

NeuLand

(Idea: Tobias Stapelfeldt. Design: Tobias Stapelfeldt & Peter Eggert)

Number of Players: 2 – 4

Playing time: 60 – 120 minutes

Contents:

- 10 Hex tiles (1 single and 9 double hex tiles:
7 Forests, 7 Fields, 5 Mountains)
- 32 Product markers (8 each in brown, green, natural and black)
- 72 Victory points (VP) (18 each in brown, green, natural and black)
- 21 Mineral markers (9 Coal (black), 6 Iron (grey), 6 Silver (white))
- 55 Building tiles (1 each: Studio, Academy, Theatre, Laboratory, Library, Guilds, Abbey, Church, Cathedral, Town hall, Court, Senate, Barracks, Castle, Fortress, 2 each: Farms, Paper mills, Shepherd shacks, Weaving mills, Charcoal-burners, Mechanics, Mints, Smiths, 3 Smelting works, 4 Hunting lodges, 5 Lumberjack cabins, 6 Quarries, 6 Mines)
- 2 Building display boards (wooden buildings, stone buildings)
- 1 Time Cycle marker
- 1 Time board

Goal:

Each player is earning Victory Points by producing cultural advances. To achieve that must he join the other players in creating a civilization which is formed by several steps of the economic system.

Advances symbolize the completion of chains of production, and allow the players to place their victory points on the board to win the game.

Preparations:

New players should place the Hex tiles as suggested in the set-up found in figure 1. In later games may you place the hex tiles in any random pattern. The Building display boards, the Time board and the Mineral markers are kept near the game board.

Each player receives a Hunting Lodge and a Lumberjack Cabin. In addition they each take 8 Product markers and the following Victory Point markers in one color: 2 players: 18 VP markers, 3 players: 12 VP markers, 4 players: 9 VP markers.

The remaining Building tiles are sorted and placed on the Building displays. Building tiles with numbers (the Cultural Advances) are placed in numerical order with the highest number at the bottom of the stack (ie. Science: Guilds 3, Library 2 and Laboratory 1).

The Time Cycle marker is placed on any space on the Time board.

Game End:

The game ends immediately after one player has placed his last VP marker on the board. This player wins the game.

Place victory points
by producing
cultural advances

Place game board

Each player receives
a Hunting Lodge,
a Lumberjack Cabin

Game end: as soon
as anyone places his
final Victory Point

1. Playing the Game:

1.1 Starting Phase

The starting player is determined randomly by drawing a VP marker. Each player will take turn during the first round in seating order. Thereafter is there no fixed playing order anymore.

On his first turn must each player place both his Lumberjack Cabin and his Hunting Lodge on a single vacant Forest tile. When playing with a fixed set-up (figure 1) must each player begin in one of the indicated starting hexes. There are room for up to 3 buildings in each hex, and their mutual relation does not matter.

One of the player's Product markers are used as a Time marker on the Time board. Place it in the same space as the Time Cycle marker.

The player may now make his turn.

1.2 Player Turn

If the player has any Product markers on the board at the beginning of his turn are these put on their sides. The effect of this will first trigger at the end of the turn.

The player may now perform up to 10 actions in any combination of

- *Produce product* (cost minimum 1 action)
- *Build Building* (doesn't cost an action)

For each action is the player's Time marker moved one space forward in the direction of the arrow. The marker may not reach or pass the space with the Time Cycle marker, and the player will thus be able to perform a maximum of 10 actions when starting from the same space as the Time Cycle marker.

Note: The player may not end his turn if his Time marker is standing in the same space as another player's Time marker. The player may move his marker to the first vacant space without doing any action in order to avoid this.

At the end of his turn must the player remove all Product markers that are laying on their sides. The markers are returned to his supply. During his turn can a Product marker only be removed as a result of an action.

The first round is over when all players have moved their Time marker. From now on will the Time Cycle marker be moved after each player's turn. The Time Cycle marker is moved in the direction of the arrow until it reaches a space with a Time marker. The owner of this marker will be the next player to take his turn.

