

AFTER ACTION REVIEW If we were to end the game now and collect the wealth, **Be** would get 80.5 points, **Rd** 65, **Gy** 72,5 and **Gn** 73. Of course, after 4 rounds, this doesn't make much sense (if no player wins on the other conditions, points are scored after 36 rounds). We can see that the game is just getting going. **Gn** is in a very good position and he manages to build a key city first. With a heavy infantry, that is relatively cheap and strong, while being equally demanding to feed, it is possible to dominate on land. Each player is most vulnerable when building. Timing a build so that no one threatens it while still being finished before the other players is a key skill in the game. With the port, **Be** is now ready to dominate the Mediterranean and launch an invasion. **Gy** has a damaged economy but is still able to sow widely and build an army. **Rd** is in a good position to attack **Gn** first. I hope you are now slowly beginning to see the interestingness of this game. The game has more complex rules than you may have seen so far. It works with any number of players. On different maps. In fact, it's only since advanced mode that asymmetrical starting bonuses apply. Have you noticed that you play relatively without waiting for other players' turns? The game is actually set up for you to try out your ideas with it. That's why I paid a lot of attention to perfecting the wooden components. Actually, personally, I'm most excited about the ability to play other time periods on given maps and discover historical context that way. Or also the gamer overcoming a humble start (1 village, 5 grain, 2 herds of sheep, 3 cohorts). Of course the game is then infinitely longer. But the knowledge of being able to play it on your own, perhaps even in two on the largest map like chess, brings me personally the greatest pleasure. I trust you will find the design satisfying and enjoy a lot of the excitement of playing and exploring with the game.

BEFORE THE REAL FIRST GAME (BASIC MOD)

I think it's a good idea to take each thing out of the box and understand it before your first real game. When we finally get to the purely paper parts. Your first game foldout is a quick start-up tool. Game rules are a structured description of all aspects. The player aid foldout is a concentrate of the entire rules for each player. Now that you have played your first (sample) Scharz game, I believe that reading the rules will be less of a challenge. I have tried to structure the game rules in a way that is easy to work with. But I'm no professional, so please be lenient. You may find the rules structure difficult because it is structured differently than usual. Maybe you can't keep all the disparate pieces of information together and connect them into a meaningful whole before you forget the first parts. Maybe you just can't play by the rules the first time. So let's try it another way. After Your first game foldout, get all the necessary stuff ready on the table, then lay the rules aside and give everyone their Player Aid foldout. On the first page you will find everything you will now need. Take it one by one. And if an individual item doesn't work, refer to the index in the rules. Try to play by that. The first time, it may not be quite the game you imagined. But once it's behind you and you understand that the whole structure of the rules is based on the fact that there are three things: components - by themselves, meaning - by itself, individual (sub)phases - by themselves. You'll find that it's actually quite simple. Maybe too simple.

ADVANCED MOD

If you find the basic mode too simple, you are right. It's actually a mod created by chopping off the original game. It's complex enough to work, but it's limited in its capabilities. Still, it's a good place to start. If you've mastered it but it's not quite right, you can move on to the advanced mode. Advanced mode adds a few new features. It makes all game components accessible. Cattle, Horses. Additional Fortifications. New units and their special features and bonuses/malus. Mercenaries and cavalry or quantity bonuses with basic units? It's not clear cut. This provides far more possible strategies and combinations. It begins to distinguish between two types of SGF. Adds self-regulating balance between players in the form of a Rival. Now each player will have their own interests. He won't effectively work with someone against someone else. It adds a second currency besides money, prestige. It can be acquired in two ways (actively and passively) and it can also be disposed of in two ways (actively and passively). This again leads to more possible strategies and combinations. In addition, the different length of the year and the possibility to play a special move under certain conditions seem to move the dynamics of the game itself considerably. But most importantly - starting bonuses. This simple asymmetrical little thing completely dismisses the search for some universal approach. Again, this is multiplied as the number of players increases.

