



PETR VOJTĚCH

JINDŘICH PAVLÁSEK

MICHAL PEICHL

PRAQUE

UNSEEN

Albi

RULEBOOK



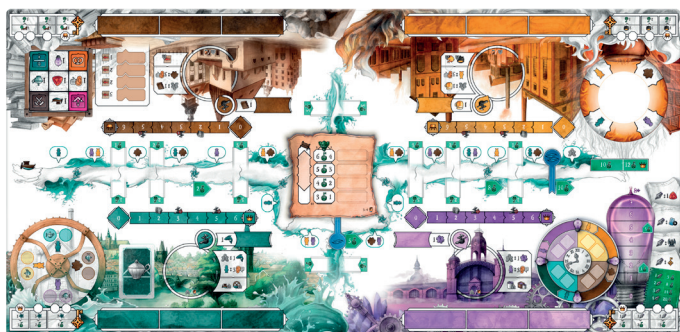
Various creatures wander around Old Prague. They are working to return the city to the state before the great flood, when all Neighborhoods flourished. Although they dedicated themselves fully to the interests of their kind for long centuries, now Horned, Vodniks, Golems, and Robots must unite and rebuild Prague anew from the foundations.

In the game Prague Unseen, you take on the role of a burgher who triggers Neighborhood and Building actions through various types of workers. Your goal will be to maximize the use of your helpers so that you have the most Victory Points at the end of the game. You will gain resources to open new businesses that add new actions to the game, utilize specific minigames of individual Neighborhoods, and much more.

Don't feel like reading the rules? Watch the video tutorial.



COMPONENTS



Game board



EN Rulebook



Score pad



Bench and Neighborhood scoring tile



Starting Bonus tile / Virtual player influence reference tile



75 wooden Resources (15 for each type: Beer, Cog, Fish, Book and Garnet)



Clock wooden token (Robot Neighborhood)



Golem meeple (Golem Neighborhood)



Witch meeple



10 Witch tokens



15 River Variety Tokens (Vodnik Neighborhood)



Marketplace Variety tile (Golem Neighborhood)



11 Crate tokens (Robot Neighborhood)



4 Priority tiles (Golem Neighborhood)



4 Faction tokens



First player token



36 Building Price tokens (9 for each Neighborhood)



65 Building cards



18 Mug cards



Linen bag (Horned Neighborhood)



33 Item tokens (Horned Neighborhood)



Flame board (Horned Neighborhood)



5 Reward tokens (Vodnik Neighborhood)



12 River Milestone tokens (Vodnik Neighborhood)



32 Upgrade cards (8 for each Neighborhood)

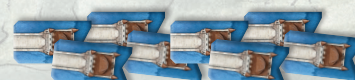
Player components (for each player)



