

# Haddara

*Includes Nobles & Inventions Expansion*

*Includes Marketplaces and Monuments Expansion*

## GAME SETUP

1. Connect the 5 segments of the game board
2. Separate the epoch cards based off of (I, II, III.) (Create separate decks of each at 2 of each per player... Ex. 4 player game 8Red Is, 8Red IIs, 8 Red IIIs, etc...) Set aside the II and IIIs. Then place the I decks face down on the board.
3. Separate the Colonies by the values shown in the bottom left. Shuffle the decks, only need one per player in each value.
4. Coins and 10 values easily reachable
5. Shuffle the monuments and place as many as there are players place by board.
6. Set marketplaces one per player by board.



## PLAYER SETUP

Each needs a player board, bag, and epoch phase card. Set beginning tracks to match the player setup card (Ensure all are using side A or side B.) Bags Include:



# ABRIDGED “PLAYING THE GAME”

Hadara is played over 3 Epochs. Each Epoch is separated into 2 phases.

## PHASES OF THE EPOCH

### PHASE A

Whichever player bag had the Lowest Initiative is first player

**NOTE FOR EPOCH I:** Give 1 coin to each player who will never be the first player at any point of the game (For a 2 player game the player who is the Epoch II 1st player gets a coin.

**NOTE FOR EPOCH II AND III:** For Epoch II the 2nd lowest initiative is the first player, For Epoch III the 3rd lowest initiative is the first player



First player set the wheel to the starting position.

(Simultaneously) All players draw 2 facedown cards from the deck with the player icon matching their player boards. Choose one of the 2 cards to discard faceup to the board, and the other card they choose to purchase or sell. The cost to buy a card is reduced based on the number of cards of its color you already have. Pay for the card, move the various associated markers. If you choose to sell a card, return it to the box and receive the value of coins printed on the back of the card.

After each play, turn the wheel and repeat, until you have done this for each deck.

Receive Income equal to your tracker. Take a small or large marketplace if you meet requirements (requirements are income and extra food.) If you meet large requirements turn it over. Place it above the market stall. You cannot lose the marketplace. Get your additional coin(s) for each coin received at the marketplace choose to put it with your other coins or put it in the market stall.

Starting with the first player and continuing clockwise each player can take 1 colony equal to the military track requirement. (You can only take one per value, You can skip colony values if you meet the requirements.)

Without turning over decide to Plunder or Integrate

Plunder: Receive coins in Green, do not flip it over

Integrate: Pay the coins in Red, flip the colony over increase tracks listed.

-or-

Take a monument, if you meet the monument requirements. Then you choose to reuse or build

Reuse: Take 12 coins leave the space on the back of the monument empty

Build: Pay 4 coins, turn over the monument add one of your bonus tiles.

Starting with the first player and continuing clockwise each player can build 1 statue equal to their culture track Place one of your unused bonus tiles in the statue locations (You can choose to use the reverse for VPs) You can skip statue values.)

## PHASE B

Start with the first player, and continue clockwise. Taking a faceup card discard (on the top of a deck.) The wheel position doesn't matter for phase B. Choose to either buy or sell the card. Continue until no cards are left.

Take Income

Take a Colony

Carve a Statue

Feed your people. (If the value of your food tracker is  $\geq$  to your card total your people are fed.) If lower than your card total You must reduce your people to the equivalent of your food tracker, and as you remove people reduce the trackers.

Buy Silver or Gold Medals.

## A NEW EPOCH

After Epoch I got to II, and end with III.

## FINAL SCORING

- Colonies
- Monuments
- Statues
- Silver Medals
- Gold Medals (7 pts per set of 5 per gold medal)
- Cards
- Market stall points
- Remaning Coins (5 coins equal 1 pt)

In a tie the one with the most coins leftover wins.

## PLAYER PHASE REFERENCE

### Phase A

1. 1st player sets starting wheel location
2. (Synchronously) Draw 2 facedown cards. Choose one card to discard to the board, and another to buy or sell, repeat for all decks
3. Receive Income - Activate Marketplace
4. Take a colony (only 1 per player) do not peek at the other side until after you decide to plunder or integrate  
-or-  
Take a monument if you meet requirements
5. Build statues or take a monument

### Phase B

1. Take one of the top cards from the discard decks, and choose to buy or sell, continue clockwise until no cards remain.
2. Receive Income - Activate Marketplace
3. Take a colony (1 per player) - or - take a monument
4. Build Statues - or - take a monument
5. Feed your people
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# CARD ICONOGRAPHY REFERENCE



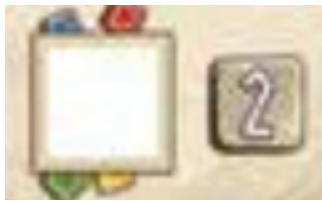
Immediately increase that track by 1 for each card of that color, when you buy more cards of that color increase the track by 1.



Extra food beyond feeding your people you get 3 coins for each up to a maximum of 12 coins per phase.



When you get income gain 2 coins for each other track with a value greater than the value of your income.



Immediately place 1 of your bonus tiles on this card, then immediately increase the track by 2. If you remove this card you reduce the track by 2, but you regain the bonus tile.



Whenever you sell a card, gain 1 additional coin



When you take a colony, gain 4 additional coins



During scoring, score 4 points per set of 5 differently colored cards in addition to any gold medals



1 of your purchased silver medals is worth points equal to the full value of the corresponding track (instead of 1/2)



For each statue you've carved, and for new carved statues, increase track matching the bonus tile by an additional 2.



If when feeding you have to remove cards, you can instead pay 2 coins per card up to a max of 6 times.



Silver and gold during epoch II and III are reduced to amounts shown



Counts as 1 card of any color for 1 set when scoring gold medal



During each "take a colony" and "carve a statue" step you can resolve the action twice if you fulfill the requirements. You can take a monument interchangeably here



If you do not fulfill the requirement to take a colony or carve a statue, you can pay coins to reduce the requirement by 1 for every 3 coins you spend. up to a maximum of 30 coins each phase



The requirements to take colonies or carve statues are reduced by 4 for you



After purchasing this card, future cards of that color no longer receive the same color discount (They will be full price.)



After checking food supply you'll get the indicated number of cards in the food phases. You choose the color of the card. (Take from the box, epoch doesn't matter, only the color.) Place facedown on the

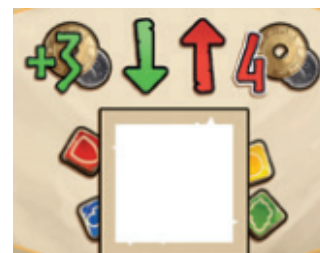
respective color columns on your player board. The purpose is to reduce price of following cards, they will need to be fed in food phases, and they count towards sets.



Always when you carve a statue in the future, you'll immediately get the indicated number of coins.



Both colonies give you extra values. Counts towards already placed colonies as well as future.



Immediately put one of your bonus tiles down. One time you are allowed to take the number of coins. You are allowed to buy back your bonus tile. If you have to remove the card, you remove the bonus tile.