COMPLEX MOD

Have you found depth and beauty in the game? Do you want to create? Different start date? Teams? New rules? Great, that was exactly the point of the whole project. One person can never figure out all the aspects. It's only when his creation becomes a collective work that it can gradually rise to the next level of significance. I've also been thinking about how to expand the game even further. The third mode was created as a kind of hint of how other elements can be further added to the skeleton of Scharz. It's not a mod in the true sense, but it eventually became one. But please think of it in the original sense. So what does it bring? A third overview board, this time with 8 rounds in a year. So even fewer revenue rounds and more maneuvering rounds. It adds more characteristics to the units. The concept of attrition not only in winter. Climate zones and twice a year weather influence - even for individual regions. Additional prestige characteristic as morale of armies. Again, the question of whether to actively spend and push or save and accumulate passive effects. An additional quality of money as the level of the command corps. The importance is unquestionable, but it only has an effect when quality (command) is combined with quantity (army size). But you have so many resources? Again, another ambiguous choice on how to play the game right. And finally, the battle board. Game within a game. Actually a stand-alone mini-game, but the link to the original military-economic-logistics game is the cherry on top. The culmination of all efforts in one big self-destructive battle that will decide.

YOUR FIRST GAME OF SCHARZ

GAME SETUP - 4 PLAYERS - BASIC MOD

Prepare a map of Taifas y Reinos, 4 player boards, all 5 bags of game components, an overview board for basic mode and 4 player aid foldouts. All players roll 6 D1 dice to determine the starting player. Blue wins. Now all players prepare their starting components (3 villages, 1 dock for later, 2 herds of sheep, 1 herd of pigs, 10 grain tokens, 5 cohorts of light infantry, 1 cohort of transport ships). Everyone sets 5 money on the player board (grain token) and everyone sets 0 points on the victory point scale on the map (tiles token).

GAME COMPONENTS AND GAME TERMS

First, let's look at the map. With four players, there are black, red and white lines - these define the land game field (LGF). On the sea, the strong and weak solid boundary lines apply, defining the Sea Game Field (SGF). LGFs with a yellow colour give a certain advantage in grain yield. Pure brown or turquoise ones give an advantage in defence. More on that later. Now the setup begins. The starting player (Blue - **Be**) places the first village in Africa (1). His neighbour (Red - **Rd**) follows clockwise and places a village in South Spain (2). Followed by **Gy** (3) in East Spain, **Gn** (4) in Portugal. Now the order reverses. **Gn** places a second village (5), followed by **Gy** (6), **Rd** (7), **Be** (8). Now the order reverses again. The third village is placed by **Be** (9), **Rd** (10), **Gy** (11), **Gn** (12). Now the order turns for the last time. Each player has the option to relocate one village. Only the **Rd** (13) will take advantage of this. Now each player controls 3 LGFs, places all other starting components on them (herds max 2 on 1 LGF, grain max 5 per village, dock on SGF border, ship on dock, light infantry cohorts arbitrarily). The final state can be seen in the picture below.

OVERVIEW BOARD - BASIC MODE

In basic mode, the year has only four rounds (spring, summer, autumn, winter). Each round is divided into phases - special and regular. Specials occur only once a year, either at the beginning or at the end of a round. Regular ones, on the other hand, are present in every round. These are the move, combat, and rear phases. The regular phases are each divided into three sub-phases. We'll see that later. For now, it is important to preface that all players always play simultaneously only within the current phase (the capacity of their options is limited).

