



How to Play Teaching Guides:

#25 Hansa Teutonica

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #25 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Hansa Teutonica. In this game you are the leader of a merchant guild in Germany with beautiful curly golden locks and excellent facial hair and it is your dream to become the most prestigious trading guild in the Hanseatic League in the Late Middle Ages.

You will try to do this by completing trade routes connecting two cities. Most trade routes have three or four spaces between them. You will complete trade routes by laying "traders", represented by cubes, in every space connecting two of the cities on the board. When you complete a trade route on the board you will have one of two scoring options. You will either score them to get a special ability or you will score them to set up an "office" in a city, represented by marking this city with one of your cubes. Having an "office" in a city will allow you to score points when anyone else scores a route attached to that city, give you points for controlling the city and will help you set up a trade network for victory points at the end of the game.

Early in the game you will likely be connecting trade routes to gain special abilities that you can use to connect trade routes more efficiently, but as the game progresses you will want to shift your focus towards setting up offices, to control cities and to score points for a large trading network.

At the beginning of the game you will have two actions, and for most actions you will simply lay a cube or score a trade route. So it is common that your first turn would be to play two cubes and that your second turn would be to play a cube to complete the trade route and then score that trade route.

The game progresses in this way with players taking actions mostly by playing cubes onto the board and scoring routes. As players score routes they will develop their abilities and then try to setup to score the most points at the end of the game. At the end of game, points are scored for many categories but some of the largest chunks are for controlling cities, the size of your network of adjacent offices, and for development of your abilities. No points however are awarded for the quality of your facial hair. The player with the most points will be the most prestigious guild in the Hanseatic League and the winner of the game."

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The Meat - How to Play the Game

How to Play your turn

1. On your turn you get a specified number of actions;
2. Two actions per turn to start, but you may get more
3. You have 5 choices of how to use each action
4. Two “Major” Actions - (actions used most often)
 - 4.1 Play a Cube (trader) or Cylinder (merchant) in any Space
 - 4.2 Score a route you have completed
 - 4.2.1 Claim an Office OR Get a Special Ability if adjacent to an “Ability Town”
 - 4.2.2 One cube goes in office rest back to stock (not active supply)
5. Three “Minor” Actions - (actions used less often)
 - 5.1 Refill your cube/cylinder supply (3 cubes to start, may improve)
 - 5.2 Displacing cubes (at cost of 1 or 2 cubes for “merchants” (cylinders))
 - 5.3 Move cubes/cyl. on the board (2 to start, may move more later)
6. Review 5 Action Choices: Cube, Score, Refill, Displace, Move
7. Describe Sample Turns

Scoring Routes

1. When you Score you place an office OR get an Ability
2. When you score an ability remove cube from tableau, add to supply
3. “Ability” Towns - (Marked by Castle Shape and Yellow Banner)
 - 3.1 Gottingen - Get more actions (action gain is immediate!)
 - 3.2 Lubeck - “Money Bags” - Quicker refill
 - 3.3 Stade - “Priviliges” - Office spaces
 - 3.4 Groningen - “The Book” - Merchants and quicker movement
 - 3.5 Coellen - Victory Points (Requires merchant and privilege)
 - 3.6 Halle - “Town Keys” - Network VP Multiplier
4. Arnheim-Stendal Connection VP Bonus (Red Banners) 7/4/2 pts
5. “Dinner Plates” - Special Ability - VP’s at end - Play a new plate
 - 5.1 New plates played in empty routes with at least one empty office

End of Game Scoring

1. Endgame Triggers
 - 1.1 20 Points on the Score track (office + connection bonuses)
 - 1.2 No more bonus markers “dinner plates” to refill on the board
 - 1.3 10 completed cities
2. Endgame Scoring
 - 2.1 Fully Developed Abilities - 4 pts
 - 2.2 Bonus Markers - 1/2/4/6/8/10 get 1/3/6/10/15/21 pts
 - 2.3 Coellen Pts - Merchants holding barrels 7-11pts
 - 2.4 City Control - (most cubes - farthest right is tiebreaker) 2 pts each
 - 2.5 Adjacent cities with offices x town keys

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The Hamster - How to Win the Game

1. Get Special Abilities early
 - 1.1 Getting an extra action early is important
 - 1.2 Others such as refill, privileges, and book are important early also
2. Then you must shift focus to scoring points
 - 2.1 Many ways to score points; office bonuses, cities, network, dinners
3. Be on the lookout for opportunities
 - 3.1 Blocking is a valid and important strategy
 - 3.2 Moving cubes can often be your best play
 - 3.3 Do what the other player's aren't doing!
4. Good luck and have fun!

Credits:

Game Design: Andreas Steding

Game Publisher: Z-Man Games

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Teaching outline based upon How to Play Podcast Episode #25

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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