First round is played
in seating order

First turn:
Lumberjack Cabin
Hunting Lodge
+ normal turn

Beginning of turn:
Products are put on
their sides

For up to 10 actions:
- Produce Product
- Build Building

Move Time marker
for each action

End of turn:
Remove all Products
laying on their sides

Move Time Cycle
marker forward to
the next marker

2. Production:

2.1 Producing a product:

The player may produce a product by placing one of his Product markers upright on any vacant foundation building. There are 3 different types: the Farm and Hunting Lodge will produce Food, while the Shepherd Shack will produce Wool. This will cost minimum 1 action.

All other Building types will have Product symbols on either side of an arrow. The first symbol indicate the type of Product (raw material) needed, and the second symbol indicate the final product produced by this building.

To produce a final product must the player remove the needed raw material from the board and place a Product marker from his supply as the final product on the building (this could be the same Product marker).

The player may only use Raw materials of his own color, but it can be any marker on the board - whether lying down or standing up.

If the needed Raw materials comes from Building tiles in the same hex or adjacent hexes will the production cost 1 action. If the needed Raw materials must be transported across longer distances will the production cost 1 action per hex moved (example 1A).

Note: As long as a player has a Product standing on a Building can no other player use that Building for production.

2.2 Cultural Advances

Products marked with numbers from 1 to 4 are cultural advances. When one of these advances is produced will the player not place a Product marker, but instead build the lowest numbered Building tile available upon which he will place a number of Victory markers equal to the number listed upon the tile. (example 1B).

The Victory Points will stay on the tile until the end of the game, and no player may add further points to that tile.

The cultural advances are separated into 5 different categories: Religion, Science, Culture (*art*), Society, and War. Within each category is only the lowest numbered tile available for production.

2.3 Seach for Food

Food is normally produced by the Farm and the Hunting Lodge. But a player may also acquire food without the use of a building or a Product marker. By spending 3 actions will the player “find” an imaginary Food which may be used instantly anywhere on the board.

Produce Product
(min. 1 action)

Place Product
On Building

Remove
Raw material
from same or
adjacent hex

Raw materials may
be removed from
greater distances by
using additional
actions

Production
only on
vacant buildings

Advances:
Victory points
instead of
Products

Advances must be
produced in
numeric order

Seach for Food
(3 actions)

2.4 Raw materials and Products from Mines and Smelteries

Mines are built with 3 stacked Mineral markers. Only the top marker is available for production (Mining 3.2). When produced is the top marker returned to the supply and the next Mineral marker becomes available. When the last marker is removed has the Mine become depleted and the building tile is returned to the Building display.

Smelteries needs 1 Coal and 1 Ore. There are two different kinds of ore: Iron and Silver. When a Smelter produces is the Coal returned to the supply while the Ore is moved from the Mine to the Smeltery tile. The Ore has now become the end product (Iron or Silver). When the end product is used is the Mineral marker removed from the Smeltery and returned to the supply (Example 2).

3. Building

3.1 Placing a Building:

All visible Building tiles on the two Building displays are available. One board contains buildings of Wood, the other buildings of Stone.

To place a Building must the following conditions be fulfilled:

- A Building tile can only be placed in a hex of the same color. The two-colored Smeltery may be placed in Field or Forest.
- There can be no more than 3 Buildings in the same hex.
- A Wood or Stone marker (depending on the type of building) must be removed from the same or an adjacent hex.

If the Wood/Stone Production marker is taken from a hex further away must the player spend 1 action for each additional hex.

A new building may immediately be used for production (Example 3).

3.2 Placing a Mine

When a player builds a Mine must he stack any 3 Mineral markers (if available) of his choice onto the Mine tile in any order.

