PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 1

Pizzle Master Rules

3–5 players | Kuttenberg, 1403 | Revised 29 October 2026

Build your holdings, bluff with powerful Major Companions and interfere with your rivals. These rules cover the tabletop game, including Companion abilities, challenges and Kuttenberg cards. An individual card may create a specific exception to a general rule.

Winning the game

To win, reach or exceed the Victory Point target. Owning a Tavern or St. Barbara's Cathedral is not required.

Players VP target

3 10

4 9

5 8

Source VP

Merchant's Store or Smithy 1

Tavern 1

St. Barbara's Cathedral 2

Each Major except Jobst 1

Jobst 0

Minor Companion 0

Companion VP comes from the real Majors you currently hold, not from claims or bluffs. Count hidden and revealed Majors alike. Losing a scoring Major removes its 1 VP; its replacement Minor gives no VP. Recalculate after an exchange, transfer or other change of ownership.

Upgrades and scoring Major Companions can together help you reach the target. The game ends immediately once a resolved action leaves a player at or above the target. Do not finish the round or give other players a final turn.

Player pieces

Pieces per player 3 players 4 players 5 players

Trader's Stall 4 3 3

Merchant's Store 4 3 3

Miner's Workshop 4 4 3

Smithy 4 4 3

Tavern 3 3 3

St. Barbara's 1 1 1

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 2

Setup and round structure

Setup

1. Place the board in the centre. Shuffle the Kuttenberg deck and turn over three cards to form the Market. Shuffle the Major and Minor Companion decks separately.

2. Each player takes their colour's building pieces and Reputation token. Return unused building pieces to the box. Put the Groschen in a shared Bank.

3. Give every player 5 Groschen (5G) and two face-down Major Companions. Players may inspect their own Majors but keep them hidden.

4. After inspecting their Majors, each player chooses Honourable or Notorious and places their Reputation token with that side face up.

5. Choose the First Player randomly and give them the First Player marker.

6. Beginning with the First Player and continuing clockwise, each player places one free Trader's Stall or Miner's Workshop on an available ordinary building slot. Take the piece from that player's supply.

Round 1

There is no Income Phase in Round 1: no universal income, holding income or district bonuses. Beginning with the First Player, each player takes one normal turn clockwise.

Round 2 onwards

Move the First Player marker one place clockwise. Resolve income for all players, then the end-of-income card window. The new First Player begins, and turns continue clockwise.

Income Phase

All players receive income together. Add 1G universal income, income from active holdings, District Control and Specialisation bonuses, and any other applicable bonuses. Apply disruptions and other restrictions before paying income.

Add income to the Groschen you already have. Unspent money carries over; an Income Phase does not reset your balance.

End of income card window

After everyone receives income and before the First Player acts, players may play eligible Tanner, Herb Woman and Drunken Lout cards held before this window. These cards have their own timing and may be played even when it is not your turn. Resolve their effects before normal turns begin.

There is no such window in Round 1, because Round 1 has no Income Phase. Normal card purchase restrictions still apply.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 3

Turns and Reputation

Taking a normal turn

You may perform the following in any order:

• Use or claim one active Companion ability, from a Major or an eligible Minor.

• Purchase and play eligible Kuttenberg cards.

• Build and upgrade, including multiple purchases if you can afford them.

• Use available Tavern actions.

None is compulsory. You may take some, all or none of these actions, and may pass. Specific abilities or cards may impose a sequence or restriction.

Passive and reactive effects

Passive and reactive Companion abilities may be used when their trigger occurs, including during another player's turn. They do not use your normal active Companion ability. Reputation restrictions and effects that suppress Companion abilities still apply.

A Major's Honourable ability is available while you are Honourable; its Notorious ability is available while you are Notorious. Jobst's Intervention is available with either Reputation. A Minor works only while your Reputation matches its printed alignment.

Voluntarily changing Reputation

Instead of a normal turn, you may change your Reputation. Flip your token, take no other actions that turn, and place a Disruption counter on the token.

