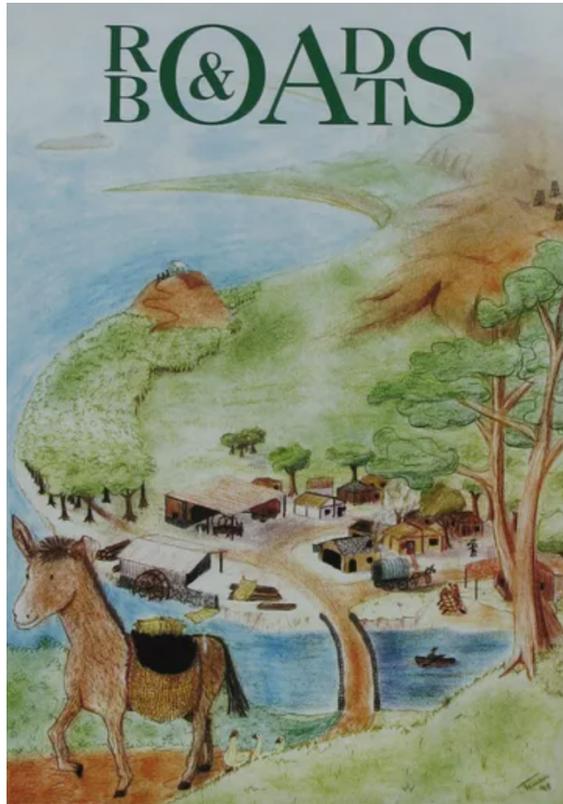


## Roads & Boats Tutorial v1.1



**Roads & Boats** is a civilization game unlike most others, focusing not on warfare or territory control, but on the elegant challenge of **logistics**—specifically the transportation and transformation of goods over time.

What makes Roads & Boats unique?

- **No ownership of land or buildings:** You don't control territory or lock down buildings. Anything you build can be used by others.
- **You only own your transports—and what they carry:** Your colored transports and the goods on them are yours and yours alone. But once goods are left on the ground, they're fair game for anyone. The guiding rule: *"If it's not on a transport, it's up for grabs!"*
- **Mostly simultaneous play:** All players take actions at the same time, except when someone calls for turn order due to a **conflict** (usually to claim first access to a building or goods).
- **Geese!** While they're not the only animals in the game, geese have special rules and behaviors that make them a surprisingly strategic component—especially when it comes to research and movement.

# Roads & Boats Tutorial v1.1

The content in this tutorial was adapted from the instructional board game video [Roads & Boats: How to Play by JustPlayMediaInc](#) and the Roads & Boats User Manual.

## Table of Contents

Overview of Play .....	3
The Game Board & Player Phases .....	3
Goods, Buildings, & Transports Summary .....	4
Wonder Board .....	7
Turn Order, Changing Turn Order, and Conflict.....	8
Determining Current Turn Order.....	8
How to Change Current Turn Sequence .....	8
Example of Conflict.....	11
Produce Phase.....	12
Livestock Production (reproduction of Donkeys & Geese).....	12
Produce Goods .....	13
Primary Producers (circle highlight on tile).....	13
Secondary Producers .....	14
Mines .....	16
Mine Technology .....	17
Produce Transports.....	18
Basics of Producing Transports.....	18
Auto-production of Transports .....	19
Produce Research.....	20
Produce Factory Upgrades .....	21
Chaining Example .....	22
Movement Phase .....	23
Basic Movement Rules.....	23
Rivers & Bridges.....	24
Geese.....	25
Sea Transports & Docking/Undocking .....	26
Oil Rigs.....	28
Transporting Transports .....	29
Build Phase .....	30
Build Buildings - The Basics.....	30
Building Mines .....	31
Building Oil Rigs .....	32
Building Clay Pits.....	32
Building Roads, Bridges, and Walls .....	32
Basics of Building Roads & Bridges .....	33
Basics of Building Walls .....	34
Demolishing Walls .....	36
Wonder Phase .....	37
Game End .....	38
Final Score Tally.....	38
Game Setup .....	39

## Overview of Play

### The Game Board & Player Phases

- The game is played over a series of turns
- Each turn has 4 phases shown on the Wonder board:



The current phase is tracked on the Wonder board using an amber glass gem typically used to mark completed player research

- **Produce:** Produce livestock, goods, new transportation (including transporters), or research. Note: The first Produce phase is typically skipped because players will not have any buildings on the board yet.
  - **Move:** Move transportation units across roads, bridges, or across water. Transportation units may carry goods / resources
  - **Build:** Build new buildings or factories
  - **Wonder:** Contribute bricks to the common wonder everyone is building to influence Wealth Points at the end of the game. Points are awarded to players with the most bricks contributed on each row of the Wonder.
- The main hexes in the game are shown below. The expansion also includes City and Polder hexes. Hexes next to a Sea hex and hexes with a river are considered Shore hexes.