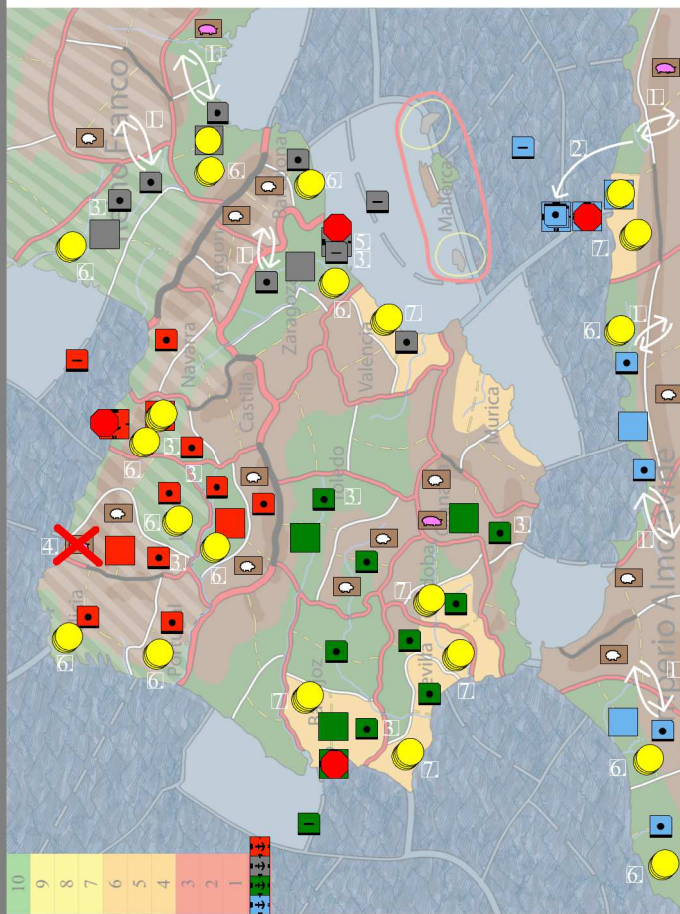
SPRING	1	2	3	4	5	6	7	8	9	WINTER
CUBS	SUMMER			AUTUMN			RECRUITMENT			
MOVE	MOVE			MOVE			MOVE			
COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT	COHORTS SPECIAL RETREAT
COMBAT	COMBAT			COMBAT			COMBAT			
WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE	WITHDRAWAL BATTLE SIEGE
REAR	REAR			REAR			REAR			
CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING	CONSTRUCTION TRADE FISHING
SOWING, YIELDS	TAXES			HARVEST			FEEDING			

NOTES

If you're already an experienced player, it's definitely worth picking up the rules and using the index to keep track of additional information in your spare time.

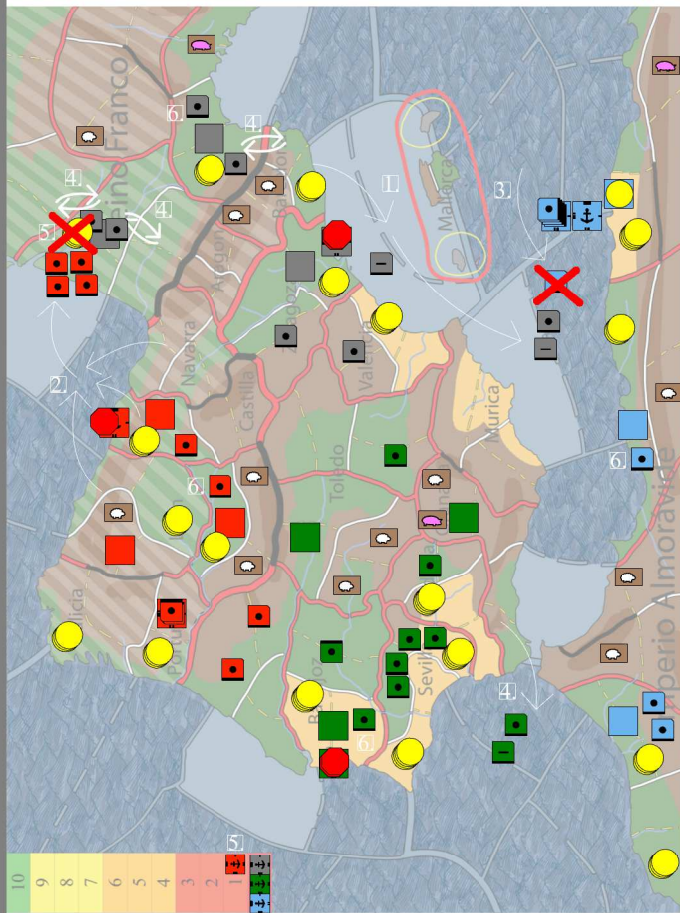
Looking at the baseline after Setup, we can break down a bit what the Scharz game is actually about. The very first version of this game was a combination of Game of Thrones and Agricola, and that's good to keep in mind because that's the basic nature of the game. You're playing your economic game and you're also playing your war game. The art is in the balance between the two and in keeping the players balanced. 4 players have 52 LGF at their disposal. These are the main source of economic power (for growing grain, breeding herds). The sea is the source of fish. Everyone starts with 3 villages at the same time. These are the military-economic element (a foothold and storage point in the territory). Cohorts are used for fighting, occupying new fields, but also building new buildings. The game can be won in 4 ways. Force everyone else to surrender to you. Get 10 victory points (mainly by fighting). Meet two conditions (14 LGF, 7 settlements, 35 points in agriculture or build 2 cities). Or be the richest in the final scoring. In each game the winning strategy can be different. Let's try to show it on 4 rounds.

