BRETAGNE
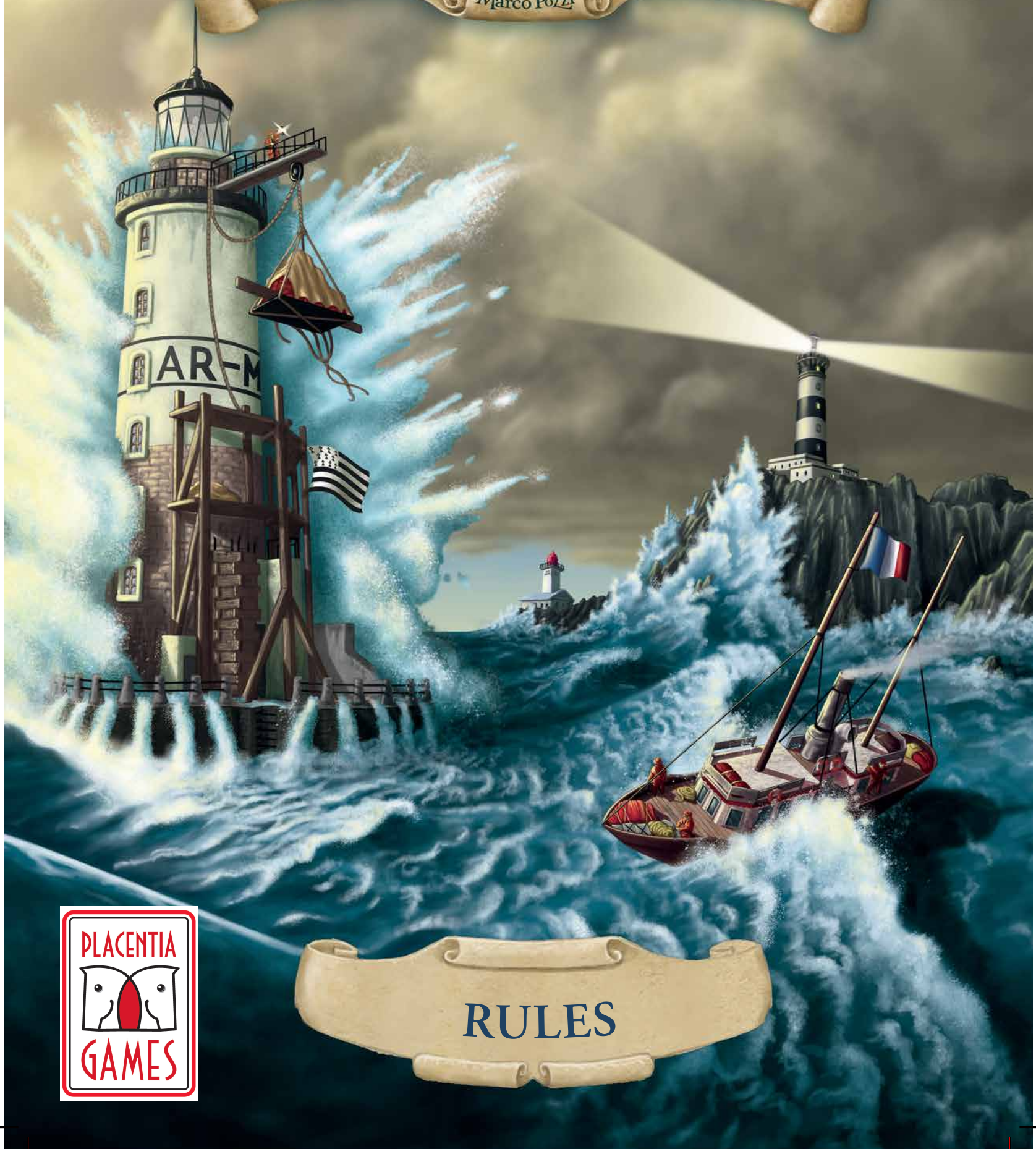
Marco Pozzi

AR-M

RULES

France, second half of the XIX Century:
The Commission des Phares has announced
the construction of new lighthouses around
Bretagne, to provide safe passage for ships.
As a brave builder, your task is to construct them
in the best way so you will be remembered
as the greatest lighthouse builder in all of France!
You will be confronted by strong winds and storms
as you work to complete your lighthouse.
You will need to plan carefully to make the best use
of your resources, workers, and engineers.
In each round, you will have to make clever tactical
decisions to if you're going to outbuild your rivals!

