



PETR VOJTĚCH JINDŘICH PAVLÁSEK MICHAL PEICHL

PRAGUE

UNSEEN

RULEBOOK

Albi



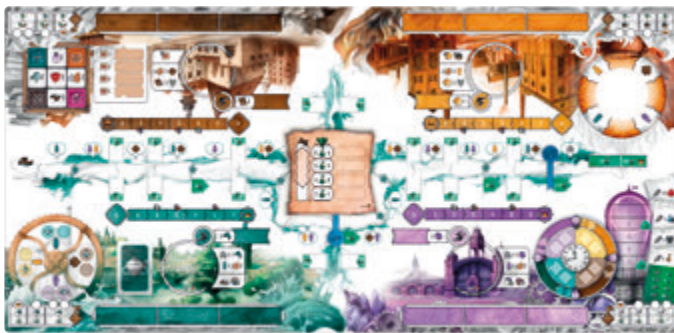
Various creatures wander the streets and waterways of Old Prague, striving to restore the city to its former glory before the great flood. For centuries, the Horned, Vodniks, Golems, and Robots pursued the needs of their own kind, but now they must work together to rebuild Prague from its very foundations.

In Prague Unseen, you are a city leader guiding this renewal by sending different Workers to trigger Neighborhood and Building actions. Gather resources, open new businesses that expand the city's possibilities, build bridges between Neighborhoods, and take advantage of each faction's unique minigame. Use your helpers wisely, grow your influence across Prague, and earn the most Victory Points before the hidden city is restored.

