

Netherlands in Need

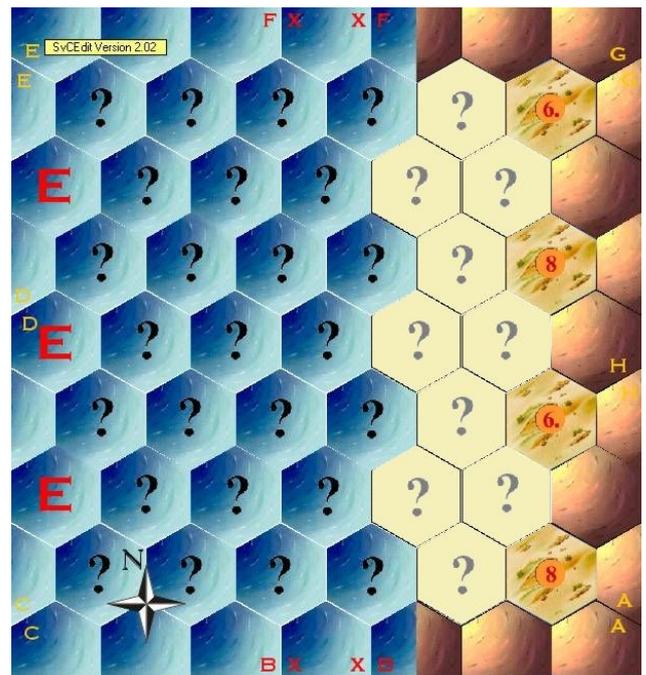
Version 1.71

Dike it or not. Playing duration ~120 min

Gain valuable new land for your settlements, protect your country against unpredictable floods, and finally put an end to Britain's island status!

The Dutch settlers dream of expanding their land westwards to gain more raw materials and create space for new settlements until it finally reaches the British Isles. But until then, the floods of the open sea threaten the land...

Dikes on the coast and inland offer protection against flooding, while fore-dikes are built in the sea to gain new land. It's a good thing that there are large clay deposits in the safe east for dike construction!



Overview of the rule changes (see the [Netherlands' Almanac](#) for more details):

- 1) For 1× brick (clay) you build or move your own [dike](#). Dikes are built or moved independently of roads or settlements between two hex tiles. However, a dike distance rule applies: there may not be more than 4 intersections between a new dike and your own settlement/city. A single water hex that is completely separated from the rest of the sea by dikes becomes [new land](#). The builder of the last dike decides which resource tile from the supply is used. All dike builders involved receive 1× the resource as a reward.
- 2) For 2× clay you can build a [city dike](#) around your own city. It protects the city from sinking.
- 3) Instead of building a new road for 1× lumber and 1× brick, you can also move an open road of your color for the same cost (open: having no piece of the same color at one end).
- 4) The [robber](#) may not be placed on land tiles of a poor player (up to 4 VP).
- 5) 4:1 [trade](#) is always possible. However, anyone who owns a settlement or city on the coast can also trade 3:1 and has the right to purchase a 2:1 lumber, wool, grain or ore harbor. It costs 1× ore *or* lumber plus the trade resource and is placed on a free sea tile next to your own settlement/city. Trade and build phases are not separated.
- 6) You roll two different dice, one of which is declared the “flood die”. After each roll, the [flood marker](#) in the spiral on the vortex is advanced by the number of dots on the flood die, provided there is a corresponding number chip on the tiles (so it never advances when you roll a 7). Depending on where the flood marker stops on the spiral, [floods](#) can occur, which may result in the [sinking](#) of land, roads, dikes, harbors, settlements, and cities.
- 7) A player who does not collect any resources produces a [cheese](#) wheel instead (exception: if you roll a 7). You can exchange cheese wheel chips for resources according to the victory point total of your own settlements and cities (minimum: one). A player with more than 7 cheese wheels discards half of them (rounded down) if *he himself* rolls a 7.
- 8) [Special victory points](#) are awarded for the westernmost settlement on the new land (lighthouse, 1 VP) and for the creation of the land route to England (3 VP). The latter is equivalent to the [end of the game](#).
- 9) When playing with 5 or 6 players, the extraordinary building phase is limited to the player located three positions to the left of the player who has just finished his regular turn.

