Roads & Boats Rules Summary (3rd Edition)

For 1 - 4 players from 14 years. Duration 3 to 4 hours.
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OVERVIEW

- Each player builds up a civilization over a period of time.
- **This game is NOT about warfare, population growth, city or nation building**. **The emphasis is on logistics, especially on transport.**
- **Each player starts the game with three donkeys, a heap of wooden boards, some stones and two geese.** With these few resources, you try to build such diverse things as woodcutters, roads, boats, mines, a stock exchange, etc.
- Beware! **There is no concept of territory in this game: you cannot own land, nor buildings, so the things you build can be used by any other player**.

SUMMARY

Roads & Boats is played in turns.

- Each turn consists of **four phases**.
- In each phase, **all players play simultaneously (unless requested)**.

PHASE 1: PRODUCE GOODS

ALL buildings produce goods.

- ***Primary Producers*** which produce goods **every production phase**
  Example: a woodcutter, which produces one pile of trunks every production phase.

- ***Secondary Producers*** produce goods **only when fed the appropriate input goods**
  Example: the sawmill will cut each pile of trunks delivered into two sets of boards in the production phase.

PHASE 2: MOVEMENT

- **All transporters may move according to their abilities.**
- Transporters **move goods** from one tile to another **in order to produce new goods or to build new buildings**.
- As the game progresses, **players will make new transporters which can carry more and move further**.

PHASE 3: BUILDING

Players may construct:

- **BUILDINGS** on tiles on which they have **one of their transporters and the goods required** to build that building (e.g. two sets of boards for a stone quarry).
  - These buildings will start producing goods in the next production phase.
- **ROADS** for their **transporters** to **move to new tiles**.
- **WALLS** to **prevent other players from taking away goods** that they want to use.

PHASE 4: BUILD THE WONDER

- All players may **contribute bricks to build a wonder**.
- Players can **influence the length of the game by building more bricks** in the wonder.
- After the wonder phase, the production phase of the next turn starts.

END GAME:

- When this wonder is finished, the game ends.
- The player who has **gathered most wealth points** from wonder bricks, gold, minted gold and stock bonds, **wins the game.**

Beginners of the game are advised to consider their first (few) games as practice. Roads & Boats is one of those games that you should start without knowing all the rules. **Understanding will come through experience.**

The ***Player Aids*** contain a summary of the most important rules. Use them. For hints on strategy and for one- player rules, see the scenario book. See the website for more answers.

MATERIALS

For each player (red, yellow, green or blue) there are:

- 30 wooden transporters, 15 walls (wooden rods)
- 2 wooden discs in the player's colour (one praying figure, one sequence marker)
- 40 cardboard wonder bricks in the player's colour
- 1 home marker in the player's colour
- 1 research table
- 8 research markers (glass stones)
- 1 player aid that lists the most important rules.

In addition, there are:

- 15 neutral walls (plain-wooden rods)
- 33 neutral (white) wonder bricks
- 18 mines (brown wooden cylinders) and 18 little plastic bags that go with the mines.
- A sheet of stickers. Place #1-18 on the cylinders and a corresponding bag.
- 140 hexagonal tiles
- plastic cover sheet
- non-permanent marker;
- several types of goods (small cardboard squares) and buildings (large cardboard squares)
- a game board in two parts, featuring:
  - the temple row on top
  - the wonder in the middle
  - the phase chart indicating the four phases of the game just below the wonder
  - the sequence chart at the bottom with numbers 1 to 6.
- one glass stone to use on the phase chart
- rule book and scenario book

If you ever need more goods, buildings, walls or coloured (non-white) wonder bricks, you may create new ones. **The number supplied is not meant to limit the game.**

SETTING UP

- The **game world** will be **as large as the plastic sheet**.
- The **wonder board** is put **next to the playing area**
- Put a **glass stone on the phase chart**.
- The tiles, the buildings and the goods are placed so that players can easily reach them.
- **Each player** chooses a colour and **takes the corresponding supplies** (see above)
  - **Cover each item on each research table** with a research marker (glass stone).
- **Build the world map** (see below)
- **Cover the map with the plastic sheet** and anchor down (removable tape, paperweights, etc)

CREATING THE WORLD

The **world map consists of hexagonal tiles of six different types** (some of the tiles contain a river):

- **woods** (dark green)
- **pasture** (light green)
- **rock** (grey)
- **mountains** (brown)
- **desert** (yellow)
- **sea** (blue).