At your next Income Phase, receive no income of any kind: no universal income, holdings, district bonuses or other income bonuses. Remove the counter after that Income Phase.

A Reputation change caused by a Companion or Kuttenberg card does not use the whole turn or suppress your next income unless its text specifically says so.

Money and public information

Groschen, buildings, Reputation, face-up Minors and temporary disruptions are public. Your hand of Kuttenberg cards and face-down Major identities are secret. A Major shown to the table and then returned face down must be remembered by the players; it does not stay face up permanently.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 4

Buildings and district income

Building Cost Income VP

Trader’s Stall 4G 1G 0

Merchant’s Store 7G upgrade 2G 1

Miner’s Workshop 4G 1G 0

Smithy 7G upgrade 2G 1

Tavern 9G 2G 1

St. Barbara’s 20G 4G 2

Building and upgrading

Build only on a legal empty site, using an available piece from your supply. Ordinary district slots hold Trader’s Stalls, Merchant’s Stores, Miner’s Workshops and Smithies. Taverns and St. Barbara’s use their designated sites.

Upgrade a Trader’s Stall to a Merchant’s Store, or a Miner’s Workshop to a Smithy, by paying 7G and replacing the basic piece on the same site. Remove the basic piece from the game; do not return it to your supply. The upgrade cost is additional to the original 4G: total investment is 11G.

You may build or upgrade multiple times in one turn if you have enough money, pieces and legal sites. Discounts apply only as described by the relevant ability or card.

District Control

Each district has five ordinary building slots. A player who owns at least three of those five holdings controls the district and receives +1G per Income Phase. Taverns and St. Barbara’s do not count.

District Specialisation

A district is specialised when all five ordinary slots are occupied by Trade holdings (Trader’s Stalls and Merchant’s Stores), or all five by Mining holdings (Miner’s Workshops and Smithies). Every player with at least one holding in that specialised district receives +1G per Income Phase.

Control and Specialisation are separate bonuses and may both apply. A full district containing a mixture of Trade and Mining holdings is not specialised.

St. Barbara’s Cathedral

St. Barbara’s may only be built on its designated site. Once occupied, no other player may build it. It provides 4G income and 2 VP, and satisfies the special ownership condition for victory. It does not count towards district bonuses.

District disruptions

Tourney, Mercenary and Markvart prevent the affected district’s income at the next Income Phase, including Control and Specialisation bonuses. Other districts and universal income are unaffected. Remove the disruption after that Income Phase. Follow any stated exclusions for Taverns and St. Barbara’s.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 5

Taverns and the Kuttenberg Market

Taverns

A Tavern costs 9G, gives 2G income and is worth 1 VP. Each player may own at most three Taverns. Each usable Tavern gives one gambling opportunity and one assassination attempt per turn; these are separate opportunities.

A newly purchased Tavern is available immediately. During that same turn, you may gamble at it and hire an Assassin from it, provided you can pay the costs. You do not have to wait until your next turn. The usual one gamble and one assassination attempt per Tavern per turn still apply.

Gambling

Stake 1G to 4G at one of your Taverns and flip a coin. Heads: receive twice the stake, including the money staked, for a net gain equal to the stake. Tails: lose the stake. Each Tavern may be used for gambling once per turn. Wayward Noble has a separate 2G maximum.

Hiring an Assassin

Pay 5G and choose another player. Unless blocked, they lose one Companion, with Majors lost before Minors. Each Tavern permits one assassination attempt per turn. Jobst’s Intervention and relevant defensive cards can block the attempt. Resolve removal and any Minor replacement as described under Losing Companions.

Purchasing Kuttenberg cards

The Market contains three face-up cards. Pay a card’s price, add it to your hand, and immediately replace it with the top card of the Kuttenberg deck. The new Market card is immediately available for purchase.

