

# Hadara

## Set-Up:

1. Connect the 5 segments to make up the board.
2. Separate the cards by Epoch (1, 2, 3) and set the Epoch 2 and 3 cards to the side for now.
3. Separate the Epoch 1 cards by color (5 stacks), and shuffle each stack separately. (For beginners, remove the cards with a star at the bottom.)
4. From each stack, draw a number of cards twice the player count (ex: 4 player game, draw 8 cards for each stack) and place them around the dial on their matching colored space on the board. The rest of the Epoch 1 cards go to the box.
5. Separate the Colonies by the value shown in the bottom left. In each stack, keep 1 per player and put the rest in the box. Don't look at the backs of these tiles!!!
6. Give each player a player board (note the player icon in upper right,) a reference card, 8 bonus tiles (2 of green, yellow, blue and red,) 2 gold medals and 4 wooden markers that match the colors of your player board.
7. Choose a 1<sup>st</sup> player, give them the set-up card with a big 1 on it (initiative order.) Pass out the other cards either in clockwise order or randomly as the rules suggest. (Use side A of the set-up card for beginners.)
8. Each player takes the coins shown on their set-up card (2 player game – 2<sup>nd</sup> player takes an extra coin) and sets their 4 colored tracks as shown on the card as well.

## Game Flow:

- Hadara is played over 3 Epochs and each Epoch is made up the same 2 phases – A and B.
- After the 3 Epochs, the game ends and final scores are tallied. Most points wins!
- On a player's board, there are 4 tracks that represent Income, Military, Culture and Food.
- Anatomy of a Card – Increase player board tracks (or special power) in top right. Cost in coins bottom left. Points bottom right. Epoch it belongs to, bottom middle. The back shows how much money you get from "selling" a card.
- The last page of the rulebook has the purple card icons explained.

## Epoch Phase A:

### **1. Choosing between 2 cards**

- Make sure the wheel in the middle of the board has each player icon facing a stack of cards.
- Simultaneously, all players will take the top 2 cards from the top of the stack their icon is pointing to.
- The first decision to make is which of the 2 cards will be discarded face-up onto the top of the matching discard pile on the board. These cards will come into player during Phase B!
- Second decision is what to do with the remaining card you kept. You can "sell" it back to the box for the coins shown on the back of the card, or you can pay the coin cost shown in the bottom left and play the card below your player board, earning all the benefits the card grants. If it shows 1 or more colored squares with a number, bump up that track on your player board that many times. If that track were to go beyond 10, add a +10 marker to the end of your track. If it has an ability, see the back of the rulebook for details.
- **The coin cost of a card is reduced by the number of cards you already have in the matching color!**
- You should always be able to count up your track values to know exactly what each track should be!
- Purple card effects go into effect immediately.
- After each player has made their decision, rotate the wheel clockwise and repeat this process until each player has taken cards from each of the 5 colors (no more cards will be in the stacks too,) then proceed to Income.

### **2. Income**

- All players earn coins equal to their Income (yellow) track.

### **3. Take a Colony**

- Starting with 1<sup>st</sup> player and going clockwise, each player can take 1 (and only 1) colony tile if they meet or exceed the shown military strength (red track) shown in the bottom left. (You don't spend this, just have it.)
- You can only claim 1 Colony tile from each stack during the game (hence 1 per player during set-up,) but you don't have to claim them in order. Just have to meet or exceed the shown value.
- When you take a Colony tile, don't look at the back! You have a decision to make... either keep it face-up (don't look at the back at all) and take the coins shown in green... or... pay the coins in red and flip the tile, earning any track increases as shown. Note – when flipping a tile, the points may change!

### **4. Carve a Statue**

- The Statues are located in the bottom-left area of your player board. There are 4 of them with values (6, 12, 20, 30) that work just like the Colonies, but this time, you use your Culture (blue) track.

- You can only carve 1 statue per “carve a statue” step, but you don’t have to carve them in order as long as you meet the threshold on your Culture track.
- You “carve a statue” by taking 1 of the 8 tiles you haven’t used yet and you place it in the square window below the shown points you will earn at the end of the game. You have a decision to make when placing this tile...
  - Which bonus square tile will you use as you only have 2 of each color
  - Will you keep the tile color side up and bump up that track the shown number (to the left) or will you flip the tile and earn the number of points shown to the left at the end of the game. (Example, if you place the tile with the 1 point icon face-up, and it is next to the 4, it’s worth an extra 4 points.)
- You can’t carve the same statue more than once, and you can’t flip/move tiles once placed in them (see below.)

## Epoch Phase B:

### **1. Take a Face-Up Card**

- Starting with the 1<sup>st</sup> player and going clockwise, on a player’s turn, they will select 1 (and only 1) card from the top of a stack (color doesn’t matter) and either buy it (paying coins) or sell it (ditch it from the game for coins shown on the back.)
- You can’t look through the stacks as the top card of each stack is the only one you should see!
- You are allowed to choose from the same color multiple times, if possible.
- Continue going around until there are no cards left on the board, and then proceed to the next step – income.

### **2. Income**

- Same as Phase A (see above)

### **3. Take a Colony**

- Same as Phase A (see above)

### **4. Carve a Statue**

- Same as Phase A (see above)

### **5. Feed Your People**

- If your Food track (green) is at the same level or higher than the number of cards you have below your player board, then you are good! No penalty!
- If your Food track is lower than the number of cards you have below your player board, you must remove cards (and lose their benefits and reduce track values) until your Food track is equal to or greater than your number of cards. You earn no compensation for lost cards this way so don’t do it! (and don’t ditch cards that give green!)

### **6. Buy Silver and/or Gold Medals**

- Refer to your reference card to see the cost of Silver and Gold medals during Epoch 1/2/3.
- At this time, you can buy as many Silver and/or Gold medals as you wish, however, during the game, you can only buy 2 Silver and 2 Gold medals total.
- Silver Medals – Take 1 of your unused bonus square tiles and place it in the empty window. At the end of the game, you will earn ½ points (rounded up) compared to this track. Yes, you can have the same color in both!
- Gold Medals – Take 1 of the 2 gold medals you have set aside and put it on your player board. At the end of the game, each set you have of 1 green, red, blue, purple and yellow card will earn you 7 points. If you have both, it will be 14 points for each set.

## New Epoch:

- After Epoch 1, set-up Epoch 2 like during set-up, but using the Epoch 2 cards!
- After Epoch 2, set-up Epoch 3 like during set-up, but using the Epoch 3 cards!
- Don’t pass the initiative cards, but for Epoch 2, the player with the 2 is the “first player.” Same goes for player 3 during Epoch 3. (2 player game – the player who was 1<sup>st</sup> in Epoch 1 also is 1<sup>st</sup> again in Epoch 3.)
- After 3 Epochs, the game ends, go to End Game for final scoring.

## End Game:

- **Colonies** – Score points shown on all your Colony tiles.
- **Statues** – Points next to the statue plus extra points if you have the “1 point” symbol showing (See above.)
- **Silver Medals** – Score points as mentioned above
- **Gold Medals** – Score points as mentioned above
- **Cards** – All cards have points, add them all up!
- **Remaining Coins** – Coins exchange 5 coins for 1 point.
  - **Most points wins**, ties broken by the player with the most leftover coins!