GOODS	BUILDINGS	Goods
<p><b>trunks</b> produced by woodcutters</p>	<p><b>woodcutter</b> produces trunks (in woods only)</p>	
<p><b>boards</b> produced by sawmills</p>	<p><b>sawmill</b> produces boards out of trunks</p>	
<p><b>paper</b> produced by papermills</p>	<p><b>papermill</b> produces paper out of trunks and/or boards</p>	
<p><b>goose</b> produced by geese</p>	<p><b>wagon factory</b> produces wagons out of donkeys and boards</p>	
<p><b>clay</b> produced by clay pits</p>	<p><b>truck factory</b> produces trucks out of iron and fuel</p>	
<p><b>stone</b> produced by quarries or stone factories</p>	<p><b>raft factory</b> produces rafts out of trunks</p>	
	<p><b>clay pit</b> produces clay (on sea or river shores only)</p>	<p><b>rowboat factory</b> produces rowboats out of boards</p>

plants



## Roads & Boats Tutorial v1.1

- Primary Producers: Primary producers are marked with a highlight circle, indicating that they generate goods directly from the terrain and do not require any input resources from players to produce.



Shown Above (eft to right): Woodcutter, Clay Pit, Quarry, and Oil Rig

- Secondary Producers: Secondary producers do not have a highlight circle and require players to deliver input resources in order to produce output goods. For example, a Sawmill requires trunks to produce boards. Like primary producers, they operate automatically once the required inputs are present—regardless of whether a player transport is on the hex.



Shown Above (left to right, top to bottom): Coal Burner, Stone Factory, Sawmill, Papermill, Mint, and Stock Exchange

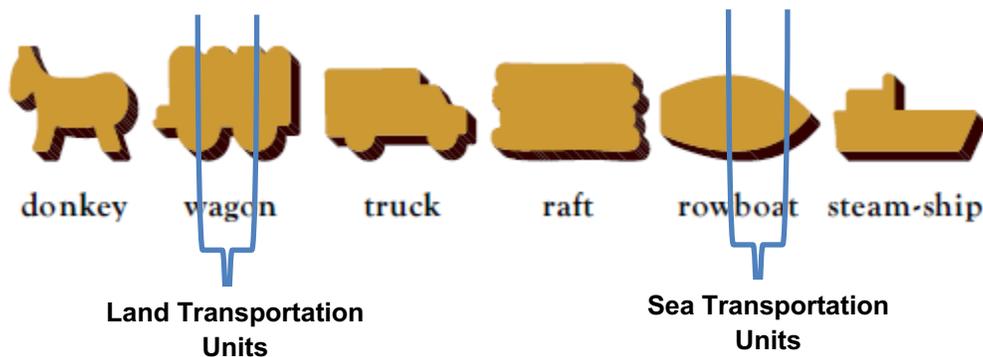
## Roads & Boats Tutorial v1.1

- **Factories:** Factories are used to produce new transportation units. Some factory types require research before they can be built. To receive a newly produced transport, a player's transport must be present on the same hex. **Exception:** Carts do not require a separate transport to receive them, as they are created by consuming a donkey as part of their production cost.



**Top Row:** Raft Factory, Rowboat Factory, Steamer  
**Bottom Row:** Wagon Factory, Truck Factory. *Airports are available in the expansion.*

- **Transportation Units - Base Game**



*Max Total Transportation Units per Player: 8*  
*Max Total of One Type (Land/Sea) per Player: 5*

# Roads & Boats Tutorial v1.1

## Wonder Board

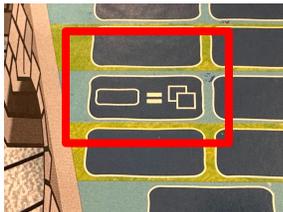


Players will have the option to place one or more bricks on the wonder board at the end of each turn during the Wonder phase to earn “wealth points” points at the end of the game.

*Bricks are placed on the Wonder **in turn order** starting on the bottom row (left) in the “Start” square. The first brick for each player costs 1 good that must be provisioned from the hex containing the Players Home Tile. A transportation unit must also be present on the hex, otherwise the Player may not use the goods to pay for the Wonder brick.*

**1st brick cost = 1 good, 2nd brick cost = 2 goods, 3rd brick = 3 goods, etc.**

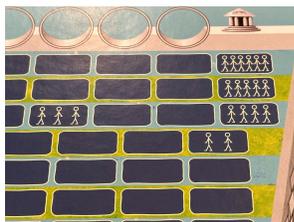
The Wonder board is also **a timer** for the following:



Cost of Bricks: Once any brick is placed in the 1 = 2 space highlighted in **red** on the left, the cost to place the 1st brick increases to 2 goods. Additional bricks cost 1 additional good as well. 2nd brick costs 3 goods, 3rd brick costs 4 goods, etc.



