New Haven

SUMMARY

"New Haven" is a game for 2 to 4 players. Each player will attempt to build a village in New England that will attract the most colonists by the end of the game. Resources will be gathered and used to attract tradesman and craftsman and better amenities for each village. The village that attracts the largest number of colonists will win.

COMPONENTS LIST

Double sided Game Board (A and B)

4 Village Game Boards

4 Pond Tiles
(Used with side B only)

60 Harvest Tiles
Each tile is divided into 4 squares
showing 2 or 3 different Resources

144 Buildings
6 Buildings in each of the four colors numbered from 1 to 6
The opposite side of each building has either a meadow, quarry, forest or wheatfield
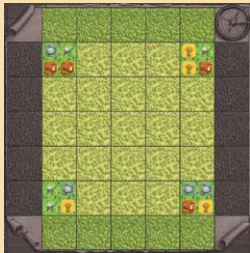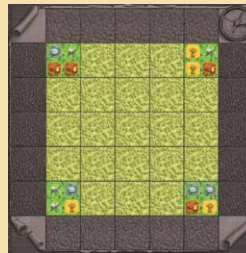

4 Player Screens

4 Resource Markers

1 Bag

• Place the Game Board in the center of the table. First time players should use side A.

• For a four player game use the entire playing area.

For a three player game use the light center 5x5 area and the top and bottom green squares.

For a two player game use the center 5x5 area

• Place the four Resource markers on the zero space of the Resource Track on the Game Board.

• Each player takes a Village Board. This board represents the local Village that each player is developing. The spaces are marked with numbers to show the cost to play on that space. The figures at the side and bottom show colonists (and therefore score) that will be gained by completing a row or column.

• The **60** Harvest Tiles are turned face down and shuffled thoroughly to form a pool from which to draw.

• All **144** Buildings are placed into the bag to be drawn randomly. Draw **five** Buildings out and place them in the circles at the edge of the board to form the initial face up pool. Each Building is marked with its' cost on the left side and resource needed on the right.

• Each player takes a Player Screen and draws **six** Buildings in secret from the bag and **two** Harvest Tiles from the pool and places all of them behind the screen. Your Harvest Tiles and Buildings are private and need not be disclosed.

• Give each player one Harvest Tile placed face down beside their Village Board as their 'SHIPMENT' tile. *Never look at this tile until AFTER it has been played.* This tile represents the opportunity that once per game you may receive 4 of the same resources and temporarily ignore what is actually on the tile.

Playing area for Harvest Tiles
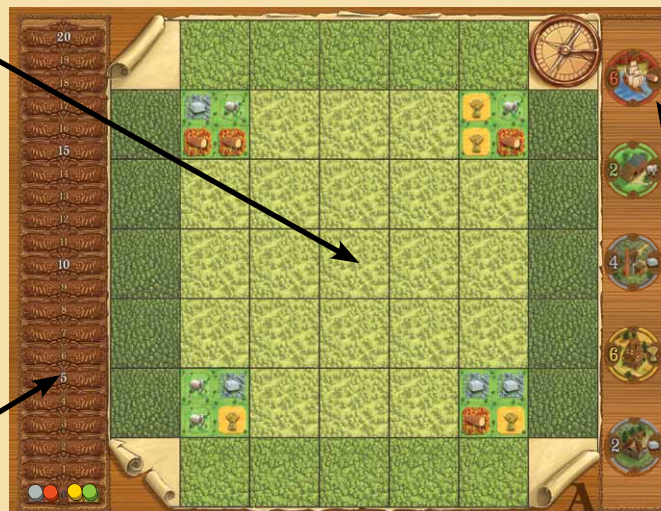
Buildings available

Resource Track

OVERVIEW OF PLAY

The youngest player will begin. Play continues with each player taking a turn around the table clockwise until one space is left unfilled on the board. The game ends when there is only one space left on the board. Each player will take an equal number of turns.

On each turn the active player begins by selecting one of their Harvest Tiles and placing it onto the Game Board. This play will generate a supply of Resources. The amount of Resources collected is indicated by increasing the Resource Markers on the track beside the Game Board. The active player will then erect Buildings in their Village by using the corresponding Resources. When the active player is finished, each other player in clockwise order will have the option of also using any remaining Resources to construct Buildings in their own Village.