Player board



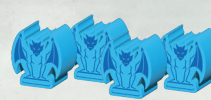
12 marker tokens



8 Bridge tiles



4 workers



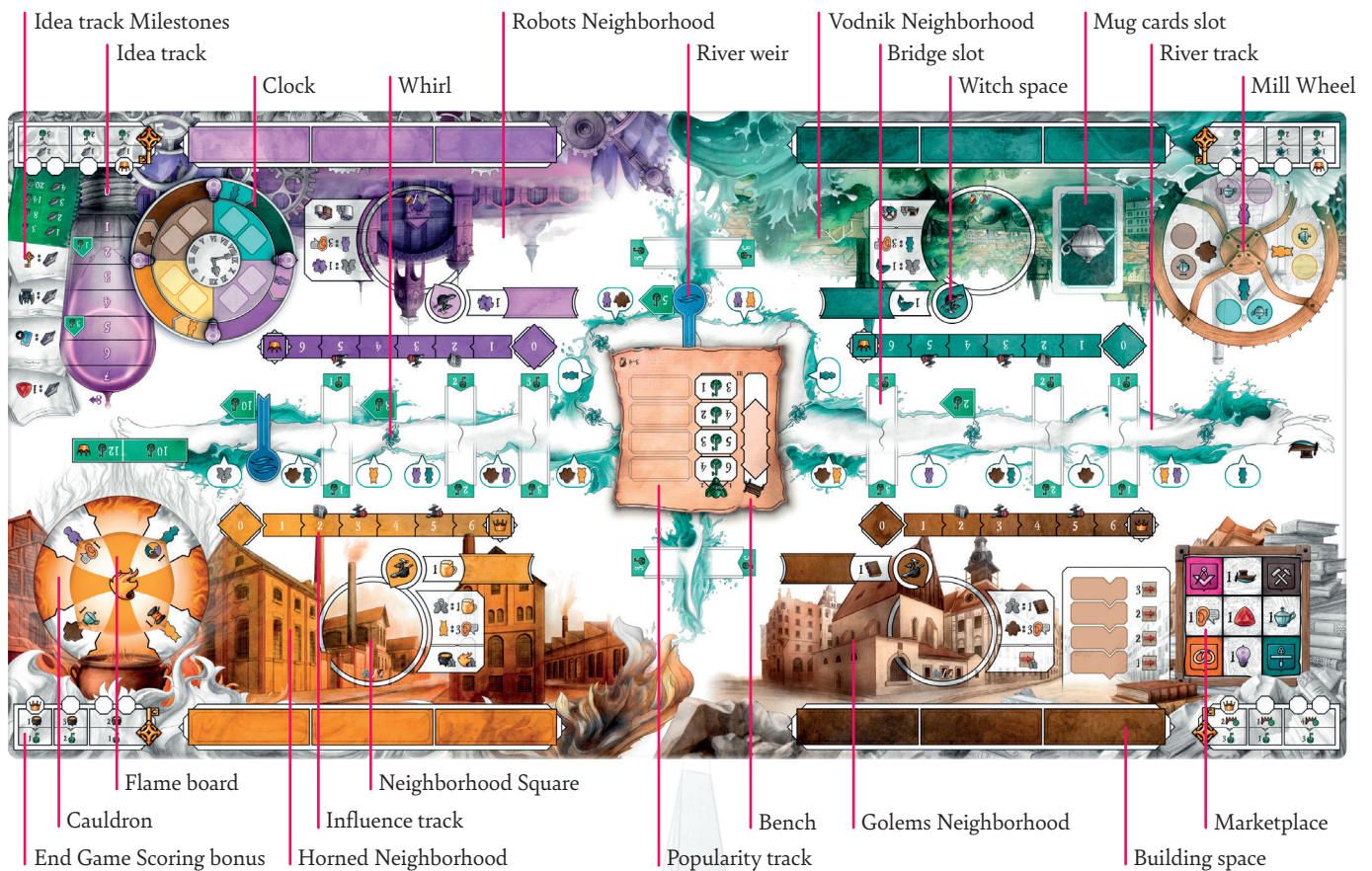
4 Gargoyle tokens



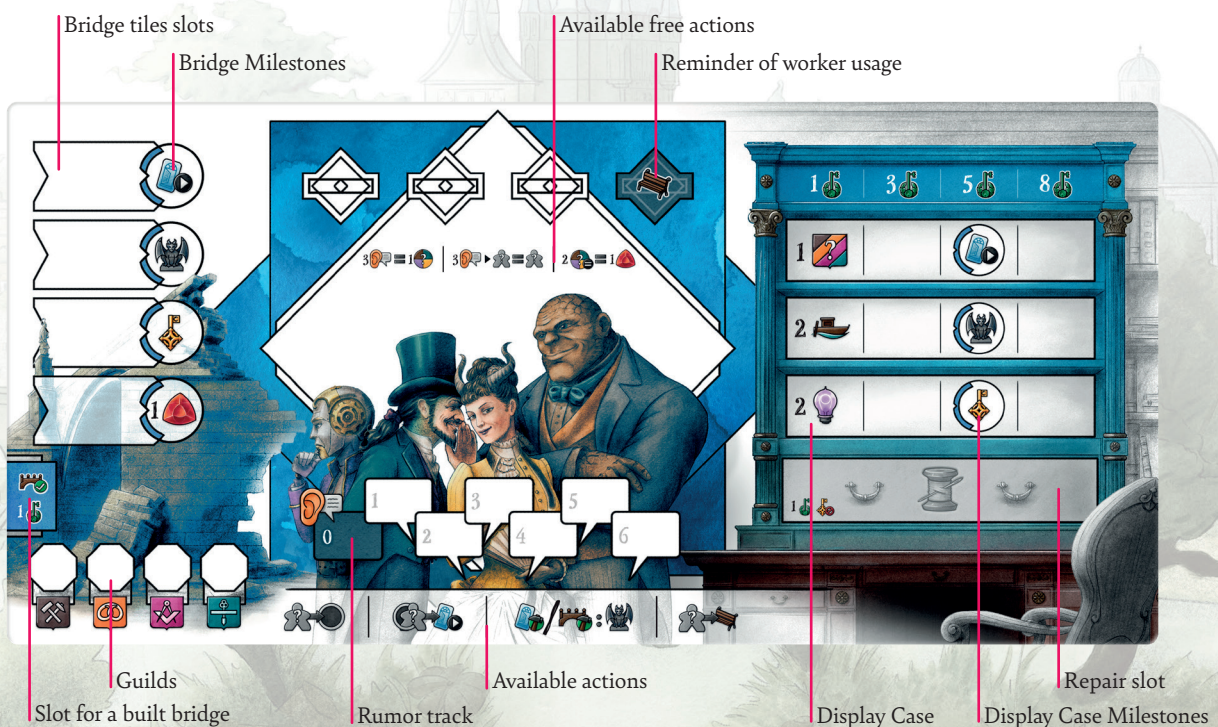
1 Boat token

COMPONENT DESCRIPTION

Game board



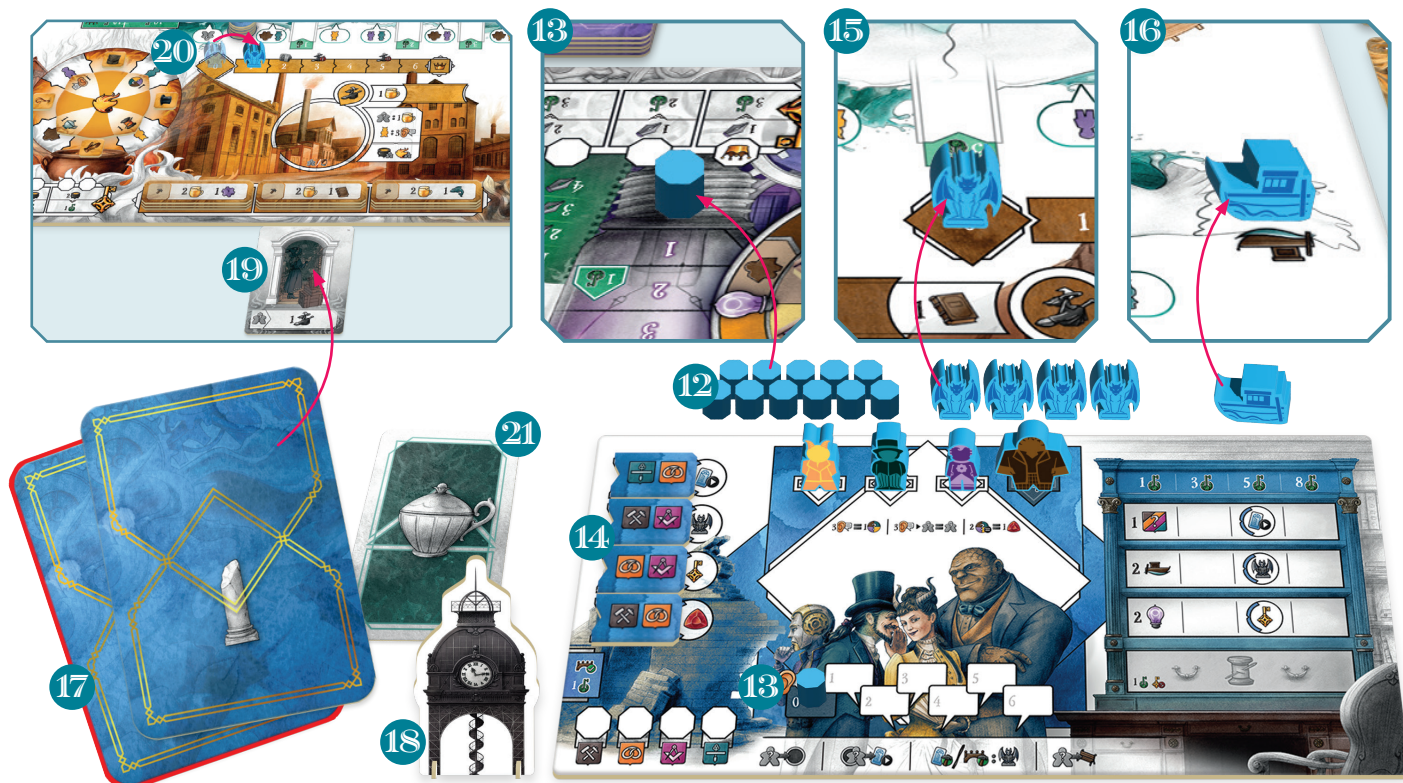
Player board



SETUP



- 1 Place the **game board** in the center of the table with the correct side face-up, depending on the number of players. This information can be found in the center of the board under the Popularity track.
- 2 Prepare the **Popularity track**: Place the Bench and Neighborhood scoring tile in the middle of the board with the "I" side face-up. Shuffle the 4 Faction tiles and randomly place them next to it.
- 3 Place the **Starting Bonus tile** (Resource side face-up) on top of the Bench and Neighborhood scoring tile.
- 4 Place the **Witch figure** in the Neighborhood that is on the lowest position on the Popularity track.
- 5 Prepare the individual Neighborhoods sequentially:
 - A For the **Horned**, place the Flame board on the Cauldron and randomly align the spaces. Place 1 random Item token into each of the four sections of the Cauldron. Leave the remaining tokens nearby in the bag.
 - B For the **Robots**, place the Clock token on the space with the Robot icon. In the inner circle, place two random Crate tokens face-up into each of its four sections. Put unused Crate tokens back into the box.
 - C For the **Vodniks**, shuffle the Mug cards and place them face-down in the appropriate spot on the game board. Randomly place all 5 Reward tokens into the Mill Wheel, ensuring that two tokens are in the Vodnik section, and one token is in each of the remaining creature sections. Divide the River Milestone tokens into two piles according to the number of waves on their back (2 or 4 waves), place the first pile on the dedicated spot in the middle of the River and the second pile at the end.
- D For the **Golems**, place the Golem figure in the center of the Marketplace. Shuffle the 4 Worker Priority tiles and randomly place them next to the Square.
- 6 Prepare the **Upgrade cards**. Each Neighborhood has 8; shuffle them separately and draw 4 from each stack. Place these face-down beneath the game board next to the corresponding Neighborhood. Return the remaining cards to the box.
- 7 Sort the **Building Price tokens** by Neighborhood. In each Neighborhood, place a random Level III token on each of the three Building spaces first. Then, place a Level II token on top of each, followed by a Level I token on top of that.
- 8 Prepare a pen and the **scoring sheet** for recording Victory Points.
- 9 Prepare the **Resource token supply** within reach: Beer, Cogs, Fish, Books, and Garnets.
- 10 Place three Building card decks next to the game board, divided into Level I, II, and III. Shuffle each deck separately. Reveal the top four cards from the Level I deck face-up next to the game board to form the common **Building offer**. Building levels correspond to the three Eras of the game, with Buildings from the matching deck available during each Era.
- 11 Create two piles from the **Witch tokens**, I and II, and place them face-down near the game board.



