

## GENERAL RULES

**Question:** How do I tell the difference between the 2/3 player and the 4/5 player sides of the board?

**Answer:** Look just below the completed city track. It's somewhat hidden. The side with fewer paths is the 2/3 player side.

**Question:** Can someone clearly define exactly what a Kontor is?

**Answer:** After a trader or merchant has been placed in a city it is henceforth known as a Kontor.

**Question:** In the rules, it says you cannot move Kontors between cities or resources into cities, but can you move a Kontor back onto a trade route? When we played our first game (with three players), a situation came up towards the end where one player only had two traders left to use. She couldn't place the two traders in the two spot trade route and claim it. I can't remember if it was because either the two spot trade routes were partially occupied or she didn't have Kontors at the ends of those routes (so it didn't make sense for her to do so). If the game didn't end that turn, she wouldn't be able to do anything meaningful the next turn because she didn't have enough resources to claim a route to improve skill to be able to pull off another resource off the escritorio. What else can she do? So in this situation, can you select the move resource action to pull a trader or merchant off one of the Kontors (so that you can work towards claiming a route to improve your skill to get an extra resource)? My guess is no, because that would leave gaps in the Kontor.

**Answer by Designer Andreas Steding:** No, you cannot remove a Kontor back onto a trade route. Be carefully when placing your merchant.

**Question:** For the network between Armhiem and Stendal, do you need a Kontor in those two cities, or just the cities in between?

**Answer:** You need a full network, including Armhiem and Stendal.

**Question:** What times CAN'T you use a merchant instead of a trader?

**Answer:** You can always use a merchant instead of a trader, but when establishing an office (Kontor), the merchant must go in a round space, and the trader square in a square space. You need a bonus marker to switch them.

**Question:** The game comes with 27 traders cubes, but when you start the game, the rules say supply = 5 and stock = 6 (for first player). Does that mean 3 cubes are left in the box? The game comes with extra cubes?

**Answer:** No, the game does not come with extra cubes. 5 in supply + 6 in stock + 4 keys + 3 privilege + 5 actions + 3 bag + 1 on scoring track = 27.

**Question (v5):** Could you establish a trade route on EITHER SIDE of Goettingen to upgrade to an additional action?

**Answer:** Yes, that is true. The same is true with the city that allows you to upgrade your privilege ability (only on the 4-5 player board, of course).

## SEQUENCE OF PLAY

### Moving Resources (Moving a Trader or Merchant):

**Question:** When you use the Move resources activity, the rules say that you can swap a merchant with a trader: this count as 1 or 2 moves?

**Answer:** It takes up two of the movement points since you are moving two resources.

**Question:** If a player takes the Movement action, is there any limitation to where they can move their Traders and Merchants to?

**Answer:** They can't move onto a Kontor or a Trade Route space occupied by another player's pieces, but otherwise, no. They can go ANYWHERE on ANY Trade Route space, moving as many pieces as allowed by their player-board progression. They cannot move into the PP slots in the bottom left city either if you want to be specific. I think it is better to just say that they can be moved to any open route space or swapped out with your own resources on a route space.

### **Displacing a Resource (Displace a Trader or Merchant):**

**Question:** When you displace someone, they are allowed to relocate the displaced cube/disc and one more piece. Where does this piece come from?

**Answer:** The extra piece (or pieces if a Merchant is displaced) comes from the "Backup" (Stock) and not from a player's "Active" pieces. The piece does indeed come from your reserve supply, not active pieces. But if you have none in reserve supply it can come from your active supply. And a merchant displaced earns you 2 extra resources.

**Question:** The rules indicate a displaced merchant or trader must be moved to an adjacent route. Can the displaced trader or merchant plus the one or two additional resources be all moved to the same adjacent route or must they be moved to two or three different adjacent routes?

**Answer:** 1. You may play the resources on any empty field on any adjacent route. They may or may not be played on the same route, subject to your discretion and available empty fields. 2. If all adjacent routes are completely filled, then you may choose any empty field two routes away from where you're being displaced. Your first or second resource might fill up the last empty adjacent field, in which case your second or third resource can be played two routes away. 3. You are allowed to place any resource in your stock, not just traders. In other words, merchants are fair game to choose from your stock. 4. You may not choose a merchant from your personal supply unless your stock is completely empty. 5. You may not choose to use a merchant from the board as your extra resource unless both your stock and personal supply are completely empty. Note: 3, 4 and 5 come from a literal reading of the English rules.