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



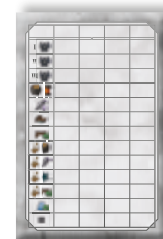
COMPONENTS



Game board



EN Rulebook



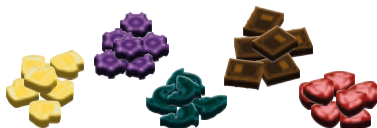
Score pad



Bench and Neighborhood scoring tile



Starting Bonus tile / Virtual player influence reference tile



75 Wooden Resources (15 of 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 tiles



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



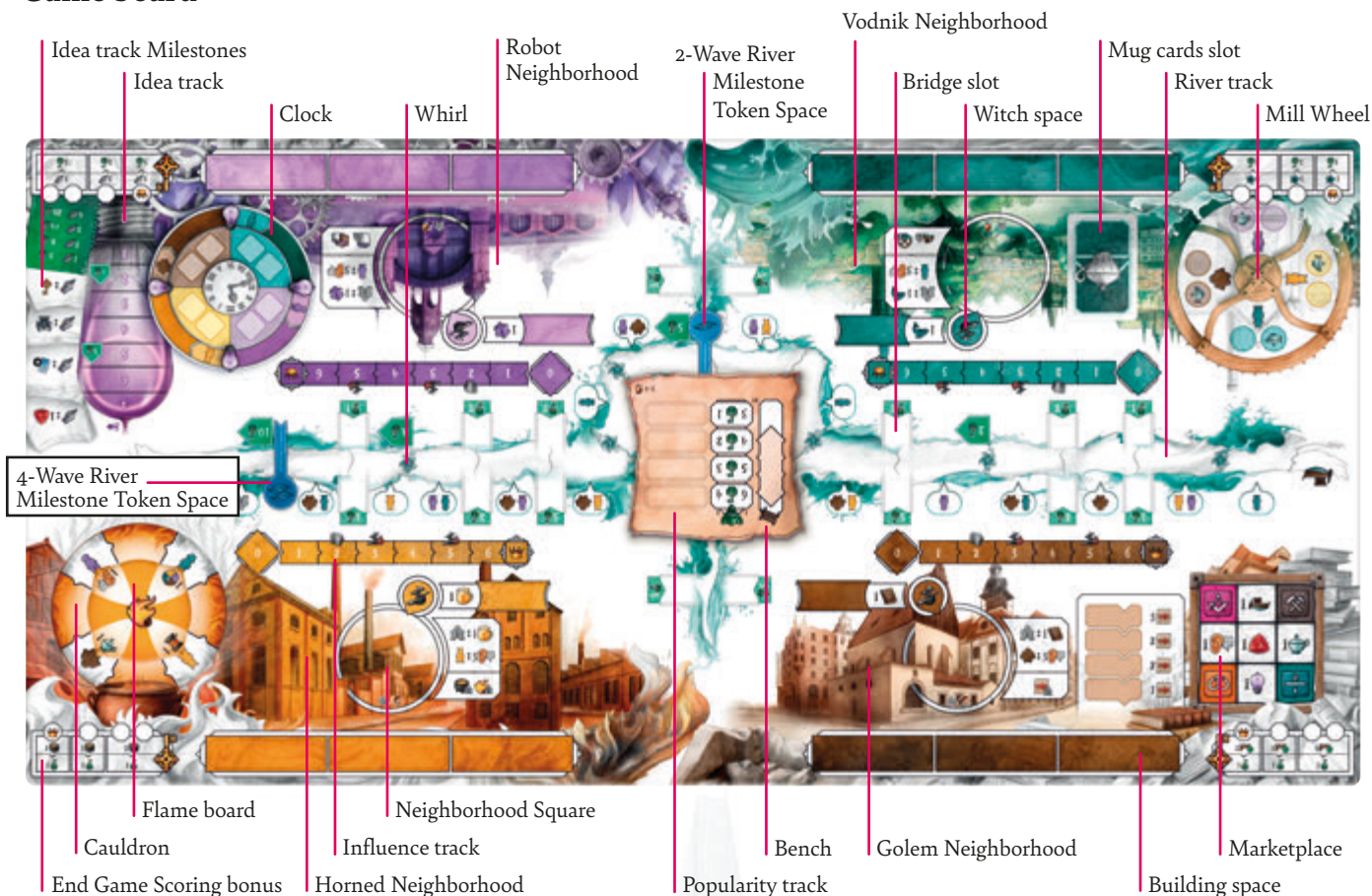
4 Gargoyle tokens



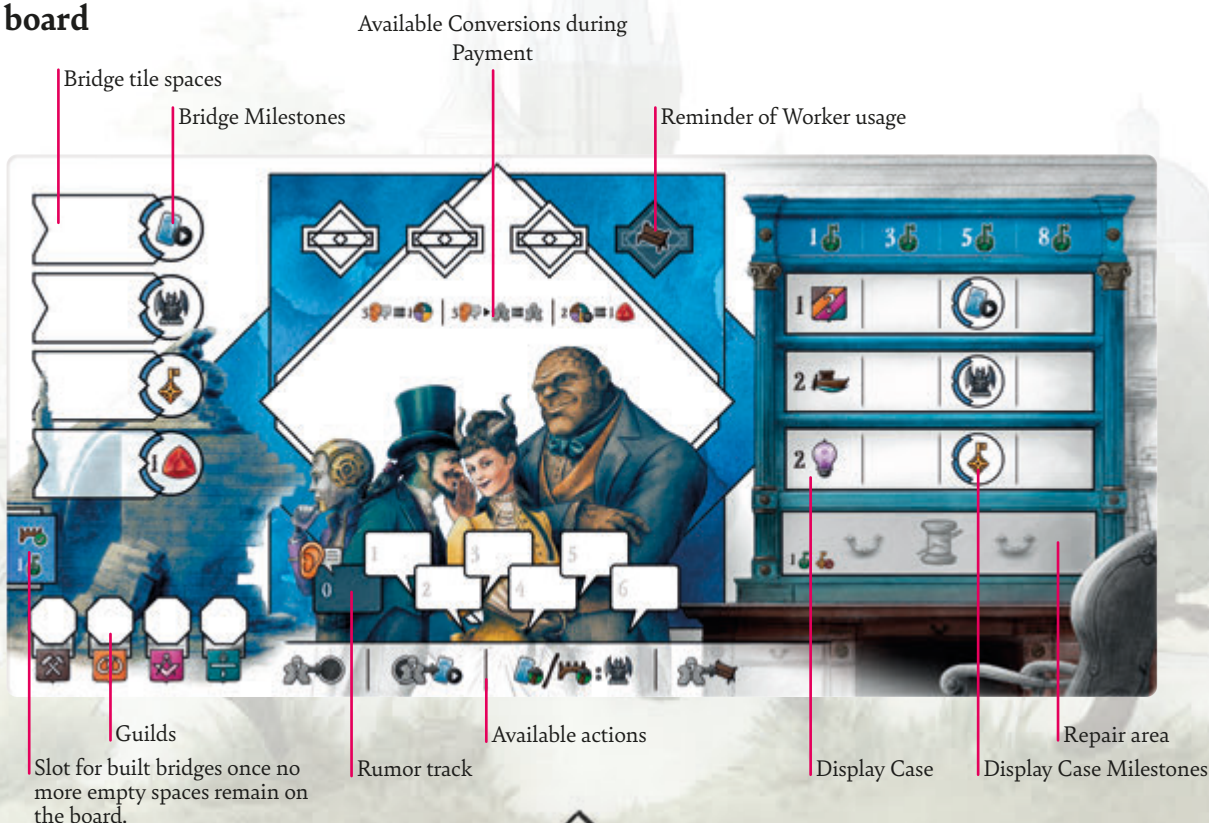
1 Boat token

COMPONENT DESCRIPTION

Game board



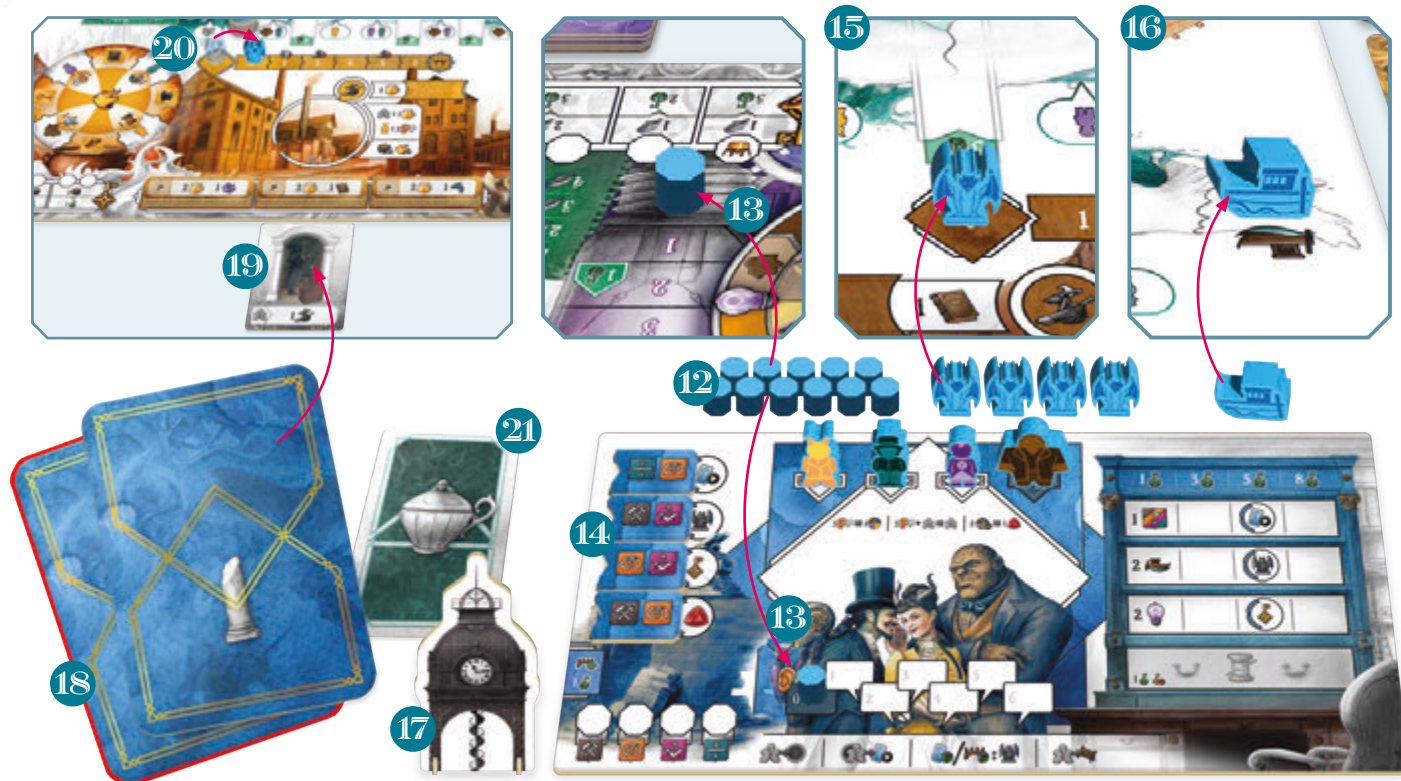
Player board



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 at 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 in 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.
 - D Place all '2-wave' River Milestone tokens in a stack on the corresponding spot in the middle of the River, and all '4-wave' River Milestone tokens on the corresponding spot at the end of the River.
 - E 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 of **Witch tokens**, I and II, and place them face-down near the game board.



- 12 Each player chooses a color and takes all components of that color: 1 Boat, 4 Workers, 4 Gargoyles, 8 Bridge tiles, and 12 marker tokens. Each player places the player board of their color in front of them with the side **without** the symbol facing up.
- 13 Each player places 1 marker token on each of the following spaces:
 - the **0 space** of the **Rumor track** on their player board; and
 - the **0 space** of the **Idea track** in the **Robot Neighborhood** on the main board.
- 14 Shuffle your 8 Bridge tiles. Create 4 stacks of 2 Bridge tiles each on the **Bridge tile spaces** to the left of your player board, with the **Guild symbol** side of each tile face up.
- 15 Each player places 1 Gargoyle on the **starting space** of each of the 4 **Influence tracks**.
- 16 Place each player's Boat token at the start of the River track.
- 17 The player who last sat on a broom will be the starting player. If you are unsure, choose the starting player randomly. The starting player takes the First player token.
- 18 Shuffle the **Level 0 Building cards** and deal two cards to each player.
- 19 Counter-clockwise, starting with the last player, each player chooses 1 of their 2 Level 0 Building cards and builds it for free in a Neighborhood that does not already have a Building card. Place the chosen card face-up underneath the center Building Price token in that Neighborhood.
- 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 After all players have placed a Level 0 Building card, collect all unused Level 0 Building cards. In a game with fewer than 4 players, shuffle those cards and place 1 random Level 0 Building card in the center slot of each Neighborhood that does not already have a Building card. Return all remaining Level 0 Building cards to the box.
