

How to use this reference sheet

Assumption:

- This reference sheet assumes that you have read the complete rules of the game and are familiar with how the game works

This reference sheet is useful when:

- You have not played the game for some time and do not remember all the rules details (e.g. starting money, scoring methods)
- You are teaching the game and want to give a simple and structured overview

The concise reference sheets are submitted to their respective game entries at www.boardgamegeek.com. The complete set is also submitted to the "Sid Meier's Civilization: The Board Game" (Fantasy Flight Games) game entry, for the convenience of those who wish to download all in one go.

Please send a message to my Boardgamegeek mailbox if you find any errors or have any comments. My username is hecose.

Blog: hiewandboardgames.blogspot.com

Games covered:

1. 10 Days in Asia
2. 1960: The Making of the President (new in v12)
3. 7 Wonders (typo corrected in v12)
4. A Game of Thrones
5. A Game of Thrones: A Clash of Kings
6. Acquire
7. Africa
8. Age of Empires III
9. Age of Steam (2nd edition)
10. Agricola
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15. At the Gates of Loyang
16. Automobile
17. Axis & Allies: Battle of the Bulge
18. Axis & Allies: Guadalcanal
19. Axis & Allies Europe 1940 (new in v12)
20. Axis & Allies Global 1940 (new in v12)
21. Axis & Allies Pacific 1940 (enhanced in v12)
22. Babel
23. Barbarossa
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29. Brass & 2P variant
30. Britannia

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170. Witch's Brew
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10 Days in Asia

Start:

- Players simultaneously take 10 tiles. Take one and place on rack in any position before the next.
- Remaining tiles form draw pile, 3 tiles form 3 discard piles.

Turn:

- Draw tile from draw pile or top of discard pile. If draw pile exhausted, shuffle all except top of discard pile to form new draw pile.
- May replace with any tile on hand.
- Discard to one of the draw piles.

Winner:

- Each day is connected, forming a 10 day journey
 - Start and end with country
 - Same country, if any, not adjacent
 - Transportation tiles not adjacent
 - Connections:
 - Walking across border
 - Take ship between countries bordering same sea
 - Take flight between countries in same colour
 - Take train between countries sharing same railway

Others:

- Countries connected by bridges and ferries are considered bordering each other.

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1960: The Making of The President

Start:

- Kennedy in Massachusetts, Nixon in California. 2 momentum markers each. 10 cubes each into bag.

General principle: Always need to completely remove opponent's cubes / markers before adding your own.

Normal Turns:

1. Initiative phase. Gain cards, 5 before Debates, 6 after. Do initiative check (draw cubes from bag till 2 cubes of same colour drawn), winner decides who goes first.
2. 5 activity phases. Options:
 - a. Play card as event. Keep as reminder if persistent event, else remove from game.
 - b. Play card for Campaign Points (CP), which must be spent on 1 type of activity:
 - i. Campaign in states. Add cubes to state(s) in region where candidate is, or move candidate, in any combination.
 - Add cube: Move candidate to state. If opponent present in state or carrying state (4+ cubes), need to do support check – draw cube(s) from bag and success on own colour, unless having media control.
 - Move candidate: 1CP per region border. To/from Alaska/Hawaii = crossing regional border.
 - ii. Advertising in regions. Do support checks to remove opponent cube and/or add own cube.
 - iii. Positioning on issues. 1CP for first cube, 2CP per additional cube on same issue.
 - After use, opponent may spend momentum marker to trigger event. May preempt opponent by spending 2 momentum markers.
 - c. Play candidate card. Use 5CP, flip card to exhausted side.
 - Always collect rest cubes when applicable.
3. Momentum phase.
 - Discard half momentum markers, round down.
 - Gain momentum marker / endorsement card according to issues, resolved from 3rd place issue upwards. Endorsement card immediately used.
 - Remove 1 cube from every issue.
 - Player with more media support cubes swaps two issues.

4. Campaign strategy phase.
 - Play 1/2 cards to campaign strategy card stack before/after Debates, discard any remaining cards.
 - Move rest cubes to bag.

Debates: (Turn 6)

- Initiative phase. Winner will win ties during Debates.
- Collect cards from campaign strategy stack.
- Simultaneously pick and reveal card, then place according to issue icon and candidate icon.
- An issue is won when there are 2 cards on same side. Winner is candidate with more CP on that issue. If simultaneous resolution, resolve lower position issue first.
- Move issue back to board to lowest available position, winner gains 2/3/4 state support cubes.
- If issues unresolved after all cards played, resolve lower position issue first.

Election Day: (Turn 9)

- Media support cubes, issue support cubes, momentum marker converted to 2 cubes each, all go into bag.
- Initiative phase.
- Reveal campaign strategy deck and do 3 support checks for states indicated.
- Election Day events, order determined by candidate with initiative.
- States without cubes get cube according to region endorsement, else state edge colour.
- Claim state seals and tally total. Need 269 to win.

Others:

- If bag empty, reseed with 10 cubes per colour.

7 Wonders

Start:

- Remove cards depending on #players.
- Use only (#players + 2) Guilds. Random and secret.
- Randomly assign wonders and side. (Side A if learning)
- \$3

Structure: 3 Ages, at the start of which receive 7 cards, then followed by 6 turns.

Turn:

- 1) Choose 1 card.
- 2) Action (simultaneous), pick 1 of these:
 - a) Build card
 - Top left is cost. If own prerequisite building, build for free.
 - Lower right is free building after this one.
 - To build, must either produce required resources or buy from neighbours.
 - If buying, \$2 per resource. May not use money earned in current round. Neighbour may not refuse, also does not lose resource. Resources only bought for 1 turn.
 - No duplicates
 - Brown & grey cards tucked under upper left of board.
 - b) Build 1 stage of wonder
 - Pay cost. Tuck card face-down under current stage.
 - c) Discard card for \$3
- 3) Pass cards. Clockwise in Ages I & III, Anticlockwise in Age II.

End of Age:

- Compare military strength with neighbours. Get -1VP token if weaker, +1/3/5VP token for Age I/II/III if stronger, none if tied.

End:

- 1VP per \$3
- VP's for wonders and buildings
- Science symbols: for each type – (#symbols)² VP, for each set of 3 different symbols – 7VP.
- Tiebreaker is money.

Others:

- Wonder stages do not correspond to Ages.
- For 2P expert variant, see rules.

Tips:

- No more Raw Materials or Manufactured Goods cards in Age III.

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A Game of Thrones

Start:

- See setup cards, 5 Power

End:

- End of turn 10, or when anyone reaches required cities / strongholds (5P/4P – 7, 3P – 8). Tiebreaker is supplies, then power tokens.

Turn:

- Westeros cards (except turn 1)
- Place order tokens
 - Raven can be used after orders revealed
- Resolve order tokens
 - Raid – raid other Raid, Support or Consolidate Power (also gain Power token). Land cannot raid sea.
 - March – can stagger to make multiple moves; only 1 battle per March order; ship chain acts as bridge for march & retreat
 - Consolidate Power – land only

Combat:

- Units + order token + support + house card + Valyrian blade (decide whether use after other factors added)
- Higher position on Fiefdom track wins ties

Others:

- Support: Sea can support land, but not vice versa.
- Retreats must be to same area.
- Routed units: strength 0, cannot march, and if defeated again, die.
- When leave a province, can leave behind Power token to maintain control.
- Never allowed to violate supply rule
- Win against Wildings – top contributor gets 1 card back. Lose – everyone loses units of 2 pts, last contributor loses units of 4 pts.
- 4P, no Greyjoy. 3P, no Greyjoy & Tyrell

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A Game of Thrones: A Clash of Kings

House Martell:

- With 6P, 6 strongholds/cities to win.

Ports:

- Max 3 ships
- Sea can raid port, but cannot attack port
- Port can support & raid sea, but not land
- *Port cannot use one-time orders*
- If land lost to enemy, enemy can convert ships in port or destroy ships
- Can Consolidate 1 Power if no enemy in sea
- At “Game of Thrones” event, receive 1 Power if friendly ship in port and no enemy ship in sea

Siege engines:

- 2pt unit (can upgrade from footman)
- Strength 4 when attacking fortification / stronghold / city, 0 otherwise (tip: use as support)
- Cannot retreat and cannot be taken as casualty

Fortifications:

- Build fortification in lieu of consolidating power
- Fortification adds 1 defense and makes enemy knights strength 1
- Destroyed when last friendly unit leaves / retreats, even if established control using Power token

One-time order tokens:

- May place 1 per turn, before placing regular orders
- Regular order can be placed in same area

Revised 3P game: changes Area of Influence section

Westeros deck variant: Top 3 cards of each deck face up

Combat variant: Player selects 3, enemy randomly picks 1

New house cards: with crown icon on card back

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Acquire

Start:

- \$6K
- 6 hotels

Setup:

- 7 chain markers
- 7 x 25 shares

End:

- Declared by any player when (a) all chains are safe OR (b) one chain has 41 hotels
- Major shareholder bonus paid for all chains
- Everyone sells stocks
- Richest wins

Turn:

- Place one hotel

Rules:

- Chain creator gets 1 stock
- Cannot create 8th chain
- Chain is safe if more than 11 hotels
- In merger, eaten chain's largest 2 shareholders get paid:
 - Tied for 1st, add and divide round down
 - Tied for 2nd, divide round down
 - Sole shareholder, receive both bonuses
- Merger stock disposal: (a) hold (b) sell (c) trade 2 for 1 for big chain's stock

2 player rules:

- During merger, draw tile for Stock Market as another shareholder. Num on tile = num of stocks.
- Tile is placed on board, if create merger process it, if create chain ignore
- At game end, Stock Market also competes for largest shareholder bonus

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Africa

Start:

- Each player – 2 base camps. Select different start city.

Turn:

- Either move researcher anywhere
- Or do twice of move researcher 0-2 steps (can move onto face-up tile and camps) and one action:
 - Uncover marker
 - Gold/jewels – score but leave as-is
 - Goods – collect to keep or force trade equal numbers. Must take all goods of same type and must have enough to trade.
 - Animal – leave as-is or join to larger herd. Score final herd size.
 - Nomad – leave as-is or migrate to new home with more space. Score # of empty spaces.
 - Monuments – leave as-is, receive base camp.
 - Move animal to larger herd, score herd size difference.
 - Move nomad to more spacious place, score difference.
 - Setup base camp and research. Score adjacent animals, nomads, monuments.
 - Setup base camp and use natural resource. Collect adjacent gold/jewels.
- When moving researcher, never move to face-down marker or space of another researcher.

End:

- 11th monument discovered. Score 3VP for this discovery.
- Goods score: collection size 5/4/3/2/1 scores 12/8/5/3/1.
- Gold/jewels: most score 10, 2nd most score 6. If tied, divide and share, round down.

Others:

- Start cities and spaces with researchers, but without camp or markers are considered empty. Can move animal / nomad to under a researcher.

2P variant: play to 9th monument.

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Age of Empires III

Start: player - \$10/\$11/\$12/etc; board - 5 bldg, 4 goods,
discovery tiles except Caribbean, colonist dock (2 x #P) - 1,

Round:

- Place all people and execute actions
 - Initiative – Also earn \$X at position X
 - Colonist Dock – Go to discovered colony. First player to have 3 people earns trade good.
 - Trade Goods – select good
 - Merchant Shipping – tie breaker is turn order
 - Capital Building (\$10 / \$14 / \$20 for the 3 ages)
 - Discovery
 - Optional to launch 1 expedition, in turn order, need not deploy all people
 - If successful, 1 free colonist in colony
 - Specialist – obtained for next round
 - Warfare – declare battle or war (\$10)
- Clear all people except Discovery box
- \$ from trade goods: 3 diff \$1, 3 same \$3, 4 same \$6, merchant ship is joker
- Capital building benefits
- Refresh board, receive 5 colonists, new turn order

VP:

- End of each age – colonies where 1 player has 3 people or more. 1st place 6VP, 2nd place 2VP, 2-way tied for 1st 2VP, others none.
- Game end:
 - Colonies, trade goods income, discoveries, special buildings
- Tie-breaker: end game colony VPs, gold, trade goods

Others:

- Merchant can earn \$5 if as colonist
- Missionary gives 1 more colonist if as colonist
- Soldier gives 1 time bonus on discovery, or can be used in battle/war if as colonist

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Age of Steam (2nd ed)

Start:

- Cubes on goods display. 3 cubes for Pittsburg & Wheeling, 2 cubes for other cities.
- Each player \$10.

Round:

- Issue shares, \$5 per share, in player order.
- Bid for player order, min \$1. When drop out, go to last position. Last position player pays \$0. First 2 positions pay full bid. Others pay half bid round up.
- Select actions in player order.
- Build track, max 3 tiles. Simple \$2, coexist \$3, cross \$4. +\$1 for river, +\$2 for mountain. Town \$1 + \$1 per outlet. Replacing – simple to cross \$3, town \$3, others \$2. Redirecting – \$2.
 - Must not connect city/town to itself.
 - Uncompleted links by end next round become unowned.
- Move goods, 2 cycles, in player order. Distance limited by player's engine level. Must stop at first city of same colour. Increase income of track owner.
 - May upgrade engine in lieu of moving goods.
- Collect income.
- Pay expenses, \$1 per share, \$1 per engine level. If short, reduce income. If drop beyond \$0 income, lose.
- Income reduction.
- Goods growth. Roll # dice as # players. Do white side then black.
- Advance round marker.

End:

- 3VP per income level, 1VP per rail segment of completed link (rail segments are terminated by city, town and tile edge), -3VP per share issued.

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Agricola

Start:

- 2 family members, 2 wooden rooms, 7 occupation, 7 minor improvement cards per player.
- Start player 2 food, others 3.

Phases of a round:

- Place new round card, which is a new available action
- Replenish materials and animals
- Worker placement. Must execute action chosen.
- Go home.
- Harvest (only some rounds):
 - Harvest 1 crop per field
 - Feed 2 food per family member, 1 for babies. Wheat and vegetable = food. If short of food, 1 begging card per food short.
 - Breeding. Gain 1 young if at least 2 animals of same type, if space available. Must not cook animals after breeding.

Others:

- House must not be of mixed material, and must be upgraded in sequence, wood – clay – stone. New rooms must be adjacent to existing ones.
- Newborn must have room ready. Max 5 family members.
- Ploughed fields must be adjacent to existing ones.
- Sowing can be done to multiple fields. Must use wheat / vege from own supply, then add 2/1 more from general supply.
- One animal allowed as pet in house. 1 animal type per pasture (enclosed area), 2 animals (same type) per space. Animals can be rearranged any time, but not fences.
- Stable doubles pasture capacity, or if not fenced in, can keep 1 animal.
- Playing more than 1 occupations costs 1 food each.

Agricola

Start:

- 2 family members, 2 wooden rooms, 7 occupation, 7 minor improvement cards per player.
- Start player 2 food, others 3.

Phases of a round:

- Place new round card, which is a new available action
- Replenish materials and animals
- Worker placement. Must execute action chosen.
- Go home.
- Harvest (only some rounds):
 - Harvest 1 crop per field
 - Feed 2 food per family member, 1 for babies. Wheat and vegetable = food. If short of food, 1 begging card per food short.
 - Breeding. Gain 1 young if at least 2 animals of same type, if space available. Must not cook animals after breeding.

Others:

- House must not be of mixed material, and must be upgraded in sequence, wood – clay – stone. New rooms must be adjacent to existing ones.
- Newborn must have room ready. Max 5 family members.
- Ploughed fields must be adjacent to existing ones.
- Sowing can be done to multiple fields. Must use wheat / vege from own supply, then add 2/1 more from general supply.
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Airships

Setup:

- Random four stacks of airships of (bottom to top) dark, medium, light.
- Expansions (bottom to top): 24 Era 2 expansions, Era Change card, 18 Era 1 expansions.
- Each player gets 1 starter expansion, the rest to board. Continue to fill board up to 6 expansions.
- Start player 3 bonus chips, others 4.

Turn:

- Draw one expansion: Slide left if row full. When era changes, flip investor tile.
- Acquire expansion or airship:
 - Choose target. Requirements on top, benefits at bottom.
 - Max 3 dice of same colour.
 - Only 1 expansion per type allowed on player board.
 - If win airship, take airship token
 - Can boost result by 1 bonus chip, airship token and/or engine expansion.
 - If fail, gain bonus chip.
- May pay 3 bonus chips for extra turn.
- If 1 stack of airships exhausted, can start building Hindenburg. Once someone starts building Hindenburg, airship token is only awarded to a player building the Hindenburg.

End:

- End condition: max 1 card in each airship stack, or Hindenburg completed.
- Count VP on stars. Hindenburg VP depends on whether it is completed.
- Tiebreaker # of airships (Hindenburg phase = 1 airship).

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Aquaretto

Start:

- Remove 2/1 species for 3/4P.
- Set aside 15 tiles and put disc on top. Set aside offspring.
- Use 1 truck per player.
- \$1, 2 large & 2 small expansions per player.

Turn: (choose one of the following)

- Add tile to truck
- Take truck and pass for the round
 - Must not take empty truck
 - Place animals in basins, max 3 basins until expansions bought. When enlarging basins, get \$1 for size 3/6/9/12, get coworker for 5/10. Can stack animal on depot.
- Do money action
 - \$1 to move top animal in depot or coworker.
 - \$2 to purchase / discard animal from opponent / own depot. When purchasing, \$1 goes to opponent.
 - \$1 / \$2 to expand. \$2 expansion allows additional basin.

Round:

- Round ends when all have taken a truck. Last player to take truck becomes start player for next round.

End: (end of round after final stack reached)

- 1VP per animal + VP for coworkers -2VP per animal type in depot. Tiebreaker coins.

Others:

- If male and female meet in basin, produce offspring once.
- Get bonus \$ (if any left) if fill up enclosure, except filling up by Exchange action.
- Coworker: cashier earns VP per \$1 left; keeper earns VP for fish symbol; trainer earns VP for adjacent (incl diagonal) dolphin, orca, sea lion without lightning bolt; manager halves penalty of depot.

2P:

- 2 expansions, remove 3 species, 3 trucks with 3/2/1 space.

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Ark

Start:

- 2 cards & 3 discs (4 discs for 4th / 5th player, and if 3P)
- 3 open cards, start cards must be 1 or 2.

Turn:

- Draw card – 1 open & 1 blind, OR
- Play card, adjust tilt, place scoring marker
 - Play up to 2 cards in diff cabins, but 1 if slow or provisions
 - Each cabin max 3 cards
 - Factors to consider – weight, diet, type, climate, special abilities
 - When open new cabin, give disc to previous player and choose 1 open card

Pet choosing – when 2nd rain card appears

- Must be animal, weight max 2, no special ability

Game end phase turns (immediately after 5th rain card):

- May not draw card
- Pay 1 disc to play 1 animal
- No slow animals or provisions

Scoring:

- 1st 10VP, 2nd 6VP, others 2VP, If any draw, add up VP to share equally
- Each disc 1VP
- Tie breaker: fewest animal cards on hand

Others:

- When drive others out, take animal type of animal driven out and also scoring type (bronto, chimp)
- Fox, mosquito, spider will never be driven out

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Around the world in 80 days

Start:

- Each player 3 travel cards, \$1; Detective in Brindisi

End:

- End of round when 2nd last player returns to London (4th player if playing with 6)

Round:

- Open travel cards (Num of player + 1, except 6)

Turn:

- Select travel card & perform action
- Travel (optional)
 - Can only move one step
 - If playing two identical cards, don't add
- Add 2 days if with detective
- Discard down to 6 cards

Winning:

- Reach London in < 80 days and in fewest days, tie breaker is who reached London first
- If everyone late, winner is who ever reached London first

Others:

- Start player may not choose action to be start player again next round
- Cannot move detective to London
- Balloon card value is determined by die roll and can replace any other card.
- \$1 per die reroll, \$2 to buy card from either deck
- Once someone reached London, every start of round anyone who hasn't reached adds 1
- If 6 players, 6th player can choose between last travel card or top travel card from deck
- If 2 players, no "Connections" event card
- When need to reshuffle, all surrender event cards

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At the Gates of Loyang

Start:

- \$10, home field, store house / cart, vegetables on shop (dark background), 2 sets of shuffled Private Fields.
- Buy 1 vegetable from shop to plant. Max 2 players planting same vegetable.

9 Rounds:

- Harvest: Gain new Private Field, harvest 1 vege from every field to cart. Discard field if last vege harvested.
- Card:
 - Reshuffle cards to create new deck. Deal 4 cards per player.
 - Distribution round: Either add one card to Courtyard, or select 1 card from Courtyard & 1 from hand to play to own area. If latter, add remaining hand cards to Courtyard. Last player left must immediately choose cards to play.
 - Last player to play cards become start player, 2nd last becomes 2nd player.
- Action: (in any order and any # of times)
 - Buy two-pack (once only): Keep 0-2 cards. Cost is higher of # of Helpers or Market Stalls.
 - Sow
 - Buy / sell vege at shop
 - Use Market Stall
 - Use and discard Helper (may discard without using)
 - Serve Regular Customer (\$2 penalty if > 1 failure)
 - Serve Casual Customer
- End of Action: Store vege at Storehouse, sell to shop or discard. Progress, 1st step \$1, subsequently value on step.

Winning:

- Progress, then \$, then vege in field and Storehouse.

Others:

- Take loan (\$5) any time. Can't repay. Deducts progress at end.
- Storehouse can be upgraded for \$2

First game: 1 free Regular Customer at start.

2P: In Distribution Round, may draw card to add to Courtyard before taking turn

4P: During Actions, Start & 2nd players play simultaneously and can only affect their chosen partners

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Automobile

Start:

- Player: \$2000, 1 part factory and 5/4/3 R&D cubes for 3/4/5P.

Structure: 4 rounds

- Draw 1 or 2 demand tiles.
- Select character, for special ability and turn order.
- Player actions (3 rounds):
 - Build 1 or 2 factories on 1 space. Pay 1/3/6/etc R&D cubes for building on new models. Max 1 player per model. Max 3 factories and 1 parts factory per model. No building on obsolete model. Parts factory costs \$500.
 - Produce cars in any/all locations. Adhere to min/max limits according to # factories, if decide to produce.
 - Place up to 3 distributors.
 - Take 2 R&D cubes.
 - Close all factories on 1 space. Discard half loss points round up. Receive money equal to original cost - \$100 per factory. Place closed factory marker. Cars, if any, remain.
- Must sell 2 cars via Howard.
- Must sell cars via distributors, 1 car per player at a time. Move distributor from right big box to left small box, allowing to shift one price range up or down. Move car to sales box (higher price). Once all done, collect money, remove cars, and move distributors to right big box. Unused distributors give 1 loss cube and are discarded.
- Take executive decision.
 - Close 1 factory
 - Buy bonus sales marker by paying R&D cube(s), and place on 1 model space.
 - Take 1 or 2 reduced price markers, and place on 1 model space.
 - Pass and move player marker to selection order track.

- Sell via demand tiles. Reveal and place demand tiles on sales boxes. Demand is not split by sub-ranges in sales boxes. In Rounds 3 & 4, draw 1 tile for high-priced range. In Round 4, draw 1 more tile for low-priced range. Sell cars in order of model newness, 1 car per model, cycle again if necessary. Bonus sales and reduced price markers allow selling extra cars per marker per cycle. If reduced price marker, must sell at lower price. Take 1 loss cube per unsold car.
- Losses and loan interest. Check occupied model spaces by price range. Newest model no loss, next newest 1 loss cube, etc. Closed factories impact open factories behind it. Pay for losses \$10-\$40 for Rounds 1-4. Do not discard loss cubes. Pay loan interest if applicable.
- End of round. Return all demand tiles, cars. Reset character tokens, executive decision tokens.

End:

- Cash + cash value of open factories - loans.
- Tiebreaker turn order.

Others:

- Loans: Max 2 per game. Gives \$500. Interest is \$50 during loss phase. Pay back at \$600 only at game end.
- A model space can have both bonus sales and reduced price markers, but once one type is placed, may not place more of the same type.
- High-priced models cannot be price reduced.

Axis & Allies: Battle of the Bulge

Objective: Axis to capture 24 VP any time

8 Turns:

- Air combat (turns 5-8)
 - Higher roller decides initiative
 - Dogfight (simultaneous, all attack power = 1)
 - Anti aircraft – count defending troop types
 - Air attack
- Ground combat
 - Higher roller moves first
 - Alternate turns to attack from 1 hex, pay 1 supply per hex attacking into
 - Cannot retreat to enemy ZOC or off board
- Movement & Reinforcement
 - Axis moves all first
 - Pay 1 supply per hex moving out of
 - Stop in newly captured city
 - Can capture enemy trucks / supplies; can blitz
 - Supply income: Axis 9, Allies 11
- Board upkeep. VP only updated now.

Others:

- Move 1 hex when enter / exit enemy zone of control
- Stacking limit 12. Max 6 tanks, 6 infantry, 3 artillery.

Unit	Pwr	Move	Special	Rtrt	Kill
Infantry	1	1	Cross river	1	2
Tank	2	1 or ∞ on road	Can blitz 1 hex	1	2
Artillery	3	1		1	2
Fighter	1	-		-	1
Bomber	4	-		-	1
Truck	-	∞ on road	Carry 6 inf / art / supply	-	1
Supply	-	-		-	1

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Supply	-	-		-	1

Axis & Allies Guadalcanal

(Reminder for easy-to-forget rules only. Use player aid which comes with game)

Setup:

- 1 airfield each at Guadalcanal and Bougainville.
- Axis controls all islands except Guadalcanal.

Movement:

- Aircraft on carrier move for free when carrier moves.

Combat:

- Ranged fire can only be used once per turn.
- Hit on 1, attacker chooses unit if applicable. Hit on 2, defender chooses.
- Cargo lost if ship damaged.
- When assigning hits, priority must be to undamaged units.
- If carrier sunk, aircrafts on board can still try to land in regroup phase.
- Airfields can only be damaged by aircraft or ships, not land units.

Regroup:

- Attack capability on island by land units and ships determines island ownership. Ships' range fire only count if land units present on island.
- Only capture airfield if no enemy land units on island.
- Aircraft can land at home base.
- Building airfields cost 3 supply tokens.
- Can build airfield even if don't control island (but risky).
- Unused reinforcement points are lost.
- Repairs (airfield or damaged ships) cost 1 supply token.
- Reinforcement is 10pt + 4pt per island controlled.
- Can load newly purchased ships immediately.

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Axis & Allies Europe 1940

(note: not complete rules; assumes familiarity with Axis & Allies system; provides easy to forget rules reminders)

Political situation:

- Germany & Italy: At war with France & UK. May declare war on USSR or USA.
- UK & France: At war with Germany & Italy.
- USSR: May declare war on Axis round 4. Once at war, 2 infantry mobilised in Novosibirsk every round.
- USA: While not at war, ships may not touch European or African coast. May declare war at collect income phase of round 3. +\$30 when at war.
- Unfriendly and strict neutral territories, if attacked, gain immobile units.
- Strict neutral territories, if attacked, cause all others to become pro opposing team.
- Friendly neutrals may be entered during non-combat to be claimed, both units and income.
- Neutral territories have no "original" controller.

Objective:

- Allies – hold Rome & Berlin for full round while holding one own capital.
- Axis – hold 8 victory cities for full round while holding one own capital.

Player order: Germany – USSR – UK – Italy – USA - France

Turn:

1. Purchase & repair units
 - \$1 per damage removal of factories. Fix ships for free at naval bases. Upgrade factory for \$20.
2. Combat move
 - Enemy subs / transports don't block movement.
 - Only AA guns in destination shoot, and only at planes in combat, not strategic bombers.
 - Factories and bases already provide AA guns.
 - Extra move if starting at naval or air base.
 - Landing for planes must be planned. No suicide missions.
3. Combat
 - Strategic bombing: Fighter escorts (hit on 1) or interceptors (hit on 2). AA fire only targets bombers. Big factories max 20 damage, minor factories & bases max 6.
 - Amphibious assaults: Bombardment limited to # land units, and doesn't happen if there is sea combat. Hit units can fight back. Seaborne attackers cannot retreat, others can but must do so together.
 - Normal combat: Only land units capture territories.

4. Non-combat move: Fighter or tactical bomber may land in sea where you will be placing new carrier. Planes may not land in newly captured territories.
5. Mobilize new units: Limited to 10 per major factory, 3 per minor. Must not use newly captured factory. Damage reduces output. May deploy planes on own carriers. May deploy ships in hostile sea zone. Major factory on 3+ territories, minor on 2+, never on islands.
6. Collect income: Convoy disruptions in convoy sea zones next to own territories if enemy ships present. -\$1 per surface warship, -\$2 per sub. Note bonuses from national objectives.

Units:

- Artillery: Paired infantry or mech infantry attacks at 2
- Mechanized infantry: May blitz if paired with tank
- Tanks: May blitz through empty enemy territory
- AA gun: May only move during non-combat
- Subs: In moving, may move through hostile sea zone if no enemy destroyer. In combat, surprise strike or submerge if no enemy destroyer. Surprise strike casualty removed immediately. Cannot hit planes, cannot be hit by planes unless enemy destroyer present. Ignored by enemy ships moving, except can attempt to attack unprotected transports moving in or through.
- Transports: Capacity 1 infantry + 1 land unit. Cannot be chosen as casualty during combat. Ignored by enemy ships moving. May only unload to 1 territory, and once unloaded, must stop. Land units carried must not move before loading or after unloading. Retreating transport may not unload.
- Carriers: 2 hits. Planes on carriers don't piggy back on carrier's moves.
- Battleship: 2 hits. Bombardment.
- Cruiser: Bombardment.
- Tactical bombers: Paired with fighter or tank to attack at 4.

Others:

- Canals/straits: Ships can use only if own alliance controls at start of turn, or approved by not-at-war owner.
- Scramble: fighters and tactical bombers can join defense in sea zone surrounding island, even when an ally is defending.
- Capturing capital – gain all treasury, enemy no income.
- Capturing ally's original territories – liberate it, or if ally capital under occupation, temporarily control it.
- Air / naval bases: Inoperative if 3 or more damage.
- AA guns, factories and bases are considered enemy units.

Axis & Allies Europe 1940 – National Objectives

Power	Territories / Conditions	Bonus
Germany	Poland, Norway, Denmark, Holland/Belgium, all of France	5
Germany	Novgorod or Volgograd	5
Germany	Land unit in Egypt	5
Germany	Denmark, Norway; while Sweden neutral or under Axis control	5
USSR	At war, sea zone 125 free of Axis warships, Archangel, no Allies on originally Soviet land	5
USSR	German territory, as long as USSR holds all of own original territories	3 each
UK	No German subs	5
UK	Capture Normandy, Holland or Western Germany	5 (once)
Italy	Egypt, Greece, Southern France	5
Italy	No Allied surface warships in Mediterranean	5
Italy	No Allied units in Africa	5
USA	At war, Eastern US, Central US	30
USA	Capture Normandy, Holland or Western Germany	5 (once)

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Axis & Allies Global 1940

(only highlights differences from the individual games)

Setup differences:

- USSR: Amur, Sakha, Buryatia – 6 infantry each
- ANZAC: Egypt – 1 infantry
- Germany \$30, USSR \$37, Japan \$26, UK Europe \$29, UK Pacific \$16, ANZAC \$10, Italy \$10, US \$52, China \$12, France \$19.

Political situation:

- UK: Money in Europe (capital London) and Pacific (regional capital Calcutta) tracked separately. Fall of one capital doesn't impact the other.
- UK/ANZAC: May not enter China unless at war with Japan. May claim Dutch territories.
- Germany/Italy: At war with France, UK, ANZAC. May declare war on USSR, USA, China without impacting other relations.
- USSR: May declare war on European Axis round 4. May not enter China when at peace with Japan.
- Japan: At war with China. Any country entering China is declaring war on Japan. May declare war on France or USSR without impacting other relations.
- USA: While not at war, ships may not touch European or African coast, and may not enter China. May declare war at collect income phase of round 3, or if Japan declares war on UK/ANZAC.
- China: At war with Japan. May not declare war on European Axis.
- France: At war with Germany & Italy. May declare war on Japan. When France liberated, add 4 infantry (once per game).

Objective:

- Allies – hold Rome, Berlin & Tokyo for full round while holding one own capital.
- Axis – hold 14 victory cities for full round while holding one own capital.

Player order: Germany – USSR – Japan – UK – ANZAC – Italy – USA – China – France

Others:

- When major factory captured, convert to minor factory, discarding any damage >6.
- San Francisco is not a capital.
- Optional: tech research. \$5 per die. 6 to succeed, then select chart to roll for tech. Reroll if already own tech.

