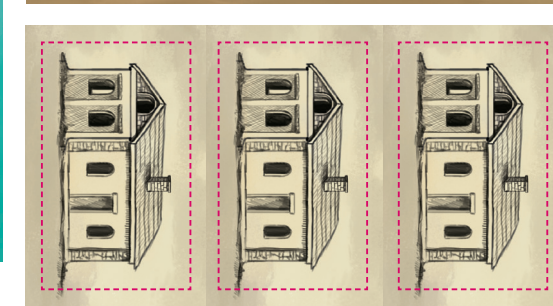
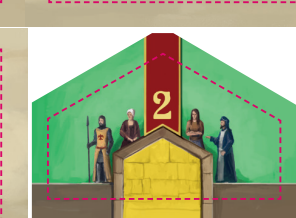
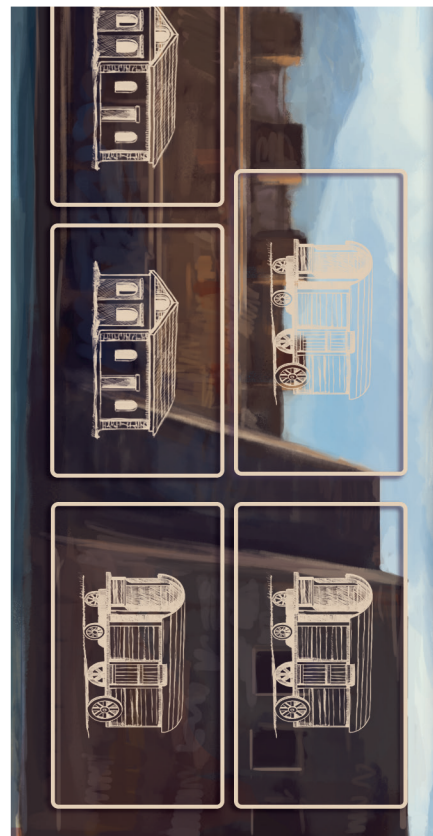




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Messina 1347 for 5 players

COMPONENTS NEEDED:

- A) General
- 2 city hex tiles H21, H22.
 - 6 workshops B34–B39.
 - 5 wagons C1-3 to C5-3.
 - 3 quarantine cabins Q16–Q18.
 - 3 boats T10–T12.
 - 6 black plague cubes.
 - 4–5 of each citizen type.
 - additional tokens/pieces (more coins, more fire, more lumber).

- B) Player 5 (colour Green)
- 5 repopulation cardboard tiles.
 - 6 stickers for the three overseers.
 - 5 + 3 disks in colour green – 3 for overseers, 5 for everything else.
 - 5× green meeples in colour green as lieutenants.
 - 3× green cubes - scroll markers.
 - New player board, double sided.
 - New scroll board, double sided.

New Rules

Use the 5p map layout as shown in the picture provided. Draw all 15 'A' tiles (14 original + 1 new) and one random 'B' tile to construct the initial city.

The first 4 hexes added to Messina during the game will go in the spaces marked 'X' on the map layout, as per the current rules (clockwise from the port tile drawn for the round). The last 2 hexes will be added to the spaces marked with 'Y'.

Player 5 starts with 2VP and a choice of either a lumber or a coin.

At the start of round 4, two city hexes will be added to the city instead of one, so there will be a total of 6 new hex tiles added to the initial layout. This results in all city tiles being used in a 5p game (16 + 6 = 22 total tiles).

The additional boats (T10–T12) are placed faced down on the bottom of the boat stack so they will enter the game last.

The boats enter the game as per below table:

Round I	1 boat
Round II	2 boats
Round III	2 boats
Round IV	2 boats
Round V	2 boats
Round VI	3 boats

There is now a 3rd stack of Wagon tiles. Shuffle all tiles and make 3 stacks. Each stack will have a random face down 1,2,3,4,5 tile in it. Sort the tiles as per normal with 1 on top, then 2, etc.

All other rules stay the same.

Notes on player 5 scroll board

- the left column is the same as all other players, however there is now an extra boat in each category so scoring for boats could be slightly higher.
- the middle column gives points for all Lieutenants (min 3, max 5 lieutenants) – also count any Lieutenants that have been permanently spent by repopulating Messina the right column gives points for each set of 3 different Citizens still present on your estate at the end of the game (one of each citizen type, upgraded or not). Note citizens still in quarantine or in workshops are not considered for this scoring.

Notes on new city tiles

- H21: Take a build action OR Increase your popularity by 1.
- H22:Do the action of any 1 citizen in your estate (not quarantine, not workshops) OR discard 1 rat token from your supply back into the game supply. H22 repopulation requires 3 citizens (all of the same type, whether upgraded or not) and a Lieutenant,plus 1 coin and 1 wood.

Notes on other tiles

- A couple of new workshops now give you a choice out of two options. Obviously you need to pick one of the two. If the workshop is Era 1 (infinite type) you get to choose again each time you produce.
- I have created some tiles (Q18 and C5-3) that are free. This means you still build them during a Build action but they cost no resources.
- Note that Wagon C5-3 comes with a –2 VP penalty. But hey, it's a free wagon! :)



Have fun!

