

Rakentaa

A game of expansion, commerce, and strategy

Overview

Rakentaa is a new and unexplored set of islands. You represent a group of explorers who have been sent out by your King to find new lands and wealth for his Kingdom. Players build castles and structures in a race to dominate the landscape. Victory is obtained once your people have garnered enough resources to bribe the King into letting you keep the land for yourselves.

Components

- ◊ 1 Map
- ◊ 5 Info cards
- ◊ 26 Structure tiles
- ◊ 30 Prosperity cards
- ◊ 1 Income chart
- ◊ 30 Castles
- ◊ 26 Income tiles
- ◊ 81 Gold cards
- ◊ 4 Turn-order tiles
- ◊ 90 Structures
- ◊ 60 Action tokens

Terminology

- Castles:* Each castle costs 50 G + land fees and must be built at or adjacent to one of your castled lands. Exception: some game pieces allow you to build castles at other locations.
- Structures:* There are 2 types of structures: basic (black) and advanced (red). Cost depends on structure type and location and must be built at or adjacent to one of your castled lands. Exception: some game pieces allow you to build structures at other locations.
- Structure tiles:* The six structure types are: farm, market, fort, barge, road and ship. Each structure type has a different building cost and corresponding action token.
- Income tiles:* Indicate the number of spaces you increase your yearly income by when you build the structure at that land segment.
- Prosperity cards:* They can be purchased from the treasury for 10G (or less) and can be used to give you special advantages in the game.
- Action tokens:* Players collect action tokens (either 1 or 2) after building each structure. Collect action tokens according to the structure type that is at that location.
- Income chart:* Used to track the yearly income of all players.
- Info card:* Used as a quick reference for building and buying throughout the game.
- Turn-order tiles:* Determine turn order for each round. Players randomly choose a tile from a bag at the beginning of each round (year).
- Land segment:* Each land segment is one of four types: plains, hills, forests, or mountains. Each land type has a corresponding land fee that must be paid when building castles and structures.
- Ocean:* White areas on the map

<i>Lakes and Straits:</i>	Blue areas on the map
<i>Castled land:</i>	Any land that a castle has been built on.
<i>Treasury:</i>	The location of the action tokens, prosperity cards and Gold.
<i>Gold:</i>	Represented by the symbol (G). Used to build castles and structures and to buy prosperity cards.
<i>Year:</i>	One complete round of play wherein each player has had a turn to build and buy.
<i>Victory conditions:</i>	The yearly income you must obtain in order to trigger the final round (year) of play.

Setup

1. Piece together the 4 board sections and place them on the table. Put the income chart on the side.
2. Randomly place 1 structure tile on each land segment face-down. Flip the structure tiles face-up.
3. Randomly place 1 income tile on each land segment face-down. Place black income tiles next to basic structures, and place red next to advanced structures. Flip the income tiles face-up.
4. Have each player choose a set of castles and structures and an info chart. Have each player place a structure on the income chart at "START".
5. Place the turn order tiles in a bag. Have each player randomly choose a turn-order tile to determine who places a castle first.
6. Player 1 places a castle on a land segment with a basic structure tile and then collects a set amount of Gold from the treasury (see Rules for 2, 3, 4, and 5 players). Players in turn place a castle on a different land segment with a basic structure tile and then collect their corresponding Gold.
7. Turn-order tiles are returned to the bag, and players choose again. The player with tile 1 now must place a castle on a land segment with an advanced structure tile and then collect the set amount of Gold from the treasury. The other players also place their castles in order and collect their Gold.
8. Each player collects 10G from the treasury, representing the income from their 2 castles.

The Year

1. Each year begins with all players drawing a turn-order tile from the bag.
2. The player with tile 1 goes first followed by the player with tile 2 and so forth.
3. After all players have taken a turn each collects gold from the treasury based on the location of their structure tile on the income chart.
4. The round is now complete and any prosperity card effects or action token effects end. Another year on the island is complete.

Your Turn

Each turn has 2 phases: the action phase and the purchase phase

1. **Action phase (A, B, C can be performed in any order)**

a) Build structures – there are 3 ways to build a structure (check costs on info card)

- Land with your castle
- Land without a castle (other player's structures may be present)
- Land with another player's castle

Some rules about building structures:

1. Build structures on or adjacent to the land segment where one of your castles are (your castled land). Adjust your income by moving your income marker up by the number of spaces indicated by the income tile on that land segment.
2. Some numbers on the income chart have two spaces under them that each represent an income point. Ensure that when you build a building that you only move your income marker up by the number of spaces, not the point value, indicated on the income tile.
3. Structures are not extensions of your castle. You cannot build a structure on a land segment adjacent to your castle and then build another structure that is only adjacent to your structure and not one of your castles.
4. Each land segment can only support 1 structure less than the number of players playing. Therefore no land segment can ever have a structure from each player.
5. You cannot build a second structure on a land segment that already has a structure of your colour on it. However, you may build a structure on a land segment with a castle of your colour or you may build a castle on a land with a structure of your colour.

b) Build castles – must be built on a land segment that does not have a castle

Some rules about building castles:

1. Castles cost 50G + land fees. You may build a castle on a land segment with either your structure or another player's structure. You may not build a castle on a land segment with either your castle or another player's castle.
2. When you build a castle move your income marker up 5 spaces on the income chart.
3. Each castle can support 3 of your structures. These structures must be located directly adjacent to your castled land unless you have an action token or prosperity card which allow you to build them elsewhere. You begin the game with 2 castles, so you must build a third castle before building your 7th structure.

c) Play prosperity cards or action tokens

1. You may only use prosperity cards and action tokens during the build part of your turn, unless otherwise specified on the card. You may use more than 1 prosperity card and or action token in the same turn.

2. Purchase phase

Purchasing a prosperity card signifies the end of your turn. You cannot purchase a prosperity card, look at it and then decide to buy another one. You must indicate how many prosperity cards you wish to buy, make the payment, and then collect your prosperity card(s). You may hold up to 3 prosperity cards at a time in your hand.