When using
Raw materials from
Mines or Smelters:
Remove
Mineral marker

Smeltery production:
Ore marker is moved
from Mine to
Smeltery

Place Building
(min. 0 actions)

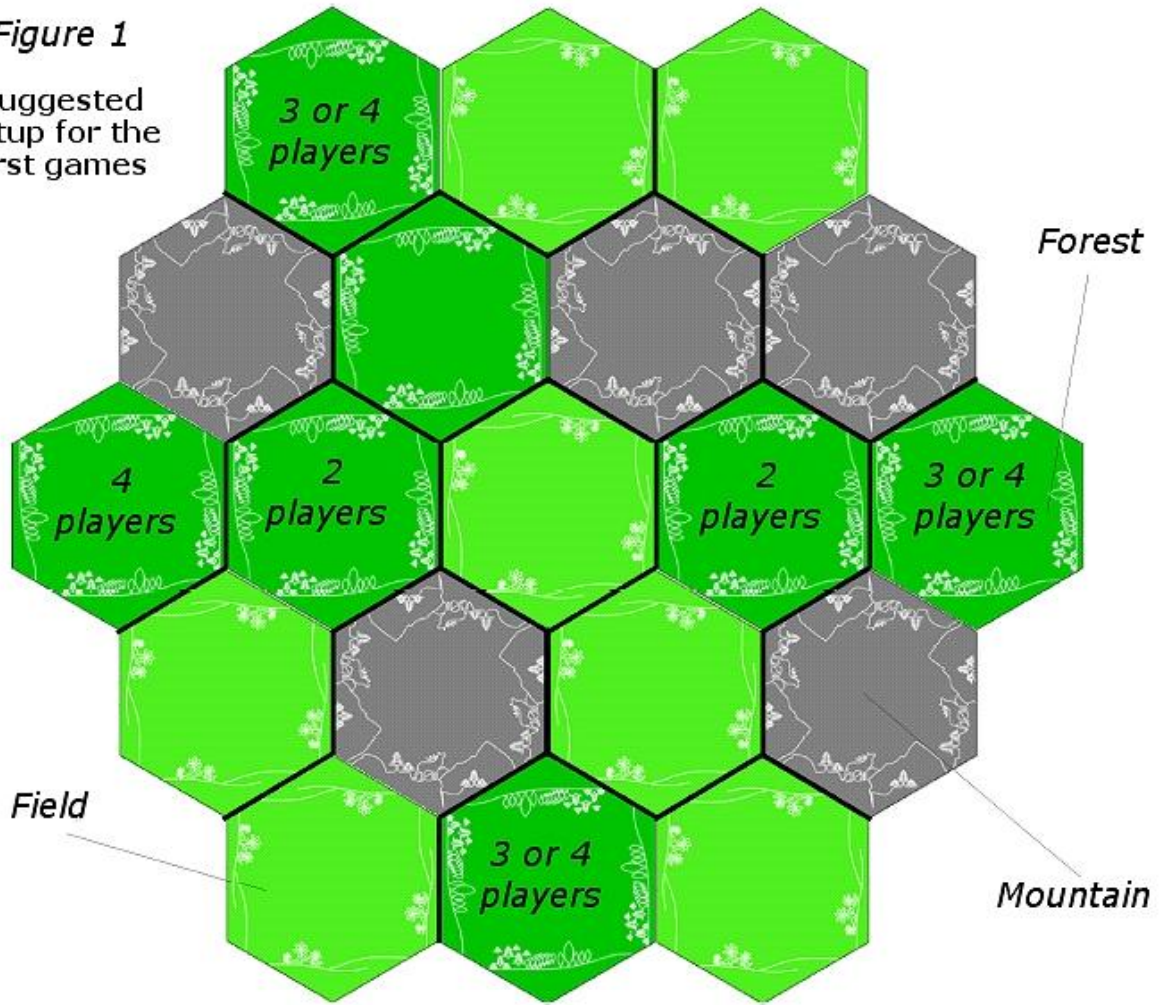
Building rules:
- Same landscape
- Max. 3 per hex

Remove
Production marker
and pay Action
points if taken from
further away than
adjacent hex