- 23 Remove the Starting Bonus tile and return it to the box.

Setup changes for a 2-player game

Place the game board with its 1-2-player side face up.

In each Neighborhood, randomly select 2 Building Price tokens from each level and place them on the Building Price token spaces as usual. Return the remaining Building Price tokens to the box.

Choose an unused player color to represent the virtual player. Place 1 Gargoyle of that color on each Influence track, using the reverse side of the Starting Bonus tile as a reference: from top to bottom, place them on spaces 3, 2, 2, and 1. Keep the Starting Bonus tile reverse side visible as a reference.

The virtual player does not score VPs during the game, but its Influence still makes it harder for players to score.



Setup variability

You may use either or both of the following setup-variability options.

River Variety tokens: Separate the River Variety tokens by back type and shuffle each set separately. Starting at the beginning of the River track, cover the printed Worker-symbol bubbles in River order, placing all 3 tokens from one set before choosing another unused set. Continue until all River Variety tokens have been placed.

Marketplace Variety tile: Randomly choose one side of the Marketplace Variety tile and place it face up over the printed Marketplace in the Golem Neighborhood.



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 or Rumor.

Paying Cost Conversions

When paying a cost for any effect, you may:

- Pay **3 Rumors** to gain **1 basic Resource** (Beer, Cog, Fish, Book); and/or,
- Discard **2 identical** basic Resources to gain **1 Garnet**.

Restriction: In both of the above cases, you must immediately use what you get to pay for the cost (you cannot convert and store it).

If you want to learn about Milestones, Influence Tracks, and End Game Scoring awards now, you can go to pg. 8.



WORKERS

There are four types of Workers in the game: Robot, Vodnik, Horned, and Golem. 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 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 during End Game Scoring .

GAMEPLAY

The game consists of **3 Eras**. Players take turns in clockwise order starting with the first player. Each player performs one of the following 5 actions on their turn:

- Place a Worker
- Enter a Building
- Build a Building
- Build a Bridge
- Bench (pass)

Start of Turn Worker Conversion

Before you take an action (at the start of your turn), you may pay 3 Rumors to treat the Worker you use **this turn only** as any **Worker type**. Do not switch it out with another physical Worker, just virtually note the change.



