Namibia

Winner of the author competition 2009 (strategic game)

Rules

Players mine for four types of raw materials - **diamonds** (white dice), **gold** (yellow), **silver** (gray) and **copper** (brown) - and try to transport these raw materials to the ports on the coast in order to sell them there at the best possible price. However, the colonial government did Restrictions enacted , according to which no Companies all types of raw materials tear down may . About theirs Goals to To reach it , players must meet representatives of the colonial government who control the transport routes and ports control , with a " hand money " cheap voices . Too much Hand money harms However, the reputation of the company and weakens the position at the end of the game.

The game is running over 6 rounds . Each round consists of the following phases:

1. **"Greasing" the colonial administration**
   - Starting with the first player, you now bid for influence on the expansion of the rail network and the transport of raw materials ("greasing" the colonial administration). The minimum bid is the current number of rounds.

2. **Construction activities**
   - Players build mines, build rail networks and prepare transportation. In player order, each player leads the following 5 actions through. One player carries out all 5 activities before it is the next player's turn.

1. **Completing mines**

   To complete a mine, the player must place lying derricks in an upright position. The player must complete all mines if he can.

2. **Start a new mine**

   To start a new mine, the player places a derrick on its side on a field where raw materials have been found (a field with raw material dice), whereby only fields are possible that have raw materials that the player can mine! If such a slot is not available, the player cannot start a new mine. A player must start a new mine if possible.

3. **Search for mineral resources**

   The search for mineral resources brings more resource dice onto the game board. These dice cannot be placed on harbors and fields with drilling rigs or fields marked with exploited mine markers. Players can also only search for raw materials that are permitted for them. All players must search for mineral resources (if they can). When searching for mineral resources, the player places (if available) two Resources of the same type adjacent to an empty space to a field that already contains one or more resource cubes of this type. This represents the continuous vein.

4. **Placing Rails**

   A player expands the rail network by placing rails along the edges of the playing fields. New rails are needed created on existing rail sections become. A field is considered to be connected to the rail network if there is a rail on one of the six sides. Some fields on the game board already have fixed rail sections.
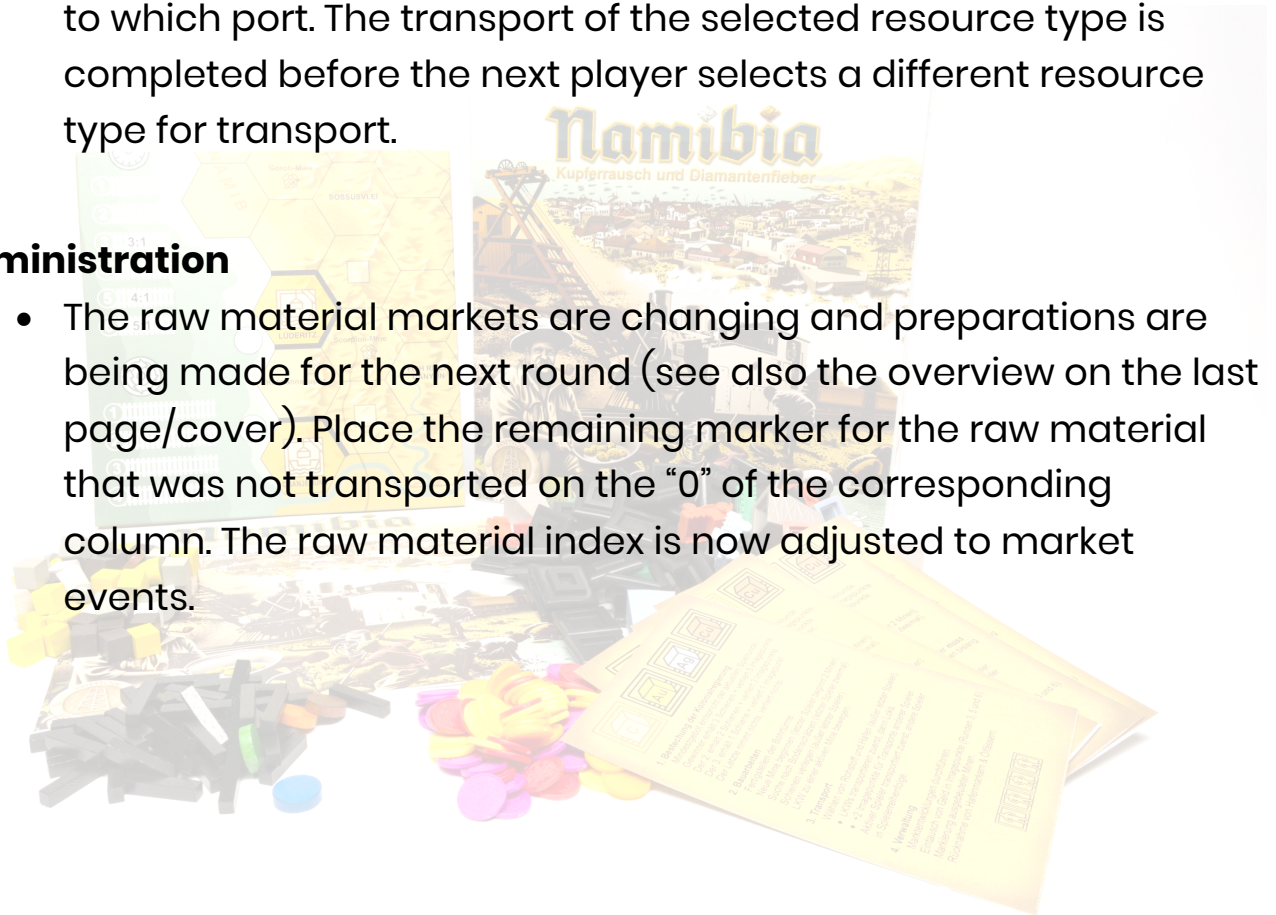
5. **Move Truck to a Mine**

   The player must send his truck to one of his active mines. If a player does not have a completed mine, he cannot take this action.

3. Transport

- In player order, the first three players carry out a transport phase in which they decide which type of raw material will be shipped to which port. The transport of the selected resource type is completed before the next player selects a different resource type for transport.

4. Administration

- The raw material markets are changing and preparations are being made for the next round (see also the overview on the last page/cover). Place the remaining marker for the raw material that was not transported on the "0" of the corresponding column. The raw material index is now adjusted to market events.

Playing

The game ends as soon as the sixth round has been completely completed.

Each player still receives money for the mines under construction. For each resource on the board that is not located near a mine (finished or under construction), the corresponding price of that resource is reduced by 1 on the resource index. This represents the oversupply in the market. Players then receive the current market value for all raw materials located at a mine that is under construction.

Finally, players can exchange 5 gp each for 1 image point.

The player with the highest image value wins. In case of a tie, the player with the most money wins.