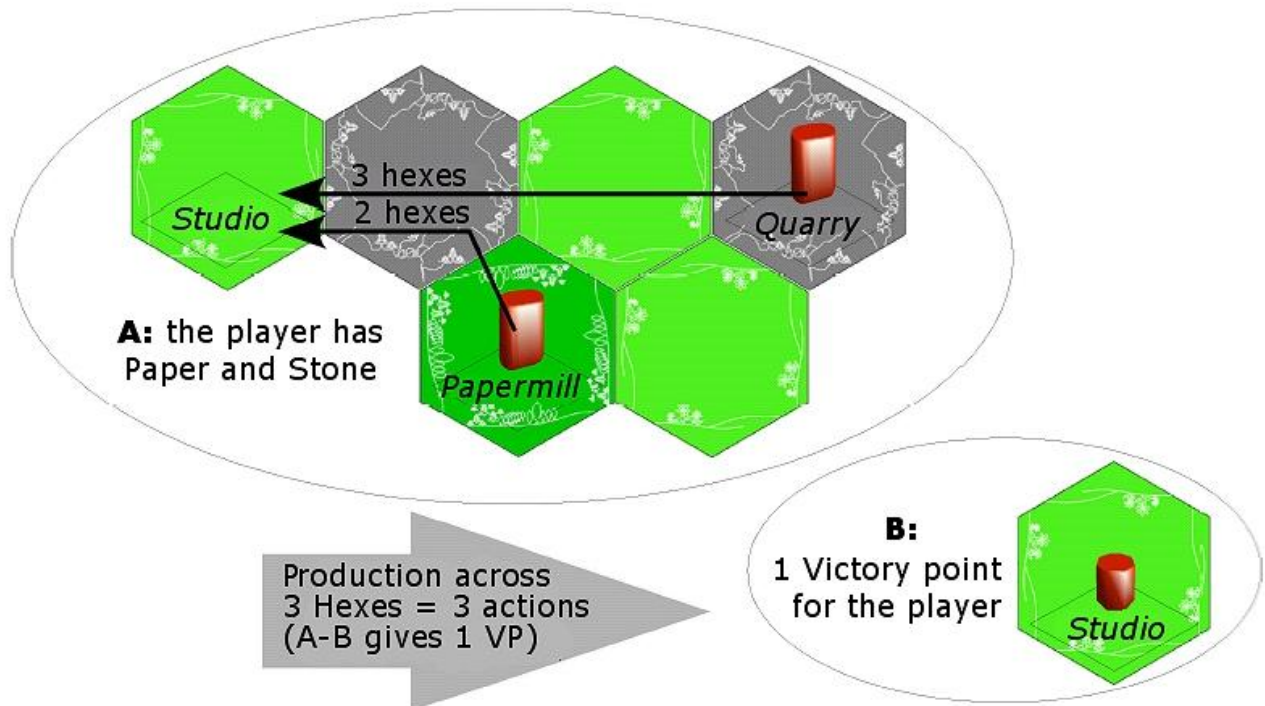
Determine
Mineralmarkers
for Mine

Figure 1

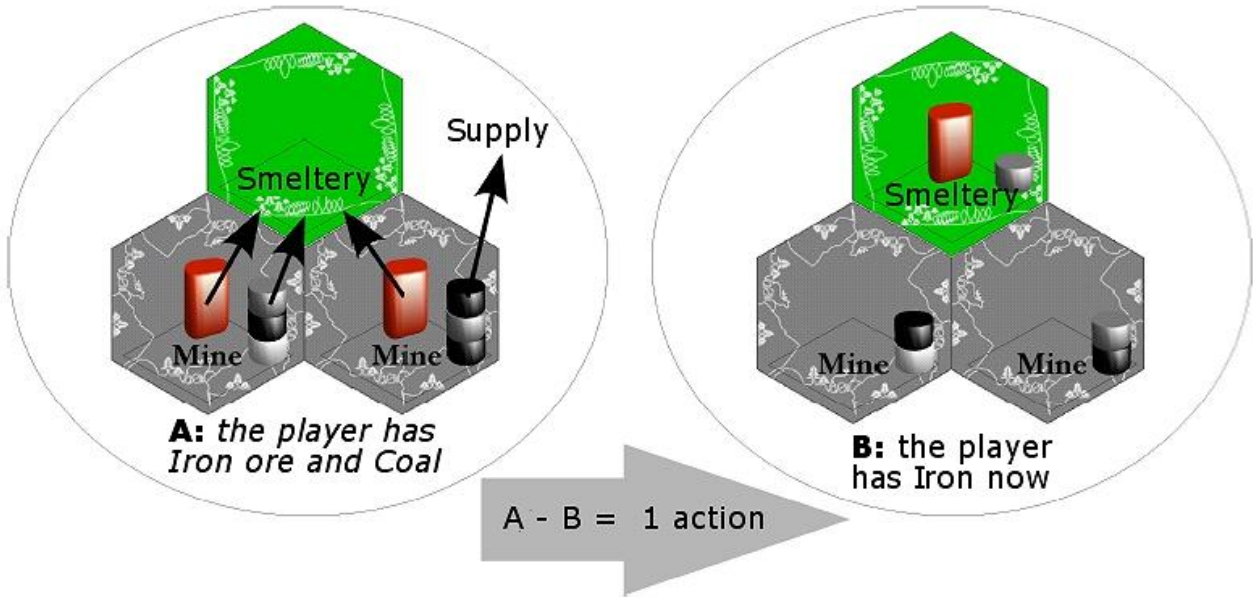
