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NEULAND



Z-MAN
games

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Neuland

**A tactical building game with a variable turn order for 2 - 4 strategists
by Tobias Stapelfeldt & Peter Eggert**

Introduction & Object of the Game

Neuland lies undeveloped, providing lots of space; only a few hunters and woodcutters live there. Players compete for building up a new civilization in which 15 various properties promise prosperity and progress, such as the Abbey, the Guild House, the Town Hall, and a Stronghold. Who wants which buildings and who will get them?

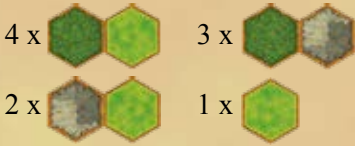
In order to get properties, you first have to build and use production facilities; in each of these buildings, you can manufacture a product that you need for manufacturing a higher value product in another building.

To this end, everybody thinks time and again, "Would I rather work a long time but infrequently, or a short time but often? How can I manage to put my coat of arms on the coveted properties?"

The first player to place all his coat of arms wins the game.

Game Materials

10 gameboard pieces



(1 single and 9 double hexagons)

32 worker figures



(8 "workers" in each player's color: yellow, red, light blue, purple)

72 coat of arms



(18 in each player's color: yellow, red, light blue, purple)

4 wheelbarrow tiles



(1 wheelbarrow in each player's color)

21 mineral markers



(9 black [coal], 6 gray [iron ore], 6 white [silver ore])

1 cloth bag

4 wood marker



4 food marker

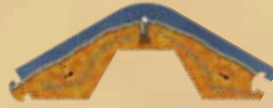


4 metal markers



(each with iron and silver symbol)

1 timeline

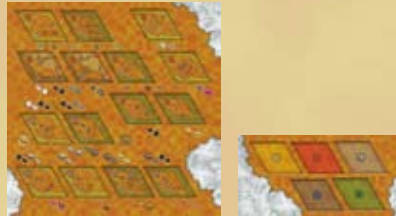


(6 puzzle parts)

1 present-time token



2 building repositories



4 building overviews



(1 overview of the properties per player)

57 building tiles

(you will find a detailed listing from page 11 onward and on page 16)



Set Up

1. Put the **gameboard pieces** together in any order to form an overall hexagonal gameboard. The combination of pieces as shown in the illustration is very well-suited for beginners.



2. Place the **timeline** around the gameboard in such a way that it forms a border. In a 2- or 3-player game, choose the path with the symbol:



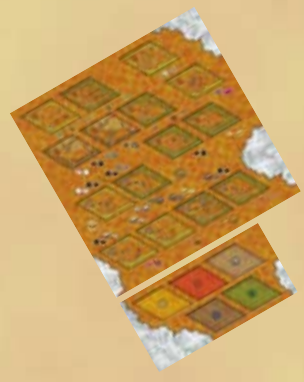
This path consists of 11 spaces:



The path for 4 players consists of 10 spaces and shows the symbol:



3. Put the building repositories next to the gameboard as shown in the illustration.



4. Each player gets:
- 1 **building overview**
 - 1 **Hunting Lodge** and 1 **Woodcutter's Hut** from the building tiles
 - 1 **wheelbarrow**, 1 **food marker** and 1 **wood marker**
 - 8 **workers** and coat of arms of one color:
 - with 2 players, each player gets **18 coat of arms**,
 - with 3 players, each player gets **12 coat of arms**, and
 - with 4 players, each player gets **9 coat of arms**.



5. Sort the remaining building tiles in piles on the building repositories as indicated there. The tiles represent 2 types of buildings: **production facilities** and **properties**.

The **properties** are marked with **numbers** and are put on the small building repository with the 5 marked areas and the respective symbols:

-  **Religion**
-  **Science**
-  **Culture**
-  **Politics**
-  **Military**

Each area gets 3 building tiles with its matching symbol. Pile the tiles **face down** in such an order that the one with the highest number is lying on the bottom and the one with the lowest number is on top.



Sort and pile the **production facilities** face down on the big building repository:

- Now you can see either a wood symbol or a stone symbol on the tiles.