How to set up: [Game tiles](#) and number chips see below. Place the eastern land area inside the frame, for which you need the north-south extension pieces in case of 3, 5 or 6 players. Only the hill (clay) hex tiles with their number chips are predetermined; lay out the other terrain tiles randomly in the positions shown and provide them with the number chips intended for the Netherlands (see Material tables below).

You should always place the sea tiles along the coast, but you do not need to lay out the entire sea. The four special harbor pieces for lumber, wool, grain and ore as well as the tiles that form the supply for the new land to be embanked are kept in a separate stack. The number chips for these tiles are mixed and kept in a bag.

Place the chips that represent the cheese wheels next to the resource cards. You can, for example, use the gold pieces from the Cheops scenario.

Place a "flood marker" piece (e.g. the merchant figure from Cities & Knights or the pirate ship) on the starting space S of the flood spiral, see last page. In the green area above the spiral, choose one of the four severity options for the meaning of the question marks in the flood spiral. If the flood marker lands on a question mark, the type of flood is determined by rolling the dice. Beginners should take it easy...

Each player receives 5 settlements, 4 cities, 15 roads, 12 dikes and 3 city dikes.

Start-up phase: In addition to each settlement and road, each player builds a dike. Each player receives one clay resource in addition to the resources of the second settlement. (You may also start like in Cities & Knights, i.e. found a city instead of the second settlement.)

Netherlands-Almanac:

Cheese: A player places his cheese wheels face up in front of him. A number of cheese wheels that corresponds to the total victory points of his own settlements (=1) or cities (=2) can be exchanged for any resource. Cheese wheels can also be used in trade between players.

City Dike: Anyone who pays 2× brick can place a city dike ("terp") under one of their cities. The city walls from Cities & Knights are used as city dikes, for example. The city is now protected against destruction when all adjacent land tiles are flooded, but is turned upside down after such an incident. If land is re-diked around the damaged city, it only brings in the resources of a settlement until it is restored for 1× ore and 1× lumber. A city dike does not prevent the loss of an adjacent harbor tile.

Dikes: Dikes are built like roads between two tiles. The ships from the Seafarers expansion can be used as dikes, for example. Building or moving your own dike costs 1× clay (brick). A maximum of one dike can be built between two hexes, regardless of whether there is a road there. You can build dikes anywhere in the vicinity of your own settlements/cities (dike distance rule, see rule change 1), they do not have to be connected. Accordingly, you cannot continue your construction, like roads, only from dikes. No more than 12 dikes of one player can be on the game board.

Flood: If the flood marker advances to a question mark or a flood space, the Netherlands are threatened with flooding (after the resources have been brought in). If it is a question mark, the strength of the flood is determined by another roll of the dice according to the pre-selection. Single wavy line = light flood, double wavy line = medium flood, triple wavy line = strong flood.

The straight line represents calm seas, the settlers have got away with it. Depending on the strength of the flood, one of the first three columns in the yellow flood table is marked with a token.

The sea coast hexes are affected first and most severely (every water tile connected to the left frame is considered a sea tile). For each tile, the weakest existing protection against the flood is decisive (unprotected – road – dike – dike and road). The fate of each individual tile is now decided based on the flood table with a roll of two dice: For example, a coastal tile is lost during a medium flood (double wavy line) on a 6 or higher if it has no protection from the open sea on at least one side.

If the land withstands the flood, you can mark it for the rest of the flood phase, for example by turning over or covering the number chip. The submergence of a land tile is immediately marked by the removal of its number chip (towards the supply bag), before you replace the land hex by a water tile after the flood phase and you return it to the supply stack.