You may purchase multiple cards in one turn, but may never hold more than three Kuttenberg cards at once. A card purchased during your turn cannot be played during that same turn.

Playing and retaining cards

Ordinary action cards are played during your turn. Reactive cards are played when their stated trigger occurs. Tanner, Herb Woman and Drunken Lout are played in the end-of-income window. A card’s specific timing overrides the general turn rule.

After a one-use card resolves, place it face down at the bottom of the Kuttenberg deck. A card that says to keep it stays in your hand until its later use or trigger; it continues to count towards the three-card hand limit. When used, return it to the bottom of the deck.

John of Liechtenstein offers two alternative uses, not two separate uses. Choose either Spy or Protected Challenge, then discard him to the bottom of the Kuttenberg deck.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 6

Major Companions Žižka and Sigismund

You begin with two hidden Majors. You may claim a bluffable Major ability without actually holding that Major. Assault is an exception: it requires genuine Žižka and proof on declaration. Active abilities use your one active Companion ability for the turn.

Jan Žižka worth 1 VP

Protect — Honourable, passive. Claim Protect when Sabotage, Carouse or Assault targets your holdings. It blocks the effect and does not use your normal active ability. A Protect claim can itself be challenged under the normal challenge rules.

Sabotage — Notorious. Pay 2G to destroy another player's Trader's Stall or Miner's Workshop. Return the destroyed piece to its owner's supply. Merchant's Stores and Smithies cannot be Sabotaged.

Assault — Notorious. Once per player per game, pay 9G and reveal a genuine Žižka to take another player's Merchant's Store or Smithy. Assault cannot target basic holdings, Taverns or St. Barbara's. Prove and pay for the action on declaration, then resolve the defensive response before any transfer.

Honourable Žižka's Protect can block Assault. An active Blacksmith's Son can instead be discarded for a coin flip: heads blocks Assault; tails lets it resolve. The Son is lost either way. If blocked, there is no holding or VP transfer.

If Assault succeeds, the targeted upgraded holding changes ownership. Its income, VP and contribution to district bonuses belong to its new owner. Return Žižka face down after showing him. The once-per-player restriction remains even if you later lose or exchange Žižka.

Sigismund worth 1 VP

Execution — Honourable. Pay 4G to remove one of another player's Companions. Majors must be lost before Minors. Jobst's Intervention may block Execution.

Forced Labour — Notorious. Receive a 1G discount on your first build or upgrade that turn.

Insurrection — Notorious. Pay 6G to remove one of another player's Companions. Majors must be lost before Minors. Insurrection cannot be blocked.

Choose Forced Labour OR Insurrection for your active ability; you cannot use both in the same turn.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Major Companions Hus Wenceslaus and Jobst

Jan Hus worth 1 VP

Confession — Honourable. Pay 1G. Once per round, change your own or another player's Reputation. This change does not impose the voluntary-change turn or income penalty.

Carouse — Notorious. Pay 7G to take another player's Tavern. Replace their Tavern piece with one of your own; you become its owner for all normal purposes. Honourable Žižka's Protect may block Carouse. Blacksmith's Son cannot block it. You cannot Carouse if you already own three Taverns.

Wenceslaus IV worth 1 VP

Royal Mint — Honourable. Take 1G from the Bank. Use as your active Companion ability.

Tourney — Notorious. Choose a district and mark it with Disruption. At the next Income Phase, holdings in that district produce no income and its Control and Specialisation bonuses are not paid. Universal income and income from unaffected districts remain payable. Remove the counter after that Income Phase.

Jobst worth 0 VP

Exchange - Honourable. Draw and secretly inspect one new Major. Consider it with your current Majors and keep the number you held before: with two Majors, keep two of three; with one, keep one of two. Any current Major, including Jobst, may be exchanged away except the Charlatan. The Charlatan cannot be returned to the Major deck: if he is in the pool, you must keep him. Return the unwanted card face down to the bottom of the Major deck. This does not restore a lost Major slot. Recalculate VP from the cards retained.