Converting Deserts to Pasture: If you have any Desert hexes on the map, they will turn into Pasture hexes once this space is filled by any brick.



Game end: Once a brick is placed in the space containing the number of players relevant to your game, end game is triggered.

## Roads & Boats Tutorial v1.1

### Turn Order, Changing Turn Order, and Conflict

Most of the time, play will happen simultaneously. Turn order will only be invoked if a player calls for turn order at the **beginning of a phase**. Conflict usually occurs **ONLY** when two players want to get or use resources on a specific hex or to interact with a building or factory before another player. You only play in sequential turn order when there is a Conflict.

#### Determining Current Turn Order

Play order is determined by order of player pieces on the sequence chart below the Wonder. This can be altered by calling for a turn order change and making changes to the order of the “praying figures” above the Wonder.

- The player who is furthest to the left plays first continuing to the right in the turn order sequence area below the Wonder as shown in the image below.



- A player may invoke turn order by stating they wish to do so at the **beginning of a phase**

#### How to Change Current Turn Sequence

When any player calls for turn sequencing to be invoked, other players may also request a turn order change—but it **must be declared before the phase begins**.

- Each player has a “praying figure,” represented by a colored disk above the Wonder board. The arrangement of these disks determines the order in which players select their position in the new turn order.
- **The player closest to the temple** (furthest to the right) is considered the most pious—they are “busy praying” and not concerned with worldly matters like turn order. As a result, they will be **last in the turn sequence**.
- **The player furthest from the temple** (furthest to the left) is the least pious—more focused on action than prayer—and will be **first in the turn order**.

## Roads & Boats Tutorial v1.1

### *Here's how to change turn sequence*

- **Step 1:** Each player decides whether or not to “cash in” their piety to move further back in rows towards the exit of the temple to move up in turn order
  - Move all pieces up to clear out the prayer order spaces at the top of the Wonder board

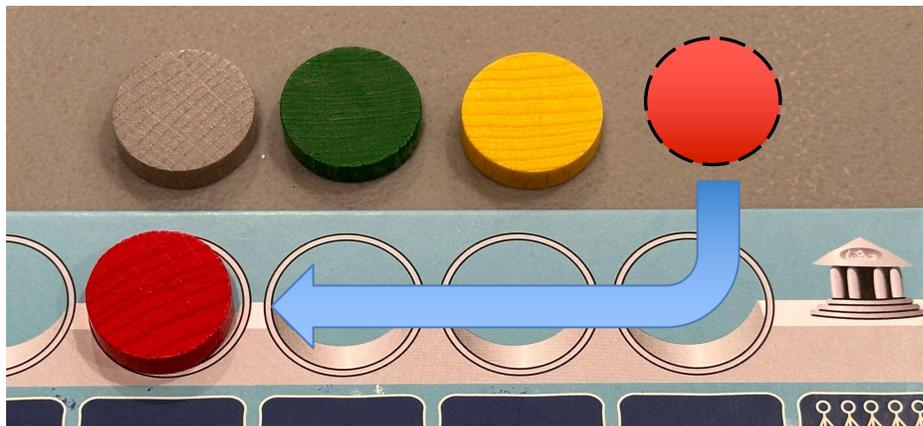


In the image above shows all player pieces lined up in “prayer order” with the “most pious player closest to the temple on the right.”



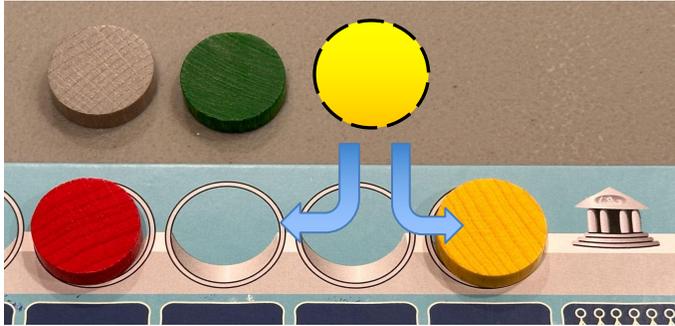
To prepare for changing turn sequence, move all pieces above their current position as shown above

- **Step 2:** Choose a playing position
  - Player who is closest to the temple may move to the “back of the temple” to become the first player. In the example below, the red player decides to move to the “back of the temple” (moving to furthest position to the left) which will give them the option to be first in turn sequence.



## Roads & Boats Tutorial v1.1

- The player who is second closest to the temple may choose to move to the second position on the left or remain in place. Each subsequent player makes the same choice in order. This decision is optional—players may choose to stay where they are, which will gradually move them closer to the temple and potentially allow them to become first player in a future turn order change.

