

The New Society & The Banquet

SAINT PETERSBURG

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The *New Society* adds 36 cards with purple dots to distinguish them, 2 player figures (needed with 5 players), and a gold disc (for the 5th player when playing with 5). In addition to adding the parts and rules necessary to play with 5 players, the game adds several cards and provides other cards to replace those in the original game.

The *Banquet* adds 12 cards with gold dots to distinguish them. The deck includes 1 new worker card, 2 new buildings, and 9 cards that offer special abilities very different from those of workers, buildings, and aristocrats.

Each expansion must be played with the basic game. Players may also play both expansions together with the basic game. Of course, creative players may choose to use some, but not all of each to make their own game and play in their own way.

Contents (New Society)

2 wood figures  starting player marker  starting player card 

35 cards:

7 workers

										
6	1		1	1	2	1	2	1	1	

9 buildings

								
1	1	2	1	2	1	1		

9 aristocrats

								
2	1	1	1	1	1	1	2	

10 trading cards (1 of each)

										
3	6	1	3	1	3	3	3	4	2	

1 game rule booklet

This is an expansion and must be played with Saint Petersburg!

The normal rules for Saint Petersburg apply except as described below.

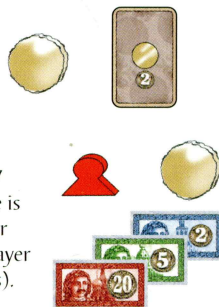
The New Society

Preparation

- Before you begin, remove the following 7 cards from the original deck: Czar and Carpenter (worker), 2 x Observatory (building), Academy (building), 2 x Mistress of Ceremonies (aristocrat), and Marinskij Theater (trading). These cards are replaced in this expansion. Do **not** use both copies of these cards in a game.
- Separate the expansion cards by type and shuffle them in with the original cards of the same type (adding, including replacement cards, 7 workers, 9 buildings, 9 aristocrats, and 10 trading cards).

When playing with 5 players

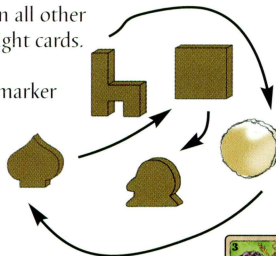
One player shuffles the **5 starting player cards** and deals them, 1 to each player. Use the Disk piece and the Disk + 2 Money starting player card only when playing with five players.



The player taking the disc starting player card gets 2 extra rubles (27 total) to start the game and takes the Disk for the first round. There is no Disk phase. Instead, at the start of each round (before the worker phase), the player with the Disk scores 2 victory points (the Disk player gets 2 extra rubles only at the start of the game, not on later rounds).

Play proceeds normally in the 5-player game with two exceptions:

- In the first worker phase (only), set out ten worker cards. In all other phases (including later worker phases), fill the tableau to eight cards.
- Important: after the Trading card phase, players pass each marker *two* players to the left, instead of just *one* to the left.



Game end scoring (all games)

For every distinct aristocrat above ten that a player holds at the end of the game, that player receives +10 VPs.

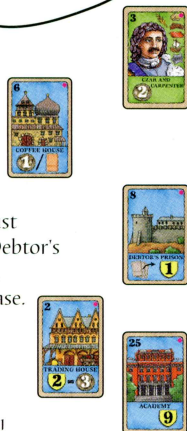
New card details

Czar and Carpenter: is cheaper (3) but earns only *two* rubles during the worker scoring (until upgraded to a trading card).

Coffee House: earns 1 ruble for each aristocrat and aristocrat trading card in your tableau during the building scoring (whether these are distinct or not). Note that this building can be later upgraded.

Debtor's Prison: either score 1 VP *or*, as an action during the building phase, search the discard pile and take any 1 card from it, which then must be paid for or put into your hand (discard if your hand is full). Flip the Debtor's Prison face down after taking a discard card; it may not be upgraded to a building trading card until it is flipped face up following the building phase.

Trading House: during the building scoring, you may spend 3 rubles to gain two victory points. This ability, unlike the Pub ability, can only be used *once* per building phase.