**Question:** There could be a situation in which the resource to be displaced does not match the space that it is on, such as when the resource to be displaced was placed on the office space by a "Switch Offices Bonus Marker," during which the player was allowed to ignore the colors of the two cities and was allowed to ignore merchant or trader restrictions?

**Answer:** No there can't be. You can only displace a cube or merchant on one of the paths between cities and those spaces are \*all\* marked for both cubes and round pieces. You cannot displace cubes or merchants which represent offices. The swap offices bonus marker (a completely different case) is explicitly says that it doesn't care about the shape of the underlying office or the privilege (color) level you have attained.

**Question:** Can a merchant displace a trader and can a trader displace a merchant?

**Answer:** Yes. The only thing that matters is whether the place being displaced is a cube (1 extra cost, 1 extra cube placed by owner), or a merchant (2 extra cost, 2 extra cubes placed by owner).

**Question:** I am very unclear about the type of resources (trader or merchant) that can be used by the displacer when the displacer has to put penalty resources into his stock and the resources that can be used by the opponent being displaced who can put resources into empty, adjacent fields. When the displacing action occurs, can both the displacer and the opponent who is being displaced choose to use either traders or merchants for either of these situations (penalty resources or placement of resources onto adjacent fields) or are there more specific guidelines for doing it?

**Answer:** The section in the rules makes it clear that the 'resource' cost paid, is either a trader (cube) or a merchant (disc) freely chosen. The player paying the extra cost would be likely insane to pay merchants before cubes. The displaced player similarly gets to choose which of merchants/cubes he wants to take from his non-available stock.

### **Establishing a Trade Route:**

**Question:** In the rules under establishing a trade route, it lists the things to do as a) b) c). Is this an established order to do those things in or just an enumerated list of all the things to be done as part of that activity? It makes difference as establishing a new Kontor is listed after scoring prestige points for Kontors at the trade route ends.

**Answer by Publisher Klaus Ottmaier:** It is an established order. First scoring prestige points (if somebody gets any) perhaps taking a bonus marker (which you are not allowed to use during the rest of the action "Establishing a trading route") third you can choose one of the three options (Kontor, skill level, extra prestige points in Coellen) if you want (and of course if the city gives you this option).

**Question:** It says in the rules that you can still claim a route for the bonus marker and/or prestige, even if you are unable (because the cities are full or because you have insufficient privileges) to place a Kontor. However, if you are ABLE to place a Kontor, can you still CHOOSE not to (in order to not have to spend a trader or merchant), or are you obligated to place a Kontor if you can?

**Answer:** Yes, you can choose to not place a Kontor.

**Question:** The gold coin bonus only applies to the appropriate spot. For example only the white Kontor in Halle, and not the orange one correct?

**Answer:** Yes, only the Kontor that actually has the gold coin will grant you that bonus.

**Question (v5):** Can you have both traders and say one merchant on the trade route and then decide to place a trader or a merchant in the Kontor? Or do you have to have all traders or all merchants on the trade route and then establish the route with corresponding marker?

**Answer:** Any piece of wood on the route can be placed in the city as a Kontor, as long as you have sufficient privilege for the left-most empty space and the piece of wood is the right shape for the space. You just need one merchant on the route to place a merchant. You do not need it to be all merchants. Good thing too, as each player has at most 4 merchants that would be basically impossible to do.

## BONUS MARKERS

**Question:** What happens if no bonus marker can be placed on the board because all trade routes have some resources placed on them?

**Answer by Publisher Klaus Ottmaier:** I never ever had the situation that somebody could not place a bonus marker (and I played the game for some times ;-). There are so many trade routes... But if this really happens you keep the bonus marker on your desk and wait till your next turn. At the end of your next turn you place the bonus marker(s). If the situation did not change, you wait another round etc. It's the same situation as somebody forgets to place a new bonus marker. Then you should also keep the bonus marker and place it after your next turn.

**Question:** Bonus Marker, you take one and place it face down on your mat. When you place it back onto the board is it placed face down or face up?

**Answer:** Face up.

**Question:** I know you can generally use them "whenever you want on your turn", but how small is that resolution. Here's what I'm thinking of. Could you do this: Claim a route, get a bonus marker that allows you to up a skill, use that marker to up your Privilegium skill, and then claim a Kontor that you wouldn't have been able to claim without that increase?

