

SQUIRE

THE COLLECTOR OF THE GLORIOUS RARITIES



RULEBOOK

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THE COLLECTOR OF THE GLORIOUS RARITIES

A FAMILY GAME OF NOBLE ANIMALS COLLECTING UNUSUAL AND GLORIOUS RARITIES.

VICTORIAN ENGLAND: THE BADGER BUYS A RARE PORTRAIT BY DA VINCI FOR HIS COLLECTION. STRANGE? NOT AT ALL! IN THIS GAME, THE PLAYERS ARE FAMOUS GALLERISTS. THEY BUY VALUABLE RARITIES, HOLD EXHIBITIONS, DEVELOP THEIR GALLERIES, AND TRY TO ACHIEVE GREATER FAME THAN THEIR COMPETITORS.

BUT THE MARKET IN RARITIES IS DYNAMIC AND EVER-CHANGING: THE PRICES FOR THE SAME PIECE CAN CHANGE DEPENDING ON THE MARKET SITUATION!

THE GAME FEATURES MULTIPLE GAME MODES:
AN EASIER GAME FOR BEGINNERS AND A MORE CHALLENGING ONE FOR MORE EXPERIENCED PLAYERS.
YOU CAN EXPLORE XIX CENTURY ENGLAND OR TRAVEL THE ENTIRE WORLD IN SEARCH OF RARE ARTWORK!

Your **OBJECTIVE IN THE GAME** is to become the best gallerist by buying and selling glorious rarities, holding exhibitions, and completing errands for the Queen (and receiving Victory Points for it).

COMPONENTS



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- 1 1 Double-sided game board;
- 2 4 player boards;
- 3 11 Rarity tiles of each color (5 colors);
- 4 50 Common Coins;

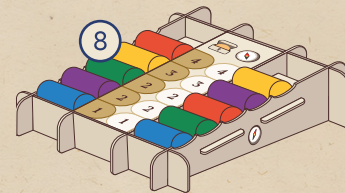
- 5 4 Royal Coins;
- 6 30 Common Tickets;
- 7 8 Royal Tickets;
- 8 42 Correspondence cards;
- 9 1 Market track;

- 10 10 price markers with stickers;
- 11 8 cardboard player characters;
- 12 1 Exhibition token;
- 13 The rulebook in your hands.

GAME SETUP

- 1 Choose which side of the game board you will play on. Playing on the side with the British Isles is easier, while playing on the world map is more challenging. Place the board with the chosen side up in the center of the table.
- 2 Place the Rarity tiles face down near the board and mix them well. Based on the number of players, return some random tiles to the box: 7 tiles for 3 players and 16 tiles for 2 players.
- 3 Randomly pick 15 tiles and put 1 tile in each city on the board (face up). Leave the rest of the tiles near the game board.
- 4 Place the Coins near the board (from now on, we'll call it the "The Bank of London" or simply "the Bank"). Give each player 10 Common Coins.
- 5 Place the Tickets near the board. Give each player 1 **Royal Ticket** (marked with a crown).
- 6 Shuffle the Correspondence cards and place them face down in the deck area of the board. Deal each player 1 **Correspondence card**.
- 7 Place the Market in its dedicated area. *Before your first game, you need to assemble the Market (see the instructions at the end of these rules).*
- 8 Put the price markers in the Market as shown in the picture. You can place them randomly or use the example from the last page of the rules. During the game, the price markers will determine the prices of the Rarities.

Before your first game, you can put the stickers on the price markers to make them easier to use.



PLAYER SETUP

- 1 Each player chooses a player board. Each board has a unique ability only that player can use. The boards are double-sided: the only difference between the sides is the image of your character. Decide if you want to play as a "gentleman" or "lady" and place your board with that side up in front of you and take the matching character.
- 2 Randomly choose the first player. The player to the right of the first player receives the Exhibition marker.

THE GAME IS READY TO BEGIN!

HOW TO PLAY

The game is played over a series of rounds. In each round, the players take turns going clockwise, starting with the first player. A player's turn includes five steps, which must be played in the following order:

- I Move across the map (*required action*).
- II Buy or sell 1 Rarity from the gameboard (*required action*).
- III Update the Market (*required action*).
- IV Place your new Rarity in your gallery (*if you purchased one*).
- V Hold an exhibition (*if you have the Exhibition token*).

Once you have completed all five steps, your turn ends and the player to your **left** begins their turn. If you held an exhibition this turn — give the Exhibition token to the player to your **right**. **Let's take a closer look at the steps.**

I. MOVE ACROSS THE MAP

You **must** move every turn—It's not becoming of a lady or a gentleman to stay too long in the same town!

IMPORTANT: During your first turn, instead of moving, put your character in **any** city, even if another player's character is already standing there.

