



Mein

FRIEDBERG SPIEL



The unique Friedberg games edition

Dear board game fans,
Dear Friedberg fans,
before you now lies the unique Friedberg game collection “Mein Friedberg Spiel”, beckoning you to play. We are very proud of this collection, that combines the philosophies of both traditional and modern games. You can look forward to all-time favorites with scenes from Friedberg such as a Memo game and Skat, two puzzles, a round Roman Three Men’s Morris - which was already played in Friedberg during the times of the Romans - and a roll and move game through the 700 meters of Friedberg’s Kaiserstraße. In addition, this collection is rounded off with Love Letter and MauMau, two very successful card games by “Pegasus Spiele”, customized for this game collection to reflect the rich history of Friedberg.

We want to take this opportunity to extend our sincerest thanks to “Pegasus Spiele” for developing and producing this collection of games. We are very pleased to have “Pegasus Spiele”, one of the biggest German board game publishers, in our city. Out of Friedberg, more than a million board games are shipped all over the world every year. Despite company growth and worldwide distribution chains, this publisher is still firmly rooted in our city. My special thanks, however, go to the municipal archive of Friedberg and the Wetterau museum for selecting and graciously granting access to image material, for writing the texts and explanations of the images, as well as the wonderful and creative collaboration with the game publisher.

This game collection has been a work-intensive, but very fascinating collaboration, that has really paid off. Hopefully, it will be present in many living rooms of the citizens and fans of Friedberg and bring great pleasure for years to come.

I hope you will have lots of fun while playfully exploring our wonderful city and its history.

With kind regards,

Michael Keller



your Mayor, **Michael Keller**
Mayor of the City of Friedberg (Hesse)

Fellow friends of board games,
on this day we can look back to a number of important awards, national and international commitment, the newly dedicated company HQ in 2014, as well as several other big and small milestones and successes along the way. Yet, it all started so small: with a little game store in the heart of Friedberg’s city. We have always looked ahead, but never forgot our regional roots. We are not only one of the most successful German publishers, we are a company rooted deeply in Friedberg. It only seemed natural that we, as a games publisher, should create a game for Friedberg and fans of the city, that not only ties closely to the city, but also creates fun for the whole family. Discover the city of Friedberg with your family and friends right from your living room table, and all the while experience a new world of games alongside tried and true gaming classics.

We wish you many joyful hours with this collection,



Karsten Esser *Andreas Finkernagel*

Karsten Esser und Andreas Finkernagel
CEOs Pegasus Spiele

Components



1 standard die



12 wooden towers
(3x black, 3x white, 1x yellow, 1x red,
1x pink, 1x blue, 1x green, 1x brown)



72 memo tiles



87 small cards



78 big cards
(39 each in German and English)



1 game board,
Front: Roll and Move game of Friedberg
Back: Round Roman Three Men's Morris



1000-piece puzzle



100-piece puzzle

Mein Friedberg Memo

For 2-6 players

For this game you need the following components:



72 memo tiles with scenes from Friedberg
(36 pairs)

Setup

Place all 72 Memo tiles face down onto the table. Make sure to shuffle them well! Then arrange them into a square grid. Leave a little space between the tiles, so that you can grab them more easily.

Goal of the Game

The game is played over a number of rounds. When it is your turn, you try to uncover 2 matching tiles. If you do, you collect them. The player who has collected the most tiles at the end of the game, wins!

Flow of the Game

In clockwise order, each player takes his turn. The youngest player starts the game.

On your turn, you turn over 2 face-down tiles of your choice. If the images on the 2 tiles are the same, you collect the 2 tiles from the play area and put them in front of you. Then you may have another go.

If the images in the 2 tiles are not the same, you have to turn back the tiles and nothing happens. Try to remember the images and their position in the grid! Your turn ends here and the next player begins.

End of the Game

As soon as a player collects the last pair of tiles, the game ends. For an easy resolution to determine the winner, just form a stack of all your collected tiles and compare the height of your stack with your opponents'. The highest stack wins!

The Scenes on the Memo Tiles



In close proximity to the Protestant City Church of Friedberg is the **Wetterau Museum**. This history museum for Friedberg and the Wetterau landscape features exhibitions from pre-history through the Celts, Romans, and Middle Ages to the Modern Age and our present times.

(Wetterau Museum, photograph: Reiner Strack)



View over „**Fünffingerplatz**“ to the eastern historic city center. This plaza, in popular saying called „Fünffingerplatz“ („five finger plaza“), connects the roads of Usagasse, Augustinergasse, Verbindungsgasse, Engelsgasse and Judengasse.

(City Archive Friedberg, photograph: Katja Augustin)



The **Protestant parish church in Bruchenbrücken**, which was named after Erasmus Alberus, a reformer born in Bruchenbrücken. This clergy, erected in 1750/51, is an elongated rectangular roofed hall with three-sided apsis.

(City Archive Friedberg, photograph: Winfried Eberhardt)



View from **castle garden** to the „**castle's**“ rear side. The manor house (erected in 1604-1610) of the burgrave of that time later became the permanent seat of the acting burgrave (from 1698). After the castle went to the Hessian grand duchy (1806) the former burgraviate became the summer residence of the grand duke; at this occasion its rear façade underwent a redesign in the 1850s.

(photograph: Loni Schuchardt)



At the end of August 2006, the **Ockstädter Feldkreuz** („field cross“) was inaugurated in an ecumenical service. Its inscription is bilingual: English „Peace“ and Latin „Pax“. The money for the cross was mainly raised by the Ockstädter cherry farmers.

(City Archive Friedberg, photograph: Winfried Eberhardt)



View over the **outer northern castle gate** and the **Adolfturm** (Adolf tower). The Adolfturm was erected around 1350 as the second castle keep of Reichsburg Friedberg as a means of securing the northern gates. The outer northern gate was built in 1534; of the former eight gates in the northern wall of the castle structure only three gates are preserved.

(City Archive Friedberg, photograph: Katja Augustin)



The „**Old Town Hall**“ on the **Kaiserstrasse** is now the home of the music school of Friedberg (as well as of the Friedberger History Association and Volksbühne („community theatre“) Friedberg). The baroque building was erected from 1737 to 1745 by the architect Johann Philipp Wörrishofer. Until 1951, it served as the town hall of the city of Friedberg.