GAME OVERVIEW

The main board shows a map of Bretagne, divided into three
large Areas. Each Area has Lighthouses and ports with Harbors.
There are also four large Cities: Quimper, where you can find
construction Resources at the beginning of each round, Brest
and Lorient, where you can go during the game to buy or sell
Resources and Equipment or hire Engineers and Workers, and
Pontivy, where you acquire Barges and determine the turn order.
There are three kinds of Lighthouses:

Heaven. These are built on solid land or in calm waters. They
are quite easy to build in any weather conditions. They are **BLUE**.
Purgatory. These are built on water in locations where the sea
is not too rough. They are difficult to build in bad weather. They
are **WHITE**.
Hell. These are built in the most dangerous and often stormy
seas. In bad weather they can become almost impossible to build.
They are **RED**.

Each category of Lighthouse requires a different number of
Engineers to build, as shown on the Summary cards.

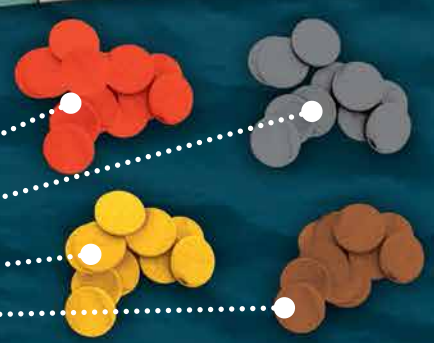**Heaven Lighthouses   Purgatory Lighthouses   Hell Lighthouses**

15 LIGHTHOUSE tiles

North Area
West Area
South Area

1 main BOARD

4 SUMMARY cards

60 wooden RESOURCES:
15 Bricks
15 Stone
15 Sand
15 Wood

GAME COMPONENTS

16 ENGINEER tiles

6 PRODUCTION cards

12 HARBOR tiles

30 EQUIPMENT cards

4 BARGE cards

6 WEATHER cards

28 COIN tokens

4 SCORE tokens

4 WAREHOUSE cards

14 workers cubes and 2 disks per player

36 CONSTRUCTION tiles

BONUS! 1 extra card for Florenza: the Card Game!

4 x3/x5 tokens

SET UP

Place the Main Board on the table.

Each player chooses a color and takes the Warehouse card and eight matching Worker cubes. Leave the other six cubes per color to the side as a "supply"- you can hire them later in the game. Place one of your Player Markers on the "0" square of the Score Track. Randomly determine the starting turn order and place the other Player Markers in that order, on the corresponding Next Round spaces in **Pontivy**.

Place the Lighthouse tiles near their matching locations on the edge of the main board, with the under construction side up. There are 3 *Heaven*, 1 *Purgatory*, and 1 *Hell* Lighthouses for the North Area, 1 *Heaven*, 3 *Purgatory*, and 1 *Hell* Lighthouses for the South Area, and 1 *Heaven*, 1 *Purgatory*, and 3 *Hell* Lighthouses for the West Area.

> **IMPORTANT: In 2-player games there is only 1 Lighthouse tile of each type in each Area of the main board. Place the other tiles showing the BUILT side face up (this is important for some game rules). In 3-player games, place 1 BUILT Heaven Lighthouse in the North Area, 1 BUILT Purgatory Lighthouse in the South Area, and 1 BUILT Hell Lighthouse in the West Area.**

The Lighthouse tiles should be placed randomly, according to the colors on the board. But, you can place them in order from 1 to 15 if you want to play the "historical scenario".