- 12 Each player chooses a color and takes all **tokens of that color** (1 Boat, 4 Workers, 4 Gargoyles, 8 Bridge tiles and 12 marker tokens). The player places a player board of their color in front of them side without symbol facing up.
- 13 Each player places 1 of their marker tokens on position "0" on the Rumor track and one on the Idea track (Robots Neighborhood).
- 14 Place eight **Bridge tiles** on the left side of the player board. Shuffle them and create four stacks of two tiles each, placing one tile on top of the other in each stack. Place all tiles with the Guild symbol side face-up.
- 15 Each player places one Gargoyle on the starting space of each of the four Influence tracks.
- 16 Place each player's Boat token at the start of the River track.
- 17 Shuffle the **Level 0 Building cards** and deal two cards to each player.
- 18 The player who last sat on a broom will be the starting player. If you are unsure, choose the starting player randomly. They will take the First player token.
- 19 Counter-clockwise, starting from the last player, each player now chooses in which Neighborhood (that does not already have a Building card) they will build one of the two Level 0 Building cards for free. Take the chosen Level 0 Building card and place it face-up underneath the center Building Price token.
- 20 They gain their first influence in that Neighborhood. Place their Gargoyle on space 1 of that Influence track.
- 21 After all players have placed a Building card, each player takes the bonus from the Starting Bonus tile corresponding to their chosen Neighborhood.
- 22 In a game with less than four players, place one random Level 0 Building card in the center slot in each Neighborhood that does not already have a Building card. Return all unused Level 0 Building cards to the box.
- 23 Remove the Starting Bonus tile and return it to the box.

Changes in setup for a 2-player game

Place the game board 1/2 player side up.

Randomly select only 2 Building Price tokens from each level of each Neighborhood and place them on Building spaces as usual.

Choose a color that doesn't belong to any player. It will represent a **virtual player**. Give this virtual player influence according to the Popularity track (from the top): 3 / 2 / 2 / 1 influence. Turn the starting bonus tile over to its reverse side as a reference. The virtual player does not score points during the game, but makes it harder for players to score.



Setup variability

To make each game more variable and unique, you may use River Variety Tokens to cover the pre-printed meeples next to the River spaces. Take all of the bubble tokens with meeple icons and separate them by their backs. Shuffle each set and then start placing tokens over the pre-printed bubbles on the board. Make sure to place all 3 tokens from a set before taking tiles from another set.

Instead of using the pre-printed Marketplace map in the Golem Neighborhood, you may cover it with a tile showing new Rewards. Place the tile randomly face-up.



GAMEPLAY

The game consists of **3 Eras**. Players take turns in clockwise order starting with the first player. Each player takes one of four actions during their turn OR when they cannot or do not want to take any other action, they have to take a Bench action (pass). Actions are as follows:

1. Place a worker
2. Enter a Building
3. Build a Building
4. Build a Bridge

OR

5. Bench action – pass

The list of actions is also depicted on the bottom edge of every player board.

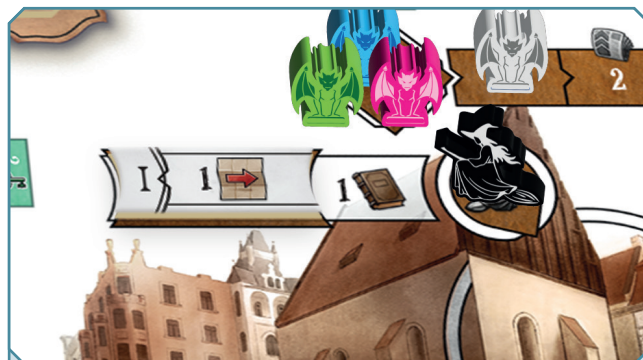
Some of the actions require a worker to activate and some can be activated without a worker. In each Era, players **may use 3** of their 4 available workers. The last (fourth) worker must be used for the Bench action.

1. PLACE A WORKER

Place a worker on the Square of any Neighborhood. If you send your worker to a Neighborhood where the **Witch** is located, move her to the Witch space in any other Neighborhood and gain the Reward of the place she was sent to. She can't stay in the same Neighborhood.

Depending on the worker type, gain either **3 Rumor** (for the home worker) or **1 Resource** of that location (for all other workers). Then, resolve the **minigame** of the given Neighborhood.

  **Caution! You cannot place another one of your workers onto a Square where you already have one!**



Note: During the game, a Neighborhood may offer two Reward options for the Witch. In that case, you may choose which of the two bonuses to gain from her.

Note: You will also activate Neighborhood minigames fully or partially thanks to cards and other effects in the game.

Golems Minigame

Golems move across the Marketplace, where they conclude deals with various Guilds, enabling them to rebuild Prague bridges swept away by the water. Your goal is to collect Guild contracts, which will enable you to build Bridges and gain an advantage in various Neighborhoods.



The type of worker you placed determines how many steps you can move the Golem figure on the Marketplace, as shown by the Worker Priority tiles next to the Marketplace. After moving the Golem, place the corresponding Worker Priority tile at the bottom of the track. All other tiles are pushed up.

RESOURCES

There are four basic Resources in the game, tied to the individual Neighborhoods:  Beer,  Cogs,  Fish, and  Books. If you gain resources, store them on your player board.

Besides basic Resources, the game uses the supplementary Resource  Rumor, which is recorded on the track at the bottom of the player board. The maximum amount a player can have at once is 6 units of Rumor. If this amount is exceeded, all excess Rumor is lost.

The final Resource in the game is the  Garnet. Store this rare commodity on your player board. It can be used instead of any basic Resource and Rumor.

WORKERS

There are four types of workers in the game: Robots, Vodniks, Horned and Golems.



Each worker type is associated with a specific Neighborhood on the game board and is considered a home worker. All workers can be sent to any Neighborhood and are capable of triggering specific actions. An action space with the universal worker symbol  can be triggered by any worker. If an action space depicts a specific worker, only that worker can perform the action.

VICTORY POINTS

You will gain Victory Points in the form of Keys . Some Victory Points are awarded during the game, after each Era, and recorded on the scoring sheet. At the end of the game, additional Victory Points are awarded (and also recorded on the scoring sheet) for your achievements in the End Game Scoring .

Move the Golem orthogonally (to an edge-adjacent space) for the allowed number of steps (you may return to spaces you have already passed through or started on) and gain the Reward from every space the Golem passed through or ends on. If the Reward is one of the four Guild symbols in the corners of the Marketplace, mark it on the bottom left of your player board with a marker token of your color. You may have only one of each Guild symbols at a time.