Action Tokens

1. After building any structure collect the corresponding action tokens from the treasury. When building on a land with your castle you get 1 action token, otherwise you get 2. Action tokens are referred to by their respective structure (i.e. You receive market tokens from building a market).
2. Action tokens allow you to perform an action you would not normally be able to do. When you use an action token return it to the treasury.
3. Multiple action tokens may be used each turn and their effects can be combined.
4. Action tokens that you have collected must be visible to all players at all times.
5. The 6 structure types are: farm, market, fort, barge, road, and ship. Each structure type has a unique action token that can be used to your advantage in the game.

Farm: Reduces the price (-5G) to build a structure on a land type that you do not already have a structure on, or on an island that you do not already have a structure on.

Market: Allows you to switch an action token that you have with an action token that another player has. You must pay your market token to the treasury and then use a different action token for the switch.

Fort: Until the end of the round you can prevent 1 type of action token from being used or you can prevent building at one land segment (both castles and structures).

Barge: Allows you to move across a lake or strait, from one of your castled lands, to build a structure or a castle.

Road: Eliminates 1 instance of land fees when building a structure (i.e. building a structure on a mountain with another player's castle normally is 2x (land fees) = 40G, with a road the land fees would now only be 20G).

Ship: Allows you to move across the ocean, from one of your castled lands, to build a structure or a castle.

Last Round

1. As soon as one player achieves their victory conditions that round becomes the final year of the game (see Rules for 2, 3, 4, and 5 players). That player has the opportunity to continue building structures and castles thereby moving their playing piece farther up the income chart in an attempt to secure victory.
2. All players that have not taken their turn this year may build structures and castles, use action tokens, and use prosperity cards to try to get a higher yearly income than the first player. Players who have already had their turn this round do not get an additional turn.

4-player game example: the 2nd player in the round reaches 71G on the income chart. The 1st player had ended their turn with an income of 65G and so they do not have an opportunity to increase their income further. However, the 3rd and 4th players in that round can try to surpass the income set by the 2nd player. If the 3rd player reaches 74G and the 4th player reaches 72G then the 3rd player is the winner of the game.
3. Whichever player has the highest yearly income at the end of the final year wins the game.

4. In the case where 2 players end at the same position on the income chart the player with more gold remaining wins.

Rules for 2, 3, 4, and 5 Players

1. Collecting gold after placing each of your initial castles:

Players in game	Money collected after castle placement				
2	Player 1 = 5G	Player 2 = 7G			
3	Player 1 = 3G	Player 2 = 5G	Player 3 = 7G		
4	Player 1 = 1G	Player 2 = 3G	Player 3 = 5G	Player 4 = 7G	
5	Player 1 = 0G	Player 2 = 1G	Player 3 = 3G	Player 4 = 5G	Player 5 = 7G

2. Structure limits and victory conditions

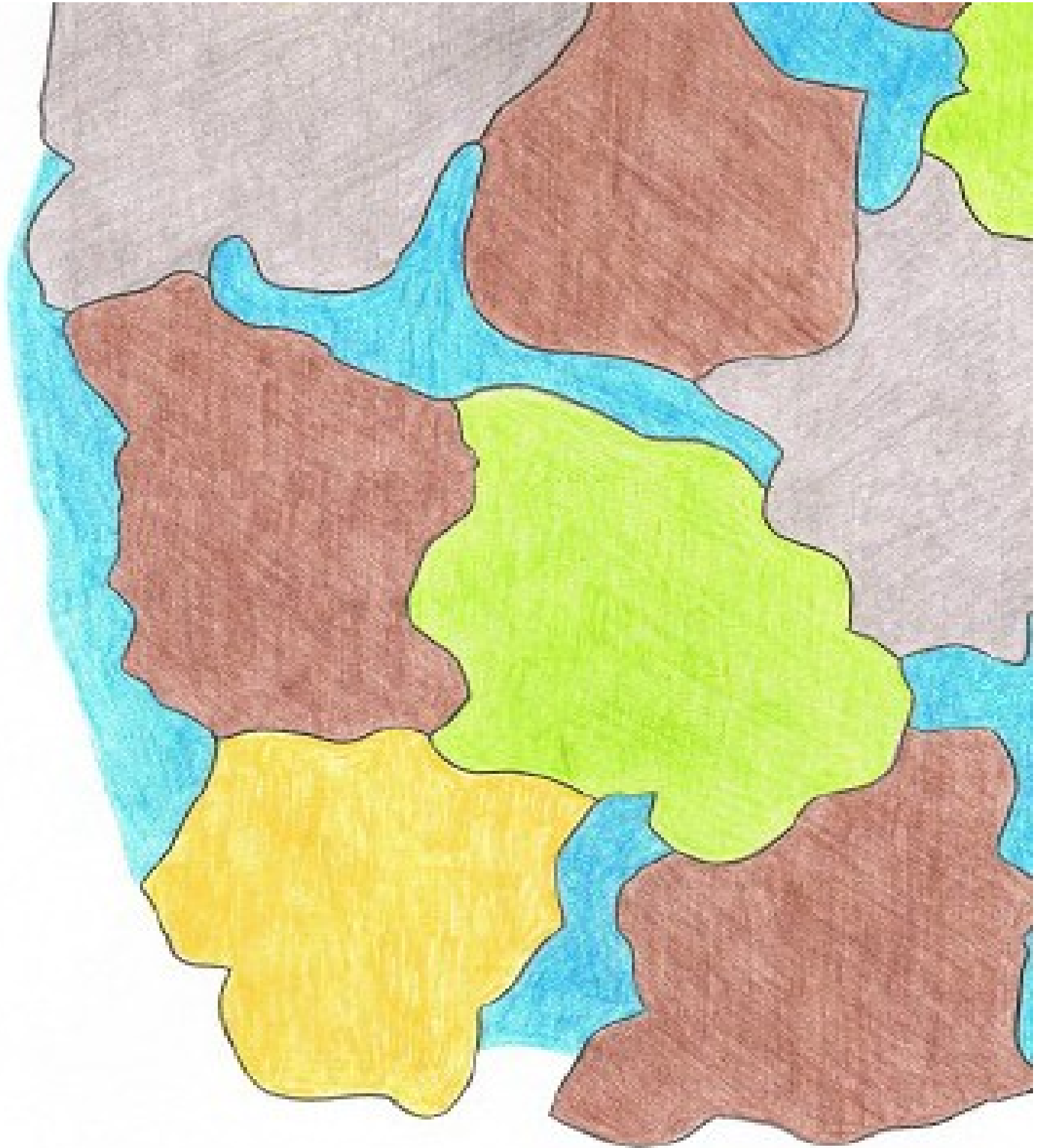
Players in game	Structures/land segment*	Victory conditions
2	1	80G
3	2	75G
4	3	70G
5	4	65G