FIRST ROUND - SPRING



after first round Be 01, Rd 02, Gy 01, Gn 02

SECOND ROUND - SUMMER



after second round Be 07, Rd 06, Gy 06, Gn 08

CUBS - For every two identical herds, the player receives a free cub. So everyone places a herd of sheep.

MOVE: COHORTS - Now each cohort has a capacity of 1 movement. The first round is mostly about seizing new territories for subsequent seeding. No one is planning to attack right away this time.

MOVE: SPECIAL - It is now possible to reallocate mainly unblocked herds to newly acquired LGFs (within interconnected, i.e. not necessarily to neighbouring LGFs). Preferably to the rear or to the mountains.

MOVE: RETREAT - We can now retreat to our villages. This is usually an advantage for the defenders, but can also be used to regroup (1).

COMBAT: There are no two players on any GF, so this whole phase is skipped in this round.

REAR: CONSTRUCTION - There are never any constructions (started in previous rounds) in Round 1.

REAR: TRADE - All players are considering their strategy for this year. Be is protected by the sea and therefore decides to start building a port (dock upgrade). This will allow him to buy warships that will ensure his dominance at sea, in addition to more profitable trading. This is crucial in this case both for defence and for the later invasion of Europe. He will sell 4 grain for +02. He buys 1 cohort and starts port construction for -04 with 2 cohorts (2). Gn sells 6 grain for +03 and buys maximum new cohorts - 3 (one for each village) for -06 (3). Rd culls one herd of pigs for meat (4) and sells it along with 1 grain for +03, then also buys 3 cohorts (3). Gy sells 4 grain for +02 and buys 2 cohorts (3) and upgrades one straight to a transport ship (5).

REAR: FISHING - For each SGF controlled, players now receive 1 fish token for the interconnected dock.

SOWING, YIELDS - Finally, stored grain can be planted on a controlled LGF without herds. Interconnection required. Storage capacity is 15 for all so far, it makes sense to sow accordingly. Gn has the advantage of yellow fields so can save a bit. Pure brown and turquoise fields yield 1 extra grain, green 2 grain (6) and yellow even 3 (7). The yield is replenished immediately from the stock of components on the grain already sown. Sown grain cannot be sold. On the contrary, it can be lost by losing control of the LGF. You can start planning the short-term objectives of the cohorts for the year. In addition to gaining victory points, the damage incurred will significantly affect the opponent's economy.