CREATE THE MAP

There are two ways to make a map.

- Inexperienced players are advised to select one of the maps **provided in the scenario book or online**.
- More experienced players may want to **make a map** of their own using the following rules:

World Size

Determine how big the map is going to be.

- As a rough estimate, **use about ten land tiles per player.**
- The number of **sea tiles can be varied** as you please.
- You can use **more land tiles if you want to have a long build up phase** before the interaction starts, or less if you want to start interacting with each other right away.
- In our opinion, it is **advisable to give every player at least some opportunity to settle** before being harassed by others, but you may think otherwise.
- **A lot of sea tends to give very interactive**, hostile games.

Building the map

- **When building a custom map on-the-fly, the player who proposed to play starts laying the map.**
- Proceed clockwise.
- Every **player places two tiles in the playing area, one by one**, such that each tile borders on at least one other tile already present.
- **Each tile can be placed anywhere, except for rivers**.
    - Rivers must be placed in a natural way.
    - You may **start a river only by playing a source tile or** by playing a normal river tile **such that it flows into the sea.**
- **You may not place a tile such that a river ends without a source or that finishing another river becomes impossible**.
    - For instance, you may not use the last "straight" river tile if it is needed elsewhere, nor may you start a river if all sources have been used elsewhere.
- **A river may not run off the map.**

Covering the Map

Regardless of the type of map you built, now place the plastic sheet over the map.

- Make sure the entire map is covered.
- Fix the sheet in place with adhesive tape that can be removed easily after playing.

Determining the Starting Sequence

- Draw the **praying figures randomly one by one** and place the markers in the row at the temple.
    - The **first figure** taken out of the cup is placed **closest to the temple**.
    - The **sequence markers are placed on the sequence chart in the same order from left to right**; the first position is for the player whose praying figure is furthest from the temple.
- The **players choose their starting places** in the order as indicated on the sequence chart (**unless the scenario suggests specific starting spaces**)

Starting Places and Resources

- **Any land tile may be chosen as a starting place**, provided there is **at least one empty tile between you and your nearest neighbour**.
- It is **advisable to select a starting tile close to rock, woods and pasture**.
- **Put your home marker on the tile.**
- All initial resources are also placed on the tile:
    - 3 donkeys, 5 sets of boards, 1 pile of stones and 2 geese.
- On some maps, it may be **advisable to determine which tiles will be starting tiles** instead of letting the players choose freely.
- **In many scenarios, starting tiles are so marked.**

Order of Play

- All players start the game simultaneously.
- **Each game turn consists of four phases.** These are:
    1. (re-)production
    2. movement
    3. building
    4. wonder construction

Throughout the game, **the move the phase marker on the phase chart to indicate which phase is being played**.

- In principle, **all players resolve each phase simultaneously**.
    - Sometimes, conflicts may arise as to the order of play within a phase.
    - Any **player may request that the order of play is established when the phase is about to begin**.
    - If such a request is made, the **order of play is determined according to the conflict rules**.
- If the order of play has not been determined at the beginning of the phase, **conflicts may nevertheless arise during the phase**.
    - In that case, play **is in the order of the sequence markers** on the sequence chart.

CONFLICT

It is impossible under any circumstances to take goods forcibly from somebody else's transporter. In case of conflicts about taking goods from a tile, confer to the conflict rules.

PHASE 1: Production Phase

- In the (re-)production phase, **every tile is checked for production. Tiles with primary producers, secondary producers and on empty pasture tiles containing livestock.**
- **Research can also be produced.** This is explained in a separate section.
- Some goods (stone, fuel) can be produced by either a primary or a secondary producer.

PRIMARY PRODUCERS

- **Primary producers** are represented by **large square pieces with an encircled symbol**.
  - They **produce one item** of the appropriate type **every production phase**.
  - They produce **even if no transporter is nearby**!
  - The **item produced** should be **placed on the tile or on a transporter** on that tile.
  - **In case of a conflict, see the rules** about the order of play above.

