

# A FEW ACRES OF SNOW

2011	2 Players	120 Mins.	Age of Reason / Card Game / Territory Building / Wargame
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## Object

In this historical game taking place in the 18th century, each player is either Britain or France, fighting for domination over North America. Cards are used for both locations and manpower. As you gain cards, you will have more locations available to you to control and more options that you can explore. The game ends when either a particular location is captured, or if a certain number of cubes and discs are claimed from an opponent. The game can also end if a player manages to get all their cubes or discs out onto the board. At this point, points are counted and whomever earned the most points is the winner!

## Setup

- Place the board in the middle of the table.
- Each player takes the wooden pieces and cards of their colour (Britain: Red; France: Blue).
- Each player separates their initial draw deck (darker border cards) from their full deck and shuffles these initial cards to make their starting deck. This is placed face down in their Draw Deck space. The lighter-bordered cards should be separated by Location cards and Empire cards. These two decks are placed face-up in their respective spaces. There is no need to shuffle these decks. (Note that you may wish to sort these decks alphabetically for easier finding.)
- The neutral Empire cards (green border) are placed face up by the side of the board. You can separate them by type so that both players can see which cards are available.
- Give the French player 5 money and the British player 12 money. The remaining money is kept as a supply nearby.
- Place the black discs (fortifications) in a supply nearby.
- Each player starts with a number of cubes (villages) and discs (towns) on the board. These represent settled locations. The British player places one cube in each red square location and one disc in each red circular location. The French player does likewise in each blue location. Any area which contains a wooden marker is considered controlled by that player.
- Each player draws 5 cards from the top of his draw deck to make his hand.
- The British player takes the first turn.

## Rules of Play

- On a player's turn, they perform two actions. Once a player has performed their two actions, they refill their hand back to 5 cards. Then the turn passes to the next player.
- Note that the first thing you must do on your turn (before taking an action) is to check whether you have won a "siege combat" (more later).
- In addition to the two actions that you can take, you may take any of the "free" actions that are also available (more later).
- Cards that are played are placed in your discard pile. If you run out of cards when drawing, shuffle your discard pile to make a new draw stack.
- There are 5 types of actions in the game: Expansion Actions, Aggressive Actions, Financial Actions, Card Management Actions, and Other Actions. Each action type has several actions associated with it, which will be covered below.
- *Important:* On each player's first turn they only take exactly one action. On all other turns you take 2 actions (as normal).

### **Action Type 1: Expansion Actions**

- A player should perform these actions in order to expand their empire in North America.
- Many actions in the game (including the Expansion actions) require the play of Location cards.

Note that you cannot use a Location card in any manner if you do not have control of that location or if it is not connected back to Boston (as the British player) or Quebec (if you are the French player) through a supply chain. You can also not play a Location card for a location that is under siege. Locations are considered “connected” if you can trace a series of connections through controlled locations (through rivers, lakes, roads, or the sea, but not Indian trails). Locations with ship symbols are considered to be connected to every other location with a ship symbol next to it. Locations along the same edge of the same lake are all regarded as being connected to each other. You can trace supply through a besieged location.

- While you may still have Location cards for locations you no longer control, you can remove them from your hand via the Governor action (more later).

#### **Action A) Settle a Location**

- Play a Location card that connects to a location that you wish to settle. Each Location card lists a number of locations that it connects to and the type of transport required to reach those locations. As such, you must also play a second card that shows the correct transport symbol on it.
- If the location you intend to settle has a settler symbol in it (woman carrying baby) then you must play a third card that has a settler symbol on it. (Symbols can be found on the bottom part of the card with a parchment background. Anytime you need to play a card for a symbol, that symbol must appear in this parchment.)
- Once you have played the necessary cards, place one of your village cubes in the newly settled location. Then, look through your deck of Location cards and take the card for that location, placing it on top of your discard pile.
- If you no longer have cubes in your supply, then you are unable to Settle a Location.
- Note that there are some locations that do not have a corresponding Location card. You can still settle this location, but you do not get to add a card to your deck. It is possible that your opponent may have this Location card. (Note that each player's deck is different than their opponent's.)

#### **Action B) Develop a Location**

- Villages are represented by cubes, but you are able to develop those villages into towns (discs). Towns and villages are worth points at the end of the game (if the game doesn't end immediately before then. You will note that most locations have a Victory Point value in a hexagon. When scoring, towns earn double the points, so it is in a player's best interest to turn as many of their villages into towns for end-game scoring.
- To develop a village into a town, play the card for the location that you wish to develop. Then, play a second card that has a settler symbol on it. As soon as you have done this, replace the village (cube) in that location with a town (disc). The village cube goes back into your supply and you can build it again in a later action.
- Note that you can only develop a location that has a VP value.
- Players are limited to the number of discs they have in the game. If you have placed out all your discs, you can no longer develop.

#### **Action C) Fortify a Location**

- Play a Fortification card along with a Location card for the location you wish to fortify. It also costs 3 money to play the Fortification card.
- After paying for the fortification, place a fortification disc under the cube or disc in the location.
- Note that a location can only have one fortification under it.
- Fortified locations start a siege with an additional siege strength of 2 (more later). It is also immune to raid (more later).