Place one Harbor tile on each Harbor space of the main board with the normal income side up. Harbor tiles are divided into three types, corresponding to the Areas of the game board. Place them randomly on the corresponding spaces. There is one more Harbor tile than the available spaces for each Area, so in each game three random tiles will be left out of play.

Normal Income Side

Improved Income Side

On the Normal Income side, you can also see what the Improved Income will be

Shuffle the Weather cards and put one of them in the box, without looking at it - it won't be used in this game. Draw the top card and place it face up in the Current Round Weather space. Place the rest face down on the Next Round Weather space and turn over the top card. In this way, players can see both the weather for the current round and the next round.

Sort the Construction tiles by their backs, shuffle each stack separately, and place them on the matching Construction spaces. Turn over the top four tiles from each pile and place them in the four spaces of each row.

Shuffle the Equipment cards and place them near the main Board. Leave some space next to it for a discard pile.

Leave all the other components (Engineers, Resources, Barge cards, and Coins) near the main board.

Lighthouse Tiles with the Under Construction side up

Harbor Tiles with the Normal Income side up

A ROUND OF PLAY

The game is played over a maximum of five rounds. Each round is divided into five phases:

1. **ROUND SETUP**
2. **ACQUIRE RESOURCES**
3. **ACTION PHASE**
4. **LIGHTHOUSE EVALUATION**
5. **END OF ROUND**

The game ends when one of the following occurs:

THE 5TH ROUND IS COMPLETE

OR

ALL THE LIGHTHOUSES HAVE BEEN BUILT

Weather for the next round

Weather for the current round

Turn Order for the current round

Turn Order for the next round

1.3 Fill the market in **Brest** with Engineers and Resources taken from the supply.

1.4 Draw a new Production card and place the Resources shown in the **Quimper** market. Use the "x3/x5" tiles to represent multiple Resources, if needed. If there are not enough Resources, place all the matching Resources available.

01.   ROUND SETUP

1.1 First, in the order shown on the Next Round line in **Pontivy**, each player chooses one Barge card to use this round: Place your marker on the empty space of your choice in the Current Round Order line, take the matching Barge card, and take the number of Engineers (and, eventually, Coins) shown on it.

1.2 (Skip this step in the first round) Then, you receive income for your Workers in Harbors.
Harbors can give:

Resources   ▲ ✕ ▤ ⬜

Workers ⬛ **Equipment cards**   **Engineers**

or **Victory Points** ▦

Note: At the beginning of the game, all the Harbors are empty, so you won't receive anything the first round.

1.5 (Skip this step in the first round) Fill all the Construction spaces by taking tiles from the top of the matching Construction piles.

1.6 (Skip this step in the first round) Discard the Current Round Weather card, move the Next Round Weather card (the one face up on the top of the deck) to the Current Round Weather space, and reveal the new top card of the deck.

> **IMPORTANT: All Worker cubes, Resources, Coins, and Engineers you own must be placed on your Warehouse card.**

02.   ACQUIRE RESOURCES

In this phase, the players fill the Barges on their Barge cards:

2.1 In the order indicated by the Barge cards, the players take turns filling the top Barge on their cards. On your turn, take the corresponding number of one kind of Resource (of your choice) from **Quimper**.

2.2 After all the players filled their top Barges, the first player fills his or her second Barge, and so on, until all Barges are filled or until there are no more available Resources in **Quimper**. On your turn, you may take any type of Resource available, including a type you already took earlier in the current round.