**Answer:** A bonus marker can be used at any time during a player's turn, but not in the action, in which it has been taken.

**Answer by Publisher Klaus Ottmaier:** You may use a bonus marker even if your final action was to obtain it. The not so good formulation that a player has to end his action before he may use the new bonus marker had its origin in the interaction in the game. There is a lot of action of non active players in the game; maybe you have some experience in this. And it is necessary that one thing happens after the other.

**Question:** The unofficial FAQ states: "Answer by Publisher Klaus Ottmaier: You may use a bonus marker even if your final action was to obtain it." Does this mean the final action of any turn or the final action of the game? So if I claim a route and get a bonus marker on my last action of my turn (let's say action 4) could I still use it (obviously with the exception of the extra office BM)? ... and if that bonus marker was an upgrade that moved my tech track from 4 actions to 5, does that further mean I'd get yet another action before my turn was over? It sounds like I could do this on any turn and get the extra action.

**Answer:** It's referring to the final action of your turn. You can still use an extra actions BM if you claimed it on the last action of your turn. If, however, any action ends the game the game is over immediately at the end of that action. It doesn't matter how many more actions you have or can get, the game is over.

**Question:** From what I understand you can't use the bonus markers during the same action (not turn) that you received them.

**Answer:** Correct.

**Question:** The way I've been playing has been that if I got a bonus marker during an action, then I would need to take another action first and then be able to use the bonus marker... or did I interpret this wrong?

**Answer:** Incorrect.

**Question:** After I completed the action, could I use the bonus marker straight away?

**Answer:** Yes.

**Question:** The only BM that this seems to be clear for (using the bonus markers during the same action (not turn) that you received them), is the extra office where you couldn't claim an extra office BM and use it to get the extra office during that same action.

**Answer:** It also prevents you from using the skill upgrade BM to increase your privilege in a city during the same action that you wish to establish a Kontor. In a more rare case, it also prevents you from using a swap Kontor BM that you claim during the final action of the game.

**Question:** Are bonus disks free to use at any time in a player's turn even during an activity? I think that is what is implied by the statement they are not activities. Question comes up from the rule that any activity has to be completed before you can do something else. The timing of some bonus disks seems to be tied to using them during specific activities such as extra Kontor is really only valid during the middle of the 'establishing a trade route' activity. Just want to be sure I understand the bonus disk use timing correctly.

**Answer by Publisher Klaus Ottmaier:** Yes, but NOT during the activity you get this bonus marker. And yes, the extra Kontor is really only valid during the 'establishing a trade route' activity. But if you got such a bonus marker during this activity you cannot use it until you use the "establishing a trade route" activity the next time.

**Question:** When a player has to refill the three bonus disks at the end of his turn, does the choice include all bonus disks in the player's possession or just the one's he drew to replace the ones he gathered from trade routes? My confusion comes from the wording 'look at the markers on your tin plate...' where earlier in the rules it describes the tin plate as a space 'you may store your bonus markers'. But it then states 'place a new bonus marker...' which leads me to think that you only use the ones drawn from supply to match the ones you collected from trade routes

**Answer:** If you take a bonus marker from the board you immediately take one from the stock and place it on the tin plate. That's important because if the stock is empty the game ends after this "establishing a trade route" activity immediately. And placing the bonus marker on the tin plate helps you not to forget to place this (or perhaps one or two more) bonus marker on the game board at the end of your turn. Bonus markers which are already placed on the board are never moved to another trade route. You keep the bonus markers you collected from trade routes beside your personal panel. Open as long as you did not use the function of the bonus marker and after use face down. At the end of the game you get prestige points for open AND face down bonus markers beside your personal panel.

**Question:** I just want to confirm that you can use as many bonus markers as you want on your turn? (I know you can only use it once and not on the turn you earned it).

**Answer:** You can use as many markers as you want on your turn, and you can use it the turn that you earn it. According to the publisher, you cannot use it during the action that you earn it, but you can use it after finish the action. If you have only 2 actions and with the second action you can claim a bonus marker and you can use it immediately. The only bonus marker which needs another action is "Extra Kontor".

**Question:** The German rules say that a player puts new bonus markers on the board at the end of the turn when he drew some off the board. Then it says: "Dieses Platzieren erfolgt auch nach dem Nutzen eines +3 od. +4 Actionen Bonsumakers." This sounds like it means that you place a new bonus marker as well after USING a +3/4 bonus marker, but that would mean there were more than 3 on the board at once, and later in the rules, it says there are always 3. Can someone clarify what this sentence means? It is not repeated in the English. Thanks.