(Wetterau Museum, photograph: Reiner Strack)



View over the mill building of **Görbelheimer mill**, located close to Bruchenbrücken, in foreground is the Wetter river. This mill, industrially expanded in 19th century, dates back to a medieval mill. This settlement-like complex was discovered and renovated in the 1970s by gallerists and artists and is a recommended tourist attraction.
(photograph: Loni Schuchardt)



The **Protestant Parish Church in Dorheim**. Council housing and spire are from the first half of the 18th century, the lower tower construction and some other remaining parts clearly point to the year 1338, though.
(City Archive Friedberg, photograph: Katja Augustin)
(Stadtarchiv Friedberg, Foto: Katja Augustin)



The **Protestant Michaelis Church in Bauernheim** is one of the oldest churches in the Wetteraukreis. By and large, its basic structure dates back to the time around 1300. Mainly its basic structure dates back to the time around 1300.
(City Archive Friedberg, photograph: Winfried Eberhardt)



View over the **Kirschenberg to Catholic Parish Church St. Jakobus in Ockstadt**. The basilica, built in 1909-1911, with its prominent double-tower façade, still houses a rococo pulpit, baptistry font, and altars, all from the 18th century precursor build which never was completed then.
(photograph: Johannes Kögler)



The **Adolfssturm**, erected around 1350, is Friedberg's primary landmark. The present form of the spire and the four attached turrets (called Wichhäuser) is the result of two redesigns in 1893 and 1896.
(City Archive Friedberg, photograph: Reiner Strack)



Elvis Presley sculpture, erected 2009 after a design by Kai Wujanz, at the traffic roundabout in front of the former Ray Barracks. Elvis Presley was stationed in the US garrison of Friedberg from October 1st 1958 to March 1st 1960.
(Wetterau Museum, photograph: Reiner Strack)



View of the **castle garden** with its **stone bridge**. In mid-eighteenth century the former outer ward was transformed into gardens. After this it underwent several reshaping according to the style of the respective time period. Recently the castle garden was refurbished completely between 2007 and 2010 and designed according to historical examples.
(City Archive Friedberg, photograph: Reiner Strack)



The **Protestant Parish Church in Fauerbach**. The current appearance of the church is shaped by redesigns and reconstructions from the second half of the 17th century, with its choir, as the oldest part, being mainly medieval.
(City Archive Friedberg, photograph: Katja Augustin)



View into the **Hirschgraben** (animal pit) with castle wall, castle chancellery (left), castle guard (center), and western tower of the southern gateway (right).
(City Archive Friedberg, photograph: Winfried Eberhardt)



The **Protestant Parish Church in Ossenheim**. The „reconstruction“ in 1608 shaped the church to its current form. The font from the year 1200 points to the medieval precursor build.
(City Archive Friedberg, photograph: Ortwin Musch)



View of the **southern castle gate**. The impressive castle gate (erected around 1500) is framed by two round towers. Since 1792 a stone bridge leads over the Hirschgraben („animal pit“) into the castle.
(City Archive Friedberg, photograph: Hochbild Service Lotz)



Courthouse at the Europaplatz in Friedberg. Here the Landrat (county commission) administrates the Wetteraukreis which originated in 1972 from the former counties of Büdingen and Friedberg.
(photograph: Wetteraukreis)



The **northern access to Castle Friedberg** with the outer northern castle gate, built in 1534.
(City Archive Friedberg, photograph: Reiner Strack)



The baroque **St. Georg fountain** was erected in 1738 in the center of the castle. Its high-grade artistic design makes it a monument and at the same time a symbol of the castle regiment and the historical unique status of castle Friedberg.
(photograph: Johannes Kögler)



View of the **guard house** in the south of the Friedberg castle complex; the guard house was built in 1771 in baroque style inspired by the Frankfurt Hauptwache (main guard).
(City Archive Friedberg, photograph: Reiner Strack)



Heilig-Geist-Kirche in Friedberg. The construction of the church (inaugurated in 1960) was inevitable due to the influx of many Catholics to Friedberg after the Second World War (mainly from the former Sudetenland).
(City Archive Friedberg, photograph: Katja Augustin)



Stone Cross. Today, for most Friedberg citizens, the term „Stone Cross“ means one of the largest development areas of the city. In 1702 the Stone Cross was donated by Johann Schaff of Ockstadt, who was 102 years old at the time, according to its inscription.
(City Archive Friedberg, photograph: Heidelinde Obermann)



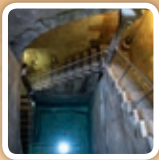
Remnants of the **Roman bath in the Friedberg castle.** The foundations of the Roman bathhouse, presumably built in the year 200, were discovered in 1963, when the school was reconstructed and were kept as a monument. Today they are part of the Limes UNESCO World Heritage.
(City Archive Friedberg, photograph: Peter Kynast)



The **Library Center Klosterbau** in Friedberg, opened in 1991, houses the town archive and the public library. The most representative building is a new construction of the school building from the year 1697 on the site of the former Augustinian monastery.
(City Archive Friedberg, photograph: Dietrich Skrock)



Catholic Parish Church Mariä Himmelfahrt in Friedberg. The majority of Friedberg's citizens were traditionally Protestants, so the continuously growing catholic community had no own church in the city area. In 1882 the long time of interim solutions ended, when the Mariä Himmelfahrt Church in Haagstraße was inaugurated.
(City Archive Friedberg, photograph: Katja Augustin)



View into the shaft of the **ritual Jewish bath (Mikveh).** The early gothic (built around mid-13th century) „Jews bath“ is one of Europe's few surviving monumental medieval Mikveh. Inside a shaft (25 metres deep) seven flights of stairs lead down to groundwater level.
(Wetterau Museum, photograph: Johannes Kögler)



View into **Friedberger Stadtkirche "Unserer Lieben Frau"** in the direction of the choir (east). The high-ranking architectural quality of this gothic hall church is most evident in its harmonic and balanced interior design.
(Ernst Götz, Munich, photograph: Achim Bunz)



The „**Red Tower**“ from the 14th century is the only remaining tower of the medieval city fortification of Friedberg. Its location behind the catholic parish church Mariä Himmelfahrt in Haagstraße marks the perimeter of the town wall in this area.
(Wetterau Museum, photograph: Johannes Kögler)



Pegasus Spiele was founded in 1993 as a little game store in the heart of Friedberg's city and has developed into a globally operating board game publisher. In 2014, with the Spiel des Jahres „Camel Up“ and the Kennerspiel des Jahres „Istanbul“, Pegasus Spiele has achieved its biggest success so far. In 2016 Pegasus was nominated to the Kinderspiel des Jahres with its game „Mmm“.