> **IMPORTANT: You can only place Resources on each Barge of your card once per round. If you do not completely fill a Barge, those empty spaces cannot be filled until the next game round.**

Example: Paul is the first player. The top Barge on card no. 1 has 3 spaces, so he decides to take 3 Wood Resources and places them there. John is the second player. The top Barge on card no. 2 has 2 spaces, so he takes 2 Sand Resources. George has Barge card no. 3, and takes 2 Stone Resources. Ringo has no. 4, and decides to take 2 Bricks Resources.
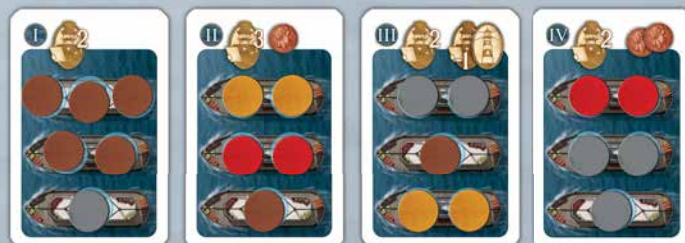
Now it's Paul's turn again. He really needs Wood this round, so he decides to take another 2 Wood Resources and places them on his middle Barge. Then John takes 2 Bricks Resources. The players continue taking turns until all players have filled all of their Barges.

03.   ACTION PHASE

In turn order, each player **must** take **one** of the following actions:

  BUILD

  TRADE

  PASS

After all players have performed one action, the first player takes another action (which can be the same or different than the earlier action), and so on, until everyone has passed.

3.1: BUILD

If you want to build, you must take an available Construction tile and place it on a Lighthouse:
First, you must buy a Construction tile from the supply by spending the corresponding Resources.
Then, take the Reward shown for the row you took the tile from

(1 Coin for a 1-Resource tile, 1 Equipment card and 1 Coin for a 2-Resource tile, or 1 Equipment card and 2 Coins for a 3-Resource tile).
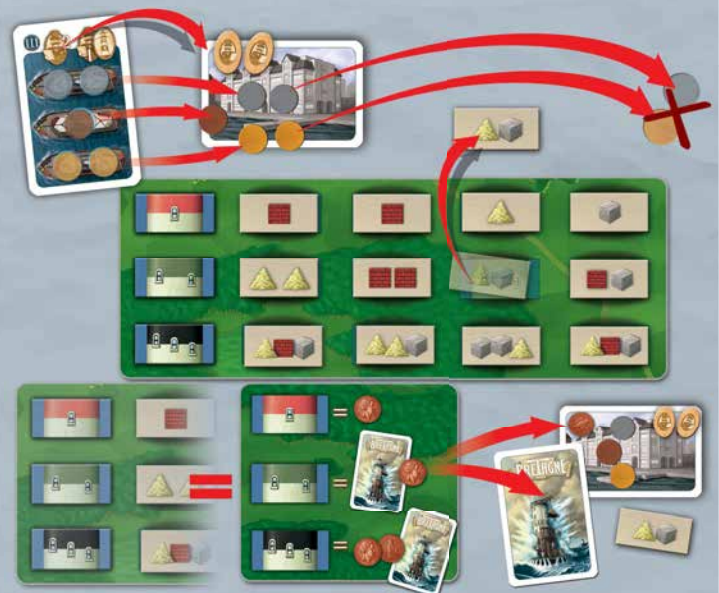
Example: George buys this Construction tile. He takes 1 Sand and 1 Stone Resource he owns and returns them to the supply.

He earns 1 Equipment card and 1 Coin. He takes them and puts them in front of him. He can look his card, but the other players can't.

Now, you must place the Construction tile with the side showing windows face up on any incomplete Lighthouse you choose, on the lowest empty floor.

Then, you must also place the number of Engineers required by the current Weather on the Lighthouse, and spend any extra Resources required by the Lighthouse: Purgatory Lighthouses require 1 extra Resource and *Hell* Lighthouses require 2 extra Resources, as shown on the tile. Finally, you must spend 1 additional Wood Resource if you are placing the tile on a floor higher than the ground floor.

If there are any Coins on the Lighthouse tile, you get to take them (Coins might be on a Lighthouse starting in the second round).