Example: Ann enters the Golems Square with a Robot worker. Since the Witch is not here, she skips the Witch step. She gains a Book and then activates the minigame. She is granted 3 steps on the Marketplace with a Golem figure. From it she gains 1 Rumor and 2 Guild symbols which she marks on her player board. She then moves the Robots Priority tile to the last position.

Horned Minigame

Horned possess a whole range of magical Items. Your goal is to collect as many identical ones as possible and place them in your Display Case.



Depending on the type of worker you placed, take one of the adjacent Items from the outer circle of the Cauldron. Then gain the additional bonus shown on the Flame board (inner circle of the Cauldron). Draw a new Item from the bag and place it on the empty space and rotate the Flame board clockwise by 90°.

Place the gained Item on the first space from the left in any row in the Display Case on your player board. If you cover a Reward, you gain it immediately. **Only one type of Item** can be placed in each row of the Display Case. In a rare case when you cannot place an item, put it in the Repair slot.

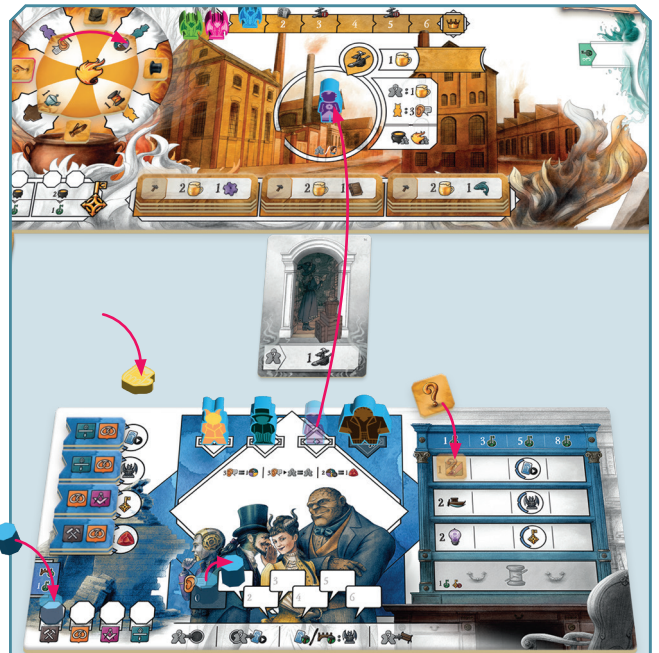


You may consider this Item to be of any type. You can thus place it anywhere in your Display Case (following the rules of placing it on the leftmost space).



When gaining Repair, you might draw 1 random Item from the bag and place it in the Repair slot on your player board, or move an Item from the Repair slot into your Display Case following the regular rules. There is no limit to the amount of tiles in the Repair slot. Items left in the Repair slot at the end of the game are worth 1 VP, but they do not count toward the End Game Scoring bonus.

You gain points for Items during the End Game Scoring. For each row of Items, you gain the point value shown above the rightmost token.



Example: Charles enters the Horned Square with a Robot worker. Since the Witch is not here, he skips the Witch step. He gains a Beer and then he resolves the minigame. Because Charles entered the Square with a Robot, he may choose either the question-mark Item or the bag from the outer circle of the Cauldron. From the Flame board, he gains 1 Rumor, which he marks on the Rumor track on his player board.

Charles chooses the question-mark and places it in his Display Case on the leftmost space, covering the symbol of any Guild. He then takes a marker token of his color and marks the Guild of his choice on his player board.

At the end Charles has to place a new Item from the bag into the Cauldron and rotate the Flame board.

Vodnik Minigame

Vodniks are tasked with taming the River. They sail upon it and calm it so that it flows peacefully through the city. Your goal is to move as far as possible along the River track, because the further you get, the more points you gain in the End Game Scoring.



The Vodnik minigame has two parts: moving on the River track and gaining the Reward from the Mill Wheel. Resolve these in the following order:

1. Move along the River track to the nearest space ahead of you with the symbol of the worker you used to activate the minigame. If you reach the end of the River, place your marker token on the 10-points space. If you were the first to sail the entire River, place your marker token on the 12-points space. Then move the Boat back to the start of the River; you may go a second time.
2. Gain all Rewards on the Reward tokens in the section of the Mill Wheel corresponding to the worker you placed. Then move any one Reward token from this section one space clockwise. If there is no token in the section, you gain a Mug card.
IMPORTANT: The printed Reward (Mug card) can be taken only if there is no Reward token. If there is a reward token, cover the printed reward with it.



These Mug cards can be discarded at any time during a player's turn to trigger an immediate effect. The effects of the cards are listed at the end of the rules. On your turn, you may play any number of Mug cards.

MILESTONES

Each of the four minigames allows players to gain Milestones at certain points. Each Milestone provides a one-time effect:



Claim End Game Scoring Bonus.



Activate the whole effect of any visible Building card (even already occupied) in any Neighborhood. Treat all effects as activated by any 1 worker.



Gain 1 Influence in any Neighborhood.



Gain a Garnet.

Each minigame allows Milestones to be gained in a different way. You gain each type of Milestone in each Neighborhood **only once**.

Horned – The third position in each row in the Display Case allows you to gain one specific Milestone.

Robots – If you move to the last space on the Idea track, you immediately claim one of the Milestones that you haven't claimed yet.

Vodniks – Overcoming the weir on the River allows you to choose a Milestone from the token column; place the token on your player board. Each can be acquired only once.

Golems – Each pair of built Bridges (see page 10) allows you to gain the given Milestone.

End Game Scoring Bonus



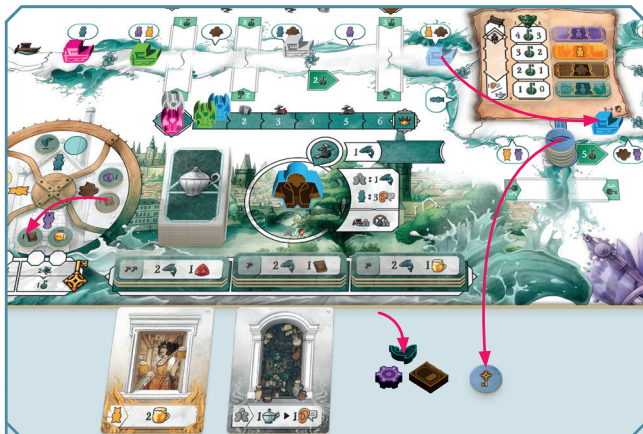
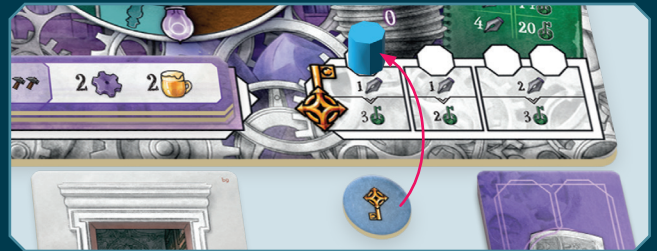
When you choose an **End Game Scoring bonus**, place one of your marker tokens on any End Game Scoring table. The token is always placed on the leftmost available space. Each End Game Scoring table is tied to the minigame in its respective Neighborhood. Each player may place only one marker token on each End Game Scoring table. The scoring conditions in each Neighborhood are:

Horned – Players gain points for placed Items in their Display Case.