Aerial photo of the **Stadtkirche** from the southwest. The photograph clearly shows the impressive shape of this hall church which was erected between 1260 to 1410 and towers the roofs of Friedberg's houses in the Old Town quarter. Two western towers were planned, but only one could be finished in 1410.
(photograph: Loni Schuchardt)



Commissioned in 1928, the city's new **water tower** at the location of the former Mainzer Warte quickly became the new landmark of the city. The crypt for those who fell in the First World War, which was dedicated in 1932, created a combination of water tower and memorial, which seems to be unique in Germany.
(City Archive Friedberg, photograph: Winfried Eberhardt)



View into the inner courtyard of the **Wetterau Museum.** In the foreground the original sculpt of Saint George (1738) of the St. George fountain in the castle can be see; today just a copy is fitted to the fountain.
(Wetterau Museum, photograph: Reiner Strack)



Town hall of Stadt Friedberg. In 1997 the Friedberg urban administration moved into the complex of the former „Blindenanstalt“ („institution for the blind“) including its park. A first „Blindenanstalt“ was founded in 1851 by Johann Peter Schäfer, later, in 1912, a prestigious new building was erected at Mainzer Tor-Anlage, the current townhall of Friedberg.
(City Archive Friedberg, photograph: Hochbild Service Lotz)



So-called „**castle**“, in fact the **manor house of the former burgrave Johann Eberhard von Cronberg („Cronberger Hof“).** This manor house was erected from 1604 to 1610 and became the permanent seat of the acting burgrave. After the castle went to the Grand Duchy of Hesse (1806) it was used as the summer residence of the grand duke and then called „castle“. Today it is owned by the land of Hesse and it is seat of the tax office Friedberg.
(City Archive Friedberg, photograph: Hochbild Service Lotz)

Mein Friedberg - Roll and Move Game

For 2-6 players

For this game you need the following components:



1 game board



1 standard die



6 wooden towers
(in 6 different colors)

Setup

Put the game board into the middle of the play area. Each player chooses 1 color of wooden tower for himself and places it on the **start space** of the game board.



The youngest player then starts the game.

Flow of the Game

It is your goal to be the first player to reach end of the track - the southern entrance to the castle. If you're lucky, you visit some of the stores on the Kaiserstraße, which will give you a shortcut on the track. But beware: If you end your turn on a climb-down space, you have to go back to the store which will delay your progress.

General Turn Overview

On your turn you roll the die and move your wooden tower as many spaces forwards as you rolled on the die. If your turn ends on a space with another tower, you must end on the last free space just before the other tower instead.

An exception to this are the big spaces - stores and climb-down

spaces. There is no limit to the number of towers on these spaces. Then it is the next player's turn.

The Stores

When you end your movement on 1 of the 11 stores, you immediately place your tower on the connected climb-down space. On your next turn you begin your turn on this space. These spaces are marked red. Then the next player begins his turn.

The Climb-down Spaces

When you end your movement on 1 of the 11 climb-down spaces, you immediately place your tower on the connected store space. On your next turn you begin your turn on this space. Then the next player begins his turn.

End of the Game

To win the game, you must end your move on the last space of the track - the castle gate. You may not reach this space with excess movement left over. This means you have to land on this space with exactly the right number on the die. Should your roll be greater than what is needed to reach the space, you do not move at all and the next player begins his turn.

The Participating Stores



**Buchhandlung
Bindernagel GmbH**
Kaiserstraße 72



Metzgerei Engel GmbH
Kaiserstraße 98



Katies Spielewelt
Kaiserstraße 128



Lisa Parfum Kosmetik
Kaiserstraße 40



Engel-Apotheke
Kaiserstraße 48



König Plus
Kaiserstraße 14

Pegasus Games extends its thanks for the great collaboration with these stores.

Round Roman Three Men's Morris

For 2 players



Lederwaren STECK
Kaiserstraße 60

From the first to the third century the Wetterau was occupied by the Romans; the fertile countryside was encircled by the Limes. In Friedberg, a large Castle was standing at today's castle area; connected to the south of the castle was a civilian settlement (vicus). In the Castle, at times, a Damascene cohort of 1,000 men strong was stationed. After duty the Roman soldiers spent many hours in the Castle baths, the therms, which were built outside the Castle. After the bath one could pass the time with sports and games. Apart from dice games, which very often were played for money, board games were hugely popular – among others especially two variants of Three Men's Morris, the „mola“ (Grand Mill) and „mola rotunda“ (Circle Mill). The playing pieces were crafted from bone, glass or carved shards of broken vessels, the boards made from wood, ivory, marble, or clay. If no playing board was available, the board was simply scored into or painted on the ground, road dust or stone ground of a public place.



Natürlich Kunst!
Schirngasse 4



Jakob Burck GmbH
Kaiserstraße 50



Hof-Apotheke zum Mohren
Kaiserstraße 104



Ticket-Shop Friedberg
Vorstadt zum Garten 2

For this game you need the following components:



1 game board



6 wodden towers
(3 each in the colors
white and black)

History of Friedberg Mysteries

For 2+ players

Setup

Put the game board into the middle of the play area. Each player chooses a color and takes the 3 appropriate wooden towers. The youngest player then starts the game.

Flow of the Game

The game is played over 2 phases:

- 1. Placement Phase
- 2. Movement Phase

1. Placement Phase

The starting player begins by placing 1 of his towers on a free crossroad, or the middle of the sand circle, respectively. Then the second player also places 1 of his towers on a free crossroad. This continues until all the towers are placed.