> **IMPORTANT: The player who has Barge card no. 3 places one less Engineer than the number normally required, to a minimum of one Engineer.**

Example: George places the tile he purchased on the third floor of a Purgatory Lighthouse. There is 1 Coin on that Lighthouse, so he takes it. Since the Weather is Sunny, he must place 1 Engineer on the Lighthouse. The Lighthouse requires a Stone Resource, and he is placing a tile above the ground floor, so he also spends 1 Stone and 1 Wood Resource.
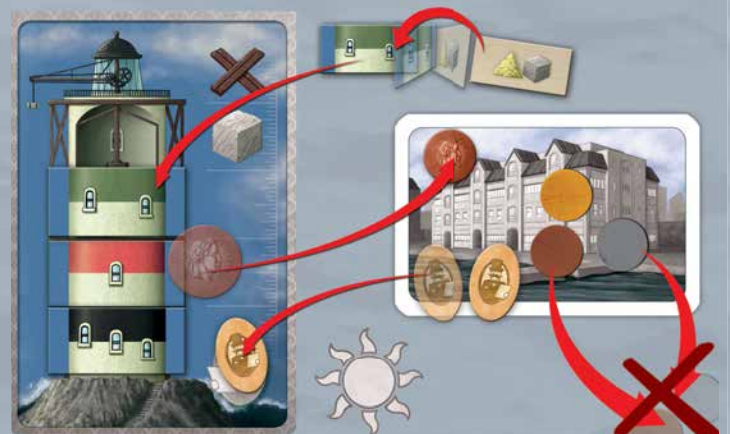
THE WEATHER TABLE IS SHOWN ON EACH PLAYER'S SUMMARY CARD. IT SHOWS HOW MANY ENGINEERS MUST BE PLACED ON EACH LIGHTHOUSE ACCORDING TO THE CURRENT WEATHER CARD.

Next, you must place a number of your Workers equal to the number of Resources you spent. If you don't have enough Workers available, place all the Workers you have.

Example: Paul spent 4 Resources in total (1 Sand + 1 Stone for the Construction tile, 1 Stone + 1 Wood for the Lighthouse), so he places 4 Workers of his color on the Construction tile.

IMPORTANT: *if you build on a* **Purgatory** *or* **Hell** *Lighthouse during a Stormy Weather round, one of your Workers will get injured. It must be returned to the supply, together with any you haven't hired yet. If you have no Workers, you cannot build these kinds of Lighthouses during a storm.*

Finally, you decide how to use the Workers you placed. You have two options for each Worker:
- Return it to your supply and immediately score 2 Victory Points **OR**
- Leave it on the tile so that it will be resolved in the Lighthouse Evaluation phase.

Example: Paul has 4 Workers on the tile. He can decide to remove all of them and immediately score 8 points, leave them all on the tile without scoring points, or remove only some of them and score 2 points for each one removed.

If you place the last tile on a Lighthouse (the top floor), it is complete and will be evaluated in Phase 4 of the current round.

3.2 TRADE

If you want to **trade**, you may "visit" **Brest** and/or **Lorient** to buy and sell Resources, Coins, Cards, Workers, or Engineers.
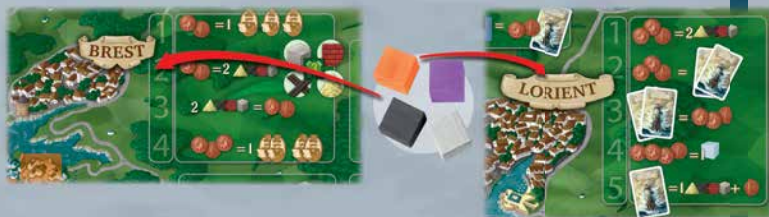
- You may go to both Cities with a single action.
- The Cities can be visited in any order, but you must complete all the trades you want to make in the first City before making any trades in the second City.
- You must place one Worker in each City you want to visit.
- At each City, you may make all possible trades you wish to make, in any order.
- Each trade can be performed only once per action.