Robots – Players gain points for each token that reaches the last space on the Idea track.

Vodniks – Players gain points for each passed Whirl on a River. If a player goes a second round, he counts each passed Whirl again.

Golems – Players gain points based on how many Bridge tiles they have built.



Example: **Charles** enters the Vodnik Square with a Golem worker. Since the Witch is not here, he skips the Witch step. He gains a Fish and moves his Boat along the River to the next space marked with a Golem. He crosses a weir on the River, so he may choose one of the Milestone River tokens (see page 8). From the Mill Wheel, he gains a Cog and a Book. He then moves the Book token one space clockwise.

Robots Minigame

Robots strive to be efficient and produce various goods that masterfully imitate the work of others. Each time this minigame is used, time advances, and you either complete one good or deliver all products produced so far.



Move the Clock token clockwise to the section with the symbol of the worker you placed and choose one Reward from the Crate token in the corresponding section. Flip the selected Crate token to its reverse side. If you don't want to or cannot take a Reward from the Crate token, flip all face-down tokens back to their face-up side and gain 1 Rumor for each token flipped this way. Remember that the maximum amount of Rumor is 6.

Then, move forward on the Idea track by as many spaces as the number of sections marked with a Light Bulb passed by the Clock token. If you reach the end of the track, mark the Milestone with your marker token (see above) and continue on the Idea track from the start with a new marker token.



Example: **Jane** enters the Robot Square with a Vodnik worker. Since the Witch is present, she does not skip the Witch step. She sends her to the Horned Neighborhood to gain 1 Beer. Then she gains 1 Cog on the Square. In the minigame, she moves the Clock token clockwise to the Vodnik icon. She can choose between the Boat movement bonus or 1 Beer. She chooses to take the Boat movement bonus and moves her Boat twice. She then moves her marker token along the Idea track by 3 spaces because of the 3 Light Bulbs the Clock token has passed. As she reaches the end of the track with her second movement, she marks one of the Milestones and gains its Reward. Then she takes a new marker token, places it on the "o" space, and continues moving, because she still has one movement left.

Note: If you placed a worker that is already marked, the Clock token does not move at all and so you don't get any movement on the Idea track.

INFLUENCE TRACK

You advance your Gargoyle tokens along the Influence tracks in each Neighborhood for each Building card and for each Bridge token you build there, as well as for chosen Milestones and certain Building effects. Each track contains several Rewards that you gain when you move your Gargoyle token onto the corresponding space. Players who are highest on the Influence track will score points at the end of each Era.

Gain an Upgrade card

Take all available Upgrade cards of the corresponding Neighborhood and choose one of them. Place it beneath your player board. From this moment, you can use the effect described on that Upgrade card. Return the remaining cards.

Add a new Witch token

If you are the first player to reach the Witch upgrade space, take 2 tokens from the top of the appropriate Witch token pile (level 1 on the 3rd space, level 2 on the 5th space), look at them and place one in a Neighborhood where you just increased your Influence (level 2 tokens are placed over the level 1 tokens). Return the other

one to the bottom of the pile. You immediately gain the bonus of the placed Witch token. Every other player who advances onto the Witch upgrade space will get the same bonus of the appropriate level. If you should get a bonus from the level 1 Witch token that is already covered with the level 2 Witch token, you still gain the bonus from the level 1 token. Just take a look.

From now on, when any player moves a Witch into this Neighborhood, they may choose whether they gain a printed Resource OR the bonus of the Witch token.



Note: This token is always placed next to the basic Witch yield, which remains available throughout the game.

Last space on the Influence track

If you were the first to reach the 6th Influence position, move your Gargoyle token to the position with the crown. No one can take this first place from you in this Neighborhood.



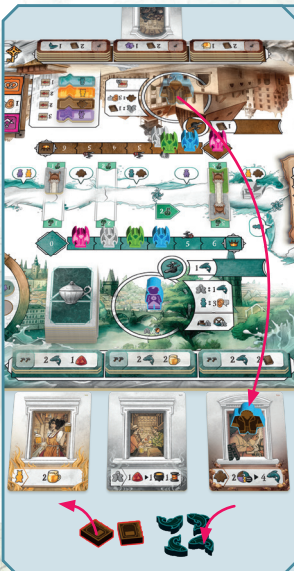
2. ENTER A BUILDING

If you have a worker on a Square, you may send it to any available Building card in that Neighborhood. If there is a completed Bridge (made of two Bridge tokens) connecting two Neighborhoods, you may also use your worker from the connected Neighborhood (even if you have a worker waiting in that Neighborhood).



Some cards show the “any worker” symbol, allowing you to send any worker. Other cards show a specific worker type, and only that type may be placed there.

Place the worker on the Building card and resolve the Building effect. **There can be only one worker on each Building.**



Example: Charles has a Robot worker in the Vodnik Neighborhood and a Golem worker in the Golem Neighborhood. These two Neighborhoods are connected by Bridges, so Charles may use the Golem to enter a Building in the Vodnik Neighborhood, and likewise, he could use the Robot to enter a Building in the Golem Neighborhood. For his action, he decides to use the Golem on a Building card in the Vodnik Neighborhood. There are two cards available: one requiring a Golem and the other showing the “any worker” symbol. Both are accessible, so he may choose either. He chooses the card requiring a Golem. He places his Golem, pays 2 Books, and gains 4 Fish.



3. BUILD A BUILDING

Select any Building space and pay the Resources indicated on the Building Price token. Take the token and place it near your player board with the Victory Point side up. Choose any of the 4 Building cards in the common **Building offer** and place it on the selected space (where you paid the price).

If there is a Building Price token on a space, you may rebuild an existing Building. If there is a worker on the Building, place it next to the Square in that Neighborhood. If there is no Building Price token, you may not build there.

After you built a Building, move your Gargoyle token along the **Influence track** in that Neighborhood by 1 space.

The common Building offer is immediately refilled after each turn, so there are always four cards available to choose from.



Example: Jane decides to build over a Building that is occupied by Charles' Golem. She pays the price of 2 Fish and 2 Books. She takes the Building Price token and places it next to her player board. She chooses the new Building card from the offer and covers the previous card with it. As she does this, she moves the Golem worker next to the Square.



4. BUILD A BRIDGE

There are 8 Bridge tiles on your player board, each representing a part of a Bridge you can build across the River. You may choose to build one of the visible Bridge tiles.

Each Bridge tile has two Guild symbols on it. To build a Bridge tile, you must have the corresponding Guild symbols marked on the bottom left of your player board. Remove these markers from your player board (They indicate your agreement with the two specific Guilds required to construct the Bridge.). Place the chosen Bridge tile on any available Bridge space on the game board and increase your Influence in the Neighborhood where you placed it by 1. If there is no space on the board, place the Bridge tile on a designated spot next to your player board. It will not give you Influence, but it will score points.

A Bridge is considered complete if it is build of 2 Bridge tiles by either the same or different players. After the Bridge is completed, it may be used by all players.



Example: Jane wants to build a Bridge token. She has previously marked the orange and blue Guild symbols, so she can build the Bridge token she has in the second row. She removes the markers and places the Bridge token on any available space on the River. She chooses a space in the Robot Neighborhood to increase her Influence there.



5. BENCH ACTION



Each player only plays three of their four workers in one Era! As soon as you cannot or do not want to perform any of the above-mentioned actions, you pass. Place the remaining fourth worker on the Bench tile. If you are the first player in that Era who passes, place the worker in the top space and gain the First Player token. Each player that passes immediately gains the bonus depicted bellow (Rumor and/or Mug Card, depending on the Era).