Note that the **Academy** both costs more (25) and scores 9 victory points!

Sycophant: this new aristocrat costs only 1 to put into play, but has -1 income during the aristocrat scoring phase (discard it if you cannot pay for it after scoring your other aristocrats).

Obshchina Commune: This New Farmers trading card (with grain symbol) is -1 towards the cost to purchase Worker or Worker trading cards (but not itself).

New Society: is a trading card that can be bought using *any* worker card.

Textile Factory: this building trading card earns 2 victory points for each card with a weaving symbol in your tableau (i.e. Shepherds, Weaving Mills, the Czar & Carpenter, and the New Society, but not the Textile Factory itself).

Guild Hall: this building trading card is flexible, earn four rubles *or* victory points in any combination (such as three rubles and one victory point or no rubles and four victory points) when scoring buildings.

Mariinskij Theatre: now scores 1 *victory point* for each aristocrat and aristocrat trading card in your tableau (whether these aristocrats are distinct or not) when scoring buildings.

Mayor: this aristocrat trading card earns 1 ruble for each building and building trading card in your tableau during the aristocrat scoring.

The Banquet

St. Petersburg thrives and flourishes. To express his gratitude towards the builders of the city, Karl-Heinz Schmielowsch, the tsar's close friend and counsellor, begins with the planning of a celebration which shall carry the city's splendor into the most distant corners of the world.

Preparation

Shuffle all new cards with their corresponding partner cards from the original game (that is, according to the backs of the cards). Players do not play the special cards (purple on their fronts) as they do other cards. When taken, the player pays nothing and adds the card to his hand. He may not play the card immediately. Therefore, if a player does not have room to add a special card to his hand, he may not take it. On a later turn, the player may play the card, take the special action, and discard the card. A player may not simply discard a special card once he has added it to his hand, but must be able to and must use its special function when he does play it. The player does not lose points for special cards remaining in his hand at game end.

New card details

Czar and Superstar: this trading card can only be used to displace the "Czar and Carpenter" card. The player pays 1 ruble less for every red and blue card he buys after placing this card.

Potjemkin village (1/4 and 3/8): both Potjemkin villages are used in the same way as the corresponding card in the original game.



Away with it! (building and aristocrat decks): when a player plays this card as his action, he must discard one other card from his hand on the discard space.



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Black Market (aristocrat deck): when a player plays this card as his action, he must buy one card from the discard space. To do so, the player looks through the stack of discards and chooses one card. He then either pays for the card and places it as normal or adds it to his hand. A player cannot take a special card from the discard space.



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Golden Donkey (trading card deck): when a player plays this card as his action, he immediately takes 5 rubles from the bank.



Double Turn (trading card deck): when a player plays this card as his action, he must perform two more actions immediately. During both actions, he has the normal choices of placing a card, adding a card to his hand, or passing.



Pickpocket (trading card deck): when a player plays this card at the beginning of a round, i.e. after the new cards have just been placed, he becomes starting player in this round. The other players follow him in in clockwise order. Playing the card does not cost the player an action. All starting player markers remain with the respective players.



Jester (trading card deck): when a player plays this card as his action, he must apply the jester to one of his own placed cards. To show this, he places the jester so it overlaps the inflicted card. The card chosen must have both a ruble value and a point value. The next time this card scores, its ruble and point values are exchanged. This means the player takes as many rubles as there are points on the card and as any points as there are rubles on the card. After scoring, the player discards the jester.



Banquet (trading card deck): when a player plays this card as his action, he must apply the banquet to one of his own placed cards. To show this, he places the banquet so it overlaps the inflicted card. The card chosen must have both a ruble and a point value. The next time this card scores, its ruble and point values are doubled. After scoring, the player discards the banquet.



When playing with both expansions, the Debtor's Prison may not be used to take special cards out of the discard pile.

New Society playtesting and advice: Sunshine Buchler, Paul Heald, David Helmbold, Jay Heyman, Chris Lopez, Larry Rosenberg, Ron Sapolsky, Steve Thomas, and Don Woods.

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