

GRUNN

- ENGLISH GAMERULES -

Why does the landscape in Groningen look like it does today? In what way have humans altered the landscape of this province, reclaimed and colonised it? In this game you are a

Groninger pioneer. You raise wierden (artificial mounds for habitation in wet areas, like terps), reclaim bogs and grow grain in new polders. You dig waterways and build farms. You

cut down forests and sell milk. And through your actions, the landscape of the province changes step by step...

Build your own Groningen province by strategically placing tiles in arrangements that yield the most victory points. Make sure the wierden are surrounded by other types of areas, create a straight strip of bogs, expand your grain fields or become the largest cattle farmer in the province. Construct canals, build villages, churches, milk factories and farms.

- GAME COMPONENTS -

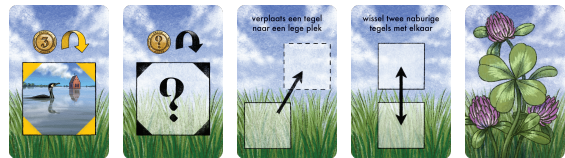
87 landscape tiles:

- 20 Wadden Sea area (green)
- 20 Dollard estuary area (yellow)
- 17 bog (brown)
- 11 forest (light green)
- 11 marshland (purple)
- 8 sand ridge (red)



39 action cards:

- 6x develop Dollard estuary area
- 6x develop Wadden Sea area
- 5x develop bog
- 4x develop marshland
- 4x develop forest
- 4x develop a landscape tile of your choice
- 3x relocate a tile to another empty spot
- 3x exchange 2 neighbouring tiles with each other
- 4x clover card



50 buildings:

- 16 milk factories (green)
- 9 churches (purple)
- 9 farms (yellow)
- 8 turf huts (brown)
- 8 esdorps (villages) (red)



35 canals (blue)

45 coins valued 1 ducat

15 coins valued 5 ducats



1 arrow card

5 overview cards (non English)

1 score pad

1 game rules booklet



- THE GAME IN SHORT -

Each turn players choose a combination of one tile and one action card from a shared pool, and add the tile to their tableau. In this way, each player creates their own four-by-four tile landscape during the course of the game. The different types of tiles score victory points in different ways. The action cards give players various strategic options such as developing landscapes or moving tiles around. During their turn, players may also construct a building or canal. This yields victory points at the cost of ducats.

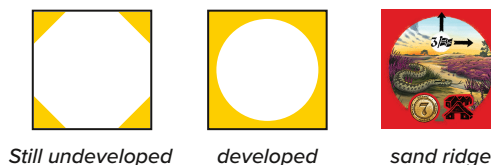
See page 5 for additional rules for the solo game variant and how to play with 6 players.

- GOAL OF THE GAME -

The player with the most victory points at the end of the game wins.

- PREPARATION -

•Shuffle the landscape tiles and deal out four tiles at random to each player. Place the remaining ones as a draw pile on the table. Take five tiles and place them next to the draw pile in a row, with the undeveloped side face up (sand ridges only have a developed side).



•Shuffle the action cards and place them as a face-down deck next to the landscape pile. Place one action card face-up next to each landscape tile.