**Answer by Publisher Klaus Ottmaier:** It's simply clarifying when the placement of the new bonus marker occurs. It happens when you have used all of your actions, including any you might have gained through the use of a +3/4 bonus marker. You can't spend all your actions, place a bonus marker, and then use +actions to go after the new bonus marker.

**Question:** I am confused about the table of symbols used for scoring the Bonus Markers. For example, below are two lines for scoring Bonus Markers. I realize BM must stand for Bonus Marker and PP for Prestige Points, but I am still confused about what the lines and the rest of the symbols (such as "od") mean. a) 4 od. 3 BM: 6PP b) 10+ Bm: 21PP Could you please explain how to read these scoring examples and provide any other help as to how to score Prestige Points from Bonus Markers?

**Answer:** Od is short for oder, the german word for 'or'. 4 or 3 BM are both equal to 6 points. (1 Bonus Marker is 1 PP; 2 or 3 BM = 3 PP; 4 or 5 BM = 6 PP; 6 or 7 BM = 10 PP; 8 or 9 BM = 15 PP; 10 or more BM = 21 PP.)

**Question:** I am a little confused about the rules for replacing a bonus marker. Specifically, the criterion that the replacement bonus marker is placed on a route "that has an office on at least 1 of its adjacent cities." Does this mean that if the two cities on either end of a route are both currently completely empty, the bonus market cannot be placed on that route?

**Answer:** No. An "office" is an open slot in one of the cities next to the route. You can't place the BM if all of the adjacent city spaces are already filled with Kontors.

**Question:** Suppose you complete a route with a bonus marker, but you are unable to claim a Kontor (either because the town is full, or because you don't have sufficient privilege level). Can you still claim the route just to get the bonus marker? In other words, do you have to place a cube/disc on a town in order to get the bonus marker?

**Answer by Publisher Klaus Ottmaier:** Yes it is possible. You may claim a Bonus marker without placing a Kontor. It is also possible to claim a rout just to get the VPs because you control both cities.

**Question (v5):** Basically, if I pick up a bonus marker, then I have the ability to use it that same turn, correct? Here's the scenario: Clear a path, pick up the bonus marker. There are no more bonus markers in the pile to draw from... does the game end immediately, or am I able to play the picked up bonus marker??

**Answer:** The games ends at the end of the current action which means you get to continue with placing a kontor or taking an upgrade that was a normal part of claiming the trade route. You could still have additional actions left after this one during the turn (or other unspent bonus markers), but you don't get to use them. The rules specifically note that you cannot use a bonus marker during the action it was acquired so you do not get to use the end-game-triggering bonus marker..

### **Extra Office (Extra Kontor):**

**Question:** Is there any limit to the number of extra offices that may be placed in a city through the use of the "Extra Office" bonus markers? I would suspect not but thought that I should check.

**Answer by Publisher Klaus Ottmaier:** No is the correct answer.

**Question:** Is this situation legal? 1. Place three traders on a route 2. Claim route and place a trader in one city 3. Use BM 'Extra Office' to go into the other city (or just outside the city in front of first Kontor). Or, would said player have to claim the route twice to do this?

**Answer by Publisher Klaus Ottmaier:** If you claim a route you can just place one trader in one of the two cities. If you use the "Extra Office" BM in addition you are just allowed to ignore the privileges and place a trader left of at least one other trade already in the city.

**Question:** When using 'Extra Office' BM would the player have to claim the route twice to place the two traders?

**Answer:** Yes. If you use an Extra Kontor BM (that you had previously - not from this newly claimed route), instead of placing one of your resources into the actual city spaces, you are allowed to place one to the left of the trader/merchant that is already furthest to the left (which may be in the leftmost city space itself or may have been also placed using the same BM from a previous action).

**Question:** When placing a trader (using the "Extra Office" BM) after claiming the route, does that trader have to be placed to the "left of least one other trader"?

**Answer:** Unlike the other BMs, the Extra Office one actually requires a "claim route" action to be taken for it to be used. So, if during a future action, you claimed a route next to a city you already had an office in, you are allowed to place another trader/merchant in that same city (if you can meet the placement requirements) or you can use the BM as described above (in the previous answer). Also remember that control of the city (for both "in-game" points and "end of game" points goes to the player with the most offices so this could impact both of those. You are not allowed to use the swap Kontor BM to move Kontors that were placed with the Extra Office Kontor BM. You can use the Extra Office Kontor to take over a city via sheer numbers, but you are not allowed to swap it ever.