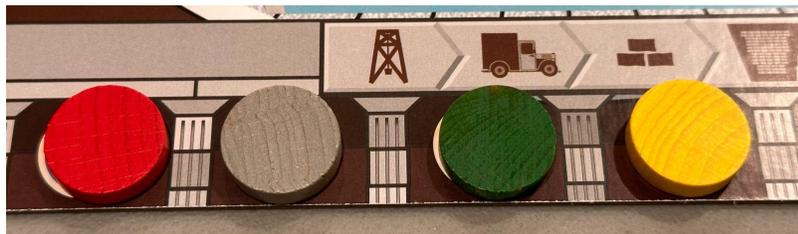


In the example above, the yellow player opts to move closest to the temple which will give them the opportunity to move to the back of the temple and become first player at some point in the future.



The green player decides to not move forward and stays in their same position. Therefore, the gray player has no choice but to stay in 2nd position.

- Re-order the turn sequence disk tokens at the bottom of the Wonder board to reflect the new turn order. The red player will now go first in the phase that is about to begin.



- The new turn order will be effective moving into this Phase
- Turn order change can happen at the beginning of any/all phases

*You may look at the next unit(s) that will be produced in any/all mines **before** calling for a turn order change. This is an exception: players may preview the next mine output before deciding whether to invoke turn order for the Production phase.*

## Roads & Boats Tutorial v1.1

### Example of Conflict

All actions in each phase can be carried out simultaneously, unless there is a conflict. **A conflict occurs when two or more players want to do something before the other.** In this case, one of the players may invoke the sequence of play. The rest of the phase is then played out in this sequence.

#### Example of Conflict and Change of Turn Order

*A Papermill can only create 1 paper good and requires any 2 of trunks or board goods during the Production phase to produce the paper good. Both the red and yellow players have 2 trunks in which to use the Papermill, but only one of them can use the Papermill this turn because the Papermill can only produce a maximum of 1 paper goods per Produce phase. The yellow player calls for a turn order change at the beginning of the Produce phase.*

*Assuming the yellow red player was closer to the temple prior to this phase as noted in the example above, they could move in front of the yellow player by calling for a turn order change before the Produce phase begins. Then the red player would get to go first and use the Papermill to produce paper. The yellow player would have to wait until the following turn to use the Papermill.*

*Additionally, the red player would be able to claim the paper that is produced and immediately place it on their transport (donkey).*



*A Papermill will attempt to consume **boards first** to produce paper first before consuming trunks if both are available on the hex.*

## Roads & Boats Tutorial v1.1

### Produce Phase

In the Produce phase, all tiles are checked for production. Production takes place on tiles with **primary producers**, **secondary producers**, and on empty pasture tiles containing **livestock**. **Research** and **factory upgrades** are also produced during this phase. **Transportation units** are produced during the Produce phase, not the Build phase.

All types of production described below can be done simultaneously by all players.

### Livestock Production (reproduction of Donkeys & Geese)

- To reproduce you must have any of the 4 conditions pictured below:



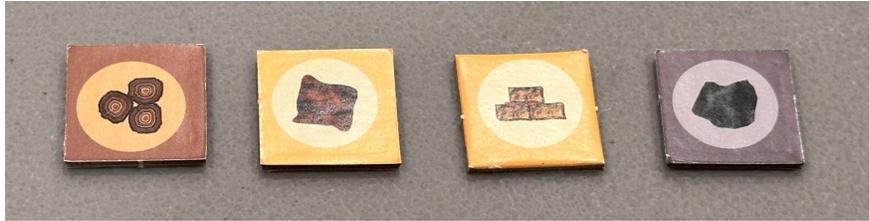
- Only 2 of each livestock (alone)
- Must be on a Pasture hex (no other hex types can be used for reproduction)
- **No other tokens in the hex** (e.g buildings, resources, goods, other animals, etc) where they will reproduce
- Donkey reproduction must be declared by the player who owns them.
- Geese do not have owners and will reproduce automatically if all reproduction conditions are met.
- **The only things that can be in the hex with the reproducing livestock are:**
  - Pre-existing road(s) connecting the hex to another hex
  - Pre-existing wall(s) blocking access from another hex to this hex
  - A player's Home token

***Geese reproduce automatically*** if conditions are met, as they do not have owners. Donkey reproduction must be declared by the owning player.

# Roads & Boats Tutorial v1.1

## Produce Goods

Primary Producers (circle highlight on tile)



Terrain	Cost	Primary Producer	Output
Woods	3 Wood	Woodcutter	Trunk
Rock	3 Stone	Quarry	Stone
Shore	3 Wood, 3 Stone	Clay Pit	Clay
Sea	3 Wood, 3 Stone, 3 Clay, 3 Iron	Oil Rig Research	Oil
Mountain	3 Wood, 3 Stone, 3 Clay, 3 Iron	Mine	Iron, Coal

Must be built on the required terrain as shown in the red box to the left. The cost to build each building is listed on the player aid and must be paid in the Build Phase.