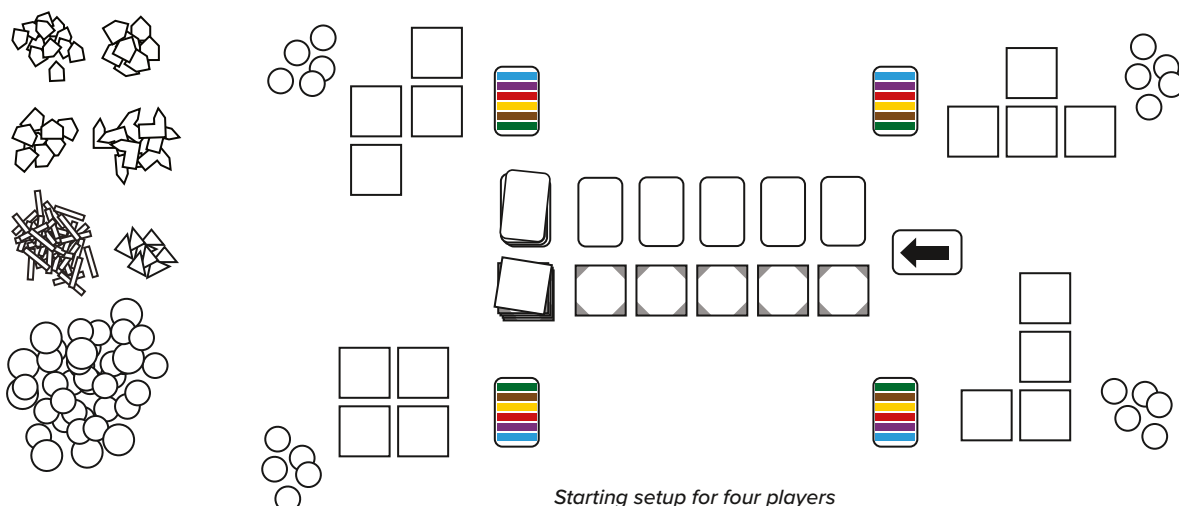
•Place the arrow card next to the rows of tiles and cards, at the end opposite the deck and draw pile, indicating their starting point of the pool.

•Each player takes one overview card.

•Each player takes five ducats. Place the rest of the ducats close by as a 'central bank'. Sort the buildings and place them next to the bank.

•Every player positions their four starting tiles with the undeveloped side face up (barring sand ridges, which are always developed). Players can arrange the tiles however they like, as long as all tiles are part of one connected landscape. They need to connect to each other on at least one side.

•Determine the starting player using your preferred method.

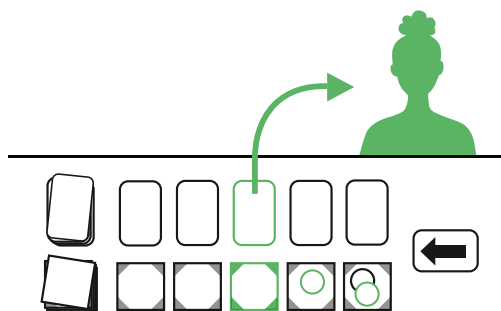


- PLAYING THE GAME -

The game is played in turns, beginning with the starting player and proceeding in clockwise order. During your turn you must pick a tile and accompanying action card from the shared pool and you may build one building or canal.

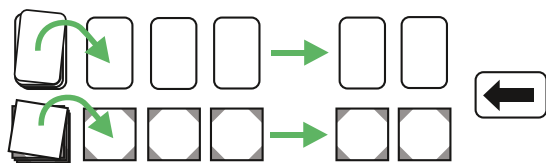
- the shared pool -

- The shared pool consists of a row of paired landscape tiles and action cards, with players picking one of these pairs.
- The first tile/card pair (next to the arrow) can always be picked for free. If you want to select a pair further away from the starting point, you must place 1 ducat on each skipped tile. Ducats can accumulate on a tile if multiple players skip it. If you pick a pair that has ducats on them, you also gain these ducats.



Player A skips the first two tile/card pairs and pays a ducat for each. The front pair already had a ducat on it.

- After a player has selected a tile and card, move the pairs after the picked set forward to fill up the gap, and place a new card and tile as the fifth pair.



The now vacant spot is filled up by moving the cards and tiles forward. A new pair is placed at the end.

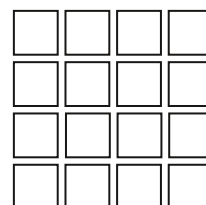
- The chosen landscape tile must be placed next to another tile. The basic rule applies: each tile must connect with an existing landscape one on at least one side.

- Tiles are placed with their 'undeveloped' side face up, excluding sand ridges which are always already developed.