See [Sinking](#) for the buildings.

If no land was flooded, the flood is over and the game continues with the player whose turn it is to trade and build.

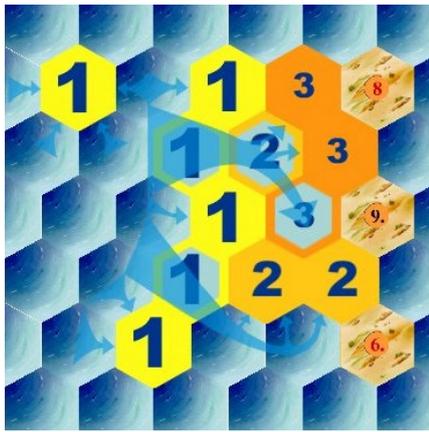
If coastal territory has been submerged, the flood can even penetrate into the hinterland. The token on the flood table is moved two columns to the right, because now the tiles in the second line that border on submerged land or on lakes that are now open to the sea are threatened, but to a lesser extent. Tiles whose fate has already been rolled are not affected by the same flood again.

In this way, the flood can also penetrate into the deeper hinterland. Only the hilly lands (clay supplies) on the eastern border are safe from the flood. All other land tiles could, in theory, be submerged in any flood.

Example

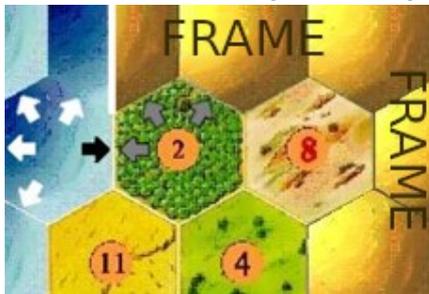
Effect of a medium flood:

At first, the six coastal tiles -1- are threatened (flood table column ≈), of which the two marked in blue are submerged. This puts three inner tiles -2- in danger (column □), one of which is submerged. Again, three further tiles -3- are threatened (column □□), one of which does not survive. The flood cannot advance any further, as the three hilly areas are safe and the fate of the other tiles has already been decided by a dice roll.



Properties of the **frame tiles** when diking and during a flood event:

The right part of the frame always behaves like a desert. The hex halves of the upper or lower frame are also deserts as long as they border on land tiles.



In the example on the right, this means that for the forest tile, only the protection along its western border counts (black arrow). However, to dike the sea tile to the west of it, four dikes are needed (white arrows).

Flood marker: If the corresponding number chip is present on the land tiles when the dice are rolled, the flood marker is moved forward by the number of dots on the die that was chosen as the flood die. If a 7 is rolled, the flood marker stays where it is (without possibly triggering another flood). If it stops on a flood space, the players may receive their resources before the impending flood. If the marker reaches one of the last six spaces, it is then reset to the starting space S.

New land:

Anyone who uses their dike to break the last connection between a single sea tile and other sea tiles replaces it with a resource tile of their choice from the supply pile. Each player who has shielded this tile from the water with a dike immediately receives a resource from the

new land. Players whose dikes only border to a neighboring land do not receive a reward. A number chip is drawn from the bag for the new tile. Two red number chips cannot be next to each other as long as there are still black chips in the bag. All dikes remain standing. If there are no more resource tiles in the supply, only deserts can be diked.

Harbors and trade: Every player can trade at 3:1 as long as they have a settlement or city on the coast (otherwise 4:1). Whoever is on the move and owns a coastal settlement or city can buy a special harbor and build it there. The 3:1 trade remains unaffected.

Two harbor pieces cannot be on the same water tile or belong to the same settlement/city. Harbors cannot be placed on the frame. If the sea tile on which the harbor tile is located is diked, it goes into the owner's supply, who can later rebuild the harbor in another suitable place for 1× ore *or* lumber. As long as the harbor is only in the supply, another player can buy it for the full price (to the bank) and build it.