National Objectives

Power	Territories / Conditions	Bonus
Germany	While at peace with USSR	5
Germany	Novgorod, Volgograd, Russia	5 each
Germany	Land unit in Egypt	3
Germany	Denmark, Norway; while Sweden neutral or under Axis control	5
USSR	At war, sea zone 125 free of Axis warships, Archangel, no Allies on originally Soviet land	5
USSR	German territory, as long as USSR holds all of own original territories	6 each
Japan	Honolulu, Sydney, Calcutta	5 each
Japan	Sumatra, Java, Borneo, Celebes	5
UK	No German subs	5
UK	UK and ANZAC controls all original territories, including Canada	5
ANZAC	Dutch New Guinea, New Guinea, New Britain, Solomon Islands	5
ANZAC	Malaya, all own territories	3
Italy	Egypt, Greece, Southern France	5
Italy	No Allied surface warships in Mediterranean	5
USA	At war, Eastern US, Central US, Western US	30
China	Burma Road	6, artillery

Axis & Allies Pacific 1940

(note: not complete rules; assumes familiarity with Axis & Allies system; provides easy to forget rules reminders)

Political situation:

- Japan: At war with China; may claim French Indo-China; if attack any other allies, enter war with all allies.
- UK/ANZAC: May claim Dutch East Indies & French-Indo China; if attack Japan, enter war with Japan w/o involving US. Entering China is act of war.
- US: May declare war at end of 3rd turn, income increases when at war. Entering China is act of war. May not share territory / transport / bases with Allies before at war.
- USSR: Do not enter.
- China: May not have factories. May only buy infantry, artillery too if Burma Road open. May not leave China, except Kwangtung & Burma, but these are owned by UK. No capital, thus won't lose money if all territories captured.

Objective:

- Allies – capture Japan and hold till end of next Japan turn.
- Japan – Capture 6 victory cities and hold till end of round.

Player order: Japan – US – China – UK – ANZAC

Turn:

1. Purchase & repair units
 - \$1 per damage removal of factories. Fix ships for free at naval bases. Upgrade factory for \$20.
2. Combat move
 - Enemy subs / transports don't block movement.
 - Only AA guns in destination shoot, and only at planes in combat, not strategic bombers.
 - Factories and bases already provide AA guns.
 - Extra move if starting at naval or air base.
 - Landing for planes must be planned. No suicide missions.
3. Combat
 - Strategic bombing: Fighter escorts (hit on 1) or interceptors (hit on 2). AA fire only targets bombers. Big factories max 20 damage, minor factories & bases max 6.
 - Amphibious assaults: Bombardment limited to # land units, and doesn't happen if there is sea combat. Hit units can fight back. Seaborne attackers cannot retreat, others can but must do so together.
 - Normal combat: Only land units capture territories.

4. Non-combat move: Fighter or tactical bomber may land in sea where you will be placing new carrier. Planes may not land in newly captured territories.
5. Mobilize new units: Limited to 10 per major factory, 3 per minor. Must not use newly captured factory. Damage reduces output. May deploy planes on own carriers. May deploy ships in hostile sea zone. Major factory on 3+ territories, minor on 2+, never on islands except Australia and Japan.
6. Collect income: Convoy disruptions in convoy sea zones next to own territories if enemy ships present. -\$1 per surface warship, -\$2 per sub. China exempted. Note bonuses from national objectives.

Units:

- Artillery: Paired infantry or mech infantry attacks at 2
- Mechanized infantry: May blitz if paired with tank
- Tanks: May blitz through empty enemy territory
- AA gun: May only move during non-combat
- Subs: In moving, may move through hostile sea zone if no enemy destroyer. In combat, surprise strike or submerge if no enemy destroyer. Surprise strike casualty removed immediately. Cannot hit planes, cannot be hit by planes unless enemy destroyer present. Ignored by enemy ships moving, except can attempt to attack unprotected transports moving in or through.
- Transports: Capacity 1 infantry + 1 land unit. Cannot be chosen as casualty during combat. Ignored by enemy ships moving. May only unload to 1 territory, and once unloaded, must stop. Land units carried must not move before loading or after unloading. Retreating transport may not unload.
- Carriers: 2 hits. Planes on carriers don't piggy back on carrier's moves.
- Battleship: 2 hits. Bombardment.
- Cruiser: Bombardment.
- Tactical bombers: Paired with fighter or tank to attack at 4.

Others:

- Neutral territories, if attacked, joins opposing alliance. Their units may not move after appearing.
- Kamikaze: available if Philippines, Marianas, Okinawa or Iwo Jima lost; targets specific surface warship, hits on 2. Destroyed ships cannot fight back. Prevents bombardment.
- Scramble: fighters and tactical bombers can join defense in sea zone surrounding island, even when an ally is defending.
- Capturing capital – gain all treasury, enemy no income.
- Capturing ally's original territories – liberate it, or if ally capital under occupation, temporarily control it.
- Air / naval bases: Inoperative if 3 or more damage.
- AA guns, factories and bases are considered enemy units.

Axis & Allies Pacific 1940

Japan \$26

Carriers in SZ 6 each carries 1 fighter and 1 tactical bomber

	I	A	T	MI	AA	IC	AB	NB	B	F	TB	BB	CV	CA	DD	SS	TR
Japan	8	2	1		1	M	1	1	2	5	4						
Korea	1																
Manchuria	4	1		1	1				1	3	2						
Jehol	2	1															
Shantung	1																
Kiangsu	1								1	1	1						
Kiangsi	3	1															
Kwangsi	3	1															
Siam	2																
Palau Island	1																
Caroline Island	1				1		1	1									
Iwo Jima	1																
Okinawa	1									1							
Formosa										1							
SZ 6										2	2	1	2	1	2	1	2
SZ 19														1	1	1	
SZ 33										1	1	1	1		1		1

Abbreviations

I – Infantry
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NB – Naval Base
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- USSR: Do not enter.
- China: May not have factories. May only buy infantry, artillery too if Burma Road open. May not leave China, except Kwangtung & Burma, but these are owned by UK. No capital, thus won't lose money if all territories captured.

Power	Territories	Bonus
Japan	Java, Sumatra, Borneo, Celebes	5
Japan	Honolulu	5
Japan	Sydney	5
Japan	Calcutta	5
Japan	Solomon Islands, Dutch New Guinea, New Britain, New Guinea	5
US	Philippines	5
US	Okinawa, Iwo Jima	5
China	Burma Road	6, artillery
UK	Sumatra, Java, Celebes, Borneo (exclude Dutch)	5
UK	Kwangtung, Malaya	5
ANZAC	Solomon Islands, Dutch New Guinea, New Britain, New Guinea (exclude Dutch)	5
ANZAC	Occupy Japanese territory	5 (once)

Axis & Allies Pacific 1940

US \$17

Note: as per errata released after game publication, Philippines has an air base and a naval base.

	I	A	T	MI	AA	IC	AB	NB	B	F	TB	BB	CV	CA	DD	SS	TR
Western US	3	1	1	1	1	M	1	1	1	1	1						
Hawaii	2						1	1	1	1	1						
Midway							1										
Wake Island							1										
Guam							1										
Philippines	2						1	1	1	1							
SZ 10										1	1	1	1	1	1	1	1
SZ 26																	1
SZ 35															1		1

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Power	Territories	Bonus
Japan	Java, Sumatra, Borneo, Celebes	5
Japan	Honolulu	5
Japan	Sydney	5
Japan	Calcutta	5
Japan	Solomon Islands, Dutch New Guinea, New Britain, New Guinea	5
US	Philippines	5
US	Okinawa, Iwo Jima	5
China	Burma Road	6, artillery
UK	Sumatra, Java, Celebes, Borneo (exclude Dutch)	5
UK	Kwangtung, Malaya	5
ANZAC	Solomon Islands, Dutch New Guinea, New Britain, New Guinea (exclude Dutch)	5
ANZAC	Occupy Japanese territory	5 (once)

Axis & Allies Pacific 1940

China \$12

	I	A	T	MI	AA	IC	AB	NB	B	F	TB	BB	CV	CA	DD	SS	TR
Szechwan	4									1							
Yunnan	3																
Hunan	1																
Kweichow	1																
Shensi	1																
Suiyuan	2																

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Power	Territories	Bonus
Japan	Java, Sumatra, Borneo, Celebes	5
Japan	Honolulu	5
Japan	Sydney	5
Japan	Calcutta	5
Japan	Solomon Islands, Dutch New Guinea, New Britain, New Guinea	5
US	Philippines	5
US	Okinawa, Iwo Jima	5
China	Burma Road	6, artillery
UK	Sumatra, Java, Celebes, Borneo (exclude Dutch)	5
UK	Kwangtung, Malaya	5
ANZAC	Solomon Islands, Dutch New Guinea, New Britain, New Guinea (exclude Dutch)	5
ANZAC	Occupy Japanese territory	5 (once)

Axis & Allies Pacific 1940

UK \$16

	I	A	T	MI	AA	IC	AB	NB	B	F	TB	BB	CV	CA	DD	SS	TR
India	4	1			1	M	1	1		3	1						
Burma	1									1							
Malaya	4							1									
Kwangtung	2							1									
SZ 37												1					2
SZ 39													1	1			

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US	Okinawa, Iwo Jima	5
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UK	Sumatra, Java, Celebes, Borneo (exclude Dutch)	5
UK	Kwangtung, Malaya	5
ANZAC	Solomon Islands, Dutch New Guinea, New Britain, New Guinea (exclude Dutch)	5
ANZAC	Occupy Japanese territory	5 (once)

Axis & Allies Pacific 1940

ANZAC \$10

Note: as per errata released after game publication, New South Wales should have a minor industrial complex, and New Zealand should have none

	I	A	T	MI	AA	IC	AB	NB	B	F	TB	BB	CV	CA	DD	SS	TR
New South Wales	1					o											
Queensland	2	1					1	1		1							
New Zealand	1						1	1		3							
Malaya	1																
SZ 47																1	
SZ 62															1		1

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ANZAC	Occupy Japanese territory	5 (once)

Babel

Start: 5 cards, Level 1 temple on both quarries.

Turn:

- Draw 3 cards
- Optional actions:
 - Move by playing card.
 - Settle.
 - Build temple. Can use either quarry. Must have enough population.
 - Migrate exactly 3 cards. Once per turn. Regardless of marker location.
 - Skill. Discard 1 of 3 consecutive cards. Must be at location of marker too.
- Draw 2 temple cards, place larger below smaller.

End:

- 15pt vs less than 10pt, else enter sudden death.
- Sudden death – winner reach 20pt, or loser drop to less than 10pt.
- If all temple cards drawn, game ends.

Others:

- All actions must be at location of marker, except migration.
- When building temple, must always have enough population to support.
- Hittites rob temple. Can skip level.
- Medes emigrate. Can choose which to emigrate.
- Sumerians switch sides. Attract tribe of topmost card.
- All tribes common skill – force opponent discard half cards round down.

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Barbarossa

Setup:

- Magicians on Elf space with A, hats on scoring track, Elfstones on 12.
- Each player 3 curses. Make 3/2 sculptures for 3-4/5-6 players. Write solution on paper, must be single word.

Round:

- each round turn order determined by die roll

Turn:

- Must move pawn by die roll or by paying jewels.
 - Jewel – collect jewel
 - Dragon/Ghost – everyone else’s hat move 1/2 steps
 - Dwarf – secretly ask one opponent 1 letter of 1 object
 - ? – 2 rounds questioning or 1 round questioning + 1 guess. For questioning, answer must be “yes”, “no”, “possibly” or “don’t know”, and questioning ends only when “no” answered.
- Stick arrow at object if guessed correctly, max 2 per object. 1st correct guess 5pt, 2nd 3pt. Sculptor also scores based on total arrows on board:

3/4P	Arrows	1-2	3-4	5-6	7-9	10	11-12	13
5/6P	Arrows	1-3	4-5	6-7	8-11	12-13	14-15	16-17
Score		-2	-1	+1	+2	+1	-1	-2

End:

- One player reaches goal, OR
- Last arrow used. -5pt per object with no arrow, -2pt per object with 1 arrow. Closest to goal wins.

Others:

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Beowulf

Start: 1 Beowulf card, 1 double fighting card, and 5 more

Episodes

- Minor episodes are optional – accept or refuse
 - Risk – Open 2 cards, keep matching ones, if no match, get scratch
 - Opportunity – Swap if desired
 - Select – Choose desired option. Must be as exactly depicted.
 - Recovery – Deal cards and each pick one. Do twice.
- Major episodes mandatory
 - Simultaneous – Blind bidding, bluffing allowed
 - Clockwise – Play at least 1 card to meet or exceed current highest and no more. Can take Risk – open exactly 2 cards. If opened cards match but not enough, can continue to play from hand.
 - When resolving major episodes, choose rewards by number token. Last player becomes start player.
- Death of Beowulf (last episode) – return all cards and get number token based on num of symbols

Winning:

- Fame + treasures + alliance – misfortune (value 2)
- No wound + 5VP
- 3 or more wounds -5VP per wound

Others:

- Not allowed to make change unless out of tokens
- When getting wound directly, draw 2 cards. When getting 3rd scratch, change to wound but don't draw cards.
- Advanced version: During treasure episode, bid using treasures. Only 1 winner, but losers do not lose treasures. Winner doesn't become start player. In final treasure episode, use up all treasures.

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Blue Moon

Start:

- 6 cards in hand

Turn:

- Leadership (covers previous)
- Retreat? If winner has 6 or more cards, attract 2 dragons. Loser starts next fight.
- Character (covers previous)
- Booster (covers previous) or Support (accumulative), except first turn of a fight
- Announce power. If first turn of fight, decide Earth or Fire. Must at least match opponent.
- Replenish to 6

End:

- Attract 3 dragons and then win one more fight.
- One player uses all cards, then play to end of current fight. If draw, player with no card loses.
- Score for winner is 1 crystal + 1 crystal per dragon.

Others:

- Start player can decline to start fight, and discard 1 to 3 cards and replenish back to 6.

Icons:

- Shield: Can have less power and not lose
- Stop: No more cards allowed
- Retrieve: Can retrieve at start of turn, except when opponent has active character with this icon
- Helmet: Card is protected from any effect
- Star: Free to play without counting towards limit
- Pair: Can play in pair if first name matches
- Gang: Can play any number, can further keep active by adding to gang.

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Bohnanza

Most important: never rearrange hand

Players	3	4/5	6/7
Start cards	5	5	3/4/5/6 etc
Remove	cocoa	coffee	cocoa & garden
3 rd field	Free at start	\$3	\$2
Replenish	3 cards	3	4
End	2 exhausts	3	3

End:

- Card deck exhausted 2nd time.
- Everyone harvests. Richest wins.

Turn:

- Plant 1 or 2
- Draw 2. Trade / donate
- Everyone plants traded / donated beans
- Replenish cards

Other rules:

- Can only harvest when 2 or more beans, unless all fields only 1 bean
- When trading / donating, each bean can only be traded / donated once, i.e. cannot have indirect trading / donating between two non-active players.

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- Can only harvest when 2 or more beans, unless all fields only 1 bean
- When trading / donating, each bean can only be traded / donated once, i.e. cannot have indirect trading / donating between two non-active players.

Bonnie & Clyde (Mystery Rummy)

Start:

- 10/9/8 cards for 2/3/4P.
- Car on Location 1, Bonnie and Clyde cards and 8 random cards shuffled and dealt one to each location.
- 1 face-up card on discard deck.

Turn:

- Mandatory draw 1 card. From top of draw deck or discard deck.
- Optional play meld(s) and/or layoff(s)
 - Max 1 Ted Hinton card, to (a) draw 2 cards, (b) secretly choose 1 card from discard pile, or (c) peek at location card and pick/leave it, must leave it if Bonnie or Clyde.
 - Meld/layout matching location: play sideways, peek at location card and may take, must take if Bonnie or Clyde then play face-up. If meld, advance car; if layoff, move car 1 step.
 - Meld/layoff not matching location: peek at location of card played and may take, must not take if Bonnie or Clyde. If meld, advance car; if layoff, move car 1 step.
- Mandatory discard 1 card.

Hand end: player go out or last card drawn and end of turn.

Scoring: sideway cards 4pt, normal cards 2pt, Bonnie / Clyde 10pt. Player who goes out gets bonus for car location.
Shutout: Player ends hand and has both Bonnie and Clyde. Only that player scores.

Game end: 1 player reaches 100pts

Others:

- Discard deck cannot be examined.

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Start:

- 10/9/8 cards for 2/3/4P.
- Car on Location 1, Bonnie and Clyde cards and 8 random cards shuffled and dealt one to each location.
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Turn:

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- Optional play meld(s) and/or layoff(s)
 - Max 1 Ted Hinton card, to (a) draw 2 cards, (b) secretly choose 1 card from discard pile, or (c) peek at location card and pick/leave it, must leave it if Bonnie or Clyde.
 - Meld/layout matching location: play sideways, peek at location card and may take, must take if Bonnie or Clyde then play face-up. If meld, advance car; if layoff, move car 1 step.
 - Meld/layoff not matching location: peek at location of card played and may take, must not take if Bonnie or Clyde. If meld, advance car; if layoff, move car 1 step.
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Hand end: player go out or last card drawn and end of turn.

Scoring: sideway cards 4pt, normal cards 2pt, Bonnie / Clyde 10pt. Player who goes out gets bonus for car location.
Shutout: Player ends hand and has both Bonnie and Clyde. Only that player scores.

Game end: 1 player reaches 100pts

Others:

- Discard deck cannot be examined.

Bootleggers

Start:

- 12 muscle cards (3 of each colour), \$10, 1 gangster, 1 small truck

Round:

- Always 1 truck card and N Men of Action cards available (N = #players)
- Simultaneously reveal muscle card for the round, pay accordingly; pay truck drivers \$1 for small, \$2 for big
- Choose Men of Action cards, discard if any unchosen
- Place gangsters, everyone one time placement
 - Speakeasy opens if all grey circles covered
 - Controlling – More than or equal everyone else added up. Tie broken by muscle. Get profit margin in addition to Majority privileges.
 - Majority – More than anyone else. Buy your liquor first, can allow sales of players with no influence.
 - Minority – Priority after Majority player.
 - No influence – No sale if no Majority player.
- Produce
 - Round 4 onwards, highest family still production gets Copper. If tied, lower muscle gets Copper. Family still with Copper and rolls 5, no production.
- Delivery
 - Can buy/sell crates or rent trucks. Pay in cash / cards / promises, but promises can be broken.
 - Cannot store liquor.
- Sell

End:

- If anyone reaches \$100, or end round 12. Richest wins.

Others:

- End of round 4 & 8, add one gangster, poorest add 2.
- Freeform deals allowed, except cannot sell gangsters.

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End:

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Others:

- End of round 4 & 8, add one gangster, poorest add 2.
- Freeform deals allowed, except cannot sell gangsters.

Brass

Start: \$30

Structure (2 periods):

1. Cards. 8 cards each, then remove 9&6 / 6&2 cards in Canal & Rail Era for 3/4P
2. Actions
 - a. Collect income (if losing \$, discard only 1 industry and recoup half of cost round down to try to pay it)
 - b. Play 2 cards for actions (1 card for very first turn)
 - Build industry (only action with dependency on cards) – may require moving coal (preference nearest connected coal on map, else from demand track via connected port, \$5 if demand track empty), taking iron (same as coal but don't need connection), and other costs. Canal period each player only 1 industry per city.
 - Build canal (\$3) / rail (\$5) – must connect to own canal / rail / industry. Rail consumes coal. Can build 2 rails for \$15.
 - Develop – remove 1 or 2 tile from stack. Consumes iron.
 - Sell cotton – any number of times. From one own face-up cotton mills to any one connected face-up port, or to Distant Market via connected port / external locations. If face-up port, flip mill and port. If Distant Market, only flip mill and earn money if Cotton Demand doesn't exhaust. Cannot sell cotton after exhausted.
 - Take loan - \$10/\$20/\$30 and move income marker 1/2/3 bands down. Not allowed when deck exhausted in Rail Era.
 - c. Determine play order – by least \$ spent
 - d. Refill hand to 8

3. Victory points (use different marker from income marker)
 - Canal / rail per # of gold coins at both ends
 - Flipped industries
 - 1VP per \$10 (game end)
4. New period (Canal only) – remove canals and Level 1 industries. Reset cotton demand and reshuffle Distant Market deck.

End:

- All cards in deck and hand exhausted.

Others:

- If first industry built is by playing industry card, do not need to be connected to own network.
- When build coal mine connected to port, sell coal to demand track to earn \$. Ditto iron works but no need port.
- Can build over own industries with higher level industry. Can build over others' coal mine / iron works if no more coal / iron anywhere.
- Can combine 2 actions to build anywhere. Play 2 cards.
- When choosing space to build within a location, choose single icon space if possible.
- When flipping tile, increase income of owner by number in gold circle.
- Do not reduce income level due to discarded industries.
- Remember to put spent \$ to Amount Spent boxes.
- Birkenhead – Virtual link to Liverpool is only for building industry and not delivering coal / selling cotton.
- If any Level 1 industry tile on your stacks in Rail Era, you can only remove them by Developing. Level 0 shipyard can't be built and can only be Developed.
- Tiebreaker – Income, money, next turn order

Brass 2 player variant by Henri Harju

Board

- Inaccessible: Birkenhead, Ellesmere Port, Stockport, Macclesfield, Oldham and Rochdale.
- Canal connection available to Scotland.

Cards

- Remove cards for inaccessible locations.
- Remove 1 card each for Manchester, Wigan, Liverpool, Lancaster, Preston.
- Remove:
 - 3 x Cotton Mill industry cards,
 - 3 x Port industry cards,
 - 2 x Shipyard industry cards,
 - 1 x Coal and Iron industry cards.
- At the start of canal/rail period, remove 2/0 cards.

Resources

- Skip \$1 spaces on coal and iron demand tracks
- Start game with \$25
- Remove one -1, -3 and both 0 distant market tiles (8 left)

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Britannia

Note: too many exceptions to list all, this is only quick ref & overview, see rules for details

Turn:

- Population increase – 2pt from flat land, 1pt tough terrain; 6pt for 1 army, place 1 per land; 2pt for burh on flat land, at max (8 - #land) per round
- Movement – infantry move 2, cavalry move 3; stop at tough terrain; strait move must start & stop at each end;
- Battles/Retreats – kill on 5, Roman armies kill on 4 & killed on 6, defender on tough terrain killed on 6. Burhs killed first, forts killed last. If have inf & cav, inf dies on 5, opponent decides which die on 6, else controlling player decides. Defender can retreat to own land, empty land not adjacent to enemies, never sea or origin of attackers. Attackers can only retreat to origin.
- Raider withdrawal – can jump straight back to sea
- Overpopulation – armies \leq lands x 2 (except Romans & seaborne)

Victory Points:

- Holding at scoring rounds (at appropriate round ends)
- Occupy (1 time) * Roman's specials, see rules
- Eliminating enemies
- Bretwalda (4VP) / King (8VP+inf / 10VP) of England

Concepts:

- Roman forts (auto built when first occupy land; as road)
- Stacking (flat land 3, tough terrain 2, 1 overstack of unlimited on flat land and 4 on tough terrain; Romans only follow overstack rule)
- Overrun (need more than twice enemy armies)
- Boat (move through 1 sea zone)
- Raiding (armies starting at sea are raiders & can withdraw to sea; Pict special, see rules)
- Major invasions (move & battle twice)
- Leaders (1 round only, move 3, ignore terrain, die rolls + 1)
- Submission (optional on Roman turn, when Welsh 5 lands, Brigantes 3, Pict 3, Belgae 4 and Round 1 only; half population growth, half VP) (Brigante to Angles too)
- Point limits (Welsh, Angles, Saxons)

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Campaign Manager 2008

Setup:

- Build deck of 15 cards by drafting (draw 3 select 1).
- Starting hand 3 cards.
- Each player secretly selects 2 start states of own colour.

Turn:

- Play card or draw card.
- Must play card if hand ≥ 5 cards.
- Reshuffle discard deck only when need to draw but no cards. Do not include cards played this turn.
- Gain support – switch voter colour, if none to switch, place own colour on undecided (white) spot.
- Win a state when all voters on majority issue side vote for the same candidate.
 - Occurs immediately w/o rolling die if required.
 - Winner chooses new state (any colour).
 - Draw breaking news card for new state, apply then discard.
 - If multiple wins, current player decides resolution order.

End:

- Reach or exceed 270 votes

Others:

- Use starred cards for learning game.

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Others:

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Carcassonne Discovery (assumes familiarity with basic Carcassonne)

Turn:

- Draw tile to place
- (optional) Place a follower OR score a feature
 - Grassland: Incomplete – 1pt per tile. Complete – 2pt per tile.
 - Mountain: Incomplete – 1pt per city in mountain and per city in all adjacent grasslands. Complete – 2pt per city.
 - Sea: Incomplete – 1pt per city. Complete 1pt per city + 1pt per tile.
 - If only 2 tiles, considered incomplete.
- No majority competition, just not allowed to place follower on occupied feature.
- If incomplete feature scored, can add follower to it later since not occupied anymore.

End:

- Tiles exhausted.
- Score all features, treating all as incomplete.

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End:

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Carcassonne The City (assumes familiarity with basic Carcassonne)

Start:

- Share towers equally, 3 stacks of tile – 30, 25, 20.

Turn:

- Draw tile to place
 - Only roads must match
- (optional) Place a follower, on road, market or residential area. Those on residential area lie down.
- (if applicable) Score completed road or market
 - Road: 1pt per tile if ≤ 3 tiles, 2pt per tile otherwise
 - Market: # tiles x # types
 - If now on 2nd stack, everyone places gate / 1 wall. Can place guard on wall if no guard on opposing wall. Scoring player may place tower to score length of wall from previous tower. If wall completes a feature, score it.
 - If now on 3rd stack, same as above except do wall building 2 rounds instead of 1.

End:

- Tiles exhausted or walls exhausted, or walls within 5 space gap.
- Consider all walls closed and score roads / markets completed. No score for incomplete ones.
- Score residential areas – 2pt per complete or incomplete market
- Score guards – 2pt for public building, 3pt for historic building

Others:

- Short walls are to replace normal ones if normal ones don't fit. They are not additional walls.

2P:

- 2 walls at Stack 2, 4 walls at Stack 3.

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Carson City

Start:

- Player: \$15, 1 road, 3 cowboys
- Board: 1 ranch each in \$3 & \$10 construction squares, mine on \$4 and \$12, random on \$5, \$6, \$8. Random town centre with 1 house & 4 roads. Random 9 mountains.
- Setup: Players claim 2 parcels, 1st to last then reverse.

Structure: 4 turns with 4 phases.

1. Choose personality. Adjust turn order.
2. Place cowboy (can pick space occupied by others): (a) pick action, (b) pick parcel, (c) attack/defend building, (d) pass and claim leftmost position of lower turn order track.
3. Actions and duels. Used cowboys go to general supply. If duel, roll die + guns + cowboys in personal supply. Loser's cowboys go to personal supply. Tiebreaker turn order.
4. End of turn.
 - a. Turn counter moves left to cover 1 more Buy VP space.
 - b. Receive 4/5/5 cowboys for 2/3/4th turn. Limit of 10.
 - c. Check personality cash limit. May buy 1VP per \$10.
 - d. Shift unsold buildings left and refill.

Action squares:

- Some squares disallow duels.
- May decide not to use action square, but cowboy still used.
- Wages, single-road squares can take more than 1 cowboy.
- Buying parcel: \$1 + \$1 per building/mountain on it or adjacent, including diagonally.
- If multiple duels, player involved with lowest turn order decides order.

Buildings:

- Buildings need road access (just touching corner OK) except mines & ranches. May build 1 road before constructing building.
- All buildings except ranches & mines demand house, which can be built on own, other's (if agreed) or free parcel.
- Buildings can be held and constructed later after a building action.
- Neutral houses benefit everyone. Owned houses benefit owner only.
- Building attacks: Successful attacker steals half of building income (round down).

** For building and personality powers see rules.*

End:

- 2VP for building, house, mountain; 1VP for every \$6
- Tiebreaker turn order

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End:

- 2VP for building, house, mountain; 1VP for every \$6
- Tiebreaker turn order

Cash a Catch

Start:

- \$30
- End Phase card inserted above last 15 cards
- Market Close card shuffled into last 5 cards

Turn:

- May sell fish. If selling, must sell whole batch. If opponent has same fish type, discard highest valued card to garbage can, unless the fish are in ice tub.
- Must auction. Reveal cards one by one until another player rings bell.
 - Buyer pays \$10 to bank
 - Auctioneer gains commission of \$1 per card
 - If buyer doesn't have enough space, extra cards go to garbage can.

End:

- When End Phase appears, buyers may sell fish after buying
- When Market Close appears, end immediately
- Everyone sells at half price
- Pay \$1 per fish (not card) in garbage can

Others:

- Fish thief – may steal one topmost card from another player
- Canned fish – may remove 2 cards from garbage can

3P:

- Auctioneer may buy his own fish, but doesn't gain commission

Cash a Catch

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Caylus

Start:

- \$5 / \$6 / \$6 / \$7 / \$7; everyone 1 wood & 2 food

End:

- Towers built or bailiff reaches tower scoring mark

Turn (7 phases):

- Collect income: \$2 + \$1 per residential + \$1 for Library + \$2 for Hotel
- Place worker (1st to pass gets \$1)
- Activate special buildings
- Move provost (in passing order)
- Activate buildings
- Build castle (highest contributor gets favour)
- Bailiff moves 1 or 2, provost follows, check section scoring (section scoring gives favours, not PP)

Section	0	2	3	4	5	6
Dungeon	-2PP	1 fav	-	-	-	-
Wall	-3PP	1 fav	2	2	3	-
Tower	-4PP	1 fav	1	2	2	3

Royal favours:

- Max 1 step per turn for each row
- Limited by castle construction stage

Scoring:

- Opponents put workers on your building (1PP)
- Build castle: dungeon 5PP, wall 4PP, tower 3PP
- Fail to build castle (-2PP), didn't contribute to section (see table)
- Game end: 3PP / gold, 1PP / 3 cubes, 1PP / \$4

2P: both start \$5, rotate turns, \$3 worker after passing

Caylus

Start:

- \$5 / \$6 / \$6 / \$7 / \$7; everyone 1 wood & 2 food

End:

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- Fail to build castle (-2PP), didn't contribute to section (see table)
- Game end: 3PP / gold, 1PP / 3 cubes, 1PP / \$4

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Caylus Magna Carta

Setup:

- Peddler card + 1/2/3 pink cards to its left for 2/3/4P.
- Provost on Peddler card.
- Remove 2/1 tokens of each value for 2/3P.
- Each player: 3 cards, may discard all to refresh once. 2 food, 2 wood, \$4.

Turn:

- Income: \$2 + \$1 per residential + \$1 for hotel
- Actions:
 - Draw card for \$1. Reshuffle if deck exhausted.
 - Refresh hand for \$1.
 - Place worker for \$1.
 - Build building. Prestige buildings must be built on top of residential buildings.
 - Pass. First to pass earns \$1.
- Move provost: Follow previous passing order, pay up to \$3 to move provost.
- Activate buildings up to provost location. May not use secondary effect if placed worker on own building.
- Castle: Follow passing order, build in batch of food+wood+stone. Highest contributor gets 1 gold, ties broken by passing order. If no contribution, remove 2 tokens.
- Provost moves by 2 cards if possible. Next start player.

End:

- All tokens exhausted.
- Score = tokens + buildings + gold + every 3 cubes + every \$3.

Others:

- Gold = joker
- If 2P, only 2 goods in secondary effect area of small farm / sawmill / quarry.

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End:

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- Score = tokens + buildings + gold + every 3 cubes + every \$3.

Others:

- Gold = joker
- If 2P, only 2 goods in secondary effect area of small farm / sawmill / quarry.

Chateau Roquefort

Setup:

- Each player places a mouse at a tower.

Turn: (up to 4 actions)

- (a) Uncover – remove 1 roof next to own mouse.
- (b) Run – One step orthogonally. May not run onto roof or into hole. May run through other mice, but each extra step costs 1 action.
- (c) Slide (once per turn). Any mouse that falls into hole is lost for the rest of the game.
- Collect cheese tile if two of your mice are standing on the same type of cheese. This may happen on others' turns.
- At turn end, put roofs back if no mouse in the way.

End:

- Collect 4 types of cheese, OR
- 1 player has only 1 mouse left and loses. Among the others whoever has the most cheese wins. If tied whoever has waited the longest since his last turn wins.

Others:

- Towers are not owned by anyone.

Variants:

- Play to 5 or 6 types of cheese, recommended for 2P / 3P.

Chateau Roquefort

Setup:

- Each player places a mouse at a tower.