MOVE: COHORTS - Gy realizes the danger of a completed port and so begins boarding and moving one ship to Africa (1). At the same time, he takes a new LGF for taxes and moves to the dock. At that point Rd embarks 3 cohorts and lands the ship with the entire crew in France (+01 for ship loss) (2). Be meanwhile moves cohorts to future builds. Against a Gy - threat, he moves the ship (3). Gn masses with 4 cohorts on 1 LGF.

MOVE: SPECIAL - They all stay.

MOVE: RETREAT - Gn retreats to the ship (4), Gy to the villages (4).

COMBAT: WITHDRAWAL - Gy withdraws against double the odds within the LGF to the village fortifications.

COMBAT: BATTLE - So there is no battle in the field in France. The naval battle has a special rule. In the first round only ships fight, from the second round also crews fight (unless the ship sinks). From the third round it is possible to escape from the battle. Gy is lucky and wins (+1 Vp).

COMBAT: SIEGE - Rd without siege machines doesn't attack, it only burns grain (+1/-1 Vp) (5). A encirclement occurs.

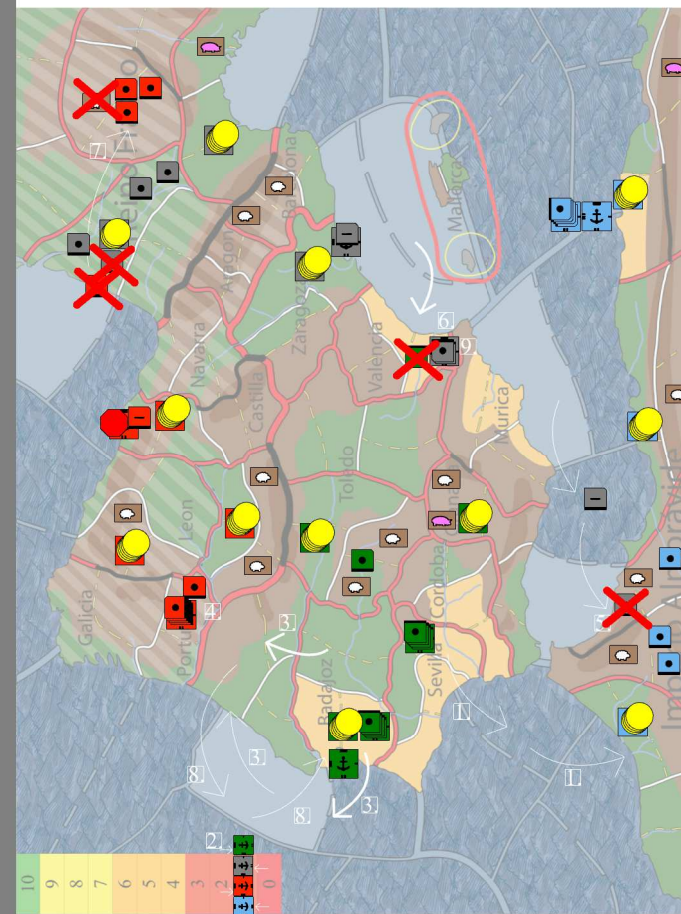
REAR: CONSTRUCTION - 2 cohorts build 25% of the Be's port (rotate 90° clockwise - cohort indicator points to "three").

REAR: TRADE - Gy sells 1 fish and 1 grain for +01. Then he buys 1 cohort to France (6). The encircled village cannot be used. Be does the same. Gn decided to change his strategy and instead of building a village to increase the grain storage capacity for his rich fields, he buys a new cohort. On the contrary Rd is in an advantageous position and starts to build a village for military reasons. In addition, he sells 4 grain and buys 1 cohort (6). Rd does not, however, buy siege machines in France.

REAR: FISHING - Gy is fishing 2 fish, Gn only 1, others nothing.