FREE ACTION

Any time during your turn, use any number of your Mug cards. Using Mug cards does not count as your action! Pg. 15.



PLACE A WORKER

*Restriction: If you have **exactly 1** Worker left on your player board, you **cannot** perform this action (pg. 9).*

Place a Worker from your player board on any Neighborhood Square that **does not already contain one of your Workers**, then do the following in order:

1. If the **Witch** is in this Neighborhood: you **must move** her to the Witch space in a **different** Neighborhood and gain the reward of the **moved-to space**.

*If the moved-to space has 2 options, choose **one** reward to take.*



2. Gain **3 Rumors**  if you placed a Worker that **matches the Neighborhood**; otherwise, gain 1 Resource of the Neighborhood instead.
3. Resolve the minigame of the Neighborhood where you placed your Worker.



Golem Minigame

Golems cross the Marketplace to deal with Guilds and rebuild Prague's washed-away bridges. Collect Guild symbols to build Bridges and gain Neighborhood advantages.

Move the Golem on the Marketplace to orthogonally (not diagonal) adjacent spaces a number of times depending on your Worker, as shown by the Worker Priority tiles beside it. Gain the Reward from each space the Golem enters or ends on. *If you move to the same space a second time during the same turn, gain the reward a 2nd time (if possible).*

Guild symbol rewards: Mark the corresponding Guild on your player board using a marker (unless you already have it). You can have one maximum of each Guild at a time.

After moving the Golem, place the Worker Priority tile you just referenced at the bottom of the track and push the others up.



Example: Ann places a Robot Worker in the Golem Neighborhood. Since the Witch is not here, she skips the Witch step.

She gains a Book and then activates the minigame, moving the Golem 3 spaces: she gains 1 Rumor and marks 2 Guild symbols on her player board. She then moves the Robot Priority tile to the last position.



Horned Minigame

The Horned possess many magical Items. Collect matching Items in your Display Case, aiming to gather as many identical ones as possible.

Based on the Worker type you placed:

- Gain the bonus from the Flame board (inner circle) then rotate it 90° clockwise.
- Choose **one** Item to take from the Cauldron (outer circle), and refill the empty space with a new random Item from the bag.

Place the taken Item in your Display Case as follows:

- Choose a row that **already has** that Item type in it (if possible).
- Place it in the **left-most empty space** of that row.
- If you cover a reward, immediately gain it.

Items can go in any row.

Repair Reward: Choose **one** option: Take 1 random Item from the bag and place it in your Repair area **or** move 1 Item from your Repair area into your Display Case following the normal rules.

In a rare case when you cannot place an Item, put it in the Repair area instead. Any number of Items can be stored in your Repair area.



During End Game Scoring: Gain **1 VP** for each Item in your **Repair area** only. For **each** row of Items, gain VPs as shown above the **rightmost** Item.



Example: A Robot Worker is placed on Horned Square. No Witch is here to move and 1 Beer is gained.

1 Rumor is gained from the Flame board as it corresponds to the placed Robot, then the Flame board is rotated.



The question-mark and bag tiles from the outer circle of the Cauldron correspond to the placed Robot Worker. The question-mark Item is selected to take, and a new Item from the bag replaces it.



The selected Item is placed in a chosen row of the Display Case, on the left-most empty space.

Doing this covers a reward which is immediately gained.



Vodnik Minigame

Vodniks calm the River by sailing its course. The farther you travel along it, the more end-game VPs you score.

Based on the Worker type you placed, do all of the following:

Move your Boat to the next space forward on the River **marked by the Worker type**.

- If you pass over a stack of River Milestone tokens, search them, selecting one to take.
- The first player to reach the end of the river places one of their markers on the 12-VP space; every other player to reach the end of the river places one of their markers on the 10-VP space. In both cases, move your Boat back to the start of the River; you may go a second time (but not a third). If you reach the end of the river a 2nd time, place another marker on the 10-VP space.

Gain Mill Wheel Rewards

- If there are **1 or 2 Reward tokens** in the corresponding Mill Wheel section: Gain **all** rewards showing on them, then select one of these Reward tokens to move clockwise to the next empty space.
- If there are **0 Reward tokens** in the corresponding Mill Wheel section: Draw a Mug card from the deck and add it to your hand.



Example: Blue places a Golem Worker at Vodnik Square and 1 Fish is gained. No Witch is here to move.

Blue's Boat moves to the next Golem-marked space of the River. A stack of River Milestone tokens was passed, so Blue selects one to take.



Blue gains a Cog and a Book from the Mill Wheel, then selects the Book token to move one space clockwise.



Robots Minigame

Robots imitate others to produce goods efficiently, but each production advances time: complete one good or deliver everything produced so far.

1. Move the Clock token clockwise to the section matching the Worker type you placed. If the Clock token is already in that section, it does not move.

2. Advance your Idea track marker 1 space for each Light Bulb passed by the Clock token during this movement. If the Clock token did not move, do not advance on the Idea track.

3. If you move to space "8", immediately place that marker on a Milestone space to the right of the Idea track that does not already have one of your markers. Gain that Milestone's effect. Then place a new marker on the 0 space of the Idea track and continue moving, if you have any movement left.

4. Resolve the Crate tokens in the section where the Clock token is:

- If at least 1 Crate token in that section shows a Reward, choose 1 shown Reward to gain. Then flip that Crate token to its Rumor side.
- If you cannot or do not want to gain a shown Crate reward, flip all Crate tokens showing the Rumor side back to their Reward side. Gain 1 Rumor for each Crate token flipped this way. Any Rumor gained beyond 6 is lost.