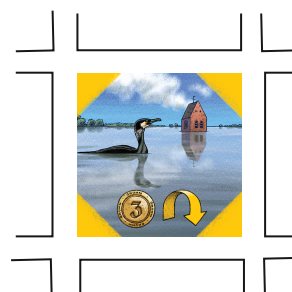
Pattern of four by four tiles

Each player starts the game with a tableau of four landscape tiles and adds twelve over the course of the game. These sixteen tiles must form a four by four square. Keep some room between the tiles for canals to be constructed between them. Players will score their victory points based on the arrangement of their tableau (see Overview page 6).

Tiles must always be placed with their icons at the bottom and may not be rotated!



Four by four



Icons always at the bottom

- Construction -

•Action cards (development, movement or clover) must be used in the turn they are chosen. Developing a landscape tile is done by using an action card with the same indicated landscape. Doing so you collect the amount of ducats indicated from the 'central bank' and flip over the tile to its developed side. The question marked card allows you to develop any tile of your choice.

With an action card you can select any previously placed tile, but also the tile collected in the current turn. Note: sand ridges cannot be further developed for a reward and offer a building location right away.

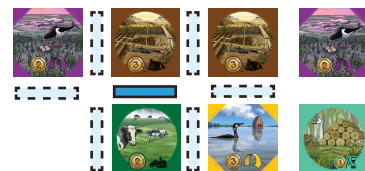
- Some action cards do not develop landscapes but offer the opportunity to move a tile around or switch two tiles. Again, these action cards must also be used in the turn they are taken and cannot be saved up for later.
- The clover card immediately yields four ducats when chosen. **(The game is expandable by picking up Dutch scenario cards at museums in the province of Groningen and some of these change the effect of this card.)**



Clover card

- Action cards are discarded to a discard pile after use. If you choose not to use it, it is discarded as well.
- Note: players can choose the order of placing the tile and using the action card!

- After placing the tile and using the action card (optionally) you may build either one building or canal.
- Buildings can only be constructed on developed tiles, except forests.
- There is a different thematically appropriate building for each type of landscape. They all have a different cost and offer a different amount of victory points.
- To construct a building, take it from the reserve and pay the associated costs to the 'central bank'. Buildings that run out cannot be built any more.
- Developed forests cannot be built on, but generate one ducat for a player at the start of their turn instead. If a player forgot to take their ducat, they lost the opportunity for that turn.
- Instead of a building, a player can construct a canal. Each canal costs 1 ducat and is placed in between two tiles or to the side of one. The first canal can be placed anywhere. However, subsequent canals must connect to the existing ones (either in a straight line or at the corners). At the end of the game each canal lying between two developed tiles is worth one victory point.



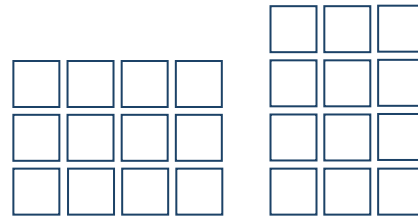
Player B already has constructed one canal. Any further canals they build must connect to that one.

- END OF GAME AND SCORING -

When all players have taken twelve turns the game ends. Players add up the victory points from their landscape tiles, buildings and canals (using the score pad). The player with the most victory points has won the game. Ducats are of no value in determining the winner.

- GAME RULES FOR SIX PLAYERS -

Form a landscape tableau pattern of three by four tiles, instead of four by four. Each player receives two tiles at the start of the game instead of four.



Three by four

- SOLO GAME VARIANT -

All the standard game rules apply, with the following exceptions:

- You play against a so-called automaton, a fictional opponent that acts according to fixed rules. Set up the game as normal. As usual you start off with four starting tiles and five ducats.
- You take the first turn and pick a tile and action card pair. After your turn your 'opponent' takes the front two pairs of tiles and cards, along with any ducats you placed on them. Set these tiles aside. Refill up rows as usual.

- Repeat this until you have created your landscape tableau of four by four tiles and your opponent has twenty-four tiles (the automaton takes two more tiles after your last turn).

- Count your victory points as usual. To determine the bonus points of the green Wadden Sea / grassland tiles, compare the sum of green tiles you have with the sum of green tiles the automaton has collected.