After everyone has had one chance to build or passes, the active player draws new Buildings based on the final position of the Resource Markers. The Resource Markers are then returned to zero value and the player draws a new Harvest Tile to replace the one just played. The selection of face up Buildings is replenished and the play proceeds with the next player clockwise taking their turn.

TURN SEQUENCE

1: Play a Harvest Tile

Select either Harvest Tile from behind your screen and place it on ANY open space on the Game Board. The colors and symbols on the Harvest Tile do not need to align with adjacent Tiles already on the Game Board. The new Harvest Tile doesn't even need to be placed adjacent to Tiles already on the Board! The Harvest Tile must only be played within the area allowed for the number of players – that is within the 5x5 play area for two players, 5x7 play area for three players, and the entire play area for four players.

Playing your SHIPMENT Tile: Instead of your normal Play a Harvest Tile action, place your SHIPMENT Tile face down onto the Board. This Tile represents you receiving a supply of Resources from an outside source. The Tile is temporarily wild and equals 4 squares of any one Resource of your choice. When your turn ends, this tile will be flipped face up and reverts to being just the Resources shown on the Tile.

2: Determine Resources Gathered

Calculate the amount of Resources collected for each color shown on the Harvest Tile you just placed. For each color on the Tile, the value is equal to the squares of that color on the Tile *plus* the number of squares forming a connected chain of matching color from the Harvest Tile just placed. These chains may only connect orthogonally across edges, never diagonally through corners. Move the matching Resource Marker to the appropriate numbered space on the Resource Track on the board for the total collected of each color. Since there are 1, 2 or 3 colors possible on each Tile placed, there will always be at least one Resource which remains at zero.

Four examples of Play a Harvest Tile and Determine Resources Gathered in a three player game.

A - Value of 6 Wheat, 3 Sheep and 1 Timber

B - Value of 5 Sheep and 2 Stone

C - Value of 4 Stone, 2 Timber and 1 Wheat

D - Value of 2 Sheep, 3 Timber and 2 Stone
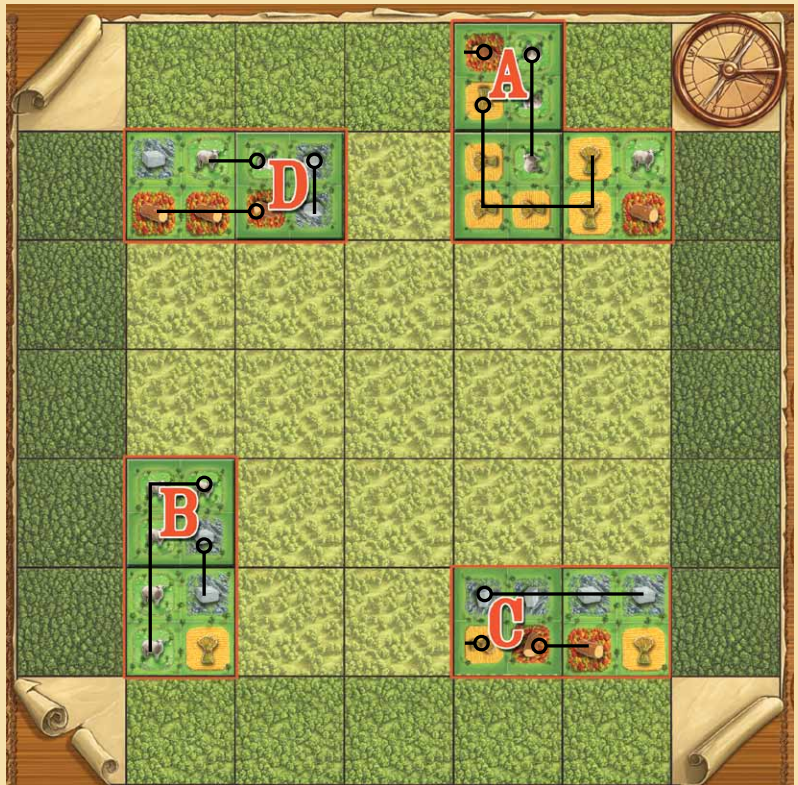
Four more examples for Play a Harvest Tile and Determine Resources Gathered shown a bit later in the same three player game.