Primary producers (and their products) are:

- **woodcutters** (trunks)
- **stone quarries** (stone)
- **clay pits** (clay)
- **oil rigs** (fuel)
- **mines** (gold and iron)
  - **Mines have a variable output.**
  - Each turn, for each mine, a **counter is drawn randomly from the bag with the mine's number**. This counter is either **iron ore or gold**.
  - Mines with **empty bags** do not **produce anything**.

SECONDARY PRODUCERS

- **Secondary producers are represented by large square pieces with the symbol of their product.**
- Secondary producers produce **one item of the appropriate type** if the required input goods are available.
- **If more than one set of input goods is available, a secondary producer produces as many sets of output goods, provided its capacity is high enough.**
- The **capacity** of a producer is the **maximum number of output goods** it is able to produce per turn.
  - e.g. a sawmill produces 2 sets of board if 1 pile of trunks is present, 4 sets with 2 piles and 6 sets for 3 piles. If more than 3 piles of trunks are present, the sawmill still produces only 6 boards; surplus trunks remain on the tile.

Secondary producers (products) are:

- **sawmills** (board)
- **stone factories** (stone)
- **coal burners** (fuel)
- **papermills** (paper)
- **mints** (coins)
- **stock markets** (stock bonds)

Coal burners and **papermills** can **use either two piles of trunks**, **two sets of boards**, or **one of both** for input.

Goods on transporters

- **Goods on transporters** will **only be used** as input goods if the **owner** of the transporter **wants them to be used**.
  - **To determine the order of processing goods** from different transporters, see the **conflict rules**.
- All **output goods are placed on** (one of) the **transporter(s)** the **input goods came from**.
- It is **not possible to forcibly take somebody else's output** goods if he or she turned in the input goods.
- If the transporter cannot carry all output (see the movement section), **any excess is placed on the tile**.

Goods on the tile

- During the production phase, **players with a transporter on a factory tile can**:
  - **Take goods from the tile**
  - **Deliver them to the factory** for processing and **receive the output**.
    - **They can take the output even if they hand in goods from the tile only.** In case of a conflict, see the conflict rules.
- After all players have produced what they want, each factory will attempt to process any complete set of input goods which remains on the tile.
- The output will be placed on the tile unattended.
- The factory continues processing goods from the tile until the full capacity for that round has been exhausted, or until no complete set of input goods remains.
- Coal burners and paper mills will use all remaining boards on the tile before starting to process trunks.

TRANSPORTER PRODUCTION

- Some factories produce transporters.
- A transporter automatically takes the colour of whoever handed in the input goods.

Wagons

- Wagons are always assigned to the player who handed in the donkey.
- No other transporter of the donkey's owner needs to be present to claim the wagon.

Water transporters

- Water transporters must be placed in the water immediately upon production.
- The transporter must be placed in a river flowing through the tile, or on the coastline between the factory tile and a neighbouring sea tile.
  - In the latter case, the transporter can only leave the tile by going to the sea tile chosen.
- If a player cannot launch a water transporter because all shores of the factory tile have been blocked by other players' walls, he or she cannot use the factory.

Limited number of Transporters

- At the end of the production phase, a player may own no more than eight transporters;
  - no more than five of these may be land transporters, and
  - no more than five may be water transporters.
- As soon as a player owns too many transporters, he has to put excess transporters out of use immediately.
- Only a transporter that is currently at a transporter factory can be put out of use: the transporter is destroyed by simply taking it off the board.
- The transporter that is destroyed does not need to have the same type as the transporters produced by the factory.
- If the newly built transporter and the one that delivered the input goods are the only transporters at a transporter factory, one of them must be destroyed immediately.
- When a transporter is destroyed, the goods used for its production are NOT refunded.

Unclaimed Transporters

- If enough input goods remain on the tile at the end of the production phase, and the transporter factory's capacity has not been used by the players, the factory will produce a transporter by itself.
- Since the players have already completed their production phase, no one can claim the new transporter. The transporter must therefore be destroyed.
- The input goods are lost and no new transporter is brought into the game.