**Question:** I read a lot of these threads and it seems you can only use the Extra Office bonus marker if you claim the route and all offices in the city are full? Or did I misunderstand something?

**Answer:** You can only use the Extra Office bonus marker if you claim the route but you can only use the extra office BM if there is at least 1 Kontor already in the city (and not when all offices in the city are full).

**Question (v5):** I have established a trade route between two cities. One city is full, the other has an opening. During the action where I activate the route I lay my claim to use the extra city bonus marker and place a trader to the right of the full city (I want to gain the majority in the full city) do I ALSO get to place a trader into an open Kontor space in the other city during the activation of the trade route?

**Answer:** No. If you use the Extra Kontor bonus marker you use it in place of the standard placement of a Kontor. Just to be clear, you always place the "extra" Kontor to the LEFT. The city does not need to be full; it just needs the first office to be occupied. It's generally not all that helpful gaining city control unless you are already tied for most Kontors. Its primary function is to allow placement to expand or connect your network. The extra Kontor token can be powerful when you need it, but there are 5 of them, so they are more common. It allows you to do something that you can otherwise not do in the game, and that is place a Kontor in a full city or in a city for which you would otherwise not have privileges. This can be critical to connect up a large network or take control of a hotly contested point-scoring city.

**Question (v5):** Since claiming a route allows you to either upgrade a skill or claim an office, can you upgrade a skill and use the BM to place a cube in the leftmost office of a route as long as there is already a cube in that office?

**Answer:** No. That bonus marker opens up a new slot into which you can play a Kontor. It never allows you to play a Kontor when you aren't already able to do so.

### **Switch Offices (Swap Kontors):**

**Question:** A player managed to get two of the "Swap Kontor" Bonus Markers. These worked well for him during the game as it dissuaded the other players from joining him in the cities he had Kontors in. As the game was close to reaching the end (based on VPs) he claimed the bag route one last time and extended his network by building a Kontor into the Pink office in the top right city (the 1st white office space was already occupied). Here is the question: Since he knew he was unlikely to get another turn, he wanted to use both of his "Swap Kontor" Bonus Markers in the same top right city thinking he would (a) score a bonus point for the golden coin printed on the white office space and (b) move it back to the pink office to get the 2 points for control at the end of the game. Is this a valid play?

**Answer:** I'd say you don't get a coin. Two indications I spot: English rules, p.20: "Remember that during game play prestige points are only granted when ..., when a Kontor **is established** on a house bearing a golden coin ..."; German rules, p.6: "Bei sechs Niederlassungen ... kann **einmalig** sofort ein Prestigepunkt gewonnen werden. Dies ist durch eine goldene Münze mit der Ziffer eins gekennzeichnet."; Rough translation: There are six cities that allow a **one-time** immediate gain of one prestige point. They are marked with a gold coin.

**Question:** Assume the leftmost Kontor in a city is occupied by another player's trader and you play the extra office bonus token and place a trader to the left of the leftmost Kontor. Can you then later use the swap Kontor token to move your trader (the one all the way to the left) into the leftmost Kontor and move the opponent's trader to the left of the leftmost Kontor?

**Answer:** The rules are very clear on this. No. Extra Kontors can't be involved in swaps.

**Question:** Can use the swap Kontor bonus marker to swap VP spots in Coellen?

**Answer:** No. Those are not Kontors.

### **Remove 3 Resources (Remove three Traders):**

**Question (v5):** The "Remove 3 Resources" marker can be used to remove ANY 3 resources on the trade routes (not from offices). (3 traders, 3 merchants, or any 3 count combination) from the board and put back in that player(s) personal supply or traders have a resource 'value' of 1 and merchants have a resource 'value' of 2.

**Answer:** You can remove any combination of 3 Traders and/or Merchants. For instance, you can remove 2 merchants and 1 trader.

## **TWO PLAYER GAME**

**Question:** Two-Player Pawn Movement. In the two-player game, the rules state that before you take your first action you can move the pawn either one or two provinces. My question is, can you move them "kitty corner" (on the diagonal). By this I mean, through a city that makes the corner of two provinces rather than across a road (vertical or horizontal). For example, going from the province directly east of Minden to the one directly west of it?