2. Movement Phase

Now the movement phase begins. The starting player moves 1 of his towers from one crossroad to a connected, adjacent and free crossroad. Then the second player does the same. This continues until one player manages to form a straight interconnected line of towers.

End of the Game

As soon as a player managed to form a straight interconnected line of towers, he wins the game!

For this game you need the following components:

10 large cards



Front



Back

Flow of the Game

Curious and informative riddles, set in the 800 year history of Friedberg, await you in this game.

Your goal? Find the solution to the proposed conundrums. One of you will be the host (if someone already knows the answers, he should be the host). The host chooses one of the riddles and reads it out aloud. He should make sure that the other players cannot see the back of the card which holds the solution. After stating the conundrum to the other players, he should silently read the solution for himself. Now the players have to find out what happened, by stating questions. Only questions that can be answered with a „Yes“, „No“, or „Not relevant“ by the host are allowed.

The host answers the questions until the solution has been found by the players. Once the solution has been found we recommend that another player should now be the host.

Mein Friedberg Mau Mau

For 2-4 players

For this game you need the following components:



8 large Building cards



1 large Time card
(Front: Now,
Back: Then)



44 Mau Mau cards;
11 x yellow, 11 x purple,
11 x red, 11 x blue



Special cards
6 Clocks



Special cards
5 Gargoyles

You will also need a pen and paper.

Setup

Place the **Time card** in the middle of the table with the Now side facing up.

Each player (randomly) takes **1 large Building card** and places it in front of him so that the Now side is facing up. Then each player in turn reads his special ability aloud so that all players know what their opponents can do.

Shuffle the **44 Mau Mau cards** and the **11 Special cards** together in a single pile. Determine a **dealer** – this player then deals 8 cards from that pile to each player. Take your cards into your **hand**.

Place the rest of the pile in the middle of the table as the **draw pile**. Draw the **topmost** card from the draw pile and place it face-up next to the draw pile. This is the first card of the **discard pile**.

Special case:

If you drew a **Special card** (Clock or Gargoyle), continue drawing cards from the draw pile until you draw a **Mau Mau card**. Only place this **Mau Mau card** in the discard pile. Shuffle the drawn **Special cards** back into the **draw pile**.

Flow of the Game

The goal of the game is to get rid of all of your hand cards. A game is played over multiple **rounds**. A round ends when a player has no more cards in his hand.

Before the game, agree upon the number of rounds you want to play. This number determines how long you will play, for instance:

	Short game	Normal game	Long game
Rounds	3	5	7

Also, agree upon whether you want to keep your selected Building, or whether you want to pass your Building card to the left after each round.

The player **to the left of the dealer** goes first, then play continues **in clockwise order** around the table.

General Course of a Turn

On your turn, you must **play 1 card** from your hand. If you cannot or do not want to play a card, you must **draw 1 card** from the draw pile and add it to your hand. You may play the drawn card, if you can.

Then your turn is over.

Mau Mau cards

You can only play a **Mau Mau card** if it has **the same color** or shows **the same crest** as the topmost card of the discard pile. Exception: As long as a **wish for color** has not been fulfilled (see below), your card **must** be of the **wished-for color**, regardless of the topmost card of the discard pile. (In this case, your card may show any crest.)

Place the card you played on top of the **discard pile**. If the **crest** or **color** of that card matches one of the two illustrations in the

box at the bottom of your **Building card**, you may now use the corresponding **special ability**. (This will be explained later.)

Then your turn is over.

Special Cards

Gargoyles

You can play a **Gargoyle** regardless of the card on the top of the discard pile. Place the Gargoyle on a **Building card** of your choice. That **Building's special abilities** cannot be used until the Gargoyle is **removed**.

You cannot place a Gargoyle on a Building that **already has one**. (Consequently, in a **2-player game**, if your opponent's Building already has a Gargoyle on it, you can only place a Gargoyle on your own Building.)

There can **never** be **more than 1 Gargoyle** in play **at the same time**. If there is 1 Gargoyle in play **already**, place **that** Gargoyle on the **discard pile** after playing your Gargoyle. Then **wish for a color** (see below). After this, your turn is over.

Clocks

You can play a **Clock** regardless of the card on top of the discard pile. Place the Clock next to the **Time card**. If there are **fewer** Clocks in play than the number of players, your turn ends immediately.

If the number of Clocks is **equal to** the number of players, then the times are changing. Flip the Time card to its other side - from Then to Now, or Now to Then. Afterwards, all players also flip their Building card to its other side. If there is a **Gargoyle** on a Building card, place it on the **discard pile**. Then place **all the Clocks in play** on the **discard pile** and **wish for a color** (see below). After this, your turn is over.

Wish for Color

If — during your turn — one or more **Special cards** have been placed on the discard pile, you may now wish for a **color**: red, blue, yellow or purple. Your wish remains unfulfilled until a player either plays a Mau Mau card with that color or places another Special card on the discard pile which allows him to wish for a new (or the same) color.

A wish for color can result from the **special ability** of a **Building**, in which case the same rules apply.

Empty Pile

When the **draw pile is empty**, take all the cards from the **discard pile except for the topmost one** and shuffle them to form a new draw pile. The former topmost card is now the first card of the discard pile.

Mau

As soon as you play your **second to last** card, i.e. when you are left **with only 1 card** in hand, you have to announce this fact **immediately** (generally within 2.6 seconds) by saying “**Mau**”. If you **forget** to do so, you must draw **1 penalty card** from the draw pile.

End of the Round

Mau Mau

After you play your **last** card from hand, **the round ends**. However, you have to announce this fact **immediately** (generally within 2.6 seconds) by saying “**Mau Mau**”. If you **forget** to do so, you must draw **2 penalty cards** from the draw pile and the **round does not end** yet.

If your last card triggers one of your Building's **special abilities**, you may still use this ability as it might affect the scoring.

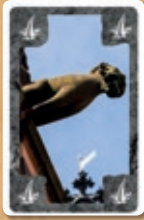
Please note:

You **cannot** end the round **by playing a Special card!** If you play a Special card as your last one regardless, you must draw **2 penalty cards** from the draw pile and the **round does not end** yet.