Livestock

- Livestock (donkeys, geese) will reproduce if left as a pair on an empty pasture tile.
    - A tile is empty if it contains no building, goods or other transporters.
    - In the presence of a building, goods or other transporters, donkeys or geese do not reproduce, not even if they are on the other side of a river.
    - However, roads, walls and a home marker may be present.
- So two donkeys of the same player will produce another donkey, but three will not.
- Donkeys do not reproduce if their owner does not want them to.
- Note that deserts change into pasture, and can thus be used for reproducing, as soon as the irrigation mark is built (see the wonder phase).

RESEARCH

- Research enables a player to build things which cannot be built otherwise.

PRODUCING RESEARCH

- Research may be produced during the production phase at the cost of two geese and one paper.
- No building is needed.
- The geese and the paper must be on the same tile, which must also contain one of the player's transporters.
- If two geese and a paper are left on a tile, that is, if they are not being carried by a transporter, both geese and paper are used by the game and disappear.
- **This leads to a great increase in metaphysical understanding which has no practical relevance in the game.**

ALLOCATING RESEARCH POINTS

- Any research point must immediately be allocated to one of the seven possible "projects".
- This is indicated by taking the glass stone off the appropriate slot on your research table.
- Research points cannot be saved, nor can they be traded in any way.

RESEARCH SUBJECTS

Factories

- Researching these subjects gives a player the right to build certain buildings.
- These buildings are indicated by an R in the buildings table on the player aid.
- No player may build any of these buildings (rowboat factories, truck factories, steam ship factories and oil rigs) unless the appropriate research has been completed.

Mines

- It is possible to research the ability to build better mines.
- There are **two types of improvements**:
    - **Specialized mines:**
        - M ay be filled with 4 gold OR 4 iron.
    - **Big mines:**
        - Fill with 5 gold nuggets AND 5 iron ore.
    - You cannot combine specialization and big mines. Nevertheless you may research both to specialize some mines and enlarge others.
- Researching mines does not alter the stock of existing mines in any way.
- You can still build normal mines afterwards if you want to.

New Shafts

- This subject enables a player to build additional mine shafts.

Light bulb

- This slot has no effect. It is reserved for possible use with future expansion rules.

UPGRADING TRANSPORTER FACTORIES

- If a player researches a transporter factory (e.g. steam ship factories), he or she may upgrade all (or some) transporter factories of the appropriate type (land or sea) provided one of that player's transporters is on the same tile as the factory.
- So, if you have a wagon on a tile with a raft factory, you may upgrade it to a steam ship factory even if you did not build the factory yourself
- On the other hand, you may not upgrade factories on a tile in which you do not have a transporter, even if you built the factory yourself.
- Another player cannot prevent you from upgrading even if he, too, has a transporter present.
- Upgrading must be done immediately after the research is produced (and thus occurs in the production phase)
    - In later turns, upgrading is no longer possible. Upgrading a factory does not cost any goods.
- After upgrading, the new factory may build a transporter of the new type in the same production turn. After the upgrade, it is not possible to produce the old type of transporters at that factory anymore.
- Only transporter factories can be upgraded. The transporters themselves cannot be upgraded, nor can mines be upgraded.
- New transporters will have to be produced in the transporter factory.
- The contents of mines change by production and shaft building only.

EXCHANGE OF GOODS, RIVERS

- During the entire production phase, transporters on the same tile can exchange goods with the tile and with each other freely, if their owner(s) want them to.
- Goods can be exchanged, delivered or taken across a river only if there is a bridge, or a transporter in the river that is willing to act as a ferry.

Practical Matters

- It is advisable to place newly produced goods on the building, so as not to get confused.
- Every player should look after the buildings he or she built to make sure production is not forgotten.
- Place the goods on the tile or transporter at the end of the production phase.

Timing

- Usually, all production takes place at the same time.
- Sometimes, two players may want to use the same secondary producer, or they may want to take the products of a primary producer before anyone else can.
- In case of such a conflict, use the conflict rules.
- Every player may choose to produce in whatever sequence he or she prefers.
    - So, it is possible to produce paper first, then use it to produce research, upgrade a transporter factory (see page 14) and produce a transporter there in one turn.

PHASE 2: MOVEMENT PHASE

Every transporter may move once per turn.