*a single player cannot build more than 1 structure at a land segment

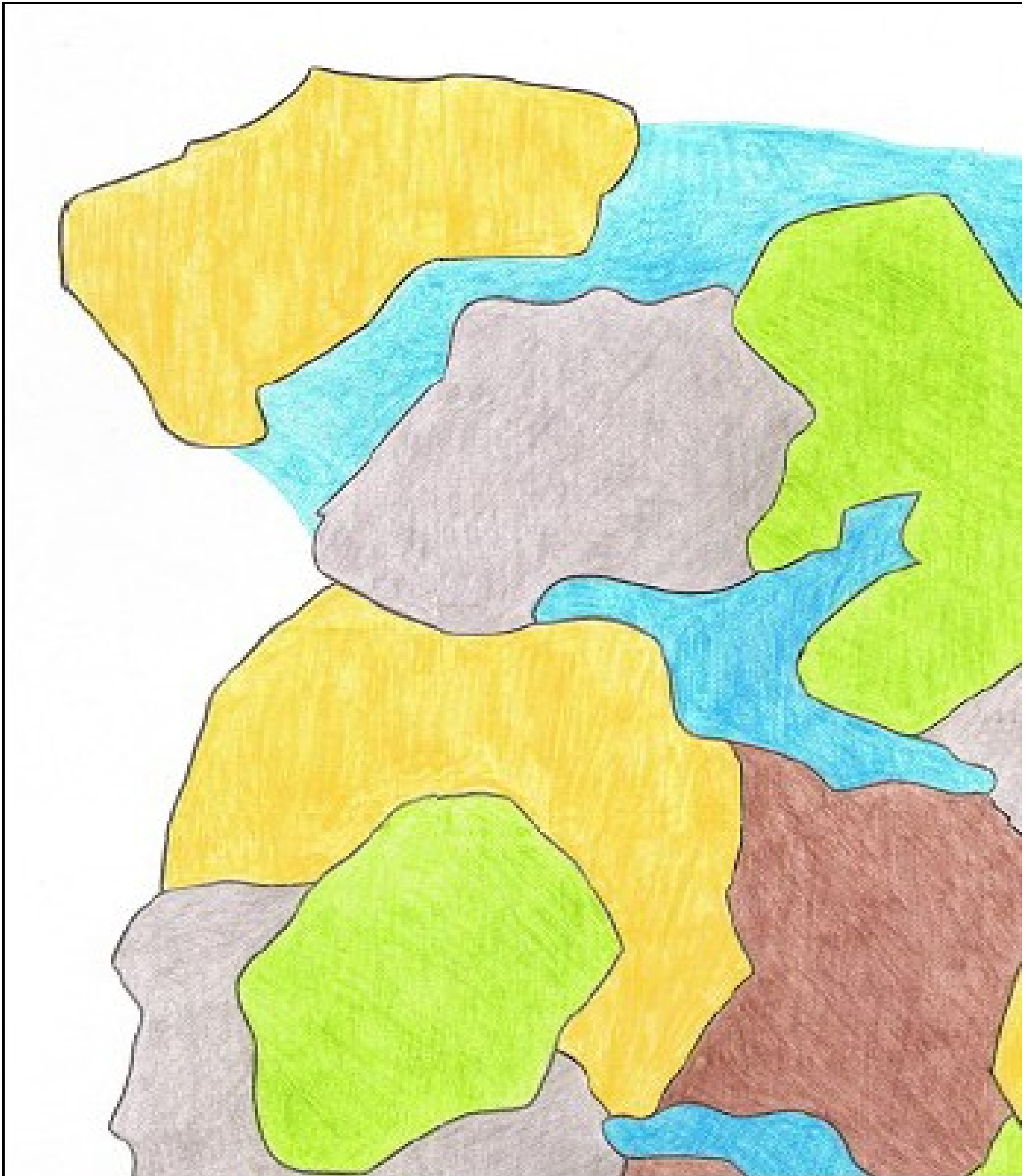
Comments

Any thoughts, ideas, or suggestions? Contact me on Boardgamegeek.com my username is Meldrum.

