

St. Petersburg – Das Fest / The Festival

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

Next to 3 regular cards, St. Petersburg – Das Fest contains 9 special cards. All cards are mixed with the corresponding stacks, according to their back sides. The special cards (basic colour purple) are generally for free. At first they have to be taken into the hand and occupy a slot just like regular cards. In order to utilize the special function of a special card, it has to be played out in a further action. Special cards can only be played when their function can be used as well. Afterwards they are put on the deposit stack. So they cannot simply be thrown aside but don't gather minus points in the end of the game either.

Tsar – Superstar (1x)

This extension card can only be exchanged for the card "Zar und Zimmermann" (tsar and carpenter). The player pays 1 rouble less for every red and blue card he places in the further course of the game.

Potjemkinsches Dorf / Potjemkin village (1/4 and 3/8)

Both Potjemkin villages are used like the corresponding card of the basic game.

Weg damit! / Away with it! (2x)

If the owner plays this card during his/her action, he/she has to put one additional card from his/her hand on the deposit stack.

Schwarzmarkt / black market (2x)

If the owner utilizes the black market during in his/her action, he/she has to buy one card from the deposit stack. In order to do so, he/she looks through the stack and chooses one card. The chosen card can be placed and paid immediately or be taken into the hand. Special cards cannot be chosen.

Goldesel / cash cow (1x)

If the owner utilizes the Goldesel during his/her action, he/she instantly receives 5 roubles from the cash box.

Doppelzug / double turn (1x)

If the owner utilizes the Doppelzug during his/her action, he/she has to perform two more actions immediately. During both actions there are the possibilities of placing a card, taking a card into the hand or simply passing.

Langfinger / pickpocket (1x)

If the owner plays the Langfinger at the beginning of a round, i.e. when the new cards have just been placed, he/she becomes starting player in this round. The other players follow in turn. Playing a Langfinger card doesn't cost an action. All starting player stones remain with the respective players.

Hofnarr / jester (1x)

If the owner plays this card during his/her action, he/she has to apply the Hofnarr to one of his own cards placed. The placed card has to possess a money and point value. During this card's next rating, its money and point values are exchanged. This means the player receives as many roubles as there are points on the card and vice versa. After the rating, the Hofnarr is put on the deposit stack.

Bankett / banquet (1x)

If the owner plays this card during his/her action, he/she has to apply the Bankett to one of his/her own cards placed. The placed card has to possess a money and point value. During the card's next rating, its money and point values are doubled. After the rating, the Bankett is put on the deposit stack.