If a harbor tile completely loses contact with terrain tiles after a flood, it is placed next to the game board for repurchase.

Robber: The robber does not stand next to the settlements of a player who has only four or fewer victory points. Anyone who still wants to draw a card from such a poor player must remove the robber from the game board.

Special VPs: The westernmost settlement/city beyond the intersections that can be occupied at the start of the game is worth a special victory point ("lighthouse", e.g. marked by a victory point chip). If you build a settlement that is further west than the previous lighthouse, you move the victory point chip to the new settlement. If the lighthouse settlement perishes, the next (solely) westernmost settlement receives it. See also [end of the game](#).

Sinking of buildings: Cities without a city dike, settlements, roads, dikes and harbors that no longer have a connection to the terrain tiles after the flood *sink*, i.e. return to the supplies. Fore-dikes that had no contact with the land before the flood remain.

If, in the example above, the forest hex with the 2 were to be flooded, but the two southern neighbor hexes held on, roads and dikes would have to be removed at the places marked by the gray arrows.

A player can also continue building from leftover roads that are isolated after a flood.

End of the game: The game ends as soon as a player in his turn reaches 13 victory points *and/or* England finally belongs to Europe's mainland. Britain loses its island status by diking a complete hex of the western frame (marked with an "E"). The player who succeeds in doing this by building the last dike receives three additional victory points. However, it is only permitted to dike such a frame hex if there is a continuous land connection to the east and the player then achieves more victory points than anyone else, whereby *face-down* victory point cards do not count (a player can reveal face-down victory point cards at any time during his turn).

Variants:

- Shorten the game board by one hex tile in the east-west direction, decrease VPs to 12.
- In addition to the hill hexes on the eastern edge, declare other land hexes as 'safe'.
- Roads can be built parallel to other players' roads and past other players' settlements.

Game Tiles and number chips

(Hills: Brick/Clay, Forests: Lumber, Pastures: Wool, Fields: Grain, Mountains: Ore)

3 Players	Hills	Forests	Pastures	Fields	Mountains	Total
Netherlands	3	2	2	2	1	10
Supply	3	3	2	2	3	13

Chip	2	3	4	5	6	8	9	10	11	12	Total
Netherlands	1	1	1	1	1	1	1	1	1	1	10
Supply	1	1	1	1	2	2	2	1	1	1	13

4 Players	Hills	Forests	Pastures	Fields	Mountains	Total	Deserts
Netherlands	4	2	2	2	2	12	2
Supply	4	4	3	4	3	18	

Chip	2	3	4	5	6	8	9	10	11	12	Total
Netherlands	1	1	1	1	2	2	1	1	1	1	12
Supply	1	2	2	2	2	2	2	2	2	1	18

5 Players	Hills	Forests	Pastures	Fields	Mountains	Total	Deserts
Netherlands	5	3	3	3	2	16	2
Supply	5	4	4	4	4	21	

Chip	2	3	4	5	6	8	9	10	11	12	Total
Netherlands	1	2	2	1	2	2	2	1	2	1	16
Supply	1	2	2	3	2	2	3	3	2	1	21

6 Players	Hills	Forests	Pastures	Fields	Mountains	Total	Deserts
Netherlands	6	4	3	3	3	19	3
Supply	6	5	4	5	4	24	

Chip	2	3	4	5	6	8	9	10	11	12	Total
Netherlands	1	2	2	1	3	3	2	2	2	1	19
Supply	1	3	3	3	2	2	3	3	3	1	24

Material	Hills	Forests	Pastures	Fields	Mountains	Gold	Deserts	Blank	Sea	Chips
Base game (5/6)	3 (2)	4 (2)	4 (2)	4 (2)	3 (2)	- (-)	1 (1)	3 (-)	9 (2)	18 (28)
Seafarers (5/6)	2 (-)	1 (-)	1 (-)	1 (-)	2 (-)	2 (1)	3 (-)	- (-)	12 (8)	10 (-)

Tactical tips:

You can of course deprotect land hexes that you are interested in submerging by moving away a dike. However, this is very dangerous, especially at the beginning, and a certain level of solidarity between the players against the floods is very important.