LAND TRANSPORTERS

- Land transporters can move only over roads, except for donkeys, which can also move over tiles without road.
- However, a donkey moving over tiles without roads moves only one tile per turn, while a donkey moving over roads can move two tiles per turn.
- To use a road, the starting tile, end tile and all tiles in between must be directly connected by roads.
- The river blocks any road movement except on source tiles or if a bridge is present. Even donkeys cannot cross unbridged rivers.
- A land transporter may move a number of tiles up to its ***movement capacity*** each turn/
- It may move up and down a road in one turn, provided it has enough movement points available.
- Donkeys may move a maximum of 2 tiles (1 if there is no road), wagons 3 and trucks 4 tiles per turn.
- While moving, a land transporter can pick up things and drop them on any tile it passes, including the tile it starts from and the tile it ends at.
- Goods can also be taken from or given to another transporter if its owner is willing to yield or accept the goods.
- Goods can be dropped on transporters instead of on the tile.
- Goods which are dropped on a tile can be carried further by another player who moves later. However, no goods may be moved by more than one transporter *of the same player* in the movement phase of any one turn. To reflect this, flip over goods that have been moved this turn.
- Any transporter may carry a number of goods up to its carrying capacity.
- The goods are placed on top of the transporter which carries them.
- Donkeys may carry up to 2, wagons up to 3 and trucks up to 6 goods at a time.
- A transporter may move more goods in a turn, if it drops some goods before picking up more.

Crossing Rivers

- No land transporter, not even a donkey, may cross a river without a bridge.
- You must always specify on which side of a river land transporters, buildings, goods, or roads are.

BOATS

- Boats can move only on sea and rivers.
- On a river, a boat moves just like a land transporter on a road.
- Moving from a river to open sea takes up one movement point.
- On open sea, boats can move from the coast to open sea, between sea tiles and from a sea tile to a land tile at the cost of one movement point per step.
- Moving from a sea tile to a land tile, if not to enter a river, is called docking.
- After docking, a boat may not move any further.
- A docked boat is placed on the coastline between the land tile and the sea tile it came from.
- Only docked boats and boats on a river may interact with a land tile.
- A docked boat can only leave the tile by moving to the sea tile it came from.
- Boats can exchange goods if they are on the same tile, even on open sea.
- Boats are not allowed to leave goods on a sea tile or to discard them in any way.
- The carrying/movement capacities of the water transporters are:
    - 3/3 for rafts, 5/4 for rowing boats, 8/6 for steamers

Interacting with Oil rigs

- It is allowed to store goods on an oil rig.
- After interacting with an oil rig, a ship may move on; it does not count as docking.

Boat Examples:

- A docked steamship first has to move into the adjacent open sea for one movement point. It could use its remaining five points to move to and dock anywhere on another coast. Once docked, it will end its turn
- When docking near a river mouth, you must choose at which side to dock. Only goods on the side you dock on are available, unless there is a bridge across the river.
- The ship could also travel up and down the river, taking (or dropping) resources on both sides of the river without ending its turn. It could also pass by an oil-rig or the raft and exchange goods there without ending its turn.

WALLS

- No transporter may move through a wall of another player's colour.
- Moving through your own walls is allowed, as is moving through neutral walls.
- When a non-neutral wall has been built along the coast, only the wall's owner can dock there.
- Building a wall where a docked ship exists will push the ship out to sea.

CARRYING TRANSPORTERS

- Any transporter may carry another transporter. However, it is not allowed to move a transporter that has moved on its own already in the same phase.
- Neither transporter may carry anything else while one is carrying the other.
- The transporter can only be unloaded at the *beginning* of a subsequent *movement phase*.
    - In that movement phase both transporters may carry goods as normal.
- Water transporters can be unloaded only at a river or a sea shore.
- It is impossible under any circumstances to leave a water transporter on the land, unless it is being carried.
- A boat in a river can unload a boat only in that river.
- A boat on shore can unload a boat only on the same shore.
- Transporter carrying another transporter can still have geese follow it.

GEESE

- Geese do not have to be carried by transporters, although they can be.
- A goose will follow any transporter moving out of its tile, if the owner of the transporter wants it to.
- However, geese cannot be left alone at sea: a goose at sea will always follow a transporter moving out of its tile, if no other transporter remains with the goose (but geese can be dropped on an oil-rig, of course).
- Geese do not follow transporters on the other side of a river, unless there is a bridge.
- Geese which had been following one player's transporter, will follow the transporter of *another* player which passes through the tile, if that player wants them to.
- The first player can prevent this only by loading the geese on his transporter.
- In case of conflicts, see the rules for order of play.

