

dlp games

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for 2 – 5 players

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The German saying “this is like Bohemian villages to me” (“it’s all Greek to me”) originated in the time of the Thirty Year’s War and is used as a synonym for not understanding something; the reason being that, unlike the peripheral areas of Bohemia, people were not speaking German in the heartland and even the place names were unintelligible to transients.

The “Bohemian Villages” game, however, is very much easy to understand. With the right composition of luck and strategy, you are inhabiting these villages with people who will help you achieve wealth and riches.

Components:



9 Bohemian villages
(two-sided)



65 wooden figures
(13 each in 5 colors)



4 dice



81 coin tokens



1 bishop tile



7 glass tiles



6 flour tiles

2 = Bäckerei	unterschiedliche Laden
3 = Metzgerei	1 2 3 4
4 = Mälchladen	
5 = Scheiderei	1 5 10 20
6 = Getreide-Mühle	alle besetzt, je (2) (Figuren zurück)
7 = Glas-Manufaktur	alle besetzt, je (3) (Figuren zurück)
8 = Hof	pro eigener Hof (1)
9 = Witzenhaus	ab 3 besetzten Gebäuden pro Runde
10 = Rathaus	wie ausgedrückt, wenn Stadt komplett (Ohne Rathaus) -5
11 = Kirche	Mehrheit (1) je Kirche mit (1) (1) (3)
12 = Herrenhaus	wie ausgedrückt
Push = Bischof	für jede eigene Kirche pro Runde (1)
2 Würfel	Würfel beliebig viele noch nicht genutzte Würfel neu

5 overview cards



8 inn tiles



7 special action tiles

Setup:

Place the Bohemian villages on the table, with a random side facing up.

With 5 players, all 9 villages are used. With 3 and 4 players, remove S/T (Sonnhofen/Tielden). With 2 players, remove S/T, A/B (Anschow/Bracholnitz), and O/P (Obethal/Palewnitz).

Choose a color and take the wooden figures of that color. With 4 and 5 players, each player receives 10 figures of their color. With 2 and 3 players, each player receives all 13 figures of their color.

Players	Removed villages	Figures
2	A/B, S/T and O/P	13
3	S/T	13
4	S/T	10
5	-	10

Lay out a number of inn tiles equal to the total of inns visible on the villages. Likewise, lay out a number of glass tiles equal to the total of glass factories and a number of flour tiles equal to the total of flour mills. (Due to the different front and back sides of the villages, the number of inns, glass factories, and flour mills can vary between games.)

Place all coins ready at hand.

Course of Play:

Play goes around the table in clockwise order, beginning with the youngest player. On your turn, you must first roll the 4 dice and then create 1 or 2 totals out of the rolled numbers. Depending on the totals, you can place figures on buildings. If possible, you **MUST** make a valid move (taking the bishop or a special action tile count as a valid move). If possible, you can make a second move, but you do not have to (you can leave the remaining dice unused).

Creating Totals and Placing Figures:

On your turn, you roll all 4 dice. You then use the rolled numbers to create one or two totals. Each total you create must include at least 2 dice.

Example: You rolled 2, 3, 4, and 6. With these numbers, you could create totals of $3+4=7$ and $2+6=8$, or $2+3=5$ and $4+6=10$, or just $2+4+6=12$ —leaving the 3 unused.



You cannot use single dice to place figures.

The following rules apply:

- Each total must be created with 2, 3, or 4 dice.
- If you create two totals with 2 dice each, you can use these totals one after another, if possible.
- Single dice are forfeit.
- Using a total means placing a figure on a corresponding building in the village, e.g. 8 = farm.

In the example above, if you created totals of 7 and 8, you could place one figure on a glass factory and another on a farm.

- Each building can be occupied by at most 1 figure.
- If there are multiple unoccupied buildings of one type, you can freely choose on which of them you place a figure.

Kicking Out:

If there are no unoccupied buildings of one type left, you can kick another player's figure out of a building. Return kicked out figures to their owners - they can use them again later. You can only do so if that building is a

- Farm
- Inn
- Town hall
- Church

You cannot kick a figure out of a manor.

Figures on flour mills and glass factories cannot be kicked out either (due to the intermediate scoring, they become unoccupied again).

Shops (bakery, dairy, tailor shop, and butchery) are handled differently: you can only kick someone out of a shop if you do not occupy a shop of that kind yourself.

Example: Klemens creates a total of 1+1=2, which enables him to occupy a bakery. But because he already occupies a bakery and there are no free bakeries left, he cannot kick another player's figure out of a bakery.

always	only if you do not occupy one yourself	never
Farm	Bakery	Manor
Inn	Dairy	Flour Mill
Town hall	Taylor shop	Glass Factory
Church	Butchery	

If you cannot kick another figure out to occupy a building, the total is forfeit.

Game End:

The game ends at the start of a player's turn who has no figures left to place. (If a player has no figures left at the end of their turn, the game still goes on. Due to intermediate scorings and being kicked out, they can get figures back.)

Details on the Buildings:

Shops - totals of 2, 3, 4, 5

There are 4 different shops:



Bakery - total of 2

Butchery - total of 3



Dairy - total of 4



Tailor shop - total of 5



Shops are scored at the end of the game.

