



How to Play Teaching Guides:

#30 Troyes

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 #30 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Troyes. In this game you represent an influential family in France in medieval times attempting to make your mark in the development of the city of Troyes. When a family makes various contributions to the city they earn victory points and the family with the most points by the last round will win the game.

This game takes place over 4-6 rounds and in each round each player will start with a handful of dice. In a four player game players will start the game with four dice. All players will throw their dice at the same time and place their dice in their section in the center of the board. Then players will take turns selecting actions using 1-3 dice and taking those dice off the board. Players can use their own dice for free or pay other players for the privilege of using their dice. The round continues with each player using 1-3 dice until all dice have been used or until no one wants to use any of the remaining dice. Then the round ends. Players reroll their dice and do the whole process over 4-6 rounds depending on the number of players.

On their turn players will use 1-3 dice of the same color to; earn money, build the cathedral, fight enemies, use activity cards or increase their workforce. The yellow dice, or peasants, specialize in earning you money. The white dice, or clergy, specialize in allowing you to build the cathedral for influence and victory points. The red dice, or nobles, specialize in allowing you to fight enemies for influence and victory points. All three colors of dice may be used to activate different activity cards which are commonly used to earn or convert the three major resources of gold, influence points or victory points. All three colors of dice may also be used to increase your workforce; meaning the number of dice you will get to roll in following turns.

But the end goal is simple. Acquire the most victory points which is accomplished mainly through building the cathedral, fighting enemies and using activity cards. At the end of the final round the player with the most points will win and be the named the most famous and influential family in Troyes."

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The Meat - How to Play the Game

The Actions you can take with the dice

1. Hire and use a Tradesman for an available Occupation
 - 1.1 Get a Citizen with 2 influence or from the board
 - 1.2 Pay the Gold Cost and place the citizen
 - 1.3 Spend Dice to use the tradesman at least once (Ex. Merchant)
 - 1.3.1 How Charge Cubes work - usually pump a future action
 - 1.4 Why? Can now use that ability more times and you earn VP's
2. Use a Tradesman you already have on an Occupation
 - 2.1 Spend dice to convert pips into the action on the activity card
3. Increase your workforce
 - 3.1 Get a Citizen with 2 influence or take from the board
 - 3.2 Use one die to kick out a player in one of the three buildings
 - 3.2.1 Palace - straight substitution
 - 3.2.2 City Hall and Bishopric - Slide down to the Right
 - 3.2.3 Evicted Citizens are lied down and protect from 2nd eviction
4. Color Specific Abilities
 - 4.1 Yellow Dice can Farm - Pips / 2 = Gold
 - 4.2 White Dice can Build Cathedral for VPs and Influence
 - 4.2.1 Must build one in each ROW or -2 VP penalty at end of game
 - 4.3 Red Dice can combat the most events to earn Influence and VPs
 - 4.3.1 Two event cards will "attack" each turn one red and one white OR one yellow
 - 4.3.2 Undeclared events will negatively affect all players each turn
 - 4.3.3 When defeated VPs are assigned, card given to 1st place
5. Review
 - 5.1 All dice can be used to hire and activate a tradesman, activate an in-play tradesman or increase your work force
 - 5.2 Yellow Dice can be used for money and fighting some events
 - 5.3 White Dice can be used for the cathedral and fighting some events
 - 5.4 Red Dice can be used to fight the most event cards

The Flow of the Game

1. Reveal Activity Cards - First Three Turns
2. Collect Income = 10 - Salaries
3. Assembling the Workforce - Each player rolls red, yellow and white dice
 - 3.1 Start player rolls the Neutral Dice
4. Event Phase
 - 4.1 Flip a red card and a yellow or a white card
 - 4.2 Resolve all events from Left to Right, (-2 VP penalty for failure)
 - 4.3 Roll and Fight the “Bad Guys” or Black Dice
 - 4.3.1 Start player must fight largest one by spending dice
 - 4.3.2 Earns 1 influence per die fought
 - 4.3.3 Red Dice can be used for double their value
 - 4.3.4 All remaining dice pass to next player
 - 4.3.5 Repeat until all dice are defeated
5. Action Phase
 - 5.1 Start player takes first action spending 1-3 dice
 - 5.1.1 Using your own dice is free
 - 5.1.2 Using others is 2, 4, 8, 6, 12 or 18 gold depending on # of dice used from other players and total number of dice used
 - 5.2 Play continues until all dice are used or all players pass
 - 5.3 Passing
 - 5.3.1 Passing earns you 2 gold which you place in your district
 - 5.3.2 If your turn comes around again you earn one more gold
6. End of Round - take back evictees, Pass Start Player Card

Using Influence Points

Influence may be spent at any time to earn one of three special abilities. You may use these abilities multiple times freely during your turn in any order.

1. 2 Points - Hire a new Citizen
2. 1 Point - Reroll a die in your district.
3. 4 Points - Flip over UP to three dice in your district.

The End of the Game

1. The Character Cards
 - 1.1 There will be 3-4 Special Bonus conditions for earning VPs at the end of the game each player will know what one of them is.
 - 1.2 ALL PLAYERS will score VPs from all 3 or 4 cards
 - 1.3 Players should try to guess what each player is holding
 - 1.4 The six characters give VPs for Workforce, Cathedral Cubes, Money held, Influence Points, Tradesman, Events Defeated
2. Final Scoring - 1 VP per uncountered event you have a cube on, Collect VPs for Tradesman space, Lose 2 VPs per missing row of Cathedral Character cards revealed and all players score for all cards. The player with the most VPs is the winner of the game.

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The Hamster - How to Win the Game

1. No. Those aren't actually your dice - This game is about most effectively using all of the dice available, use other player's dice frequently.
2. The dice run out quickly, predict which ones will disappear first.
3. Use multiple dice when possible to prevent stolen dice.
4. There are three critical resources in the game; money influence points and dice try not to run low on any of them.
5. Don't forget to use your influence points.
6. Defeat events or not to your advantage
7. Know the character cards and their scoring levels, guess opp. cards
8. Have a plan for scoring Victory Points... Good Luck and Have Fun!

Credits:

Game Design: Sebastian Dujardin, Xavier Georges and Alain Orban

Game Publisher: Z-man Games Outline Author: Ryan Sturm ©2011

Teaching outline based upon How to Play Podcast Episode #30

Podcast Website: www.howtoplaypodcast.com Email: howtoplaypodcast@msn.com

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