But:

You may, however, end the game via one of your Building's special abilities!

When a round is over, each player gets a number of **points**. The number of points a player gets is the **total number of cards** that his **opponents** have left in **hand**. As a **bonus**, the player who ended the round gets **2 points**.



Example 1:

Klaus and Angelica are playing a 2-player game. Klaus has the depicted Building and 2 cards left in his hand, a Gargoyle and the blue Wetterau crest card. There is a Gargoyle on Angelica's Building. It is Klaus' turn. If he played the blue Wetterau crest card (and said "Mau"), he would be left with the Gargoyle in hand. However, he could not end the round on his next turn with a Special card in hand!

Therefore, Klaus plays the Gargoyle now and places it on his own Building. (He may not place it on Angelica's Building.) Then he removes Angelica's Gargoyle and places it on the discard pile. He wishes for blue and says "Mau". It is quite likely that he can end the round on his next turn.



Example 2:

Angelica has the depicted Building card and 2 cards left in her hand, a Clock and the blue Friedberg crest card. The topmost card of the discard pile is the blue Wetterau crest card. Angelica plays her blue Friedberg card, places it on the discard pile and says "Mau". The blue card triggers her Building ability on the right. She gives the Clock, her last card, to Klaus and says "Mau Mau". Her special ability allowed her to get rid of the Clock without playing it, which is fine. She wins the current round.

Example 3:

Angelica ended the round. The players have the following numbers of cards left in hand:

	Angelica	Robert	Klaus	Sebastian
cards	0	1	2	4

Angelika gets $1+2+4=7$ points plus 2 bonus points for a total of **9 points**.

Robert gets $0+2+4 = 6$ points

Klaus gets $0+1+4 = 5$ points

Sebastian gets $0+1+2 = 3$ points.

Write the points down on a piece of paper. Then setup the next round as usual. The player to the left of the current dealer becomes dealer for the next round.

End of the Game

At the end of the agreed upon number of rounds, the player with the **highest** total score wins. In case of a tie, simply play another round!

Building Card Abilities

The 8 Building cards have **different** abilities on their Now side. All abilities on the Then side are identical. These special abilities **cannot** be used if, and as long as, there is a Gargoyle on the Building card. They can be used again when the Gargoyle is removed.

Abilities of the Building cards' Then side

On the Then side, your Building card has the following abilities:

There is 1 **crest** depicted on the left. Every time you play a card with that crest, the player to your left must **draw 2 cards** from the draw pile.

There is 1 **Wall framing in a specific color** depicted on the right. Every time you play a card with that color, you may give **1 card from your hand** to another player of your choice who must add it to **his hand**.

You may use **both** of these abilities if you play a card with **both** the matching crest and color.

Abilities of the Building cards' Now side

On the Now side, your Building card has 2 crests depicted above 1 special ability:

Every time you play a card with one of these crests, you may use this special ability.

Overview of all special abilities:



Water Tower Friedberg

Draw **2 cards** from the draw pile and look at them. Then give both cards to **1 player** of your choice **or** give 1 card each to **2 different players**. You may keep one or both of these cards if you like.



Protestant Michaelis Church Bauernheim

Each **other** player must **draw 1 card** from the draw pile. You do **not** draw a card.



Protestant Church Fauerbach

All **other** players (not including you!) must compare their **hand sizes**. The player who has the **fewest** cards in hand must **draw 2 cards** from the draw pile. If 2 or more players have the fewest cards in hand, they each must draw 1 card from the draw pile. In any case, you do not draw any cards!



Protestant Parish Church Dorheim

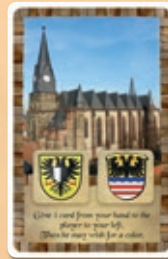
Swap Building Cards with another player of your choice. Then immediately take **another** turn.



Protestant Parish Church Bruchenbrücken

Name a **color**: red, blue, green or purple.

Each **other** player must either **show** you **1 card** from his hand with that color or **draw 2 cards** from the draw pile. Please note: this is not considered a wish for color!



Protestant City Church Friedberg

You may give **1 card from your hand** to the player to your **left**. In compensation for that, **he** may wish for a **color**.



Catholic Parish Church St. Jakobus

Place **1 card** from your **hand** and **1 card** from the **draw pile** (without looking at it) face down next to the Time Card. Every time you use this special ability again, add 2 more cards in this fashion to the existing pile, which is called the pool. The next player (including you!) to play a **Special Card** (Clock or Gargoyle) must take **all** the cards from the pool and add them to his hand.



Protestant Parish Church Ossenheim

Wish for a color. Then immediately take **another** turn. (You may use this special ability multiple times in a row, as long as you play cards with these symbols.)

The Buildings

Water Tower



The water tower on the Wartberg which was commissioned in 1928. The black and white photograph depicts the inauguration of the crypt on 10th of July 1932. For Germany, such a combination of a water tower and a memorial for fallen soldiers of both World Wars can only be found in Friedberg. Even in our times, the water tower still secures the water supply for the town. The elevated tank and the three ground basins in front of the



tower each have a capacity of 400 cubic meters of water.

B/W photograph: (City Archive Friedberg, photo collection)

Color photo: (City Archive Friedberg, photograph: Harald Herbert)

Protestant Michaelis Church Bauernheim



As its construction took part between 1250 and 1300, the core of the protestant Michaelis Church in Bauernheim is one of the oldest churches in the Wetteraukreis. Pulpit and gallery are from the early 18th century, the organ from 1899, though. The rechristening to Michaelis Church was made in 2001.

B/W photo: (City Archive Friedberg, photo collection)

Color photo: (City Archive Friedberg, photograph: Katja Augustin)



Protestant Church Fauerbach



Built around a mainly medieval choir the protestant church Fauerbach received its current appearance in the late 17th century. It is the core of a larger complex consisting of the churchyard, the first rectory (1731), and the prime location of the family of the Waisen von Feuerbach (Feuerbach orphans).