A - Produce Value of 10 Wheat, 3 Timber and 1 Sheep

B - Produce Value of 4 Stone, 6 Sheep and 1 Timber

C - Produce Value of 2 Wheat, 3 Timber and 2 Stone

D - Produce Value of 2 Timber, 1 Stone and 1 Sheep
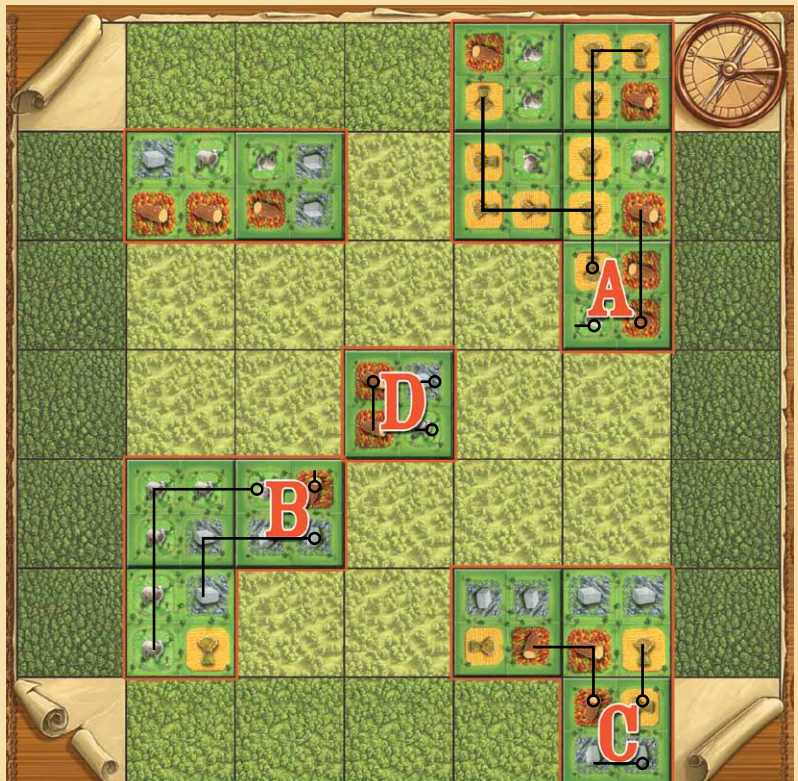
3: Build Your Village

Each Building behind your screen is a potential addition to your Village. You may build as many as you like and can afford.

A Building may only be played if the remaining Resources in the matching color equals or exceeds the number on the Village Board space. For every Building played, decrease the corresponding Resource Marker by the number on the board space where the Building was played.

There are a few restrictions on how you may place Buildings:

• Only one Building may occupy each space.

• The first Building of a particular color that you place into your Village may be put into any empty space. It does not matter what other colors may be adjacent to that space.

• If the color of the Building you are placing is already on your Village Board, then you must place the new Building adjacent to a Building of the same color. Buildings are only adjacent if they are connected across edges, not diagonally. This rule means that all Buildings of a certain color will be connected as part of a single large chain in your Village.

• Buildings may only be played *face up* if the number on the space matches the number showing on the Building.

• Buildings may be played *face down* onto any number space, regardless of the number on the Building.

Example (**A**) - *On this Village Board, you may only play a Stone Building on the 4, 5 or 6 spaces adjacent to the single Stone Building previously placed on the 5 space.*

Note that it is perfectly legal to use two, three or even four different color Buildings in the same row or column.

4: Share the Wealth

It will often be the case that you cannot use all of the Resources created by placing your Harvest Tile. Proceeding clockwise, every other player now has one chance to erect Buildings using the Resources still available.

Starting with the player to your left, each player may use any leftover Resources to construct Buildings in their Village, or pass. If they build, they follow the same rules as listed above under Build Your Village. Each player in turn order only gets one opportunity to erect Buildings in their Village, or pass.

5: Draw Buildings

After all other players have built or passed, the active player draws new Buildings. You must draw one Building for every Resource Marker on the 0 (zero) space of the Resource Track.

The first Building you take **must** be from the set of five face up Buildings on the Game Board. Any other buildings you take may be from this set on the board or from the bag. Once you have finished drawing, replace Buildings drawn from the face up set with new Buildings from the bag.

6: End of Turn

Place all four Resource Markers back on the zero space on the Resource Track. Draw a new Harvest Tile to replace the one you played at the start of the turn. The player to your left now starts their turn.
EXCEPTION: If you played your SHIPMENT Tile, you do not get to draw a replacement Harvest Tile. Instead, flip the Shipment Tile over from left to right so it is now face up. It is no longer 4 of anything and becomes only what is actually shown on the Tile.

