

How to Play Teaching Guides: #34 Die Burgen von Burgund

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

1 The Hook - What the Game is About

"In this game you are a prince building a beautiful estate. You have your estate in front of you which is a map of hexes divided into colored sections. Although there are several ways to score points in the game the most common and important way is to fully fill one of your colored sections with hexagonal tiles. The game takes place over 5 rounds in each of which you will get to play 5 turns for a total of 25 turns.

On each turn you will get two actions. The most common actions players do on their turns is to either take a tile from the available supply on the main game board claiming it and placing it in his storage area on his mat OR taking a tile a player already owns from the storage area and placing it on their estate. So on many turns you will either take two tiles from the supply, play two tiles you already have in storage onto your estate or take one tile and place one tile.

Sounds easy right? Well the tricky part is that your two actions are limited by the roll of two dice. Each player will roll two dice for each turn and the result of the dice limit which tiles you can take and where you can place them. There are six different pools of tiles to choose from each associated with a different die roll and every hex on your map is labeled with a number. So if you had a 3 and a 4 you could take a tile from the 3 and 4 pools OR take a tile from the 3 pool and place it on a hex with a 4 or vice versa. Giving you a good number of different options with which to choose and it is up to you to figure out the one that has the potential to score you the most points with one of the major ways to score points being to fill up the sections on your board as quickly as possible.

At the end of each round, after 5 turns, the tile pools are refreshed with new tiles giving players a fresh set of options and at the end of 5 rounds the game is over and the player with the most points will win the game."

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The Meat - How to Play the Game

Choosing Two of Four Possible Actions

1. Taking Tiles;
 - 1.1 Take from a depot that matches a die roll, not from the center
 - 1.2 Place in storage, if storage is full discard a tile
2. Placing and Scoring Tiles
 - 2.1 Place in a hex of matching color with matching number of die roll
 - 2.2 Must be adjacent to a tile you have in your estate
 - 2.3 Activate Tile's Special Ability
 - 2.4 Score a Section if complete (Round + Size of Section)
 - 2.5 Score a Color if complete (1st or 2nd Place Bonus Tiles)
3. Ship All Goods of matching number - Points per tile + 1 Money
4. Get 2 Workers - Workers allow modification of die rolls
5. (Optional Bonus Action) - buy 1 black market tile for 2 money

The Six different kinds of Tiles

1. Brown Building Areas (12) - Special Abilities
 - 1.1 No Duplicate buildings per "town" allowed
2. Yellow "Knowledge" Areas (6) - Specialized Special Abilities
3. Light Green Animal Areas (6) - Cumulative Points for Animals in Pens
4. Blue Shipping Areas (6) - Acquire Goods Tiles and Initiative Track
 - 4.1 How Turn Order Works
 - 4.2 The White Die and taking lots of goods
5. Dark Green Castle Areas (3) - Take a Wild Action
6. Grey Mine Areas (3) - Produces Money at the end of Each Round

Game Structure

1. All players roll 2 Dice, Start Player rolls the white die and places good
2. Each player takes 2 actions and maybe purchases a "Black Market" tile
3. After 5 Turns, refresh Tile Depots and Collect Mine Income
4. After 5 Rounds, total score with Bonuses, Money, Workers & Goods.

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The Hamster - How to Win the Game

1. This is a “Gambling” game
 - 1.1 Try to limit investments to ventures you think you can complete
 - 1.2 Too many incomplete projects will lose you the game
 - 1.3 Pick parts of the game NOT to play
2. Do what the other players aren’t doing
 - 2.1 Get involved in colors that others are not
3. Finish sections!
 - 3.1 Target small sections to finish early
 - 3.2 Large sections can catch you up in the late game
4. Get yellows and greys early and utilize them to their full potential
5. Pay attention to your opponents
 - 5.1 Beat them to color bonuses, tiles and goods
 - 5.2 Use the initiative track to stay ahead if necessary
6. Be flexible!
 - 6.1 Don’t get stuck in one train of thought
 - 6.2 Take advantage of opportunities as they arise
7. Good Luck and Have Fun!

Credits:

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Game Publisher: Alea

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Teaching outline based upon How to Play Podcast Episode #34

Podcast Website: www.howtoplaypodcast.com

Email: ryan@howtoplaypodcast.com

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

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