- Buildings that require research before they can be built say “Research” below them on the player aid. See *Oil Rig* in the image above.
- Primary producers produce exactly 1 output each production phase. In the images below, the Quarry and Woodcutter produce **stone** and **trunk** goods respectively.



Place the new good next to the producer that made it. It's a good idea to place newly produced goods on the producer initially, especially once you have a lot of producers on the board. It can become confusing keeping track of where you've added goods and where you haven't yet once you have a lot of producers on the board. Once you've completed production, move the goods off of the producer.

- Primary producers will produce whether or not any player's transports are present
- **Primary producers produce exactly one good per Produce Phase**, with the exception of the Mine and will produce 1 good per Production phase.

## Roads & Boats Tutorial v1.1

### Secondary Producers

Secondary Producers will only produce if the required input goods are present on the same hex. When those inputs are available, the building will automatically attempt to produce goods up to its maximum capacity, as indicated on the Player Aid. A player's transport does not need to be present for a Secondary Producer to function.

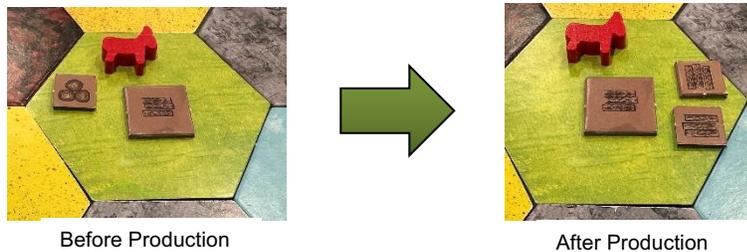


Shown Above (left to right, top to bottom): Coal Burner, Stone Factory, Sawmill, Papermill, Mint, and Stock Exchange

## Roads & Boats Tutorial v1.1

Here are the details regarding Secondary Producers:

- Will **produce automatically** if the required goods are present on a player transport (at discretion of the transport owner) or just sitting on the hex next to the producer.
- Will keep producing goods up to its **maximum capacity**. Any remaining raw resources that cannot be consumed will just stay in the hex and be available for consumption/production next turn.
- Players may use a **combination of goods from transports and/or from the hex** to satisfy the cost to produce goods from a Secondary Producer.
- Players may take goods produced from a Primary or Secondary Producer and **may immediately place them on a transport**.
- You can't forcibly take goods from another player's transport.
- Requires raw inputs to produce output. Here's an example of Sawmill production:



*In the above example, a Sawmill consumes 1 Trunk to produce 2 Boards.*

**Reminder: Primary & Secondary Producers will produce automatically as long as the necessary input goods (e.g. Trunk for a Sawmill) are present in the hex, regardless of whether a player transport is present**

## Roads & Boats Tutorial v1.1

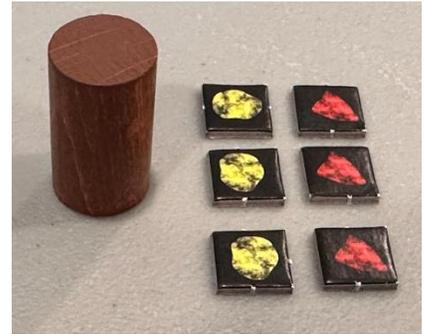
### Mines

Mines function as a hybrid between primary and secondary producers: like primary producers, they generate output without requiring input from a transport, but their production is limited to the type of mine built during the Build phase.

A standard mine (built without any research) is filled **with 3 gold and 3 iron**, which are revealed randomly during the Produce phase. With mine-related research, players can customize the mix and quantity of resources, or re-shaft a depleted mine to refill it and continue production.

Here are the specifics related to building a mine:

- Must be built on a mountain hex. Pay the goods shown on the player aid depending on the mine being built. Set up the mine, add the goods and randomize them depending on the type of mine being built.
  - When a new mine is built, you may fill it based on technology you've researched
  - At the beginning of the game, players have no technology, so a mine is filled with 3 gold and 3 iron. Players may not fill a mine using a Specialized mine until they have researched the required technology
- Mines produce one good per Produce Phase, regardless of the type of mine built.
- During the Produce Phase, reveal the top resource and place it on the hex. It is now available for players to place on transports.
- It will take 6 production phases to deplete a standard (no technology) mine
- Once the resources are produced, the mine will be depleted and will not be able to produce again. Players who have researched the New Shaft technology can re-shaft a mine. See Mine Technology below for more details.



You can build a standard mine without any research which will be filled with 3 gold and 3 iron



When filling a standard mine, randomize the goods and place them face down on top of the mine. Alternatively, you number the mines and place the goods in a bag or cup with a matching number

## Roads & Boats Tutorial v1.1

### Mine Technology

Players may research 3 technologies related to mines:

- Specialized Mine: You may select either **4 gold** or **4 iron** to fill the mine.



