

UNIVERSITAS




A medieval strategy game
of tile building, cards,
guilds, and more!

BRAD SREBNIK

2-6 Players
90 Minutes

• OVERVIEW •

 Congratulations! You are now a Duke who controls one of six University cities in 14th century medieval Italy.

You serve under the Emperor who resides in the Royal Capital. To outdo your rivals, enhance the Capital while you expand your own City. As you develop town and school, you teach more advanced subjects, produce more goods, create inventions, join guilds, and make more money — all help achieve victory in **Universitas**!



• COMPONENTS •

- 90 1.5" Building Tiles
- 32 Cubes (7 colors)
- 12 Lg. and 48 Sm. Coin Tokens
- Folding Capital City Board
- 6 Player City Boards
- 12-page Rule Book
- Deck of 54 Cards
- 48 Wood Cubes
- 2 Dice
- Score Pad
- 12 Glass Beads
- First Player Marker



• OBJECTIVE •

The game has four Years of four Seasons. The advancement of your City — measured by Victory Points — is achieved by:

- Adding buildings and other structures to your City.
- Contributing to progress in the Capital City.
- Getting Favors from the Emperor.
- Creating Inventions and joining Guilds.
- Accumulating Money and Goods.

You begin by getting a board for one of the six cities. Starting off with a Baker in the Town area, and a Grammar class in your University, more buildings and structures can be built if you have the needed money, resources, and prerequisites. Work down the Town and Universitas tracks, as shown by the arrows on the board, to get the most points.



Srebnik Games



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