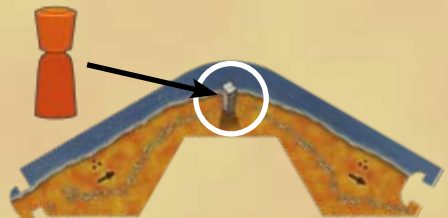


- The same kind of production facilities forms one pile each on the corresponding field of the building repository. (However, there is only 1 Alchemist's Cave.)

6. Place 2 of the **4 metal markers** silver side face up and 2 iron side face up on the matching fields of the building repository.



7. Put the **mineral markers** in the cloth bag and place it next to the gameboard.
8. Place the **present-time token** on any space of the timeline. Now each player puts one of his workers as a time marker on that same space.



Start of the Game and Overview of a Player's Turn

Draw a worker figure hidden from view; the player with that color becomes the starting player.

Now, in turn, each player, one after another, carries out his first turn:

First, place your **two building** tiles (Hunting Lodge and Woodcutter's Hut), next to one another with the building sides face up, on a forest field so that the picture of the forest on the tiles points to the middle of the hexagonal field.

After that, you carry out a normal turn. On each turn, you may, in any combination:

- **produce products**
- **build buildings**
- **place coat of arms**
(not possible on the first turn)

To do so, you must:

- **give up products** and
- conduct **actions** on the timeline

These 5 actions are now described in the order in which they can be carried out for the first time in the course of the game:

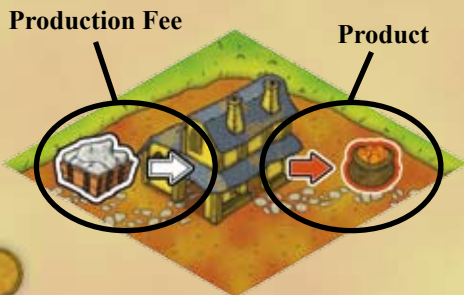
- I. **Produce products**
- II. **Conduct actions on the timeline**
- III. **Give up products**
- IV. **Erect buildings**
- V. **Place coat of arms**

I. Producing Products

You produce a product by placing a worker from your stock upright on a production facility. The following rules apply:

- A **maximum of one worker** may stand on a production facility.
- Workers are principally placed only on production facilities that are on the gameboard.
- **Each product costs at least one action** (p. 7, II, and p. 8, III-A). In addition, in most cases it costs at least one product fee. With the buildings **Hunting Lodge**, **Farmhouse**, and **Shepherd's Shed**, the player can produce products (food or wool) without having to give up other products. A building can produce the same product multiple times in a turn, paying 1 action for each product produced.

In all other production facilities, product fees incur. Once each time, the player has to give up the product or products (p. 7, III) that are shown before the arrows on the left side of the buildings. Now the player owns the product that the right arrow on the building tile points to.



- By placing your worker on a **Mine**, you own the product that is symbolized by the top mineral marker of the pile: coal, iron ore or silver ore (*p. 9, IV*).
- Production in a **Smelter** costs **either** coal and iron ore **or** coal and silver ore: if you give up coal and iron ore (and place one of your workers on a Smelter), you put a metal marker with the iron side face up on the symbol of the building tile; you now own iron. This is the same with silver ore and silver.

II. Conducting Actions on the Timeline

One action on the timeline corresponds to moving your time marker to the next space in the direction indicated by the arrow.

- During a turn, you start with your time marker on the space of the present-time token, but you may not reach or pass it again.



- You may not end your turn if your time marker stands on the space of another player's time marker. If necessary, you may leave out actions and move past one or more other players till you reach the next unoccupied space.

III. Giving up Products

You give up a product by removing your worker from a production facility and putting him back into your personal stock.

Example: If you remove your worker from the Stone Hut, you give up stone; if you remove your worker from the Paper Mill, you give up paper, etc.

- Each player may remove only his own workers.
- Once **buildings** are erected, they **remain on the gameboard**. All „unoccupied“ buildings (buildings without workers) are available to the player whose turn it is.
- After the first round, workers can also lie on the production facilities (*see End of a Turn, p. 10*): it is irrelevant for the production whether the worker that has to be removed is lying or standing. It makes sense, however, to **give up the lying workers first**, since otherwise you would lose the respective product at the end of your turn.
- You have to **give up** all products **at the same** time that you need for the same production.
- If you have to give up the product of a **Mine**, you remove not only your worker but also the top mineral marker and put it back in the cloth bag. If you remove the last mineral marker of a Mine, you keep supplies coming by drawing 3 new mineral markers from

the bag without looking and piling them **in any order** on the building tile.

