

Ulm

A game for 2-4 players by Günter Burkhardt. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Shuffle the cards and place facedown in the space at top-left of board.

Put 4 random Descendant tiles face-up on the Descendant spaces in Oath House quarter. Remove rest from game.

Put the Cathedral in the Cathedral space.

Shuffle the city coats of arms and place facedown on the coats-of-arms space at top-right of board.

Shuffle 1 brown, 2 turquoise, 2 orange, 2 white, and 2 gray Action tiles and place in 3×3 grid in Cathedral area.

Put 1 Action tile of each color in the loading docks.

Put remaining Action tiles in bag.

Put 1 barge of each player color on the first river space.

Put 1 seal (disk) of each player color on space 5 of the score track.

Give each player 12 seals and 3 family crests in their color.

Give each player 2 coins, 2 Ulm Sparrows, and a random Action tile from the bag.

Put the Oath Charter in front of the start player. (Per the rules, the most reliable player is the start player.)

Shuffle the 12 Tower tiles. Remove 2 from game. Stack 10 facedown (face-up for advanced game) on Oath Charter.

Play

Play 10 rounds as described on page 2.

End of Game

Score 1 point for each Ulm Sparrow.

Score the barge positions.

Score cards that were collected (played in front of player):

- Score 3 points per Cathedral card plus 9 more points for each complete Cathedral.
- Score 3 points per Trade card plus 6 points for a set of 3 of one type plus 3 points for a set of 3 different cards.
 - Each card may be part of only one set.
- Score Chronicle cards according to each card.

Ties are broken by seals in the most quarters. Further ties are shared.

Notes

There are three types of cards:

- 9 Cathedral cards show the cathedral in 3 sections: steeple, nave, choir.
 - Discard with an indicated Action tile to gain 6 points immediately. Collect sets of 3 for game-end points.
- 15 Trade cards have 5 each of 3 types: fustian, works of art, and commercial goods.
 - Discard with indicated Action tile to gain rewards immediately. Collect like/unlike sets for game-end points.
- 9 Chronicle cards relate to historical Ulm events.
 - Discard for a one-time special action. Collect for additional game-end scoring opportunities.

Find details in the *Chronicle*:

- Chronicle cards: pages 27-28.
- Descendants: page 21.
- Quarters: map on page 19, privileges on pages 20 and 22.
- Tower tiles: pages 29-30.

Clarifications:

- The immediate bonus of the City Wall card modifies a regular seal action; it does not give an extra seal action.
- The Tower tile that lets each player pick one Action tile of their choice from the bag applies to drawing the Action tile to push into the grid, not to taking a tile to keep in front of the player.
- The original rules say “If the situation arises that it is no longer possible to push in a tile, all pushed-out tiles are thrown back into the bag.” It is unclear whether this is done as soon as a sixth tile is pushed out (and hence before the player can take any with their clear-away action) or when a player needs to push a tile into the grid and cannot. The rules on the reverse use the latter.

Ulm

Play

Play 10 rounds. At the start of each round, move the top Tower tile from the Oath Charter to the Cathedral.

- In the advanced game, the tile on the Cathedral modifies play for the current round (described in the *Chronicle* on pages 29-30). The tile that will modify the next round is visible face-up on the Oath Charter.

In order around the table once, each player:

- **Optionally plays a card any time during their turn** (once per turn unless an extra card play is gained).
 - **(This is easily forgotten** and is important in the final rounds, so remind new players they may play one card per turn, in addition to Action tiles.)
- Draws 1 Action tile from the bag and pushes it into a row or column of the 3×3 grid that is not currently blocked (a pushed-out tile on either end blocks the row or column).
 - If all six rows and columns are blocked, first return all pushed-out tiles to the bag.
 - The player may discard 1 Ulm Sparrow to swap the drawn tile with 1 from the loading docks.
 - If a tile is pushed into a space next to a player's seal, that player gets 1 Ulm Sparrow from the general supply.
- Performs, in any order, the 3 actions now inside the row or column of the grid that was pushed.
 - Each action is optional. An action that is impossible due to lack of resources is not performed.

Actions

Money: Take 1 coin from the general supply.

Clear-away: Take the pushed-out Action tiles from any 1 side of the 3×3 grid and put them in front of you.

- Taken tiles are distinct from those drawn from the bag to push into the grid and may not be used with the grid.

Card: Buy a card or play a card.

- To buy a card, discard 2 Action tiles to the bag and take the top card of the draw pile.
 - If the 2 discarded tiles are identical, you may take the top 2 cards and discard 1 of them face-up.
- Play a card face-up to the discard pile to get its immediate (upper) bonus.
- Play a card in front of you to get its game-end (lower) bonus.

River: Move your barge forward 1 unoccupied space (skip occupied spaces as if they did not exist).

- The last spaces provide bonuses as marked (1 coin, 1 Ulm Sparrow, 1 Action tile from loading docks, 1 card).
- If no unoccupied spaces remain, your barge may not advance.

Seal: Pay 2 coins to the general supply and place a seal on an unoccupied space in 1 of the 2 quarters by your barge.

- Gain the privilege of that quarter (marked on the board and listed in *Privileges of the Quarters* below).
- If any player has a crest in the quarter, they gain the points in the top-right of the corresponding coat of arms.
- Once your 12 seals are used, you may no longer place seals.

General Rules

Cards

When the draw pile is empty, shuffle the discards and form a new draw pile.

Loading Docks

When a tile is taken from the loading docks, replace it immediately with a random one from the bag.

Privileges of the Quarters

Leaning House: Take 2 city coats of arms from the stack, put 1 in front of you, and put 1 facedown under the stack.

- Gain the points shown in the top-left of the coat of arms.
- Place a seal by the corresponding image at the edge of the 3×3 grid.
- If the coat of arms has a gold rim, also place 1 of your family crests on the matching coat of arms on the board.
 - If your 3 crests are already used, you may not play a coat of arms with a gold rim. If both the coats of arms you draw have a gold rim, you may not play either. Put both back under the stack.

Oath House: Replace 1 of the Descendant tiles with your seal and place the Descendant tile in front of you.

- The Descendant provides you a special ability (described in the *Chronicle* on page 21) for the rest of the game.

Town Hall: Draw 1 card and take either 1 coin from the general supply or 1 Action tile from the loading docks.

Reichenauer Hof: Gain 1 victory point for each city quarter that contains at least 1 of your seals, including this one.

Goose Tower: Select any 1 card from the discard pile or draw 3 from the draw pile and discard 2 of them face-up.

Tillage: Take 1 Action tile from loading docks and 1 coin and move 0-2 unoccupied spaces on the river.

Garden: Same as Leaning House, above.

Shipyard: Take any 1 tile from the loading docks and carry out an additional card action (buy or play).

River

For a move triggered by a card, skip and do not count occupied spaces, and take only the bonus of the final space.

River moves given by Tower or Descendant tiles are additional moves and may trigger additional bonus spaces.

Multiple river moves from multiple Action tiles are separate moves and may each provide a bonus.