- Big Mine: Fill the mine with 5 gold and 5 iron



- New Shaft: Fill a mine with standard mine fill (3 iron and 3 gold), Specialized Mine, or Big Mine.

*Players must first research Specialized Mine, Big Mine, or New Shaft in order to build a mine that uses any of those advanced fill options.*

## Roads & Boats Tutorial v1.1

### Produce Transports

#### Basics of Producing Transports

- Produce new Transport: Non-Livestock Transports are produced in Transport Factories (e.g. Wagon Factory, Steam-ship Factory, Raft Factory, etc.)
  - A player must have a previously existing Transport present on the hex to receive the newly produced transport, *otherwise the goods will be forfeit and the new transport will be destroyed*.
  - Exception – Wagons: When producing a Wagon, it is automatically assigned to the player who provided the donkey as part of the cost. No other transport needs to be present on the hex to receive it.
  - Max 8 total transporters; only 5 of a particular type (land or sea)
  - Out of Service: If you've reached the transport limit, you cannot produce a new transport unless you first remove one. To do this, move any existing transport to a Transport Factory. If a transport is present on a factory hex during the Produce phase, it may be destroyed immediately—there's no need to park it in advance. This is the only way to reduce your total and make space within the 8-transport limit.

***If a player has reached the maximum number of transports, they may not produce additional ones until an existing transport is removed. To place a transport Out of Service, it must be located on any Transport Factory during the Produce phase. It is then removed from the game. This is the only way to reduce your total number of transports and make room for new ones.***

- Use your researched buildings (e.g. Factory) to produce a new Truck
- Notes on Sea unit production
  - Must be built on a shore
    - If the **factory is on shore** of the sea, newly created transports are placed on the shore and are considered “docked”. It takes one movement to “undock” before movement begins

## Roads & Boats Tutorial v1.1

- If the **factory is on a river**, then no docking takes place and no additional move is required to “undock.”
- A player may not produce a sea unit to the sea if a wall blocks placement to the sea hex.

### Auto-production of Transports

Factories will automatically attempt to produce transports if the resources are available to produce them.

- Blocked Production: If the production is blocked (e.g. by a wall), the resources will be consumed/lost, but no unit will be produced.
- No player present: Same as blocked production above. A player must be present to receive the newly produced transport or it will be lost.

## Roads & Boats Tutorial v1.1

### Produce Research



Research is produced during the Produce phase at the cost of 2 geese and 1 paper. No building is required. All three components must be on the same tile, and that tile must also contain one of the player's transporters. If the geese and paper are left unattended (not carried by a transporter), they are consumed and no research is produced.

- Requires (1) two geese, (2) 1 Paper good, *and must be accompanied by a player transporter on the same hex tile.*
  - If the two geese and a paper good are left unattended by a player transport, *they will be consumed during the Production phase and will not produce any research.*
- Select a technology to research and place a marker on the appropriate spot on your player board

Question	Answer
Can I accumulate paper or geese across turns?	✗ No
What happens if I leave 1 paper + 2 geese on a hex without a transporter?	✗ They vanish
Can I do partial research this turn, then finish it next turn?	✗ No. You must complete it all at once
Can I hold unused research points for later allocation?	✗ No. You must assign them immediately

## Roads & Boats Tutorial v1.1

### Produce Factory Upgrades



- You may upgrade existing factories with upgraded factories (e.g. upgrade a raft factory to a ship factory)
- To perform this action, you must have the corresponding research
- A **transport** belonging to the player performing the upgrade **must be present** on the hex of the factory to be upgraded
- Other players cannot prevent a player from upgrading a factory if the necessary conditions for upgrade noted above are met, even if another player built the factory being upgraded initially. Other things to consider in Production Phase
- Chaining Production Actions: All actions within the Produce phase may be performed in any order the player chooses, and production steps can be chained together. For example, a player may produce goods, use them to conduct research to unlock a factory upgrade, then immediately upgrade that factory and produce a transport from it—provided all required resources are present on the hex. All of this can happen within the same Produce phase. The following page provides an example that illustrates how production actions can be chained together within a single Produce phase.