- If you remove your worker from a **Smelter**, you also put the metal marker back on the building repository.
- If you remove your worker from the **Alchemist's Cave**, you substitute any one other product fee.
- If you want to give up food, you can also **give up your food marker once during the game** - instead of using the worker - by putting it back into the game box. In this case, you don't have to conduct any actions on the timeline. The same applies for giving up wood by using the **wood marker**.
These markers are helpful in particular if you are in a blocked situation because the respective production facilities are occupied by „foreign“ workers.

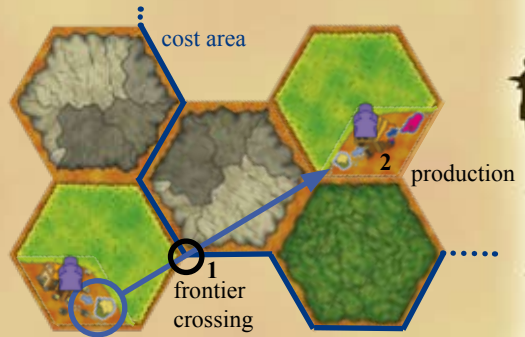
II-A. Product Charges and Calculation of Actions

Every hexagon field on which something can be built or produced forms a cost area with its immediate neighboring fields. When a product fee is levied in a cost area,

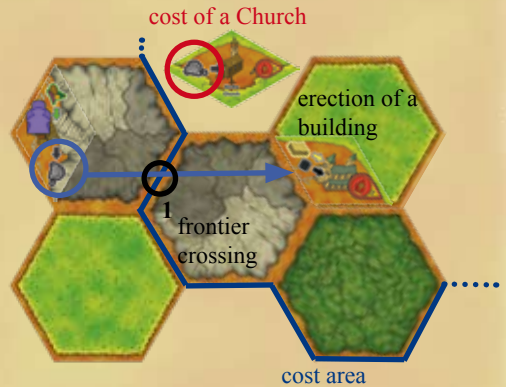
- the production costs **one** action
- the erection of a building costs **no** action

When a product fee is levied outside a cost area, each frontier crossing of hexagon fields until reaching the cost area costs **one additional action each** on the timeline.

Example: Product fee outside the cost area of a production that costs 2 actions, in this case:



Example: Product fee outside the cost area of the erection of a building that costs 1 action, in this case:



- If you have to give up **several products from different distances** for one and the same production, the product fee of the longest distance applies in the calculation of the additional actions.

- You can use a **wheelbarrow** once per game to offset a long distance; you give up your wheelbarrow and pay in this case:
 - only **one** action for production
 - **no** action for the erection of the building

IV. Erecting Buildings

You erect a building by taking a building tile from the building repository and placing it on a hexagonal field of the gameboard. To do so, the buildings on both building repositories are available under the following conditions:

- Each hexagon field of the gameboard acts as a site for a maximum of 3 buildings.
- The site has to be located in a landscape that matches the background of the building tiles: buildings with a grey background are built on the mountains, buildings with a light green background are built on the grassland, and buildings with a forest green background are built in the forest.
- Every tile must be placed in such a way that it is face up and the picture of the landscape of the tile points to the middle of the site.



- Each player builds his first two buildings (Hunting Lodge and Woodcutter's Hut) for free. For each additional building you have to pay building costs, i.e., **give up a product** (p. 7, III):
 - Each building with the wood symbol on the back costs a fee of **one wood** and each building with the stone symbol on the back costs a fee of **one stone**. Of course, you can give up a product only if you yourself have previously produced it (p. 6, I).

- If you build a **Mine**, you draw 3 mineral markers from the bag without looking and pile them **in any order** on the product symbol of the building tile.
- With regard to **properties**: the building costs are a fee of **one stone** per building. Furthermore, you may use only the top building tile of a pile from the building repository. (The placement order of the coat of arms is up to you.)

Hint for the first rounds: to be able to erect buildings in every turn, you should try to always have one of your workers on a Woodcutter's Hut.