Intrigue - Notorious. Secretly inspect one Major belonging to another player, then return it unchanged and hidden. No card is exchanged. Normal targeting, claim and challenge rules apply.

Intervention - Either Reputation, passive. Claim Jobst to block an Execution or Tavern Assassination against you. This does not use your active ability. Intervention cannot block Insurrection.

Jobst is worth no VP whether hidden or revealed. His abilities remain available normally.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 8

Bluffing challenges and losing Companions

Who may challenge

A player with at least one hidden Major may challenge any bluffable Major claim for which they are eligible. A player with no hidden Major but at least one Minor may challenge only a claim directed at them or their holding, or a defensive Major claim made to block their own action. Minor-only players cannot challenge general claims, such as Jobst's Exchange or Tourney (Tournament), or another player's self-targeted Confession. A player with no stakeable Companion cannot make an ordinary challenge.

For a claim directed at a player or their holding, only that player may challenge. For a defensive Major claim blocking an action, the player whose action is blocked may challenge. For a general claim, any opponent with a hidden Major may challenge. Give eligible players a chance to challenge each new bluffable Major claim, including reactive defence claims. A previous truthful claim does not prevent a later challenge. If nobody challenges, resolve the claim normally.

When the claim is true

The claimant shows the genuine Major to the table. A challenger with a hidden Major loses one Major under the removal procedure below. A Minor-only challenger loses one face-up Minor; if they have more than one, the truthful claimant chooses which is lost. Lost Minors are not replaced. The proven claim then resolves normally: a direct action continues, including any applicable defensive response, or a truthful defence blocks the action as normal.

The claimant may keep the proven Major or place it face down at the bottom of the Major deck and draw a hidden replacement. If kept, return it face down after showing it. Its identity is remembered by the players; it does not remain permanently face up. Exchanging a proven Major is not a loss and does not give a Minor replacement.

When the claim is a bluff

The claimant admits the bluff and the player losing a Major chooses one of their face-down Majors blindly. Online, the game makes this choice randomly and blindly. Reveal the chosen card to everyone, then put it face down at the bottom of the Major deck. Draw the claimant's Minor replacement as normal.

John of Liechtenstein exception

John permits one protected challenge with no Companion at risk, including when you have no Majors or no Companions. Follow the normal target restrictions, but the ordinary Companion eligibility restrictions do not apply. If you are wrong, lose no Companion. After either a protected challenge or his Spy use, return John to the bottom of the Kuttenberg deck.

Removing a Companion

Majors must be lost before Minors. When an attack removes a Major, the player losing it chooses one of their face-down Majors blindly; online, the game makes this choice randomly. For a failed bluff, the player losing a Major chooses blindly. For an unsuccessful challenge, the truthful claimant chooses which of the challenger's hidden Majors is lost. Show the chosen Major to the whole table, then place it face down at the bottom of the Major deck.

Whenever a Major is lost, immediately draw one face-up Minor, including when that Major was gained through Ulrich. There is no lifetime one-replacement-per-starting-slot limit. An exchange itself draws no replacement Minor. A scoring Major loses 1 VP; Jobst loses none. All Minors score 0 VP.

Lost Minors are not replaced.

Minor-only players retain the limited challenge rights described above. A player with no Companions remains in the game and may receive income, build, upgrade, use Taverns, buy and play Kuttenberg cards, gain building VP and win. John's protected-challenge exception remains available. These changes affect challenge eligibility and the Companion staked only; all other challenge penalties and blocking rules remain in force.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 9

Disruption timing and Minor Companions

Disruption counters

Place a counter on the affected token, district, Tavern or Companion area. A counter is a reminder: the effect that

placed it determines exactly what is blocked and when the restriction ends.

Effect Duration

Voluntary Reputation change No income at your next Income Phase; then remove.

Tourney Mercenary or Markvart No affected district income at the next Income Phase; then remove.