Please send suggestions for the scenario or the instructions to limlum@gmx.de!

Enjoy!

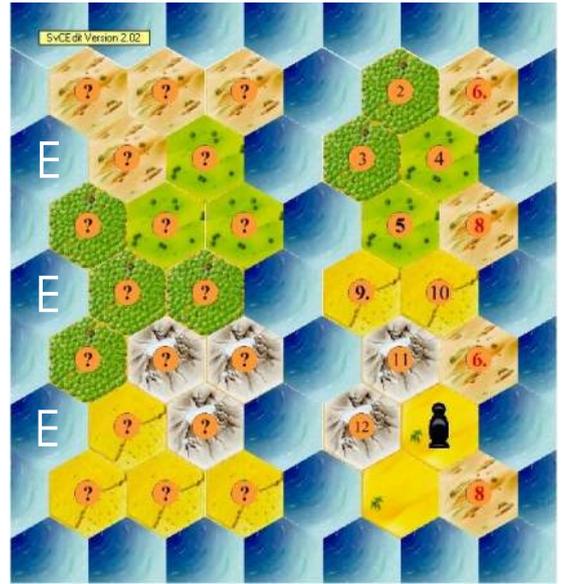
NETHERLANDS IN NEED

FRAME AND TILES

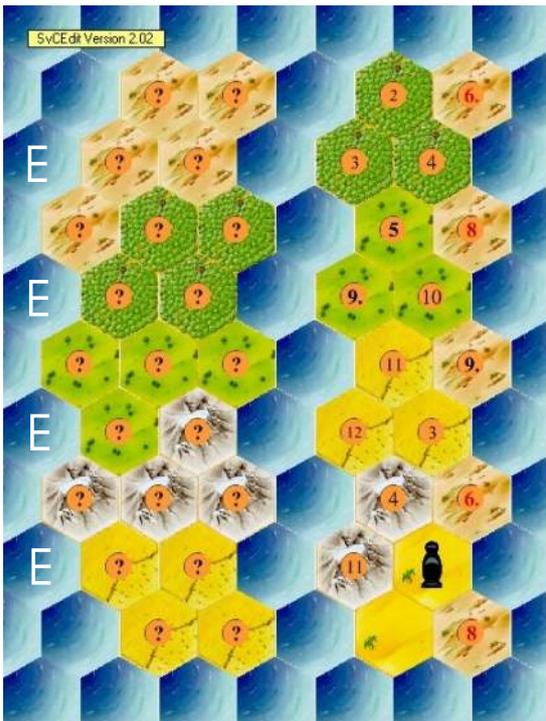
3 PLAYERS



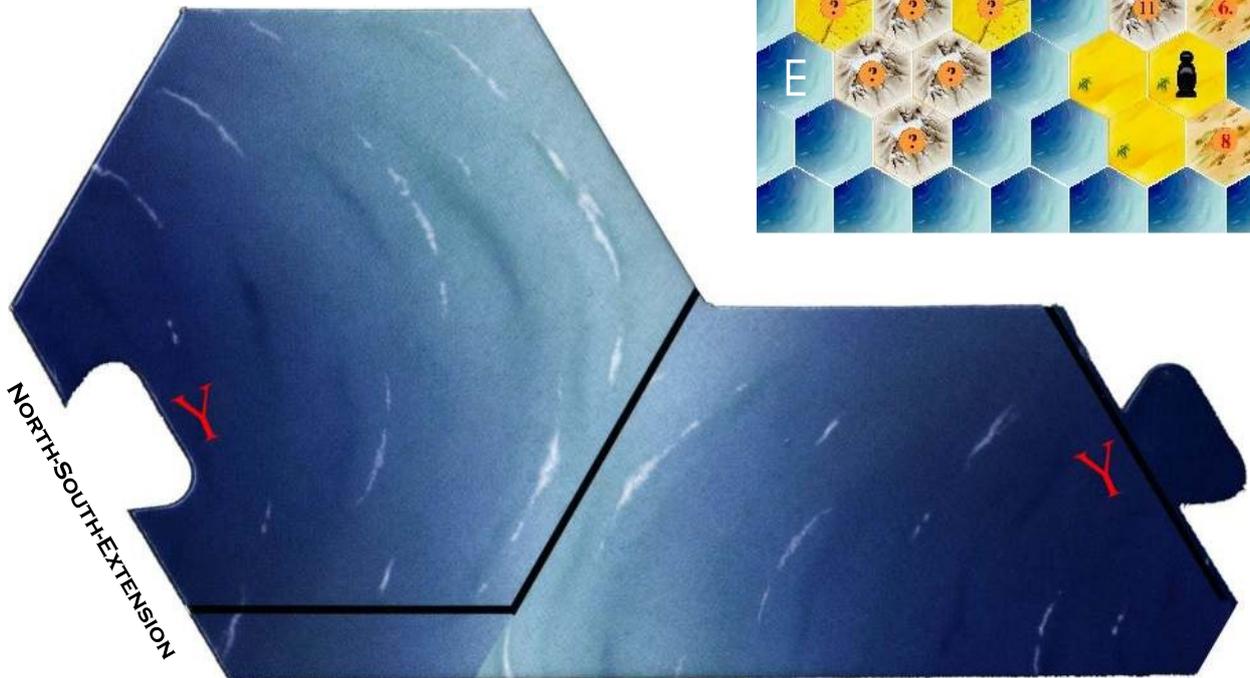
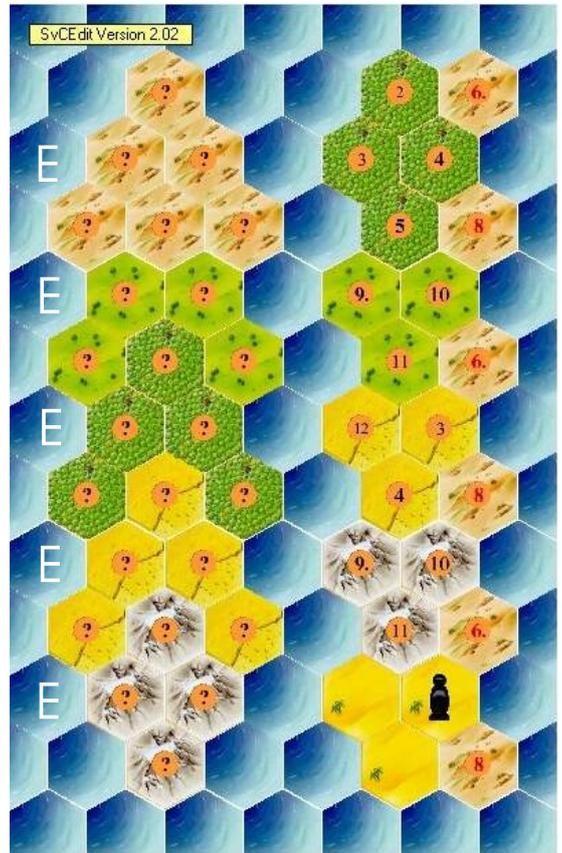
4 PLAYERS



5 PLAYERS



6 PLAYERS



NETHERLANDS IN NEED

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FLOOD TABLE						
	5+	6+	8+	9+	10+	2 / 11+
	7+	8+	9+	10+	11+	
	9+	10+	11+	12		
	2 / 11+	11+	2 / 12	12		

Calm Seas		=	Bathing Fun		=	Stormy Times		=	Climate Disaster		=
		1 - 6			1 - 4			1 - 3			1
		-			5 - 6			4 - 5			2 - 3
		-			-			6			4 - 6