You can only move between cities connected by a road or sea route. In order to move, you must pay your fare with Tickets. Each movement from one city to another costs one Ticket. You may use several tickets to move through a number of cities during your turn. All Common Tickets (non-Royal) you use are discarded after your movement is completed.



Common Tickets are discarded after use, while Royal Tickets are **not** discarded and can be used every turn throughout the game. A Royal Ticket, just like a Common Ticket, gives you one movement.



For example, to reach the Tokio, the Fox can move first to Samarkand then to his destination. So, he uses his Royal Ticket for one move then discards one of his Common Tickets for the second.

II. BUY OR SELL 1 RARITY

During the game, you'll encounter Rarities of different types: paintings, statues, rare folios, and more. Each type of Rarity corresponds to a tile color. For example, painting tiles are red and a tile with a rare ceramic is blue, etc.



Rarities also differ by their value—i.e., how many victory points they award (from now on—VP). A number from 2 to 6 is shown on each tile: that's the number of VP that a player gets at the end of the game for having that Rarity in their gallery.

Each turn, you **must** either buy **or** sell the Rarity located in the city that you **end** your movement in.

IMPORTANT: You may only buy or sell one Rarity per turn! Buying or selling is possible just from the gameboard!

The prices of Rarities change during the game. The cost of a Rarity is determined by the position of the price markers in the Market (the numbers next to the matching colored markers), which changes after **every** purchase or sale. The price markers on the left side of the Market match the regions (the color of the city where the sale is made), while the price markers on the right side of the Market match the Rarity types.

To find the total price of a Rarity, you need to add the numbers for the current positions of the matching price markers (region and Rarity) in the Market.



Red	4	4	Yellow
Yellow	3	3	Purple
Green	2	2	Red
Purple	2	2	Green
Blue	1	1	Blue

For example, the Fox buys a ceramic (blue tile) in Rio de Janeiro (blue region), so it costs 1+1 coins. He must pay 2 Coins to the Bank.

If a player **BUYS** a Rarity, they have to pay the total price of the Rarity to the Bank.

If a player **SELLS** a Rarity, they get money from the Bank. The amount received is calculated the same way as when buying a Rarity (adding the values for the region and Rarity price markers in the Market). Sold Rarities go into a separate discard pile and do not return to the game board.

After you have finished buying or selling, draw a new Rarity tile from the supply near the game board (if any remain) and place it in the now empty city on the game board.

IMPORTANT: All Common (non-Royal) Coins used for the purchase of a Rarity are discarded. Like Royal Tickets, Royal Coins can be kept and used every turn. When a Rarity is sold, the Bank always pays only in Common Coins.

III. UPDATE THE MARKET

After buying or selling a Rarity, you must change the prices in the Market:

When **BUYING** a Rarity, move the matching region and Rarity price markers to the very **top** of the Market. The markers that were below them don't change their position. The ones that were above them "slide down" into the vacated place in the Market.

When **SELLING** a Rarity, on the other hand, the price goes down, so both price markers are moved to the very **bottom** of the Market.



Since the Fox bought a Ceramic tile in the blue region, both blue markers move to the top of the Market. Now, if you want to buy a Ceramic, you would have to add 4 coins to the price of the region.

If the Fox had been selling, the price markers of the corresponding colors would have moved to the bottom of the Market.

IV. PLACE YOUR NEW RARITY IN YOUR GALLERY

You must always display all of your Rarities in your personal gallery (on your player board). When you get a new one, you may place it in any empty space of your choice.

Each Rarity in your gallery will give you VP at the end of the game. The VP value is shown on the Rarity tile itself.

IMPORTANT: After placing a Rarity in your gallery it can't be moved, sold, or discarded! Dragging rare and valuable artifacts and ancient statues around can damage them beyond repair!

When you add a Rarity to your gallery, you may receive a one-time or permanent bonus. There are two ways to receive bonuses:

- 1 Put a Rarity in a space with a hall bonus.
- 2 Fill an entire floor with four Rarities (horizontally) or a column with three Rarities (vertically).



You may get two bonuses at once during your turn if you meet both conditions—placing a Rarity in a space with a hall bonus and completing a floor or column!

A - FLOOR BONUSES

1st floor has no floor bonus.

2nd floor: increase your hand limit of cards (+2 cards to the limit). **Permanent effect.**

3rd floor: take 1 Rarity from the discard pile and place it in your gallery. **One-time effect.**

B - COLUMN BONUSES

The left column gives you an additional Royal Ticket.

The right one gives you a Royal Coin.

(The two middle columns have no bonuses.)

C - HALL BONUSES

Some spaces give you a bonus when you place a Rarity there. You may get some Common Coins or Common Tickets, depending on the space.

You can use each bonus just once, at the moment you fill the hall bonus space or the last unoccupied space for that floor or column.