The amount of victory points you collected:

Less than 60:

60 - 69 points:

70 - 79 points:

80 - 89 points:

90 - 99 points:

100 points or more:

You can do better.

Reasonable.

Could be worse...

Well done.

A good result!

You are the ultimate pioneer!

- colofon -

Game design: Robert Brouwer and Arjan van Houwelingen

Art and graphic design: Emma Wilson

Initial idea: Heidi Renkema

Historical Landscape advisor: Jeroen Wiersma

Production game: Ludofact, Jettingen-Scheppach, Germany

Production scenario cards: Roem Speelkaarten,

Steenenkamer, Netherlands

This game has been made possible by the cooperation of 'Museum aan der Aa', Joren van Veen (Toukomst), multiple museums in the province of Groningen and the many volunteers that have playtested the game.

The game has been published with financial support of 'Nationaal Programma Groningen / Toukomst'.

- OVERVIEW -

- A cluster is a group of tiles of the same landscape type connected with each other.
- Landscape tiles yield victory points, regardless of whether they are developed or not or contain a building.
- The forest / wood tiles are not worth victory points. Instead they generate one ducate per turn when developed.

Wadden Sea area / grass

For each green tile of this type in your tableau you gain two victory points. Besides this, the player with the highest number of these tiles gains nine victory points as a bonus. The runner-up gains a bonus of three victory points. If multiple players are tied for a bonus, they split the victory points among themselves, rounded down.



Bog / peat

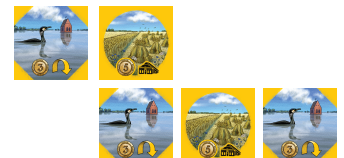
Your longest uninterrupted line -either horizontal or vertical- of these brown tiles is worth three victory points per tile. A row means there has to be at least two tiles; one tile does not gain you victory points.



Dollard estuary area / grain

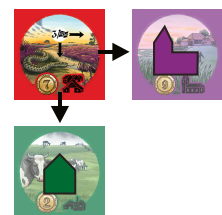
Each cluster of these yellow tiles is counted separately. The bigger the cluster, the more victory points:

Amount of tiles:	1	2	3	4	5	6	+1
Victory points:	2	4	7	10	14	18	+4



Sand ridge

These red tiles are worth the indicated amount of victory points for each neighbouring building their arrows point at. (Some can score four victory points once, others can score three victory points twice). Reminder: tiles must all be placed with their icons at the bottom, and cannot be rotated. You can immediately construct a building on these tiles.



Marshland / wierde

These purple tiles are worth one victory point per unique other type among the tiles surrounding them (so not counting other marshlands/ wierdes). Multiple tiles of the same type next to a marshland/wierde are only worth a single point together.



Forest / wood

These light green tiles are worth no victory points. Developing a forest gains you six ducats. Afterwards at the start of each of your turns it generates one ducat. If you forget to collect this ducat, the opportunity is lost for that turn.



- OVERVIEW -

Constructions

- Each turn players may construct either one building or one canal.
- Buildings can only be constructed on developed landscape tiles.
- Canals can be constructed along any tile edge.
- If a certain building type is no longer available, it can no longer be constructed.

Amount	Landscape	Developed	Amount	Building	Cost	Points
20	Wadden Sea area	grass	16	milk factory	2 ducats	2 points
17	bog	peat	8	turf hut	3 ducats	3 points
20	Dollard estuary area	grain	9	farm	5 ducats	4 points
8	sand ridge	x	8	esdorp	7 ducats	5 points
11	marshland	wierde	9	church	9 ducats	7 points
11	forest	wood	x			
87			50			

Canals

There are 35 canals. They each cost one ducat to construct and are worth one victory point when lying between two developed landscape tiles.



