

Thurn und Taxis – The Messenger of the Princess

With the add-on THE MESSENGER OF THE PRINCESS, THURN UND TAXIS receives an additional dimension: the noble letters. Because aristocracy had a strong voice in those days, the players can use the letters to ensure the support of further official functionaries. The messenger carries the princess's word into the country, making the noble letters particularly important.

Playing material

- 28 noble letters
- 1 punch figure "messenger of the princess"

Rules

The rules of Thurn und Taxis remain unchanged with the following exceptions:

Game preparation

Before the game starts, one noble letter is placed on every city on the board.

After determining the starting player, the second player receives a noble letter, the third two letters and the fourth three letters.

If less than four players participate, the remaining letters are removed from the game.

The messenger figure is held available next to the board.

The noble letters

Every time a player utilizes a house in a city where there had not been a house before, he receives the local noble letter and deposits it in front of himself. Every city distributes only one noble letter this way. Other players who utilize a house in this city later on do not receive a letter there.

The noble letters enable the players to receive support by further officials in one turn, in addition to the usual help by one official.

- The support by one official is free, like in the basic game.
- A player can use letters to receive support by one, two or all three remaining officials.
- Each of the four officials can be utilized only once per player turn.
- For every additional official a player wants to use in his turn, he has to spend two of his letters.
- The noble letters required have to be in the player's possession already in the beginning of his turn.
- Letters are removed from the game once they have been used.
- Now the official can also be utilized after the player has drawn one or two cards.
- Noble letters that have not been used by the end of the game are worthless.

Example: Uwe has already Freiburg and Sigmaringen spread out in front of him, in his hand the card Salzburg. He owns four noble letters. From the open display, he takes Kempten. Ulm is added from the covered stack. Because he would also like to have Innsbruck – in order to be able to build a route to Salzburg –, he seizes the help of the official (free support) and exchanges the open display. In fact Innsbruck is added. Now Uwe can utilize two noble letters to take up Innsbruck as second card through the help of the postmaster (1st additional support). If he also wants to place two cards now with the help of the postillion (2nd additional support), he has to spend two more letters.

The messenger of the princess

Every time a player finishes a route for which he does not receive a new carriage (because the distance is not long enough) or he deliberately renounces a new carriage, he takes the messenger of the princess. The figure stays with this player until another player takes the messenger in the same manner.

The player who owns the messenger at the beginning of his turn only needs to utilize one instead of two noble letters for the help of further officials.

The player who owns the messenger at the end of the game receives an additional victory point in the rating.