[PAGE ONE]

Asara

An exiting board game for 2 to 4 architects aged 9 upwards

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Dear Players,
Please start by setting up the game as shown on the enclosed crib sheet, which also describes all the necessary game components.
A professional version of ASARA can also be played.
We recommend that you stick with the standard configuration for the first few games, however.

Welcome, Wanderer!

ASARA, the land of a thousand towers, opens its gates to you. Walk on boldly and you will find yourself in a magical realm where the cities are dominated by palaces with white alabaster walls and towers topped by gold domes. All over these magnificent cities, cranes reach into the sky, at work on various building projects. Wondrous flying machines transporting heavy materials at dizzying heights can be seen from afar. The Caliph's call for a competition to beautify the land has been heard far beyond its borders. And so now you have come to pit your skills against your rival architects...

Idea and Object of the Game
The players assume the roles of the rich building magnates *Timanis, Mirar, Leiard* and *Faraiel*, each of whom is seeking to boost his prestige within the Caliphate. The players compete with each other to see who can build the highest, the grandest and the larget number of towers within the space of 4 years. To do this, they dispatch their buyers to the marketplace to purchase the necessary building blocks. The players purchase different sections of the tower (base / trunk / window / turret) from each area of the market.

The sections are available in 5 different materials (in the colours brown, green, red, black and white). Some of them have gold decorations. The sections vary in price, but also in the amount of prestige they bring the player. Whoever is top of the prestige list at the end of the game is the winner.

How to Play
Distribute the game components as described on the crib sheet. The starting player begins. His turn consist of two actions:

1. Dispatch buyers (=lay card)
2. Execute move (e.g. choose and pay for tower section)

Play then continues in a clockwise direction with the person on his left, who performs the same two actions, and so on.

1. Dispatch Buyers
On his turn, each player lays **one** of the buyer cards in his hand face up on an **empty** space in one of the market areas.

The rules are as follows:

- If there are no other buyers in this area yet, the new buyer can be **any colour** (see example 1).

- If one or more buyers are already in the area, the new buyer **must** be **the same colour** as the others. Play must therefore always follow suit, i.e. colour.

- If a player wishes to place a buyer in a particular area, but is neither able nor willing to play the required colour, he can place **any 2 buyer cards face down** on one space instead (see example 2).

Play must always follow suit in all areas of the board (i.e. bank, building circle, market areas, etc.).

Example 1: Tina holds the 6 buyer cards shown above. She would like to buy a trunk section. She has a free choice, as there are no other buyers in that area yet. She places **any one of the buyers** in her hand on one of the 4 spaces in the trunk area of the market.

Example 2: Wolfgang also wants to buy a trunk section, but there is already a blue buyer in this area of the market. To **follow suit**, he would therefore have to lay a blue buyer card. Since he doesn't have a blue buyer card, he chooses any 2 buyers from his hand and places them face down on one space.

2. Execute Move
The player can execute one of several moves depending on the area in which he places his buyers.
The possible moves are as follows:

-Buy tower sections
There are 4 market areas where the players can buy the building blocks for their tower. Here they can find bases, trunks, windows and turrets.

If a player chooses the move "Buy tower sections", he can take **any 1 of the tower sections lying face up** in this market area and place it behind his screen. He then pays the required number of Asari into the kitty.

Tower sections of the same colour always cost the same amount. A red base costs exactly the same as a red trunk section, for example. The prices for each colour are indicated on the board, and on the inner right-hand side of the screens. A tower section with a gold decoration costs the same as an identical tower section without decoration.

N.B.: It is up to the players collectively to check that all payments are made!

Example: Tina wants to buy a trunk section. She lays the blue buyer card A, takes the black section and places it behind her screen B. For this she pays 6 Asari to the kitty C.

-Build tower
The players build their towers using the building circle. In the building circle there are 7 plots costing from 1 to 7 Asari. If a player lays a buyer card on a plot in the building circle, he must use the number of tower sections corresponding to the cost of that plot, either by assembling them into new towers or adding them to existing ones. He then pays the relevant number of Asari into the kitty.

The following rules apply:

1. Each tower may consist of one colour only.
2. Each Tower consists of **one base only** and **one turret only**. It may have **any number of trunk parts and windows**.
3. On his turn, the player may build any number of towers simultaneously. These may be new or existing ones, and of the same or different colours.
4. Completed towers may be added to (i.e. by inserting any number of trunk parts and windows).
5. Parts may not be swapped between towers of the same colour.
6. At the end of his turn, the player should only have **complete** towers in front of his screen, i.e. they must have at least a base and a turret.

In reward, the player receives prestige points in proportion to the number of tower sections he has used during his turn.

Exception:
If a player wants to build and the desired plot in the building circle is already occupied, he can place his buyer on the next highest vacant plot. He pays the higher price, but uses fewer tower sections. He only receives prestige points in proportion to the number of tower sections used.

Example: Phillip has 4 tower sections behind his screen. He lays a buyer card on plot 3 of the building circle, pays 3 Asari and starts building.
The two white tower sections make up a complete tower. He inserts the black window into his existing black tower. He receives a total of 3 prestige points. He can't use the red trunk section as he doesn't yet have a red tower in which to put it.

-Extra funds
If a player places a buyer in a vacant space in the bank (Fig. 1), he may take the corresponding number of Asari from the kitty.

Another way of raising funds is via the coloured building (Fig. 2) next to the bank. If a player places **any buyer** card **face down** on this building on his turn, he receives 5 Asari in return.

Important:
-Any number of buyer cards may be placed on top of each other on the coloured building space.
-In contrast to all the other areas, players do not have to follow suit in this space.