## Roads & Boats Tutorial v1.1

### Chaining Example

- Let's assume a player transport is located on a hex containing a Paper Mill, and that the transport provides 2 trunks to produce a piece of Paper
- If the same player transport had 2 geese following, it could immediately produce Research in the same production phase.
- Let's assume the player chose to research Steam Ship technology.
- Let's assume the player has a *different transport* on a hex containing a Raft Factory. It could upgrade this Raft Factory to a Steam Ship Factory, regardless of whether the player originally built the Raft Factory or not.
- If this same player also had 2 Fuel and 1 Iron on the same hex as the new Steam Ship Factory, the player could opt to produce a Steam Ship.
- All of the above could happen in the same Production Phase.
- If chaining research + upgrade + transport production in the same Produce phase, be sure the **new transport doesn't exceed your 8-unit limit**. You must destroy a transport at the factory if needed.
- Sea Transports as "Ferries" on a River: Rivers usually require a bridge to cross from one side of the river hex to the other, but a sea transport can act as a **Ferry** to allow a player to move back and forth across the hex the same as a bridge would allow (e.g. access to resources on one side of the river for production at a factory or a primary/secondary producer on the other side.
- Production is **skipped** in the first turn because there are no buildings or factories, and no movement has yet occurred.

**Note:** *Every building or factory will attempt to produce up to its maximum capacity, using any available goods on its hex. If no player transport is present to collect them, the produced goods remain on the hex and may be picked up or used by any player in a later phase.*

## Roads & Boats Tutorial v1.1

# Movement Phase

## Basic Movement Rules

- Movement occurs between hexes only.
  - Assuming a bridge is present, crossing a river does NOT count as a hex movement. All goods are accessible from either side of the river in this case.



The red player's Donkey has may load the Trunks to the north of the river without any movement. The bridge provides free access to any buildings or goods on either side of the river. No movement is required within a hex.

- Items may be access freely across a river if a bridge or sea unit acting as a ferry is present
- Each transport may move ONCE during a move phase
- Transports may carry goods or other transports up to their maximum carry capacity ([see player aid for details](#)). A transport may carry 1 other transport at a time. When doing this, neither the carrying transport nor the carried transport may carry any goods.

Transporter	Carry	Move	Terrain
 Donkey	2	1	No Road
		2	Road
 Wagon	3	3	Road
 Truck	6	4	Road

*Donkeys are the only units that can move across hexes where there is no road. Wagons and Trucks may only move on roads.*

## Roads & Boats Tutorial v1.1

- Along a movement route, transports **may pick up and/or drop off goods an unlimited number of times at any point along the way**, as long as they never exceed their maximum carrying capacity at any time.
- Goods may only be moved **ONCE** in a given movement phase. **You may not move goods, transfer them to another transport, and move the goods again.** Geese are not considered goods and may follow a player's transport more than once across players' turns, but each goose may only move once per player's movement phase..
- Goods (boards, trunks, coins, etc.) can only be moved **once per Move phase**. No relays.
- Even though donkeys can move between hexes without roads, they cannot move across a river without a bridge or sea transport acting as a ferry.

## Rivers & Bridges

- Rivers block movement of land-based transports.
- Land transports cannot cross rivers unless a bridge is present or a sea unit is present acting as a ferry.

## Roads & Boats Tutorial v1.1

### Geese



- Geese may move in 2 ways:
  - Following a player's transport as it leaves a hex (player's discretion on land hexes; mandatory on sea hexes)
  - Being loaded onto a transport and moving with transport.
- Geese which had been following one player's transporter will follow the transporter of **another** player which passes through the hex, if that player wants them to. *This can only occur if the second player moves later in turn order. The first player can prevent this by loading the geese onto their own transporter..*
- Geese do not follow transports on the other side of a river unless there is a bridge
- Geese may be loaded onto a transport where 1 Geese = 1 Good. Geese loaded on a transport are "protected" and will not follow another player's transport and cannot be taken by another player.
- Geese may only be moved once per player's movement phase. If left behind on a tile, they may follow the transporter of another player who moves later in turn order, if that player chooses.
- Geese can follow land and sea transports.
- Geese cannot be left alone on a sea hex. The Geese will always follow a transport leaving a sea hex. Geese may be dropped off on an oil rig, similar to goods.

## Roads & Boats Tutorial v1.1

### Sea Transports & Docking/Undocking



- In order for a sea unit to interact with a land hex that is adjacent to a sea hex, it must be “docked.”
  - Interaction with hexes includes picking up or dropping off goods.
  - Undocked units on sea hexes may NOT interact with resources on land hexes, with the exception of building and destroying walls, which costs more than doing so on land..
- When initially produced on the shore of a sea hex, the unit is considered “docked.”
- Docking from a sea hex to a land hex takes one movement point.
- When docked, a unit must “undock,” which takes one movement point as well.
- **Once a sea unit “docks,” its movement ends.** The unit may not move again during this movement phase. Any additional movement points are forfeit, but the unit can still interact with the hex, including dropping off and picking up goods..
- When docking a sea transport on a **river hex**, you must choose **which side** of the river to dock on unless a **bridge is present**, which then merges both sides. *Note: Sea transports on river hexes can access both sides without docking.*
- Building a wall from an **undocked** sea transport costs **3 stone**: this includes 1 base stone + 2 extra due to the difficulty of construction from the sea.