**Answer by Publisher Klaus Ottmaier:** The rules states: "Players may move their pawns over two borders (trade routes or soldiers) before or after their moves". Diagonally is not a valid move. Just trade routes and soldiers are borders. Otherwise it would be too easy and cheap to get from one side of the board to the other. And remember: Only before OR after your turn you can move the pawn for free. If you want to move the pawn further it costs you one of your (2-5) actions.

**Question:** In 2 players mode actions are restricted to routes near the pawn. Are bonus marker "actions" also restricted or not? In other words may I change, for example, offices everywhere or only near the pawn?

**Answer:** The pawn only restricts "Inserting a Trader or Merchant", "Displace a Trader or Merchant", and "Establishing a Trade Route" actions. As a result the only Bonus Action that is affected is the Extra Kontor action, which requires you to "Establish a Trade Route". Any Bonus "Extra Actions" also have the same restrictions are standard actions.

**Question:** Is moving the pawn (before/after the main actions) mandatory? To move the pawn (before/after the main actions), can I move the pawn only 1 province?

**Answer by Publisher Klaus Ottmaier:** The rule uses the phrase "may move" which indicates that the movement is optional. Optional and up to two provinces = 0, 1, or 2.



**Question:** In a two player game, is it still the case that the starting player starts with 5 traders and the other player with 6 traders? I ask this since the second player may place the figure before the start player gets his first turn...

**Answer:** Yes. The trader distribution is the same as in the regular game: Start player = 5 traders, Second player = 6 traders.

## END OF THE GAME

**Question:** The original rules said things like "If a player reaches or exceeds 20 prestige points, the game ends immediately." then "Note that prestige points are granted independent from any further activity in this phase (you may just establish a new trade route, prestige points are distributed, and that's it)." Reading the new rules that were posted seem to imply differently: "The game ends at the end of the activity..." To make sure I have this right, let me lay out a scenario. I am at 19 points. I claim a route where I am in control of the cities on both ends. I get 2 points, pushing me over 20. Do we stop there, or do I then get to move my resource into a city? Let's say it had been the route leading to the "Increase Privilegium" city instead. Would I get a chance to increase my Privilegium before we score? If there were a bonus marker there, would I get that before we score? Does any of this change if the house I claim has a +1, and it is that +1 that pushes me over 20? In general, my question is: Do you complete all of the "5. Establishing a Trade Route" step before moving to game end, or do you end the game immediately in the middle of this step?

**Answer:** You take the whole action, including everything that belongs to the action "claim a route". So you can get the bonus marker, you can build in the city or increase your privilege (for maybe getting the prestige points for the complete development of the prestige) and so on. The original German rules are very explicit about that: The player completes the entire action that led to the end of the game. The translation of the clear German statement sounds like this in the English rules: "Note that the player's activity is finalized, not the player's turn."

**Question:** If a player collects 1 or 2 bonus disks and then takes replacements from the supply and that empties the supply, the game ends after his activity. Does that player get to keep the collected disks or does he have to fill the board back to 3? I'm guessing the former since you fill the board after you finish your turn and ending the game has you finish the current activity only. On second glance that wouldn't be correct. The ones you collect from supply to your plate are replacing the ones you took from trade routes that turn. So counting the ones on your plate as well for prestige points is like double dipping and your statement above about only counting the ones beside your escritorioire makes more sense. So the ones on your plate you just toss back before final scoring.

**Answer by Publisher Klaus Ottmaier:** "So the ones on your plate you just toss back before final scoring." That's right. The bonus markers on the tin plate do not count for prestige points. Remember: The game ends after the action "Establishing a trade route", when you take a bonus marker from the game board and there is no more left in the stock to put one on your tin plate.

## FINAL SCORING (EVALUATION OF PRESTIGE POINTS)

**Question:** In the end game when you score networks, do you score all your cities if they are connected or do you just pick one city as a hub and score all the spokes (trade routes) connected to it?

**Answer by Designer Andreas Steding:** You may select one network of connected Kontors. If you have two networks (not connected to each other) you may only score one of them. Btw you count your Kontors! Thus two Kontors in one city count as two.

**Question (v5):** How to count the largest network?

**Answer:** In this image, red scores the 'B' network. He multiplies his Town Key skill level by the number of offices (in the image below he has 5 offices)

