

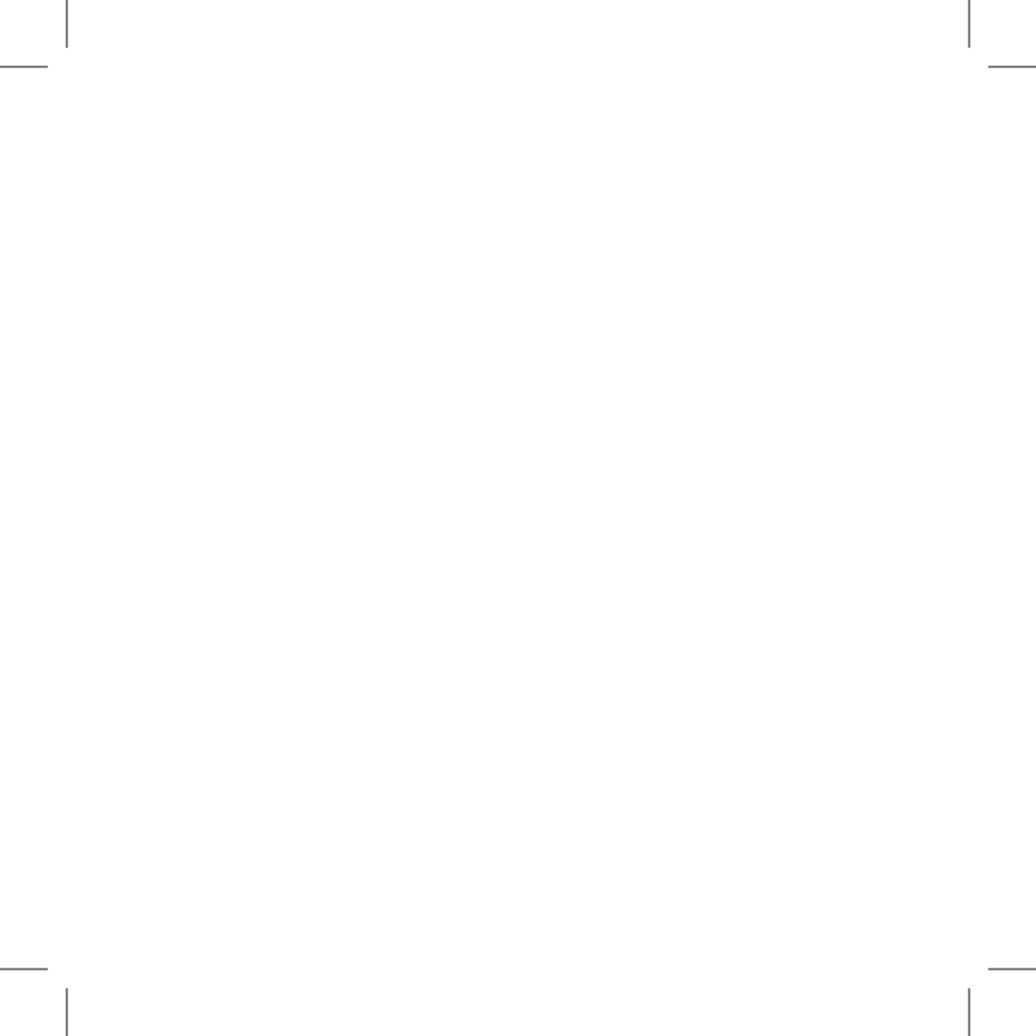
RULES

Two symmetrical, ornate flourishes with scrollwork and leaf-like patterns, one on the left and one on the right, framing the central text.

MANRESA
1724



Let's rebuild the burnt city



The game

After the destruction of most of Manresa during the War of the Spanish Succession, the four main classes of the city start working to rebuild it: the bourgeois and the traders build a palace that will house the city hall, once the old ones affected by the 1713 fire are demolished; the artisans and the farmers rebuild the burnt houses from most of the city; the clerks request the manufacturing of a new altarpiece for the Seu (the city's cathedral) because the old ones were burnt, and the bourbonic army strengthens the city's defenses by fortifying the barracks in Puig Mercadal.

