

Rules Clash d'Ardèche

Introduction:

You're the new owner of a small campground along the river Ardèche. It all seems so easy! A small plot of land, a reception and a website is all you need to receive some income from tourists.

Satisfied you take a rest – but not for long, as your guests already leave for greener pastures! They like your competitor's campground more: the 'Clash d'Ardèche' has begun.

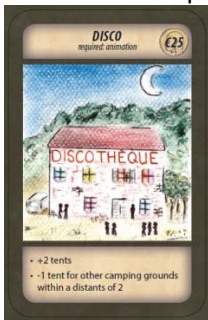
Claim the best sites, bluff out your competitors, bribe the mayor and fulfill your secret assignment to win!

Goal:

The player who fullfills the campground of his secret assignment immediately wins.

Inventory

9 different camping ground Upgrade cards:



36 Bribe cards:



5 Star buildings (swimming pool, sanitary, café, activities, reception):



13 Tent chips:



Money chips:



Travel Guide Review chip:



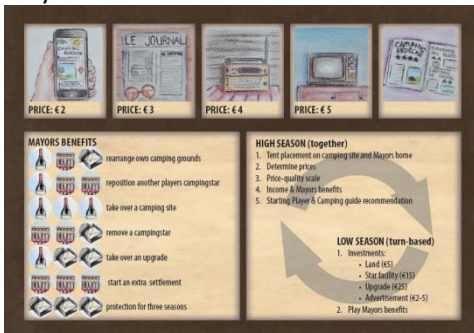
1 Starting player card:



8 different secret assignment cards:



Player board:



5 Price cards:



Board:



Tents:



Campingboss:



Preparation:

Place the nine upgrade-cards open next to the board. Shuffle the bribe-cards and place them in a stack face down.

Every player receives one campgroundboss-meeple, one player board, 5 price-cards, 5 starbuilding-chips, 13 tent-chips, money (worth 40) and one (secret) assignment.

Place the wooden tents on your player board, five tents on every media channel (internet, paper, radio, television). The starting player is the one who most recently slept in a tent.

For two players: If you play with two players then place a tent chip of another color on the sites on the edges of the board (except for the two sites next to the bridge below the mayor's house). They are taken and cannot be bought in the game.

Playing the game

The game is played in several rounds. One round consists of two phases: the low season and the high season.

1. Low season

In the low season it's time for campground-investments! The starting player begins. When he is finished building, the player next to him (clockwise) is next. You may choose one or more of the following actions in random order:

- a) Buy a site (5 coins). On your first turn, place your reception for free on the site of your choice. After that you can only buy sites adjacent to your campground. When you buy a site, place a tent chip upon it. It shows that guest can be hosted there. The location of a site specifies the number of guest willing to camp there. See the table on the player board.
For example: A site on the island, next to the river, can accommodate 4 guests.
- b) Build a Starbuilding (10 coins) on a site you already own. With every Starbuilding (swimming pool, café, activities and sanitary), your campground will rate one extra star. Guests cannot be accommodated on a site with a Starbuilding, so replace the tentchip for the Starbuilding chip.

For example:

- 1. You'd like to build a swimming pool on a site that isn't yours, so you buy the site (5 coins) and the swimming pool (10 coins). Total costs: 15 (!).
- 2. Your campground contains a reception and a swimming pool. Your campground rates two stars.

- c) Buy Campground-upgrades (25 coins).
These buildings have exclusive bonuses. You may only buy one if you have the required starbuilding.

For example:

- 1. You build a hostel and receive some extra guests every high season. Place them on the required starbuilding: the café.
- 2. Your campground doesn't have a swimming pool, so you cannot buy the water park.

- d) Recruit guests
You recruit guests by advertizing in different media. Once recruited, transfer the wooden tents from your player board to your campground. The table beneath shows the price per recruited guest and the maximum range per medium.

<u>Medium:</u>	<u>maximum range:</u>	<u>Price per guest:</u>
Internet	5	2 coins
Papers	5	4 coins
Radio	5	6 coins
Television	5	8 coins
Travel guide	3 together)	Two travel guide-chips (for all 3 guests

For example:

On your first turn you'd like to spend 15 coins to recruit guests. Via the internet you reach 5 guest for 2 coins each = 10 coins. Via the papers one more guest for 4 coins. So you have 1 coin left. Transfer 6 wooden tents from your player board to your campground on the gameboard.

e) Buy Bribe cards (10 coins)

For 10 coins players are allowed to draw the upper card from the deck.

f) Play Bribe cards

The mayor of the village is bribable and provides favors to the players he likes. Different combinations of bribe cards lead to special favor-actions. Put the cards on the discard stack en collect your special favor! (see the table below).