-Bribery
If a player places a buyer on the House of Spies, he first pays the required 3 or 5 Asari into the kitty and then selects one of the 4 piles of tower sections. He searches the pile and **may** take a tower section from it. He shows the card face up to all the other players, pays the required number of Asari for that section into the kitty and places it behind his screen. The pile is then shuffled and replaced on its space on the board.

Attention: The "bribery" option cannot be used to buy a tower section from the market stalls.

Example of "bribery": Philipp places a buyer card on space 3 of the House of Spies. He pays 3 Asari into the kitty and selects the pile containing the turrets. He chooses a black turret, shows it to the other players, pays a further 6 Asari into the kitty for it and places it behind his screen.

-Caliph's patronage
If a player places a buyer card on this space, he instantly takes the Caliph's patronage from the player currently in possession of the tile. He then becomes the starting player for the next year.

End of a Year
A year end when **all** players have placed **all** their buyer cards on the board. Some players may have already distributed all their buyers if they were unable to follow suit and therefore had to lay 2 random buyer cards in one space. If so, the players without cards skip their turn until all players have placed their buyers.

End-of-Year Evaluation (left-hand diagram on screen)
After each of the 4 years, an evaluation is performed and the number of prestige points earned by each player is recorded on the prestige bar using the counters.

-Each tower constructed so far - of whatever colour or height - earns 1 prestige point.
-Each gold-decorated section in each tower constructed so far earns 1 prestige point.
-The Caliph's patronage earns 1 prestige point.

Tip: Since the tower sections with gold decorations earn new prestige points every year, it is a good idea to buy these where possible.

After the end-of-year evaluation, the next year begins.

Example: Wolfgang has 2 towers, 2 gold decorations and the Caliph's patronage. This earns him (2+2+1)=5 prestige points.

Beginning of a New Year
-Remove all buyer cards from the board.
-Shuffle **all** buyer cards and re-distribute them according to the number of players.
-Fill the empty spaces in the market areas with tower sections from the respective top-up piles. If a top-up pile is used up, this means that not all the spaces can be filled.
-Distribute 20 Asari to each player; there is no sliding scale as at the beginning of the game.
-Keep the money and unused tower sections from previous years behind the screen.
-Move the year counter 1 space.
-The player with the Caliph's patronage begins.

Each of the 4 years follows the same pattern.

End of the Game
The game ends after the fourth year. The **4th end-of-year evaluation** is now performed. This is **followed** immediately by the **final evaluation**.

[PAGE FIVE]

Final Evaluation (middle diagram on screen)
In the final evaluation, the players are awarded prestige points for their towers.

-For each tower **colour**, determine which player has built the highest and second highest tower (in terms of the number of tower sections). The players then receive prestige points as illustrated on the right.

Points are awarded as follows:
-8 and 4 prestige points respectively for the highest or second highest tower **overall** (in terms of the number of tower sections), regardless of colour,
-12 and 6 prestige points respectively for the largest or second largest number of towers **overall**,
-1 prestige point for every 10 Asari.

In the event of a tie, the following rules apply:
-If there is a tie for 1st place, the prestige points earned by the two highest-scoring players are added together. This amount is divided by the number of towers involved (rounding up if necessary). The result is then credited to the players for each tower in question. In this case there is no 2nd place (see black towers in the example on p. 6).
-If there is a tie for 2nd place, the prestige points of the second highest-scoring players are shared out proportionately between the players as above (see the white towers in the example on p. 6).
-Largest number of towers: In this case, the points are not divided by the number of towers, but the number of players involved.

Gold decorations and the Caliph's patronage do not earn any points in the final evaluation. The player with the most prestige points after the final evaluation wins the game. In the event of a tie, there will be more than one winner.

Rules for the Professional Version
The professional version of the game is played according to the same basic rules, but with the addition of two new elements: **"Recruit buyers"** and **"House of the lighted windows"**. It is set up as described under point 8 on the crib sheet.

Recruit buyers
Before placing a buyer on a space on the board, the player must first pay the amount printed on that space into the kitty. He is then entitled to take 2 buyer cards from the top-up pile.

Hose of the lighted windows
If a player places a buyer on a vacant space in the house of the lighted windows, he must either:

-pay **4 Asari** and take the top **3 lighted windows** from the stack. He then secretly selects **1 of these** and places it behind his screen
or
-pay **10 Asari** and take the top **5 lighted windows** from the stack. He then secretly selects **2 of these** and places them behind his screen.

The colour of the cards has no bearing on the price in either case. The discarded windows are placed face down at the bottom of the pile in any order.

The colour of the chosen lighted window is important. For tower building purposes, the lighted window is counted as normal among the number of sections. However, it can **only be placed on an existing closed window of the same colour**, and does not increase the height of the tower. Consequently, it does not count as a seperate tower section, but earns the player 1 prestige point in the normal way.

At each **end-of-year evaluation**, the players receive 1 prestige point for each lighted window they have used, as in the case of gold decorations. If a gold decoration is covered by a lighted window, it is cancelled out.

At the **final evaluation**, the lighted windows decide the winner in the event of **a tie**. The player with the most lighted windows in the tower in question is placed higher in the ranking. In the event of a further tie, the points are shared out as usual.

This rule applies to:
-the evaluation for each colour (whereby only the lighted towers in the relevant tower are counted)
-the highest tower overall (whereby only the lighted towers in the relevant tower are counted)
-the number of towers (whereby all the player's lighted windows are counted)

(Note: That last clarification sounds strange, but that's exactly how it's written. "lighted towers" should probably be replaced with "lighted windows", in my opinion.)