

START HERE

Welcome to Scharz v0.99.

This game is complex, but not complicated. However, you must proceed step by step, from simple to complex.

Fast mode - white (simplified game)
Basic mode - green (adding agriculture)
Original mode - yellow (full game)
Extended mode - red (with a couple of extending rules).
I believe you will then find a suitable mode for every gaming group.

For your first real game, I recommend **"12 points to get started"** (Fast Mode).

Then, it is not a bad idea to replay the **"YOUR FIRST SCHARZ GAME"** foldout (Basic mode), even though it is from version 0.95.

For the game itself, all each player needs is a Player Board, Player Aid and a bag of player components.

If you want to read the rules I strongly recommend taking the Player Aid.

Game rules v0.975 are still not perfect. Linguistic and factual corrections are in progress. Addition of illustrations and examples is planned. If you are used to starting with the rules, I strongly recommend to **watch some videos first - for a general overview**. Game rules version x will be published on 7.3.2023.

If you're looking for up-to-date information, additional language variations, links to videos, BGG, TTS or anything else about this game, start here: scharz.com.

If you're still having trouble understanding the game, contact me at jakub.kuncik@gmail.com.

I want to play now - 12 points to get started FAST MODE:

1) Preparation: Choose your preferred map. Prepare the Fast mode overview board. Give each player a Player Board, a Player Aid and a bag of game components of their colour. Also prepare a bag with game dice and three red blocks.

2) Before the game: Now I recommend that you familiarize yourself with the important information before the game itself. You can find it on Player Aid - page 1 - top half. Or also in the game rules - page 6 - 12.

3) Map: The valid borders and therefore the number of game fields and their color are determined by the number of players (Player Aid - Game borders, LGF color). Simply put, for 2-3 players it is about 25 land game fields. For 4-7: 50 LGF, for 8-12: 100 LGF.

4) Prelude: All players will prepare Game setup components (only those with white background are valid for fast mode) - Player Aid. Determine the first player. Draw a rival from the three players. Now place the 3 starting villages (according to the rules). Then place all other starting components and set the starting amount of money to 5 on the player board.

5) Victory and Diplomacy: Four possible ways to win the game and diplomatic options can be found on the player board. In Player Aid - page 2 - Victory. In the game rules on pages 7, 12, 13.

6) Overview board: Place two red blocks on the overview board. One on 1 (game year) and one on MOVE - Units (current game sub-phase). Each game round has three regular phases - Move, Combat, Rear and one special phase - Taxes (or salaries in the fourth round). Each regular game phase has three subphases which are played separately. Each game is played for a maximum of 5 years. This means 20 game rounds in this mode.

7) Simultaneous play: From now on, all players will play at the same time. Consistently represent unit capacity (Player Aid - page 1 - Representation - move capacity). More on this topic in the game rules on page 23 (chapter 15.2).

8) MOVE: Units can move at this stage. First freely (UNITS subphase) and then within restrictions (RETREAT subphase). Consistently illustrate the capacity for movement. See Player Aid (page 1 bottom half) or the game rules on pages 13 and 14 for more information. Motives for movement are varied - maneuvering (preparing for the next game round), occupying neutral squares (taxes, new construction), attacking (fighting, looting, blocking), moving to an upgrade location, securing a connection, disrupting a connection, etc. Movement bonuses / limits can also be found in the Player Aid on page 3 under the heading MOVE.

9) COMBAT: Player Aid - page 1 - bottom half, game rules 15, 16. This entire phase is only played if multiple players meet on the same square or cross their moves on the border. First it is possible to make a WITHDRAWAL to the present settlement (causing an encirclement and subsequent siege) or a BATTLE can be fought on the field. In a SIEGE one can attack or wait. At the end of this phase is the LOOTING. Two frames with the title COMBAT (looting and bonuses) can be found in the Player Aid on page 3. See Units experience too.

10) REAR: Player Aid - page 1 - bottom half, game rules 17. CONSTRUCTION work from the previous round is done first, then TRADE (buy new units or just start building new structures). Three important frames (trade-units, trade-buildings, construction) can be found in the Player Aid on page 2 under the heading REAR. See also the units experience and training section.

11) TAXES: Three times a year is the TAXES phase. This means money income for the controlled land game field and for the settlements. Looted LGFs do not count! Player Aid - page 1, bottom half - page 3, Taxes or Game Rules, page 18.

12) SALARIES: Once a year there is a SALARIES phase. It is necessary to pay for units and settlements. Player Aid - page 1, bottom half - page 3, Salaries or Game Rules, page 18.