She moves the Clock token clockwise to the Vodnik icon, passing 3 Light Bulbs on the way, so she moves her Idea marker 3 spaces on the Idea track. On her second movement, she reaches the end of the track, marks one Milestone, and gains its Reward. She then takes a new marker token, places it on the "0" space, and uses her remaining movement. The Clock token corresponds to a Boat movement or Beer reward on Crate tokens.

Example: Jane places a Vodnik Worker at the Robot Square. She moves the present Witch to the Horned Witch space to gain 1 Beer. She gains 1 Cog from the Robot Square.



She chooses the Boat movement and moves her Boat twice, then flips the Crate showing the Boat movement over.



MILESTONES

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



Claim an End Game Scoring Bonus you do not already have.



Activate **any Built** Building card (even already occupied) in **any** Neighborhood. Treat all effects as if you Entered that building with a virtual Worker type of any type.



Gain 1 Garnet.



Advance your Gargoyle token 1 space on **any Influence track**.

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

Horned – Place 3 identical Items in a row to cover the 3rd space to gain that 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 – If you move past a stack of River Milestone tokens, select one from the stack and place it on your board.

Golems – Each **set of 2** Bridge tiles you build gives you a Milestone.

End Game Scoring Bonus

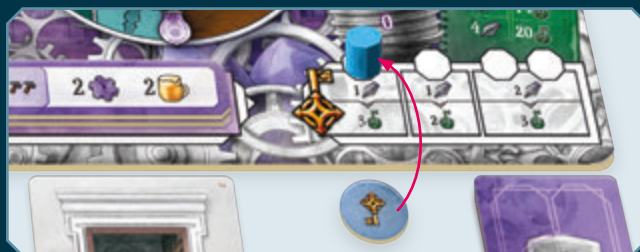
When you gain an **End Game Scoring bonus**, place one of your markers on **any** End Game Scoring table, on the leftmost empty space. Each End Game Scoring table is tied to the minigame in its respective Neighborhood. Each player may place only **one** marker on **each** End Game Scoring table. The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

Horned – Gain a number of VP for each Item in your Display Case (not including those at the bottom).

Robots – Gain a number of VP for each Idea Milestone  you have a marker on.

Vodniks – Gain a number of VP for each Whirl  passed with your boat. Each Whirl you pass after reaching the end of the River counts a second time if passed again!

Golems – Gain a number of VP for each Bridge tile you built (including those built but placed beside your board).



INFLUENCE TRACK

When you Gain Influence in a Neighborhood: **Advance** your Gargoyle token 1 space on the **Influence track**. You gain 1 Influence each time you Build a Building or Bridge in the Neighborhood where you built it. The  Milestone allows you to gain 1 Influence anywhere. Each Influence 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 VPs 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.

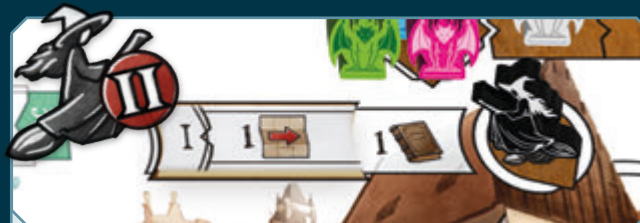
Last space on the Influence track

If you are first to move your Gargoyle token to the 6th space, move your Gargoyle token to the crown, which makes you always “first” on this Influence track. Players moving to the 6th space after you stay on the 6th space and do not move to the crown.

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 the 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 does not place another token; instead, they gain the bonus of the Witch tile placed by the first player (even if it is covered - in this case, look under the level-2 token to confirm what to take).

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 reward, which remains available throughout the game.



BUILD A BRIDGE

1. **Pay** the cost showing on a **visible** (top of stack) Bridge tile on your board by removing the required 2 Guild markers from your board.
2. **Place** this Bridge tile on any empty Bridge space on the game board.
 - If there are no empty Bridge spaces on the board, place the Bridge tile beside your player board and ignore the next step.
3. **Advance** your Gargoyle token 1 space on the **Influence track** of the Neighborhood where you Build the Bridge.

A completed Bridge (two connected Built Bridge tiles on the main board) affects the "Enter a Building" action.

Example: Sans pays the cost showing on the shown Bridge tile by removing the 2 corresponding Guild markers from his board. He places it in the Robot Neighborhood and gains 1 Influence in that Neighborhood.



ENTER A BUILDING

Take one of your Workers currently on a Neighborhood Square and place it on an **empty** Building card (no Worker there), and resolve the effect showing on the card. Follow these rules for placement:

- You must choose a Building card **in its current Neighborhood**, or a Neighborhood connected to its current Neighborhood by a **completed Bridge** (made up of 2 Bridge tiles).
- You must place a Worker that **matches the Worker type** required by the card ("?" means any type).



Example: Charles has a Robot Worker in the Vodnik Neighborhood and a Golem Worker in the Golem Neighborhood. These two Neighborhoods are connected by a complete Bridge, so a Building in either may be selected to enter. He decides to choose between the 2 possible options in the Vodnik Neighborhood (a Golem cannot be placed on the yellow left-most card). He places his Golem on the rightmost card, pays 2 Books, and gains 4 Fish.



BUILD A BUILDING

No Worker is used or required for this action!

To Build a Building, do the following in order:

1. **Pay** the cost showing on a Building Price token.
2. **Select** a Building card from the common **Building offer** to place below this Building Price token (in the empty space or covering an existing card if there is one). Immediately refill the offer with a new Building card from the deck.
 - If you cover a Building card that has a Worker on it, place the Worker **next to** the Square of that Neighborhood lying on its side.
3. **Take** the Building Price token Victory-Point side up by your board.
4. **Advance** your Gargoyle token 1 space on the **Influence track** of the Neighborhood where you Built the Building.

