

How to use this reference sheet

Assumption:

- This reference sheet assumes that you have read the complete rules of the game and are familiar with the mechanics of the game

This reference sheet is useful when:

- You have not played the game for some time and do not remember all the rules details (e.g. starting money, scoring methods)
- You are teaching the game and want to give a simple and structured overview

Games covered in v2.0:

Lord of the Rings: The Confrontation

Around the world in 80 days

Domaine

Bohnanza

Medici

Citadels

Hansa

Through the Desert

Acquire

Mexica

Java

Power Grid

Goa

Wallenstein

Puerto Rico

Taj Mahal

Oltremare

Caylus

Louis XIV

Santiago

Niagara

Manila

The concise reference sheets are submitted to their respective game entries at BGG. The complete set is also submitted to the "Power Grid" game entry, for the convenience of those who wish to download multiple sheets.

Domaine

Start:

- \$7, 3 cards
- castles on meadows, min 6 spaces apart from own accompanied by 1 knight each
- 2-3 player, 4 castles each; 4 player, 3 castles each.

End:

- depends on number of players. see board

Turn:

- Income of \$1 per mine type
- Play card or sell card
- Replenish from deck or chancery

Scoring:

- forest=1 VP,
- village=3 VP,
- city=5 VP,
- 3 same mines=5 VP

Card types:

- knight (extend knight queue)
- border (place border)
- expansion (move border)
- ally (that border cannot move anymore)
- deserter (enemy knight comes over)

Other rules:

- After game start, knight on forest costs \$1