Turn: (up to 4 actions)

- (a) Uncover – remove 1 roof next to own mouse.
- (b) Run – One step orthogonally. May not run onto roof or into hole. May run through other mice, but each extra step costs 1 action.
- (c) Slide (once per turn). Any mouse that falls into hole is lost for the rest of the game.
- Collect cheese tile if two of your mice are standing on the same type of cheese. This may happen on others' turns.
- At turn end, put roofs back if no mouse in the way.

End:

- Collect 4 types of cheese, OR
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Variants:

- Play to 5 or 6 types of cheese, recommended for 2P / 3P.

Chicago Express

Start:

- 1 start train per company except Wabash.
- \$120 distributed evenly to all players.
- Auction 1 share each – PRR & start player (min \$7), B&O (\$6), C&O (\$5) then NYC (\$8)
- Bid paid to company, winner starts next auction. If no one bids, start bidder gets share for free.

Turn: (move dial then take action)

- Auction share
 - Min bid is income / num shares (incl current one being sold), round up always.
 - If no one bids, share is not sold.
- Expand network
 - Must own share of company
 - Max 3 hexes, branching allowed
 - Start hexes forbidden, forest & mountains allow one
 - Cost is red number x # of trains (incl new train)
 - Income increase is black number on train, house (if city is developed) and industrial city track.
 - Every time dev Chicago, do Chicago phase.
- Develop hex or industrial city (hex must have train)
 - Place house on city / mountain / forest, or advance industrial city (except Detroit)
 - Relevant companies increase income or gain \$2 if forest.
- Do nothing
- If two dials at red, do dividend phase before player action:
 - Pay dividend – income / shares, always round up.
 - Reset dials
 - Develop Detroit

Chicago phase:

- One-time dividend for company reaching Chicago
- Start Wabash company if not started, income at 1 (3 if Fort Wayne is developed). Auction first share.

End:

- Trigger condition: 3 companies out of trains OR 3 companies out of shares OR 3 houses left OR Detroit's income at 8
- Game ends after next dividend phase
- Richest wins

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Turn: (move dial then choose action)

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Chinatown

Start:

- Discard face-down 3 outlook cards
- Each player: \$5000

Structure - 6 rounds of 5 phases each:

- Deal building plot cards (see ref card) and discard 2 back to deck. Claim plots.
- Distribute business tiles (see ref card), higher # for 1st round, lower # for the rest.
- Trade. Future promises can be broken.
- Take turn to place any number of business tiles (never to be moved).
- Income according to business owned and 1 outlook card revealed now. Money is hidden.

Victory:

- Most money

Others:

- If business is larger than max size, then is considered one finished business + one smaller unfinished business.

Variant:

- Plots cannot be built on without street access. Street access can be gained via same business type and same owner.

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Citadels

Start:

- \$2, 4 cards
- Randomly determine King

End:

- End of round when someone builds 8th district

Round:

- Selection of roles
- Execution in order of role number

Turn:

- Get \$2 or 1 card (choose from 2 drawn)
- Use special power
- Build 1 district

Scoring:

- District value
- Reach 8 districts 1st player +4, others +2 VP
- Have all 5 colours +3 VP

Plyr	Excl down	Excl up	Other
2	1	0	2 char each, pick 1 drop 1 except 1 st card
3	1	2	No assassin / other variants
4	1	2	
5	1	1	
6	1	0	
7	1	0	Last player can choose 1 st card

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ColorMonsters

Setup:

- Place ColorMonsters (3 single head segments) – not on central hexes, not touching others, segments must always be joined by touching sides not corners.
- 1 action card.

Round:

- New stones. Start player throws dice and place random stones on these hexes, priority lowest numbered empty triangle.
- If hex is full, all colormonsters in hex gain gem or card. If hex filled with rubble, do nothing.
- 5 actions, all players do #1 in player order, then #2, etc.
 1. Collect gems per head touching stone. Flip stone to become rubble.
 2. Trade with bank (see chart) and players (gems, cash, gold, cards).
 3. Grow by 1 segment and make up to #segment moves. \$1 given for free for movement.
 - a. Relocate (\$1)
 - b. Turn around (\$1)
 - c. Swap (\$2)
 4. Discard down to 7 gems and \$7
 5. Play up to 2 action cards (except collect gold)
- Next start player

End: (end of round when a player reaches 7 gold)

- All players can trade and try to win together.

Others:

- Action cards are limited, gems are not.

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Others:

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Colosseum

Start:

- \$30, 8/6/5 green asset tokens for 3/4/5 players, 2 programs, between 1-5 / 6-10.

Structure: 5 rounds, each with 5 phases

- Investing (choose one only)
 - Buy program
 - Expand arena for \$10
 - Purchase season ticket for \$10
 - Construct emperor's loge for \$5 (roll 2 dice)
- Acquiring assets
 - Auction, min \$8
 - Only refill when active player wins auction or give up right to initiate bid
- Trading assets – trade assets & money
- Produce event
 - Move noble(s), earn medal if end on rest area
 - Produce event. Spectators depend on assets, past events (5), stars (4), nobles (7/5/3), podium (3), medal (3)
 - Earn money = num of spectators
 - Scoring – track each player's highest ever score
- Closing ceremony (except last round)
 - Podium awarded to highest scorer since start. Roll die to break ties.
 - Lose 1 asset of event produced
 - Podium winner donates 1 requested asset to last player. Tie broken by \$, else die roll. Cannot request special assets.

Winning:

- Best ever event, tie breaker \$, then stars

Others:

- 2 emperor medals allow additional investment action. 1 allows \$6 / move nobles / improved show. No medal if move noble by medal.
- Jokers don't contribute to winning stars
- Stars need 3 or more same assets. Lose star if drop to less than 3.

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Container

Start:

- Players: 1 warehouse, 1 different random machine, 1 container of matching colour to be placed at \$2 factory store, ship in open sea, \$20 (secret), 1 value of container card (secret).
- Table: 12/16/20 containers per colour for 3/4/5P

Turn:

- Preparation:
 - Pay interest: \$1 per doc. For each shortage, seize 1 container from island, else seize 2 containers from harbour store, else warehouse or machine, except the initial warehouse or machine. Selection of container type, warehouse or machine, is by player on right.
 - *Domestic sale (beginner variant): sell 1 container from harbour store, else factory store, for \$2. (except 1st turn)*
- 2 actions:
 - Buy warehouse or machine. Machines must be different in colour.
 - Buy from 1 other player's factory store to own harbour store. Buyer may reorganise own harbour store. Each warehouse provides space for 1 good only.
 - Produce (once per turn). Pay \$1 to player on right. Storage capacity of factory store is 2x machines. Producer may reorganise factory store.
 - Sail (1 step, harbour \leftrightarrow sea \leftrightarrow island). If at opponent harbour, may buy. If at island, all other players blind bid for goods on ship. If tie bid once more to top-up. If tied again, active player's choice. If accept highest bid, get money from highest bidder + same amount from bank. If reject, pay highest bid to bank. Auction ends a player's turn.
- Loan any time (\$10), max 2. Repay any time on own turn.

End:

- 2 of 5 colours finished in supply pool.
- 2-value goods score more if player has all colours.
- Lose most abundant goods, preferably 2-value goods.
- Earn \$ according to card, \$2 for goods in harbour store, \$3 for goods on ship, deduct \$11 per unpaid loan.
- Winner is richest. Tiebreaker goods on island.

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Cosmic Encounter

Setup:

- Each player picks 1 race from 2 flare cards. These flare cards, plus additions to make up 10, are then shuffled into draw deck.
- 8 cards.

Turn:

- (discard and draw cards)
- Regroup – save 1 ship from warp to own colony
- Destiny card decides which player & system to attack, including own. May re-colonize own planet if completely empty.
- Launch – select target planet and select 1-4 ships from any colonies.
- Alliance – offense offers, defense offers, allies accept
- Planning – 2 main players each pick 1 encounter card secretly
- Reveal & Resolution:
 - If 1 side Nego, loser gains cards from winner for ships lost (compensation), losing allies get nothing. If both Nego, 1 minute to strike non-empty deal, or both lose 3 ships. Can trade cards and allow enemy to setup colony in planets where you have a colony.
 - Attackers win, all establish colony.
 - Defenders win, allies leave (not necessary to origin), and draw card (reward) or save ship per ship involved.
 - May have 2nd counter if 1st one successful.

End: 5 foreign colonies.

Others:

- Discard all cards and draw 8 cards when need encounter cards but no more.
- If active player out of encounter cards after 1st encounter, cannot do 2nd encounter.
- Defender can defend with no ships.
- Note: normally A unable to attack B's foreign colony in C's system.
- Bystanders totally ignored.
- Need 3 home colonies to maintain alien power.
- Flare cards: Use stronger power if you are matching race.
- Techs (variant): Start – choose 1 from 2. May commit 1 ship at start of turn to research. On completion, return ships. May draw techs in lieu of 2nd encounter. Choose 1 from (#foreign colonies)+1.

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Crusader Rex (Rules v1.4)

Start:

- Franks deploy first. Saracens can swap Saladin's location. Saracens draw 6 blocks.

Year:

- 5 turns
 - Simultaneous card play, if tied Franks start
 - Move
 - Group move or Muster (friendly town)
 - Road limits 8/4, half if attacking / retreating
 - Forced march +1 but roll die
 - Pinning concept
 - Sea move between 2 friendly ports costs 1 movement point per block
 - Battle
 - 4 rounds, attacker must retreat in 4th round
 - Reserves only join in 2nd round
 - Franks can knight charge. Saracens can harry, except sallying forces.
 - Victor can regroup, use normal road limits
 - Permanent elimination for crusaders, military orders & Saladin's family
 - Siege: Fight 3 rounds. 2 hits needed to hurt defender. Storming attackers cannot exceed twice town rating. Siege attrition on 2nd turn besieged onwards.
 - Draw block (Year 2 onwards)
 - Deploy at own seat, or strength 1 at other
- Winter turn – Move -1, no force march, no battle. Unit exceeding town limits die. Originally owned town give triple supply. Heal units, Saracens not home get half.

End:

- Sudden death – conquer all 7 victory cities
- Game end – majority of victory cities, if besieged, the defender controls the city

Others:

- English & French enter by sea, Germans by Antioch

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Cuba

Start:

- 3 of products (fruits, sugar, tobacco), 2 of goods (rum, cigar)
- 2 ships at dock, 1 at sea
- Each player \$10, 2 resources, 2 products, pawn in warehouse

Structure: 6 rounds of 5 phases

- Bills – show top card of statue piles
- Action – players take turns to play 4 characters.
 - Worker (1 voice) can move and collect resources and products (max 2) in row and column. May pay water to collect more goods.
 - Trader (2 voices) buy/sell merchandise. If market empty, buy at \$7. If market full, sell at \$3 for products, \$1 for goods. OR take 1 resource. OR take 1 cheapest product.
 - Architect (3 voices) build. OR gain VP.
 - Foreman (4 voices) activates buildings, either all in pawn's row and column, or any single building.
 - Mayor (5 voices) supplies 1 ship for VP. OR earn \$.
 - Alternative character powers are limited use per round.
 - Player whose 4th card played has highest value becomes start player, tiebreaker by last to play.
- Parliament – unplayed character gives votes, plus secretly buy \$1 per vote. Winner passes 2 bills, overriding old bills of same type. If tied, bribe again. Tied again, see player order.
- Statute – execute statutes. Bonus 1VP if fulfill both tax and duty acts.
- End round – Lose products at the lot. Full ships sail, others shift.

End:

- Additional 2VP per building. Tiebreaker \$.

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Die Dolmengotter

Start:

# players	2	3	4	5
Stones	16	13	12	10
Dolmens 4	1	1	1	1
3	3	2	1	1
2	4	3	3	2
1	5	4	4	3

- Place 1 druid at a time on stone space until all 3 placed.

Turn: (choose one)

- (A) Druid move 1 step. May skip over any # of druids. Must leave behind 1 stone or -1VP, except if no more stones. Note board edges are wraparound.
- (B) Druid lie down.
- (C) Lying down druid flies to any spot. Same rules regarding leaving stone behind.
- Whenever majority (more than any other colour) achieved (not maintained), may place a dolmen face down. At least 2 vs 1 required.
- When equalising (same # as majority player(s)) may place dolmen at bottom of stack.
- Re-achieve majority (happens after equalisation).

Scoring: (when circle completed)

- Score is dolmen value x position value. Dolmens removed permanently from game. Stones stay.
- Square: 3,2; Hex: 4,3,2,1; Octagon: 5,4,3,2,1,0

End:

- A player places last dolmen, everyone else 1 more turn.
- OR all players use up stones (dolmens can still be placed)
- Dolmens scored again. Tiebreaker most dolmens.

Notes:

- Another player's action may cause you to place a dolmen.
- If forget to place a dolmen, cannot go back to do so.

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Die Macher

(italics are recommended variants)

Start:

- 5 face-up & 3 face-down party policy cards, \$25K, scoring card
- State Board – 1 meeting marker
- National Board – membership at 5
- Exchange Pool – 6 Public Opinion cards (can duplicate)

Structure:

- Preliminary phase – secretly choose free bonuses
- 7 state elections (rounds):
 - a) Blind bid to select starting player.
 - b) Change party platform – *Draw to 3 cards, then* may discard hard cards and replenish. Then may change max 1 party platform.
 - c) Shadow cabinet – By player order, can play face-down on any state(s) but 1 per state. One-time use only. Choose one of the actions. If coalition card, place coalition tile.
 - d) Coalitions (current election) – Voluntary if 2 common policies, can force if 3 common policies. A coalition can only have 2 parties.
 - e) Buy & place media markers – Take turns to buy 1 at a time at \$4K at any state. To resolve, starting with furthest state, dominant party can change one Public Opinion Card. *Removed card leaves game, draw new card for Exch Pool.* Dominant party immune against bad opinion polls.
 - f) Organise election meetings & place markers. \$1K each, max 4 markers per state per turn.
 - g) Auction opinion polls – Starting with current state, auction face-down. Winner choose two effects, or roll dice to grow membership. Discard used opinion poll card face-down.
 - h) Convert to votes = meeting markers x (coincidence rating + popularity rating). Minimum 0.5 vote per meeting marker. Start with furthest state. Minimum need 5 meeting markers. Can convert partially. If multiple party reach 50, advantage later ones. If party has more than half of all votes, can change one Public Opinion.

- i) Score current state – Convert votes to seats.
 - Sole winner may move media marker to National Board, and may move 2 Public Opinions to National Board (1 if won by tiebreaker). Loser by tiebreaker can also move media marker to National Board.
 - Coalition winners may each move 1 media marker and 1 Public Opinion to National Board. Losers get nothing.
 - Secured National Opinion can only be removed by an exact contradictory opinion. *New Public Opinion always go to right-most position. Unwanted Public Opinions at resolved election go to Exch Pool.*
- j) Increase party membership by matching National opinions.
- k) Receive money (except Round 7)
 - \$1K per seat in current state election
 - \$1K per member (Rounds 1, 3, 5)
- l) End of round
 - Set up next state (if required), open 1 more Public Opinion for existing states. *Cards removed due to conflicts or duplicates are added to Exch Pool.*
 - Outside contributions – face-up if accept, face-down if reject. If accept, roll die to lose members at highest number. If reject roll die to gain members at total number. Sole largest rejecter gain bonus members at total of 3 dice rolled. Contribution cards 1-time use.

End scoring:

- Seats won
- Media markers on National Board
- Party membership, plus 10VP & 6VP for highest (share the 16VP if tied for first, none if tied for 2nd)
- Matching National Opinion, plus 5VP for secured opinions

Others:

- Round 7 only do scoring
- Key issues give +2 coincidence rating, and cannot be removed before being converted to normal issue.
- End of Round 3, when setup 7th state, no coalition, and two face-up Public Opinions.

Dixit

Start:

- 6 cards per player

Round:

- One player is storyteller.
- Storyteller gives a hint (word, phrase, sentence, story, anything) and secretly chooses a card.
- All others choose a card to give to storyteller.
- Cards shuffled and revealed.
- Everyone guesses storyteller's card.
- If all right or all wrong, everyone but storyteller 2pts.
- Else storyteller and correct guesser 3pts, and 1pt for card contributor voted for.
- Everyone draws 1 card, next player is storyteller.

End:

- Run out of cards

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End:

- Run out of cards

Domaine

Start:

- \$7, 3 cards
- castles on meadows, min 6 spaces apart from own accompanied by 1 knight each
- 2-3 player, 4 castles each; 4 player, 3 castles each.

End:

- depends on number of players. see board

Turn:

- Income of \$1 per mine type
- Play card or sell card
- Replenish from deck or chancery

Scoring:

- forest=1 VP,
- village=3 VP,
- city=5 VP,
- 3 same mines=5 VP

Card types:

- knight (extend knight queue)
- border (place border)
- expansion (move border)
- ally (that border cannot move anymore)
- deserter (enemy knight comes over)

Other rules:

- After game start, knight on forest costs \$1

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Other rules:

- After game start, knight on forest costs \$1

Dominion

Start:

- Players: 7 copper, 3 estates, shuffled into personal draw deck. Draw 5 cards
- Table: treasure cards, victory cards (8/12/12 for 2/3/4P), curse cards (10/20/30/ for 2/3/4P), kingdom cards (10 types of 10 cards each)

Turn:

A. 1 Action:

- Must do per card as much as possible.
- If need to draw cards and draw deck empty, shuffle discard pile once only to continue to draw
- Discard is to own discard pile, Trash is to common trash pile

B. 1 Buy:

- Buy and place on discard pile
- Treasure cards used for payment also to discard pile
- If multiple buys, buy and pay together, not separately
- Cannot buy from trash pile

C. Clean-up:

- Discard all played card & hand cards
- Only top card in discard pile visible
- Draw 5, if draw deck exhausted, shuffle discard pile to continue to draw

End:

- Provinces exhausted, OR any 3 supply piles exhausted
- VP is total VP in own deck (incl hand and discard deck)
- Tiebreaker: fewer turns

Others:

- # of Gardens kingdom card is dependent on # players, just like victory cards.
- Counting cards: yes – draw deck, supply, trash; no – discard pile
- Examine cards: yes – trash only.

Dominion recommended kingdom card sets

(in order of Rio Grande box inlay, columns separated by //)

- First Game: Moat, Cellar, Village, Woodcutter, Workshop, Militia, Smithy, Remodel // Market, Mine
- Big Money: Chapel, Chancellor, Bureaucrat, Feast, Moneylender, Throne Room // Laboratory, Market, Mine, Adventurer
- Interaction: Moat, Village, Chancellor, Bureaucrat, Thief, Militia, Spy // Library, Festival, Council Room
- Size Distortion: Chapel, Cellar, Village, Woodcutter, Workshop, Thief, Feast // Witch, Laboratory, Gardens
- Village Square: Cellar, Village, Woodcutter, Bureaucrat, Smithy, Throne Room, Remodel // Library, Festival, Market

Downfall of Pompeii

Setup:

- Use 36/30/25 pawns for 2/3/4P, colour priority red, black, yellow, blue.
- Create 7 4-card piles. Shuffle omen cards into remaining cards, put AD79 on top, then 2 4-card piles. Players take remaining 4-card piles, and discard surplus.

Phase 1:

- Turn: Play card to place pawn, draw card.
- When AD79 drawn, get replacement card, then shuffle AD79 into bottom 15 cards in draw deck.
- When omen drawn, get replacement card, then throw an opponent pawn into volcano.
- *After first AD79*, when placing pawn into already occupied building, can place additional pawns (relatives) based on existing occupants regardless of colour. Relatives to be placed other same coloured buildings or neutral buildings, max 1 per building.
- If building full, card can be used as joker, but cannot trigger relatives.
- Ends when AD79 drawn for 2nd time, OR player with 4 jokers in hand can declare end at any time.

Phase 2:

- Start with 6 lava tiles, with players taking turns to place. First tile of a symbol is placed atop start space.
- Turn: Draw and place lava tile, move 2 pawns.
- Killed or trapped pawns go to volcano.
- Move pawn up to same # squares as # pawns at start square (not building). Must move different pawns except for (a) pawn which is alone before 1st move (b) last pawn.

End:

- All lava tiles drawn, or all dead / trapped.
- Winner: most survivors. Tiebreaker: fewest in volcano.

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End:

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Dschunke

Start:

- Each player: 20 cargo strips, 2 supply cards
- 3P/4P – use 6/8 of each type of goods cards and deal 6/8 to each player.
- All resources are secret.

10 rounds:

- Market card & events. “Exchange Goods” card may be used.
- Players choose 1 action offered by merchants / trainees and turn face-down once used:
 - Load 2 cargo strips
 - Earn \$ from cargo strips, min \$3
 - Take goods cards based on cargo strips, min 3, even if no strip visible
 - Trainees’ action is for boat w/o merchant
- Gain Goods cards based on Supply cards
- Goods bartering:
 - Blind bid goods of same type. Highest number of cards earns \$ from bank. If tied, share, round down.
 - Play until all 4 goods paid for or no more cards
 - “S” = special card or \$3 in last round.
- Move merchants & trainees and turn face-up.
- Change start player – clockwise.

End:

- Money + special card bonus + visible crate bonus (\$4 per boat, \$25 if all 5 boats)
- Tiebreaker = goods cards

Others:

- S event: each player takes a different special card deck to pick one card.
- Y event: everyone declares own money.

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Others:

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- Y event: everyone declares own money.

Dune (Descartes edition, basic game only)

Start:

- Randomly draw 4 leader discs and pick one of an opponent to be traitor.
- Set up as per player shield. 1 treachery card.
- Storm determined by 2 players closest to it, picking numbers from 0 to 20, totaled, then moved anti-clockwise.

Round: (max 15)

A. Storm – 2 most recent wheel users secretly select numbers from 1 to 3, then total and move storm anti-clockwise. Tokens in desert touched by storm go to Tleilaxu Tanks, spices removed.

B. Spice blow

- If territory card, place spices unless storm
- If worm, tokens and spices removed from previous territory, then draw until next territory card to place spice. Also Nexus occurs. No worm in 1st round.

C. Bidding

- Bankrupt player gets 2 spice.
- Same # of treachery cards as # players revealed to be bid, for players holding 4 or less cards.
- Players take turns to initiate bidding.
- Min bid 1 spice.
- Auction until all cards claimed, or 1 card unwanted (remaining cards return to top of deck).

D. Revival & Movement

- Revive max 3 tokens to Reserve, paying spice where needed.
- Shipment = Move tokens from Reserve to 1 space on board. Each token costs 1 spice to move to stronghold, 2 to others. No shipping to storm or stronghold containing 2 other players.
- Token move = any # of tokens move from 1 territory to another. 3 steps if having tokens in Arrakeen or Carthag, 1 step otherwise.
- Storm stops movement, but only that specific sector.
- Revive leader:
 - Revive max 1 per turn if all 5 are in tanks, paying spice according to leader number.
 - May only revive 2nd time if all other players' leaders have been revived and killed again.

E. Battle – occurs at all spaces with 2 factions, except if separated by storm, or at polar sink.

- Aggressor side determined by player order, and decides order of battles involving him. Aggressor wins ties.
- Combatants secretly select # from 0 to # of tokens in battlefield, and leader (mandatory unless no more), and optionally 1 weapon and/or 1 defense treachery card if leader present. Weapon kills leader unprotected by defense. Killed leaders don't count.
- Winner gains spice = killed leader (including own) and may keep treachery cards. Lose # token as dialed.
- Loser loses all tokens and treachery cards.
- Instant win if enemy leader is traitor in your pay. Traitor killed.

F. Collection of spice: 3 per token in Arrakeen and Carthag, else 2.

Alliances (Nexus):

- May join / leave / create alliances
- Alliances are open info, but deals made to form them need not be
- Allies win together
- Allies may pay for each other's auctions & shipments; may not share territory (except Polar Sink)

Bribes and deals:

- May involve spice but not cards, tokens, leaders etc.
- Are announced and must be honoured.

End: (# of cities)

	Faction size		
	1	2	3+
2P	4	-	-
3P	4	5	-
4P	3	4	5

Others:

- Start player is always player whose dot is next to be hit by storm.
- Ignore worm card in first round.
- When entering territory covering multiple sectors, be clear where tokens are.
- Polar sink never in storm.
- Stacking limit of 2 factions.
- Leader surviving battle may not battle in another territory in same round.
- If both leaders in battle are traitors, all die, no one gains spice.

Dungeon Lords

Start:

- Central: 9 random combat cards. 3 event tiles face-down.
- 3 tunnels, 3 food, \$3, 3 imps.

Structure: 2 years of: build then fight. Then score.

Build: (follow instructions on board)

- Set up phase: When drawing adventurers, must have at least 1 different.
- Order phase: Simultaneously & secretly choose, then reveal one by one. May choose not to execute order. See bar length for order of order execution.
 - Must not form 2x2 grid with tunnels.
 - Pay recruitment costs for monsters/ghosts.
 - Rooms replace tunnels. Must not be adjacent. Obey room building restrictions.
- Production & retrieve order: Use production rooms. Trolls may help imps. Year 1 max once per round. Retrieve 1 order, either leftmost or an unused one. Always 2 become inaccessible for next round.
- Event: (1) Pay day – else lose monster/ghost and +1 evil. (2) Tax - \$1 per 2 tiles, conquered or not, round up. Damage cube (-3VP) per \$1 not paid.
- Adventurer: Assign according to evilometer. They queue before your dungeon. Warriors cut queue.
- End of round: Start player token moves left. Imps return.

Fight: (adventurers fight 4 rounds then leave)

- Planning:
- Determine tile attacked – choose among those nearest to entrance.
- Choose secretly max 1 trap, pay \$1 if in room.
- Choose openly max 1 monster (2 if in room) / unlimited ghosts.
- Reveal combat card.
- Battle: (in player order)
- Play trap then discard. Thief reduces effect.
- Fast spell if applicable.
- Monster/ghost attack then get knocked out for the year.
- Slow spell if applicable.
- Heal, only if current round monster/ghost damage.
- Fatigue (one damage at a time)
- Conquering (-1 evil).

Year 2:

- For 4/3/2P, start token moves 3/1/0 steps left.
- Check if Paladin already attracted.
- Year 1 rooms can double-produce.
- Traps: Draw 1 extra to choose from. May return previously bought trap.

Scoring:

- 2VP unconquered room, 1VP monster, 2VP adventurer, 5VP paladin. Also see bonus rooms.
- -2VP conquered room / tunnel, -3VP unpaid tax.
- 3VP titles, 2VP if shared.

Others:

- Take troll marker if recruiting a troll.
- Paladin attracted immediately when threshold reached. He has all abilities but is not considered any of the other types. He can move even halfway through battles.
- If out of tiles to conquer, release prisoners to distant lands.

Full Game:

- Initial inaccessible orders: Draw 3 choose 2.
- Special events are used.
- \$1 if selecting recruit monster as first order.
- If hit max evil, considered unable to pay by evilness (only applies to getting food, recruiting/paying monsters/ghosts)

2P:

- Each dummy player randomly occupies 2 Position II spaces, and 1 Position I space chosen by corresponding normal player.
- Whenever assigning adventurer, dummy +1 evil. Dummy is always nicer in tiebreaking.
- When Year 2 starts, dummy -2 evil.
- 2VP titles, 1VP if shared.

3P:

- Dummy player randomly occupies 3 Position II spaces.

Eastern Front 2

Objective:

- Conquer 2 of 3 enemy cities while retaining own lands.
- Axis win if # fresh Soviet units in Siberia < adjacent Axis hexes.
- Axis win if survive to end game.

Turn: (Axis first, then Soviet)

- Movement (2 units), not blocked by full stacks / terrain
 - Can swap fresh/spent unit as one move
- Combat
 - Go by hexside, max 2 attacks per hexside
 - Must have more units than adjacent enemy hexes to attack 2nd time
 - Success on 3 (after modification)
 - Attacker becomes spent
 - If attack successful, defending factory or unit becomes spent; or all units retreat + factory destroyed; or units destroyed if cannot retreat
 - Retreat following hexside limit (normal – 2, difficult – 1), priority retreat to hexes without adjacent enemy hexes.
 - When enemy retreats, must advance at least 1 unit from any adjacent hex. Blitz – one fresh advancing unit attack hex adjacent to its origin, provided no difficult terrain involved.
- Production
 - Russia can only refresh one factory per turn
 - Russia max build 1 unit for 2 production points

Others:

- Difficult terrain no attack bonus
- Siberia box no stacking limit; counts as one hex; Axis cannot attack or enter
- Leningrad factory auto spent if Riga & Smolensk under Axis

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EASTERN FRONT 2 REFERENCE SHEET

		Axis			Soviet		
		Stacking	Modifier	Production	Stacking	Modifier	Production
1941	Summer	4	+1		2		
1941	Autumn	4	+1		2		
1941	Winter	4			2	+1	Siberia **
1942	Spring	4			3		
1942	Summer	4	+1		3		
1942	Autumn	4	+1		3		
1942	Winter	4			3	+1	
1943	Spring	3			4		
1943	Summer	3	+1		4	+1	
1943	Autumn	3	+1	-1	4	+1	
1943	Winter	3		-1	4	+1	
1944	Spring	3		-1	4		
1944	Summer	3	+1	-1	4	+1	
1944	Autumn	3	+1	-1	4	+1	
1944	Winter	3		-1	4	+1	
1945	Spring	3		-1	4		

* No movement

** Spent Siberian factories still contribute production

SETUP

		Axis			
		Factory		Unit	
		Fresh	Spent	Fresh	Spent
Berlin		2			
Prague		1			
Budapest		1		1	
Bucharest		1			1
Konigsberg				4	
Warsaw				4	
		Soviet			
Leningrad		1			
Kiev			1		
Moscow		1	1		1
Kharkov		1			
Stalingrad			1		
Grozny		1			
Siberia		1	3		
Riga					1
Minsk				1	
Lodz				1	
Odessa					1
Mobiliz.				7	

El Capitan

Start:

- Per player: \$20, 1 ship, 1 fortress, 6 warehouses.
- Common pool: 4 destinations, 6 interconnections.

Turn:

- May sail (only mandatory at start)
 - Destination cards – direct sail or movement by seals.
 - Interconnection cards – only between the 2 depicted cities.
 - May not stop at city if harbour full.
 - Sailing to bank harbour is free.
- Must perform action:
 - Build / reopen warehouse. Build cost shown on harbour. 1st warehouse can be on 2nd space. No more than 3 consecutive warehouses allowed. Oldest warehouse shut down if new one build on dark square (triangle too for 2/3P). Reopen is free. Can build/reopen on vacated spaces only after higher spaces full, but in reverse order.
 - Build fortress. Max 1 per city.
 - Take loan (forced to do so if cannot do the others)
- Can buy sailing cards any time.

Phase: 3 phases each ending in a payday, triggered by 1 player exhausting pieces, then played to end of round.

- Pay for proliferation (chart), majority (full amt for highest, half round down for 2nd, tiebreaker is earlier warehouse), and fortress (full amt for most full city, half for others)
- Bonus for 1st , 2nd , 3rd to have warehouses at 9 cities, paid at 3rd payday.
- Payback or extend (once only) loans.
- Declare total money - loan. Poorest decides start player.
- Get 1 fortress & 6 warehouses for next round.
- Richest after Phase 3 wins.

Others: Do not build on last space of city.

2P: 6 main + 2 neutral warehouses, main must > neutral. Only 1st place in majority profits. No 3 consecutive main or 4 consecutive main+neutral.

Variant: Play with 1 to 3 extra cities, must follow positions. Reachable only by seals. Lisboa: immediate and better pay. Porto: Shut down warehouses discarded. Islas Canarias: Must move pirate and extort \$1/2/3 per warehouse in Phases 1/2/3.

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Elfenland

Start:

- One secret final destination city

Structure - 4 rounds, each round:

- Get 1 random face-down transport chip and 3 face-up. 3 face-up chips are selected from 5 open chips, or blind drawn, but must reveal after drawing.
- Get 8 cards.
- Take turns to place transport or trouble chips, until everyone passes consecutively.
- Take turns to move elf by playing cards.
- At most carry over 1 transport chip and 4 cards to next round
- Clear board, discard trouble chips, reshuffle all transport chips and cards.
- Next clockwise player from current 1st player becomes next 1st player.

Victory:

- # of cities visited - distance from final destination, tie breaker # transport cards.
- If someone visits all cities at end of Round 3, he wins. Tie breaker # transport cards.

Others:

- Some means of transport not allowed on some routes.
- Some means of transport slower on some routes.
- Trouble chip means 1 additional card, and must be attached to a transport chip, i.e. not rivers/lakes.
- 3 card = joker, but not for lakes/rivers
- Taking raft (no counter needed) is 1 card downstream, 2 cards upstream & lakes

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Fearsome Floors

Start:

- 2-4/5-7 players take 4/3 chars, white side up.
- Monster at exit facing M, place objects on board.