Suggested setup for the first games



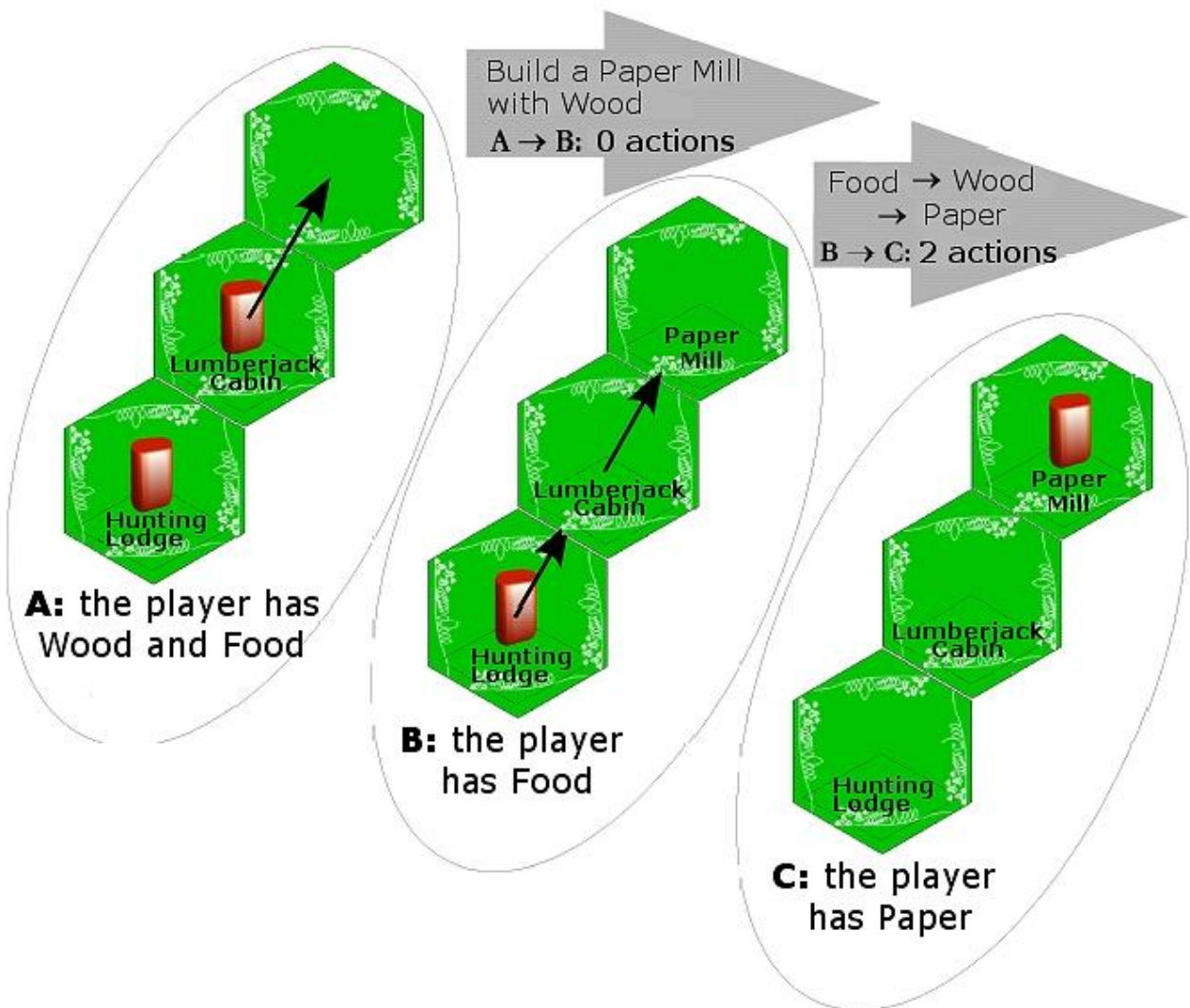
Example 1: Producing an Advance with 2 Raw materials from several hexes away