PHASE 3: BUILDING PHASE

- Players may build by using goods from tiles on which they have a transporter.
- It is possible to build buildings, roads, bridges, walls and new mine shafts. It is also possible to demolish walls.

PRESENCE OF TRANSPORTER

- You may only build on tiles in which either a land transporter, a boat in a river, or a docked boat of your own colour is present.
- You cannot build anything on the other side of a river unless a bridge is present.
- A boat in the river can build on both sides.
- You cannot build on a tile on which you have no transporter.

BUILDINGS

- Any building can be built by taking the relevant building goods (a combination of boards and stones, per the player aid) from your own transporter(s) or the tile.
- Cooperation between transporters of different players is possible, that is, you may also use goods from other players' transporters if they are willing.
- Only *one* building may be built on each tile. This is true even if a river splits the tile.
- The home marker does not count as a building.
- Buildings can never be removed.
- Some buildings can only be built on certain tiles.
    - Possible restrictions are mountains, rock, woods, sea or shore (i.e. a river tile or a tile next to a sea tile).
- Only oil rigs may be built on a sea tile.
- If no restriction applies, a building can be built on any land tile except deserts.
- Note that deserts convert into pasture as soon as the irrigation mark has been built on (see the wonder phase).
    - Before that, only roads and walls can be built in the desert.
- Any factory that requires a shoreline can only be built on a tile that contains a river or on a tile that borders on a sea tile.
    - A shore tile will always remain a shore tile, even if it has been surrounded by walls.
    - Note, however, that you cannot produce a boat if you cannot put it directly into the water. Players can deny other players' use of boat factories by building walls on the shore.
- Some buildings can only be built after the appropriate research has been performed.

MINES

- If a player builds a mine, fill the appropriate bag with 3 gold nuggets and 3 iron ore counters (or 4/0, 0/4, 5/5 if the appropriate research has been performed).
- The player who built the mine randomly draws one counter from the bag each turn during the production phase. If the bag is empty, the mine does not produce anything.
- It is, however, possible to extend the mine by building new shafts, refilling the bag.
- It is allowed at any time to look in the bags and count.

MINE SHAFTS

- If the appropriate research has been performed, a player may choose to build new shafts in any mine at which he or she has a transporter.
- When building a new shaft add the appropriate mix to the contents of the mine's bag, whether it was already empty or not.
- Normally add three gold and three iron. You can add four of one kind or five of both if you have done the appropriate research for that mixture as well as for building new shafts.
- The added mixture can be another one than the original one.
- You may build as many shafts as you like, as long as you hand in the necessary input goods (a new shaft costs one iron and one fuel).

OIL RIGS

- As an oil rig is built in open sea, it is not possible to leave goods on the tile to build it.
- A player must therefore carry all the required goods on his or her transporter(s) to build it.

ROADS

- A road may be built from the middle of the building tile to the middle of a neighbouring tile by using one pile of stones from (a transporter on) that tile.
- All roads on a tile are automatically linked to each other, unless there are rivers between the roads.
- Parallel roads can be built on river shores.
- It is allowed to build a road that crosses a wall, even if the wall belongs to another player. However, only the owner of the wall will be able to use the road.
- A road is built by drawing it with the marker on the plastic plate.

BRIDGES

- A bridge can be built by expending one pile of stones on that tile.
- All roads on both sides of the river are subsequently connected.
- A bridge may be built even if there are no roads present.
- If a river tile contains no bridge, transporters, goods, buildings and roads on that tile are considered to be on one side of the river.
- River springs never need a bridge.
- At river splittings, two bridges are needed to connect all parts of the tile.

WALLS

- A wall can be built between any two tiles, except between two sea tiles.
- Only the player who owns the wall may pass through it. Other players may not pass.
- A wall is built by using one pile of stones on either of the two tiles it borders on. Place a wall token (wooden rod) there.
- The owner of a wall can strengthen it by paying an additional two piles of stones for a second wall token, an additional three for a third, etc.
- This can be done immediately or in later turns. So a three token wall costs a total of six piles of stone. There can never be walls of more than one colour between two tiles at any one time.