If, at this moment, you have workers remaining on the game board which did not move from the Square to a Building, you receive 1 Rumor for each such worker.

The remaining players finish their remaining actions and after all players pass, the scoring at the end of the Era and the setup of a new Era occurs.

FREE ACTIONS

You may perform any number of free actions at any time during your turn:

- Play a Mug card – discard it from your hand and immediately perform its effect.
- While paying the Resources, you may pay 3 Rumor instead of any basic Resource (Beer, Cog, Fish, Book).
- At the start of your turn, you may pay 3 Rumor and treat one of your workers as any other type for the rest of this turn.
- When paying Resources, you may exchange 2 identical basic Resources (Beer, Cog, Fish, Book) for 1 Garnet.
- A Garnet may supplement any basic Resource or Rumor.

Note: Do not exchange Resource tokens or worker figures for others. Paying 3 Rumor is understood as paying for a basic Resource, just as 2 identical basic Resources are understood as 1 Garnet. The worker exchange is also virtual and is valid only for the current turn.

END OF AN ERA

INFLUENCE SCORING

At the end of each Era, scoring takes place, which evaluates the Influence of players in the individual Neighborhoods. This is related to the Faction's Popularity. The Popularity track is in the middle of the game board, and the Neighborhood Scoring tile determines the point value of Influence in the given Neighborhood.

Evaluate individual rows of the Popularity track from top to bottom. Assign the player with the highest Influence (farthest on the Influence track) in the given Neighborhood the higher number of points, and the player with the second-highest Influence the lower number of points. All other players gain no points.

If there is a tie for first place, add up the points for first and second place and divide the total equally (rounding down) among all tied players. The other players gain nothing. If there is a tie for second place, divide the points for second place equally (rounding down) among all tied players. Record all points from the Era evaluation in the corresponding column on the scoring sheet!



Example: In the Golem Neighborhood, Ann gets 4 VPs, because she has the most influence there. Jane and Charles share second place, they therefore get only 1 VP each. John gets no points.

After evaluating points for Influence after the first Era, flip the Neighborhood Scoring tile to the other side marked with "II". After evaluating points for Influence after the second Era, return the Neighborhood Scoring tile into the box. After evaluating points for Influence after the third Era, perform the End Game Scoring.

SETUP OF A NEW ERA

Count the number of workers in each Neighborhood, including those on the Squares, on the Building cards, and those removed from rebuilt Buildings. Sort the Neighborhoods by visitation, placing the Faction token of the Neighborhood with the fewest workers at the top of the track and continuing downwards until the Faction token of the most visited Neighborhood is last. In case of a tie, swap the positions of the tied Neighborhoods.

Take back all four worker figures of your color onto your player board. Discard all the Building cards from the common offer and reveal four cards of the following Era. The player who took the 1st player bonus on the Bench tile will start a new Era.



Example: The least visited Neighborhood was Robots. They will be first in Popularity for the new Era. There is a tie between the Golems and Vodniks; they switch places. The most visited Neighborhood was Horned. Horned will therefore be last in Popularity for the new Era.

ENDGAME SCORING

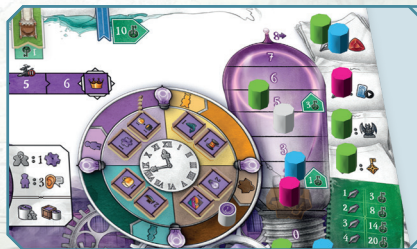
After the end of the third Era and the final distribution of points from the Influence tracks, each player counts points for the following achievements:

Horned minigame – Gain the number of points shown above the rightmost Item token in each row. Gain 1 additional point for each tile you still have in a Repair slot.



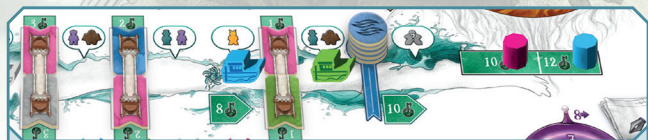
Example: For the Horned minigame, John gains $8 + 1 + 3 = 12$ VPs for the Display Case and 1 additional VP for a tile in his Repair slot.

Robot minigame – Gain corresponding points for your marker tokens that reached the last space on the Idea track. For 1 gain 3 points; for 2 gain 8 points; for 3 gain 14 points; for 4 gain 20 points. Additionally, gain points for a marker token that hasn't reached the last space according to the passed green counting spaces.



Example: For the Robots minigame, Jane gains $14 + 3 = 17$ VPs.

Vodnik minigame – Gain points for the last space with a green count that you passed with your Boat. Add 10/12 points if you travel the River a second time.



Example: For the Vodnik minigame, Charles gains $12 + 8 = 20$ VPs.

Golem minigame – Each built Bridge tile scores points according to the building slot on the game board. Each Bridge tile that has been built but hasn't had an empty space on the board scores 1 point.



Example: John built 5 Bridges, 2 on a 3VP slot, 2 on a 2VP slot and 1 on a 1VP slot. In total, he gains 11 VPs.

Victory Points from gained **Building Price** tokens.



Example: Ann built seven Buildings, two of them level II, one level III. She gains 26 VPs.

Scoring from the **End Game Scoring bonus** in individual Neighborhoods (if you claimed any).



Example: Jane gains $3 \times 3 = 9$ VPs for the Robot End Game Scoring bonus. Charles gains $1 \times 2 = 2$ VPs. Noone else scores this bonus.

The player who has the most points at the end of the game wins. Any tie is won by the player who built more Buildings (has more Building Price tokens). If still tied, the player with more remaining Resources wins. If still tied, all tied players are considered winners.

SOLO GAME

Prague City Hall boasts a cutting-edge invention that's drawing attention from around the world. Roaming its corridors is a fully automated, battery-powered councillor, in every sense of the word. It never gets tired and never says no! Whether it will do a better job than a human remains to be seen.

In this solo variant, you play by yourself against an automated opponent – the Councillor. Your goal is to score more Victory Points than them! The Councillor is trying to simulate the play of an actual human.



The back side of each player board is for the automa player – the Councillor. Each board has a different level of difficulty. This information can be found in the bottom right corner ★.



5 Aim cards



8 Solo action cards



2 Solo help cards



5 Councillor Reward tokens

SETUP

Set up the game for 2 players as usual (including the setup for the virtual player), with the following changes:

- 1 Choose the difficulty level for your game (we recommend starting with the lowest). The board with the selected difficulty will be the Councillor's board. Take it and place it solo-side face-up next to your player board.
- 2 Shuffle the 5 Councillor Reward tokens and place them next to the Councillor's Rumor track. Place their marker token on the "0" spot of the Rumor track.
- 3 Shuffle all Aim cards and deal 1 card next to the "A" slot left of the Councillor's board and 1 card next to the "B" slot. Put all remaining cards back into the box.
- 4 Shuffle the Solo action cards and leave them face-down nearby.
- 5 Prepare 2 Solo help cards nearby with the appropriate side up (depending on whether you are playing with a Witch solo card or not).
- 6 Flip all Bridge tiles on the Councillor's board so that the Guild symbol side is face-down.
- 7 You will always be the first player, so the Councillor gets the first Influence in the Neighborhood which is next to the "A" slot and the starting Reward for that Neighborhood. Place a random "0" Building card in that same Neighborhood.