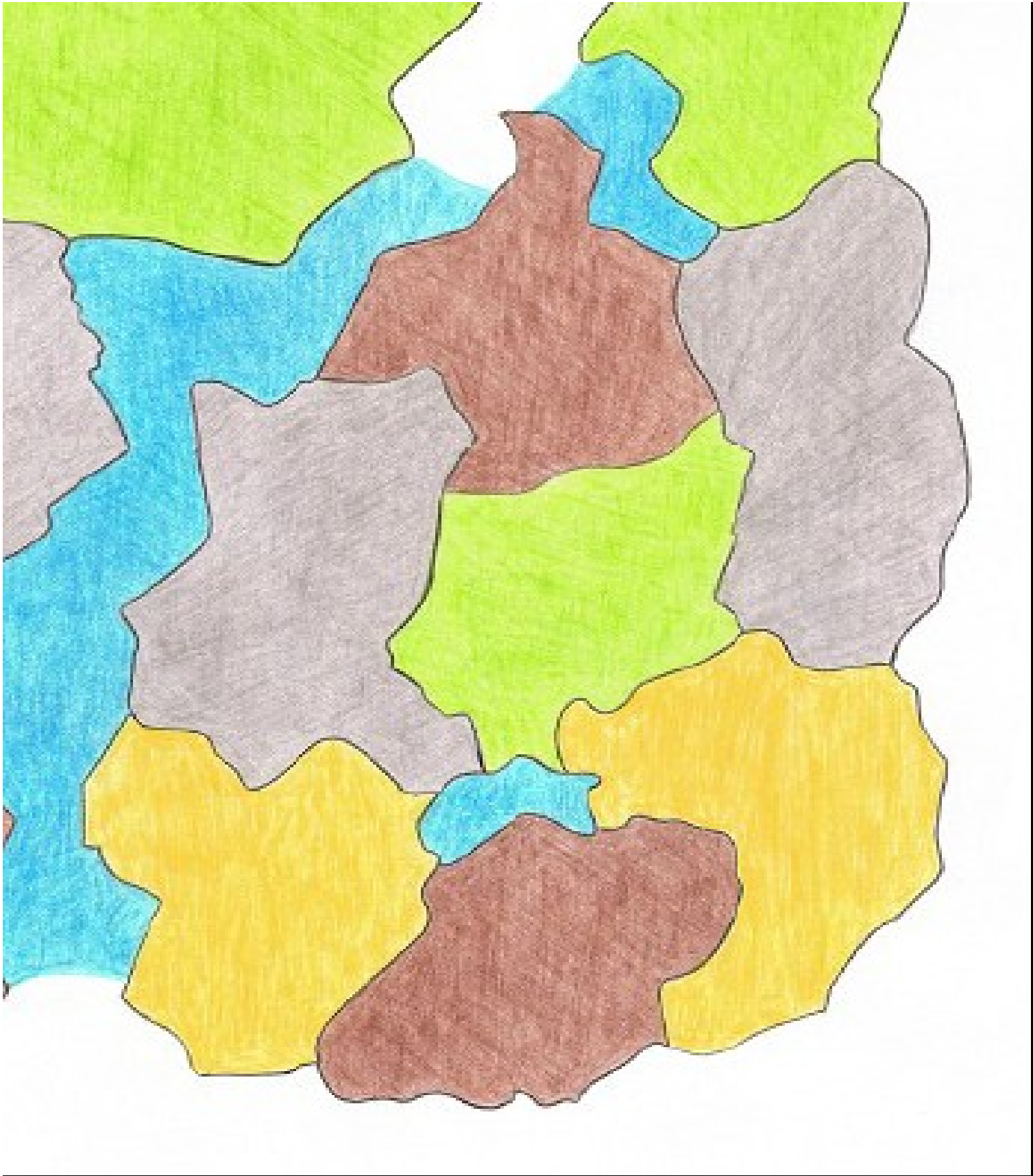
Map Part 1

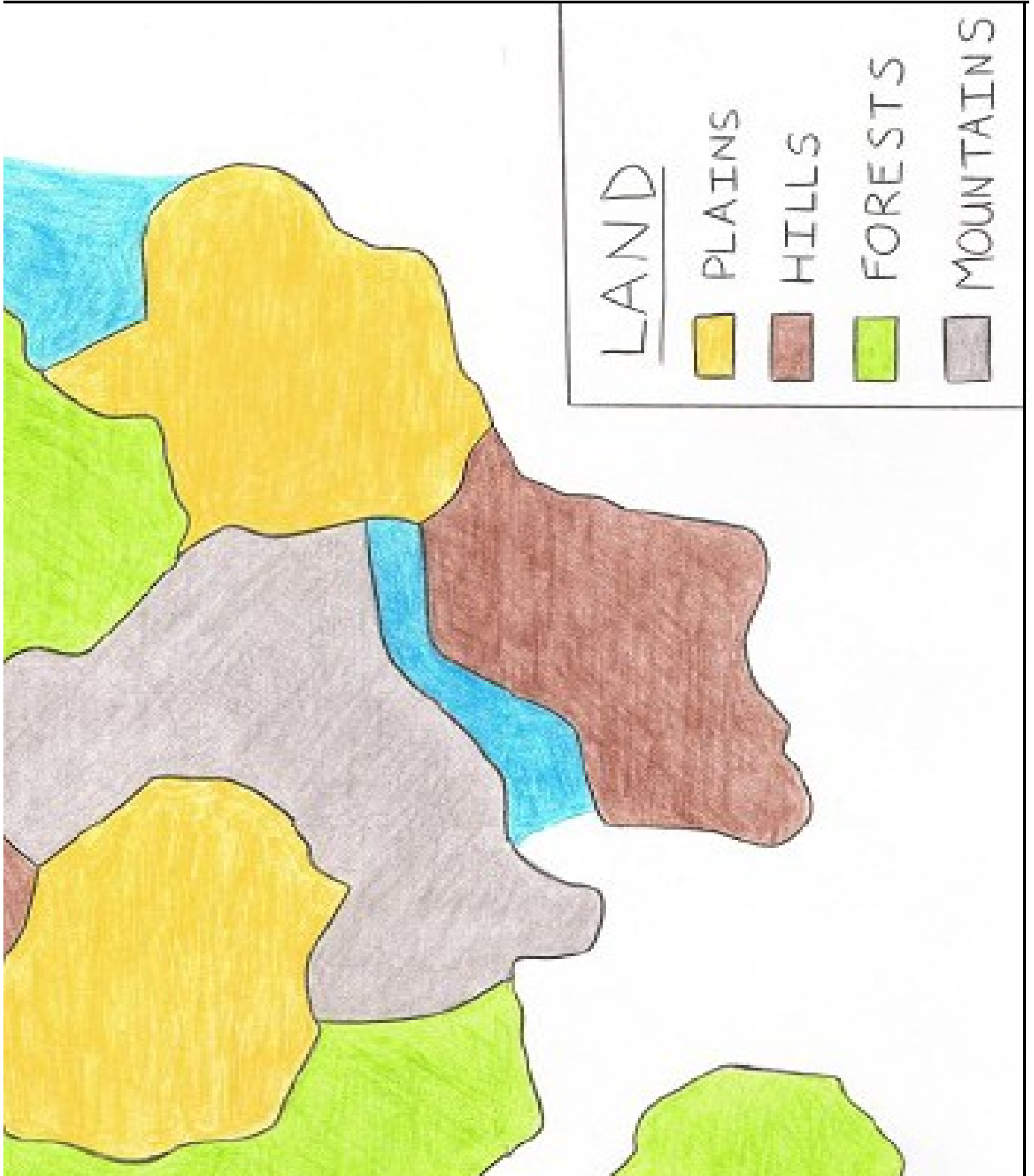


Map Part 2



Map Part 3

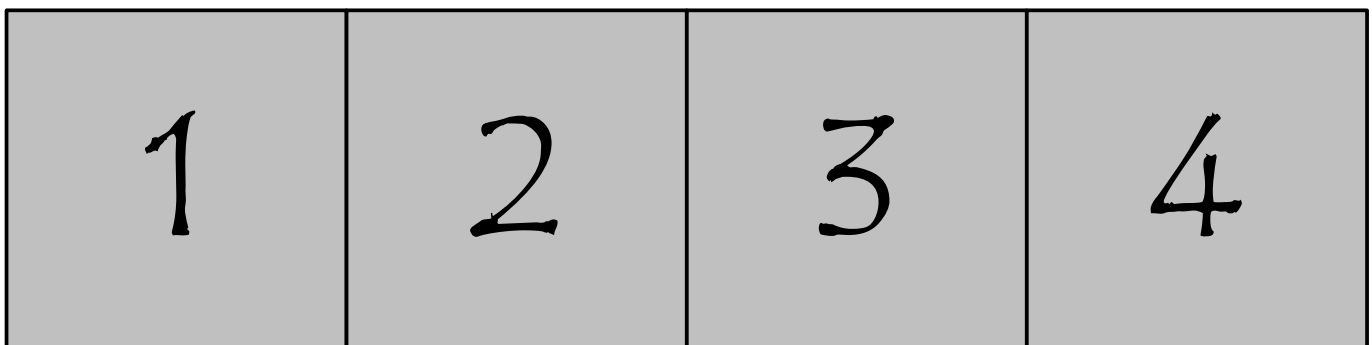




Income chart

START	11	12	13	14	15	16	17	18	
19	20	20	21	22	23	24	25	25	26
27	28	29	30	30	31	32	33	34	35
35	36	37	38	39	40	40	41	42	43
44	44	45	46	47	48	48	49	50	51
52	52	53	54	55	56	56	57	58	59
59	60	61	62	62	63	64	65	65	66
67	68	68	69	70	70	71	72	72	73
74	74	75	76	76	77	77	78	78	79
79	80	Victory Conditions: 2-player = 80 3-player = 75 4-player = 70 5-player = 65							

Turn-order tiles



Info cards, Castles, and Structures

Rakentaa

STRUCTURES

BUILDING COSTS		LAND FEES	
Farm	0G	Plain	+5G
Market	5G	Hill	+10G
Fort	10G	Forest	+15G
Barge	20G	Mountain	+20G
Road	25G		
Ship	30G		

BUILDING STRUCTURES

Location	Building costs	Land Fees	Action Tokens
Your castle	1	1	1
No castle	2	1	2
Other castle	2	2	2

CASTLES = 50G + Land Fees

Each castle increases your income by 5 points
 Each castle can support 3 of your structures anywhere

PROSPERITY CARDS = 10G (-1G per player above)

Rakentaa

STRUCTURES

BUILDING COSTS		LAND FEES	
Farm	0G	Plain	+5G
Market	5G	Hill	+10G
Fort	10G	Forest	+15G
Barge	20G	Mountain	+20G
Road	25G		
Ship	30G		