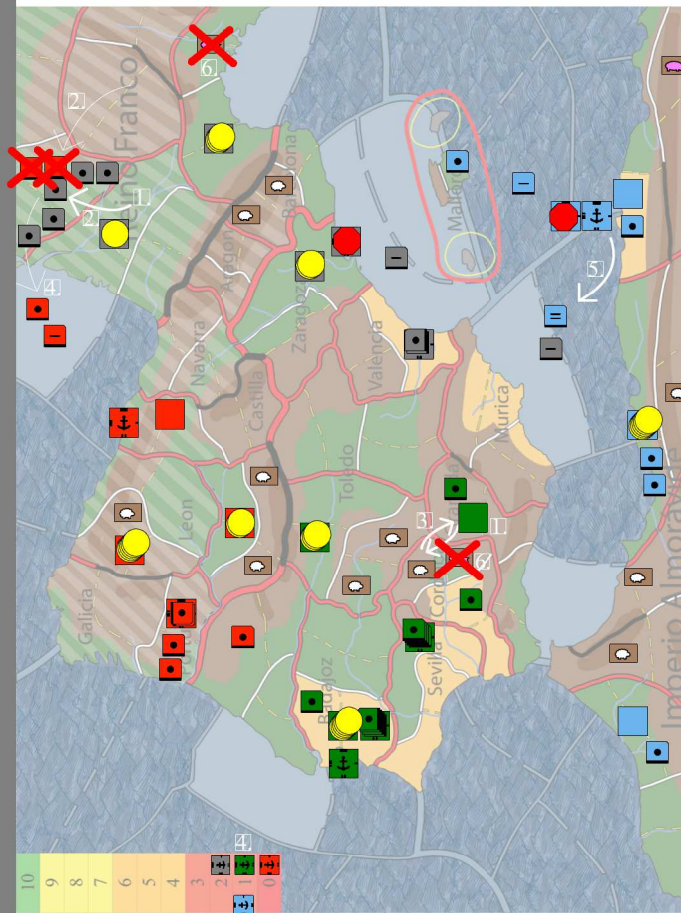
TAXES - In this game, taxes are a blessing. You don't have to pay them, but instead collect them. Namely, for villages (+01) and controlled LGFs (+1/2) furthest from the LGF with the village adjacent. Remember also that taxes cannot be collected from encircled villages. The halves are rounded down. Now, based on the situation after round 2, try to calculate the tax revenue for each player and then check the result. Before the tax phase, all players had 0 money. It is:
 Be $3*1 + 8*1/2 = +07$ money.
 Rd $3*1 + 7*1/2 = +06$ money.
 Gy $2*1 + 9*1/2 = +06$ money.
 Gn $3*1 + 10*1/2 = +08$ money.

THIRD ROUND - AUTUMN



after third round Be 02, Rd 04, Gy 03, Gn 04

FOURTH ROUND - WINTER



after fourth round Be 02, Rd 06, Gy 03, Gn 03

MOVE: COHORTS - Now let's look at a bit of diplomacy. The Gn player announces to the Be player his intention to attack his Moroccan village with 4 cohorts before the harvest (1), effectively exposing it to destruction. Blue knows that such an army would no longer be able to link up Green by winter for supplies, but still agrees to pay tribute (the smaller half of the tax revenue - 3 money) - a year's peace on one front (+2/-1 Vp) (2). Gn now shifts attention to Rd (3). Rd is retreating to his construction site (4). Gy is attacking in Morocco. Gn will threaten the main Gy grainfield (6). Rd occupies a field with a herd of sheep, with one cohort continuing to blockade the encircled village, making it impossible for Gy to effectively defend the herd (7). Rd gains 1 Vp and weakens the economy of Gy.

MOVE: SPECIAL - No one is taking the opportunity to move.

MOVE: RETREAT - Gn is retreating to the ship and to the dock (8).

COMBAT: WITHDRAWAL - No withdrawals this time.