#### **Action Type 2: Aggressive Actions**

- The five available Aggressive Actions involve some sort of conflict between the two players.

#### **Action A) Besiege a Location**

- Besieging a location is how you take control of a location away from your opponent (or at the very least, render it neutral).

- To perform this action, follow these steps:
- --- *Step 1:* Play a Location card that connects to the location you intend to besiege. You must also play a second card with the necessary transport symbol on it (similar to Settling a Location).
- --- *Step 2:* Play a card with a military symbol on it (for a total of three cards).
- --- *Step 3:* Discard the first two cards played into your discard pile. The card with military strength is placed into your Siege Card space (marked with your country's name).
- --- *Step 4:* Take your Siege marker and place it near the location you are besieging, as a reminder.
- --- *Step 5:* The black Siege Strength marker is now adjusted according to the initial strengths of the two sides. (Note that each side has their own Siege track.) Place the Siege marker on the '1' space of your opponent's colour on the track (the initial defence strength of every location). Move it two spaces in the defender's favour if there is a Fortification disc in the location, and a further number of spaces equal to any defence modifier that appears next to the location (crossed rifles symbol). This total is the defender's initial strength. Now, move the marker a number of spaces in favour of your country according to the military strength of the third card you played (for the military symbols).
- At this point, the siege begins. It will last until either one player wins the siege or withdraws from it. As such, a location can be under siege indefinitely.
- You can only attack one location at a time (though you may be involved with another siege as a defender).
- Note that you can never exceed a siege strength on the track beyond its highest value.

#### **Winning a Siege Combat**

- At the start of your turn you must check both Siege tracks to see whether you have won a Siege combat.
- If you are the attacker in a siege and the corresponding Siege Strength marker shows that you have an advantage in strength of 2 or more, then you immediately win the combat. Remove the other player's cube/disc from the location that you attacked. Keep their cube/disc in your play area (you receive VP at the end of the game for capturing it). Also remove any Fortification disc that was there and put it back in the supply (it is destroyed).
- Place one of your Village cubes in the attacked location. *Note:* If the location has a settler symbol in it then you must play one card from your hand that has a settler symbol on it if you wish to place one of your Village cubes there. Otherwise, your opponent's cube/disc is simply removed.
- If you place a Village cube in the location, take the Location card for that location from your available deck and place it on top of your discard pile. (This does not count as an action.) Note that the losing player retains the Location card in their deck. However, that card is now useless to them and cannot be used in any way.
- If you are the defender in a siege and you have the advantage in military strength of one or more, you immediately win the combat and retain control of that location.
- Once a siege has ended, both players retrieve their cards from the corresponding Siege Card space. The winner places all of his retrieved cards onto his discard pile. The losing player must select one of his retrieved cards to be placed back in his Empire deck or Neutral Empire display before placing the remainder onto his discard pile. Note that the losing player cannot choose to lose a Location card. The attacker's Siege Location marker is also retrieved.

#### **Action B) Reinforce a Siege**

- To increase your strength in a siege (attacker or defender) you can play one card that has one or more military symbols on it. Once you do, adjust the Siege Strength marker a number of spaces in your favour equal to the number of military symbols on the card. (Note that if there are two sieges happening, you choose which one the card affects.) The card you play must be placed in the corresponding Siege Card space.
- You can only reinforce locations that you can trace a series of connections via controlled locations from either Quebec (French player) or Boston (British player). These connections may be made by river, lake, road and sea. (Indian trails do not count as connections for this purpose.)

- A Fortification card can be played for defence, but only by the defending player. When played this way it adds a strength of '1'. Note that you cannot add a Fortification disc to a location that is currently besieged.
- A card with a ship symbol has a military strength of '1' if used in a siege that occurs in a location that has a ship symbol next to it. (Note: If a Location card has a ship symbol and a military symbol than you can only choose one of these symbols.) You can play a card with a ship symbol as the first military card in a siege, as long as ships can be played.
- Playing a Military Leader card is a free action and adds '1' to your Siege Strength.

#### **Action C) Raid**

- Raiding a location is one way of removing an opponent's village or downgrading a town to a village.
- To perform a raid, play one or more cards that state they can be used for a raid. Playing one card allows you to raid a location that is within two connections of a location that you control. Each additional eligible card played increases the range by one connection.
- Note that you must pay 1 money for each Native American card you play for a raid.
- You can raid along connections formed by rivers, roads, lakes, or Indian trails (but not seas). You do not need to play any Location cards or cards for transport symbols.
- You can trace a connection through an enemy village or town, but you cannot raid a location (or through a location) that has a Fortification disc on it.
- You cannot raid into or from a besieged location. However, you can trace a connection through a besieged location if you are the besieging party and the location is not fortified.
- You can raid from a location that is not in supply.
- Once you have declared your raid, your opponent can block the raid (if able). He does so by discarding one card from his hand that states it can block the raid. Your opponent can also block the raid by discarding the Location card of the location being raided. (Note that your opponent does not have to pay 1 money to play a Native American card to block the raid.)
- If the raid is not blocked, take the cube or disc from the raided location. If you took a disc, then your opponent replaces it with a cube. (You still keep the disc for VP at the end of the game.) If your opponent doesn't have a cube to replace it with, the location becomes neutral.