Example: Jane pays the 2 Fish and 2 Books showing on a Building Price token. She selects a card from the offer to go below it, and covers the card and Charles' Golem; but first, the Golem is taken and laid down next to the Neighborhood Square. She takes the Building Price token and places it next to her player board. Finally, she advances her Gargoyle 1 space on this Neighborhood's Influence track.



BENCH ACTION

Once you cannot take an action on your turn, you must pass by taking this Bench action. You may pass before you are forced to do so, but you forfeit any remaining actions you could have taken.

Caution! You can never use your final remaining Worker on your player board to take a Place a Worker action!

When you take the Bench action, do the following:

1. **Place a Worker** from your player board on the **Bench tile**.
 - If you are the **first** player in that Era who passes, place your Worker on the top space and take the First Player token from whoever has it.
2. Gain the shown bonus on the Bench tile (not in the 3rd Era).
3. **Gain 1 Rumor** for each Worker you have on a Neighborhood Square.

The remaining players finish their remaining actions, and after all players take a Bench action, End of Era scoring resolves and the setup of a new Era occurs.



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 VP 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 VPs, and the player with the second-highest Influence the lower number of VPs. All other players gain no VPs.

If there is a tie for first place, add up the VPs 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 VPs for second place equally (rounding down) among all tied players. Record all VPs from the Era evaluation in the corresponding column on the scoring sheet!

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



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 VPs.

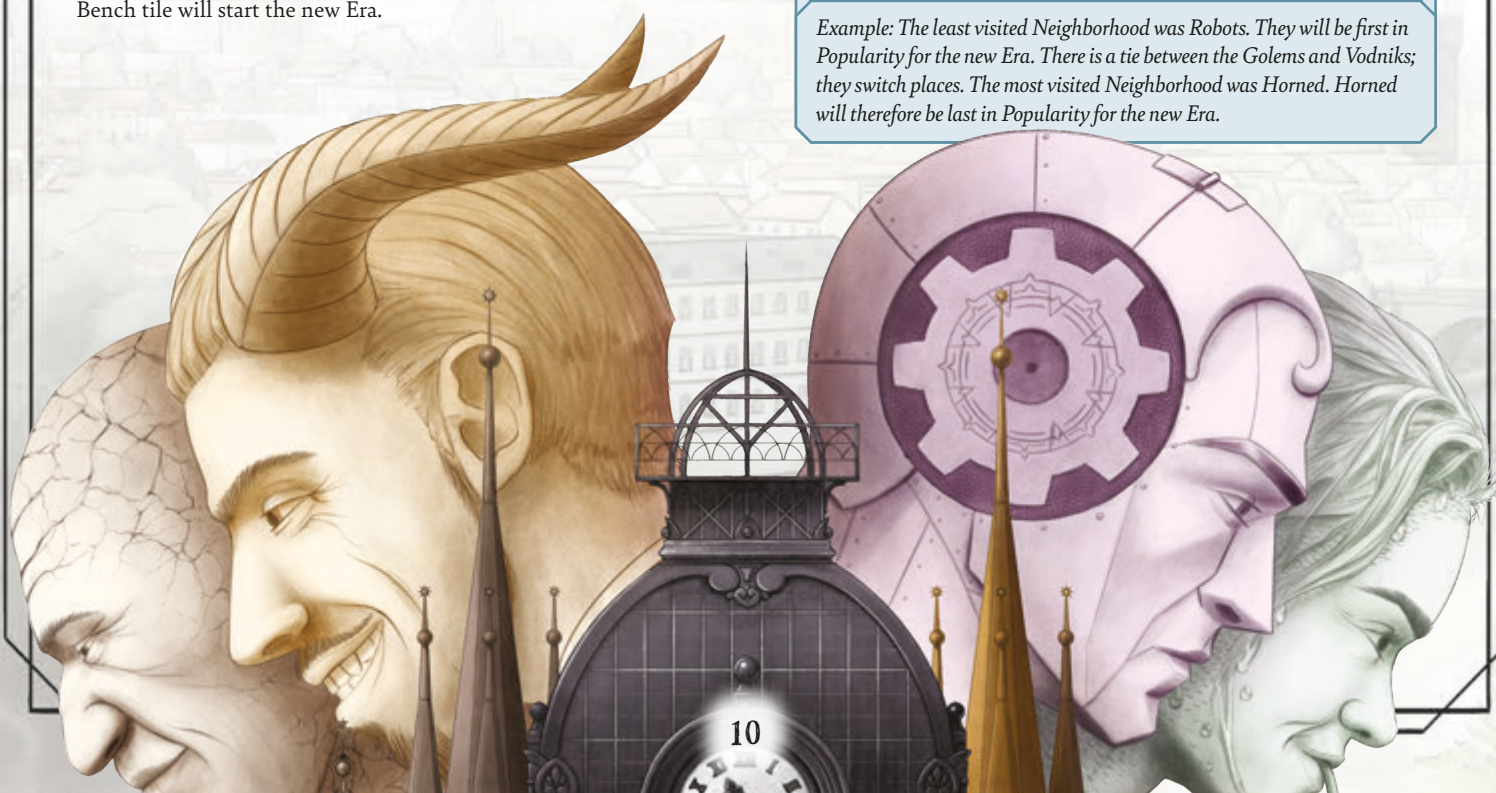
SETUP OF A NEW ERA

Count the number of Workers in each Neighborhood, including those on the Squares, on the Building cards, and those lying down next to Squares from having a Building card built over top of them. Sort the Neighborhoods by visitation, placing the Faction token of the Neighborhood with the **fewest** total 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 Workers of your color onto your player board. Discard all 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 the new Era.