V. HOLD AN EXHIBITION

If you have the Exhibition token, you **must** hold an exhibition on your turn. If you do not have it, you can't hold an exhibition!

IMPORTANT: The Exhibition token is passed from player to player **counter-clockwise**. It is **not** passed on every player's turn, but **ONLY after** the active player has held an exhibition.

WHAT CAN YOU GET BY HOLDING AN EXHIBITION?





EXHIBITOR





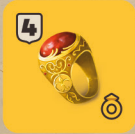
OTHER PLAYERS






Draw  up to your hand limit.
Your hand limit: the number of  in your gallery +1.






You can run 1 errand from the .
Your errand limit: the number of  in your gallery +1.





You get 2  + an additional 1 
for each  in your gallery.







You get  + an additional 
for each  in your gallery.





It is not possible to take an exhibition of the rare books:
old sheets are very fragile and require special storage conditions.

Draw  if you have 
in your gallery (if possible).

You may discard started errand
from  and run another one
if you have  in your gallery.

Get 2  if you have 
in your gallery.

Get  if you have 
in your gallery.

To hold an exhibition, first choose which kind of Rarities you want to display. The game board shows the awards for each type of exhibition.

IMPORTANT: You may organize any type of exhibition listed, even if you haven't collected any Rarities of that type — of course, you have a big display vault in your gallery!

For example, you can hold an exhibition of paintings (red tiles), even if you haven't collected any paintings during the game.

Place the Exhibition token on the desired type of exhibition and take the award listed for the Exhibitor. Then the **other** players who have at least 1 Rarity of the same type in their gallery each also receive an award, starting with the player to your left and going clockwise. After all players have received their awards, pass the Exhibition token to the player on your right.

PLEASE NOTE: The awards will be different for the player organizing the exhibition than for the other players!

CORRESPONDENCE CARDS

The ladies and gentlemen who collect rarities often send letters to each other sharing news about gallery openings and other events. The Queen herself may even contact you, asking you to complete an important errand!

At the start of the game, each player is dealt 1 Correspondence Card. During exhibitions, players can get more Correspondence Cards. If you do, draw the top card from the deck and add it to your hand until it is used.

IMPORTANT! The maximum number of cards you can have in your hand is equal to the number of paintings (red tiles) in your gallery plus 1 (plus 2 more if you complete your second floor bonus).

Each Correspondence card has two parts: you simultaneously receive an interesting offer for your gallery's development and an errand from Her Majesty. But, you can only use one of the two: either improve your gallery or run the errand. *Each card can be used only once, so you should think carefully before making your choice!* But you may use more than 1 card per turn.



You may use an **Interesting Offer** at the moment you buy or sell a Rarity to get the bonus shown.

For example, if you buy or sell a Rarity in the red region (rose symbol), you can play this card (if you wish) to get 3 coins from the Bank.

You must hold a sculpture exhibition to **run an Errand**. If you do, you will get the VP shown at the end of the game.

For example, if you don't use the Interesting Offer ability of this card, you could instead hold a sculpture exhibition to run the Errand. At the end of the game, you would get 1 VP for each ceramic and sculpture tile in your gallery.

- You may receive a bonus during your turn if your purchase or sale matches the conditions specified in the top part of the Correspondence card. In this case, play the matching card and take the bonus shown from the Bank in addition to the normal effects. Then the card is discarded and is not used again in the game. **If you have more than one such card, you may use as many of them as you wish during the same action.**
- You can run the errand on the bottom part of the Correspondence card only after holding an exhibition of ancient sculptures (green Rarity tiles). In this case, you place the card under your player board in such a way that only the errand is visible. At the end of the game, you receive VP for your errands as described on the errand cards.

IMPORTANT: The number of errands you can have under your player board can never be more than 1 higher than the number of sculptures (green tiles) in your gallery. You cannot discard an errand card once you have played it except in the case shown on the exhibition awards list: if another player holds a sculpture exhibition, you may discard one of your played errands and play another one!

THE END OF THE GAME

The game ends when all of the Rarity tiles **in the supply** run out. The active player at that time finishes their turn normally, then the game ends.

The players now add up their scores.

You receive VP for:

- The total value of all Rarities in your gallery (on your player board);
- Running errands (the number of VP depends on the errand); and
- Your unspent Tickets and Coins (including the Royal ones)— Add together the number of Tickets and Coins you have, and for each set of 5 you get 1 VP.

The player who has the highest number of VP wins. In the case of tie, the one who has the most unspent Tickets and Coins wins. If players have an equal score here as well, then victory is awarded to the one who has gathered the largest collection of Rarities.

GOOD LUCK TO YOU, NOBLE SQUIRES!

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HOW TO ASSEMBLE THE MARKET