Bribe cards can be traded 3 to 1.

<u>Combination:</u>	<u>Favor:</u>
1 wine 1 cigars 1 jewellery	Transfer starbuildings within your campground. Put a tent chip on the site without the starbuilding.
2 cigars 1 wine	Transfer a starbuilding within a competitor's campground
3 wine	Take over an adjacent tent site of another player. Guests staying on it will transfer to the campground of their color.
2 cigars 1 jewellery	The next high season the bonuses of your competitor's campgrounds don't affect you
2 jewellery 1 wine	Buy a competitors' campground upgrade (only possible if you have the required starbuilding // pay 25 coins to the former owner)
3 cigars	Start a franchise: you may buy a site that is not adjacent to your campground
3 jewellery	All 6 village people stay at your campground this high season instead of at the different upgrades. Place them on your reception.

2 High season

The high season is played by all player simultaneously and consists of the phases below:

a) Place all guests of your color (also the ones that stayed on another campground the last season) on your campground or on the mayor's house. By placing tents on the mayor's house you won't get any income from those guests, just one bribe-card per guest. The maximum amount of guests on the mayor's house is maximized by the number of starbuildings you own.

When placing guests on your campground, bear in mind the maximum amount of guests

per site. If you cannot host all your guest, then the remaining guests stay at the village this season and generate no income.

Also all bonuses of the campground upgrades are executed now. Tents acquired by the upgrades stay on the required starbuilding-site (no maximum).

- b) Choose your price.
Choose what price you want to charge your guests. Pick the fitting pricecard and put it face down on the table. Turn the cards simultaneously.
- c) Determine the price-qualityrating
The amount of your starbuildings determines the number of stars your campground is rated with.
Put your campground boss on the number of stars your campground is rated with. Move it upwards with steps equal to the number on your chosen pricecard.
- d) The price-quality rating now shows every campground price-quality rating: the campground below has the best rating. The campground above has the worst. Guests want to leave the worst campground in search for the best price-quality. So, they will transfer from the campground(s) on top of the price-quality rating to the campground(s) at the bottom, for this high season. Guests on the other campgrounds don't move.

The table beneath shows how many guests will leave the worst priced campground(s):

Open steps between the best and worst campgrounds:	Guests per site:
0	0
1	1
2	2
3	3
4	4
5	5

If the receiving campground doesn't have enough capacity for all tents, the remaining tents will transfer to the next best campground and so on. If all campgrounds are full, then the tents will end up on their original campground.

Note: in case of a split of tents between two players, the possibly remaining tent will transfer to the youngest player. In case of a split of too few tents between too many players, the tents will stay in the village for that high season.

For example:

1. In the first round all campgrounds have one starbuilding (the reception). The red and blue player ask 4 coins, yellow asks 3. The difference on the price-quality rating between blue/red and yellow is 1 step, so there are 0 open spaces between the campground bosses, so 0 tents per site will transfer.
2. If in the above example yellow asks 2 coins, the difference on the price-quality rating is two steps: there is 1 open space between them and the blue and red player would have to transfer one tent per site to the yellow player.
3. On the price-quality rating green is four steps above blue and red (three open spaces), so green has to transfer 3 tents per site to blue and red. Green has three

river-sites with three tents each. So blue and red together receive 9 tents, round off they both receive 4 tents. The remaining tent goes to the youngest player: blue or red.

- e) **Income phase**
Every player receives per tent staying on his campground the number of coins on his chosen price card. For every tent on the mayor's house pick one bribecard. Players whose campgrounds border the mayor's house may pick one extra bribecard. Players can have a maximum of 9 bribe cards on their hand.
- f) **Starting Player**
The player on top of the price-quality rating will be the next starting player. If more players together are on top then the player left of the current starting player will be the next starting player.
- g) In case one player alone stands at the bottom of the price-quality rating he will receive a travel guide review (one travel guide chip), as he has the best price-quality rating. If it's the player's second chip then immediately he receives the current travel guide entry: three orange tents will transfer to this player's campground. The three tents will count as guests and can be placed in the high season on the player's campground (or mayor's house), until another player receives the travel guide entry.

When the high season is finished, return to the low season

Bonuses campground upgrades

In phase a of the high season some guests will transfer from one campground to another because of the different upgrades. The bonuses are explained with icons, see below for their meaning:

Steps: [insert steps-icon]

Whether upgrades attract your guests is determined by the distance between your campground and the site of the corresponding starbuilding. If it's within a range of 2 or 3 steps (see the steps-icon on the card), most upgrades will draw some of your guests away.