Structure:

A. Players move and flip:

- Can move through other chars but must stop on empty space
- Can push stone if empty space behind stone

B. Monster move:

- (first move cannot be a hit card)
- Looks front & left & right, and moves 1 space to nearest char. Move straight if 2 or more equal distance.
- Look again and turn once if applicable.
- Walks thru walls to reappear on other side.
- If catch char in Round 1, char go back to entrance, if Round 2, eat.
- On hit cards, max move 20 spaces.

End:

- One player saves all but one char (wins).
- During Round 2, all figures exited or eaten. (most survivors win).
- Only last card remaining (most survivors win).
- Tie breaker, first to reach that # of survivors.

Others:

- Only 2 chars can enter board in Round 1.

Advanced:

- Crystal = stone except see thru.
- Turning stone = stone for players; monsters does not push and changes direction accordingly unless can see char.
- Teleporter = unmovable for players; monsters see past, teleports if step on it, then changes direction; destroys other objects pushed into it.

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- Only 2 chars can enter board in Round 1.

Advanced:

- Crystal = stone except see thru.
- Turning stone = stone for players; monsters does not push and changes direction accordingly unless can see char.
- Teleporter = unmovable for players; monsters see past, teleports if step on it, then changes direction; destroys other objects pushed into it.

Felix: the cat in the sack

Start:

- Each player: discard one card unseen, \$15 (secret)
- Bank: \$27 if 4P, \$33 if 5P
- 4P – discard \$3 card
- Centre of table: Sack card followed by numbers

9 rounds:

- In turn order, place one card secretly to centre.
- Reveal first card.
- Bid non zero amount for the whole group of cards.
- Whoever passes takes back money and collects money from lowest available stack. Reveal 1 more card.
- Final winner pays full amount and gets start player card.
- Sole small dog scares away lowest cat. Sole big dog scares away highest cat. Two or more dogs no effect.

End:

- Total score = cat score + \$.
- Tie breaker is cat score.

3P:

- Use \$3 and \$6 cards
- Bank: \$21
- Use dummy 4th player, who always plays a random card first to the centre at the start of round.

Others:

- If everyone passes, last remaining player sees all cards and decides whether to buy for \$1. If last player also passes, no money seeded for next round, same start player.
- If not enough money to seed cards, don't seed.

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Fluch der Mumie

Start:

- Each treasure hunter gets 1 card per colour (secret).

Turn:

- Treasure hunter:
 - May reset dice showing mummy (to give special mummy turn)
 - Roll dice not showing mummy. May keep rerolling, but mummy side dice are locked.
 - Move by 1 die, announce which one. May retrace steps. May not enter start spaces. May pass through other treasure hunters. Arrow = move max in straight line, stopped by other hunters.
 - May play mission card if reach specific treasure.
- Mummy turn:
 - Roll die and add mummy icons on treasure hunters' dice. Move.
 - If catch treasure hunter, hunter goes to dungeon and surrenders 1 ankh (out of game if 3rd ankh). Mummy stops.
- Special mummy turn: Move # of mummy icons on hunters' dice.

End:

- A treasure hunter wins if play last card.
- Mummy wins if 4/6/7 ankhs for 2/3/4 treasure hunters.

Others:

- If all dice mummy icon, lose turn, and next treasure hunter must reset dice.
- If hunter stuck, announce and lose turn.

2P:

- Use 2 treasure hunters (both take turns before mummy), 10 missions (2 per colour). Either hunter can fulfill mission.
- Mummy wins with 3 ankhs.

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Turn:

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- Use 2 treasure hunters (both take turns before mummy), 10 missions (2 per colour). Either hunter can fulfill mission.
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Formula De

Start:

- Everyone 1st gear.

Turn:

- Turn order is position of cars, if tied, higher gear, if tied again whichever car reached that position earlier.
- Decide gear, roll die, move. If shift gear up max 1 step, if shift gear down max 4 steps.

Track:

- Corners: Mandatory number of stops in each corner stretch. If short of 2 or more stops, lose. If short by 1 stop, lose tire wear points per # spaces overshoot. When overshooting, if reach new corner, do not count as first stop. Must stay in same lane.
- Straights: Max changes 2 lanes in one turn. No zigzag except passing another car. Must take shortest distance to next corner.

Others:

- Starting race: Roll D20, if 1, lose a turn, if 20, move 4 spaces.
- Spin out: If lose last tire point, spin out. Turn car backwards. Next turn start at 1st gear.
- Braking: Lose brake points to move less.
- Blocking: Need to pay tire & brake points. If cannot, lose. Car in front hit and lose body point. If more than 1 car can be hit, roll die to decide.
- Overrev (downshift >1): Lose fuel/brake/engine. If no fuel, cannot downshift >1. If no brake, cannot downshift >2. If no engine, cannot downshift > 3.
- Collision: When a car stops behind/beside another, for each contact both cars roll black die to lose body point on a 1. If lose all body point, lose. If a car causes other cars to lose, must take 1 body point loss itself.
- Engine damage: When a car in 5th/6th gear rolls 20/30, everyone in 5th/6th gear rolls black die and lose engine point for result of 1-4.
- Pit stops (>1 lap races only) to refresh tires: Braking, blocking, overrev, collision, engine damage don't apply. Enter pit in any gear. Roll black die. If 1-10, divide by 2 round up and move, consider 4th gear. If 11-20, stop a turn and next turn leave at 4th gear or lower.

Formula De Advanced Rules (all optional)

Slipstreaming (optional, player decides):

- If stop exactly behind another car, may gain 3 steps.
- 4th & 5th gear only, and must be lower gear than car in front.
- Can be chained.
- If use slipstream to enter corner, lose 1 brake point, and is not considered to have done a corner stop.
- Not allowed to brake to benefit from slipstream.

Time trials for determining pole position:

- No penalties except corners. Use stopwatch.
- Final time is # die rolls + minutes real time + corner overshoots. Tiebreaker is minutes real time.

Tyres and weather:

- Different tyre types suitable for different weather.
- Weather roll for time trials – one time only.
- Weather roll for laps. If sunshine or rain, remain for whole race. If changeable, do weather check whenever a car in 5th/6th gear rolls 20/30. Only when 2 consecutive sunshine or rain then the weather stabilises.
- In rain, collision on 1-2 roll, engine damage for 1-3 roll, road holding on 1-5 roll.

Three lap races:

- 20 points to allocate, min 1 pt per feature.
- New feature – road holding. Lose if no more road holding.
- The space where a car loses body or engine or is eliminated becomes dangerous. If pass or stop at such a space, roll die, lose road holding on 1-4.
- New pit stop type, can also refresh body, engine, brake and road-holding. Must wait until next turn to leave, at 4th gear or lower.

Frank's Zoo

4-7 players

Start:

- Deal all cards as evenly as possible.

Turn:

- Play card or pass
 - If starting a round, play one or more same animals
 - If continuing a round, must play:
 - Same animal and one more than before, OR
 - Outranking animal and same number
 - One mosquito can attach to elephant to become elephant
 - Joker must attach to other animals.
 - When winning a trick, winner starts new trick
- If pass, can play again next turn
- When going out, score # players remaining + 1, except last player scores 0.

End:

- Play multiple hands until 2 players reach 19pt, highest scorer wins.

Note: Partnership rules available but not included in this summary

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4-7 players

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- Play card or pass
 - If starting a round, play one or more same animals
 - If continuing a round, must play:
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Fresh Fish

Setup:

- # outlets according to # players.
- 19/15/12/8 buildings for 5/4/3/2P, rest as surplus.
- Outlets and buildings mixed. Streets in separate stack.
- Play area 9x9/8x8/7x7 for 4/3/2P.
- Harbour in corner, other factories placed freely.
- Each player: 1 \$green, 10 \$yellow/orange, 6 markers.

Turn: (choose 1 action)

- (a) Reserve plot (if markers available)
 - Orthogonally next to street or another reserved plot.
 - Only 1st round allowed to place freely.
- (b) Build on own reserved plot
 - Building drawn randomly.
 - If stack exhausted, place building from surplus stack or street tile.
 - If outlet drawn, auction it. If active player doesn't win auction, choose again an action.

Auction: (blind bid)

- Only players who doesn't have that outlet type can bid.
- Tie broken with priority to active player or closest.
- Use markers to mark outlets, first two using spare markers.

Expropriation:

- Factories & outlets must have street access.
- All streets and unbuilt plots must be connected.
- Build streets whenever required, removing any markers in the way.

End:

- All plots built. Score = total distance between factory and outlet (0 disallowed) - money. Lowest wins. Tiebreaker most money.
- Note cap for outlet distance score depending on # players: 14/12/10/8 for 5/4/3/2P.

Variants:

- Demonstrations: place on own plot, equals 3 space street.
- Road works: Add same # of buildings. Place on building, and thereafter anyone can place an outlet there.

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Funny Friends

Overview:

- Square = prerequisite (default 1), circle = result.
- If need to move characteristic beyond 3, reset conflicting characteristic to 0.
- Concept of anonymous vs known sex.
- Child markers are put together with other parent.

Start:

- Players and non-players must always make up 5 men & 5 women.
- Players: 5 life goals (1 per category), 1 offer marker of each other player.
- Table: 1 mega goal, 8/12/12/15/18 puberty cards for 2/3/4/5/6 players, 8 time markers per player.

Puberty: (take turns to do 1 action)

- Execute card, fulfill goal, or pass and gain time.

True life round:

- Show 5A and 5B cards (4 each if 2/3P).
- Start player is whoever passed first in previous round.
- Possible actions:
 - Auction card. Min 0, must meet prereq, and must not have passed. Active player's turn again if didn't win.
 - Fulfill goal.
 - Trade goal(s) (4 time markers total). Must maintain same categories.
 - Pass and gain time.

End:

- Fulfill 5th goal.
- If not enough cards, no one wins.

Starting time markers (depending on seating position):

#players	1 st	2 nd	3 rd	4 th	5 th	6 th
2	2	6	-	-	-	-
3	0	4	6	-	-	-
4	0	2	4	6	-	-
5	0	2	4	5	6	-
6	0	2	3	4	5	6

Time markers for passing:

#players	1 st	2 nd	3 rd	4 th	5 th	6 th
2	6	2	-	-	-	-
3	6	4	2	-	-	-
4	6	4	2	0	-	-
5	6	5	4	2	0	-
6	6	5	4	3	2	0

Others:

- May only know other players using offer markers of them.
- Using offer markers, may force / encourage event participation, whether you are active player or not. Offer markers are discarded after it is effective.
- “Engaged” and “happily married” are safe. Can only separate if partner agrees. Non-players never agree.
- If make up with ex-partner, go to “engaged” or “happily married”.
- Whenever mega goal met, reveal next one.
- If not enough time markers, may take from other(s).
- Celibacy = no new sex or relationships.
- Symmetry concept, e.g. friendship, sex, marriage, children etc.
- If deck exhausted, reshuffled unexecuted cards.

Galaxy Trucker

Start:

- Players: Spaceship template and pilot cabin.

Structure:

- 3 rounds, building Class I, II & III spaceships.

Building:

- *Timer: First player of previous round starts timer on space according to round. Any player can progress timer on countdown track.*
- *Set up adventure cards sets as per board.*
- Take face-down tile to spaceship board before turning face-up
- Decide whether to place, if no, return face-up to table, if yes, must touch existing tile, and all touching sides must match.
 - Cabins – for crew;
 - Engines – for speed, must face backward, and no tile behind;
 - Cannons – for firepower, can face any direction (front advisable), no tile in front of barrel;
 - Batteries – for double engines / double cannons / shields. One battery per use.
 - Shields – each protects 2 sides.
 - Cargo holds (some are special)
 - *Alien life support – must be next to cabin, and allow 1 matching alien per cabin, max 1 alien per type per ship. Aliens improve non-zero cannon / engine +2, count as crew.*
- *May temporarily store two tiles, but if unused, counted as lost component*
- Prefer fewer exposed connectors.
- *Allowed to look at adventures cards, one set at any one time, after at least one component built.*
- Once done, select flight order tile (not necessarily lowest available)

Flying:

- Spot checks: *remove errors as lost components until legal*
- Place spaceships markers on route based on flight order, with X empty space in between depending on round.
- Add one more adventure cards set then shuffle until top card shows current round number.
- Preparation: 2 humans / 1 alien per cabin (place in player order), place batteries.
- Adventure cards general rules:
 - Losing / gaining flight days mean moving that # of empty spaces forward / backwards. No space sharing.
 - When losing goods, always most valuable first
 - When counting cannon strength, non forward cannons count half
 - Always resolved by order on track
- Events:
 - Open space: decide to power engine to move ahead
 - Planets: decide whether and where to land. Goods can be rearranged / discarded only when new ones are acquired.
 - Meteors: roll dice to determine position of hit. Large side meteor can be hit by adjacent row cannon.
 - Enemies: attack in player order until defeated. If tied, player doesn't gain or lose, enemy moves on to next player.
 - Combat zone: weakest player in each category suffers penalty, if tied, player in front suffers.
- Scoring:
 - Player order, player(s) with fewest exposed connectors, sell goods, -\$1 per lost component (with a cap). Money is secret.
 - If give up (done before next adventure card), sell goods half price & lost component penalty. Must give up if no more humans, or no engines in open space, or lapped.
- If you are last player not given up, ignore events penalizing weakest player.

Ghost Stories

Start:

- Board: Monks at centre, 2 Buddhas on Buddhist temple. Random incarnation card on 10th card from bottom of ghost deck.
- Players: 4Qi, 1 matching Tao, 1 matching YinYang.

Turn:

1. Yin:

- Existing ghosts' action.
- If 3 ghosts, -1Qi and end Yin phase.
- New ghost. Match colour if possible, black ghost on own board. If full, place anywhere. If everywhere full, -1Qi.

2. Yang:

- Move (optional). Diagonal allowed.
- Get help OR exorcise. Exorcise adjacent ghost by rolling dice and adding matching Tao (may use those of other monks on same space). White = joker. If fight 2 at one go, only roll dice once.
- Place Buddha (optional). A Buddha completely ignores and discards a ghost card played on it, then returns to temple.

End:

- Win: Beat Wu Feng. Wu Feng doesn't fear Sorcerer's Hut or Buddha. Wu Feng's appearance returns 1Qi & 1YingYang to group.
- Lose: All killed. OR 4th tile haunted. OR Ghost deck exhausted but Wu Feng undefeated.

Others:

- YinYang is for getting villager help without being there, or flipping back a village tile. Use any time.
- Qi. No Qi = dead. Lie down at cemetery.
- Possessed board is when monk dies or neutral board loses all Qi. No more ghosts can be added. Qi loss still cause living monks to lose Qi.
- <4P: 3Qi per neutral board. Remove 5 ghost cards per player short. 1 Power token per player.
- For solitaire, 1 Tao per colour except black, 3 Power tokens.
- Power token is for neutral unpossessed boards. May use multiple in a turn but not repeating. Used tokens return to centre tile, and 1 can be picked up at a player's end of turn.
- Other difficulties: 3/3/3Qi, 3/3/3 haunted tiles to defeat, 1/4/4 incarnations (3 for 1/2P); no YinYang at Hell level.

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Giants

Start:

- Player: 2 markers, 1 worker, 1 chief, 1 sorcerer, 7/6/5 bases for 3/4/5P.

Turn:

1. Moai draw: Roll # dice = #players. In 1st turn treat 0 as 1, 3 as 2.
2. Auction (blind): Bid marker(s) for choice order (ties broken by Rongo Half Tablets then turn order); and figurine(s) for taking Moais. Leftover Moais can be claimed by players with enough remaining figures, else removed from game. If no marker bid, may not take Moai.
3. Figurine placement. Possible actions:
 - a) Place worker / sorcerer / chief in hex (+0/1/2 logs). Hex can be shared.
 - b) Place sorcerer (+0/1/2 logs) in special hex and use action
 - c) Place chief in special hex, spend full Rongo Tablet, use action
 - d) Put marker before screen to buy Rongo Half Tablet
 - e) Pass (use banner as indicator)
4. Move-and-mark or mark Moai or hat: Capacity of a hex is sum of workers & logs. Moais/hats can move any distance as long as capacity can support their size, but may not move through same hex in same turn. Must use at least 1 figure in each hex (not logs only). May use others' figures / logs, and they gain 1pt per figure used (not logs).
 - Erect Moai: Need 1 worker on adjacent hex. Place base face-down.
 - Wear hat: Need 1 worker on adjacent hex.
 - Mark Moai/hat with marker, else others may move/use it. Marker returned when Moai erected / hat worn.
 - Moai / hat not moved are put on board. Owner may mark it.
5. End of turn:
 - Collect figures on board and figures & markers before screen. May collect markers on Moais or hats, losing ownership.
 - Remove all logs from board.

End:

- End of phase 4 after 1 player erects Moais on all his bases.
- Moai score = (Moai size x Moai value) + hat value if applicable
- ~~3pts per full Rongo tablet (rule removed by designer later)~~

Others:

- Special hexes: Village – worker. Sorcerer's Hut – marker. Forest – logs. Ahu (site) – place base to reserve. Hat site – hat.
- Chief = 3 workers (no need for logs)
- Hats and Rongo Tablets are visible to all
- Any time may check Moai base colour by paying Rongo Half Tablet

Variants:

- Start with 2 workers for quicker game
- In-game scoring for Moai's, but not hats

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Variants:

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- In-game scoring for Moai's, but not hats

Goa

Start:

- 4 ships, 2 colonists, \$7 (start player) / \$10

Structure:

- 2 phases x 4 round x (1 auction + 3 actions + extra act)

Auction:

- Start player places flag first (comes with 1 action)
- Once-around bidding, seller last

Action:

- Advance development using spices & ships
- Get ship • Get spice • Get money
- Get expedition card (check hand limit before draw, draw not to exceed hand limit)
- Found colony (success based on level + 2 exp cards + colonists on hand. If fail get 1 colonist)

Scoring:

- Development levels
- Colonies (1/3/6/10 VP)
- Expedition cards (1/3/6/10/15/20 VP)
- Richest, including ties (3 VP)
- Single plantations (1 VP each)
- Special tiles

Other rules:

- Max keep 1 action card for next round
- If pass extra action cannot resume
- First to reach level 4 / 5 get expedition card

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Other rules:

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Greed Incorporated

Start:

- Random company number 0-4. Players are CEOs.
- Each company has \$100.
- Adjust price trend depending on start companies.
- Remove some assets cards if 3/4P. Divide into 4 stacks by value to shuffle, then restack, then deal 2 per player.

Structure: (12/8/8 years for 3/4/5P)

Year:

1. Announcements: Simultaneously choose and reveal asset, then adjust price trend. Mark asset with player marker. Draw asset card.
2. Market Forces: Adjust price.
3. Investments: Co with <4 assets may blind bid on assets, min \$10. Co's select 1 asset each based on bid amount. Player who had marker on asset takes highest free position in co (CEO>CFO>COO). If co buys from CEO, pay double.
4. Production (mandatory): for primary producers.
5. Trade & process: Trade goods & cash, not assets, between co's. Money gained is put in new income and cannot be re-used. Goods can be re-traded. Deals can involve future promises but they are not binding, and both sides must still give something. Processing can be done any time.
6. Sales: If sell, money goes to new income. If store, pay costs
7. Close books (except new co's): Compare last year vs this year income to see if boot is placed. Shift money (this year income -> last year income -> free cash)
8. Blame game (co's with boots): CEO, CFO & COO each blames one of themselves. Anyone blamed is fired and gets exit bonus of 40/20/20% of co free cash (round down). Promote upwards. Lose 1 asset. If no more executives, co liquidates and all assets discarded.
9. Bid for status symbols, gold then silver, using personal cash. \$10 bid units. Next player after gold winner becomes start player and starts silver bid. Gold winner cannot bid.

10. Entrepreneurs: Bid to start 1 new co. Players with 2+ co's cannot bid. Min \$50. Winner becomes CEO, gets \$100 free cash for co, choose 0-4 discarded assets. Adjust price trend based on new co.

End:

- End of year when all assets played.
- Most status points wins. Tiebreaker personal cash.

Others:

- If players take action, follow player order. If companies take action, follow highest asset #, else highest company #.
- Money is public.
- Discarded assets are only available to new co's at \$0.
- # of co's is determined by # players.

Hannibal: Rome vs Carthage

Turn:

- Reinforcement (except turn 1)
 - Reinforcements
 - Return displaced Carthaginian generals
 - Romans must have 5 unit stack
 - Romans elect consuls
- Deal and play cards
 - 7/8/9 cards for turns 1-3/4-6/7-9
 - Usually Carthaginians decide who goes first
 - Using op number to
 - ❖ move general – max 4 spaces, 10 units, may Overrun (5 vs 1), may pick up & drop any time
 - Difficult terrain costs 2 movement point
 - Attrition for mountain passes
 - Opponent can have reaction:
 - Avoid Battle (if fail -1 battle card, attacker can Pursue)
 - Intercept (if succeed +1 battle card, Overruns after Intercept). If multiple armies attempt to intercept, resolve all before active player decides to back up
 - Naval movement is 3 step move, max 5 units. Need not control port. Note Roman sea supremacy.
 - Battles:
 - max 20 battle cards, Allies modify # cards
 - casualties from battle & from retreat table
 - retreat max 4 spaces, no pass or strait, sweep up smaller unit stacks, can have further losses
 - Loser loses PC markers = units lost
 - Withdrawals for current attacker, if successful only battle casualties losses.
 - Elephants
 - Siege / subjugation (min 3 units)

Hannibal: Rome vs Carthage (cont')

- ❖ place markers – can convert existing PC marker only if unit present
- ❖ raise troops with value 3 card
 - Using event / counter-event
- Winter attrition
- Political isolation removal (Roman first)
- Victory check

End:

- Sudden death
 - Control enemy capitol
 - Carthage controls all Italian provinces except Latium
 - Unable to remove enough PC markers after a battle
- Year end
 - Not enough PC markers to remove after comparing Political Points (total 18 points).
- Game end – High Political Point, Carthage wins ties.

Others:

- Change of Command roll – must roll if attacking Romans, may roll if attacked by Romans
- Displaced generals. Displaced because of retreat table, retreat losses or naval table, not because of attrition, Storm at Sea event, or battle casualty roll. If Scipio Africanus, eliminated. If Hannibal, eliminated and lose 5 PC.
- Campaigns. Subordinates and CU's can be moved twice, just not more than 4 steps. Campaigns cannot be used for siege / subjugation twice.

Hansa

Plyr	Remove goods
2	2 colours
3	1 colour
4	NA

Start:

- Fill all warehouses
- Ship at Copenhagen
- \$3
- 3 rounds of placing 2 markets, except Copenhagen

End:

- Reach 5th goods stack, end at round end.

Turn:

1. Get \$3
2. Refill all warehouses for \$1 if some empty. Must refill if all empty.
3. Actions (max once per city)
 - Move ship \$1
 - Buy good \$1 pay to top market owner or bank
 - Build market using 1 good marker
 - Sell goods using 1 market
 - Min 2 good markers of same colour
 - Allow multiple colours
 - Flip goods sold
 - Opponents lose 1 good marker of same colour
4. Discard down to \$3 and 3 good markers

Scoring:

- Sold goods – barrels + 1 VP
- Unsold goods – 1 VP
- Market presence – 2 VP
- Market monopoly – 4 VP
- Tie breaker – markets

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Hansa Teutonica

Start:

- Each player 5/6/7/8/9 traders, 1 merchant in personal supply. Randomise 3 bonus markers to put on taverns – remove 3 resources, extra office, switch office.

Turn:

- Take actions depending on Activities/envelope level. Pick from:
 - a. Collect resources from stock to personal supply (depending on Money/bag level)
 - b. Place resource on empty space on trade route
 - c. Displace resource on trade route, paying 1/2 extra for trader/merchant. Victim moves displaced resource and places 1/2 resources from stock to closest trade routes. Victim may use resource from personal supply or other routes if short.
 - d. Move resources (depending on Book of Lore)
 - e. Establish trade route (provided trade route complete with own resources).
 - i. Award prestige: To controller of cities at both ends. Controller = most offices, tiebreaker rightmost.
 - ii. Gain bonus marker, which can be used after this action and doesn't count as action. Prepare another bonus marker (no peeking) and at end of turn, place on any empty trade route w/o bonus marker and w/ available office space in adjacent city.
 - iii. Pick one of :
 - Open office. Use appropriate resource type from trade route to claim leftmost office. Must have reached appropriate Privilege/colour level. If city completed, keep track.
 - Improve skill at appropriate city. Resource released from desk goes to personal supply.
 - Gain prestige (Coellen-Warburg). Use merchant to occupy table. Need not be leftmost. Need Privilege/colour level.

End:

- End of action (not turn or round) when :
 - 1 player reaches 20VP
 - No more bonus marker to replenish
 - 10 completed cities
- Scoring:
 - VPs during the game (city controller VP, gold coin office, Arnheim-Stendal.
 - 4VP for max skill (except Town Key)
 - 2VP for controlled city
 - Bonus markers (see table)
 - Coellen merchants
 - Town Key level
x offices in largest office network

# bonus markers	VP
1	1
2-3	3
4-5	6
6-7	10
8-9	15
10+	21

Others:

- Gold coin on office space: 1VP
- Arnheim to Stendal: 7/4/2VP for 1st/2nd/3rd player to achieve

Bonus markers:

- Extra Office: city must already have office, cannot be targeted by Switch Office.
- Switch Office: must be adjacent offices, ignore colour and trader/merchant.

2P:

- Place guards to create 16 provinces. Non start player chooses location of wooden figure.
- On a player's turn, move figure up to 2 step for free either before or after actions, use actions for further moves.
- Figure restricts (a) placing resources, (b) displacing resources, (c) establishing trade routes, but not moving resources.

Hare and Tortoise

Start:

- 3-4P – 68 carrots, 5-6P – 98 carrots
- 3 lettuces.

Turn:

- Move forward by paying carrots, or move backwards to nearest tortoise space and gain carrots (10 x spaces moved), but only if the space is vacant.
- Cannot share a space with another player.
- Cannot land on lettuce space if no more lettuce.
- Number squares: (flag means 1, 5 or 6) When you leave, if number matches your position, gain (10 x position) carrots.
- Lettuce squares: Spend 1 turn to eat 1 lettuce to gain (10 x position) carrots. Must move after eating lettuce.
- Carrot squares: Can stay to gain or lose 10 carrots per turn. Can stay multiple times.
- Hare square: Draw a card.

Crossing Finish Line:

- No lettuce left
- Less than (10 x position in race) carrots

Others:

- If no legal move, go back to Starting Line, replenish carrots, but not lettuces.

2P:

- 5 lettuces, 98 carrots.
- Each player 2 pieces, both must cross Finish Line to win.
- 1st of each player's pieces to cross Finish Line need not bother about lettuces and carrots left.

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Hollywood Blockbuster / Traumfabrik

Start:

- 12 contracts per player (10 with 5P)
- Studio screen & 3 screenplays for studio
- 7 remaining screenplays shuffled face-up
- Put production chips on board. Party location chips = num of players, face-down.

Structure:

- 4 rounds, each with 8 locations

Location:

- Locations: Bid for all production chips at location. Winning amount shared by all other players, with any remainder left at centre of table.
- Parties: Every player picks one, order by actor star total (complete + incomplete movies)

Scoring:

- Awards
- Movie value
- Contracts

Notes:

- 0 bid allowed
- Can discard won chips but cannot keep
- Can stack production chips (only topmost one effective). Must be same type. Agency = joker.
- White positions can be actor / camera / effect / music
- Agency chips can be anything except guest stars
- Auction winner is start player for next location

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Homesteaders

Start:

- 1 worker, \$6 (silver), homesteader start tile
- Public: workers, rail lines, buildings
- Hidden: resources, \$, trade chits, debt, VP
- Auction 1 space: round specific auction tiles, face-up.
- Auction 2 space: semi-random and face-down, settlement then town then city.
- Auction 3 space: for 4P only, same as Auction 2 space.

10 rounds:

- Setup. Prepare next auction tiles, remove unbuilt buildings of expired stage (Rounds 5 & 9)
- Income
 - Allocate workers to buildings.
 - Collect income from buildings and rail lines (which give \$1).
 - Pay workers \$1 each, whether idle or not.
- Auction
 - Bidding. May bid more than cash in hand (take debt). Once you pass, you are out. Advance marker on Railroad Development Track and pick one item among those reached / passed.
 - Build immediately, according to type won in auction. Bonuses are taken/bought only once, after building.
 - Winner of Auction 1 becomes start player.

End:

- 1 more Income round.
- Points:
 - VP chips
 - building value
 - building bonus
 - 2VP per gold / livestock / copper
 - -1VP for 1st debt, -2VP for 2nd, etc
- Tiebreaker \$.

Others:

- May not build duplicate building.
- Take debt for \$2, repay at \$5.
- Marketplace can be used at any time.
 - Recruit worker (note: workers are never fired)
 - Buy resource
 - Sell resource (note: these give 1VP)
- Gold = \$5, but no change given
- When auction tile instructs to progress on Railroad Development Track, pick item.
- When fail to win auction and already at end of Railroad Development Track, don't progress but still pick item.

Ice Flow

Start:

- 1 fish, 1 rope.
- Place explorers one by one in reverse order. Max 2 per station.
- Take turns drawing card and placing ice floes up to 12. Start with start player but do in reverse direction. Do not place at entry points or next to each other.

Turn:

- Floe actions and explorer action, in any order
- Floe action (pick one, and must not choose floe with opponent explorers, unless your explorer also present):
 - Move floe. Floe with explorers never move off board.
 - Rotate floe clockwise or anticlockwise.
 - New floe. Reveal card. If bag empty, may move one floe off board as bonus move, if such a floe exists.
- Explorer action (pick one)
 - Move as far as possible, and may collect 1 item at destination. May move 0 space. Stacking limit 2 but may move through. May pay 1 rope to move between Alaskan stations.
 - Fish. 1 rope for 2 fish.
- If use rope for ridges, leave used rope(s) on start space.
- Use fish to swim one space (no consecutive).
- Use fish to distract 1 bear. Either continue movement and leave bear, or stop and send bear off to another floe or off board. Max 2 bears per floe or Diomedea. Victim explorers must move off, or “bounce” bear (no revisits), or go back to start.

End:

- One player’s explorers all reach different Siberian stations.
- Siberian stations can hold any # of explorers but must be of different players.

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In the Shadow of the Emperor

Start:

- Start player = emperor and places 1 empire city.
- Set up using ref card.
- First round starts in Phase 4.

Structure: 5 rounds with 8 phases

1. Income. \$6 + \$1/city + \$1/controlled foreign city. Move both markers.
2. Aging. If emperor dies, move non-electoral aristocrat to throne.
3. Descendants.
 - If (from previous round) blue > pink, get 15yo son in any aristocrat space. May push knight away from aristocrat space if electorate full.
 - If pink >= blue, get daughter to offer for marriage to 1 (only) specific Baron (gain 1VP if accepted) or send to convent (gain \$1, including if marriage declined).
 - No cards = no descendants.
4. Actions (do until pass)
 - Buy and place action cards
 - Use elector privilege
 - Place or move knight (costs \$1) to aristocrat or castle space
 - Actions bought must be used.
 - Choosing "Rival" ends Phase 4 for player.
 - Don't move colour chip.
5. New electors
 - Calculate power by knights, cities, aristocrats (couples = 2), empire city (emperor only)
 - If tied, emperor decides winner.
 - New elector (if applicable) earns 2VP.
 - If winner has no suitable replacement, old elector pushed out, but elector space left blank. No 2VP, no vote in emperor election.

6. Elect emperor (only if "Rival" selected)
 - 1 vote per elector. Note Bohemia & special cards.
 - Secretly vote for emperor or rival.
 - Current emperor wins ties.
 - If rival wins, move non-electoral aristocrat to throne, else 45yo baron from own supply. Deposed emperor goes to any electorate (may push knight away).
 - Supporters of victor gain 1VP
7. Emperor actions
8. Move round marker

Others:

- Knights can always be pushed away by barons/couples from aristocrat space, but not castle.
- 2P: Randomly close 1 spiritual and 1 secular electorate. Players may buy action cards and not use.

Tips – ways to earn VP:

- Accepted marriage proposals (1VP)
- Becoming elector (2VP)
- Voting for emperor (1VP)
- Being emperor (1/2VP)
- Being elector of Mainz (1VP)
- Indulgence action card (1VP)
- Placing city (1/1/2VP)

In the Year of the Dragon

Start: \$6, 2 palaces each of 2 stories. Choose 2 young persons, without repeating same combination as other players.