B/W photo: (Image Archive Foto Marburg)

Color photo: (City Archive Friedberg, photograph: Katja Augustin)



Protestant Parish Church Dorheim



The significant parts of the 1338, on a tower sub-base erected parish church, stem from the 18th century, like the congregation 1725/26 and the spire 1728. The pipe organ, installed in 1855, is the oldest of all incorporated city communities.

B/W photo: (City Archive Friedberg, postcard collection)

Color photo: (City Archive Friedberg, photograph: Winfried Eberhardt)



Protestant Parish Church Bruchenbrücken



In 1982 the town advisory board concluded that the protestant parish church be given the byname Erasmus Alberus, after the great reformer who was born in Bruchenbrücken. The church was erected in 1750/51 over the remnants of four predecessor buildings.

B/W photo: (City Archive Friedberg, postcard collection)

Color photo: (City Archive Friedberg, photograph: Winfried Eberhardt)



Protestant City Church Friedberg



The protestant city church „Unserer Lieben Frau“ („To Our Dear Woman“) was built in the economical prime of Friedberg between 1260 and 1410. Along with Elisabethkirche in Marburg it belongs to the largest hall churches of Hesse. Its most valuable interior objects among others are the tabernacle (1482-1484), the choir stalls (before 1350) and the 26 glass windows, the oldest of which date back to the late 15th century.

B/W photo: (City Archive Friedberg, postcard collection)

Color photo: (City Archive Friedberg, photograph: Dietrich Skrock)



Catholic Parish Church St. Jakobus in Ockstadt



The basilica St. Jakobus, built in 1909-1911, is a bold demonstration of the Ockstadt citizens' self-confidence by having a double tower façade – which is very unusual for a village church. Inside it houses equipment which originates from the church's unfinished precursor building – a rococo pulpit, baptistry font, and altars, all from the 18th century precursor build which never was completed then. Below the right side aisle of the church is the family tomb of the former local lords, the Reichsfreiherrn von und zu Franckenstein.



B/W photo: (City Archive Friedberg, postcard collection)

Color photo: (City Archive Friedberg, photograph: Winfried Eberhardt)

Protestant Parish Church Ossenheim



The Protestant Parish Church in Ossenheim. The „reconstruction“ in 1608 shaped the church to its current form. The font from the year 1200 points to the medieval precursor build.

B/W photo: (City Archive Friedberg, postcard collection)

Color photo: (City Archive Friedberg, photograph: Ortwin Musch)



Welcome the Tzar

For 2-4 players

For this game you need the following components:



16 person cards



4 reference cards



12 towers (color of no significance)

The Person Cards

On each Person card a member of the Tzar's family or a person close to the family is depicted. In the top left corner of the card you can find the Value of this person. The higher this value, the closer this person is to the Grand Duchess Olga. Olga herself has the highest value. On the bottom of the card you can find the ability text of a person. Each Person has a unique ability.



4 Overview Cards



The Overview cards give you a short overview of all cards in the game, as well as the abilities of each person. Additionally, a number in brackets tells you how many times this card is in the game.

Game Idea

At the beginning of the 19th century the Houses of Hesse-Darmstadt and the Tzar had a familiar relationship. The last height of this relationship was the marriage of Hessian Princess Alix with Tzar Nicholas II. in the year 1896. Afterwards a number of visits to her Hessian home followed. In this time the Tzar's family lived in the Grand Duchy's summer residence of the Friedberg Castle.

For Friedberg, the visit of the Tzar's family in 1910 was an exciting time. The citizens of Friedberg waited in front of the castle - anxiously awaiting the 4 daughters of the Tzar and the Tzarevitch himself emerging from the castle. And once they did, they wouldn't leave their side. Who will be closest to the Grand Duchess Olga?

Setup

Shuffle the 16 cards to form a face-down draw deck. Set aside the top card of the deck from the game without looking at it. If you are playing a two-player game, take three more cards from the top of the deck and place them to the side, face up. They will not be used during this round.

Each player draws one card from the deck. This is the player's hand, and it's kept secret from the other players.

The player who last visited the castle grounds, starts the game.

Flow of the Game

Welcome the Tzar is played in a series of rounds. The **starting player** goes first, then play continues **in clockwise order** around the table.

On your turn, draw the top card from the deck and add it to your hand. Now you have 2 cards in hand.

Play 1 of these 2 cards and place it in front of you. Keep the other card in hand.

Apply any effect on the card you played. You must apply its effect, even if it is bad for you.

All played cards remain in front of the player who played them. Overlap the cards so that it's clear in which order they were played. This helps you to figure out, which cards other players might be holding.

Once you finish applying the card's effect, the turn passes to the player on your left.

Knock Out

If a player is knocked out of the round, that player discards the card in his or her hand face up (do not apply the card's effect) and takes no more turns until the next round.

End of a Round

A round ends if the deck is empty at the end of a turn. The player with the highest ranked person wins the round. In case of a tie, all players involved win the game.

A round also ends, if all players but one are out of the round, in which case the remaining player wins.

The winner receives 1 tower of any color.

New Round

Shuffle all 16 cards together and play a new round following all the previous setup rules.

The winner of the previous round goes first. In case of a tie the youngest player goes first.

End of the Game

The game ends, when a player owns a certain number of towers.

The required amount depends on the number of players:

	2 Player	3 Player	4 Player
Towers	7	5	3

The player with the matching number of towers wins the game. In case of a tie, all players involved win.

The Persons

In general, follow these guidelines: If the ability of a person instructs you to choose a player, you may only choose a player that has not been knocked out of the current round yet. Also, you may only choose a player that is not protected by the **Maid of Honor Olga von Bützow**. Should all players be protected by her, then your card is played but with no effect. The exception to this is the **Tsarevitch Alexeij**. **If you play him, you have to choose yourself for this effect.**



Grand Duchess Olga

Olga, born in 1895, was the oldest daughter of Nicholas and Alexandra. She was deemed to be literate, spontaneous and witty, and she was a good tennis player.

(photo: Stadtarchiv Friedberg)

Grand Duchess Olga has the highest rank. If you discard or play her, no matter how or why, you are knocked out of the round.