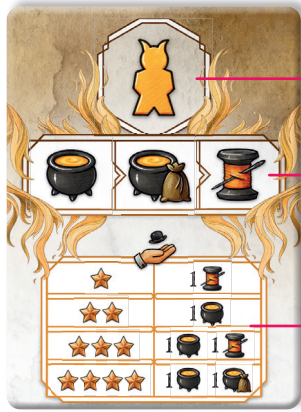
GAMEPLAY

Most of the rules are the same as in a multi-player game, with these exceptions:

- **Resources** – All basic Resources the Councillor gains are considered wild. They may pay a Beer instead of a Cog etc. They may use a Garnet instead of a basic Resource. When a Garnet is required, they must pay a Garnet.
- **Rumor track** – The Councillor can neither exchange Rumor for Resources nor change the worker type. When they will fill up the Rumor track, they flip the top Reward token. Then they reset the Rumor track to 0.
- **Guild symbols** – The Councillor treats all Guild symbols as wild. When the Councillor builds a Bridge, pay any 2 Guild symbols and take the topmost Bridge tile.
- **Mug cards** – The Councillor doesn't get any Mug cards. Instead they advance on their Rumor track according to the number of cards that they should draw.
- **Upgrades and Milestones** – The Councillor never gets Upgrade cards and Milestones. Instead they flip the top Reward token and get that Reward.
- **Items** – The Councillor doesn't distinguish between the types of Items. After getting the token, they put it face-down in the Display Case or in the Repair slot.



Aim cards



Councillor's strategy focus

Symbols the Councillor is looking for while resolving actions in priority order

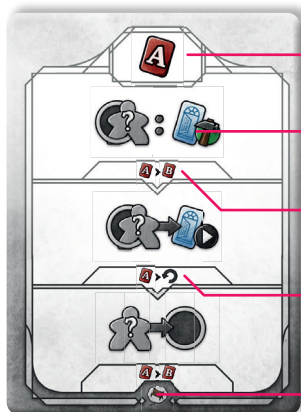
Reward the Councillor will gain from the specific Councillor Reward tokens depending on level of difficulty

Aim cards determine the strategy for the Councillor and show which Neighborhood they prefer and what symbols they are looking for when building or choosing Rewards. When a Solo action card or Councillor Reward token refers to "A", always check for a card next to the "A" slot. The same applies to "B".



Witch Aim card: Don't use this card when playing for the first time. Use it only with difficulty level 3 or 4. When the Witch Aim card is next to "A", flip the Solo help card to its appropriate side. Some minigames will be determined differently.

Councillor's turn



The Councillor will mostly perform actions in the Neighborhood according to the Aim card A

Action the Councillor will try to perform first (here if there is Councillor's worker build a Building)

Location where the Councillor will perform the action (here Neighborhood A, if not possible, Neighborhood B)

Location where the Councillor will perform the action (here Neighborhood A, if not possible, try counterclockwise)

If no action was performed, consider passing

On their turn, the Councillor flips the top card from the Solo Action deck. It determines which action the Councillor will perform and where. The card shows several rows of actions, and they attempt to resolve them from top to bottom. If they cannot execute an action, they skip to the next row. When they successfully execute one action, their turn ends and the card is discarded. When the Councillor can't perform any of the actions from the card, they'll consider passing and try the last options from the Bench Help card. If they cannot even perform that, the Councillor passes.

If the Councillor runs out of cards in their Solo Action deck, shuffle their discard pile to form a new Solo Action deck.

ACTIONS

1. Place a worker



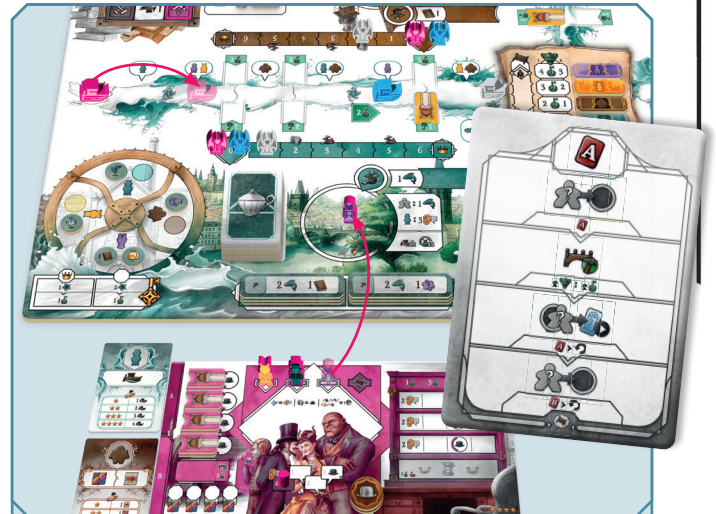
When sending a worker to a Neighborhood, the Councillor **always follows the priority order described below** (this information can also be found on the Solo Help card). They try to choose the best possible outcome if they can. If not, they choose the next best. They get Rewards as usual (basic Resource or Rumor, send Witch if possible) and activate the appropriate minigame:

Horned

Choose a worker according to the Flame board with this priority: **Repair > Any Resource > Mug card > Rumor**. Pick an Item that is clockwise of the placed worker. The Councillor doesn't care for different types of Items, flip them back-side up and fill the Display Case from the top row. When getting a Repair icon, the Councillor alternates between getting a token and placing it in the Display Case.

Vodniks

Choose a worker that **moves them farthest on the River**. In case of a tie, choose a worker that **gains more Rewards** on the Mill. The Councillor always moves the rightmost one to the next segment.



Example: The Councillor's aim is to send a worker to a Vodnik Neighborhood. The Robot and Horned worker will move the Councillors Boat the furthest. In that case they choose the Robot worker because it will give them more Rewards from the Mill.

Golems

Choose the worker **topmost on the Worker Priority track**. Move the Golem on the Marketplace **counterclockwise**. If in the middle, start by going up. The Councillor gains all the Rewards from the market as normal. The Councillor treats all Guild symbols as **wild**.



Example: The Councillor places a Vodnik worker into the Neighborhood. They move the Golem figure counterclockwise by 3 steps and gain all the Rewards they step on – 2 Guild symbols and 1 movement on the River.

Robots

Choose the worker that **grants the most steps on the Idea track**. When choosing a Crate token, prefer symbols from Aim cards (A being prioritized over B), otherwise choose the one on the left. When both Crate tokens are claimed, flip all back and take Rumor.

2. Enter a building

When moving from a Neighborhood to a card, the Councillor prefers a card with a Reward from Aim cards (A being prioritized over B). If there isn't any, they prefer a higher-level card. In case of a tie, they prefer the closest to the edge of the board. They may use Bridges and always consider them when picking a card. They must respect the worker requirement of the card.

If a card requires paying with Mugs or Upgrades, they pay with Rumors instead. If they can't pay to use the card, they must choose a different one.

3. Build a Building

The Councillor treats all basic Resources as wild; they may pay with any (in the correct quantity). When the Councillor builds a Building, if they have a worker deployed in the Neighborhood, they would never build a card that worker couldn't use. The Councillor prefers to build the Building with a Reward symbol from Aim cards (A being prioritized over B). If there isn't any, they pick the leftmost Building from the offer (consider the deployed worker if there is any). When choosing where to build, they prefer an empty slot, then a cheaper slot, then the slot closer to the edge of the board. Then they gain influence in that Neighborhood.