- No repeating events except first two peace events

12 rounds:

- Action
 - Random deal action cards into # groups same as # players
 - Players in initiative order chooses 1 group and executes 1 action within the group
 - Privilege action: \$2 for small, \$6 for large
 - If choose same group as others, pay \$3
 - Can skip action to refill money up to \$3
- Person
 - Must play 1 card to recruit
 - Persons fired are removed permanently
 - Can recruit and fire immediately, but won't gain initiative of that person
- Event
 - Tribute: Pay \$4. Lose person per \$1 lack.
 - Drought: Pay 1 rice per occupied palace. Lose person per unsupplied palace
 - Festival: Most fireworks 6VP, 2nd most 3VP. Tied players still get full VP. Discard half fireworks, round up.
 - Mongols: Increase VP based on warriors. Fewest warriors lose 1 person.
 - Contagion: Lose 3 persons. Each healer saves 1.
 - Unoccupied palaces lose 1 floor.
- Scoring: For palace, court ladies & privileges. (VP also scored for books in action phase)

End: 2VP per person, monks' buddha's x palace level, sell rice & fireworks for \$2 then 1VP per \$3. Tie breaker is initiative.

Others:

- Always remember to increase initiative when recruiting
- Initiative not reduced when firing
- If same initiative level, advantage to player with marker on top
- Palace max 3 stories

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Indonesia

Start:

- Player: \$100 (hidden recommended), 1 city card per era.
- Board: Era A companies

Structure: 3 eras, consisting of years, consisting of 7 phases

- 1) New era: Happens only if no companies left to acquire or all companies are of same type. Players place new cities (empty coastal area, max 1 per province, limited by city token availability). New companies become available, old ones discarded.
- 2) Bid for turn order. One round bid. \$0 allowed. Bid amount moved to bank side.
- 3) Mergers (unlimited rounds). Only players with enough merger R&D may propose. May propose others' companies if you have free slot to take the resultant merger. All eligible players and target company owners may participate.
 - Each company may be involved max once per year.
 - Companies must be of same type
 - Minimal bid is # goods x value. Increment in multiples of # goods.
 - Bidder must be able to pay full bid, even if owning one of the targets.
 - Winning bid paid to former owners by #good ratio.
- 4) Acquisition (unlimited rounds). Take company deed for free and place 1 goods/ship. Company of same type must not have goods touching.
- 5) R&D: (i) Slots: # companies owned. (ii) Mergers: # company deeds involved in proposed merger. (iii) Hull: shipping capacity. (iv) Expansion: max expansion during operations. (v) Turn order bid: increases bidding power.
- 6) Operations: Multiple rounds occur until all companies have been operated.
 - (i) Shipping companies may expand. Merged shipping companies add up their max capacities.
 - May have >1 ship in an area.

- (ii) Production companies (a) sell goods, (b) receive income, (c) expand.
 - Size 1/2/3 cities can buy 1/2/3 goods per type. Goods travel via own connected area and then one shipping company to city, and never via land.
 - Usage of ships is per production company.
 - Production company earns money and must also pay shipping company \$5 per ship used, \$10 if twice, etc.
 - Production company must sell if possible, even if making loss.
 - If all goods sold, must expand for free. Else may expand at cost of good type.
 - When expanding, blocked by cities and other companies, and cannot touch other companies of same type.
- 7) City growth, if fully supplied with all good present on board. Limited by city token availability.

Winning:

- All money, including those in bank area.
- Tie breaker turn order.

Others:

- Possible merger of rice + spice = siap faji in era B or C. After merger, lose half goods (round up) and replace with siap faji goods. Must remain contiguous.
- During R&D, may increase another player's hull.
- Be prepared for earning in final year and keep money separate, because earnings (and losses) double.
- Icons on board indicate each region's potential over 3 eras.

2P:

- 2 city cards per era, and players get to build two cities.

Inca Empire

Start:

- Players: 1 road, 3 event cards, 1 random turn order tile.
- Board: Local Culture markers in all regions, face-up for regions next to start region.

Structure: as per timeline on board.

- Inca Phase
 - Receive labour according to era box, from conquered Local Culture markers, 1 per terrace.
 - Leader(s) give labour to trailer(s). Era 2: 1st gives one to last. Era 3 & 4: 1st gives two to last, 2nd gives one to 3rd (unless 3P).
- Sun Phase
 - Update turn order – reverse of VP track position
 - Play event card face-down then draw one
 - Resolve event cards, each impacting 2 players
- People Phase (2 actions in either order)
 - Build up to 2 roads (free). Road network must be connected. Can build in unconquered region only if one end points at a conquered region. Reveal Local Culture marker once region touched.
 - Construction (choose one):
 - Conquer region – Own road must touch region. Pay labour equal to resistance and claim Local Culture marker. Gain VP on marker. All adjacent markers revealed.
 - City – Pay 6 labour, must be conquered region and must be connected to own network. 4VP.
 - Garrison – Pay 4 labour, must be conquered region and must be connected to own network. 3VP.
 - Temple – on anyone's city, pay 5 labour, must be connected to own network. 4VP, more if Significant City.
 - Terrace – Pay 2 labour, place terrace next to own conquered Local Culture marker (max 1 each). 1VP.
 - One more road – Pay 1 labour.
 - Pass
- Sapa Inca Phase
 - Discard all events
 - Score: terrace 1VP, connected temple/garrison/city 1/2/3VP
 - Discard labour exceeding number indicated in era box

Others:

- If tied on VP track, put later marker outside. Tie breaker advantages inner marker.
- If part of network becomes disconnected from capital, no scoring of disconnected regions.

3P:

- See rules for components to remove

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Incan Gold / Diamant

Structure: 5 expeditions

Turn:

- Players secretly & simultaneously decide to turn back or to continue
- All decisions revealed simultaneously
- Those turning back pick up all leftover gems on each card, sharing if necessary, but any that cannot be shared equally are left behind. Gems of players turning back are now safe.
- Next tunnel card revealed
 - If gems, all players who continued share equally, any extra is left on card
 - If 2nd of any disaster, expedition fails, all players who continued lose all gems collected in this tunnel. One card of the disaster causing failure of expedition is removed.

Artifact variant:

- Nothing happens if artifact revealed
- Artifact is picked up whenever there is a lone player turning back
- First 3 artifacts = 5 gems each, last 2 = 10 gems each

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Innovation

Terminology to explain:

- Meld = play a card onto top of stack
- Splay = stagger cards of a stack, needs at least 2 cards; if stack is Splayed, new Melds or Tucks continue Splay.
- Score Pile, card Age = score value.
- Achievements are always safe. Score Achievements and Special Achievements.

Start:

- 1 card each from Ages 1 to 9 to be used as Achievements
- 2 Age 1 cards per player, simultaneously select one to meld, start player is player with card in lowest alphabet. First player only 1 action in first round (first two players if 4P).

Turn:

- 2 of any action:
 - Draw from stack matching highest Age you have on top cards, next higher stack if exhausted.
 - Meld
 - Achieve. Need to have enough score, AND a top card with matching or higher Age. Note Special Achievements are claimed instantly without needing action.
 - Dogma. Execute all powers of a top card.
 - “I Demand” powers affect opponents with fewer of the featured icon.
 - Normal powers: Opponents with same or more featured icon must use first if possible (unless is “you may”). If any used, Draw.

End:

- Gain 6/5/4 Achievements in a 2/3/4P game, OR
- Try to Draw from higher than Age 10 card, OR
- Dogma effect.

Others:

- Only when Drawing from supply pile you can Draw next higher card. In other cases you don't gain card.
- When exchanging, so do even if one side has no card.
- Highest/Lowest – refers to Age number.
- Return – always return to bottom of pile.

Innovation

Terminology to explain:

- Meld = play a card onto top of stack
- Splay = stagger cards of a stack, needs at least 2 cards; if stack is Splayed, new Melds or Tucks continue Splay.
- Score Pile, card Age = score value.
- Achievements are always safe. Score Achievements and Special Achievements.

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Java

Start:

- Open 1 party card
- Player gets 12 men, 3 action tokens, 5 double terrain, 3 single rice, 2 single village, 3 party cards

End:

- One player uses last 3-terrain piece. He starts doing final scoring round.

Turn:

- Do 6 AP (see ref card for details)

Scoring:

- Build / extend palace – half palace size
- Surround lake – highest player 3VP per lake
- Hold party – see ref card
- Final scoring – 1st & 2nd position for all palaces, full and half of palace size

Misc rules:

- Place terrain – must not on same shape; can extend outside board but pay 1AP per exceeded space; must not merge towns
- Place lake (irrigation) – must be sea level
- Move piece – can jump over own piece; blocked by palace
- Build / extend palace – once per turn
- Have party – must be last action, must be highest in town. Organiser plays one card. Others present in town can share / takeover using card play. No party until next palace extension.

Java

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- Open 1 party card
- Player gets 12 men, 3 action tokens, 5 double terrain, 3 single rice, 2 single village, 3 party cards

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- Build / extend palace – once per turn
- Have party – must be last action, must be highest in town. Organiser plays one card. Others present in town can share / takeover using card play. No party until next palace extension.

Kayanak

Start:

- Place inuit.

Turn:

- Roll both dice and take action. Some actions depend on # of dots shown on both dice.
 - Face = move. May not pass or stop at occupied holes or melting floes.
 - Hammer = open adjacent holes, incl occupied ones.
 - Fish = fish from adjacent holes, except occupied or frozen ones
 - ? = any combination of the above
 - Drop = assign / undo a floe to be melting, i.e. inaccessible. May not do so to an occupied floe.
 - Snowflake = assign / undo a frozen hole (prevents fishing).

End:

- At least 1 hole opened on each floe, or 1 player catches 15 fish.
- Big fish = 2pts, small fish = 1pt.

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Keltis

Start:

- Players: 8 cards.
- Table: Path tiles randomly on dark stones and end stones.

Turn:

- Play 1 card:
 - Either discard to discard pile of corresponding colour,
 - Or play to own area to move figure. Cards played to own area must be ascending or descending (allow same number). If figure of a colour has reached end, and still able to play cards of that colour, can move figure of other colour.
 - Number tile – bonus score. Tile remains.
 - Clover – 1 bonus move. Tile remains.
 - Wishing stone – Collect tile for game-end scoring.
- Draw 1 card:
 - Either draw from draw deck.
 - Or draw top card from any discard deck.

End:

- Either 5 figures reach goal area. If last figure lands on a tile, do not carry out tile action.
- Or draw deck exhausted.
- Scoring:
 - Figure score according to position, large figure doubles score.
 - Score for wishing stones.
 - Tiebreaker (variant) wishing stones.

Others:

- 2P: remove 30 cards.
- Variant: Must play cards in ascending order.

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Klunker

Start:

- Concept - window on left, bank in middle, safe on right.
- \$1 in bank (w/o seeing jewelry side), 6 cards

Round:

- Fill shop windows from hand. Each player takes one turn to fill window. If window empty, must at least add 1 card. May add none.
- Store jewelry in safes. Players take turns to store 1 card into own safe face-up. When pass, take lowest available purchase card.
 - Whenever having 4 cards of same type, must sell by turning over to cash side. Sell for \$4/3/2/1 if there are 1/2/3/4 types of cards in safe. Whenever more than 4 cards of same type, considered as another type.
 - Exception: Necklaces always sell at \$4.
- Purchase jewelry
 - In purchase card order, may pay \$1 to buy from 1 shop window. If buy from own window, free. Must buy whole batch and not partial.
 - Must buy if own window non-empty during your turn.
 - If a player doesn't buy, phase ends immediately, and this player becomes the new start player.
- Purchase cards returned to centre.
- Everyone replenish hand to 6.

End:

- When not enough cards to replenish hand.
- Richest wins, tiebreaker fewest cards in window and safe.

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End:

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Le Havre

Start:

- Board: supply tiles face-down on board; \$2, 2 fish, 2 wood, 1 clay on offer spaces. 6 random face-down special buildings. Town has Construction Firm & 2 Building Firms built. Standard buildings in 3 random piles then sorted.
- Players: \$5, 1 coal

Structure:

- 7/14/18/20/20 rounds for 1/2/3/4/5P, each round 7 turns, and round card is resolved at end round.
- Turn:
 - Mandatory Supply action. Everyone with loan(s) pays \$1 interest when interest tile reached.
 - Mandatory Main action:
 - Take goods.
 - OR Use vacant building. Pay building owner entry fee. No reusing.
 - Optional Buying / Selling (any time). Buy any town buildings or top building/ship of stacks. Sell to town or ship pile for half of value.
- End of round:
 - Harvest – Have 1 grain or more, gain 1. Have 2 cattle or more, gain 1.
 - Feeding.
 - Town may construct standard or special building.
 - Round card becomes new ship card.
- One final action after last round, do Main action. No Supply or buying, may repay loan or sell. May enter occupied building, but still may not re-use.

End:

- Richest wins – value of buildings & ships, bonus of buildings, cash, -\$7 per loan.

Others:

- Money can always replace food shortage, but not vice versa.
- May not sell and buy in same turn.
- Brick can replace clay, steel can replace iron.
- First player to build non-wooden ship must pay 1 brick to modernise the wharf. Place brick on wharf.
- Note difference between building and buying.
- No change given for food / energy. Only money.
- Rounding always done to disadvantage of players.
- Loans only allowed when unable to feed or unable to pay interest. Get \$4 per loan. Players never forced to sell building. May repay loan any time for \$5.

Le Havre (shortened version)

Start:

- Board: supply tiles face-down on board; \$3, 3 fish, 3 wood, 2 clay, 1 iron, 1 grain, 1 cattle on offer spaces. Use small ticks to sort standard buildings. Special buildings not used.
- Players: \$5, 2 fish, 2 wood, 2 clay, 2 iron, 1 cattle, 2 coal, 2 hides.
- For solo, player starts with 2-value wooden ship; extra 2-value wooden ship on game board.

Structure:

- 4/8/12/12/15 rounds for 1/2/3/4/5P.

Loco

Players: 2 - 5

Components:

- 0-5 cards and 5 chips in 5 colours

Start:

- Remove 2/3/2/0 cards face-down for 2/3/4/5 players
- Deal all remaining cards

Turn:

- Play 1 card to its pile
- Pick any 1 chip

End:

- Last card of any colour played

Scoring:

- Value of all chips

Variant:

- Remove 4 cards if 2 players

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End:

- Last card of any colour played

Scoring:

- Value of all chips

Variant:

- Remove 4 cards if 2 players

London

Start:

- Shuffle A, B and C cards separately before stacking
- \$5, 5 poverty, 6 cards
- Use 6/8/10 spaces of card display for 2/3/4P. Always fill top row first. When full, discard top row, move bottom row up.

Card structure:

- Top left – cost to play card, text – effect when played
- On picture – VP and Age
- Lower left – cost to activate, lower centre and text – effects when activated, lower right – what to do after activation

Turn:

- 1) Take card, from deck or display; may exceed hand size of 9
- 2) Action (pick one):
 - a) Play card(s) into own area. Card must have stone base. Spend 1 card of same colour, which goes to card display. May cover cards played in previous turns. Duplicates allowed.
 - b) Run city. Activate any card(s) in any order. Then calculate poverty gain/loss by (#stacks + hand size - boroughs occupied on board).
 - Underground card requires 2 tokens to be placed. Must start at City or adjacent borough. Must have building. \$3 for crossing Thames.
 - c) Buy land. First player to buy must pick red font borough, subsequent purchase from anyone must be adjacent to bought borough.
 - d) Take 3 cards
- 3) Discard to card display if hand size > 9

End:

- Deck runs out. Current player finishes turn, then all 1 more turn.
- 1 poverty per card
- 1VP per \$3, VP for boroughs, 2VP for underground, VP for cards (whether flipped or not, covered or not)
- -7VP per loan, player with fewest poverty discards all, and others discard the same number, then -VP according to poverty table
- Tiebreaker fewest poverty, most boroughs, single highest VP card

Others:

- Loans. Take any time. Pay at game end.

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Lord of the Rings

End:

- Ringbearer captured by Sauron
- Hobbits reach Mount Doom and destroy ring

Turn:

- Draw tile(s) – Draw and apply until an activity tile is drawn
- Choose 1 from:
 - Play max 1 grey & 1 white card
 - Draw 2 cards
 - Heal self 1 step towards light

Scenario end: (main activity line completed or last event encountered)

- New ringbearer is hobbit with most ring tokens
- New ringbearer draws 2 cards
- Each player check for life tokens. Each type missed = 1 step to darkness

Mount Doom:

- Starting with active player, each player rolls die. If survive, ring is destroyed

Other rules:

- Ringbearer can use ring once per scenario. Roll die to move (4 - # symbols on die) on any activity line, but ignore actions on spaces. Ringbearer suffers consequences of die roll.
- Gandalf cards are single use, and Gandalf must be called by any one player.
- Yellow cards can be played any time.
- 2P – remove 4 feature cards at Rivendell & Lothlorien

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Lord of the Rings: Battlefields

Setup:

- Trigger tile for main activity line and event boxes, remaining ones stacked at last event

End:

- Ringbearer captured by Sauron
- Hobbits reach Mount Doom and destroy ring

Turn:

- Draw tile(s)
- Choose 1 from:
 - Play max 1 grey & 1 white card
 - Draw 2 cards
 - Heal self 1 step towards light
 - Deploy one friend for free on non-grey space
- Resolve trigger tiles if any collected
 - Enemies will appear, or move, priority red then white
- Unlimited:
 - Play card to deploy friend on non-grey space
 - Play 2 stars to defeat enemy on square space

Other rules:

- 2P – remove 4 feature cards at Rivendell & Lothlorien
- Defeating enemies provides rewards

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Lord of the Rings: Friends & Foes

General:

- Discard card symbol now means foe appear

End:

- Ringbearer captured by Sauron
- 8 foes present after any player's turn on scenario boards
- Hobbits reach Mount Doom and destroy ring
- Defeat all foes

Turn:

- Draw tile(s), if 1st tile drawn is good, 1 foe appears
- Choose 1 from:
 - Play max 1 grey & 1 white card
 - Draw 2 cards
 - Heal self 1 step towards light
 - Defeat left-most foe
- Unlimited:
 - Defeat foe by playing cards

Skipping scenarios:

- Can skip Moria & Lothlorien if no foe. Ringbearer can roll die to choose 1 Lothlorien card for each player. 4 foes appear.
- Can skip Helm's Deep if no foes. 4 foes appear.
- Can skip Shelob's Lair if no foes & discard Book or Shadowfax. 4 foes appear.

Other rules:

- On Master board, ringbearer is considered active player and can defeat foes
- OK to have 8 foes on Master board

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Lord of the Rings: Sauron

Setup:

- Resource chips on last & 4th from last space of sub activity lines (first 3 scenarios only).
- Add 4 Sauron Event tiles, use bag
- Sauron: 2 Nazgul cards face up, 2 Sauron cards in hand

End:

- Ringbearer captured by Sauron
- Black rider reaches ringbearer then return to Mordor
- Hobbits reach Mount Doom and destroy ring

Hobbit Turn:

- Draw tile(s)
- Choose 1 from:
 - Play max 1 grey & 1 white card
 - Draw 2 cards
 - Heal self 1 step towards light
 - Black rider goes back 3 spaces

Sauron Turn:

- a. Before every hobbit's turn
 - Play 1 Sauron card, hobbit chooses 1 symbol, OR
 - Play 1 Nazgul card, OR
 - Draw 1 Sauron card
- b. When die roll is triggered
 - Play 1 Sauron card, full effect, OR
 - Refresh hand to 6 cards

Scenario end:

- Sauron receives 1 Nazgul card, resets Black rider

Mount Doom:

- Black rider to 0, Sauron gets 6 Sauron cards

Black rider:

- Always starts at 15
- Moves to reach ringbearer and then back to Mordor
- When meeting ringbearer, gives 1 Nazgul and ringbearer activates Sauron (as die roll)

Other rules:

- Nazgul cards single use, Sauron cards can reshuffle
- Still roll die if use ring and during "Battle of Spells"

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Lord of the Rings: The Confrontation

Start:

- 4 units at home, 1 each in next 5 spaces

End:

- Light – Frodo reaches Mordor
- Dark – 3 units in Shire or kill Frodo
- Lose if no move

Turn:

- Dark starts
- Move one step forward (or special paths for Light)

Combat:

1. Resolve text on unit
2. Resolve text on card (Dark first)
3. Number on card + number on unit

Other rules:

- Stacking: home=4, mountain=1, others=2
- In mountains cannot move/retreat sideways except Flying Nazgul
- If finish all cards, take all back into hand
- Shelob dies if unable to return to Gondor after winning battle

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Louis XIV

Start:

- \$5, 1 pale & 1 medium mission, 11/11/10/9 markers

Rounds: (4 rounds, each 4 phases)

- Receive \$ and 5 influence cards and rewards from completed missions
- Play cards: (take turns to playing all but 1)
 - Play influence markers, or
 - Get markers to private supply
- Collect rewards
 - Money – 1st get free but surrender markers, others pay but retain markers
 - First place – only sole winner takes reward but surrender markers, others retain markers
 - Presence – anyone who meets requirements takes reward and retain markers
 - Flip personages if clear 1st place / presence met
- Fulfill secret missions
 - Crown chip = joker
 - For each completed, draw new mission card
 - Max carry over 1 mission chip. Surrendered mission chips give 1 shield

Scoring:

- Get shield for unplayed intrigue card, unplayed mission, influence card, \$3, marker on personage
- Get bonus shield for shield majority
- 1VP per shield, 5VP per mission
- Tie-breaker is marker in private supply

Others:

- Intrigue cards – play before evaluation, adding 1 marker from common supply or 2 from private supply
- Louis XIV – 1st place gets additional crown chip, 2nd place gets normal reward and retains markers. If tied for 1st or 2nd, becomes normal rewards.
- 2P: Start 11/10 markers. Use of 8 neutral markers.
- 3P: round 4 free intrigue card for start player

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- 2P: Start 11/10 markers. Use of 8 neutral markers.
- 3P: round 4 free intrigue card for start player

Macao

Start:

- Board: Goods tiles on light spaces, joker lights on dark spaces. 2 office cards per round space.
- Players: \$5. Draw #players + 2 building/person cards for drafting, in reverse order of wall disc stack. In player order, draw 1 cube for 1 space of windrose, 2 cubes for 2 space (same colour, but may differ from 1st cube).

12 Rounds: (turn order is wall position)

- Cards
 - Prepare 2 office cards + 4 b/p cards.
 - Determine tribute value: spend (yellow total) for (red total) VP.
 - Remove 2/1/0 last b/p cards for 2/3/4P.
 - Each player must choose 1 card.
 - If out of space on tableau, discard a card and -3VP.
- Dice
 - Roll dice. Each player chooses 2 colours. Get # cubes per dice, put on corresponding spaces on windrose.
 - Turn windrose clockwise.
 - If no cubes at arrow, -3VP.
- Actions (one player does all actions in any order before next player, unused cubes are discarded)
 - a. Activate card (unlimited). Move card from tableau to own playing area.
 - b. Use activated card function (usually once per card)
 - c. Claim quarter (once). Claim goods (considered on ship)
 - d. Move ship (unlimited), 1 step per cube. Unload wanted goods for VP.
 - e. Advance on wall (once). 1/2/3 etc spaces for 1/3/5 etc cubes
 - f. Gain VP (once) according to tribute table.

End:

- -3VP per non-activated card.
- B/p card functions.
- 2VP per city quarter in biggest chain for each player.
- Tiebreaker wall position.

Others:

- Joker tile can be used any time to get 1 cube or \$3.
- From Round 8 onwards, some die rolls are treated as 1's.
- No counters are limited. Use substitute if necessary.

Macao

Start:

- Board: Goods tiles on light spaces, joker lights on dark spaces. 2 office cards per round space.
- Players: \$5. Draw #players + 2 building/person cards for drafting, in reverse order of wall disc stack. In player order, draw 1 cube for 1 space of windrose, 2 cubes for 2 space (same colour, but may differ from 1st cube).

12 Rounds: (turn order is wall position)

- Cards
 - Prepare 2 office cards + 4 b/p cards.
 - Determine tribute value: spend (yellow total) for (red total) VP.
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- B/p card functions.
- 2VP per city quarter in biggest chain for each player.
- Tiebreaker wall position.

Others:

- Joker tile can be used any time to get 1 cube or \$3.
- From Round 8 onwards, some die rolls are treated as 1's.
- No counters are limited. Use substitute if necessary.

Mamma Mia

Start:

- Remove 5/3/1 cards per ingredient for 2/3/4 players.
- 8 order cards per player (in player colour)
- 6 cards + 1 order card in hand

Turn:

- Must place 1 or more ingredient card of same type face-up
- May place 1 order card
- Replenish to 7 cards, either from order deck or ingredient deck
- Mamma Mia card is indicator for score counter and next start player

Round end & scoring:

- Ingredient deck exhausted.
- Mamma Mia goes through discard deck in order played to determine whether orders are fulfilled.
- Players can add cards from hand to complete an order.
- When an order can be fulfilled, ingredients are used up
- When an order cannot be fulfilled, order is returned to bottom of order stack of owning player.
- Used ingredients and Mamma Mia card reshuffled for next round. Unused ingredients to be used for next round end scoring.

Game end:

- After 3 rounds
- Most orders win, tiebreaker is ingredient on hand.

Others:

- Pizza Minimale needs also ingredient from ingredient pile which has lowest number but not zero. Need 3, and owning player can add from hand.

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- Remove 5/3/1 cards per ingredient for 2/3/4 players.
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Others:

- Pizza Minimale needs also ingredient from ingredient pile which has lowest number but not zero. Need 3, and owning player can add from hand.

Mamma Mia Grande

(needs both Mamma Mia and Sole Mio)

Start:

- Add from Mamma Mia 0/2/2/3 cards per ingredient for 2/3/4/5 players
- Remove 1 double card per ingredient for 2 or 3 players
- Use all 19 order cards
- 5 cards + 2 order cards in hand

Turn:

- Must place 1 or more ingredient card of same type face-up
- May place 1 order card
- Replenish to 7 cards, either from order deck or ingredient deck
- Sole Mio card is just for score counter and next start player

Round end & scoring:

- Ingredient deck exhausted.
- Sole Mio goes through discard deck in order played to determine whether orders are fulfilled. Double cards get priority, even if it means wasting.
- Players can add cards from hand to complete an order.
- Players can ask help in clockwise order. Only 1 opponent can help and get a free completed order from order deck.
- When an order can be fulfilled, ingredients are used up
- When an order cannot be fulfilled, order is discarded.
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Game end:

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- Used ingredients and Sole Mio card reshuffled for next round. Unused ingredients to be used for next round end scoring.

Game end:

- After 3 rounds
- Most orders win, tiebreaker is ingredient on hand.

Manila

Start:

- \$30, 3 people (4 if 3 players), 2 secret ware shares (3 shares of 4 types shuffled and randomly given)

End:

- One ware value reaches \$30

Round (voyage):

- Harbour master auctioned and performed
 - Start bidding with previous harbour master
 - Harbour master may buy 1 share, min \$5
 - Harbour master chooses & loads goods
 - Harbour master places boats in positions 0-5, total must be 9
- Place peoples and move boats
 - If 3 players, place people twice before move
- Distribute profit
- Ware value rises – wares that reach port

Winning:

- Cash + share values (must buy back shares)

Others:

- Pirates board on 2nd boat movement, plunder on 3rd. When plundering, profit shared between pirates, peoples on boats no money, and pirate captain decides destination of boat.
- Pilots influence movement before 3rd boat move. Small pilot gives 1 move, big pilot 2 (can be distributed), can be forward or backward.
- Insurance agent pays repair cost, whether a people is at shipyard or not
- Pawn shares for \$12, must buy back before game end at \$15
- Totally bankrupt player places people for free

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Mare Nostrum

Players	3	4	5
Caravan	18	23	28
City	8	10	12
Market	8	10	12
Temple	4	5	6

Start:

- See setup card

Round:

- Commerce
 - Director of Commerce is player with most caravans and markets.
 - 1 tax card per city with marker or legion, 2 if own/occupy temple.
 - 1 commodity per caravan with marker or legion, 2 if own/occupy market.
 - Director of Commerce determines # cards to trade, only those with enough cards can & must trade.
 - Select cards secretly, then reveal simultaneously .
 - Director starts by taking a card from another player, then that player takes a card from another, etc until everyone same # of cards. May not take card from same player consecutively.
 - If last player is 1 card short, Director gives 1 card.
- Construction
 - Political leader (most cities & temples) determines turn order.
 - Turn in sets of tax cards, or different resource cards.
 - May only carry over 2 tax cards.
 - May only build buildings or units in provinces with own marker.
 - May only build marker in province adjacent to a province already controlled at start of round and not under enemy influence.
 - When building marker, may not build anything else.
 - Max 1 city per site, 1 caravan per resource, 1 temple, market, fortress per province.
 - Triremes are built in coastal provinces, not sea.
 - May not build in province at war or under occupation, except capital.

• Military

- Military leader (most legions, triremes & fortresses) decides turn order.
- Move trireme 1 step, do sea battle if desired.
- Move legion 1 step or via chain or triremes, do land battle if meet enemy legion or fortress.
- Battle 1 round only. Roll 1 die per legion/trireme (fortress=6), enemy chooses loss per 5pt (round down).
- If invader wins, allocate legions to (a) sack 1 building, (b) each legion occupy 1 building, OR (c) prepare to convert province by occupying enemy marker.
- Unlaunched triremes don't battle.

End:

- Build Pyramid, OR
- Control 4 Heroes/Wonders (incl civ hero)

Others:

- If <5P, neutral civs get 1 marker, 1 legion, 1 fortress in capital, and 1 marker, 1 legion in adjacent provinces.
- Marker in capital can never be converted.
- Can always build in capital, even if at war.
 - In determining leaders, if tied, priority previous owner keeps, or decides who to pass to.

Advanced setup:

- 36 build points for markers, buildings, units & civ hero. Build in capital and neighbouring provinces only, except legions and triremes must begin in capital.

Medici

Players	3	4	5	6
Start	\$40	\$40	\$30	\$30
Remove	18 cards	12 cards	6 cards	NA
Ship 1	30	30	30	30
Ship 2	15	20	20	20
Ship 3	0	10	10	15
Ship 4		0	5	10
Ship 5			0	5
Ship 6				0

Structure:

- 3 days of trading
- Day end when all ships full or cards exhausted
- Poorest player starts 2nd / 3rd day

Turn:

- Open 1-3 cards for once-around auction, active player bids last
- Can only bid if have enough ship space

Day end scoring:

- Ships (sum & divide for ties)
- Top commodity trader, 1st \$10, 2nd \$5 (sum & divide for ties)
- Pyramid top positions

Other rules:

- If no one bids, card(s) discarded
- Last player with ship space fills up w/o paying

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Other rules:

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- Last player with ship space fills up w/o paying

Medici vs Strozzi

Start:

- \$300

Structure:

- 3 rounds
- A round ends when all tiles drawn or one player fills all ships.

Turn:

- Active player draws 1 to 3 goods tiles, and sets price.
- Passive player buys, else active player must buy.
- Upon buying, load onto ship or discard.
- Non-empty ship must go to a port.
- Player who bought is next active player.

Scoring:

- Done at end of each round
- Ship value at each port – higher gets \$20
- Adjust monopoly track (note: 0 tiles move 2 steps) – stronger gets \$10
- Monopoly track bonus – \$10 or \$20.

Notes:

- Cannot draw more tiles than spaces available on own ship
- Tiles bought in same batch must load onto same ship
- Can set price of 0
- Can borrow money from bank. No interest, but must be repaid.

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Medina

Start:

- Four towers at four corners, youngest player places 1 inhabitant in space one step away from wall space.
- 3P, each get 4 domes of own colour, 6 palace pieces per colour, 4 stables, 8 inhabitants, 10 walls.
- 4P, each get 4 domes of own colour, 5 palace pieces per colour, 3 stables, 6 inhabitants, 8 walls.
- Hide pieces.

Turn: play 2 pieces

- Palace: Must not touch any other palace, orthogonally or diagonally. Only one incomplete palace of any colour allowed at any time. Claimed palaces considered complete. Palaces that cannot be expanded are considered complete. Cannot claim 2 palaces of same colour. Cannot explain completed palaces.
- Dome: claims a palace.
- Stables: must be next to palace. Similarly must leave street space between palaces.
- Inhabitants: Only one active market at any time, only extendable at both ends. Can start new market only if old one no longer extendable.
- Walls: Next to tower or walls. Must leave gate space for each side of the city.
- When only one player left with pieces, one dome must be played every turn.
- Palace tile: tracks largest palace of each colour (count stables too)
- Wall tile: tracks latest palace claimed that links to tower. Count walls and stables that link tower to already claimed palaces.

End:

- All players out of playable pieces
- Score for palace, stable, inhabitant, wall & bonus tiles

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End:

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Metropolys (advanced game)

Start:

- 7 tokens in central district, 5 in others.
- 2P: exclude 2 adjacent regions. Remove 3/3/4 subway/ archaeological site/trendy tokens.
- 3P: exclude 1 region. Remove 2/2/1 subway/ archaeological site/trendy tokens.