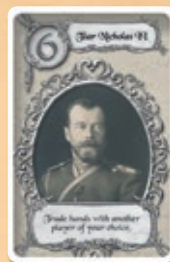
Tsarina Alexandra

Alice Viktoria Helene Luise Beatrice, called Alix by the common people, was born 1872 in Darmstadt as the daughter of Grand Duke Ludwig IV. and Princess Alice of Great Britain and Ireland. At her sister Elizabeth's wedding in St. Petersburg 1884 she met Nicholas, whom she married in 1894. After she converted to the Russian-Orthodox faith, she called herself Alexandra Feodorowna. The couple had five children: Olga, Tatjana, Marie, Anastassia, and Alexeij.

(photo: Stadtarchiv Friedberg)

Unlike other cards, which take effect when played, the text on **Tsarina Alexandra** applies while she is in your hand. In fact, she has no effect, when you play her. If you ever have Tsarina Alexandra and either Tsar Nicholas or Tsarevitch Alexeij in your hand, you must play Tsarina Alexandra.

You do not have to reveal the other card in your hand. Of course, you can also play Tsarina Alexandra even if you do not have one of the other 2 cards in hand.

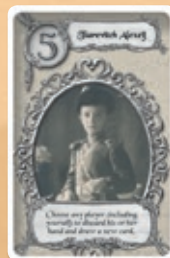


Tsar Nicholas II.

After the sudden death of his father, Tsar Alexander III., Nicholas, who then was just 26 years old, became his successor and was crowned as Tsar Nicholas II. in 1896. As he was unable to avoid Russia's entry into war in 1914, he had to resign on March 15th 1917. He and his family were deported to Siberia.

(Foto: Stadtarchiv Friedberg)

When you play **Tsar Nicholas**, trade the card on your hand with the card held by another player of your choice. You cannot trade with a player who has been knocked out of the round, nor with someone protected by the Maid of Honor.



Tsarevitch Alexeij

When he was born in 1904, Alexeij was the long-awaited male heir to the throne after four sisters. At the day of his birth he was given the imperial title of heir to the throne and tsarevitch by declaration. The life of the tsarevitch, who was described as spoiled, impetuous, and

undisciplined, was overshadowed by a blood sickness he inherited from his mother, haemophilia.

(photo: Stadtarchiv Friedberg)

When you play **Tsarevitch Alexeij**, choose a player still in the round (including yourself). That player discards his or her hand (do not apply its effect) and draws a new card. If the deck is empty, that player draws the card that had been set aside at the start of the round.

If all other players are protected by the Maid of Honor, you must choose yourself.

If someone has to discard Grand Duchess Olga this way, he is knocked out of the round.



Maid of Honor

Olga von Bützow was the maid of honour of Tsarina Alexandra and thus responsible for supervision and education of the tsar's children.
(photo: Stadtarchiv Friedberg)

When you play the **Maid of Honor**, you are immune to the effects of other players' cards until the start of your next turn. If all players other than the player whose turn it is are protected by the Maid of Honor, the player must choose him- or herself, if possible.



Grand Duke Ernst Ludwig

In 1892, Ernst Ludwig, then 23 years of age, overtook the affairs of state as Grand Duke of Hesse-Darmstadt. He was the most important friend and confidant for his sister, who was 4 years his junior. He was described as an extraordinary lovable, joyful, talented, creative, and characterful person.

(photo: Stadtarchiv Friedberg)

When you play **Grand Duke Ernst Ludwig**, choose one other player still in the round. You and that player secretly compare your hands. The player with the lower rank is knocked out of the round. In case of a tie, nothing happens. If all other players still in the round are protected by the Maid of Honor, this card does nothing.



Monk Rasputin

1906 the Tsarina got under the spell of Girgorij Jefimowitsch Nowyjis, called Rasputin, a farmer from Siberia, who was hardly able to read and write. He had knowledge of healing herbs, though, and his demeanour and his prophecies earned him the reputation of a „holy man“.

Proof exists that he was able to stop the tsarevitch's internal bleedings, obviously by hypnosis. He gained great influence at the court and was referred to as „the invisible ruler of the empire“. In December 1916 Rasputin was murdered by Prince Jusupow and two co-perpetrators.

(photo: Staatsarchiv Darmstadt)

When you play **Monk Rasputin**, you can look at one other player's hand if that player is not protected by the Maid of Honor. Do not reveal the hand to all players.



Personal Sailor Derewenko

Apart from the security service provided by the Russian secret police for the whole family, the tsarevich had also his personal body servant, Derewenko. He was always close by and made sure that the tsarevitch would not stumble which could have lead to incurable wounds.

He was described as friendly and caring, so he was not bothered by the large number of Friedberg children who were always revolving around the tsar's children.

(photo: Stadtarchiv Friedberg)

When you play **Personal Sailor Derewenko**, choose a player and name a card (other than Personal Sailor Derewenko). If that player has that card in hand, he is knocked out of the round. If all other players still in the round are protected by the Maid of Honor, this card does nothing.

Mein Friedberg Skat

For 3(-4) players

Skat is a very complex game. For a first introduction we recommend to read the Wikipedia page:

[https://en.wikipedia.org/wiki/Skat_\(card_game\)](https://en.wikipedia.org/wiki/Skat_(card_game))



Idol made from clay, around 5,500 B. C.

These little clay figures of human and animal shapes (idols) from the neolithic period were made by the first crop farmers in Hesse, which settled 7,500 years ago in Wetterau (for example close to Nieder-Mörlen and Friedberg-Bruchenbrücken). They were named after the ornaments on their earthenware: "Bandkeramiker" (Linear Pottery Culture).

(Wetterau Museum, Photograph: Hiltrud Hiltrud A. M. Hölzinger)



Semi-processed neck ring, celtic, 450-370 B.C.

Single find (around 1906) on the southern slope of Glauberg. Long before the sensational discovery of the celtic princely tombs on the Glauberg in the year 1994 an unfinished bronze work of a neck ring was found in 1906 on the southern slope of the Glauberg. This neck ring is the most important testimony of early celtic art of the Glauberg. It depicts three Janus-faces, the middle one is flanked by two lions with their teeth bared. The design of the lions points to connections with the Persian Empire.