V. Placing Coat of Arms

Place the coat of arms on the properties according to the following rules:

- The tile must not have any coat of arms yet.
- Replacement of coat of arms costs **products and actions** according to the same rules that apply to the

manufacturing of products (p. 6, I). That means that for placing on a property also, the fees of several products are levied **at the same time**.

- Put **exactly as many coat of arms** on the tile as designated by its value (1-4).
Exception: end of the game (p. 11).

Example: The player with the color red has only 2 coat of arms left; after giving up weapons, cloth and food, he places the coat of arms on the Senate (actually there would be room for 4 coat of arms). In doing so, red wins the game.



- Once placed, coat of arms remain on the tile until the end of the game.

End of a Turn

At the end of each of your turns, you carry out 3 actions:

1. **Remove all of your lying workers** from the gameboard and put them back into your stock. This does not happen in the first round.
2. **All standing workers** remain in place, but **are laid down**.
It is also possible at the beginning of the turn to lay down all workers

already standing. This way you can make yourself aware which products „go to waste“ in the end of the turn if you don't use them. It is irrelevant for the course of the game whether the workers are laid down at the end of your turn or the beginning of the next turn.

3. **After the first round, the order of turns is variable:** After each turn, the present-time token is moved clockwise (direction of the arrow) until it reaches the space of the next time marker. The player of this time marker now carries out the next turn.

If you want, you may also **play several turns in a row** as long as you don't pass any other player on the timeline and there is at least one unoccupied space between the current and the next time marker. To do so, you have to end your turn by moving the present-time token onto the space of your time marker, removing your lying workers and laying down the standing workers.

Example: If you want to produce a mineral that is not on top of the pile of the mineral markers, it makes sense to let the top mineral go to waste in order to (in the next turn) get to another one.

End of the Game

The first player to place his last coat of arms wins. This also applies if he had to place more coat of arms on the last building than he has left. Now the game is over.

Overview of a Player's Actions

During a turn, in any combination:

- **Placing a worker on an unoccupied building tile**
(= “manufacturing a product”)
 - costs at least one action.
- **Laying a building tile on a hexagon field** (= “erecting a building”)
 - sometimes costs actions.
- **Placing coat of arms**
 - costs at least one action.
- **Removing a worker from a building tile** (= “giving up a product”)
 - consider distance to the cost areas!
- **Carrying out a maximum of as many actions on the timeline** as possible until the time marker reaches the last space before the present-time token.

At the end of a turn:

- First remove all of your lying workers; after that, lay down all of your standing workers.
- Move the present-time token to the next time marker.

Die Produktionsgebäude



In the **Hunting Lodge**, food is produced.



In the **Farm**, food is produced.



In the **Shepherd's Shed**, wool is produced.



In the **Mine**, food is used to produce coal, iron ore or silver ore.



In the **Stone Hut**, food is used to produce stone.



In the **Woodcutter's Hut**, food is used to produce wood.



In the **Alchemist's Cave**, paper and iron are turned into gold.



In the **Weaving Mill**, wool is developed into cloth.



In the **Armorer's Forge**, coal and iron are turned into weapons.



In the **Coal Hut**, wood is turned into coal.



In the **Coin Factory**, silver is turned into coins.



In the **Paper Mill**, wood is turned into paper.



In the **Smithy**, coal and silver are turned into tools.



In the **Smelter**, coal and iron ore are turned into iron.



In the **Smelter**, coal and silver ore are turned into silver.

Example of the Beginning of a 2-Player Game

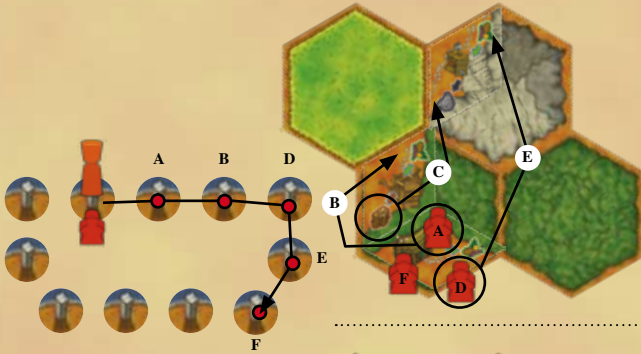
Beginning of the turn for red:

The player places his Hunting Lodge and his Woodcutter's Hut on a forest field and puts one of his workers on the space of the present-time token.