In order to carry out the different rebuilding tasks, each class will have to work hard to get the necessary resources: stone for the walls, salt to pay workers' and artisans' salaries, water to make mortar or wood for the scaffoldings. Nevertheless, the gathering of resources won't be free of misfortunes: fires, droughts or collapses.

The game ends in the year 1724, when a banner from the new regime appears for the first time in the city. The classes that finish their reconstruction tasks can dedicate themselves to the manufacturing of the new banner, and the first to achieve it will be allowed to show it off by heading the procession in front of the others

Which are the components?

- Game board:
- 72 cards:

Resources (x48)



Classes (x4)



Rebuilding (x12)



Privileges (x4)



Banner (x1)



Initial player (x1)



Game summary (x4)



- **10 workers**, 2 from each one of the 4 city's classes + 2 heirs (white)
- **3 misfortune dices**: salt, water and wood
- This sheet of rules



x 10



x 3



Game versions

The game allows choosing between two levels of difficulty/complexity:

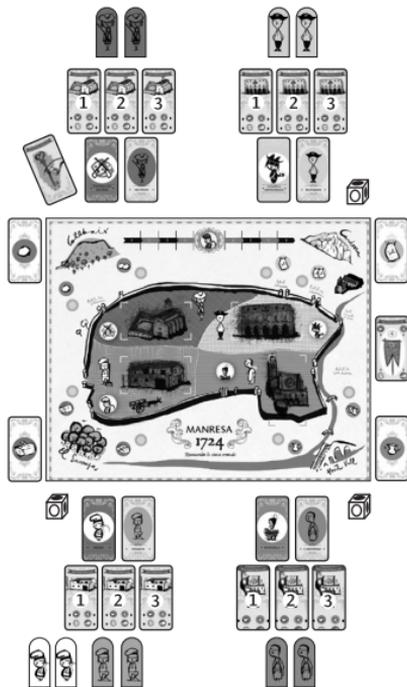
- **Family version** (from 6-7 years old): is a simplified version to learn easily the basics of the game. It is recommended for the first games or for persons who are not used to play board games. It is played without privileges. In this version you can skip the grey text squares in this sheet of rules.
- **Complete version** (from 10 years old): recommended for persons who are more used to board games. If you play this version, you must read the whole rules' sheet, including the grey text squares.

Initial set-up

- Lay **the game board** in the centre of the table
- Place **the resource cards** in a pile next to the corresponding production site (stone in Collbaix, salt in Cardona, water in Pont Vell and wood in Suanya)
- Place **the misfortune dices** next to the corresponding production site (collapse in Cardona, drought in Pont Vell and fire in Suanya)
- Deliver a **class card** at random to each player. It is recommended that each player sits in front of the city area belonging to his class.
- Each player takes the three **reconstruction cards** and the two **workers** belonging to his class.

- Only in the complete version, each player takes the **privilege card** corresponding to his class, and the player with the farmers takes also the **two white workers**. The **banner card** is also placed next to the game board, visible to all players.

- Choose the starting player at random. He receives **the starting player card**.
- If you are playing the family version of the game or with less than 4 players, place the unused materials in the box.



How to play

The game is played along different rounds until one of the players achieves his reconstruction goals. Each round comprehends the following phases:

① Preparation:

Workers are arranged and lined up to start working.

② Work orders:

The workers exit the city to gather resources and privileges.

③ Privileges:

The players use the privileges they already have.

④ Production:

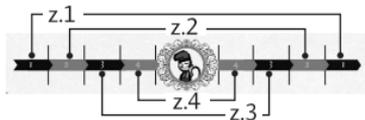
After rolling the misfortune dices, the players get the natural resources their workers are currently producing.