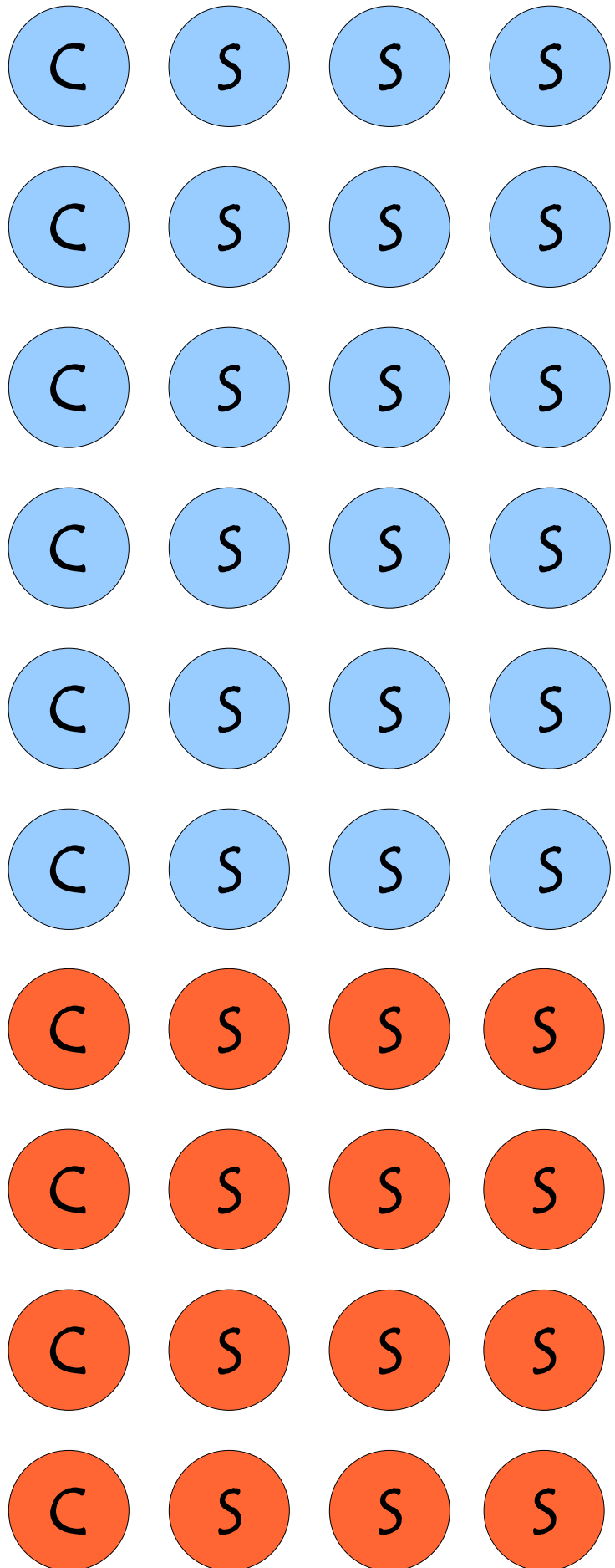
BUILDING STRUCTURES

Location	Building costs	Land Fees	Action Tokens
Your castle	1	1	1
No castle	2	1	2
Other castle	2	2	2

CASTLES = 50G + Land Fees

Each castle increases your income by 5 points
 Each castle can support 3 of your structures anywhere

PROSPERITY CARDS = 10G (-1G per player above)



Info cards, Castles, and Structures

Rakentaa

STRUCTURES

BUILDING COSTS		LAND FEES	
Farm	0G	Plain	+5G
Market	5G	Hill	+10G
Fort	10G	Forest	+15G
Barge	20G	Mountain	+20G
Road	25G		
Ship	30G		

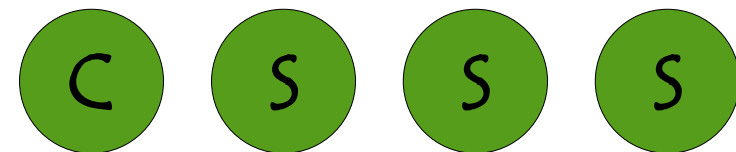
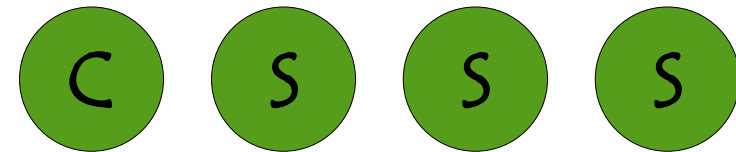
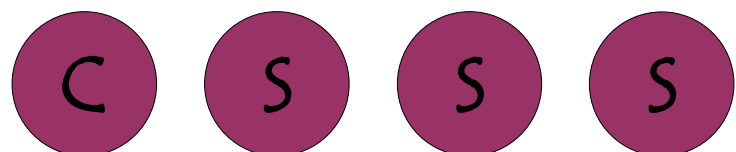
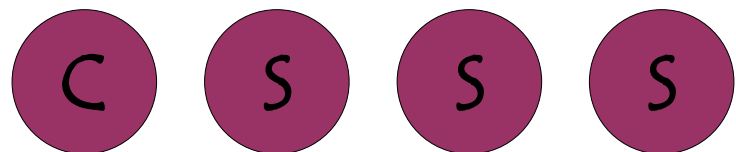
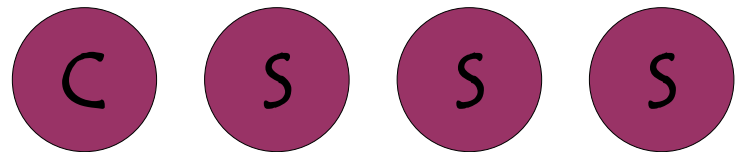
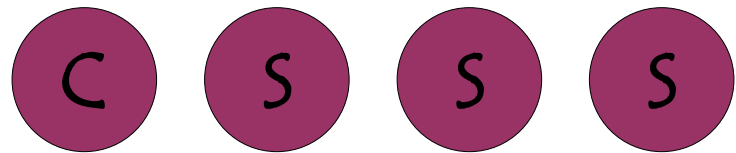
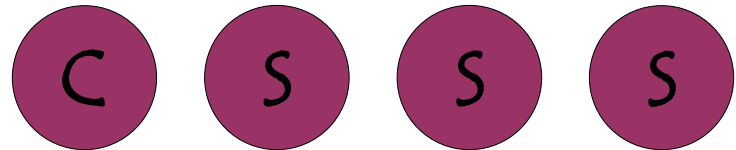
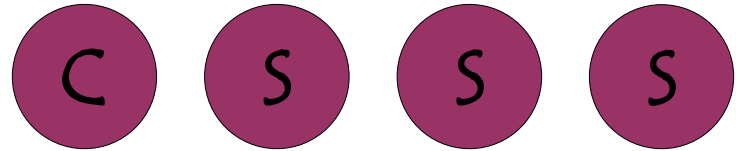
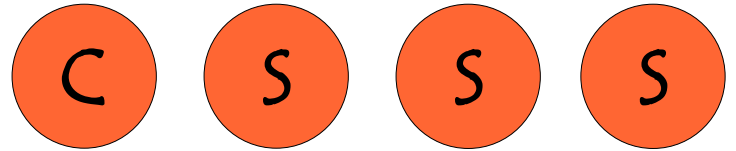
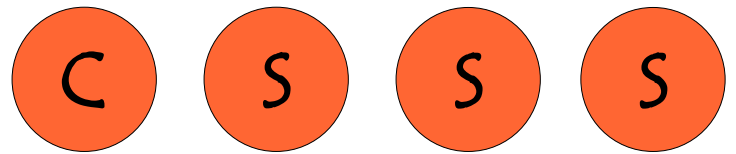
BUILDING STRUCTURES