Course of the turn for red:

- A: Producing food, 1st action
- B: Producing wood, 2nd action
- C: Erecting a Stone Hut, no action
- D: Producing food, 3rd action
- E: Producing stone, 4th action
- F: Producing food, 5th action



End of the turn for red:

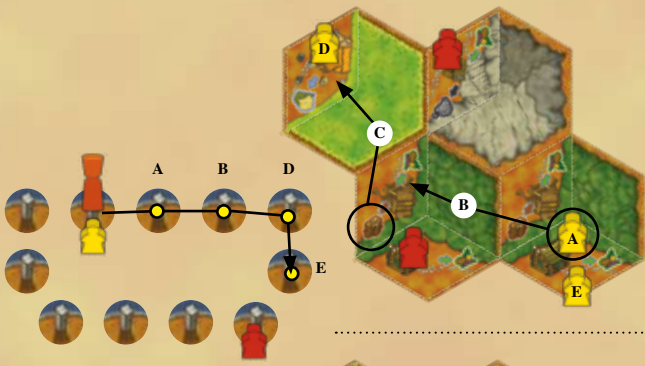
In the first turn, no products can go to waste yet, i.e., lying workers cannot be given up. *The player must either lay down his standing workers on the gameboard now or do this at the beginning of his next turn. In this example, the second possibility is shown.*



Beginning of the turn for yellow:

The player places both buildings on an unoccupied forest field and sets up his time marker.





Course of the turn for yellow:

- A: Producing food, 1st action
- B: Producing wood, 2nd action
- C: Erecting a Shepherd's Shed, no action
- D: Producing wool, 3rd action
- E: Producing food, 4th action



End of the turn for yellow:

For strategic reasons (see the course of the next turn), the player decides to end his turn now. Since this means that, in a 2-player game, the first round is finished, the present-time token moves up to the **next time marker** at the end of each turn from now on.



Beginning of the turn for yellow:

The present-time token has reached the yellow marker. Because of that, it is yellow's turn again. All standing yellow workers are now laid down.



Course of the turn for yellow:

- A: Producing wood, 1st action
- B: Erecting a Weaving Mill, no action
- C: Producing cloth, 2nd action
- D: Producing food, 3rd action
- E: Producing wood, 4th action
- F: Producing food, 5th action
- G: Producing wood, 6th action
- H: Producing food, 7th action

If yellow had taken a long turn (instead of two shorter ones), he would have had a maximum of 10 instead of 11 (4 + 7) actions in a row at his disposal in this turn.



End of the turn for yellow:

The present-time token is moved to the next time marker (red).

Beginning of the turn for red:

The player lays down all red workers.



Course of the turn for red:

- A: Erecting an Abbey, no action
- B: Producing stone, 1st action
- C: Red uses his wood marker to erect a Weaving Mill, no action
- D: Producing wool, 2nd action
- E: Producing cloth, 3rd action
- F: Placing coat of arms: Religion 1, 4th action
- G: Producing food, 5th action
- H: Producing wool, 6th action
- I: Producing cloth, 7th action

End of the turn for red:

The present-time token moves on.

Beginning of the turn for yellow:

The player lays down all yellow workers.



Playing on:

Yellow now has the problem of using the cloth from the Weaving Mill, since red was faster and has already occupied the Abbey.



Although the wood and the food make a good basis for further planning, yellow will lose the cloth at the end of this turn because, at that moment, he must remove all his lying workers from the gameboard. *Up to now, all lying workers could be used in the course of a turn so that no product had to go to waste.*

List of All Building Tiles

15 properties:

One each of:



Studio, Academy, Theater



Laboratory, Library, Guild House



Abbey, Church, Cathedral



Town Hall, Court, Senate



Barracks, Castle, Stronghold

42 Production Facilities:

1	Alchemist's Cave
2 each of	Farm Charcoal Oven Paper Mill Shepherd's Shed Weaving Mill Coin Manufactory Armorer's Forge Smithy
4 each of	Smelter (2x forest, 2x grassland) Hunting Lodge
5	Woodcutter's Huts
6 each of	Stone Hut Mine

Acknowledgments

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