COMBAT: BATTLE - In the mountains, Be wins the first round over Gy. Gy defeats Gn with no losses. In France, Gy rolls 4 empty dice (3 empty = 1 sword), Rd gets lucky and kills one of Gy's cohorts (if Gy had five cohorts, this unlikely situation could not occur - bonus for half-legion).

COMBAT: SIEGE - Again, nothing. Rd is culling the herd.

REAR: CONSTRUCTION - Be carried out the construction of the port by two quarters to 75%. Rd is building 25% of the village..

REAR: TRADE - Gn and Gy are selling fish. Rd is buying an upgrade to a transport ship. At the same time, he proceeds with two cohorts to build a village. Gy starts building a village with two cohorts at a cost of -03 (9). Gy and Be are upgrading the 1 cohort to 1 transport ships each. Rd and Gy are then waiting for recruitment. Ge is now in a unique position. Although he is relatively in the middle of the game map, the situation has evolved so that he is now safe, has a lot of money, and has also gathered four cohorts in two places - the maximum for builds. And so Ge starts with the construction of a village and upgrading another village to a city for a total of -08. At this point, all players must be alert. A Gn with a completed city (and thus cheap heavy infantry) and an economic base would then no longer be stoppable even by an alliance of all remaining players.

REAR: FISHING - No one is fishing (not even Gy, he's not interconnected to the dock).

HARVEST - They all harvest the sown grain from the GF they control to their interconnected and completed villages. Excess lost.

RECRUITMENT - Buying new recruits cheaper but just before feeding them is a double edged sword. The advantage is the accumulation of troops from adjacent controlled LGFs. Gy and Gn buys 2 cohorts each (1). Rd offers Gy a tribute (2 money), Gy refuses even 3.

MOVE: COHORTS - Rd is trying to break through to the ship. Gy is trying to stop him (2). Be and Gn prepare for spring and Be occupies the Balearic Islands.

MOVE: SPECIAL - Gn is moving the herds inland (3).

MOVE: RETREAT - Gn is retreating to the village (3). Rd can't retreat from locked LGF. It's coming down to the last battle of the year.

COMBAT: WITHDRAWAL - Not an option.

COMBAT: BATTLE - Gy rolls 1 sword, Rd also. Rd loses two cohorts, Gy loses none. Rd, however, retreats to the ship after the first round (4).

COMBAT: SIEGE - We didn't even see the siege. This is quite crucial in the winter round. The defenders have to feed only from the inner reserves of the settlement. Moreover, a settlement that is not fed automatically surrenders to the besiegers (i.e. without a fight).

REAR: CONSTRUCTION - Be completed the port, Gy 25% of the village, Gn 50% of the village and 25% of the city, Rd 75% of the village.

REAR: TRADE - Be sells 3 grain for +01 each thanks to the port while buying upgrades for the warship, which immediately sets sail and spoils Gy fishing (5). The other players do not trade and wait for the feeding. The construction of the port allows, among other things, the trade in herds. It would thus theoretically be possible for Be to buy a herd of pigs and get cubs pigs next year. The price of herds varies according to the season. Even here, the decision is not easy.

REAR: FISHING - Except Gn one fish each.

FEEDING - And now the annual moment of truth that may leave some unwary players with not even enough grain for the next sowing. The player must grain feed the herds (less meat gained) or cull the herds (more meat gained (6)). And then he must feed all villages, cities and cohorts (or dissolve) with fish, grain and meat. He can only sell the surplus meat now at a better price even without the port. Now let's look at our players:
 Be -5 grain, +9 meat for herds. -1 grain, -9 meat for cohorts and buildings
 Rd -3 grain, +6 meat for H. -5 grain, -6 meat, -2 fishes for C&B. +02 M
 Gy -2 grain, +9 meat for H. -5 grain, -9 meat for C&B. +02 M
 Gn -3 grain, +11 meat for H. -4 grain, -11 meat for C&B. +01 M