The possible trades are:
at LORIENT
- Pay 3 Coins to buy 2 Resources of any kind (they can be the same or different) from the supply.
- Pay 4 Coins to hire 1 Worker of your color from the supply. The hired Worker will be available for your use for the rest of the game (unless injured, see above).
- Sell 1 Equipment card for 1 Resource of your choice and 1 Coin from the supply. The Equipment card goes to the discard pile.
- Sell 2 Equipment cards for 3 Coins from the supply. The Equipment cards go to the discard pile.
- Pay 3 Coins to buy 2 Equipment cards from the deck.

at BREST
- Pay 2 Coins to buy 2 Resources of any kind (they can be the same or different) from the market Area near **Brest**.
- Sell 2 Resources of any kind to receive 2 Coins.

   IMPORTANT: the sold Resources go to the supply, not the market Area near Brest.

- Pay 2 Coins to hire 1 Engineer from a 1 Engineer space.
- Pay 3 Coins to hire 2 Engineers from a 2 Engineer space.

   IMPORTANT: It is not possible to pay 3 Coins to hire two Engineers from two different 1 Engineer spaces, even if they are available.

IMPORTANT: The Resources and Engineers available in Brest are limited. You may only buy or hire what is in the Brest spaces when you visit that City. All Resources, Coins, and cards for sale in Lorient are unlimited and are taken from the supply. You may only hire a Worker if one of your color is available in the supply.

All purchased items are immediately available for use.

3.3 PASS

When you take the Pass action, you are done for the current Action Phase. You cannot take any more actions this round, and your turn is skipped until the end of the phase.
When you pass, you must:

1. Move your Player Marker to the *lowest* empty space in the *Next Round line* near **Pontivy**;

The first line shows the turn order for the current round. The second shows the order in which the players choose Barges in the next round.

2. You may keep **up to** three Resources of **one kind** in your Warehouse. You must return all your other Resources to the supply;
3. Return your Barge card and all the Engineers you still have in front of you to the supply.
4. Take back all your Workers from **Brest** and **Lorient** (but not any you have on Harbors or Lighthouses) and place them on your Warehouse card.

IMPORTANT: There is no limit to the number of actions you can take in a round, but for each action you will always build a piece of a Lighthouse or place a Worker on a City.

ACTION SUMMARY

On your turn, you must choose **one** of the following actions:

BUILD:
1. Buy a Construction tile by spending the Resources shown.
2. Receive a reward, based on the number of Resources on the Construction tile.
3. Place the Construction tile on a Lighthouse, spending any Resources and Engineers required.
4. Place one Worker on the Construction tile for each Resource spent.
5. Retrieve Workers from the Construction tile to earn Victory Points, if you wish.

TRADE:
1. Place a Worker on **Brest** or **Lorient**.
2. Make one or more trades in that city (in any order, only once per trade type).
3. Place a second Worker in the other city and make trades there in the same way, if you wish.

PASS:
1. Place your Player Marker on the lowest empty space in the Next Round line near **Pontivy**.
2. Discard excess Resources from your Warehouse, keeping only up to 3 of a single kind.
3. Discard your Barge and any Engineers you have.
4. Return any Workers you have in **Brest** or **Lorient** to your Warehouse.

04. LIGHTHOUSE EVALUATION

All **complete** Lighthouses must be evaluated in this phase (i.e., after all players have passed in the Action Phase), starting with the one closest to **Lorient** and going clockwise.

Each complete Lighthouse is evaluated by following these three steps, before proceeding to the next Lighthouse:
1. **CARDS**
2. **HARBOR**
3. **MAJORITY**

4.1 CARDS STEP

First, the players must determine the order in which players may play cards on that Lighthouse:

- The player who has the **most Workers** on the Lighthouse tile is the first player who can play Equipment cards. The others follow in majority order, from the one who has the most Workers to the one who has least.
- In case of a tie, the tied player who placed his Workers on the **lowest floor** goes first.

