

# START HERE

Welcome to Scharz v0.995.

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

Basic content (for Casual players):

**First Game:** truncated White mode - a quick game without farming

**Basic Game:** truncated Green mode - regular game including farming

Additional content:

**White mode** - a quick game for experienced players

**Green mode** - plus farming for experienced players

**Yellow mode** - full game for hardcore players

**Red mode** - plus a few more expansion rules for hardcore players

I believe you will then find a suitable mode for every gaming group.

For your first real game, I recommend reading the **Start Here** page and using identical **Player Aids First Game + Basic Game**.

For the actual game, each player only needs a **Player Board** and a **bag of player components**. Also prepare all the **common components** (listed on the sheet First Game + Basic Game).

If you want to read the Game Rules, I recommend doing so after the first game. It is a good idea to have some experience with the components and situations. Then it is easier to understand the rules. In your first game, have the ambition to try out as many situations as possible.

The rules of v0.991 are still not perfect. Language and factual corrections are in progress. If you are new to the rules, I strongly recommend that you first **review a few videos for a general overview**.

The latest version of the game - v0.995 (**see Errata**).

If you are looking for up-to-date information, additional language variants, links to videos, BGG, TTS or anything else about this game, start here: **scharz.com**. (all printable paper parts are also available here)

If you're still having trouble understanding the game, email me at **info@scharz.com**.

*Thank you for your interest in Scharz. If you like the game, please share your experience with others on the game's BGG page. If you have any suggestions for the author, please feel free to contact me by email. The main goal is to finish the game and to get it ready for the Relaunch crowdfunding campaign in October 2024.*

*Jakub Kuncik  
October 31, 2023*

**1) Before the game:** Before the actual game, I recommend to familiarize yourself with important information. You can find it on the First Game + Basic Game sheet.

**2) Preparation:** Use the Player's and Common Components table to prepare the game.

**3) Map:** At the beginning of the game, prepare the map on which the game will take place: the valid boundaries, and therefore the number of game fields and their color, are determined by the number of players (sheet First Game - Game Boundaries, LGF color). Simply put, for 2-3 players this is approx. 25 land game fields. For 4-7: 50 LGF, for 8-12: 100 LGF. For more information, see Game Rules - Chapter 6.0 (pages 10 and 11).

**4) Prelude:** follow the Prelude table on the First Game sheet. The purpose of the game here is to try out different situations that will make it easier to read the Game Rules. There is no diplomacy in the First Game (except for the rival) and the winner will be determined by total points. Either at the end of the year when leading by 12 total points, or after 20 rounds of play in the Final Scoring.

**5) Overview Board:** Place two red blocks on the overview board (number 1).

One for 1 (year of play) and one for MOVE - units (current subphase of play). Each game round has three normal phases - Move, Combat, Rear and one special phase - Taxes (or Salaries in the fourth round). Each regular game phase has two subphases that are played separately and simultaneously. Each game is played for a maximum of 5 years.

**6) Simultaneous play:** from now on, all players play simultaneously. They consistently represent unit capacity (movement capacity). For more on this topic, see Game Rules on pages 16 and 17 (8.6). Optional rule for simultaneous play: Instead of having all players play all moves simultaneously, you may take turns after each player has played one move. When a player passes, he must pass a specific unit.

**7) MOVE:** In this phase, units can move. First freely (UNITS subphase) and then within restrictions (REGROUP subphase). Consistently illustrate the capacity for movement. See the description of the subphase. Motives for movement are varied - maneuvering (preparing for the next game round), occupying neutral game fields (taxes, new construction), attacking (combat, blocking), moving to a location for upgrades, securing a connection, disrupting a connection, etc. See Game Rules on pages 14 and 15 (8.0) for more information.

**8) COMBAT:** This entire phase is only played when multiple players meet on the same game field or their turns cross on a border. First, an RETREAT to a present village can be made (which causes an encirclement followed by a siege) or a BATTLE can be waged on the field. In the SIEGE subphase, one can attack or wait. For descriptions of the subphases, unit stats, combat die strengths, and bonuses used in battles, see the individual tables in the First Game sheet. For more information, see Game Rules on pages 18 to 21 (9.0).

**9) REAR:** First, the CONSTRUCTION from the previous round is accomplished, then the TRADE is done (new units are purchased or new construction is started). The three important tables (trade units, trade buildings, construction) can be found on the first game sheet under the title REAR. See the Game Rules on pages 22 to 24 (10.0) for more information.

**10) TAXES:** Three times a year, there is a special TAXES phase. This involves receiving gold for the land game fields controlled and for villages and ports. For more information, see the description of the Special Phase in the TAXES table on the First Game sheet and the Game Rules on page 25 (11.1).

**11) SALARIES:** once a year there is a special phase called SALARIES. You must pay for units and villages. For more information, see the description of the Special Phase in the SALARIES table on the First Game sheet and in the Game Rules, page 25 (11.2).