



# How to Play Teaching Guides:

## #17 Le Havre

This guide is not a rules reference but is intended for use by owners of the game looking for a quick outline to help you teach the game. To hear a sample explanation or to learn the game yourself listen to episode #17 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

### 1 The Hook - What the Game is About

*"Welcome to Le Havre. You are a businessman living in the harbortown in the north of France named Le Havre. You will be collecting money and resources to purchase buildings and ships. You can use your buildings or other player's buildings to acquire more resources, convert resources into more valuable resources and sell your resources. The ships can be used to help you ship your goods to earn money though the main benefit of ships is to help you feed your people. Because while you have to try to make as much money as possible you also must find a way to be able to pay an increasing amount of food each turn, which is representative of paying the salaries of your growing empire.*

*So though you must have enough food to pay each turn you also need to continually work towards becoming richer, because that is how you win the game. You increase your wealth by getting resources to buy buildings, or by converting your resources into more valuable resources and then selling them to a building who will buy them or shipping them using your ships.*

*At the end of the game you total up your amassed wealth and whichever player has the most money wins. You total up the value of the buildings and ships you own, represented by the number in the gold coin on the top left corner and add that to the amount of money you have at the end of the game, which you have amassed from selling your resources to buildings or shipping on your boats. The player with largest total wealth will win the game!"*

### 2 The Meat - How to Play the Game

1. Introduce main action of a turn - take an offer or use a building.
2. Get into some specifics of a turn
  - 2.1 Supply phase
  - 2.2 How to take an offer
  - 2.3 How to use a building

- 2.3.1 Entry fee
- 2.3.2 Place worker disc
- 3. Review turn basics and look at ship track
- 4. End of Round
  - 4.1 Look at Round Card
  - 4.2 Harvest
  - 4.3 Pay Food
  - 4.4 Building built by town
  - 4.5 Ship becomes Available
- 5. About buildings
  - 5.1 The building stacks
  - 5.2 There are 4 major categories and a few unique ones
    - 5.2.1 Build buildings buildings
    - 5.2.2 Resource getters (hammer and fisherman symbols)
    - 5.2.3 Converters (energy required)
    - 5.2.4 End game bonus points (discuss building types)
    - 5.2.5 The Others (Arts Centre, Local Court, Church, Wharves)
- 6. About Ships
  - 6.1 Main reason to buy them: Free food
  - 6.2 Also for shipping, points
  - 6.3 Discuss different types of ships and how to build them
- 7. Special Actions
  - 7.1 Buying buildings
    - 7.1.1 Difference between buying and building
    - 7.1.2 Why to do it
  - 7.2 Selling Buildings
  - 7.3 Repaying loans
- 8. Review full possibilities on Turn
- 9. Explain Final Action
- 10. Endgame Scoring

### 3

## The Hamster - How to Win the Game

1. Manage food then focus on making money
2. Manage food
  - 2.1 Avoid loans
  - 2.2 Get ships
  - 2.3 Get useful buildings to get entry fees
  - 2.4 Get harvest items early
  - 2.5 Choose a food path (bread, meat or fish)
3. Make money
  - 3.1 Shipmaster - Build lots of ships
  - 3.2 Merchant - Ship lots of goods
  - 3.3 Specialist - Use special buildings
  - 3.4 Builder - Build lots of Buildings
4. Focus on one or use a combination of these strategies
5. Good Luck and Have Fun!

#### Credits:

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Teaching outline based upon How to Play Podcast Episode #17

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