Demolishing

- Walls can be demolished by using two sets of board on any of the tiles bordering the wall.
- The wall counter is then taken from the tile and replaced by a neutral wall token.
- Walls that consist of two tokens may be demolished at a cost of three sets of board, walls of three tokens by expending four sets, etc.

Subsequent Walls

- A wall which is built “on top of” a demolished wall counts as strengthening the existing wall, even if it is done by another player.
- So, a second wall costs two piles of stones and will be two tokens strong, a third wall costs three stones and will be three tokens strong, etc.
- To keep track of this, neutral wall tokens are used.

- A demolished wall is replaced with a number of neutral wall counters equal to the number of tokens in the demolished wall.

No Building From Both Sides

- When building, strengthening or demolishing a wall, all necessary material has to be provided from one side of the wall.
- It is not allowed to provide the necessary goods for a wall or for a demolition from both sides of the wall.
- However, you can build a wall from one side, then strengthen it from the other.

Building from boats

- A docked boat can build or demolish walls on any of the borders of the land tile it is in (except on the other side of a river if there is no bridge).
- A boat on sea, which is not docked, pays two extra piles of stone or board to build or demolish a wall.
- Walls cannot be built between sea tiles.

Building across rivers

- Walls can be built across rivers at no extra cost.

Shutting Out Docked Boats

- If a boat has docked and another player builds a wall so as to close off its exit to sea, so that the wall dissects the boat, then the boat is placed immediately in the sea tile it came from. It is then in open sea.

Examples:

- The steamship can build a wall from at sea
    - The cost is 1 + 2 (extra cost from at sea) = 3 piles of stones.
    - Demolishing the level wall from at sea will cost 2 + 2 = 4 sets of boards, and it would take 2 + 2 = 4 stones to immediately build a new, stronger wall there.

- Two rafts could build a wall while docked on the same shoreline at a cost of 1 stone:
    - If either builds a it will push the other player's raft into the open sea.

- A truck could build one tile edge, and/or demolish an existing wall on another edge. If it had the resources, it could also rebuild the wall for the next level amount of stones.

- Two donkeys are in adjacent tiles and are each carrying two stones each, but 3 are needed to build a wall at the adjoining edge.
    - They cannot cooperate to build a strong wall on top of a neutral wall as they are not on the same tile.

PHASE 4: WONDER PHASE

- After the building phase, every player has the opportunity to buy one or more bricks in the wonder.
- A brick may yield 1 to 10 wealth points at the end of the game (see victory conditions).
- A player can buy an infinite amount of bricks each turn, provided he or she has enough goods to do so.
- Goods used to buy bricks in the wonder must be expended from the player's starting tile.
    - This tile must also contain at least one of that player's transporters.
- Bricks are always placed on the leftmost open place on the lowermost uncompleted level of the wonder.

- As long as the first four rows of the wonder have not been fully built:
    - the first brick bought by each player in any one turn costs one goods token (any goods will do)
    - the second in the same turn costs two goods
    - the third three, goods, etc.
    - Buying three bricks in one turn is thus very costly (six goods).
    - Bricks bought by other players in the same turn do not count towards this increase in price.
- As soon as the first four rows of the wonder have been fully built, the first brick costs two goods, the second three, etc.

- As soon as a brick is built on the irrigation mark in the wonder, all deserts are irrigated and converted into pastures.
    - The actual tiles do not have to be replaced.
- After all players have had their chance to build in the wonder, a neutral brick is added.
- It is placed on the leftmost open place on the lowermost uncompleted level of the wonder.

END OF THE GAME

- As soon as a brick is built on the mark indicating the number of players, the wonder is complete and the game ends IMMEDIATELY.
- The size of the wonder depends on the number of players; bricks can be built until a brick covers the symbol indicating the number of players.
- The game also ends when the last neutral brick is built. This is after 33 turns.

VICTORY DETERMINATION

- The player with the most wealth points wins the game. Wealth points are awarded for:
    - ♦ gold nugget: 10 points
    - ♦ set of coins: 40 points
    - ♦ stock bond: 120 points

- These items must be *in your possession!* That is: they must be on a transporter.
    - Objects lying on a tile unattended do not count towards wealth points.