Round:

- Start player proposes site to build and places building showing number
- Others can outbid by placing higher numbered building on adjacent empty district
- Once a player passes, cannot reenter bidding
- Bid winner turns final building facedown (all other proposed buildings returned to owners), becomes next start player

End

- One player places last building
- Score:
 - Each token: trendy 3VP, subway 1VP, archaeological site -1VP
 - Cards: most subways 3VP, most recent archaeological site -2VP
 - Highest building in district: 5VP
 - Secret neighbourhood type: 2VP each
 - Secret objective: variable. Each building can only be used once to form a set to claim this bonus.
 - Tiebreaker: most buildings

Others:

- Most subway card is only taken away when # of current leader is exceeded.
- Archaeological site card goes to most recent player building on historical site.
- Building numbers on hand are hidden from others.

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- Archaeological site card goes to most recent player building on historical site.
- Building numbers on hand are hidden from others.

Mexica

Start:

- Ready 8 Calpulli tokens
- Cover two start tiles with canal tiles

Round / game end:

- All Calpulli tokens used or wasted, AND
- Someone built all buildings, AND
- Everyone equal turns

Turn:

- Do 6 AP (see ref card for details)

Scoring:

- Neighbourhood creation
- Scoring rounds:
 - 1st round
 - Neighbourhood, if tied, use higher VP
 - Mexica on start square 5VP
 - 2nd round
 - Same as above
 - Districts – Most buildings get # squares, 2nd get half round up, 3rd half round up again
 - Tie breaker=action chips

Token	N'hood creation	Scoring round
B	Creator VP	2 nd buildings
A	N'hood size	Most buildings
C	Presence VP	3 rd buildings

Other rules:

- Calpulli and buildings block movement
- Must not lock Mexica on turn 1
- Bridge movement is per bridge, not blocked by other, can go by sea

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Mordred

Setup:

- 1 Mordred piece at Anglesey castle, player pawns on dragon space of Mordred track

Turn:

- Pick row and roll dice
- Collect money and Mordred men, 1 piece per \$ earned from black boxes, and move pawn on Mordred track
- Place Mordred men. Can try to attack a player piece (remove piece then occupy).
- Spend own money (not necessarily all)
 - 1st piece must be in black bordered space
 - \$1 more if not connected to own piece, except for black bordered space
 - Can build over own piece but remove old piece
 - Attacking Mordred costs \$2. Remove adjacent Mordred piece only. Step back on Mordred track if attack succeeds.

End:

- Immediately, when either one happens:
 - All Mordred men placed
 - Start of player turn, and one type of piece exhausted
 - Fallen off Mordred track
 - Kill Mordred
- If Mordred wins, then least corrupted player wins. Tiebreaker VP, then \$.
- If Arthur wins, VP, then \$.
- If Mordred killed, the Mordred killer wins instantly.

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Mykerinos

Structure: 4 seasons

Season:

- New season, 3P – 11 cubes to personal stock, 4P – 8 cubes
- Excavations (Season 1 to 3 – 8 cards; Season 4 – 12 cards)
 - Start new excavation (1 cube)
 - Extend existing excavation (2 cubes)
 - Pass (place marker on passing scale)
 - Appeal to a patron
 - Last player to pass can only do 1 more action
- Survey
 - 1st & 2nd place – take card or book museum room using cube from general stock
 - 3rd & 4th place – take card (if any left)
- End of season – last player on passing scale becomes start player

Scoring:

- VP when claiming card
- End game exhibition - # cards x highest occupied room value (1VP if no corresponding occupied room)
- End game set – 5VP per set of 5 patron cards

2P:

- New season: 11 cubes + 4 neutral cubes
- Neutral player on position 2 of passing scale
- Excavation: Players may use neutral cubes after own excavation
- Survey: Neutral player always takes card. If 1st position, card chosen by 3rd position player. If 2nd position, card chosen by 1st position player.

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Nefertiti

Start:

- \$1 on Reserve cards. Louqsor is closed. Stronger chars on top. Shuffle Akhenaton card into last 4 gift cards.
- Players: \$8 / \$9 / \$9 / \$10
- 3P: remove one +2 scribe, senet cards, start with \$9 / \$10 / \$10

Turn:

- (optional) Use seal to buy character (one-time use & discard)
- Place servant (collect \$1 if space has coin; collect \$1 if first to market). If no servant, pick a market with servant and close it.
- Check for market close (always roll dice for Louqsor)
- Market close:
 - Winner pays to reserve. If cannot pay, lose a gift.
 - Winner gains seal & top gift, or 2 lower gifts. Red rectangle = 1 gift only. Plus & purple rectangle = extra lower gift.
 - Remaining players pay to take 1 leftover gift, or take half money (round up).
 - Shift Reserve card, close market.
 - Open next market, fill seal & gifts, shifting left and up.

End:

- When Akhenaton appears, close current market, and play until other markets all close.
- Scoring: For gifts, 1VP per \$2, 3VP per unused seal.
- Tiebreaker: \$

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- Tiebreaker: \$

Niagara

Start:

- 7 gems of each type, rain marker on 0.

Round:

- Play paddle card face down
- Move canoe / influence weather
 - Move canoe:
 - must move any that are in water, and must move one if both are on land
 - Loading/unloading gem costs 2 moves, and must be done before/after moving (or both)
 - Cannot unload to source of gem
 - Cannot load & unload same coloured gem
 - Stealing can only be done with initially empty canoes moving upriver, and costs 0 moves
 - Influence weather:
 - Must move marker one step
- Move river
 - Move smallest paddle number played + weather
- Change start player

Game end:

- When one player collects and returns with:
 - 5 different gems, OR
 - 4 same gems, OR
 - 7 gems

Note:

- Pay 1 gem to recover lost canoe, but free 1 canoe if both lost

Niagara

Start:

- 7 gems of each type, rain marker on 0.

Round:

- Play paddle card face down
- Move canoe / influence weather
 - Move canoe:
 - must move any that are in water, and must move one if both are on land
 - Loading/unloading gem costs 2 moves, and must be done before/after moving (or both)
 - Cannot unload to source of gem
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Game end:

- When one player collects and returns with:
 - 5 different gems, OR
 - 4 same gems, OR
 - 7 gems

Note:

- Pay 1 gem to recover lost canoe, but free 1 canoe if both lost

Norenberc

Start:

- For 2/3/4/5P, use up to guild 3/4/5/6, 8/12/16/20 townsmen. 5 craftsmen on guild windows, doubled for topmost window. Other craftsmen shuffled with townsmen to become guests. Fill lodging windows with guests, except for 1st window of each guild.
- Prestige guild is that with highest valued guildmaster (bottom craftsman with key icon). Place prestige crest at this guild.
- Player: 4 agents, \$25 (hidden), 1 of each good type.

4 Rounds: consists of multiple turns, and each turn:

- 1) Planning: secretly select guild(s) \leq # remaining agents, or pass. Passing means quitting current round.
- 2) Action: resolve in guild order, then in turn order. 4 possible actions, after which must place agent at roof of guildhouse.
 - a) Sell goods. Price = guildmaster value.
 - b) Recruit guest.
 - Price shown below window.
 - Payment goes to storehouse of this guild, even if not matching goods.
 - Effect icons: star = immediate then reshuffle into stack, moon = end round, sun = end game.
 - Earn money for agents already at guildhouse.
 - May jump to 1st position in turn order.
 - c) Buy goods. Max 3, including goods of other types at the storehouse.
 - Special limit for 1st turn of 1st round: If 5P game and 4 or 5 chose guild, max 1. If 5P game and 3 chose guild, max 2. If 4P game and 3 or 4 chose guild, max 2.
 - d) Do nothing.
- 3) Turn End:
 - Guildmasters choose favourites. Player with most relevant goods, tiebreaker money then turn order. Claim guildmaster, guild crest, prestige crest (if present). Return 1 relevant good.
 - Reclaim agents, income \$3. (end here after round 4)
 - Flip pass token, new guildmasters slide into place.
 - Refill lodging windows. Clear leftmost window, slide all left, refill.
 - New prestige guild. Must be different from current.

End:

- Townsmen bonuses.
- Craftsmen majority based on value then # craftsmen. 5/3/1VP for 1st/2nd /3rd place. If tied, add up VPs to share equally, round down.
- 30+ value craftsmen: 2VP.
- All craftsmen types: 5VP.
- Richest 5VP. Tied 2VP.
- Different crests (see table). Prestige crests considered unique.

Diff crests	VP
3	2
4	5
5	9
6	14
7	20

- Tiebreaker total craftsmen, then craftsmen value.

Others:

- Total # of goods in game is restricted.

Notre Dame

Start:

- Players: \$3, 4 cubes, carriage in centre of borough, 4 messages randomly in 4 corner markets, rat at 0.

Structure:

- 3 periods, each 3 rounds

Round:

- Reveal 2 brown persons, 1 gray person.
- Players draw 3 action cards, choose 1 and pass the other 2 left. From 2 received, choose 1 and pass other left.
- 2 cycles of playing 2 action cards.
 - Generally place 1 cube from personal supply, then take action.
 - Carriage house: up to X markets visited, collect token on at destination, must collect in sets if possible.
 - Trusted friend: must move, then take action. Friend is always treated as cube.
 - Park can give bonus points every time points are earned.
- May hire 1 person for \$1.
- Plague. Reduce rat based on hospital, then increase based on person cards. If burst, stay at 9, lose 2VP, lose 1 cube from most crowded borough to general supply.
- Start player passes left.
- At end of every 3 rounds, score Notre Dame. Scores rounded down, cubes return to general supply.

End:

- Most prestige, tiebreaker \$ + cubes.

Others:

- If out of cubes, may move a cube from somewhere else in order to take action.

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O Zoo Le Mio (Zoosim)

Start:

- Each player - zoo entrance, start tile, \$8 (hidden).
- Flag arranged randomly on flagpole.

Structure: 5 years, each with 5 auctions

- Reveal 5 tiles, which will be auctioned in the order drawn.
- Blind bid tiles, tiebreaker is flag position.
- Winner of auction moves flag to bottom position.
- Won tiles must be placed, extending a path w/o cutting any other paths
- For best and 2nd best of each type of enclosure, get 2 and 1 visitor. Tie breaker is newer enclosure. 1 visitor if only one player has this type of enclosure.
- For most # of bushes and 2nd most, get 2 and 1 tree. Tie breaker is newer zoo addition.
- Get bench whenever creating a closed path

End of year:

- Earn \$1 per tile
- 1VP per year # per visitor / tree / bench

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End of year:

- Earn \$1 per tile
- 1VP per year # per visitor / tree / bench

Oltremare

Start:

- 2 player no corn cards
- Each player draws card until get harbour name. This becomes cargo stack
- Venice card into middle of shuffled stack
- Each player \$11, 4 cards

End:

- Exhaust goods deck

Turn:

- Check hand size. Excess goes to pirate stack
- Trade.
 - Trade with other players \$ or cards. Be honest on goods, can lie on icons. Non-active players who trade gets 1 prestige.
 - Buy max 4 cards from goods deck or pirate stack. \$3 normally, \$4 if in debt.
- Play cards
 - Can only start when have enough cards
 - Follow card icon effects
- Load cargo. In any order.

Scoring:

- Ducati icon when playing cards
- Mid-game Venice card prestige scoring. 6/3/1VP.
- End game:
 - Cargo stack by groups
 - Pirate stack (-1VP per card)
 - Most harbour markers. 6/3/1VP.
 - Prestige. 6/3/1VP.

Others:

- Harbour marker remains active until taking another one or going to empty harbour.

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Others:

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On the Underground

Start: 4 destination cards face-up, players start at scores 0/1/2/3/4.

Turn:

- Action
 - Place 4 lengths to extend at ends only
 - Need 2 branch tokens if want to branch off
 - Can forfeit 1 length for 1 branch token
- Passenger travels to one orange destination (if any) and then to one white destination (if any)
 - 1st priority least walking
 - 2nd priority least lines
 - Else active player chooses
- Draw card(s) to replenish

End:

- Once last card drawn, remove passenger from game
- Play to end of round so everyone has same # turns

Scoring:

- 1VP per line used by passenger
- 1VP when a line connects to national railway
- 2VP when a line connects to terminus (also gain 1 branch token)
- 3VP when a line connects two same symbols
- 1VP per enclosed station(s)

Others:

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Others:

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Once Upon A Time

Start:

- 10/8/7/6/5 story cards per player for 2/3/4/5/6+ players. 1 ending card per player.

Turn:

- Storyteller plays card when it is mentioned as non-insignificant part of story.
- Storyteller changes by:
 - Passing. Storyteller may discard a card.
 - Interruption by exact element. Need not be exact words.
 - Interruption by interrupt card of matching group when storyteller plays a card
 - 5 sec pause
 - Not making sense
- In all cases of storyteller changing, storyteller must draw a card.
- Interruptions if disputed, are resolved by consensus of players not involved in dispute. If interrupter judged wrong, discard card used for interruption and draw 2 cards.

End:

- A player has played all story cards and then plays ending card. Not allowed to introduce new element after last story card played.

Variants:

- Give 2 ending cards. Can be used to help younger players or new players.
- May change ending card instead of discarding story card when passing, but must then draw 2 story cards instead of 1.

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Pacific Victory

Turn:

- Die roll winner decides initiative. USA wins ties.
- Move
 - 4 hexes for air/naval to friendly base
 - Strategic HQ or strategic move
 - Pinning concept
 - Hexside limit for armies to battle: 2, difficult terrain 1
 - Stacking limit: major base 2 army 2 air, minor base 1 army 1 air, coastal & sea 6 navy
 - Air units can Combat Air Patrol. Return after combat phase.
 - Strategic moves:
 - rebase (cost 1)
 - infantry sea invasion (cost 2, range 2)
 - carrier raid (cost 2 per CV + escort, range 6 from major base, battle 1 round)
 - Submarine patrol (cost 1, range 6 from major base, battle 1 round)
 - Strategic bombing (cost 1, range 2, battle 1 round, A0 units only)
- Battle
 - Battle stacking limit, 2 air, 6 naval, 2 army
 - 3 rounds
 - Major bases, jungle & mountain double defense
 - Can only air flak if attacked (except carriers)
 - Shore bombardment only if control sea
 - Army can only be eliminated by army
 - Retreat priority – friendly, neutral. If cannot retreat, die.
 - Victor can regroup
- Check supply. Trace supply chain through major bases max 3 hexes apart until reach home base. Attrition if unsupplied.
- Reinforcements. Double cost if not at home base. If cross supply, build cost increases.

Pacific Victory (cont')

Blockades:

- Blockaded bases contribute no production points
- If battle happens, blocking side is attacker
- Blockading units pin same number of defenders

End:

- Sudden death at end turn if decisive victory
- Check Japanese supplied Production Point. 20+ Jap decisive, 15-19 Jap marginal, 10-14 draw, 5-9 Allied marginal, 0-4 Allied decisive.

Others:

- Bases friendly to original owner unless occupied
- Monsoons (Jun) – no combat or capturing of bases in jungles
- North Pacific storms/fog (Dec, Mar) – no combat
- Typhoon (Sep) – Roll die to determine typhoon zone. No movement in or out of typhoon zone & adjacent hexes
- Special cases for India / Australia surrendering

Pack & Stack

Start:

- Players 75pts

Round:

- Each player rolls dice and collect furniture.
- Each player receives 2/2/1/1 truck cards face-down for 3/4/5/6P game.
- Reveal all truck cards simultaneously and grab a truck in front of another player or from the draw deck.
- Last player must draw from draw deck.
- Load trucks following area and height limits.
- Pay points:
 - Each single empty spaces 1pt
 - Each piece not loaded (size x 2)
- Player(s) who paid the least gain 10pt.

End:

- One player runs out of points.

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Palazzo

Start:

- Mix game-end tiles to 3rd stack of tiles.
- Each player 4 money cards

Turn: (choose 1 of 3 actions)

- Take money – open (# of P + 1) cards and take 2, other players take 1 each
- Build or auction floors
 - Draw 2 floors, place 1st in warehouse, 2nd in quarry (# of windows determines distance from architect)
 - Choose buy OR auction
 - Buy = 1 or 2 floors from warehouse, cost per floor = 10 - # of floors at start of turn. Must use single currency. No change given.
 - Auction = move architect to next non-empty quarry to auction all tiles. Active player starts bid with 3er certificate. In case 4 or more tiles, everyone chooses one and discard the rest.
 - When paying, must not pay only jokers.
 - 3 cards of same value (not currency) = \$15
- Rebuild - Pay 1 money card to pull out / insert / throw away single floor

End:

- End immediately with 5th game-end tile drawn.
- Scoring: 1 floor = -5VP, 2 floors = 0VP, 3 floors = windows, 4 floors = windows+3, 5 floors = windows+6. Single material = 3VP for 3 or 4 floors, 6VP for 5 floors.
- Tiebreaker: single currency + jokers in hand.

Others:

- Can buy floor to throw away.

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Others:

- Can buy floor to throw away.

Perikles

Start:

- Board: 10 face-up influence tiles, 7 face-up location tiles.
- Players: 1 face-down special tile, 2 cubes per city, then 2 rounds of placing 1 cube in preferred city.

Structure: (3 turns of 4 phases each)

- (round 2 on) All influence tiles reshuffled before dealt, previous Athens leader is start player.
- Select influence tile and place cubes. Can assassinate cube or propose candidate (not necessarily same city as tile). Refill after selecting. Players take turns to select 5/5/4 tiles for 3/4/5P. Must select different colour if available.
- Propose candidate. Must have own cube in city. Do so until all 12 candidate spaces are filled.
- Election. Candidate with most cubes win, tiebreaker is alpha position. Both candidate cubes are removed. Winner removes additional cubes of same # as loser.
- Commit forces. Sparta controller decides start player. City controller takes city army, player with no city control takes Persians. One round of recovering dead units, one per city, lowest value of type selected.
- All 2-shard tiles are used first, each tile allows 0-2 units to be committed (can be from different cities and/or to different locations).
- Units played face-down, can be stacked. Allied units can be a mix.
 - Main attacker/defender must be filled before allies
 - May not attack own city's location
 - May not defend other city's location w/o permission
 - If city A attacks city B's location, from then on A may not defend B's location or join forces in any battle.
 - Same player may never have units on both sides of a battle.
 - May spend 1 cube to send 2 more units

- Resolve battle. Intrinsic defenders always defend, intrinsic attackers only when there is a main attacker. Consult combat table for die roll needed to collect battle token. *Stronger side determines best column*. Combatants roll 2 dice, and first to collect 2 battle tokens wins. Else roll until tie broken.
- Loser loses 1 unit, priority main combatant.
- If 2-round combat, winner of 1st round starts 2nd round with 1 battle token already won.
- Winner takes location tile. If defender loses, place defeat counter on highest VP square of city.
- If location not attacked, set aside face-up. Main defender adds 2 cubes to city.
- Surviving units return to city.
- Leaders become monuments. Uncommitted units return to city.

End

- End of 3rd turn, or end of turn after Athens or Sparta has 4 defeats.
- Score:
 - 1VP per cube in city
 - VP on location tiles
 - VP for statues (accordingly to highest uncovered VP square of city)
- Tiebreaker: VP from locations, then # of statues.

Others:

- If a player(s) control Persians, commit forces and resolve battle as normal, except Persian units never die.
- Special tiles may not be used for instant victory.

Pick Picknic

Start:

- 5 cards per player

Round:

- Randomly add 1 corn per tile.
- Simultaneously select 1 card to play.
 - Single fowl: claim all corn, discard fowl.
 - Multiple fowl: agree on a split, or fight (card value + 1 die roll) until last fowl standing, discard fowl.
 - Fox only: discard fox.
 - Single fox & fowl: gets all fowl, including -2 fowl. Fowl gets nothing. Discard fox.
 - Multiple fox & fowl: Foxes fight.
- Redraw

End:

- Can no longer replenish tiles.
- Scoring:
 - Yellow corn = 3VP, blue = 2VP, green = 1VP
 - Poultry – value on card

Others

- Quick fowl (-2 card) gets 1 green corn (if any) if not alone on a tile. Doesn't fight other fowl. Still gets eaten by fox.

2/3P

- Hand is 6 cards
- Play 2 cards of different colours

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Planet Steam

Start:

#players	2	3	4	5
<u>Board Setup</u>				
Tanks	9	10	12	14
Water supply	6	7	8	10
Energy supply	10	12	14	16
Ore supply	7	8	9	10
Quartz supply	4	5	6	7
Licenses	6	6	7	7
Deeds	4	5	6	7
Card set	A	B	C	D
<u>Each Player</u>				
Carrier: 1 each at Level 1, one of which can to be upgraded to Level 2.				
\$	100	110	120	130
Water (W)	3	4	3	3
Energy (E)	3	2	3	4
Ore (O)	1	2	2	2
Quartz (Q)	0	0	1	1

Others / Reminders:

- Licenses once used are removed from game.
- Adjust Supply indicator for bonus resources at specialist auction, resource trading, new tanks at Year End.
- Adjust Price indicator for resource trading (include no trade), no new tanks at Year End.
- If no water for activation and no water tank, force downgrade 1 tank, gain 1 water, but no buying.
- For advanced variants see rules.

Structure: (play 7/6/5/4 years for 2/3/4/5P)

1. Expansion:

- Auction specialist. If available, prepare up to 4 free resources. Free \$2 if player has \$0. Min bid \$1. If bonus resource cannot be loaded or is unclaimed, return to supply and adjust indicator.
- Venturer auctions empty shaft. If none, auction neutral platform.
- Cover shaft. Each player uses die or license to build a platform. (a) Die: 4-6 build at target empty spot, 1-3 build at next empty spot orthogonally (skipping occupied spots) from target, or \$15 if none. (b) License: Any empty spot, or claim neutral platform.
- Fireman places energy coupler

2. Buying:

- Pay activation cost (1W), else no action allowed. One player does all buying/upgrading/rearranging before the next.
- Buy tanks from Hall (1W + \$), adjust price after each tank bought.
- Buy tanks from Earth (1W + 2Q + \$5)
- Buy upgrades (produce other resources)
- Buy domes (increase production by 1)
- Upgrade carriers

3. Production:

- Production needs energy, except producing energy or producing water in Head Shafts.
- Bonus production if (a) tanks adjacent, (b) same resource, (c) tanks powered. Bonus is #tanks - 1.
- Energy coupler gives +1 bonus to powered tanks.
- Trade at Terminal, by resource type, then by player (buy, sell, or no trade). May buy to throw away. Price adjusted after each player's (in)action.
- Buy 1 license, or permanently discard license for \$15, or buy deed (worth \$50).

4. Year End:

- Produce new tanks (use O & E left) up to Hall limit. If none produced, price of scarce resource moves up 4.

End: (richest wins)

- Resource at current price
- Platform with / without tank \$50 / \$25
- Dome \$50
- Deed \$50

Poison

Start:

- Distribute all cards. If 3P, distribute 4 sets & remove extra set.

End:

- Everyone played all cards.

Turn:

- Play one card into one cauldron.
- Only one colour per cauldron. Poison = joker.
- If total will exceed 13, player takes all existing cards and place face-down in front of himself/herself.
- No examining face-down cards.

Scoring:

- -1 per coloured potion card, -2 per poison card
- 0 if is sole player with highest number of cards of a colour

Round:

- Play as many rounds as # players

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Power Grid

Players	2	3	4	5	6
Areas	3	3	4	5	5
Plants	-8	-8	-4	NA	NA
Stage 2	10	7	7	7	6
End	21	17	17	15	14
Others	2 players: 4 plants per player				

Start:

- \$50 per player
- Coal \$1+, Oil \$3+, Gar \$7+, Ura \$14+
- Remove X plants, Plant 13 on top, "Stage 3" at bottom

Structure:

- 3 stages, each stage can have same # connections per city
- Stage 1 & 2 has current & future plant market of 4 each. In Bureaucracy, return biggest plant to deck.
- Stage 3 has current plant market of 6. In Bureaucracy remove smallest plant.

Round:

- Determine player order
- Auction plants (leader first)
- Buy resources (leader last)
- Connect cities (leader last)
- Bureaucracy: supply power, replenish resource etc

Other rules:

- If no plant sold, remove lowest plant
- If plant \leq # cities of leader, remove
- Still get \$10 if not supplying power
- Plant can store double its capacity
- Tie breaker: money, then # cities

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Structure:

- 3 stages, each stage can have same # connections per city
- Stage 1 & 2 has current & future plant market of 4 each. In Bureaucracy, return biggest plant to deck.
- Stage 3 has current plant market of 6. In Bureaucracy remove smallest plant.

Round:

- Determine player order
- Auction plants (leader first)
- Buy resources (leader last)
- Connect cities (leader last)
- Bureaucracy: supply power, replenish resource etc

Other rules:

- If no plant sold, remove lowest plant
- If plant \leq # cities of leader, remove
- Still get \$10 if not supplying power
- Plant can store double its capacity
- Tie breaker: money, then # cities

Power Grid – Factory Manager

Start:

- \$18, 1 set of start tiles, 1 random order tile. Order tiles:

Players	2	3	4	5
Game start	2,10	5,7,8	7,8,9,10	8,9,10,11,12
Draw stack	1,4,6,8	1,2,3,4,6	1 to 6	1 to 7

- 3 random X start tiles, 5 random energy price tiles.

Structure: 5 rounds

Round:

- Auction player order. Reveal same # of order tiles as players. Player with higher order # always starts bidding. May bid 0. Must not bid all workers. Last remaining player may bid non-0.
- Prepare market. Choose tile per available worker. Last player may choose extra tiles – 0/1/2/3 for 2/3/4/5P.
- Buy/dismantle tiles, then seasonal workers (\$7). Use available workers to buy or dismantle tiles. Bought tiles can be placed in later rounds. Unbought tiles are returned to the board.
- Bureaucracy and new energy price. Update factory stats, assign workers to canteen. Must always have at least 1 available worker. Shut down as required and by choice.
- Income. Doubled on last round.

End:

- Richest wins. Tie breaker last round income.

Others:

- Some order tiles give discount to tiles and seasonal workers
- Max 1 robot per machine.

1st game:

- Max 4P, 1st energy tile \$0.

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Others:

- Some order tiles give discount to tiles and seasonal workers
- Max 1 robot per machine.

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Power Struggle

Start:

- If 3P, use 2 of each Blocks of Share. If 4P, remove 1 each of 1 to 5 Share Blocks.
- Player: \$800K, 1 archenemy, 1 archenemy competence (remove cards according to # players).
- Deal all Privilege cards as evenly as possible. Communications Privilege = start player.
- 3 rounds of appointing Manager, starting with Start Player / 2nd Player / Start Player. Don't use Privileges, don't occupy Division Head spaces. (a) Appoint Manager to Board – occupy leftmost vacant seat, if full kick leftmost Manager out and shift all left to make way. (b) Appoint Manager to Dept – occupy topmost vacant office, add 3 Employees.

Rounds:

- Director's Meeting
 - Dismiss Chairman (except 1st round)
 - Appoint Chairman – Player with most (leftmost if tied) Managers on Board. Leftmost Manager becomes Chairman, Board members shift left to remove gap.
 - Division Heads – Most Dept Heads (Main Dept counts as 2 Dept Heads), if tied, most Employees, if tied again, topmost Dept Head. Division Head taken from player supply. If no Dept Head, see Privilege card. Ousted Division Head can go to Board or become Consultant.
 - Claim Privilege Cards
 - Earn Influence – Chairman 2, Board member 1.
 - Motivation marker reset to 6.
 - Communications Division Head set up events deck – 6 random, 2 standard. Director's Meeting event = end of round.
- Dept Turns (4 to 7)
 - Event Step
 - Action Step. 1 action starting from Comms Div Head. Possible actions:
 - a) Hire 2 Employees. Max 6 per Dept.
 - b) Create new Dept. (i) Create 2 new Depts using existing employees, at least 2 employees per new Dept, one of whom promoted to Manager. (ii) Create 1 new Dept, taking 1 Manager and 1 employee from supply, then move any employees from existing Dept.

- c) Restructure Dept. (i) Move 1 or 2 Dept to another Division, (ii) Move 1 Main Dept to another Division, (iii) create Main Dept by merging 2 Dept. May be different Division, may go to new Division. Remove 2 employees. Score on Main Dept track.
- d) Resign as Div Head to become Board member or corresponding Consultant. Privilege card becomes temporarily invalid, even if it has been bribed away. All Division employees fired. If become Board member, all own Dept Heads join too but not Main Dept Heads. If become Consultant, Dept heads fired too.
- e) Bribe for Privilege cards. Min \$50K. Gain 1 Corruption. May try again if 1st attempt fails. If accepted, target gains 1 Corruption. Privilege card received has stronger (golden) effect. If declined, target loses 1 employee, chosen by briber.
- f) Gain points.
 - Influence track – fire 3 employees
 - Buy Main Dept - \$1500K. 2 managers from stock.
 - Buy Consultant - \$2000K. 1 manager from stock.
 - Buy shares. Advancing on Share track depends on # of shares on the share block.
- g) Execute privilege.

End:

- End of turn (not round) when 1 player achieves 4 goals.
- Tiebreaker most goals then money.

Others:

- Archenemy victory: Need to beat him in 3 categories. If draw own colour, need to beat everyone in 2 categories. Reaching golden space counts as having beaten everyone.
- Bonus payment is for each share block and not each share.
- Dept with no employees are closed, except Main Dept.
- Depts always shift up when gaps appear.

Variant:

- Play to 5 goals

Puerto Rico

Start:

- See Page 2 of rules for setup

End:

- End of round when (a) finish VP chips (b) finish colonists (c) someone fill up building spaces

Round:

- One player is Governor, starting from Governor everyone chooses a role
- At round end add \$1 to not chosen roles

Turn:

- When a player chooses a role, he/she can perform the action associated with that role, and everyone else take turns to perform the action.
- Player that chose the role has special privilege

Role actions & [privileges]:

- Settler: choose plantation [choose quarry instead]
- Builder: pay to build [\$1 discount]. Quarry gives discount.
- Mayor: receive colonist and adjust colonist placement [1 extra colonist]. Refill colonist ship to empty building spaces or # players.
- Craftsman: Produce goods [1 more barrel].
- Captain: Take turn to load goods onto ships and receive VP per barrel [1 more VP in 1st shipment]. Ships only take same goods. Diff ship diff goods. Clear full ships at end of turn. Players only keep 1 barrel.
- Trader: Sell one barrel [earn extra \$1 if sell]. Trading house can only take different goods. At end of turn clear trading house only if full.
- Prospector: [get \$1]

Scoring:

- VP chips, Building VPs, Large buildings special VPs

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Quo Vadis?

Start:

- 10 random tokens on laurel spaces, Caesar on top centre laurel space near inner sanctum.
- Optional: 7 special tokens available.

Turn – choose one action:

- Move senator to start space
- Advance senator to next committee
 - Must have majority vote or Caesar is on path.
 - If Caesar on path, no laurels gained.
 - Supporting players gain 1 laurel per vote. Only minimum number of laurels given, active player chooses who gets it.
 - Can make deals, and promises must be kept if doable by end of next round.
 - Collect token if pass by one, and replenish. Tokens kept face-down. May move Caesar if appropriate token drawn.
- Move Caesar to any laurel space.
- Optional: take special token.

End:

- When inner sanctum filled.
- Player who has senator in inner sanctum and has most laurels win. Tiebreaker is first to reach inner sanctum.

Variants:

- 10/14/18 “1” tokens for 2/3/4 players
- Once 3 senators reach inner sanctum, anyone can request all tokens to be revealed until end of day.
- Promises must be kept only up to end of current round.
- If equal number of senators as any other player, can bribe to advance by paying 3/5 laurels.
- Must move Caesar of “2” token with Caesar drawn.
- For end VP add # committees dominated.

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R-Eco

Start:

- Chips arranged 0, 1, 2, 3, 3, -2, 4, 5
- Each player 3 cards
- Factory dump site 1 card

Turn:

- Play card(s) of one type to matching factory. If # garbage at factory is 4 or more, receive top most chip.
- Take all cards from factory dump site. If hand size > 5, dump face-down to 5.
- Refill factory dump site cards to # garbage at factory + 1 card.

End:

- End of turn when one factory runs out of chips.

Win

- VP: chips (not counted if only one chip of a colour) + no dumping bonus - 1pt per dumped card.
- Tiebreaker least dumping.