- ABOUT GRONINGER PIONEERS -

Often people move somewhere because life is better there than where they came from. There might be more opportunities to provide for yourself. For example, it is easier to grow food or find a job. Colonisation of an area often has to do with the landscape and subsoil. The land is suitable for agriculture, bog can be excavated for the extraction of peat, forest can be cut down for timber and gas can be extracted. Some forms of developing the land are exploiting it in a way it cannot be reversed. Peat does not grow back just like that. Forest can recover, yet it does not always get the chance. And sometimes a polder is returned to the sea centuries later. The landscape changes continuously. What can you still read in the Groningen landscape that has to do with reclamation and colonisation? People have lived in the province of Groningen for thousands of years and many of them have left traces behind. In this game we look for traces of pioneers that are still clearly visible in the present landscape. You are a pioneer and you will collect as many points as possible by colonising and mining the province, and you do that in different ways. On the timeline below you can see when these events actually took place. In some areas there are also other stories to tell about the landscape. For example from people who lived in the region much earlier and used the area differently.

What is a pioneer? Someone who does groundbreaking work or someone who settles in unknown land and builds a new livelihood.

What is exploitation? Making land suitable for agriculture, keeping animals or growing crops.

What is colonising? To go and live somewhere where no other people live yet. In the rules of the game, for the sake of convenience we use the word developing for all pioneering activities in an area, so also for example for the inpoldering of the Dollard.

Roman era		Middle Ages				Moderne tijd	
From 600 BC	600 onwards	900 - 1400	1000 - 1500	1100		1700 - 1900	1800 - 1900
The first Wierden habitants	Settlement Westerwolde, logging.	Current esdorp structures are formed.	The city Groningen is created out of an esdorp.	Advent of monasteries, churches and dikes are constructed.		Excavation of peat colonies, inpoldering of Dollard estuary/ grain republic.	Impoldering Wadden Sea coast, 1900 onwards milk factories.

Seven different landscapes can be distinguished in the province of Groningen. Would you like to know more about them? Then visit the website: <https://kwaliteitsgidsgroningen.nl/>

- Description of the landscapes -

Marshland, wierden (artificial mounds) and churches

As early as around 600 BC the first people settled in the marshland along the Wadden Sea. They were looking for a suitable place to farm. Although the soil regularly flooded in the winter, it was so fertile that it was worthwhile to live there anyway. The people built wierden, a kind of mound, as protection against the water. After the arrival of Christianity and the construction of dikes in the area, the wierden lost their original function, churches were built on many mound tops.

Sand ridges and esdorps (villages)

On the Hondsrug and in Westerwolde you will come across many esdorps. The city of Groningen also evolved from an esdorp around the year 1000. An esdorp is a village on the edge of sandy soil with collectively used fields (essen), a brink (anger) and often a heathland for sheep.

Forest and wood

In Westerwolde, but also for example in the southern Westerkwartier district, you can still find woody areas. Many early inhabitants went to live on sandy ridges. Around 600 there were still large forests to be found in Westerwolde. The forest was cut down to make room for construction and agriculture.

Bog, peat and turf huts

Large areas of the province were once covered with bog. During different periods, almost all of it has been excavated. The peat was sold as fuel (turf). Now the peat is gone, what remains is often clay soil and sometimes sandy soil. Many people have become rich from the exploitation of the peat. You can see that for example in the 'veenborger' (manors). However, the people who did the heavy work, the peat labourers, were poor and often lived in huts made of sods, even up until the 1900s.

Polders of the Dollard: grain and large farms

The Oldambt was once also bog. By reclaiming it, the land became much lower. So low that it often flooded with water from the Dollard. Many villages have disappeared forever by the floods. From the seventeenth century onwards this area was reclaimed. The new land was fertile and very suitable for the cultivation of grain amongst others. Large farms were built and the area is still called the 'Grain Republic'.

Wadden Sea coast, polders, cows and milk factories

North of the old wierden (raised mounds) landscape a new landscape arose: the Wadden dikes. This area was created during the eighteenth and nineteenth centuries by the construction of dikes and polders, which was very suitable for keeping cattle. Around 1900, cows were kept in large parts of the province and more and more small milk factories were formed where the milk was processed.

Canals

Waterways can be found all over the province. They were constructed to drain excess water from the polders and the excavated peat, for the transport of people and for the transport of agricultural products and peat.