END GAME AND SCORING

The game ends *when there is exactly one open space left on the Game Board.*

Scoring takes place immediately.

Scoring is based on how many Colonists you have attracted to your Village. Score points for every row and column that is completely filled with Buildings. The value of each row and column is the number of Colonists shown at the right or bottom. BUT! The value of a row or column is **doubled if every Building played on that row or column is face up**! Buildings leftover behind Player Screens at the end of the game do not score but may be a tie-breaker.

The player with the highest score is the winner. In the event of a tie, the player with the fewest empty spaces on their board wins. If still tied, then the player with the least buildings leftover wins. If this result is still a tie then it is a shared win between those players.

Scoring Example:

This Village has two complete rows and one complete column. Each scores according to the number of Colonists showing adjacent to it. In addition, as all the Buildings are face up, these scores are doubled: (2x3) + (2x4) = 14 for the rows and (2x5) = 10 for the column, for a total score of 24 points.

If a Wheat Building had been placed face down as a wheat field in the second column, it would also have scored adding an additional 4 points to the score.

If the Wheat 3 Building in the first column had been a different number played face down as a wheat field, neither that column nor row would have scored double, costing the player 8 points.
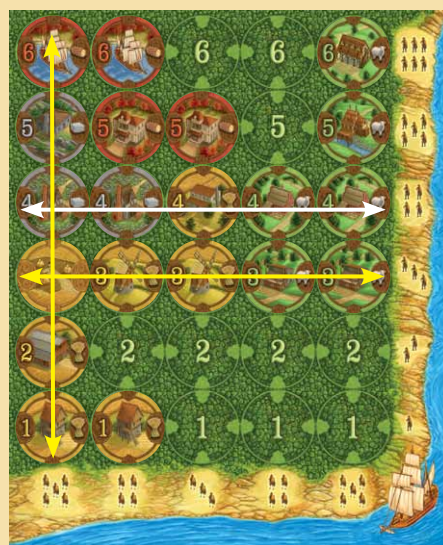
PLAY HINTS

Drawing more Buildings gives you flexibility and increases the chances that the Resources you collect each turn will be useful to you. It can be better to collect amounts that are a bit smaller if you can leave the resulting Resource Marker exactly at zero. This gives you another Building draw and nothing leftover for your opponents to use.

Since other players can use the excess Resources collected, smaller areas are sometimes better than larger ones. At times it is wise to block larger areas from future expansion if you are not planning to bring more of that color to your Village.

Think twice before using the last bit of Resources passed to you on another player's turn. Is the benefit you get from playing Buildings as great as what they will get from having the extra Building draw?

For a different challenge play the game on Side B of the Game Board. All rules remain the same with these exceptions. At the start:

1. Shuffle the 4 Pond tiles together with 4 Harvest Tiles. Place these randomly face up on the Settlements. Remove from the board the Ponds marked 3+ or 4 if you don't have that many players. During the game, spaces with Ponds are unusable for development with Harvest Tiles and Harvest Tiles cannot connect through Ponds. They are simply obstacles to prevent Harvest Tile connections.

2. Randomly draw Buildings from the bag and place one face up on each clearing within the playing area.

During the game, if you place a Harvest Tile on a space containing a face up Building, you immediately claim it and place it behind your Player Screen.

VARIANTS

Redevelop (More forgiving)

When placing Buildings on your Village Board you may build a new Building on top of an existing one as though that space were empty. Normal placement rules regarding adjacency for the new Building still apply. You may divide an existing group of Buildings of the same color into two groups when overbuilding, but all new Buildings must still be played adjacent to existing Buildings of their color.

This variant allows you to replace a face down Building with a face up Building of the same color, to replace a Building with a different color, or to build out from a color that would be trapped under the normal rules.

Careful Harvest (More skillful, particularly with 2 or 3 players)

When playing with 2 players remove two sets of all six numbers in all four colors of Buildings (48 in total) from the bag before starting. Remove one set when playing with 3 players (24 in total). Each player takes three Harvest Tiles at the start of the game. Play as normal on the A side Game Board choosing from one of your three Harvest Tiles each turn.

Recommended for experienced players only. This variant gives players more control and foresight in which Tiles they will have for future turns. Also, with fewer players the removal of the excess Tokens from the bag reduces variance and makes the play more predictable. The trade-off is a bit more time in set-up and more time for each player to consider their options during a turn.