#players	2	3	4	5
Chips	No 3's	One 3 less	One 3 less	-
No dump	4pt	2pt / dumper	1pt / dumper	1pt / dumper

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Chips	No 3's	One 3 less	One 3 less	-
No dump	4pt	2pt / dumper	1pt / dumper	1pt / dumper

Race for the Galaxy

Start:

- 12 VP chips per player, set aside 10 VP chips
- Each player: 1 random start world, get 6 cards and discard 2, 1 set of action cards

Round:

- Everyone simultaneously and secretly chooses action
- All chosen actions executed by all players, but choosing player(s) gets bonus
- Actions
 - Explore: Draw 2 cards pick 1. Bonus: (a) Draw 7 pick 1 (b) Draw 3 pick 2.
 - Develop: Simultaneously play development card and pay. Bonus: \$1 discount.
 - Settle: Simultaneously play world card and pay (or conquer). Place good if windfall world. Bonus: 1 card.
 - Consume: Compulsory for everyone if chosen. Consume powers can be used in any order, but each power must be used in full if possible. Bonus: (a) Sell 1 good for 2/3/4/5 cards before Consume (b) double VPs gained.
 - Produce: Fill production worlds with 1 good. Bonus: 1 windfall world produces.
- Discard down to 10 cards

End: At end of round when:

- 1 player has 12 or more cards
- VP chips exhausted
- Winner: VP chips + VP from cards. Tie breaker: cards + goods.

Others:

- Cannot build repeating cards.
- Max 1 good per world.
- If needed, turn order is clockwise from lowest start world #
- 2P: use 9 action cards, choose 2 actions per player.
2xExplore = Draw 8 pick 2, 2xDevelop/Settle = do twice.

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Railways of the World

Start:

- Board: Random goods in cities. 1 less if 2/3P but minimum 1. Starting Railroad Operations cards + (2 x players) RO cards.
- Player: Start \$0, but may issue share for \$5K when out of cash. 2 rail baron cards, pick 1.

Turn:

1. Auction for start player, min \$1. If no one bids, pass token to player next to previous start player.
2. Actions (3 rounds)
 - Build track. Max 4 tiles. Max 1 link (between two cities). OK if incomplete, but if incomplete by round end, will be removed. Normal \$2K, with water \$3K, hill \$4K; cross ridge +\$4K.
 - Urbanize. \$10K. Place new city on grey city, adding 2 goods.
 - Engine. Cost on card. Once per round.
 - Deliver. Must have enough engine level. Must not revisit city or reuse link. Must stop when entering city of same colour. 1st link must be own. Income increase based on # of links and ownership.
 - Take RO card.
 - Western link (relevant to Eastern U.S. board only). \$30K. Must have reached appropriate city. Add 4 red cubes. Henceforth each red good from western link city to Chicago creates 2 new goods in Chicago.
3. Income (see score track) & dividends (\$1K per share).

End:

- Complete turn after 10/12/14/16/18 cities empty for 2/3/4/5/6P.
- Score:
 - + VP track
 - - number of shares
 - Tiebreaker: # of links, money.

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Rommel in the Desert

Month:

- Buildup
 - Check supply – if unsupplied eliminated
 - Reinforcement – early arrival possible
 - Buildup points
 - Building points (max save 20 pt) (except month 1)
 - Redeployment (move 2 hex / pt), Sea Redeployment (1pt, 4pt for Allies if one port besieged)
 - Return for refit (over land) is free
 - Replacement
 - Minefields
 - can swap 2 old for 1 new
 - Extra supply cards
 - Resupply – monthly supply, purchased using buildup pt, and fortress bonus. Hand limit 16.
- Initiative (except month 1)
 - Default Axis, Allies can challenge
- Player turns
 - Initial supply check
 - Select Turn Option
 - If pass, may Withdraw once
 - Movement
 - Combat
 - Blitz Movement
 - Blitz Combat
 - Final supply check
 - Supply revealed

Victory:

- Sudden death – capture enemy base or exit enemy map end with 3 supplied units
- Game end
 - Twice as many units (Germans count as 1.5)
 - Holding unbesieged Tobruk
 - More units (Germans count as 1.5)

Rommel in the Desert (cont')

Movement:

- Group / Regroup (command pt must not be enemy hex)
- Withdraw (costs no supply)
- Road bonus of 4/2/1
- Rommel bonus of +1
- Force march
- Hex engage limits 2/1

Combat:

- Defender can refuse battle
- Defender owns battle hex for supply purposes
- New battles & fortress battles mandatory every turn
- Minefield double defense, except attacking art
- Fortress double defense dice, except defending armour
- Partial retreat – probe combat & pursuit fire

Disruption:

- Recover when not in battle hex, supplied, and have spent 1 enemy turn disrupted
 - Rout:
 - Rout attrition
 - Pursuit fire
 - Withdraw (die if cannot)
 - Overrun of routed enemies allowed

Supply:

- If unsupplied for both initial and final checks, disrupted
- Fortress supply up to port capacity for Allies, half round down for Axis. Oasis supply 1.

Royal Turf

Race preparation:

- Start of race – pace chip on space 18, draw horse cards and place horses from space 33 downwards.
- Betting – 3 rounds, a player must bet on different horses. Bets are face-up.

Turn:

- Roll die, move a horse which hasn't moved.
- If destination of horse occupied, move to next furthest unoccupied space.
- First horse that reaches the pace chip gains this chip.
- Play until first 3 horses determined. Last horse on '7' space.

Payout:

- 3 winning horses: see payout table
- Horse with pace chip: \$100 per bet
- Last horse: -\$100 per bet
- Payouts doubled on last race
- Used horse cards are discarded before next round
- Richest player starts next betting round

End:

- Richest after 3 races wins

Variant for 2-4P:

- Also use 0 betting chip. Betting done face down.

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Santiago

Start:

Players	3	4	5
Tile stacks	4 x 11	4 x 11	5 x 9

- \$10 and 1 free canal per player
- Place spring

Round:

- Player left of Overseer starts
- Everyone makes one bid or pass, bid amount must differ
- Change Overseer – lowest bid or first to pass
- Place tile and crop marker
 - Highest bidder chooses first
 - Those who passed go anti-clockwise
 - Those who passed place one less crop marker
 - If 3 player, higher bidder places last tile w/o crop marker
- Bribe Overseer
 - Player left of Overseer starts
 - Can bribe or pass
 - If Overseer places canal elsewhere, pay bank max bribe + 1
- Extra canal (only allow one per round)
- Drying (2 to 1, 1 to 0, 0 to desert)
- Get \$3

End:

- Non irrigated becomes desert
- Score = money on hand + farm score, where farm score = num of tiles x num of crop markers

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Scotland Yard

(there are a few versions of this game and rules may differ between versions)

Start:

- Players: 10/8/4 taxi/bus/underground tickets per detective, 4/3/3 for Mr. X. Also 5 black tickets and 2 double move tickets for Mr. X.
- Board: Draw cards to determine start location. Mr. X does not place pawn.

Turn: (Mr. X first, then clockwise)

- Every pawn must move, and must not stop at same spot as another pawn. May pass over another pawn.
- Detectives give ticket to Mr. X when moving.
- When Mr. X moves, write location on logbook and cover with appropriate ticket.
- Black ticket can be used to travel by boat, or to hide mode of transportation used.

End:

- Detectives win if one detective meets Mr. X.
- Mr. X wins if all detectives run out of tickets or unable to move anymore.

Others:

- After certain moves, Mr. X reveals location.
- Note double move tickets.

Advanced variants:

- Mr. X can voluntarily reveal himself, then take one ticket from each detective.
- Mr. X cannot pass over another detective pawn.

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The Settlers of Catan Card Game

Start:

- Arrange own principality at will, 1 resource of each type.
- 5 expansion decks, players pick different decks to browse and choose 3 cards.

Turn:

1. Roll die, apply event die first, then regions produce.
2. Actions in any order and any number of times:
 - a. Action cards (only after both players have 3VP, except Scout). Discard after use.
 - b. Trade with opponent or self (3:1)
 - c. Build. 0 resources in new regions.
 - d. Towns support 2 expansions (green), cities 4 (green or red).
3. Refill hand (default hand size is 3) or exchange 1 card. For each card, can decide between drawing top card from any deck, and paying 2 resources to choose any card from any deck.

End:

- 12VP

Others:

- 1VP for knight token, goes to player with stronger fist.
- 1VP for commerce token, goes to player with more windmills. Requires city.
- Brigand attack: lose all ore and wool if >7 unprotected resources.

The Settlers of Catan Card Game Expansions

Start:

- Choose theme. Some expansion cards become development cards. Some are removed.
- 4 normal expansion decks, 2 special theme expansion decks.

End:

- 13VP

Others:

- Brigand attacks ignored in first 2 rounds.
- Spy action card cannot be used to steal buildings.
- May remove a played expansion card permanently.

Wizards and Dragons:

- Can build citadel instead of city. Initially, unoccupied citadel is 1VP. Citadels can only take green and purple expansions, not red ones. Citadels cannot be next to each other.
- Wizards are played to region card next to a citadel. Wizards start with 2 magic power. Resource from attached region can be converted to magic power, but that wizard is unusable until next turn.
- Magic spells allowed once per turn.

Shipyard

Start:

- Player – 1 action marker, \$6, 3 green & 3 blue contracts, 1 freight train with 3 types. All open info except contracts.
- Board – Receive subsidy (\$2) action for 4P only. Exchange marker on specific start space, others random. Stack matching Employee tiles, brown at bottom.
- 1st game - ensure each Employee set has (green) recruiter or (brown) engineer.

Turn:

1. Move own previous action card to front.
2. Choose new action – not the lead action, and must be able to execute. \$1 per marker before chosen action. If choose action behind everyone else, also \$1 per 3 empty space immediately before action.
3. Perform action. May pay \$6 to do any 1 extra action before or after main action. Extra action must differ from main action.
4. Shakedown (if ships completed).

Ship building:

- Ship at least length 3 (must have middle).
- Equipment needs appropriate mounting.
- Ship needs captain.
- Crew needs cabin, except captain.
- Speed: (a) with smokestack + propeller, base 4, +1 per additional smokestack / propeller / sail; (b) else base 1, +1 per sail / propeller / pair of smokestacks (i.e. min speed always 1).

Shakedown (i.e. ship scoring):

- Canal must be long enough for ship speed
- 1VP per crew (incl captain), 2VP per cannon / crane, VP per speed.
- Also score for canal icons. Cannon icon rewards 1VP for cannon & soldier. Crane icon rewards 1VP for crane & merchant. Etc.
- Only last blue ribbon counts. Score for spaces moved till then.
- Flip and store aside canal cards passed. Discard canals which cannot be reached.

Actions:

- a) Build ship: Buy 1 to 3 ship cards. Once placed never moved. Must place such that it is possible to complete ship sooner or later.
- b) Buy 1 commodities tile.
- c) Rent canal.
- d) Make equipment: Marker moves 1 step. Pay to move more.
- e) Recruit crew: Marker moves 1 step. Pay to move more.
- f) Hire employee: Marker moves 1 step. Pay to move more. Must not hire exact same employee.
- g) Exchange commodities: Sell or barter. If barter must not take repeating equipment or crew.
- h) Receive subsidy of \$2 (4P game only)

Contracts:

4P: Give up 2 contracts of each type when countdown at 2.

3P: Give up 1 contract of each type after each lap.

2P: Give up 2 contracts of each type after 1 lap.

End:

- Countdown reaches red space, or 1 ship card type finished.
 - Play till everyone has same number of turns.
 - Final action (any action). Do shakedown if any.
 - May buy 1 ship card to complete a ship. Can be imaginary ship card (considered no features). Do shakedown if any.
 - Score contracts.
 - Tiebreaker money.

Others:

- All components are unlimited except ship cards.
- Anchor icon is VP. Some Employees give VP.
- Some Employees need payment to be hired.

2P:

- Use 3 action markers – single and pair. Use only brown Employee cards.

Show Manager

Start:

- 2-3P: each player: \$36K (hidden), 2 sets of cast list & chips (open).
- 4-5P: each player \$18K (hidden), 1 set of cast list & chips (open).
- Extra cast lists and chips become touring productions. They appear when 1st musical premiers.

Turn:

- (optional) Borrow money against produced musical, max \$10K, and deduct production value accordingly. Once a musical has 6 productions, no more borrowing against it.
- (optional) Pay \$2K to refresh artists. Can do multiple times.
- (compulsory) Hire one artist OR put on a musical
 - After putting on musical, can at most have 2 artists left in hand. For last musical, at most 1 left.
 - Miscast artists score 0pt
 - Province artists always score 1pt
 - Bonus 1pt per artist if none miscast
 - Write points on chip and place on preferred city if is 1st production of a musical. Else must follow.
 - Each city only allows one musical. A newer production with same value of older production is considered lower.

End:

- All chips are on the board. Score VP awarded by city.
- Tiebreaker is money.

Touring productions values				
	Wolf	Queenie	King Lear	Ballet
1 set	15	20	25	30
2 sets	13,17	18, 22	23, 27	28, 32

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Sid Meier's Civilization: The Board Game (Fantasy Flight)

Start:

- Players: 1 each of infantry, mounted, artillery. 1 army & 1 scout in capital outskirt. 3rd city not yet available to be built.
- Board: for each market resource type, 1 token per player.

Victory conditions:

1. Cultural: Reach end of culture track.
2. Tech: Research Level 5 tech.
3. Economic: 15 coins.
4. Military: conquer an enemy capitol.

Turn: (5 phases, and in each phase each player takes actions)

1. Start turn:
 - Player order changes at start of turn.
 - Start of turn actions.
 - Build city. Have scout at site. Outskirts are explored, enemy-free and don't overlap with outskirts of other cities. City centre loses production. If army in city centre, move aside.
 - Change govt. Need matching tech. Change immediately to newly researched govt form last round, else require 1 round of Anarchy.
2. Trade:
 - Collect Trade from cities. Scouts collect. Enemy scouts / armies blockade.
 - Trade with others. Do simultaneously to save time. May trade promises (non-binding), Trade, Culture (unspent), Resource, Culture Events.
 - Trade can be stored (max 27).
3. City Management: (1 action per city)
 - (a) Produce 1 figure (scout or army) / unit (cards) / building / wonder. May spend Trade to boost production (3:1).
 - Note terrain requirements for buildings, limited buildings. Buildings cover output of terrain.
 - Max 1 wonder per city.
 - May remove old building / wonder / great people to make space. Removed building returns to stock, wonder discarded permanently, great people moved to reserve and may be place in next Start of turn.
 - (b) Devote to arts. Collect 1 culture + 1 each per culture icons in outskirts. Any time during City Management may progress on Culture track and collect culture card / great person.
 - (c) Harvest 1 resource from outskirts. Tokens are limited.

4. Movement: (orthogonal, limited by travel speed of civilization, obey stacking limit) – may result in battle.
 - Note water travel limited until techs acquired.
 - May move in group. May move through but not onto city centres, unless army attacking enemy city.
 - May spend 1 movement to discover a tile.
 - Only army may explore hut / village (end movement there). Huts are absorbed, villages need to be defeated, with next player playing barbarians with 1 each of infantry, mounted, artillery (all rank 1).
5. Research: (observe tech pyramid rules)
 - Spend Trade to gain 1 new tech. Do simultaneously.
 - All Trade lost, unless having Coins. Keep 1 Trade per Coin.

Battles:

- Draw unit cards (hand size initially 3).
- Calculate bonuses.
- Starting with defender, take turns playing unit cards. (Attacker first if attacking walled city) Play card to either start a front or to make an attack. Damage dealt is strength. Killed if wound = strength.
- Trumping – deal damage first.
- Once all cards played, discard all wounds and compare strength, adding bonus. Defender wins ties.
- Winner loses 1 army per 2 units killed, except last army. Gain loot.
 - If field battle, 3 Trade or 3 Culture or 1 Resource (incl facedown village / hut). Loser loses all armies.
 - If non-capital city, 1 tech or 1 culture event or 2 Resources. City destroyed, buildings return to market, wonder and great people discarded.

Others:

- Scouts collect Trade, Production, Culture, Resource for 1 city. Enemy scouts and armies blockade.
- Never exceed Culture hand size.
- Never exceed figure stacking limit
- Wonders are generally not treated as buildings.
- Starting tech card is always at bottom level, even if it's not Level 1.
- Existing units and buildings are auto upgraded when appropriate new tech discovered.
- Resource-spending ability of techs is once per turn.
- Obsolete wonders are turned face-down, but can still generate culture.

Snow Tails

Setup:

- When setting up track, yellow flag left, red flag right.
- Choose positions in start player order.
- 5 cards (start position may give more). Brake at 3.

Turn:

- Turn order priority sled on inside of corner or next corner if currently straight.
- Play 1-3 cards of same value.
 - Left dog, right dog and brake can each be played at most once.
 - If play brake, brake moves to same number as card.
 - If no canine cards, take dent, draw to 5 (incl dent cards), then start turn.
- Move sled.
 - Speed = left + right - brake. If negative, don't move.
 - Drift = diff of left/right. Cross black line. If drift > speed, ignore excess drift.
- Return to 5 cards. (draw or discard)

End:

- End of round when someone passes finishing line.
- Priority player passing finishing line by furthest, then nearest to checkered flag.
- Play on until everyone completes race.

Others:

- If dogs equal strength (except starting line), and speed > 0, get optional bonus equal to race position.
- Speed into corner: collect dent card(s).
- Crash others: End turn immediately without drawing cards, but must discard if over 5. May intentionally crash.
- Crash side: collect 1 dent card. Stop. Draw/discard cards. May intentionally crash.
- Dent cards cannot be discarded.
- If 5 dent cards before finishing race, lose.

Variants:

- Multiple races – 5/3/2/1pts for positions 1/2/3/4
- Saplings: Take dent, remove sapling, continue as normal.

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Sole Mio (also see Mamma Mia Grande variant)

Start:

- Remove 3/1/1 single cards and 1/1/0 double cards per ingredient for 2/3/4 players.
- 5 cards + 2 order cards in hand

Turn:

- Must place 1 or more ingredient card of same type face-up
- May place 1 order card
- Replenish to 7 cards, either from order deck or ingredient deck
- Sole Mio card is just for score counter and next start player

Round end & scoring:

- Ingredient deck exhausted.
- Sole Mio goes through discard deck in order played to determine whether orders are fulfilled. Double cards get priority, even if it means wasting.
- Players can add cards from hand to complete an order.
- Players can ask help in clockwise order. Only 1 opponent can help and get a free completed order from order deck.
- When an order can be fulfilled, ingredients are used up
- When an order cannot be fulfilled, order is returned to bottom of order stack of owning player.
- Used ingredients and Sole Mio card reshuffled for next round. Unused ingredients to be used for next round end scoring.

Game end:

- After 2 rounds
- Most orders win, tiebreaker is ingredient on hand.

* See rules for details of each pizza type

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Space Alert

(checklist for teaching the game only)

Note: use Pause when necessary.

Start:

- Crew in upper white room. 1 energy on shields, 2 on lateral reactors, 3 on central reactor. 5/5/5 cards per player.

Test run: (setup see pg3 of handbook)

- Planning actions (face-up), actions A and B only.
- Threats, weapon range and strength. Damage max 6.
- “Incoming data” (draw card)
- “Data transfer” (pass card)
- Captain and comms officer roles, incl keeping score, and importance of turn order

Simulation:

- Full length mission, actions face-down, non pre-set threats
- “Serious threat”
- “Unconfirmed report” (5P only)
- “Communications system down”
- Action C – rockets, screensaver
- Delays
- Tripping (but don’t abuse)
- Lifts and ladders
- Specific damage

Advanced Simulation:

- Internal threats,
 - malfunctions
 - intruders
- Action C – battlebots, interceptors (note need empty action)

Real mission:

- Heroic actions
- Visual confirmation

Others:

- 2/3P needs 2/1 androids, and players get 9,6,6 / 6,6,6 cards

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Stone Age

Start:

- Board: 4 civ cards. 1 stack of 7 buildings per player, show top building.
- Player: 5 people, 12 food.

Round:

- Place people
 - Take turns to select location and place 1 or more people
 - Must not select same location as before
- Use people
 - One player uses all people, then the next
 - When gaining tool, get up to three before upgrading
 - Gain civ cards by paying any resource(s) except food. They give immediate benefit + end game scoring.
 - Gain building by using it to score points immediately
- Feed people
 - 1 food per people, minus food production level
 - Pay shortage using resources or lose 10pts
- Prepare new round: Shift unclaimed civ cards right and refill. Reset tools used.

End:

- Short of civ cards to refill, or 1 building stack empty.
- Score civ cards:
 - (# of diff culture symbols in green background) ²
 - Multiply icon types with corresponding level of food production, tool value, huts, people.
 - 1pt per resource
 - Tiebreaker food production + tools + people

Others

- Tool add to die roll result
- If civ or building card not taken, it is not discarded

2/3P

- Only 2 out of tool maker, hut and field may be used.
- In forest, clay pit, quarry, river, 1 player can't place people

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Strozzi

Setup:

- 3 face-up promotion tiles. Always replenished if any taken.
- Remove 17/14/11/8 cards for 3/4/5/6 players.

Structure: (3 rounds)

- Round ends when all players have used 3 flags, or ship deck exhausted. Reshuffle all cards & remove before next round.

Turn:

- Reveal 1 ship card:
 - If want ship, place flag. If non-pirate flag placed, another player may rob ship by playing pirate flag.
 - If don't want ship, ship becomes available to others.
- After gaining ship, send to a port. Each player max 1 ship per port. Ships sorted by speed, priority earlier arrival. "+1" flag increases ship speed.
- Increase marker for matching wares at port, placing marker leftmost as much as possible. "ware" flag adds 1 step.
- If ship shows scroll, increase Florence track.
- If ship shows promotion, choose face-up promotion tile.
- Next player is player on the left of ship winner.
- If 3 flags used, temporarily out of game.

Scoring:

- \$15/10/5 for ship position. Money (score) is secret.
- \$15/10/5 for track position, priority leftmost. No score if still in starting position.
- Bonus points for top positions on tracks.
- Shuffle all ship cards and remove randomly again for next round. Player highest at Florence is next start player.

End:

- Also score promotion tiles: \$30/20/10 for each category, tie broken by Florence track position.
- Richest wins, tiebreaker Florence track position.

Others:

- If no one wants a ship, active player draws again.

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Struggle of Empires

Start:

- Board: 10 random country counters.
- Players: Population 5, \$10, 5 control tokens on 5 randomly drawn country counters which are then discarded permanently, 5 units placed one at a time in turn order.

Structure: (3 wars)

1. Place 10 random country counters (except 1st war).
2. Alliances and player order. Previous last player is first to initiate auction, then clockwise. Bid to propose 2 opposing countries, can bid \$0.
3. Player actions. 6/5 rounds for 2-4/5-7P, 2 actions per round, in order of alliance display.
 - Buy tile (once per round).
 - Build unit, in home country, then move. Cost 1 population. May voluntarily destroy a unit to build somewhere else, but take 1 unrest.
 - Move 2 units.
 - Navy can move to any sea.
 - Army can move if navy at destination; if destination in Europe, as long as neighbouring country, or control token present, or control token present in adjacent country.
 - Can never move to enemy country. Can move to own country.
 - Any long distance sea move (I.e. crossing rope) requires die roll. Safe if roll 2+. If roll 1, roll again, 1/2=lose unit, 3/4=failed move, 5/6=success.
 - One attack against a country counter or an enemy. Costs \$2.
 - May ask for / pay for ally. Attacker invites first. Ally can only contribute units' values and not special powers, not forts. Ally may give only army or only navy support.

- Naval combat occurs first to fight for naval support bonus (value 1), if both sides want, attacker deciding first. Cede naval support bonus if no navy or if is neutral country counter.
 - Army & navy value 1, fort value 2 but defend only. Alliance tiles contribute either army or navy support. Roll 2 dice and add difference.
 - Loser loses 1 unit, priority army over fort. Winner can replace 1 of the loser's control token with own control token.
 - If 7 rolled, lose 1 more unit. If is loser with ally, ally loses this unit. Loser's choice if multiple allies.
 - Gain unrest per unit lost.
 - If tied, both sides lose 1 unit. Forts cannot be lost this way.
 - Still can defend even if no unit. Base value = 0.
 - Colonise or Enslave (once per round). Replace country counter (with "pop" or "slave") with own control token. "Pop" costs population, "Slave" needs navy in Africa.
 - Pass. May still taken action in later rounds.
4. Income and maintenance. Gain \$1 per population & control token. Pay \$1 per unit. Add 5 population, max 9.
 5. Scoring. Highest player(s) score 1st number, 2nd highest player(s) score 2nd number, etc.
 6. End of war. Return alliance tokens.

End:

- Lose if unrest \geq 20. Highest unrest player(s) lose 7VP, next highest player(s) lose 4VP.

Others:

- Whenever lack \$, gain unrest to take \$2. Unrest are hidden and can never be undone.
- Tiles: Triangle = 1 use per war. Square = 1 use per game, then discarded permanently. Alliances are for 1 war only.

Taj Mahal

Start:

- 6 cards per player
- Open card supply = (#player x 2) - 1

Round:

- Play cards until everyone withdraws and claim rewards
- Cards played by same player within same round must be same colour
- Next start player passes clockwise
- Replenish card supply (#player x 2) - 1

Turn:

- Play 1 or 2 cards, 1st card must be coloured, 2nd card if played must be white or special
- OR withdraw
 - If withdraw without playing any cards, take one additional card from face-down deck
 - Claim rewards if currently highest in any type
 - Discard played cards except special cards

Scoring:

- During withdrawal:
 - When withdraw and has placed at least one palace – 1VP
 - Commodity: 1VP + num of commodities already collected
 - Connected provinces (not cities): num of connected provinces
- Game end:
 - 1VP per special card, white card, and colour card with highest count

Note:

- Placing Grand Muhgal's crown palace doesn't win bonus tile

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Tales of Arabian Nights

Start:

- Players: Wealth = poor, 1 quest, 3 selected talent-level skills. Decide destiny / story point goals secretly.

Turn:

- Pass Book of Tales to player on left, Reaction Matrix right.
- Announce treasures and statuses.
- Move (depends on wealth). May stay. If mix land+sea, # moves must not exceed faster mode, and # moves in slower mode must not exceed slower mode.
- Resolve encounter
 - Who/what? – Die roll + number in gem or city if any + 1 or 2 for 3 or 5 Destiny points achieved. See Reaction Matrix.
 - Reaction – Find adjective to see possible reactions.
 - Determine Destiny – Choose reaction and roll Destiny Die to determine paragraph number.
 - Read result – Read intro then ask for whether to apply skill (if any relevant). Some skills are mandatory. Outcome D = Destiny gained, S = Story, W = Wealth, also Skills, Statuses, Treasures.
- Play cards (city encounter card) & resolve quests.
- Check victory

End:

- Reach goals and being in Baghdad.
- All others one more turn.
- Tiebreaker statuses then skills.

Others:

- Always maintain 1 quest. Do not reshuffle after depleted.
- Some encounters allow entering a Place of Power (POP). Only 1 Destination marker available to mark such opportunities. Never end turn in POP. After the special POP encounter (don't draw encounter card), move to space pointed to by arrow.
- If run out of Treasure card, take from other players.
- "Other" refers to person/creature encountered.
- If having relevant Master Skill, may choose not to roll Destiny Die and go straight to paragraph for that skill. Reader must not forewarn of "mandatory" keyword.
- Lose and gain skills one level at a time.
- Fabulous wealth requires treasure.
- May sell treasure at city to increase wealth level.
- Death: Restart in Baghdad, only keeping Destiny Points, Story Points and skills.

Tempus

Start:

- Board: Place 8/10/12 terrain tiles for 3/4/5P, taking turns. New tiles must touch previous ones.
- Players: In player order, place 3 tokens. Can stack, must be adjacent.

Era:

1. Take action tiles according to player's Era.
2. Spend action tiles.
 - Move. Cannot stop on city or opponent token. May move through own city. Stacking limit to be observed at end of movement. Lake move and sea move (after Ships) take full movement allowance.
 - Baby. Only on grassland with own token. 1 baby per hex.
 - Fight. From 1 hex with own token, to 1 adjacent hex with opponent token or city. No attacking opponent with 3 token stacks or fewer. Defender of city declares terrain type. Attacker first decides card(s) to play facedown, then defender. Token value 1, city value per size, card matching defender hex value 1. Attacker loses ties. If defender loses, loses everything, and attacker can move any number of tokens in. If attacker loses, loses 1 token.
 - Idea. May draw to exceed hand limit, to discard afterwards. Playing idea cards is free action.
 - City. No adjacent city, not on mountains.
3. Progress. Late players catch up, then players play cards face-down in turn order. Progress point = token on right terrain + card + city. Highest player(s) progress. Note bonus for Writing and Printing.
4. End of Era.

End:

- Score: Non mountain hex with token(s) + city value + flight. Tiebreaker is cards, then most cities.

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 - Move. Cannot stop on city or opponent token. May move through own city. Stacking limit to be observed at end of movement. Lake move and sea move (after Ships) take full movement allowance.
 - Baby. Only on grassland with own token. 1 baby per hex.
 - Fight. From 1 hex with own token, to 1 adjacent hex with opponent token or city. No attacking opponent with 3 token stacks or fewer. Defender of city declares terrain type. Attacker first decides card(s) to play facedown, then defender. Token value 1, city value per size, card matching defender hex value 1. Attacker loses ties. If defender loses, loses everything, and attacker can move any number of tokens in. If attacker loses, loses 1 token.
 - Idea. May draw to exceed hand limit, to discard afterwards. Playing idea cards is free action.
 - City. No adjacent city, not on mountains.
3. Progress. Late players catch up, then players play cards face-down in turn order. Progress point = token on right terrain + card + city. Highest player(s) progress. Note bonus for Writing and Printing.
4. End of Era.

End:

- Score: Non mountain hex with token(s) + city value + flight. Tiebreaker is cards, then most cities.

That's Life

Start:

- 3 pawns if 2-4P, 2 pawns if 5-6P.
- Guards on Good Luck and +7, +8 tiles.

Turn:

- Roll die, and move your own pawn or a guard which is on the same space with another player pawn (yours or your opponents).
- Must move exact number, except when reaching Finish tile.
- Collect tile if tile is empty when pawn leaves.
- No more turns for player whose pawns have all reached Finish Tile.

End:

- All player pawns reach Finish Tile.

Others:

- Good Luck tiles convert negative to positive. Decide at game end.

Variants:

- Path: -1 to -8, +1 to +8, Good Luck, -1 to -10. Guards on +1 to +8.
- Path: Good Luck at end, Guards on +1 to +8.
- Path: Random path, Guards on Good Luck and +7, +8.
- If roll 1, can also choose to move backward or not move.
- If tile is never picked up, move it to before Finish Tile.
- Game ends when first player moves all pawns to Finish Tile. Pawns alone on tiles pick up tiles.
- Game ends when second to last pawn reaches Finish Tile. Last pawn gets worst negative tile, and cannot convert it with Good Luck.

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Thebes

Start:

- Take out one 1pt artifact for each site and put on board.
- Shuffle small exhibitions to 2nd third of deck, big exhibitions to 3rd third. Join deck but set aside last third. For 2P, all exhibitions in 2nd third.
- For 2/3/4P, time markers on Start/16/Start, year marker on 1901/1901/1902. Archeologists in Warsaw.

Turn:

- Player most behind takes turn, until not longer last.
- Moving = 1wk per route
- Must take one action
 - Take researcher card (in EU except Warsaw)
 - Exchange cards (in Warsaw) – 1wk for 1st time, 2 wk for 2nd etc
 - Excavate (at sites) – Must have permit and min 1 specialised knowledge. Can use assistant as 1 specialised knowledge but must discard. General knowledge used can at most equal specialised knowledge. Similarly spade. Debris dug is returned to bag. Turn permit face-down. Only 1 dig per site per year. First to excavate a site earns 1pt artifact.
 - Exhibit (in EU except Warsaw). Gain card.
- Exhibit cards are put on exhibit spaces
- 3rd third of cards are added after deck is exhausted

Scoring:

- Artifact, exhibit, congress, most specialised knowledge (5VP for 1st, 3VP for tied 1st)

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Scoring:

- Artifact, exhibit, congress, most specialised knowledge (5VP for 1st, 3VP for tied 1st)

Thief of Baghdad

Start:

- Board – 6 stacks of treasure chests with 4 to 7 figures, top to bottom. 1 neutral guard (black) per palace. Dancer cards face-up.
- Each player 4/3/2 guards (for 2/3/4P) and 6/7/8/9 cards from start player onwards. Take turns to place all guards.

Turn: (possible actions)

- Smuggle in a thief: Play 1 matching card per guard not owned by you. At least 1 guard is yours and 1 guard not yours.
- Move guard: Play 1 card matching source or destination palace.
- Move guard + thief: Play 1 card matching source or destination palace.
- Move neutral guard: Play 1 card matching source AND 1 card matching destination palace.
- At most 3 actions involving thieves
- Draw 3 new cards at end of turn. Draw 4 if didn't play card and maybe take 1 dancer card.