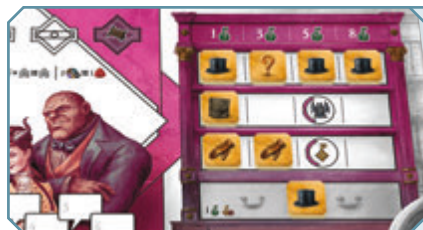
Example: The least visited Neighborhood was Robots. They will be first in Popularity for the new Era. There is a tie between the Golems and Vodniks; they switch places. The most visited Neighborhood was Horned. Horned will therefore be last in Popularity for the new Era.



END GAME SCORING

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

Horned minigame – Gain VP shown above the rightmost Item token in each row. Gain 1 VP for each tile in your Repair area.



Example: For the Horned minigame, **Sans** gains $8 + 1 + 3 = 12$ VPs for the Display Case and 1 VP for 1 tile in his Repair area.

Robot minigame – Gain VP based on how many Idea milestone 'pens' you have marked: For 1 gain 3 VPs; for 2 gain 8 VPs; for 3 gain 14 VPs; for 4 gain 20 VPs. Additionally, gain the highest VP value your marker sits next to or is past on the Idea track currently.



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

Vodnik minigame – Gain the highest VP value your Boat sits next to or is past on the River track currently. If you've reached the end of the River, add 12/10 VPs based on your marker at the end.



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

Golem minigame – Each built Bridge tile scores VPs according to the bridge space on the game board. *Being part of a 'complete' bridge has no impact.* Each Bridge tile that has been built but hasn't had an empty space on the board scores 1 VP.



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

Victory Points from taken **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. No one else scores this bonus as they have no marker here.

The player who has the most VPs 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 Councilor, 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 Councilor. Your goal is to score more Victory Points than them! The Councilor is trying to simulate the play of an actual human.



The back side of each player board is for the automa player – the Councilor. 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 Councilor 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 Councilor's board. Take it and place it solo-side face-up next to your player board.
- 2 Shuffle the 5 Councilor Reward tokens and place them next to the Councilor's Rumor track. Place their marker token on the "o" spot of the Rumor track.
- 3 Shuffle all Aim cards and deal 1 card next to the "A" slot left of the Councilor'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 Councilor's board so that the Guild symbol side is face-down.
- 7 You will always be the first player, so the Councilor gets the first Influence in the Neighborhood which is next to the "A" slot and the starting Reward for that Neighborhood. Place a random "o" Building card in that same Neighborhood.

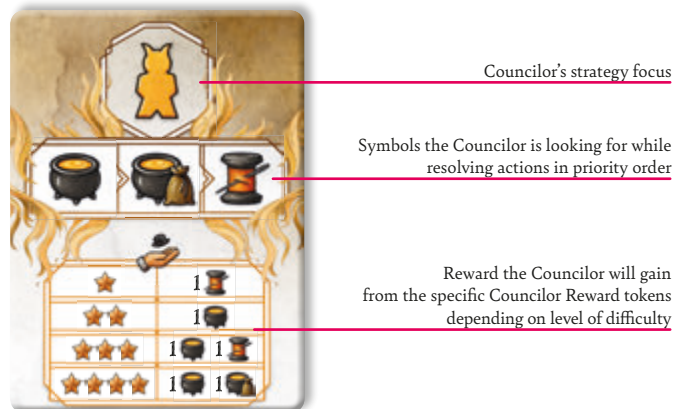
GAMEPLAY

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

- **Resources** – All basic Resources the Councilor 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 Councilor can neither exchange Rumor for Resources nor change the Worker type. When they fill up the Rumor track, they flip the top Reward token. Then they reset the Rumor track to 0.
- **Guild symbols** – The Councilor treats all Guild symbols as wild. When the Councilor builds a Bridge, pay any 2 Guild symbols and take the topmost Bridge tile.
- **Mug cards** – The Councilor 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 Councilor never gets Upgrade cards or Milestones. Instead they flip the top Reward token and get that Reward.
- **Items** – The Councilor 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 area.



Aim cards

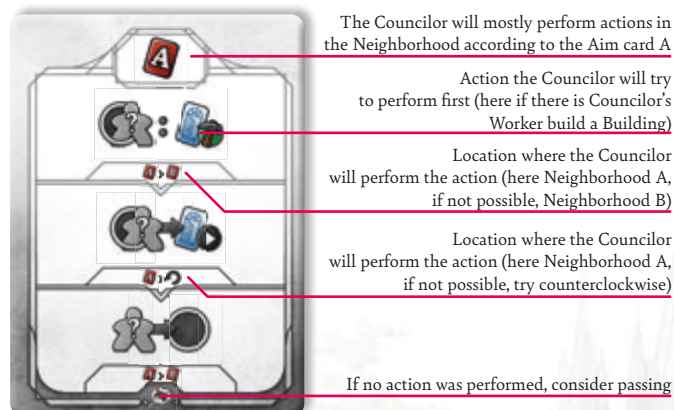


Aim cards determine the strategy for the Councilor and show which Neighborhood they prefer and what symbols they are looking for when building or choosing Rewards. When a Solo action card or Councilor Reward token refers to "A", always check for a card next to the "A" slot. The same applies to "B".



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.

Councilor's turn



On their turn, the Councilor flips the top card from the Solo Action deck. It determines which action the Councilor 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 Councilor 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 Councilor passes.