#### **Action D) Ambush**

- Ambush allows you to force your opponent to remove a card from their hand or reserve and place it back in their Empire deck.
- To perform an Ambush, play a card that states this action. The other player may block the ambush if he has a card in his hand (not his reserve) that allows for it. This card is then discarded. (Note that he does not have to pay 1 money if he uses a Native American to block the ambush.)
- If the ambush is not blocked, then your opponent must select one card that is marked with the 'ambush' symbol (Native American profile) from either his hand or his reserve, placing it back in his Empire deck. (If your opponent doesn't have a card that can be ambushed, he must show his hand/reserve as evidence that he cannot lose a card.)

#### **Action E) Priest / Indian Leader**

- When you play one of these cards your opponent must give you one neutral (green) Native American card from either his hand or reserve. You then place that card in your discard pile. (If he does not have a card to give you, he must show you his hand/reserve to prove this.)

#### **Action Type 3: Financial Actions**

- Financial actions are used to gain money in order to pay for certain actions in the game.

#### **Action A) Take Money**

- Play a Location card that shows an amount of money in the coin symbol on the bottom edge. Take that amount of money from the bank.

### **Action B) Merchant**

- Play one card with a ship symbol on it. Then play one or two cards with a coin symbol on it to take that amount of money from the bank. (This action is similar to the Take Money action, except you can play a second card for money.)

### **Action C) Trader**

- Play the Trader card when you play one or more Location cards that have the fur symbol on them. For each such card played you take 2 money from the bank.

### **Action D) Piracy (French Player Only)**

- Play the Louisbourg card and another card with a ship symbol on it. Then take 2 money from the British player. (If the British player does not have enough money to take, take the remaining money owed from the bank.)

### **Action Type 4: Card Management Actions**

- These actions allow you to manage your cards in some manner.

#### **Action A) Draft 1 Empire card**

- Select 1 Empire card from your Available Empire deck and place it in your discard pile. Check the card to see if you are required to pay any money to the bank (upper corner).

#### **Action B) Discard cards**

- Discard one or more cards from your hand into your discard pile. The first card is free; however, every card after that costs 1 money to discard.

#### **Action C) Place a card in your reserve**

- Place 1 card from your hand into your 'Reserve'. The Reserve is an area where you can store cards that you don't need now and play them on a later turn.
- You can only store 5 cards in your Reserve.
- Note that you cannot store Location cards in your Reserve.

#### **Action D) Retrieve your reserve**

- Retrieve all the cards from your reserve. Note that this is a free action and does not cost one of your two actions. You must retrieve all the cards in your reserve (you cannot partially retrieve some and leave others there).
- You must pay 1 money for each card in your reserve that you retrieve.
- Note that you may have more than 5 cards in your hand.

#### **Action E) Governor**

- When you play the Governor card, you also place one or two cards from your hand back to your Available Location or Empire deck. This is a way to reduce the number of cards in your draw deck. If you choose to remove a Location card, place it back in the Location card deck. Likewise, if you remove an Empire card, place it in the Empire deck. Neutral cards go back into the common card display. (If you remove a Location card, you must successfully Settle that location again to retrieve the card again. However, you still keep your village/town in that location regardless.)

#### **Action F) Intendant**

- Play the Intendant card to select one card from your discard pile and put it in your hand. You must pay 2 money to do so. (Only the French player has this Empire card.)

#### **Action G) Home Support**

- When you play the Home Support card, you immediately draw 3 cards from your deck. This counts as a free action. (You can have more than 5 cards in your hand at this point.)
- You can only draw from your current deck. If you have fewer cards than 3, you draw what is there. (Do not shuffle your discards to retrieve more cards.)

#### **Other Actions**

- *Withdraw from a Siege:* You may choose to withdraw from a siege. If so, it is treated as if you lost the siege. This is a free action.
- *Pass:* Simply do nothing. Passing does not stop you from performing more actions in a later turn.

### **Ending the Game and Determining the Winner**

- The British player wins immediately if he wins a siege or settles in Quebec.
- The French player wins immediately if he wins a siege or settles in Boston or New York.
- The game also ends if:
  - --- a) there are no sieges in progress at the start of a player's turn and he has placed all of his discs or cubes onto the board. (You do not have to place all of both types); or
  - --- b) there are no sieges in progress at the start of a player's turn and he has captured 12 points of cubes/discs from his opponent. (Cubes are worth 2 points; discs are worth 4 points.)
- When one of these end-game situations occur, each player adds up their VP. You score points as indicated for locations that you control. If you have a disc in a location then you score double the number of points indicated. You also score 2 points for each of your opponent's cubes that you have captured and 4 points for each of your opponent's discs that you have captured.
- The player who has the highest total VP is the winner. In case of a tie, the French player is the winner.

*See back of rulebook for turn sequence and action summary.*

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