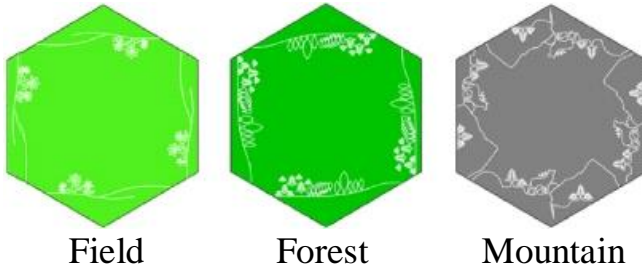
Example 2: Metal production in a Smeltery



Example 3: Building followed by immediate production from the new building



Hex tiles

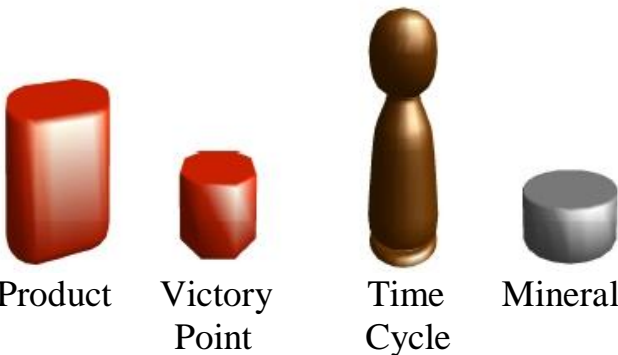


Field

Forest

Mountain

Wooden components



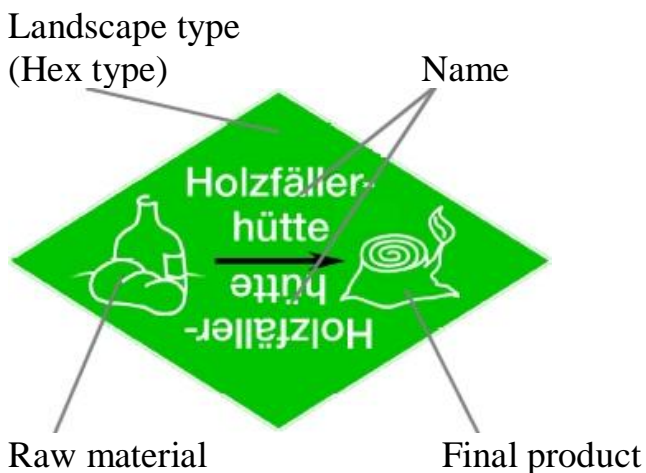
Product

Victory Point

Time Cycle

Mineral

Building tiles



Landscape type
(Hex type)

Name

Raw material

Final product

Symbols



Religion

Science

Culture
(art)

Society

War



Hunting
Lodge

Farm

Sheperd
Shack



Wool

Food

Wood

Stone

Cloth

Paper

Coal

Iron ore

Silver ore

Iron

Silver

Coins

Tools

Weapons

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