Location	Building costs	Land Fees	Action Tokens
Your castle	1	1	1
No castle	2	1	2
Other castle	2	2	2

CASTLES = 50G + Land Fees

Each castle increases your income by 5 points
 Each castle can support 3 of your structures anywhere

PROSPERITY CARDS = 10G (-1G per player above)



Rakentaa

STRUCTURES

BUILDING COSTS		LAND FEES	
Farm	0G	Plain	+5G
Market	5G	Hill	+10G
Fort	10G	Forest	+15G
Barge	20G	Mountain	+20G
Road	25G		
Ship	30G		

BUILDING STRUCTURES

Location	Building costs	Land Fees	Action Tokens
Your castle	1	1	1
No castle	2	1	2
Other castle	2	2	2

CASTLES = 50G + Land Fees

Each castle increases your income by 5 points
 Each castle can support 3 of your structures anywhere

PROSPERITY CARDS = 10G (-1G per player above)

Info cards, Castles, and Structures

Rakentaa

STRUCTURES

BUILDING COSTS

Farm 0G
 Market 5G
 Fort 10G
 Barge 20G
 Road 25G
 Ship 30G

LAND FEES

Plain +5G
 Hill +10G
 Forest +15G
 Mountain +20G

BUILDING STRUCTURES

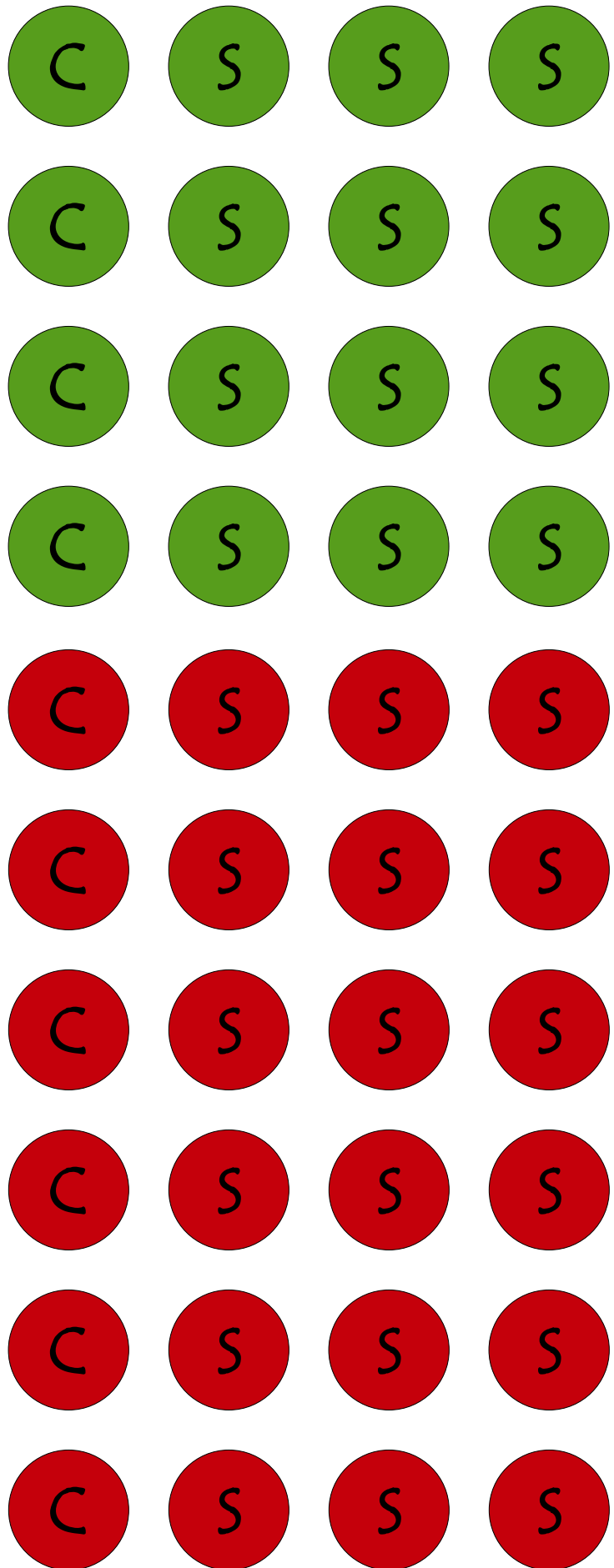
Location	Building costs	Land Fees	Action Tokens
Your castle	1	1	1
No castle	2	1	2
Other castle	2	2	2

CASTLES = 50G + Land Fees










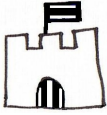
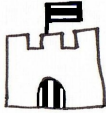
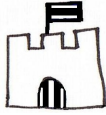
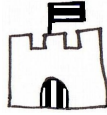




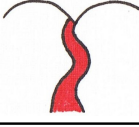
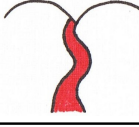
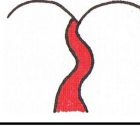
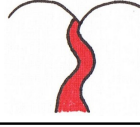
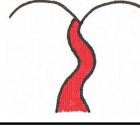




Each castle increases your income by 5 points

Each castle can support 3 of your structures anywhere

PROSPERITY CARDS = 10G (-1G per player above)



Structure tiles and Income tiles

FARM 	FARM 	FARM 	FARM 	
MARKET 	MARKET 	MARKET 	MARKET 	MARKET 
FORT 	FORT 	FORT 	FORT 	
BARGE 	BARGE 	BARGE 	BARGE 	
ROAD 	ROAD 	ROAD 	ROAD 	ROAD 
SHIP 	SHIP 	SHIP 	SHIP 	