⑤ Reconstruction:

The players build in their city

area if they have enough resources.

① PREPARATION:



The **turn board** allows the players to arrange the workers according to the order in which they will exit the city to gather resources and privileges. The initial player places his two workers in the two boxes of zone 1. Afterwards, clockwise, the second player places his two workers in zone 2 and so on and so on.

Only in the complete version, if any of the players has received the heir privilege in the previous round, he is allowed to place a

white worker in the upper box of the turn board.

2 WORK ORDERS

Following the arrow in the turn board, players will place their workers in any free (not yet occupied by another worker) box of the game board.

Resources Squares: There are four sites that produce natural resources: Suanya forest (wood), Cardona mines (salt), Pont Vell (water) and Collbaix (stone). In each site there is a box that provides 2 resources, and another one that provides only one resource of the same kind.

Privilege boxes (only for the full version): The workers can be also placed in any privilege box belonging to any of the current players. Then the owner of the worker takes also the

privilege card. The owner of the privilege loses it. This privilege card will be played in the next phase.

In games with two or three players, only the privileges belonging to the classes in play are used, so no worker can be placed in the privilege boxes of those classes not in play.

3 PRIVILEGES (only in the complete version)

Starting with the initial player and clockwise order, each player uses the privilege he obtained in the previous round. If a player has not lost his privilege, he has the right to use it.

PRIVILEGES

- **Early purchase (bourgeois).** Allows getting the resources

by paying in advance. Whoever plays the privilege chooses a worker from another player who is placed in a resource box, places the early purchase card next to it, and pays to the owner of the worker as many resources –from any kind in his possession– as the box can produce (1 or 2). In the production phase, all the resources gathered by this worker, will be for the player that has played the privilege.

- **Prosperity** (clerks). The prayers and supplications may favor an amazing production. The prosperity card must be played in one of the three production sites that may suffer misfortunes (Cardona, Pont Vell o el Suanya). In the production phase, the dice belonging to this resource will be rolled twice and

the total production will be the addition of the value of the two rolls.

- **Military protection** (army). The soldiers guarantee the production of resources. The Military protection card must be played in one of the three production sites that may suffer misfortunes (Cardona, Pont Vell or Suanya). In the production phase, the workers in this site will not be affected by the dice rolls.
- **Heir** (farmers). The player can use an extra worker in the next round. The player using the privilege takes one of the available white workers that he can use in the next round to get additional resources or privileges.

4 PRODUCTION

In this phase, the amount of resources produced by each site is settled one by one: Collbaix (stone), Cardona (salt), Pont Vell (water) and Suanya (wood). In each site, the initial player rolls the corresponding **misfortune dice**: stone (no dice), salt (1 mine collapse/5 salt), water (2 droughts/4 waters), and wood (3 fires/3 woods).

If no misfortune appears, the players get the resources produced by the workers. If it does, the site does not produce and the players don't get anything. Once a site has been solved, the workers in it are removed from the game board and the following site is solved the same way.

Only in the complete version, must be considered the effects of the privileges:

prosperity (double dice roll in a site), military protection (the dice does not affect a site) or early purchase (the player using the privilege card gets the resources).

5 RECONSTRUCTION

Starting with the initial player and in clockwise order, the players with the necessary resources to fulfill the next construction phase lay the card in the game board face down and return the resource cards to the pile.

The reconstruction phases must be played in order (I, II, III) and only one order can be played in each round.

Only in the complete version, the privilege cards are returned to their owners who place them face up in

front of them.

Once the round is finished, the initial player card is passed clockwise to the following player who will be the initial player in the next round.

Only in the complete version, a fourth building mission can be played –the banner– which is the same for all the players.

cards in his hand, wins the game. If there is still a tie, the players share the honour of carrying the banner.

End of the game

The game finishes when a player completes the third reconstruction task assigned to his class (or the fourth in the complete version).

The player that has finished all the construction tasks wins the game. If a tie takes place, the player with more resource

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