When it's your turn to play cards, you must play all the cards you want to play at once. After you play cards (or choose not to), the other players play theirs, in the majority order explained above. Once all players have had a chance to play cards, this step is over - without starting again from the first player.

You must remove one Worker from the Lighthouse for each card you play (returning it to your Warehouse), starting from the top of the Lighthouse and working your way down.

The value of a card depends on the type of Lighthouse you play it on:

FURNITURE cards
Can be played on any kind of Lighthouse.
Each is worth:
- 4 Victory Points on a *Heaven* Lighthouse
- 5 Victory Points on a *Purgatory* Lighthouse
- 6 Victory Points on a *Hell* Lighthouse

There are nine of them in the game.

DOCKS Cards
Can be played on any kind of Lighthouse.
Each is worth:
- 5 Victory Points on a *Heaven* Lighthouse
- 6 Victory Points on a *Purgatory* Lighthouse
- 7 Victory Points on a *Hell* Lighthouse

There are eight of them in the game.

SIREN Cards
Can only be played on *Purgatory* or *Hell* Lighthouses. Each is worth:
- 7 Victory Points on a *Purgatory* Lighthouse
- 8 Victory Points on a *Hell* Lighthouse

There are seven of them in the game.

CABLEWAY Cards
Can only be played on *Hell* Lighthouses.
Each is worth:
- 9 Victory Points on a *Hell* Lighthouse

There are six of them in the game.

IMPORTANT: Only the first card of each type played on a Lighthouse scores the full value. The following cards are worth 1 Victory Point less for each matching card already played on that Lighthouse.

At a **Hell***, Lighthouse, John has 1 Worker on the ground floor and 3 on the fourth floor, George has 3 Workers on the second floor, and Ringo has 4 Workers in the third floor. Both John and Ringo have 4 Workers on the Lighthouse, but John goes first because he has Workers on the lower floor. Ringo goes second and George goes third.*

John plays 1 CABLEWAY and 2 SIREN, cards. He scores 9 points for the CABLEWAY card and 8 + 7 = 15 points for the SIREN, cards. He removes 3 of his Workers from the fourth floor. Ringo plays 2 DOCK and 2 FURNITURE, cards, so he scores 7 + 6 = 13 points for the DOCK cards and 6 + 5 = 11 points for the FURNITURE, cards, then removes all his Workers from the Lighthouse. George plays a CABLEWAY card, but he only scores 8 points because there is already another card of that kind here (played by John). He removes 1 Worker.

4.2 HARBOR STEP

First, determine the new Worker majority, following the same rules used above but considering only the Workers still left on the Lighthouse after the Card Step.

- In majority order, each player may place one (and only one) Worker on one Harbor in the same Area as the Lighthouse. The Worker must be taken from the highest floor of the Lighthouse possible.
- You must pay 1 Coin for each Worker already present in the Harbor to move a Worker there (so, the first Worker on each Harbor is placed for free).
- You may only have one Worker in each Harbor.

Harbors pay income during **PHASE 1: ROUND SETUP** of each Round until the end of the game, as written on the Harbor tile. Each player who has a Worker on the Harbor receives the listed income.

If there are at least three Built Lighthouses in an Area (including any "already Built" in a 2- or 3-player game), all the Harbors in that Area grant their Improved Income.
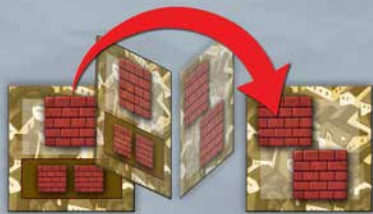
Example: After the Card Step, John has 1 Worker on the ground floor and George has 2 on the second floor, so George goes first. He chooses to move a Worker to an empty Harbor, which means he gets to place it for free. Now it's John's turn. He could place 1 Worker on the same Harbor

as George by paying 1 Coin or choose another Harbor with no Workers for free, but he decides not to move his Worker at all.

The Harbor George picked will pay him an income of 1 Brick each round, starting with the next round. If 3 Lighthouses are finished in this Area, the income will increase to 2 Bricks.

