the builder must **pay 2 Bricks**. The **colors** of these Bricks **don't matter** and are unrelated to the colors of the Towers. Any tower for which the builder cannot pay is **torn down**. Half the Bricks (rounding up) are placed in the Pouch, the other half (rounding down) into the builder's Storehouse. You may not tear town a Tower voluntarily, but must pay the (luxury) tax if possible.

## Major Privilege (1x)



Major Privilege

This card remains face up on a Church space until a player fulfills a commission of **exactly 7 Levels**. This player then immediately receives an additional **4 Prestige Points**. Then place the card on the Discard Pile.

## Mason (3x)



Mason

Play this card during the “*Build Towers*” phase. You pay three fewer Bricks in Construction Costs this turn. E.g., 4 Bricks cost no Bricks, 6 Bricks cost 7. If you also own a **Workshop** you pay 4 less bricks instead of 3. A negative number is regarded as zero.

## Minor Privilege (1x)



Minor Privilege

This card remains face up on a Church space until a player fulfills a commission of **exactly 5 Levels**. This player then immediately receives an additional **2 Prestige Points**. Then place the card on the Discard Pile.

## Monument (2x)



Monument

If a player chooses this card from the Card Row, determine who has the tallest Tower on their Construction Site. This player puts the card in their hand, even if it's not their turn. If a tie, no one receives the card; it goes on the Discard Pile. In the Final Scoring, the holder of the card receives **3 Prestige Points**.

# Action Cards Summary

## Patrician (3x)



This card may be used in 2 different fashions. Either the effect of an **Event Card** is ignored for **all** players that **you** chose during the “Choose a card” phase of your turn, or you may spend the Patrician to discard one card from your hand (e.g., **Disgrace** or **Scandal**).

## Ponte Vecchio (1x)



When you perform an exchange in the “Exchange Bricks” phase, you must give up one fewer Brick. Instead of 3 Bricks for 1, you now switch 2 for 1. You are still limited to only one exchange per turn.

## Princess (2x)



Play this card during the “Choose a card” phase. You must pay no Card Cost this turn when you choose a card from the Card Row.

## Privilege (1x)



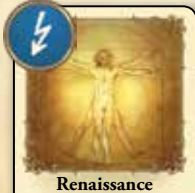
This card remains face up on a Church space until a player fulfills a commission of **exactly 6 Levels**. This player then immediately receives an additional **3 Prestige Points**. Then place the card on the Discard Pile.

## Recognition (2x)



In the Final Scoring, count up all the **3- and 4-Level** Commissions you’ve fulfilled. You receive **that many Prestige Points**.

## Renaissance (1x)



Shuffle the Discard Pile and the Deck together (not the Card Row!), and use the result as your new Deck. The Renaissance card must be shuffled in as well. Then, refill the Card Row from the new Deck.

## Saboteur (1x)



Choose a Tower of another player. Take one Brick from it and put it in the Pouch.

## Scandal (2x)



You lose **3 Prestige Points** in the Final Scoring.

## Smuggler (3x)



You can switch one Brick from your Storehouse with one from another player’s Storehouse. You can choose both Bricks freely.

## Storehouse Fire (2x)



**All** players are affected by this card. You put 3 Bricks from your Storehouse into the Pouch. The **colors** of the Bricks may be chosen freely. The Bricks on the card may not be used for this. If you have fewer than 3 Bricks, just put all your Bricks in the Pouch.

## Tribute (2x)



**All** players are affected by this card. For **every Tower** on their Construction Site, each builder **must pay 1 Brick** of the **Tower’s color**. You can use the bricks from this card to pay the tribute.

Every Tower for which the builder cannot pay is **torn down**. Put half (rounding up) of the Bricks in the Pouch, and the other half in the builder’s Storehouse. You may not tear down a tower voluntarily, but must pay the tribute if able.

## Warehouse (3x)



In the “Check Limits” phase, you may keep 5 additional Bricks in your Storehouse, that is, a maximum of 15 Bricks. In addition, you may keep as many cards in your hand as you wish.

## Wholesaler (2x)



Play this card during either the “Choose a card” or the “Exchange Bricks” phase. Choose one card from the Card Row and note the number of Bricks on it. Place all of that card’s Bricks in the Pouch and shuffle the Pouch. Draw the same number of Bricks from the Pouch and put them back on the card. You are not required to choose this card during the “Choose a card” phase.

## Workshop (4x)



When paying the Construction Costs in the “Build Towers” phase, you pay one Brick fewer. This remains as long as you have the card in front of you. E.g., 3 Bricks cost 0, 4 Bricks cost 2. If you also play a **Mason** you pay 4 less bricks instead of 1. Negative numbers are regarded as zero.