Example: The Councillor will build a Building in the Golem Neighborhood. Both Building tiles have the same cost, so they choose the right spot for the Building. They have a Vodnik worker waiting in the Neighborhood, so they have to choose a Building that can be used by that worker. No Building usable by the Vodnik worker offers a Reward from the Aim cards. So they will choose the card with the any worker condition since it's the leftmost card that can be used by a Vodnik worker.

4. Build a Bridge

The Councillor treats all Guild symbols as wild. When building a Bridge, pay 2 Guild symbols and take the topmost Bridge. Place it in the Neighborhood topmost on the Popularity track and in the spot that awards the most Victory Points. Then they gain influence in that Neighborhood.

5. Consider passing



Before passing, check the Bench Help card to determine whether the Councillor can build a Bridge (in the Neighborhood topmost on the Popularity track and in the spot that awards the most Victory Points) or a Building (in the Neighborhood with their worker, the most Popular Neighborhood or anywhere else).

If they can, they must perform the action. If they can do both, they choose the first option. Then they end their turn. On their next turn, they continue normally with the next Action card.

If they cannot perform either action (build a Bridge or a Building), they pass.

ADDITIONAL RULES

Witch

The Councillor prefers Rewards from Aim cards (A being prioritized over B). If there aren't any, move the Witch to the "A" Neighborhood and get a Resource. If already there, move her to the available Neighborhood with the most Popularity and get Resource.



When the Councillor adds a new Witch token, add a top random token from the appropriate token pile.

Reward tokens

When the Councillor gets a Councillor Reward token (from the Rumor track, Milestone or Upgrade card), they flip the top token from the Councillor Reward stack and immediately gain the Reward. It may be Influence in the most Popular Neighborhood, a Garnet, an End Game Scoring bonus or a Reward from Aim cards (get the Reward according to the difficulty level, as marked on the cards). After gaining the Reward, put the token near the Councillor's board to the discard pile. Once the Councillor Reward stack is empty, shuffle all tokens from the discard pile and create a new Councillor Reward stack.

End Game Scoring Bonus

Aim for the first position in "A" or "B". Then aim for second position in "A" or "B" if not already there. For third or fourth scoring bonus, choose the minigame that promises most progress.

Influence

Always prefer the most Popular Neighborhood.

Any Cauldron

Pick an Item that's clockwise of the last used worker type.

Any Box

Choose a Reward according to Aim cards, otherwise choose the box on the left. When both boxes are claimed, flip all back and take Rumor.

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Albi

CARDS OVERVIEW

Some Upgrade cards may be used only once per turn. We recommend to rotate these cards, for better tracking of which ones have been used during the turn. Immediately after your turn ends, rotate all Upgrade cards back.



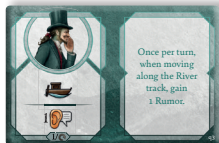
You may rotate the Flame board to any position you want before you take the Reward.



You do not get any Reward from the new starting position.



You will gain the bonus even when you change the worker type using an Upgrade card you own. For example, if you have Q26: When placing a Robot worker in any Neighborhood and changing it to a Horned worker, you will gain the Beer and Rumor bonuses.



You may gain the Rumor from any action or bonus that allowed you to move on the River.



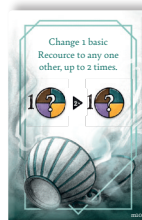
You may use this effect only once before the action. You cannot pay 4 Rumors for 4 extra movement on the River or for 2 extra movements in the Marketplace.



You cannot pay with the token that already acquired the Milestone.



You may treat your worker as any type during both of these actions – Place a Worker and Enter a Building.



On your turn, you may discard this card and change 1 basic Resource to any 1 other basic Resource up to 2 times.



On your turn, you may discard this card to pay 1 basic Resource of your choice and gain 3 Rumors.



On your turn, you may discard this card to move one of your waiting workers (placed on the Square) to any other Neighborhood. That Neighborhood cannot be occupied by any of your other workers and you get no bonuses or activations.



Before the action, you may discard this card and treat your worker as any other type of worker you want. Do not change the worker physically! This change lasts for only 1 action and this turn only.



On your turn, you may discard this card and move the Witch figure from its current space to any other Neighborhood of your choice. You do not get any Reward from this movement.



On your turn, you may discard this card and pay 1 Garnet to gain 2 basic Resources of your choice.

Curious about the extended lore for Prague Unseen? Scan the QR code to find out more about the creatures and their background.



SYMBOL OVERVIEW



One worker per player



Once per turn



Basic exchange. Pay X to gain Y.



Specific worker type



Any worker type



Worker waiting in a Neighborhood



Place a worker in a Neighborhood.



Move a waiting worker from a Neighborhood to a Building card and activate it.



The Witch. Gain the Reward of the Witch space she is currently on.



If you are the 1st player to reach a space with this icon, draw 2 Witch tiles and choose 1 to place in this Neighborhood and gain that Reward immediately. Otherwise, only gain the Reward.



Basic Resource



Any basic Resource



Said number of the same basic Resources



Rumor (you cannot store more than 6).



Garnet. You can spend it instead of basic Resources and Rumors.



Mark a specific Guild symbol on your player board.



Mark any 1 Guild symbol on your player board.



Move said number of spaces orthogonally in the Marketplace (Golem minigame), get all the Rewards you step on.



Build a Bridge tile (remove 2 Guild symbols shown on that Bridge tile)



Move along the Idea track in the Robot minigame for the indicated number of spaces.



Move the Clock token in the Robot minigame according to the used worker type. Gain 1 for each section you cross.



Robot Milestone



Flip a Crate token in **any** segment in the Robot minigame and get that reward **OR** flip all Rumor Crate tokens and get that many Rumors.



Flip a Crate token in a segment with a Time token in the Robot minigame and get that Reward **OR** flip all Rumor Crate tokens and get that many Rumors.



Pick **any** Item token from the outer Cauldron circle in the Horned minigame.



Pick an Item token from the outer Cauldron circle in the Horned minigame from the segment next to the worker you used.



Draw and take an Item token from the Item bag.



Draw X Item tokens from the Item bag and keep Y of them.



Draw an Item from the bag to the Repair slot **OR** move an Item up from the Repair slot into your Display Case.



Get a Reward from the Flame Board marked by a worker type you used. Then rotate the Flame Board clockwise.



Move your Boat the indicated number of spaces along the River.



Move your Boat to the next space showing the worker you used.



Get **all** Rewards on your worker's place in the Vodnik minigame and move 1 token from that space to the next space in clockwise order.



Whirl on the River



Mug card.



Build a Building card.



Activate the whole effect of any visible Building card (even already occupied) in any Neighborhood. Treat all effects as activated by any 1 worker.



Get 1 Influence in a Neighborhood.



Take all available Upgrade cards from this Neighborhood, keep one and return the rest face-down.



When passing, place your 4th worker on the Bench tile, gain the shown Reward (not in the third Era). Your turn is skipped till the end of this Era.



Indicates the most advantageous or highest space on a given track, which can only be marked by one player.



Mark any End Game Scoring table in the first empty space from the left. You can have only 1 marker on each End Game Scoring table.



The number of Victory Points given at the end of the game.

SOLO GAME



Councillor Reward token.



Take a Reward from the Aim card, according to the level of difficulty of your game.



Draw another Solo Action card.



Consider passing.



Prioritize the most popular Neighborhood.



Refers to the Aim Card in slot A or slot B.