

RUHRSCHIFFFAHRT

FAQ – English

Rules

5.3 Debt

Addendum to the “rare occurrence”: If a player has built all of his 10 warehouses *in the last game turn* and he **must** run into debt again, he receives 2 Thalers but immediately loses 2 victory points. **Note:** In theory it is possible that a player has neither money nor warehouses in the last game turn and *has to* haul his barge upriver.

6.2 Water Level and Demand

Addendum to the very rare occurrence: If there is only one marker in the bag and all players cannot or do not want to build a lock (in this way no new markers get into the bag), phase 2 (drawing a demand marker) does not take place until there are again at least two markers in the bag.

If a coal die is transported to a city or small scale industry space containing one or two Thalers, the delivering player receives the Thalers immediately and puts them onto the income track of his player board.

6.5.2 Progress Markers

Warehouse (for 2 Thalers)

A warehouse may only be built for 2 Thalers in a coal depot, Ruhrort, Kettwig, Werden, Steele, Hattingen, Blankenstein or Witten, if the player has the “allowance” (= black marker) to do so.

Hint how to determine the player turn order

In phase 3 it is the turn of the player who does not yet has a coal die and who is farthest upriver.

In phase 4 players without a coal die already have delivered; it is now the turn of the player with a coal die farthest upriver.

Game Board

Overview of all city coat of arms in color (from left to right on the game board)



Mülheim



Kettwig



Werden



Steele



Hattingen



Blankenstein

The pilot symbol at **Blankenstein** may be ignored.

Note: Blankenstein has a difficult transport status – this may be important when building a warehouse.



Witten

Variants

2.3.6 The Obstacle/Demand Markers

At the start of the game 5 demand and 1 high/lowwater markers are randomly determined and put into the bag. The other 14 markers are placed onto the game board.

If you only play with 18 markers, 3 demand and 1 high/lowwater markers are randomly determined and put into the bag at the start of the game. The other 14 markers are placed onto the game board.

2.3.8 Country Markers

Variant for “planners”:

The country markers are placed openly at the spaces of the game board.

Player Aids

Sequence of Play

6.1 Conduct Historical Event

6.2 Water Level and Demand determination

6.3 Starting Space and Special Option selection

6.4 Movement and Coal Sales

6.5 Progress Markers are received

6.6 Purchasing, Shifting Export Warehouses & Debt Repayment

6.7 Award Export Victory Points & Advance Game Turn Marker

Victory Points

Building a lock: 2 (Essen/Broich territory) or 3 (Grafschaft Mark territory) victory points

Warehouse in a city: 2 victory points

Warehouse at port Ruhrort: 2 victory points plus variable export victory points (phase 7; turns 4-11).

Warehouse at a coal depot: 2 victory points

Possibly 1 victory point in turns 6 & 10 (phase 1)

Bonus points at the end of the game

Warehouses in all 3 Essen cities (Kettwig, Werden, Steele):

1 victory point

Warehouses in all 3 Grafschaft Mark cities (Hattingen, Blankenstein, Witten):

1 victory point

Warehouses in all 3 Essen cities, in all 3 Grafschaft Mark cities and Mulheim:

3 victory points. **Note:** These 3 points are cumulative with the points for Essen and Mark warehouses above!

Warehouses in all 4 coal depots:

2 victory points

Simple warehouse majority at one coal depot

(Herrschaft Broich, Reichsabtei Werden, Reichsstift Essen, Grafschaft Mark):

1 victory point each

Progress marker Mayor:

1 victory point per Thaler on the income track. Only possible if the player does not have any debt!

Progress marker Inn:

either 3 Thalers or 2 victory points. Any debt does not matter

Progress marker Ruhrtalbahn:

each warehouse of a player in a city (not port Ruhrort) earns him 1 victory point

Progress marker Ruhraake:

2 victory points; if the player's barge is at port Ruhrort, 4 victory points

Important: At the end of the game, each warehouse at a player's debt space reduces a player's victory points by 2.

Building costs of the black progress markers

Lock: Turns 2-4: 2 Thalers; Turn 5+: 3 Thalers

Essen warehouse: 3 to 5 Thalers

Grafschaft Mark warehouse: 3 to 5 Thalers

Coal depot: 2 or 3 Thalers

Ruhrort: 3 to 5 Thalers