Tanner No new building or upgrading in the chosen district for the coming

round; then remove.

Herb Woman No active or passive Companion abilities for the chosen player during

the coming round; then remove.

Drunken Lout The targeted player forfeits the Tavern’s most recent income and cannot gamble or hire an Assassin at any of their Taverns this round.

Tanner, Herb Woman and Drunken Lout are played at the end of an Income Phase. They do not reverse income

already paid. The targeted player cannot gamble or hire an Assassin at any of their Taverns during the coming round. They forfeit the Tavern’s most recent income as stated on the card.

Using Minor Companions

Minors are face up, worth 0 VP and cannot be bluffed. An ability is available only while your Reputation matches

the Minor’s printed alignment. Active Minor abilities use the same one-active-Companion-ability allowance as

Majors. Passive and reactive effects do not use that allowance.

A Reputation change does not change a Minor’s alignment. It may activate or deactivate the card. Herb Woman

suppresses active, passive and reactive Companion effects for the whole affected round.

Discard a Minor only when its effect says to, or when it is removed. It is not replaced. Blacksmith’s Son’s ordinary

Sabotage defence does not consume him; his Assault defence does.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 10

Minor Companion reference

Archbishop of Prague Honourable

Counsel. Pay 1G and flip a coin. Heads: change your own or another player’s Reputation to Honourable or Notorious. Tails: no effect.

Barbara of Cilli Honourable

Court Connections. Swap one Kuttenberg card from your hand with one face-up Market card.

Blacksmith’s Son Honourable

Unlikely Hero, passive. When Sabotage targets you, flip a coin: heads blocks it; tails has no effect. Cannot block Carouse. Against Assault, you may discard him and flip a coin: heads blocks it; tails lets Assault resolve. He is consumed either way.

Hynek Dry Devil Notorious

Intimidate. Choose another player and flip a coin. Heads: they cannot use any Companion effects, including passive effects, until the end of their next turn. Tails: no effect.

Hanuš of Leipa Notorious

Plunder. Flip a coin. Heads: gain 2G. Tails: no effect.

Markvart von Aulitz Notorious

Raid. Choose an ordinary district and flip a coin. Heads: it produces no income at the next Income Phase, including district bonuses. Tails: no effect. Cannot target Taverns or St. Barbara’s.

Otto von Bergow Notorious

Royal Writ. Pay 2G and flip a coin. Heads: take another player’s Trader’s Stall or Miner’s Workshop. Tails: no effect.

Racek Kobyla Honourable

Stewardship. Flip a coin. Heads: reduce the cost of one build or upgrade by 1G that turn. Tails: no effect.

Sophie of Bavaria Honourable

Unwavering Faith, reactive. When another player attempts to turn you Notorious, flip a coin. Heads: remain Honourable. Tails: change normally.

Wayward Noble Notorious

Loaded Dice. Use instead of a Major ability when gambling at a Tavern. Flip twice and choose either result. Maximum stake 2G. This uses your active Companion ability.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 11

Kuttenberg card reference A to G

Arsonist 2G

Destroy one Trader’s Stall or Miner’s Workshop. Cannot be blocked.

Baker 1G

Gain 2G.

Bailiff 1G

Each other player pays you 1G.

Bandit 1G

Choose a district; steal 1G from every other player represented there.

Bathhouse Wench 2G

Change yourself or another player from Honourable to Notorious.

Beggar 1G

Take 1G from each of two different players.

Bishop 1G

Receive a 3G discount when building St. Barbara’s.

Cutpurse 1G

Steal 2G from another player.

Drunken Lout 1G

Play at the end of the Income Phase. Choose one Tavern owner. They forfeit that Tavern’s most recent income and cannot gamble or hire an Assassin at any of their Taverns during the coming round.

Eloquent Scribe 2G

Inspect another player’s Major. You may swap it with one of your own Majors.

Executioner 1G

Reduce the cost of one attempted Execution or Tavern Assassination by 3G.

