

# „Game of powers”. Game instruction



## Basic information:

Number of players: 2-5

Estimated gameplay: 30 min.

Age: +8

## Objective of the game

By sailing their ships across the Baltic Sea, players visit important harbours and seaside locations. While on a voyage, they build up their military, religious, commercial and diplomatic power, which in turn enables them to acquire precious items from 4 exciting must-see archeological sites: Uppåkra, Sorte Muld, Wisłoujście, and Owidz. Players may also accomplish various tasks in order to score some additional victory points. The objective is to score as many victory points as possible.

## Game components

- Board
- 60 influence tokens
- 12 task tokens
- Rulebook
- 5 direction tokens
- 52 cards
- 3 bonus tokens
- 1 first player card
- 2 player aids
- 5 ships

## Game setup

1. Place your board in the centre of the table.
2. Shuffle the cards and place 1 each at designated fields around the board.
3. Deal 2 cards each from the remaining pack. Pile the remaining cards next to the board.
4. Place 6 influence tokens at each designated field on the board, chosen at random from the 4 types available: military influence token, religious influence token, commercial influence token, diplomatic influence token.
5. Place task tokens at designated fields on the board.
6. Each player takes a ship the colour of their choice and a direction token of the corresponding color, and then places the ship at any city. What is important is the direction ahead of the bow. It determines the direction of the movement on the board (clockwise or anticlockwise). Place the direction token in front of you, aligned with the ship's direction.
7. The youngest player or one chosen at random starts the game – that person receives the first player card.

## Types of cards

- Coins
- Weapons
- Jewellery
- Everyday items
- Religious items
- Artistic items

## Card description:

- Score
- Card category
- Influence token
- Name of the archeological artefact

- Archeological site
- Archeological artefact
- Card number

## Simplified variant

Especially with younger or less experienced players, task tokens may be left out during the first game. At the end of the game, the score on the cards played plus the bonus for unused cards and influence tokens is totalled.

## Gameplay

The game is played in rounds in which players play their respective turns in a clockwise sequence. In each turn, a player must move their ship and perform 1 of 3 actions: take tokens, take cards, or play cards. A player may also perform additional actions: tasks and trade.

## Move (mandatory)

- a. The player must move their ship forward 1 or 2 spaces in the direction which lies ahead of her bow.
- b. In order to move the ship more than 2 spaces, the player must return 1 of their cards in hand. The figure in the upper left corner of the card shows how many additional spaces the player can move the ship. It is also the number of victory points to be added to the score at the end of the game.
- c. In order to change the direction, the player must return 1 of their cards in hand. In such a case, the player also reverses the direction token.
- d. NOTE 1: *In a 2-player or 3-player setup, cards used during a move must be returned to the box. In a 4-player or 5-player setup, such cards must be placed at the bottom of the pile.*
- e. NOTE 2: *The player may not end their move at the city where they started their move in a specific turn.*
- f. EXAMPLE: Maggie's ship is at Wolin, with her bow facing Wisłoujście. First, Maggie returns a card in order to change the direction and move towards Haithabu. She decides to move towards Uppåkra: she moves forwards 2 spaces to Aarhus, then she discards her 1-point card in hand in order to move towards her chosen destination, Uppåkra.

## Action (mandatory)

- a. The player must perform either of the following actions:
  - i. TAKE TOKENS – the player takes any 2 influence tokens from the field of the city where the player ended their move. Where the player has taken 2 last tokens from a specific field, they supplement 6 tokens selected at random from the pool next to the board. The player may not hold more than 10 influence tokens.
  - ii. TAKE CARDS – the player takes 2 cards from one of the sections around the board which corresponds to the colour of the city

where the player's move ended. Then the player supplements the empty field with cards from the pile. The player may not have more than 10 cards in hand.

- b. Example: Maggie ended her move at Palanga, the city marked blue in its field. Therefore, Maggie takes 2 cards from the blue fields in the upper right section of the board, and then she places 2 cards from the pile at the empty fields.
  - iii. PLAY CARDS – in the event that the player's ship is staying at 1 of the 4 cities (Wisłoujście, Owidz, Uppåkra, Sorte Muld), the player may exchange their influence tokens for a card in hand. In order to do so, the player returns the influence token required on the card (bottom left corner) to the pool next to the board; then the player places in front of them the card so far held in hand.
- c. NOTE 1: NOTE: A token may only be exchanged for a card in hand at the city where the item on the card comes from.
- d. NOTE 2: Several exchanges may be performed by a single player per action; the first one costs 1 token shown on the card. The second and each subsequent exchange costs 2 tokens shown on the card.
- e. Example: Mike ended his move at Wisłoujście. He holds in hand 3 cards from that city and the influence tokens required for an exchange. He exchanges the first card by returning 1 token. He exchanges the second card for 2 influence tokens; he also returns 2 tokens for the third card. As a result of this action, he has 3 played cards in front of him.

## Possibilities

- g. As an option, both additional actions may be performed by the player: TASKS and TRADE.
  - i. TASKS – the player who has played the cards prerequisite for a specific task may take a task token for cities or categories.
    - 1. Cities – task types:
      - a. The first player to play 4 cards from 4 different cities collects a 6-point task token. The next player

to fulfil this prerequisite collects a 3-point task token.

b. The first player to play 5 cards from the same city collects a 4-point task token.

2. Categories – task types:

a. The first player to play 6 cards from 6 different categories (coins, weapons, jewellery, everyday items, religious items, artistic items) collects a 12-point task token. The next player to fulfil this prerequisite collects a 6-point task token.

b. The first player to play 4 cards from the same category (out of the 6 available: coins, weapons, jewellery, everyday items, religious items, artistic items) collects an 8-point task token. The next player to fulfil this prerequisite collects a 4-point task token.

c. The first player to play 6 cards with 2 each out of 6 different categories (coins, weapons, jewellery, everyday items, religious items, artistic items) collects a 6-point task token. The next player to fulfil this prerequisite collects a 3-point task token.

3. NOTE: Only 1 task token may be collected by a single player per action, even if the task prerequisite 2 is fulfilled. The player may collect another task token during the next round.

4. NOTE: The player may not hold 2 task tokens with the same prerequisite.

5. Example: Ann has in front of her played cards from 4 different cities. This means she is entitled to collect the corresponding task token. Being the first player to fulfil this prerequisite, she collects a 6-point token. Even if she collects 4 more cards from different cities, she will not be entitled to collect the corresponding task token.

ii. TRADE – the player who ends their move at a city where another player is staying may approach the latter with an offer

to trade cards or influence tokens in hand. Should both players come to an agreement, they may proceed with the exchange. No task tokens or played cards in front of a player may be traded.

1. Example: Mike has ended his move at a city where Ann's ship is staying. Mike offers to trade 1 religious influence token for 1 commercial token. Ann, in turn, offers a military influence token. Mike accepts the offer. The players exchange the tokens as agreed on.

## End of the game

- h. The game ends after the round where empty fields on the board are still to be supplemented with cards, but there are none left in the pile. After the game is finished, the players count their respective victory points as follows:
  - i. CARDS – players count the victory points for the played cards.
  - ii. TASKS – players count the victory points for the task tokens held.
  - iii. BONUS – players count the influence tokens held and cards in hand (which they did not manage to play). The player with the largest number (the total of unplayed cards and tokens) receives 4 additional victory points. Where 2 players end up with an equal number of cards and tokens, they receive 2 additional victory points each. Where 3 or more players end up with equal assets, none of them received additional victory points. Players total up their respective scores. The highest score wins.



Information about project:

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Archaeotourism - a new "green" Archeoroute in the  
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