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A CARD GAME OF PEOPLES AND CIVILISATIONS

By REINER KNIZIA

Players: 3-5

Age: 10 and up

Duration: 30 mins -1 hour

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English Translation: Reiner Knizia and Kevin Jacklin.

Peoples migrate through Europe searching for new areas in which to settle. Intensive trading brings together whole tribes, encourages new settlements and promotes the development of civilisation. Soon cities are founded and become the focus of cultural progress -the earlier the better.

GAME COMPONENTS

- 60 People cards: 12 each of Anglo-Saxons, Goths, Huns, Langobards & Vikings
- 60 Civilisation cards: 12 each of Alchemy, Architecture, Trade, Metalworking & Shipbuilding
- 20 Score cards:
 - 10 cities, of values 9,8,8,7,7,6,6,5,5,4
 - 10 settlements. all of value 3
- 1 rulebook

GAME OBJECTIVE

Display five identical people cards to found a settlement, thereby scoring three points and gaining the right to draw a civilisation card on each turn.

Display five identical civilisation cards to found a city, scoring the most points for the first city, and further cities scoring fewer points.

Through cunning trade and some fortunate cards you will gain the most points and be victorious.

GAME PREPARATION

Separate the score cards into two scoring piles:

- the first pile contains all city cards, in descending order -the 9 on top, then both 8s and so on, down to the 4 as the last card.
- the second pile contains all ten settlement cards all of value 3

Both scoring piles are placed face-up in the middle of the table.

Thoroughly shuffle the civilisation cards and place them as a face-down deck beside the scoring piles.

Also, thoroughly shuffle the people cards, and deal four into each player's hand. Place the remaining people cards as a face-down deck beside the civilisation card deck in the middle.

The oldest player begins. Play proceeds clockwise.

GAME OVERVIEW

On your turn, you may:

- **Trade** and swap cards with one of your opponents.
- **Display** five identical cards and gain a score card:
 - for five people cards, receive a settlement card,
 - for five civilisation cards, receive a city card.

At the end of your turn, draw one people card from the deck. For each of your settlements displayed in front of you, draw one civilisation card. You may not draw more than three cards in total.

It is your choice whether to trade, to display, or to do neither. However, if you choose to do both, you must do them in the order shown above (first trade, then display).

THE GAME IN DETAIL,

1. TRADE

When you decide to trade, you must select one of the two following options:

- A. **REQUEST ONE OR MORE CARDS, OR**
- B. **OFFER ONE OR MORE CARDS.**

On your turn, you may only conduct one of the above trade options. You may only perform one trade per turn.

A. REQUEST ONE OR MORE CARDS

Name the cards you are requesting. Do not indicate which cards you are willing to give up as part of the trade.

Example: *I request one Viking*
 I request two Huns and one Shipbuilding
 I request three Alchemy or three Metalworking

In clockwise order, each of your opponents who is able and willing to trade, names the cards he demands in return for meeting your request.

Example Response: *For one Hun*
 For one Anglo-Saxon and two Trade
 For two Shipbuilding or two Architecture

As the requesting player, you decide which response to accept. Of course, you may choose to decline all responses. If you accept a response, then you swap the named cards face-down with your chosen trading partner .

B. OFFER ONE OR MORE CARDS

Name the cards you are offering. Do not indicate which cards you wish to receive.

Example: *I offer two Goths*
 I offer one Hun and one Shipbuilding
 I offer two Metalworking

In clockwise order, each of your opponents who is interested in your offer names the cards he is willing to tender in exchange.

As the offering player, you decide which response to accept.

TRADING RULES

When requesting, offering or responding, you may never name more than two types, combining them with **and/or** .

Example: *Two Goths and one Hun*
 Two Architecture or three People cards
 One Metalworking and two additional cards
 Two pairs or three Civilisation cards

Not permitted: *One Goth, one Hun and one Anglo-Saxon*
 One Civilisation card, but no Alchemy

Watch out! When you make an offer using ' or ' ("I offer one Langobard or one Anglo-Saxon.") you leave your opponents in the dark as to what they will receive. Consequently their responses are likely to be very unattractive. It is not allowed to negotiate which card you opponent will get.

You may never combine the two trading options (*"I request one Hun and offer one Goth."*). A player who reveals more information than allowed is disqualified from the current trade. You may find that your individual playing groups will develop 'house-rules' on the general disclosure of information.

You have got only one attempt. For example, if you request a specific card, but do not receive any response (as your opponents cannot or will not trade with you), you may not attempt a second trade.

Your word is your bond:

- You must swap the cards you named.
- You may only offer cards which you possess.

There is no obligation to trade the same number of cards. However, each partner in a trade must swap at least one card.

Scoring cards may never be traded

2. DISPLAY

If you hold a group of five identical cards in your hand, you may display them. You may display several groups of five in one turn.

For each group you display, you immediately receive a score card:

- For five identical people cards, you receive one settlement card from the appropriate pile. All of these cards score 3.
- For five identical civilisation cards, you receive the top card from the city pile. According to the sorting of the city pile, you will always receive the highest available card.

Lay each score card cross-wise on top of the corresponding displayed group, so that the cards in the group remain visible.

END OF A TURN

At the end of your turn, draw one people card from the respective deck, as long as these cards are still available. Once the deck is used up, no more people cards may be picked up.

In addition, for each of your displayed settlements, you receive one civilisation card from the respective deck. You receive these cards irrespective of whether you displayed the settlements on this round or in previous rounds.

You may not draw more than three cards in total at the end of your turn. For example, if you have three settlements displayed in front of you, you must decide whether to take one people and two civilisation cards, or just take three civilisation cards.

GAME END AND SCORING

As soon as the last civilisation card is drawn from the respective deck, the final game round begins. Each player has one more turn, the player drawing the last civilisation card going last.

After the last round, all players have one more opportunity, in clockwise order, to display groups of five identical cards from their hands.

Now the game is scored:

- Each player total the values of his score cards (settlements and cities).
- Each pair of identical cards remaining in a player's hand scores 1 point.

The player with the most points wins the game.

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SUMMARY

PREPARATION

All settlement cards of value 3 form one face-up pile; the city cards are sorted in descending order and form a second face-up pile. The people and civilisation cards are shuffled separately and form two face-down decks. Each player receives four people cards into his hand.

GAME TURN

1. **Trade:** The player whose turn it is may conduct one trade. He may either:
 - a. request one or more cards, or
 - b. offer one or more cards from his hand.

In either case, not more than two types may be named.

2. **Display:** The player whose turn it is may display one or more groups:
 - a. five identical people cards yield a settlement card (value 3);
 - b. five identical civilisation cards yield the top-most city card.

3. **Draw Cards:** One people card, and
for each settlement (of five identical people cards), one civilisation card;
no more than three cards in total.

GAME END

When the last civilisation card is drawn there is one final round. After that, players may display one last time, in clockwise order.

SCORING

Players total the value of their score cards and add 1 point for each pair in their hand.

The player with the most points wins.