End: Target treasure to steal for 2/3/4P is 6/5/4

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Through The Desert

Plyr	Camels	Water holes	1 st game round only 1 camel	Others
2	10 less	11 each	1 st player	
3	5 less	11 each	1 st & 2 nd	
4	NA	All	1 st & 2 nd	
5	NA	All	1 st & 2 nd	Each plyr one colour less

Start:

- 5 trees (oasis) on tree symbols
- Camel placement not next to oasis or others
- 1st placement round must diff coloured camels

End:

- Exhaust one camel colour

Turn:

- Place 2 camels on space or water hole to extend existing caravan

Scoring:

- Water holes (1 to 3 VP)
- Oasis linked or enclosed – 5VP
- Largest caravan – 10 VP
- Tied largest caravan – 5 VP each
- Enclosed spaces – 1 VP each

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Thurn and Taxis

Turn:

- Must draw card. Can blind draw from deck.
- Must play a card. If extending existing route, must only extend at two ends. Must not repeat cities in route. If unable to do so, forced to abandon route and start new one.
- May complete route and score. Min 3 cards.
 - Place branches – decide one city each region, or all cities one region
 - Take bonus tiles if applicable.
 - Take coach card if applicable. Must meet minimum and must take progressively.
 - Discard down to 3 cards
- May ask one officer to help during turn.
 - Postmaster – draw 2 cards. Must use if no cards.
 - Bailiff – refresh all cards.
 - Coachman – play 2 cards.
 - Wainwright – +2 to completed route

End:

- When Coach 7 claimed or a player builds all branches.
- Play to end of round.
- VP = bonus tiles + highest coach card - # branches remaining
- Tiebreaker is owner of Game End Bonus tile, or whoever nearest in sequence.

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Turn:

- Must draw card. Can blind draw from deck.
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- Play to end of round.
- VP = bonus tiles + highest coach card - # branches remaining
- Tiebreaker is owner of Game End Bonus tile, or whoever nearest in sequence.

Ticket To Ride Card Game

Start:

- 1 locomotive, 7 other cards
- 6 tickets, keep at least 1

Turn:

- Move 1 train per colour from rail yard to face-down on-the-track deck.
- Choose 1 action from:
 - Draw 2 cards. Face-up locomotive count as 2 cards, but 3 face-up locomotives do not refresh the card display.
 - Play cards to rail yard, either 3 different colours, or 2 or more cards of same colour. Locomotives must attach to a colour. Cannot play colours which are already in play in own or others' rail yards, except when Train robbing – play more cards of a colour to discard all of opponent's card of that colour.
 - Draw tickets. Draw 4, keep any number. Unwanted tickets return to bottom of deck.

End:

- 2/3P: exhaust deck once, 4P: exhaust deck twice, then everyone 1 more turn.
- For 4P, do mid game ticket scoring. Keep uncompleted tickets. Reshuffle all train cards, deal 4 to each player.

Scoring

- Completed tickets - uncompleted tickets + city bonus (tied players all score)
- Tiebreaker most tickets, then most city bonus cards.

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Ticket To Ride Quick Ref
 (comparison of the various versions)

	Base game	Europe	Marklin	1910	Big Cities	Mega game	Nordic Countries	Switzerland	Card Game
Setup	-	-	-	Only 1910 cards	Only Big Cities cards	All tickets from 1910	-	-	-
Start tickets	Draw 3 keep at least 2	Draw 1 long & 3 short, keep at least 2. Remove unwanted	Draw 4 (any type) keep at least 2	Draw 3 keep at least 2	Draw 4 keep at least 2	Draw 5 keep at least 3	Draw 5 keep at least 2	Draw 5 keep at least 2	Draw 6, keep at least 1
Drawing tickets	Draw 3 keep at least 1	Draw 3 keep at least 1	Draw 3 keep at least 1	Draw 3 keep at least 1	Draw 4 keep at least 1	Draw 4 keep at least 1	Draw 3 keep at least 1. Remove unwanted	Draw 3 keep at least 1. Remove unwanted.	Draw 4 keep any number
Bonus	Longest path 10pt	Longest path 10pt	Most tickets 10pt	Most tickets 15pt	Longest path 10pt	Longest path & most tickets	Most tickets 10pt	Longest path 10pt	Big cities
Others		Stations – 4pt per unused, 1/2/3 matching cards to place.	Passenger. 3 passengers refreshes card display.				Jokers count as 1 card, can only be used for tunnels and ferries.	Jokers count as 1 card, can only be used for tunnels.	3 jokers don't refresh card display.
		Tunnels	4+ jokers				Tunnels & Ferries	Tunnels	
		Ferries					40 trains	40 trains	
Tiebreaker	# tickets, longest path	# tickets, # stations, longest path	# tickets, goods	# tickets, longest path	# tickets, longest path	# tickets, longest path	# tickets, longest path	# tickets, longest path	# tickets, # big cities

For ferries, 3 cards = joker. For Murmansk-Lieksa, 4 cards = joker

Tikal II

Start:

- Remove some action tiles if <4P. Action tile distribution for 3P: 4/4/4/3/3/3, 2P: 3/3/3/3/2/2.
- Sanctuaries are shuffled face-up, treasure room at bottom.
- Rooms are shuffled face-down.
- Players: choose 2 keys.

Structure: 2 rounds, each with multiple turns. 1st round clockwise, 2nd round anti-clockwise.

Turn:

1. Pirogue phase (mandatory). Move pirogue 0-5 steps (clockwise) and pick action tile to execute. When pass forest, pay 1 key or -10VP.
2. Explorer phase (optional)
 - a) Movement: Must have matching keys. Unlimited distance. Can exit and reenter temple.
 - b) Excavation: Place flag on desired reward (if available). One flag per player per room allowed. Score 1VP per door, both current room and previous rooms of same colour.

Mid game: (action tiles finished)

- Scoring:
 - Sets of different keys in tent
 - Sanctuaries. 3VP for player(s) with presence and most matching keys in tent. If none present have matching key, all score 3VP.
- Prepare for next round:
 - Reset tent power
 - Change direction to anti-clockwise
 - Pirogues return to start
 - Distribute action tiles
 - Last player in first round becomes start player

Game End:

- Extra explorer phase.
- Scoring similar to mid game, plus:
 - Undelivered treasures 1VP
 - Cards scoring

Action tiles:

- Keys: Place face-up in backpack or face-down in tent.
- Treasure and special card: See 3 pick 1 from one stack. Place face-down.
- Room: See 3 pick 1, place on board.
- Coloured room: Score points for yourself.

Others:

- If unable to make excavation on a turn, may buy key for 10VP.
- Treasure room is placed immediately when only 1 spot left.
- Secret passages: May pass through wall or door without key, may place flag then return to previous room. May explore secret rooms outside temple.
- Delivering treasures: When pirogue passes plane (possibly twice in a turn). Permanently discard all treasures of 1 type, score according to value wheel, turn wheel once.
- Once a round tent power: extra explorer phase, or gain 1 key for backpack.
- If run out of key of specific colour, may take another colour.
- Key never moves between tent and backpack.

To Court The King

Start:

- Everyone can roll 3 dice
- See table for # of cards used
- Fools = # players

	2P	3P	4P
I	2	2	3
II	1	2	3
III / IV	1	2	2
V	1	1	1

Turn:

- Roll all dice, setting aside one after each roll, and try to reach certain results to claim one character.
- Can use owned characters once per turn to modify active dice, but not result dice.
- No repeating characters except charlatan

Round:

- Start player changes anti-clockwise, i.e. last player gets two consecutive turns.

End:

- One player gets 7 of a kind can claim King & Queen. If so, play to end of round w/o claiming King.
- Next round is final, where other players can try to outdo the roll which claimed the King & Queen. The player holding the Queen rolls last and only needs to match and not exceed the best roll to claim back the King (if taken away).

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Tongiaki

Start:

- Take turns to place 1 boat, until 2 boats place each.
- Do not fill a beach.

Turn: (choose A, B or C)

- (A) Expansion
 - Pick 1 island and increase boats up to double
 - Add at most 1 boat per beach
 - May not expand Royal island
- Migration, only when a beach is filled
 - If multiple, must decide location before placing new tile
 - Red emblem must match footbridge
 - Sea travel fails if not enough different coloured boats. Boats are removed.
- Landfall
 - Active player distributes 1 boat per beach.
 - If surplus, distribute freely.
 - If short of beach spots, active player decides which boats to be removed.
- (B) Found Royal island.
 - Lock an island (except Tonga) if only own boats on it
 - Max 2 Royal islands per player.
 - One boat placed on mask, others returned.
 - Any incoming boats turn back.
- (C) New Settlement
 - Remove all boats, draw and place tiles until new island drawn, place 1 boat.

End: (last island OR water tile placed and resolved)

- Add points on islands for presence.
- Tiebreaker # of islands, then fewest boats on board.
- Tiebreaker coins.

Others:

- If no boat at turn start, place 2 boats at Tonga or 1 somewhere else. Do not do Expansion.
- If all boats on board, may remove 1 to be used for expansion (except from a Royal island).
- If infinite loop, remove tile and boats. For details see rules.

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Trias

Start:

- 1 card. Take turns in reverse order to place 2 herds on empty land. Do twice.

Turn:

- Drift. Play card or open top card. Must drift further from south pole. Must have herd on continent. Drifted tile must stay on same continent. If cannot drift open top card again, and if still cannot drift any tile.
- Actions (4 action points).
 - Drift any tile (3AP).
 - Move 1 herd (1AP).
 - Rescue 3 herds (1AP).
 - Breed (1AP).
- Own swimmers / overpopulated herds only die.
- Draw 1 card (if card played previously).

End:

- Meteor strike. Everyone one more turn. Skip drift, 2 action points.

Scoring:

- New continent formed: Only score new continent with drifted tile. Most herds 2pt, 2nd most 1pt. If tied, all score full points equally.
- Final scoring: Most herds score # tiles on continent. 2nd most score half round up. If tied, add up and divide points equally.
- Tiebreaker: herds in supply, continents populated.

Others:

- Never score south pole continent.
- Population limit: mount 2, steppes 3, forests 4.
- 2P – 10 herds. Tiles: 5 mount, 7 steppes, 6 forests. Cards 1st age 5/6/5, 2nd age 1/2/1. In 2nd age 3 action points. Do not score new continents.
- 3P – Cards 1st age remove 1 of each type.

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Tribune

Start:

- 1 laurel in each faction area.
- 6/6/5/4 pawns per player for 2/3/4/5P, 6 cards keep 4, \$12/\$13/\$14/etc.

Round:

- Card placement. Curia is multiple until value 5+. Catacombs is 5 cards.
- Pawn placement. Coin bowl no limitation. Area VII requires Vestal Virgin marker. Peek at card upon placement. Cannot try to takeover own factions.
- Region evaluation. Latrine – gain \$ or pay \$ for card. Curia – discard 1 card to gain set of cards. Atrium Auctionorum – if 1P, \$1 for both cards, if 2P, blind bid for 3 cards, winner paying loser. Catacombs – peek and pick 1 card, paying to colosseum. Pantheon – sacrifice matching colour card for permanent eternal favour. Field of Mars – simultaneously discard pairs to gain 1 laurel, single biggest valued pair gains 1 more laurel.
- Faction takeover, by more cards, or higher sum. Loser loses cards. Minimum set of 2. If 2 attempts, then #2 player tries first. If #2 player tries and loses to #1, he loses 1 card only. Successful takeover grants one-time benefit.
- Faction benefits
- Chariot auction, by blind bidding. Winner can secure a faction, or place chariot aside.

End:

- Round end when 1 player completes required # of objectives. If more than one does so, compare VPs.

Others:

- Cesura Magna: When both draw and discard decks depleted. Everyone discards down to 7. Factions of 3/4+ cards lose lowest 1/2 cards.
- VP Variant: Play to 7/6/6/5 faction markers for 2/3/4/5P.

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Twilight Struggle

Overview:

- Battleground states on purple.
- Concept of “Controlled”.

Start:

- 8 cards (early war). China card with USSR.
- USSR place influence first. Syria, Iraq, North Korea (3), East Germany (3), Finland, 6 more in East Europe.
- USA: Canada (2), Syria, Iran, Israel, Japan, Australia (4), Philippines, South Korea, Panama, South Africa, UK (5), 7 more in Western Europe.

Structure: 10 turns. At start of Turn 4, Mid War cards shuffled to draw deck and hand size becomes 9. At Turn 8, Late War cards added.

Turn:

- Improve DEFCON.
- Replenish cards.
- Headline phase. Must be event, scoring card allowed. Higher ops value first, if tied USA's first.
- Action rounds. 6 rounds for Turns 1 to 3, 7 afterwards. USSR starts.
- Check Military Ops penalty (depends on DEFCON) and reset marker.
- Flip China Card (if used).

Action rounds:

- Cards played for ops points or event.
- If ops points:
 - a. Place influence. Must be on or adjacent to friendly markers at start of action round. Cost doubled if enemy controlled

- b. Realignment roll. 1 attempt per ops point. Both players roll dice and winner removes influence of loser. Modifiers: more influence, adjacent Controlled countries, adjacent to own Superpower.
 - c. Coup. Opponent must have influence. Success if die roll + ops point > 2 x stability. Remove opponent influence, if not enough, add own influence. Increase Mil Ops by value of ops points. If Battleground country, worsen DEFCON (successful or not).
 - d. Space race. Only 1 card per turn. Events do not occur.
 - If card has opponent event, it occurs but you decide when.
- Asterisked events that occur are permanently discarded or left face-up until effects expire.
 - Scoring cards must not be carried over.

Scoring:

- Presence – Control 1 country; Domination – Control more countries and more Battleground countries, and control at least 1 non-Battleground country; Control – Control more countries and all Battleground countries.
- +1VP for Controlling country adjacent to opponent
- +1VP per Battleground country

End:

- 20VP.
- Control Europe when scoring card played.
- DEFCON 1. Phasing player loses.
- End of Turn 10. Do scoring again (except South East Asia) to determine winner. +1VP for China card.

Others:

- DEFCON status restrictions.
- Tips: Only Europe, Asia & Middle East scoring in play in Early War.

Um Reifenbreite

(advanced rules in italics, professional rules separate section)

Start:

- Take turns placing rider. Riders on same team cannot be on same lane.

Round:

- Rider in front, rightmost, starts. Riders may draft, else next foremost and rightmost rider goes.
- Non-draft move, roll 2 dice. Move forward straight or diagonally, without crossing bold lines. May move fewer than rolled except when finishing. May move diagonally between 2 riders. May not move through occupied space.
- Draft move, follow rider immediately in front. Must be able to end in same land as leading rider, using same # of moves.
May only draft if same terrain.
- Energy card can replace a die. Disallowed in 1st round.
Mountain icon cannot be used for uphill. Only 1 card allowed on cobblestone.
- Breakaway: need at least 1 energy card. Cannot be drafted.
- Chance card, when 7 rolled, except 1st round.
- Falls: All riders left, right and behind also fall and cause chain reaction. Rider on right of first falling rider is spared.
- *Uphill & cobblestone: Deduct number of current space from die roll. If 0 or less, move aside temporarily until everyone else has moved. Then return if possible, else to space behind.*
- *Downhill: Add number of current space to die roll.*

Others:

- If short track, use only half the energy cards.

Professional rules (all optional):

- Cheating: Draw 1 or 2 photo cards for auto-6 roll. Note photo card number and reshuffle for each draw. Max cheat 4 times. At game end, 2 photo cards are drawn, and riders having cheated on these numbers are disqualified.
- Sprints & yellow jersey: First 3 riders across each sprint finish line score bonuses. First rider to cross first sprint line gets yellow jersey. For each round keeping it, score 2pt. Yellow jersey only taken away if another rider has more sprint points.
- Switching lead: On a rider's turn, he may ask the rider immediately behind to swap places. If refused, can ask next rider in same lane, etc.
- Stage Race: Multiple races with scores totaled up. Each team has bonus for top rider – top rider total score x # of races.

Uruk – Wiege der Zivilisation

Start:

- Player: 1 Level-1 invention (return remaining to box), 1 village, 3 resources. 5 Level-2 inventions as hand.
- Level 2 cards on top of draw deck. Draw 3 for common display, 10/5/1 (for 2/3/4P) for discard pile.

Turn: (3 actions of any combination)

- 1) Take card from deck or display. Refill display at turn end.
- 2) Invent. Cost is # cards of same tech equal to Level.
 - 2 cards of same colour = 1 joker.
 - May discard old invention and use as payment. Keep stones.
 - May not skip Level.
 - Max 5, no duplicates.
- 3) Discard already invented cards for cubes.
- 4) Build 1 stone. For cost see epoch cards. 1 stone = village, 2 stones = city.
- 5) Use card function. Each card is single use per turn.

God/disaster cards drawn:

- If none on display, this one drawn will be the next to occur.
- If already 1 pending, event will occur after your turn end.

End:

- Last stone from last Epoch taken.
- Stones in common pool become available. Finish the round.
- Play one more round discarding gods & disasters.

Scoring:

- Inventions: city - Level x 2, village - Level x 1; else - 1pt.
- Cubes: 1pt per four.
- *Leier*: Free extra slot with village if you can invent now.
- *Waage*: 1pt per colour in hand if you have inventions in all colours.

Others:

- First time deck exhausted, remove oldest 15 cards
- When need to take cube but none left, may take from others unless you are richest in that cube colour. Victim gets compensation in other colour.

Enlil, Nergal, Ninurta:

- Remove 1 stone from Epoch card, hand size max 8.
- Bid hand cards, value is Level.
- Enlil – free invention.
- Nergal – 3 cubes of same colour from general supply.
- Ninurta – 1pt per city at game end.

Gibil, Marduk, Nannar:

- Remove 1 stone from Epoch card, hand size max 8.
- If there is a single player with fewest stones, gain special favour. The rest gain normal favour.
- Gibil – 3 / 1 cubes of same colour.
- Marduk – half price (round up) for next stone / 1 cube.
- Nannar – half price (round up) for next stone / 1 card.

Durre, Erdbeben, Vulkanausbruch:

- Remove 1 stone from Epoch card, hand size max 8.
- Show everyone's cubes, then blind bid cubes.
- Tied players all win, unless everyone tied, then all lose. Losers suffer disaster.
- Durre – lose 1 stone.
- Erdbeben – lose invention w/o stone, else 3 cards.
- Vulkanausbruch – lose 2 actions on next turn.

Ischtar:

- Remove 1 stone from Epoch card, hand size max 8.
- Draw 1 card or take 1 cube.

Note: It is highly recommended that you print one or more copies of the translation of the inventions. I recommend the translation by Brian Bankler:

<http://www.boardgamegeek.com/filepage/46193/summary-of-inventions>

Vinci

Start:

- Board – brown tokens on provinces except gray & dark blue. 12 randomly drawn civ tiles.
- Each player 10VP.
- Choose civ:
 - Pay 2VP and place marker for each civ passed.
 - Gain tokens based on sum of numbers on civ tiles
 - For 3/4/5/6P, gain extra 8/6/4/3 tokens

Turn:

- Expand:
 - Collect tokens from occupied provinces, or choose start province. Start province must be land province at edge or 1 sea space from edge. Place the 2 civ tiles on province.
 - Expand, heeding cohesion rule. Cost for expansion is 2 + 1 for forest/mountain + 1 for each defending token -1 if attacking from mountain. Only 1 defeated token per province leaves the board, others are redistributed. Cohesion (stay as 1 piece) compulsory at end of own turn.
 - Reorg tokens & ensure cohesion
 - Count VP, including declining civ. 1pt per province except mountains.
- OR decline:
 - Remove token of old declining civ (if applicable)
 - Remove all but one token for new declining civ
 - Remove civ tiles
 - Place “decline” counter
 - Return 2 civ tiles to bag
 - Count VP
 - Choose civ for next turn
 - When active civ touches declining civ, tokens of declining civ in touched province are removed.

End: Target VP for 3/4/5/6P is 150/120/100/100. Play same number of turns for all players.

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Wallenstein

Players	3	4	5
Gold	\$18	\$15	\$13

Start:

- 5 blank cards per person
- Tower setup: 10 peasants, 7 armies per player
- Country assignment TTR style with 2 open cards
- 3 players – don't play white boundary countries

Structure:

- 2 Years:
 - Year start: 4 event cards, grain reset
 - Spring/summer/autumn:
 - lay out action cards
 - secret action planning
 - random turn order
 - random do 1 of 4 events
 - do actions
 - Winter:
 - grain loss (# on last event card)
 - revolts (need 1 grain per country)
 - get VP
 - remove revolts

Scoring:

- 1VP for each country and building
- Most palaces in region 3VP (2VP if tied), churches 2VP (1VP), trading house 1VP (0VP)
- Tie breaker – most palaces, then churches, then trading houses

Others:

- Empty country defends with 1 farmer

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Others:

- Empty country defends with 1 farmer

Wasabi

Start:

- Choose 3 ingredients for left hand player – must be different rows and not from top / bottom row.
- Choose any 3 recipes.

Turn:

- Must play 1 ingredient, may play 1 action card
 - May forfeit to discard recipe(s) to bottom of decks
 - If complete recipe(s), show face-up, flip and place challenge token on it, collect wasabi cubes if recipe completed with style.
- Prepare next turn
 - Collect 1 action card per completed recipe. Hand size 2, can discard unwanted. Don't pick repeating if possible. Can pick wasabi card from table.
 - Refresh to 3 ingredients
 - Refresh to 3 recipes

End:

- 1 player completes 10 recipes and wins.
- Table is filled (ingredient or wasabi card). Winner by completed recipe score + wasabi cubes. Tiebreaker is wasabi cubes.

#players	2	3	4
Action cards	1 each	2 of wasabi & spicy, 1 of others	All 10

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Waterloo

Start:

- Allied infantry on side, others upright. French has 6 cubes in Grand Battery box.

Structure: 9 turns

1. Take action discs – French: 8 green, 4 red, 2 purple. Allied: 5/2/0, 4pm onwards 8/4/2.
2. Prussians – 3pm onwards. Roll 1 die, 1 treated as 2.
3. Skirmish fire – Infantry fires adjacent. Allied first. Hit on 6. No modifiers.
 - If infantry present at target, 1 damage cube per hit
 - If no infantry but cavalry present, defender chooses to tire cavalry or retreat. If all tired, must retreat.
 - If only artillery left, 1 damage cube per hit, not exceeding # artillery.
4. Player action rounds (B)
5. Formation changes – Infantry and/or artillery. Free.
6. Check victory conditions. French win if inf take Mont St Jean or kill 13 (excl Prussians). Cav don't count, French Guard counts double. Allied win if inf take Rossomme or kill 16. Allied win after 8pm.
7. End of turn – Advance marker, remove action discs.

(B) Player action rounds:

- Initiative: French until 7pm. Switch unless French controls all 3 strong points.
- Action Round: (until a player has no green discs)
 - Draw tile – non-active player draws secretly
 - Formation changes – active player does so for any number of infantry and artillery. Free. Stand leaders.
 - Actions (C) – spend discs, until non-active player informs to stop. 1 area per disc. Units can be activated multiple times (except leaders). Green disc = normal. Red = assault only. Purple = reserve movement only.

(C) Actions:

- Close contact movement. Artillery with damage cube and unaccompanied by infantry cannot move. Cavalry stops at wood/town/river. Leaders cannot share area.
- Reserve movement. Double move, no touching enemy any time.
- Fire artillery up to 3 areas away. Must be manned. Line of sight follows shortest distance, blocked by woods, town, strong point, units; possibly ridge line; not leaders, low ground. Priority target inf (see modifiers in rules, 6 always hits), cav (5/6), art (6). French may use Grand Battery to fire twice at same target.

- Assault. Inf & cav only. Enter enemy area.
 - Defending art fire. No terrain modifiers for inf. Cav hit cannot retreat/withdraw to avoid hit. No French Grand Battery.
 - Cav vs cav. See modifiers. Fight until one side remains.
 - inf vs inf. See modifiers. 2 rounds, defender then attacker fires. Morale checks (incl from art fire). If defenders still present, attacker withdraws.
 - Cav vs inf. Cav retreats if in woods / town / river. Defensive inf and defending inf with cav earlier must auto square. Defending inf hit cav on 6. If cav remains, all inf morale check. If inf remains, cav withdraws.
 - Cav vs art. Place damage cubes per cav unit.
 - Inf vs art. All art eliminated.
 - Cav control. Lookup table. Must assault if pass check, unless no more adjacent enemies.
- Change formation. N/A for cavalry and leaders.
- Reinforce. Move 1 damage cube to 1 adjacent inf.
- Do nothing. Priority use green discs.

Others:

- Formations:
 - Infantry: Upright – can move & assault. Side – defensive. Square – auto from defensive when charged by cavalry.
 - Artillery: Upright – ready to fire. Side – after movement, can still fire defensively.
 - Cavalry: Upright – fresh. Side – tired (can never untire).
 - Leader: Upright – unused. Side – used.
- Stacking limit: 3 units + 1 leader. Penalty applied only after end of player's actions. 1 damaged cube / tired cavalry per number over limit, priority infantry, cavalry, artillery.
- Morale check. Inf only. Once per assault only. Refer column shift modifiers. Eliminated instead of Retreat if enemy cav present. Damage instead of Retreat if in strong point.
- Damage cubes. Assign freely whenever required. 6 will kill infantry. Assign to art only when no inf. If out of cubes, must eliminate unit to free up cubes.
- Retreat/withdrawal. For attackers, to one adjacent area he came from. For defenders, French towards Rossomme, Allied to Mont St Jean, Prussian to entry point. Leader may accompany unit(s).
- Leaders allow 1 area to act twice, or 2 areas to act.
- Prussians are treated as separate army of Allied forces. Prussian Delay Box is just another area, except can only be used by Prussians and assault not allowed from it.
- Strong point effect is limited, and inf must be in defensive position. Strong point is area within area, used by inf only.

Wilderness War

Year:

- Early season & late season
 - Deal cards
 - Play cards (may hold 1 card but must play all cards next season)
 - ❖ Activate units: auxiliary per pt, Indians per half pt, drilled troops per card, leader's force per card.
 - Move
 - Can drop units, cannot pick up
 - Only drilled troops can enter unbesieged fort / fortress
 - Unoccupied stockades are captured by drilled troops, raided by auxiliaries
 - Land
 - Drilled troops thru wilderness must stop in next space, except friendly fortification
 - All stop when entering mountain, , except friendly fortification
 - Boat
 - 9 spaces, with 1 land link if both ends originally friendly cultivated space or friendly fortification
 - Naval
 - Leader's force needs card value 3
 - Units & leader any card
 - British can do amphibious landing
 - Battle
 - Every odd loss must be drilled troops
 - If assault, no militia, no retreat, no VP, drilled troops die first
 - Raid
 - Originally enemy cultivated space
 - Enemy stockade
 - Settlement with enemy Indian units
 - All raiders redeploy

Wilderness War (cont')

❖ Construct (**one card per season**, locations per card value)

- Stockade where drilled troops present, or cultivated originally friendly spaces
- Fort where drilled troops present
- Can demolish unbesieged stockade / fort any time on own turn, but fort costs 1VP

❖ Event

- Wintering
 - Indians & leaders go home
 - Remove raided markers
 - Attrition – of drilled troops
 - Victory check

End:

- British control all fortresses + Niagara + Ohio Forks
- 11VP reached
- After 1759, French has VP as on VP track
- Others see scenario end

VP scoring:

- Win battle 1VP if enemy has 1 Regular or > 4 units
- Capture stockade / fort / fortress – 1 / 2 / 3 VP
- Raids ½ VP, total and round up
- Capture of Niagara / Ohio Forks – 1VP
- Destroy own fort – -1VP

Others:

- Only stacking limit is 4 units inside besieged fort.
- Only regulars & coureurs permanently eliminated
- Lone leader move rate 6

Note: Correction pending

Witch's Brew

Start:

- Players: 1 each of ingredients, \$2.
- Table: 3 stacks cauldrons (sorted), 2 stacks shelves (sorted), 1 stack spell books (shuffled, face-up).

Set:

- Players select 5 role cards. Roles are played until all cards used.
- Top spell book moved to bottom at end of a set.

Round:

- Start player chooses a role to activate.
- Each subsequent player who has chosen that role must either (a) usurp that role or (b) settle for the weaker favour immediately.
- Usurping means previous player loses any action, but multiple players can enjoy the favour.
- Player winning the role becomes next start player.

End:

- 4 cards with ravens acquired by players.
- Winner: VP + vials. Tiebreaker: ingredients + \$.

Others:

- Non raven cards and vials are secret.
- When acquiring a cauldron, may pay 1 ingredient for 1 vial, except when using a spell book to gain a cauldron.

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Wizard

Cards: 4 suits in 1-13, 4 wizards (Z), 4 jester (N)

Structure: # rounds depends on # players, 1st round each player gets 1 card, 2nd round 2 cards etc, up to last round when all cards are dealt.

Round:

- Next dealer deals cards
- Reveal trump suit from remaining deck. Jester → no trump, wizard → dealer choice (after seeing cards). No trump for last round.
- State prediction for # tricks to win, starting from left of dealer. Preferably use reminder markers.
- Player left of dealers starts first trick. Must follow suit if possible, except when playing wizard or jester. Wizard > trump suit > trick suit > jester. Earlier wizard beats later wizard.
- Trick winner starts next trick.
- Scoring:
 - correct prediction: 20pt + 10pt per trick
 - Incorrect prediction : -10pt per trick difference

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Variants:

- 1) Plus/Minus One: total predictions must not equal round #
- 2) Hidden prediction: predict simultaneously and reveal before round starts
- 3) Secret prediction: predict simultaneously and reveal after round ends
- 4) Foresight: In 1st round only, place own card on forehead so that everyone else sees it except yourself. Then make prediction.
- 5) Unicoloured (3/4P only): Every player gets 1 suit (including 1 wizard and 1 jester). Shuffle and draw 4 cards for 1st round. For each subsequent round, shuffle and draw +1 cards. Suit does not matter. If same number, earlier card wins.

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Yspahan

Start: \$2

Structure: 3 weeks x 7 days

Day:

- Supplying
 - 1st player rolls 9 while + X yellow dice (\$1 each)
- Player actions
 - Select group of dice and choose 1 of 3 possible actions
 - Take camels / take gold / supply shops – souks are monopolies; cannot have more than 1 unfinished souks per region.
 - Move supervisor – steps modifiable by paying \$1 per step. No backtracking. Can spend camel to send good from personal stock instead.
 - Take 1 card.
 - Build

End of week:

- Do scoring
- Reset supervisor

Scoring:

- Whenever goods sent to caravan
- Whenever caravan full (same as end of week)
- Whenever buildings built (0, 0, 5, 5, 5, 10)
- End of week
 - Completed souks. Clear all souks.
 - Caravan. Don't clear.

Others:

- Card can be used to add 1 die to selected group
- 3P: 1 camel less per row in caravan
- 4P: On last day, play in reverse order of current score
- 2P: Use 8 dice; Alternate turns to be start player, start player chooses dice again after 2nd player chooses; Building is not free optional action, build in lieu of action dice chosen.

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Zooloretto

Start:

- Remove 2/1 species for 3/4P.
- Set aside 15 tiles and put disc on top. Set aside offspring.
- Use 1 truck per player. \$2 per player.

Turn: (choose one of the following)

- Add tile to truck
- Take truck and pass for the round
 - Must not take empty truck
 - Place animals in enclosures without mixing. Can have 2 enclosures with same species. Can put in barn.
 - Place stalls at stall spaces or barn.
- Do money action
 - \$1 to Remodel – Move single animal or stall, or Exchange all animals in barn / enclosure.
 - \$2 to Purchase / Discard animal from opponent / own barn. When purchasing, \$1 goes to opponent.
 - \$3 to open expansion enclosure.

Round:

- Round ends when all have taken a truck. Last player to take truck becomes start player for next round.

End: (end of round after final stack reached)

- Bonus VP for full enclosures and those short of one + 1VP per animal for other enclosures only if have stall + 2VP per stall in enclosure - 2VP per stall in barn – 2VP per animal type in barn.
- Tiebreaker coins.

Others:

- If male and female meet in enclosure, produce offspring once.
- Get bonus \$ (if any left) if fill up enclosure, except filling up by Exchange action.

2P:

- 2 expansions, remove 3 species, 3 trucks with 3/2/1 space.

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Appendix – description when submitting to BoardGameGeek

- concise reference sheet by hecose
- Reference sheet useful for quick referencing and provides a structured summary for teaching the game.
- See the “Sid Meier’s Civilization: The Board Game” (Fantasy Flight Games) game entry if you are interested in ref sheets for other games that I’ve made.