For example: [with illustration]

Blue's campground is four steps away from the swimming pool of Red. Red has a Water Park-upgrade (which is localized at the swimming pool), but because the distance to walk is four steps instead of three, Blue's guests will stay. Red only receives two guests from yellow.

Bonus:

(Transferring Guests) – guests per campground that will visit your campground

(Transferring Guests Village) – number of guests from the village that will visit your campground

(bribe Cards deck) – Draw one bribe card from the deck

(bribe cards hands) – Receive one bribe card from every player's hand

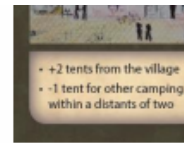
(Transferring Guests player board) – Number of guests from the television and radio square that will transfer to your campground every high season

(Capacity) – The extra capacity of all your tent sites

The effect of the 'Disco' is: noise pollution for all sites (on other campgrounds) in the neighborhood within a range of 2 (river counts as 1). Their capacity is lowered by

For example:

Red builds a disco at the red x. De sites with the blue dot suffer noise pollution, but only if they belong to your competitor. Their new capacity is written on the site.



one.

Rules for Solo play Clash d'Ardèche

Introduction: The friendly, but slightly corrupt mayor has gone megalomaniac in this solo-version of 'Clash d'Ardèche'. His nice country house in the outskirts of the small French village is no longer any good, he now demands the island as the vicinity for his mansion. Do not attempt to stand in his way: he'll dispossess you that very moment.

Furthermore, one cannot simply please the mayor as one used to – occasionally providing him with wine, jewellery and cigars. Our burgomaster now simply demands those. And do not dare to deny him his delights or he'll sent you two extra 'guests' from the village to host on your camping ground.

Withstand this tyranny, built your campground cunningly, charge your guests smartly and become once again the victor of this 'Clash d'Ardèche'!

Rules:

Most of the normal rules apply, including the victory conditions. The exceptions are noted below:

Low season:

Start: The mayor starts with one site, right on top of the mountain of the island. If he owns the whole island, he wins.

Phase f: The only favor to gain is to take over a site of the mayor's estate on the island. You can do this once by paying three wine, once by paying three cigars and once more by handing over three jewellery.

High season:

Phase a: Bonuses of all the upgrades (except the restaurant) are changed to: 3 extra guests.

Phase b: You and the mayor both determine your price. The mayor's price card-deck is determined by your number of star buildings, so the more starbuildings you have, the higher prices he can ask.

See the table below:

# starbuildings	Mayor's Price cards deck
1	The 2 coins-card
2	The 2 and 3 coins cards
3	2,3 and 4 coins cards
4	2, 3, 4 and 5 coins cards
5	All of the price cards

Shuffle the price cards-deck of the mayor and draw one to determine the price of the mayor. Of course, determine your own price first.

Phase c: The mayor's starting position on the price-quality scale is determined like this: put the mayor's meeple on the top of the price-quality scale, then descend one step for every site you have. If, for example, your campground consists of one reception, one swimming pool and two sites for guests, then the mayor's meeple descends four steps.

Subsequently determine the final score on the price-quality steps by moving your campground boss and the mayor's meeple the required steps up (according to the prices charged in phase b). Now you can see if some of your guests want to leave. If they do, they'll stay (for the rest of the game, also in the low season) in the village. Unfortunately there are no guests on the mayor's mansion to transfer to your camping ground if your score on the price-quality scale is very good.

Note: the difficulty-level of this solo-game is adjustable by the starting position of the mayor. For beginners: top of the price-quality scale. Advanced players: top minus one step. Expert players: top minus two steps.

Phase f&g: are not executed in the solo-game.

Phase h Moves of the Megalomaniac Mayor

This is an extra phase for the solo game, in which the mayor moves.

- Firstly, he takes one extra site of the island. If he owns all of the island, he wins. If you have some sites on the island, he'll just disown you. But he'll take the free sites first.
- Then he demands delights from you. Draw one card from the bribe card-deck to discover which: wine, cigars or jewellery.

If you draw (in round #2 or later) wine, cigars or jewellery for the second time: then you'll have to pay two of them. Third time: pay three etc...

If you'd like to keep the required card(s), or if you don't have them, then for every missing card you receive two non-paying guests from the village to host for the rest of the game.

For example: in round#4 you draw wine. You also drew wine in round #1 and #3. So now you have to pay three wine in round #4. You only have one wine to give. So you receive two village-guests times two missing cards = 4 non-paying guests to place on your campground.