Gravedigger 1G

Keep this card. When one of your Companions is killed, discard it and gain 3G.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Pizzle | 12

Kuttenberg card reference H to R

Herb Woman 1G

Play at the end of the Income Phase. Choose one player. They cannot use active, passive or reactive Companion abilities during the coming round.

Hostile Takeover 6G

You must own at least one unupgraded Trader's Stall or Miner's Workshop to play this card. Choose another player's Merchant's Store or Smithy. Flip a coin. Heads: take ownership. Tails: no effect.

Intercession 3G

Block one Execution or Tavern Assassination. Cannot block Insurrection.

John of Liechtenstein 1G

Keep this card. Choose one use: Spy, secretly inspect a total of two Majors belonging to other players; OR Protected Challenge, challenge an eligible Major claim with no Companion at risk. You may use the protected challenge with no Majors remaining. Discard after either use.

Land Dispute 1G

Swap the locations of two players' Trader's Stalls or Miner's Workshops.

Land Grab 4G

Take another player's Trader's Stall or Miner's Workshop.

Mercenary 2G

Choose one district. It produces no income at the next Income Phase, including Control and Specialisation bonuses.

Miller 2G

Choose a player with one or more Kuttenberg cards. Take one at random from their hand. Observe your hand limit.

Monk 2G

Change yourself or another player to Honourable.

Poacher 1G

Flip a coin. Heads: take 4G from one player. Tails: lose 1G.

Refugee 1G

Choose a Tavern owner; they pay you 2G. If they own St. Barbara's, they pay you 4G instead.

Royal Decree 1G

Move your own or another player's Trader's Stall or Miner's Workshop to an empty ordinary slot in another district.

PIZZLE | MASTER RULES | 29 OCTOBER 2026

Kuttenberg card reference S to W

Silver Tongue 2G

Change your own Reputation from Honourable to Notorious, or from Notorious to Honourable.

Tanner 1G

Play at the end of the Income Phase. Choose one district. No new buildings or upgrades may be made there during the coming round.

Tone Deaf Bards 1G

Take 1G from every Tavern owner.

Ulrich Vavak 6G - Subterfuge

Choose one use when played. A: Secretly inspect one opposing Major. You may exchange it for one of your Majors or return it unchanged; exchanged Majors remain hidden.

B: Choose another player with a Major and flip a coin. Heads: exchange one of your face-up Minors for one of that player's hidden Majors. The Minor stays face up and the received Major stays hidden. Tails: nothing happens; no opposing card is inspected or revealed. You may choose this use even if you have no Majors.

Ulrich is consumed after either use, including tails or declining the optional exchange. His 6G is the purchase price, not an extra play cost. An exchange draws no replacement Minor immediately. Recalculate both players' VP and available abilities; a Major gained this way grants a replacement Minor if later lost. Both exchanges replace cards within the two Companion slots. The normal purchase timing and three-card hand limit apply.

Unexpected Windfall 1G

Gain 1G for every Trader's Stall or Merchant's Store you own.

Watchman 1G

Prevent one Sabotage or Assault against one of your holdings.

Quick reminders

- Victory targets: 10 VP with three players, 9 with four, 8 with five. No Tavern or Cathedral is required.
- Each Major scores 1 VP except Jobst, who scores 0. All Minors score 0.
- With a hidden Major, challenge normally. With Minors only, challenge claims against you or your holding, or Major defences blocking your action. No stakeable Companion means no ordinary challenge. John provides a protected exception.
- Removed Majors are chosen unseen, revealed to everyone, then bottom-decked. Each lost Major gives a face-up Minor, including a Major gained later through exchange.
- A truthful claimant may keep the shown Major face down or exchange it for a hidden replacement.
- Tanner, Herb Woman and Drunken Lout are played after income, before the First Player acts.
- Income is added to existing money. Unspent Groschen carries over.
- Bought cards cannot be played on the turn of purchase. Hand limit three.