If the Councilor 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 Councilor **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 Councilor doesn't care about different types of Items, flip them back-side up and fill the Display Case from the top row. When getting a Repair icon, the Councilor 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 Councilor always moves the rightmost one to the next segment.



Example: The Councilor's aim is to send a Worker to a Vodnik Neighborhood. The Robot and Horned Worker will move the Councilor's 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 Councilor gains all the Rewards from the market as normal. The Councilor treats all Guild symbols as **wild**.



Example: The Councilor 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 Councilor 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 Councilor treats all basic Resources as wild; they may pay with any (in the correct quantity). When the Councilor builds a Building, if they have a Worker deployed in the Neighborhood, they would never build a card that Worker couldn't use. The Councilor 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 Councilor will build a Building in the Golem Neighborhood. Both Price tokens have the same cost, so they choose the right spot for the Building. They have a Vodnik Worker waiting in the Neighborhood, so they must 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 Councilor 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 VPs. Then they gain Influence in that Neighborhood.

5. Consider passing



Before passing, check the Bench Help card to determine whether the Councilor can build a Bridge (in the Neighborhood topmost on the Popularity track and in the spot that awards the most VPs) 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 Councilor 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 a Resource.



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

Reward tokens

When the Councilor gets a Councilor Reward token (from the Rumor track, Milestone or Upgrade card), they flip the top token from the Councilor 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 Councilor's board to the discard pile. Once the Councilor Reward stack is empty, shuffle all tokens from the discard pile and create a new Councilor 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 the most progress.

Influence

Always prefer the most Popular Neighborhood.

Any Cauldron

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

Any Crate

Choose a Reward according to Aim cards, otherwise choose the crate on the left. When both crates are claimed, flip all back and take Rumors.

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Special thanks to our wives – Niky, Marie, Zdeňka – for their endless support.



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CARDS OVERVIEW

Some Upgrade cards may be used only once per turn. We recommend rotating 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.



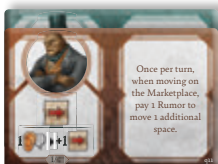
You do not get any Reward from the new starting position.



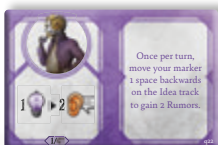
You will gain the bonus even when you change the Worker type using an Upgrade card you own. For example, if you have Q26: When placing a Robot Worker in any Neighborhood and changing it to a Horned Worker, you will gain the Beer and Rumor bonuses.



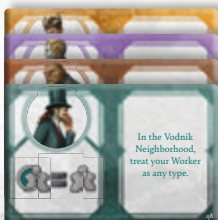
You may gain the Rumor from any action or bonus that allowed you to move on the River.



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



You cannot pay with a token already on a Milestone, or move back from space 'O'.



You may treat your Worker as any type during both of these actions – Place a Worker and Enter a Building. If you use a Bridge to Enter a Building in another Neighborhood not listed on this card, your Worker reverts back to its original type.



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.



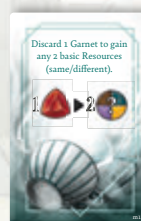
On your turn, you may discard this card to move one of your Workers from a Neighborhood Square to another Neighborhood Square that does not contain another one of your Workers. This does not count as a "placement", so no bonuses or activations occur during this movement.



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 discard 1 Garnet to gain 2 basic Resources of your choice (the same or different).

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 maximum can be on the same Neighborhood Square at the same time.

 Once per turn.

 Pay X to gain Y.

 Specific Worker type.

 Any Worker type.

 Worker on a Neighborhood Square.

 Place a Worker on a Neighborhood Square.

 Move a Worker from a Neighborhood Square to a Building card in that Neighborhood or in a Neighborhood connected by a complete (2 parts) Bridge; then activate the card. The card must show their Worker type to be eligible to move to 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.

 Equal basic Resources.

 Rumor (you cannot store more than 6).

 Garnet. Each one you discard counts as any 1 Resource or 1 Rumor.

 Mark the specific Guild symbol on your player board (unless you already have it).

 Mark any 1 Guild symbol on your player board (that you do not already have).

 Move the Golem a number of spaces orthogonally in the Marketplace (Golem minigame), get all Rewards from spaces you move onto or through (not your starting space).

 Build a Bridge tile by removing the required 2 Guild symbols from your board (shown on the Bridge tile).

 Move a number of spaces on the Idea track in the Robot minigame.

 Move the Clock token in the Robot minigame clockwise to the space corresponding to the Worker type used. Move a number of spaces on the Idea track for each  passed over during this movement.

 Robot Milestone

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

 Flip a Crate token in the segment with the Clock token in the Robot minigame and get that Reward **OR** flip **all** Crate tokens showing the Rumor reward (even those outside of the Clock token's segment) 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 corresponding to the Worker type you used.

 Draw and take a random Item token from the Item bag.

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

 Take 1 random Item from the bag and place it in your Repair area **or** move 1 Item from your Repair area into your Display Case following the normal rules.

 Gain the Reward from the Flame Board marked by the Worker type you placed, then rotate the Flame Board 90 degrees clockwise.

 Move your Boat a number of spaces along the River. A space is considered the area below a 'bubble showing Workers'. You count each space showing Workers of any type when moving this way.

 Move your Boat to the next space showing the Worker you used in that space's 'bubble'.

 Get **all** Rewards from the segment corresponding to the type of Worker used in the Vodnik minigame; then move 1 token from that segment to the next **empty** 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.

 Move your Gargoyle 1 space forward on the track.

 Take all available Upgrade cards from this Neighborhood, keep one, then return the remaining cards 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.

 End Game Victory Points (VPs).

SOLO GAME

 Councillor Reward token.

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