4.3 MAJORITY STEP

Once the Harbor Step is over, the players must once again determine who has the majority of Workers on the Lighthouse, by following the rules explained in the first step.

This time, the player who has the majority earns:

- 3 Victory Points for a **Heaven** Lighthouse
- 5 Victory Points for a **Purgatory** Lighthouse
- 7 Victory Points for a **Hell** Lighthouse

In addition, each player (including the one who has the majority) earns **one Victory Point for** each Worker he or she has on the Lighthouse.

Example: After the first two steps, John has 1 Worker on the ground floor and George has 1 Worker on the second floor. The majority goes to John because his Worker is on the lower floor. He scores 7 points because it's a **Hell** *Lighthouse. Then, both players score 1 point because they each have 1 Worker on the Lighthouse.*

After the three steps have been completed:

- All the Equipment cards played are put in the discard pile;
- All the Engineers on the Lighthouse tile are returned to the supply;
- All Workers are removed from the Lighthouse and returned to the Warehouse cards of their owners;
- All the Construction tiles are returned to the bottom of the corresponding Construction piles, in random order;
- The Lighthouse tile is flipped to show the Built side; and
- Players proceed to evaluate the next Lighthouse.

05.   END OF ROUND

Once all the completed Lighthouses have been evaluated, the round ends. At this point, the players must check all incomplete Lighthouses:

- If there are Engineers on the tile, return them to the general supply; or
- If there are no Engineers on the tile, place one Coin on the Lighthouse tile.

In either case, any Workers and Construction tiles that are on Lighthouses remain there.

Then:

- For each Area, if the third Lighthouse in that Area has been completed during the round, all the Harbor tiles in that Area are flipped to the Improved Income side.

At this point, check to see if **all** of the Lighthouses have been completed or if it is the end of the fifth round (i.e., the Weather deck has run out). If so, the game ends. Otherwise, a new round begins with **PHASE 1: ROUND SETUP**.

END OF THE GAME

When the game ends, the players score bonus points. Each player scores:

1. *Points for their Player Marker position on the Round Track near Pontivy:*
   - *The player in the first space scores **4 points***
   - *The player in the second space scores **2 points***
   - *The player in the third space scores **1 point***
2. Points for their Workers on the Harbors:
   - 4 points for each Worker who is alone in a Harbor
   - 2 points for each Worker who is in a Harbor where there are 2 Workers
   - 1 point for each Worker who is in a Harbor where there are 3 or 4 Workers
3. 1 point for every 3 Coins they hold at the end of the game

Playing Hint: Resources and Cards give no points! It's a good idea to go to **Lorient** and convert them before passing in the last round. Once all of the bonus points are awarded, the player with the highest score wins the game!

If there is a tie, the tied player whose Player Marker is on the lowest space of the Round Track near **Pontivy** is the winner.

Dear gamers, dear friends,

It's a pleasure to present our fourth game: after Florenza, Ark & Noah, and Florenza: the Card Game, here it is: Bretagne!

After the Bible and Renaissance Italy, we are now in France in the XIX Century, to work hard on the construction of lighthouses, essential to safety in sailing.

When, more than two years ago, Marco Pozzi showed us the first prototype of the game, we saw it had the potential to perfectly fit our philosophy: it is new, uncommon, and with an original theme.

In this context, we worked to reach the goals we always have when we develop a game: a clear rulebook; great graphics that in this case, with a bit of pride, we judge as superlative; a game mechanism not too complex but with deep strategic implications. We think we reached our goals and we hope that you, who play it, can understand how much work and passion we put into its developement, and feel the same amusement we felt during the creation of the game.

A kind greeting to all of you, and see you in our next productions! Where will we go? In post-Columbus North America? Or in a modern airport? Or an ancient world full of gods and demigods? We don't know at the moment, but we hope to see you there!

Sandro Zurla, Stefano Groppi e Franco Arcelloni