Each player receives:

- 1 coin for 1 shop
- 5 coins for 2 different shops
- 12 coins for 3 different shops
- 20 coins for 4 different shops

You score each set of different shops. For instance, if you had 2 bakeries and 1 butchery, you would receive 6 points (5 points for 2 different shops, and 1 point for 1 shop—the duplicate bakery).

Flour Mill - total of 6



When you occupy a flour mill, immediately take 1 flour tile. As soon as all flour tiles are taken (i.e. all flour mills are occupied), there is an intermediate scoring.

Each flour tile is worth 2 coins. After the intermediate scoring, return all flour tiles to the general supply and remove your figures from the flour mills. You can place these figures again later.



Glass Factory - total of 7



When you occupy a glass factory, immediately take 1 glass tile. As soon as all glass tiles are taken (i.e. all glass factories are occupied), there is an intermediate scoring.

Each glass tile is worth 3 coins. After the intermediate scoring, return all glass tiles to the general supply and remove your figures from the glass factories. You can place these figures again later.



Farm - total of 8

When you occupy a farm, you immediately receive an amount of coins equal to the number of farms you occupy (including the new one).

Example: Andrea already has 2 farms and she occupies another. Because she now has 3 farms, she receives 3 coins.



Inn - total of 9



When you occupy an inn, immediately take an inn tile. Then count the number of occupied buildings in that village (regardless of who occupies them). If there are 3 or more occupied buildings (not counting that inn), turn the inn tile to the active side showing a beer stein. If there are not enough figures in the village, turn the inn tile to the inactive side showing a barrel.



If you have active and inactive inn tiles in front of you, place them in a way that allows you to tell easily which exact inn each of them belongs to. As soon as there are enough figures in the village (i.e. 3 or more on other buildings than that inn), immediately turn an inactive inn tile to the active side (showing a beer stein). At the start of each of your turns,

even before you roll the dice, you receive 1 coin for each active inn tile you have. Remember to collect your income: if you roll the dice before taking it, your income is forfeit.

Once an inn tile is active, it remains active even if the number of figures drops below 3.

Example: In Nenbrad, the red player occupies the inn, the yellow player the town hall, and the green player the farm. The inn is thus inactive. It is the red player's turn. Red occupies the glass factory, thus activating their inn. Even if occupying the glass factory triggered an intermediate scoring, thus removing the figure from it immediately, the inn remains active and red will receive 1 coin of income on every future turn.

If you get kicked out of an inn, you must give the inn tile to its new owner, keeping its activation status intact. (So an already active inn remains active when it changes hands.)

Town Hall - total of 10

Town halls are scored at the end of the game. If you do not have a town hall by then, you lose 5 coins. Each town hall is worth the printed amount of coins only if all buildings in that village are occupied. If at least 1 building is not occupied in a village, the town hall of that village is worth nothing.



Church - total of 11



Churches are scored at the end of the game. The player who occupies the most churches receives 10 coins, the player or players who occupy the second most churches receive 6 coins each. If there is a tie for most churches, the tied players receive 6 coins each and there is no payout for second most churches. If only one player has one or more churches, that player receives 10 coins and the other players receive nothing.

Churches can provide income during the course of the game if you have the bishop.

Before you roll the dice on your turn, if you have the bishop, you receive 1 coin for each church you have. If you forget to collect your income before rolling, you do not receive it.



Manor - total of 12

You immediately receive the printed amount of coins.

Taking the Bishop - doubles



If you combine two dice showing the same result (i.e. you create doubles like 1+1 or 5+5), instead of placing a figure, you can take the bishop. If you do, take the bishop tile and place it in front of you.

At the start of the game, no player has the bishop. When a player takes the bishop, they keep it until another player takes him away (with doubles). To receive income from your churches, you must have the bishop. It is possible that you take the bishop on your turn but lose it during the course of that same round. Of course, in this case, you do not receive any income from churches on your next turn. Taking the bishop is a valid move. So if you take the bishop on your turn, you may leave the remaining dice unused, if you like.

Special Action Tile - any total created with 2 dice



If you combine any two dice, instead of placing a figure, you can take a special action tile. You can use it on this or a later turn to re-roll any number of unused dice. Using a special action tile is not considered a move in and of itself. You cannot have more than 1 special action tile and you cannot take a new one on the same turn you spent one. Once used, remove the special action tile from the game.

Final Scoring:

The game ends immediately at the start of a player's turn who has no figures left to place. That player does not receive any income from inns and churches on that turn.

Then score:

- the town halls,
- the shops,
- the church majority,
- and the leftover flour and glass tiles. Flour and glass tiles are only worth half of what they would be in an intermediate scoring. If need be, round the total down.

Example: Stefan has 1 flour and 1 glass tile left. He receives 2 points ($2+3=5$, divided by 2 and rounded down yields 2).

Finally, each player counts their total of coins. The player with the most coins wins

In the very rare event that you run out of coins during the game, the game also ends immediately. Take a pen and paper to write down the last player's income and the payouts during the final scoring or use something else as replacement for the missing coins.

In the extremely rare event that a player just cannot make a valid move (they roll 4x 6, all manors are occupied, they do not have a special action tile and there are none left, and they already have the bishop), they must pass.