- Wealth points are also awarded for bricks in the wonder.
- Each row in the wonder scores 10 points; these are divided evenly among all players' bricks on that row.
    - If a player's total on a row is not a whole number, it is rounded down.
    - The last row of the wonder scores 10 points too, even if it is incomplete.

- Example: There are 3 players with bricks on a row.
    - Blue has 2, Red has 3, Yellow has 1, and there are 4 neutral bricks.
    - Blue scores 2 x 10/6 = 3 points (3 1/3, rounded down)
    - Red player scores 3 x 10/6 = 5 points
    - Yellow scores 1 x 10/6 = 1 point (1 2/3, rounded down).
    - The neutral (white) brick does not influence the score in any way.

- Instead of calculating, you can use the table on the back cover / on the reference sheet to determine the scoring of wonder rows.

BREAKING TIES

- In case of a tie, the tied player whose praying figure is closest to the temple wins the game.

CONFLICT

- In most cases, all players play simultaneously.
- However, on some occasions a player may want to perform an action before or after another player, so that conflict arises.
- In that case it is necessary to determine a playing sequence.
- Other types of conflict do not occur. It is impossible under any circumstances to take goods from somebody else's transporter, to destroy other player's transporters or to destroy buildings, roads or bridges already present.

CHOOSING A PLAYING SEQUENCE

- At the beginning of each phase, every player may declare that he wants the sequence of play to be determined.
- If no player wants this, all may play simultaneously.
- If conflicts arise after the phase has already started, use the order as indicated on the sequence chart, the player on position one playing first.

- In the production phase, determine what will be produced by the mines before determining the order of play.
- All players have a praying figure, lined up in front of the temple.
- The figure closest to the temple is said to be in front of the row.
- The order of the praying figures corresponds to the order in which players may choose when to play.
- People close to the temple are busy praying, and are thus late in attending to mundane, wordly matters like playing sequences.
- However, they may invoke the favour of the gods to alter this state of affairs.

A sequence of play is determined in two steps.

- First, players may decide either to keep praying or to "cash in" their piety.
    - Starting from the player whose praying figure is closest to the temple, all players have the option to move their praying figure to the back of the row.
    - If more than one player chooses to do so in the same phase, the player whose praying figure was closest to temple originally now becomes the last player in the row.
- Second, each player chooses a playing position.
    - The player whose praying figure is furthest from the temple may start.
    - He puts his sequence marker on the sequence chart at whatever slot he prefers.
    - Note that the number of slots corresponds to the number of players, i.e. with three players, only slot 1, 2 and 3 are used.
    - After the first player has chosen his position, the other players take turns in choosing their positions, the player who is closest to the temple choosing last.

After all players have chosen their positions, play proceeds in the order indicated by the playing sequence chart.

EXAMPLE OF A CONFLICT ROUND

Production Phase

A mine produces gold and Blue and Yellow are in contention for it. Blue declares he wants the order of play to be determined.

- Starting from Red (the player with a praying figure closest to the temple), each player has the chance to stop praying.
- Red decides to be pious (doesn't stop praying).
- Blue, however, stops praying and moves his praying figure to the back of the row (fig. b).
- It is of no use to Yellow (the 3rd player, initially farthest away from the temple) to stop praying as he was last in the row at the beginning of the turn.

- Next, Blue chooses to play first; Yellow then chooses to play second and Red plays last (fig. c).

Because Blue goes first, he gets the gold at the mine.

Movement Phase

Conflict arises again for gold at another mine. This time it is Red that wants an order of play to be determined.

- Starting from Red, each player has the chance to stop praying.
- Red decides to do so and moves his praying figure to the back of the row.
- Yellow wants to keep praying. Blue started the phase at the end of the row, and thus has no options.

- Starting from Red, each player may now choose when to play. Red chooses to move first; Blue then chooses to play second and Yellow plays last.

Red moves first and takes the gold piece at another mine.

Building Phase

The order of play does not matter, so players agree to build at the same time. Yellow builds walls at the dashmarked spots. The other players cannot build anything due to lack of goods.

WonderPhase

No one buys wonder bricks. A neutral brick is placed and the next turn starts.