(Wetterau Museum)



Small relic box on lion feet, 15th century

This wooden box, resting on four miniature lions contain relics and stones from the Holy Land, wrapped in green silk and inscribed parchment. It was auctioned away in 1822 when the protestant congregation sold the church treasury. In 1956, by financial support of the Hesse state, it could be bought from private ownership for the Wetterau Museum.

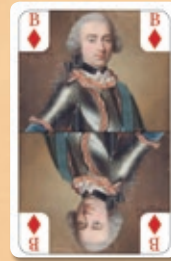
(Wetterau Museum, photograph: Johannes Kögler)



Angel of Annunciation, 1482

The Angel of Annunciation was a part of the late Gothic tabernacle which was created by Hans von Düren and was located in Friedberger Town Church "Unserer Lieben Frau". Today, for safety reasons, just a copy can be found there.

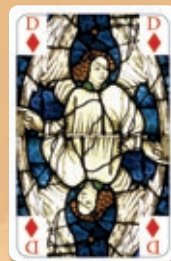
(On loan from protestant congregation Friedberg in Wetterau Museum, photograph: Johannes Kögler)



Portrait of Johann Maria Rudolph Reichsgraf Waldbott von Bassenheim (1731-1805), burgrave of Friedberg 1777 to 1805

Friedberg Castle, as sovereignty subordinate directly to the Kaiser, was ruled until 1806 by a burgrave who was appointed for life. In the mandate of the second to last burgrave for example the neo-classical castle church was erected (the work began 1782, but the church was finished only in 1808).

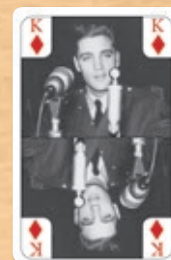
(Wetterau Museum, photograph: Johannes Kögler)



Tower Angel, fragment of a glass painting from Friedberger Town Church "Unserer Lieben Frau", around 1430/40

Until 1896 the glass painting was located in the eastern window of the northern transept. Today there is, above the baptistery, the window created in 1963 by Charles Crodel, which depicts the baptism of Christ.

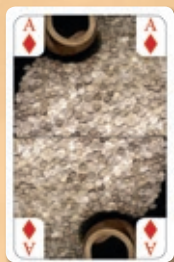
(Wetterau Museum, photograph: Johannes Kögler)



Elvis Presley, October 2nd 1958

This photo of Elvis Presley was made at the press conference given at his arrival in Friedberg on October 2nd 1958 in Ray Barracks (building 3628) which around 150 international reporters were attending. A day before, Elvis Presley had arrived in Friedberg by train from Bremerhaven.

(City Archive Friedberg, photograph: Horst Schüßler)



Roman coin treasure from castellum Ober-Florstadt; there were buried 1136 Denarii dating from the first century B.C. to the third century (buried in the year 233)

The sum approximates the annual salary of 5 soldiers. The coin hoard indicates the years beginning 231 AD, when larger hordes of

Germanics invaded roman territory. It culminated into a large-scale devastation of the Limes area in the surrounding Wetterau, where military installations as well as civilian towns were destroyed. The Soldiers who buried their money in 233 never got to dig it out later.

The coin treasure was discovered in November 1984 on a freshly ploughed field.

(Wetterau Museum, photograph: Johannes Kögler)



100-piece puzzle:
Landmarks of the city of Friedberg

Credits:

Graphic Design & Layout: Fiore GmbH, www.fiore-gmbh.de

Box design based on a concept by Hans-Georg Schneider

Realisation: Klaus Ottmaier & Sebastian Hein

English Translation: Michael Kröhnert, Benjamin Schönheiter

Expertise, Image Selection and Historical Texts: Johannes Kögler (Wetterau-Museum) and Lutz Schneider (Stadtarchiv Friedberg)

© 2016 Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Deutschland.

All rights reserved.

„Friedberg Mau Mau“ is based on „Vampir Mau Mau“ by Peter Neugebauer released by Pegasus Spiele.

© 2014 Pegasus Spiele GmbH

„Love Letter – Welcome the Tsar“ is based on „Love Letter“ by Senji Kanai released by Pegasus Spiele under license of Alderac Entertainment Group. © German Edition 2015 Pegasus Spiele GmbH

Reprinting and publishing of game rules, game components or illustrations without permission of Pegasus Spiele is prohibited.

Pegasus Spiele wants to extend its sincerest thanks to the city of Friedberg, Mr. and Mrs. Schuchardt, Mr. Kögler, Head of the Wetterau-Museums, and Mr. Schneider, Head of the City Archive.

Wir machen Spaß!
www.pegasus.de



/pegasusspiele

800 Jahre Friedberg

Kupferstich von Matthaeus Merian aus Martin Zeillers und Matthaeus Merians
„Topographia Hassiae et Regionum Vicinarum“, Frankfurt am Main 1646, nach einer Vorlage von 1605



Copper engraving by Matthaeus Merian from Martin Zeiller's and Matthaeus Merian's „Topographia Hassiae et Regionum Vicinarum“, Frankfurt am Main 1646. Original size approx. 20 x 32.5 centimetres.

Merian did not draw Friedberg on location, but used a template drawn by Wilhelm Dilich which in 1605 was published as an etching in the latter's book „Hessian Chronica“ in Kassel. As a masterful engraver Merian skillfully transformed Dilich's source to great effect. Thus the Merian engraving became the best-known cityscape of Friedberg. The view shows the then independent parts of the imperial castle and the Reichsstadt as a single unit. Friedberg's elevated location overlooking the little river Usa is depicted as a fortified town (with walls, towers, and gates) as seen from the northeast. Of the prominent and strongly emphasized buildings only the Stadtkirche (city church) and the Adolfssturm remain; just the Red Tower bears witness of the town fortification, though large parts of the castle's fortification are still intact. The centerpiece of the drawing is a group of houses, the „Siechenhaus“, a medieval plague hospital for languishing patients (lepers and people suffering from the plague etc.), which usually is erected outside of cities to protect the rest of the population against infection. It was destroyed during the Thirty Years War and probably had vanished completely when the drawing was published. This, too, indicates that the image shows the situation of the year 1605 and not the conditions of 1646.