				2
2	3	3	3	4
4	4	4	5	5
5	5	6	6	7
7	7	8	8	8
9	9	9	10	10

Action tokens

<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>	<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>	<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>	<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>
<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>	<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>	<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>	<p><u>FARM</u></p> <p>Pay 5G less to build a structure on a new land type or new island</p>
<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>	<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>	<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>	<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>
<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>	<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>	<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>	<p><u>MARKET</u></p> <p>Play a market and then switch one of your other tokens with another player</p>
<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>	<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>	<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>	<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>
<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>	<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>	<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>	<p><u>FORT</u></p> <p>Prevent the use of 1 action token or prevent building at one land segment this round</p>

Action tokens

<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>	<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>	<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>	<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>
<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>	<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>	<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>	<p><u>BARGE</u></p> <p>Move across a lake or strait to build a structure or castle</p>
<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>	<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>	<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>	<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>
<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>	<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>	<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>	<p><u>ROAD</u></p> <p>Eliminate one land fee from the cost of building a structure</p>
<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>	<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>	<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>	<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>
<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>	<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>	<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>	<p><u>SHIP</u></p> <p>Move across the ocean to build a structure or castle</p>

Prosperity cards

<p>The Dealer</p> <p>Trade any number of action tokens you have with any number of action tokens from the treasury.</p>	<p>The Dealer</p> <p>Trade any number of action tokens you have with any number of action tokens from the treasury.</p>	<p>The Dealer</p> <p>Trade any number of action tokens you have with any number of action tokens from the treasury.</p>
<p>Finagle</p> <p>Receive 10 G from each player above you on the income chart; receive 5 G from each player at the same level or below you on the income chart.</p>	<p>Finagle</p> <p>Receive 10 G from each player above you on the income chart; receive 5 G from each player at the same level or below you on the income chart.</p>	<p>Finagle</p> <p>Receive 10 G from each player above you on the income chart; receive 5 G from each player at the same level or below you on the income chart.</p>
<p>Friendly Neighbours</p> <p>Build a basic [black] structure, on a land without a castle, for free. The structure must be directly adjacent to one of your castles.</p>	<p>Friendly Neighbours</p> <p>Build a basic [black] structure, on a land without a castle, for free. The structure must be directly adjacent to one of your castles.</p>	<p>Friendly Neighbours</p> <p>Build a basic [black] structure, on a land without a castle, for free. The structure must be directly adjacent to one of your castles.</p>

Prosperity cards

<p>Narrow Escape</p> <p>Instantly escape the effects of any action token or win card from applying to you. Play Narrow Escape when the action token or win card is used. Other players are unaffected.</p>	<p>Narrow Escape</p> <p>Instantly escape the effects of any action token or win card from applying to you. Play Narrow Escape when the action token or win card is used. Other players are unaffected.</p>	<p>Narrow Escape</p> <p>Instantly escape the effects of any action token or win card from applying to you. Play Narrow Escape when the action token or win card is used. Other players are unaffected.</p>
<p>Pick Pocket</p> <p>Steal a PROSPERITY card from one player and an action token from another. Choose the card and token at random.</p>	<p>Pick Pocket</p> <p>Steal a PROSPERITY card from one player and an action token from another. Choose the card and token at random.</p>	<p>Pick Pocket</p> <p>Steal a PROSPERITY card from one player and an action token from another. Choose the card and token at random.</p>
<p>Robbery</p> <p>Steal 1 action token of your choice from each player above you on the income chart. Each player below or equal to you on the income chart must give you an action token of his or her choice.</p>	<p>Robbery</p> <p>Steal 1 action token of your choice from each player above you on the income chart. Each player below or equal to you on the income chart must give you an action token of his or her choice.</p>	<p>Robbery</p> <p>Steal 1 action token of your choice from each player above you on the income chart. Each player below or equal to you on the income chart must give you an action token of his or her choice.</p>

Prosperity cards

<p>Royal Tax</p> <p>Players must pay an extra land fee for each structure or castle they build this round. Road action tokens may still be used to eliminate one of these land fees.</p>	<p>Royal Tax</p> <p>Players must pay an extra land fee for each structure or castle they build this round. Road action tokens may still be used to eliminate one of these land fees.</p>	<p>Royal Tax</p> <p>Players must pay an extra land fee for each structure or castle they build this round. Road action tokens may still be used to eliminate one of these land fees.</p>
<p>Traitor</p> <p>Build a structure on a land with another player's castle as if there were no castle there. The other player does not receive compensation from this build.</p>	<p>Traitor</p> <p>Build a structure on a land with another player's castle as if there were no castle there. The other player does not receive compensation from this build.</p>	<p>Traitor</p> <p>Build a structure on a land with another player's castle as if there were no castle there. The other player does not receive compensation from this build.</p>
<p>Spring Planting</p> <p>Play Spring Planting at the beginning of a round after the turn tiles have been distributed. You may reorder the turn tiles among all players as you like.</p>	<p>Spring Planting</p> <p>Play Spring Planting at the beginning of a round after the turn tiles have been distributed. You may reorder the turn tiles among all players as you like.</p>	<p>Spring Planting</p> <p>Play Spring Planting at the beginning of a round after the turn tiles have been distributed. You may reorder the turn tiles among all players as you like.</p>

Prosperity cards

Wanderer

Build a structure on a land segment that is two spaces away from your castle instead of only one space. You may cross through a land with another player's castle. Pay regular building costs and land fees.

Wanderer

Build a structure on a land segment that is two spaces away from your castle instead of only one space. You may cross through a land with another player's castle. Pay regular building costs and land fees.

Wanderer

Build a structure on a land segment that is two spaces away from your castle instead of only one space. You may cross through a land with another player's castle. Pay regular building costs and land fees.

Gold cards

1

1

1

1

1

1

1

1

1

Gold cards

1

1

1

1

1

1

1

1

1

Gold cards

1

1

1

1

1

1

1

1

1

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10

10