## Roads & Boats Tutorial v1.1

*In the example below, the player would want to dock on the right side of the river hex in order to interact with the goods on the right side of the hex. If there were a bridge on the river hex, a sea transport could dock on either side because the bridge becomes a single contiguous hex when a bridge is present and resource may be loaded from either side.*



Docking is not required on river hexes.

## Roads & Boats Tutorial v1.1

### Oil Rigs

- Oil rigs may only be built in sea hexes
- Sea units can freely interact with oil rigs ***without docking***.
  - Transports must be in the same sea hex to interact with it (i.e. exchange goods)
  - Transports may continue movement after interacting with an oil rig.
- Players may store goods on oil rigs.
- Transports may exchange (drop off / pick up) goods on an oil rig. Geese may be exchanged and left on oil rigs, but may never be left in a sea hex without an oil rig.

## Roads & Boats Tutorial v1.1

### Transporting Transports

- Transports may carry / transport other transports as long as they haven't already moved during this move phase.
- When a transport is being carried (e.g., a truck on a raft), **it cannot carry any goods itself during that phase**. Neither can the carrying unit carry anything else.
- A transporter cannot transport any goods if it is carrying another transport. The transport takes all carrying capacity. This is true for the unit that is carrying **and** the unit that is being carried.
- If a transport has already moved during this move phase, it may be loaded onto another transport, but the transport it was loaded onto may not move during this move phase.
- Once a transport is unloaded, it may not move during this move phase; it was just moved by the transport on which it was loaded.
- **Sea transport unloading limitation:** A sea transport can only unload another sea transport onto the same shore or river, and never only land directly.



*In the example above, if the row boat transport carried the truck from a previous land hex, through the sea hex, and unloaded the truck transport on the land tile, the truck would not be able to move during this movement phase because it already “moved” by being carried by the row boat.*

## Roads & Boats Tutorial v1.1

### Build Phase

#### Build Buildings - The Basics



- You may only build ONE BUILDING on each hex.
- You **must have one of your transports present** in the hex where you wish to build. Any of the following will meet this requirement:
  - Land transport in the hex where you want to build
  - Sea transport docked to the land hex where you want to build
  - Sea transport on a sea hex where you want to build an oil rig
  - Sea transport on a river hex where you want to build
- Land transports on one side of a river hex cannot build on the other side unless a bridge is present
- River hexes may only have one building - **not one on each side of the river**
- Costs for all buildings are listed on the [player aid](#)
- Some buildings require research before you can build them

## Roads & Boats Tutorial v1.1

- The **home tile** is not considered a building and does not prevent placing a building on the hex. However, only one building may exist per hex, including the home tile. It is also **required** for paying goods into the **Wonder**—only goods on your **home hex** can be used.
- Buildings may **never be moved or removed** from the game

## Building Mines

PQ	Cost	Mine	Mine Fill
none		New Mine 	3  and 3 
	as mine or new shaft	Specialized Mine	4  or 4 
	as mine or new shaft	Big Mine	5  and 5 

- You can refill an existing shaft regardless of whether the previous fill has been depleted.
- The new mine you use to refill does not need to match the original mine. For example, you can refill a Big Mine shaft in a hex that now contains a New Mine (e.g., 3x3 gold and iron).
- You can use the New Shafts technology to refill existing shafts in previously built mines as often as needed. This method is more efficient and requires less transportation of materials than constructing new mines.

## Roads & Boats Tutorial v1.1

*Let's assume the mine below was built on a previous turn. You may build a New Shaft over the previous mine regardless of whether it's been depleted or not. You can always add one or more new mine shafts to an existing mine if you have the technology and can pay the cost to build it. You will simply add the new Mine Fill (see player aid) to the existing fill.*

*Let's say the player has the technology for Specialized Mine and chooses "4 gold" as the fill. The 4 gold would be randomized with any previous fill and added to the mine. Production would continue with the new fill in the next Production phase.*



### Building Oil Rigs

- Oil rigs must be built on a sea hex
- Building an oil rig requires 1 stone and 3 boards, which must be transported together to the sea hex and used all at once. You may not deliver the resources piecemeal or leave them unattended in the sea. As a result, constructing an oil rig requires a transport capable of carrying at least 4 goods.

### Building Clay Pits

- Clay pits must be built on a shore (e.g. land hex with a river or a land hex that is adjacent to a sea hex)

### Building Roads, Bridges, and Walls

- Roads, bridges, and roads start with a base cost of 1 stone
- Roads & bridges can never be removed or destroyed
- **See the player aid for additional requirements** for each type of unit

## Roads & Boats Tutorial v1.1

### Basics of Building Roads & Bridges

*In the example below, the donkey on the right is carrying 2 stone resources and may therefore build 2 roads. Roads are drawn directly on the map using a grease pencil or dry erase marker. Once the roads are built, the 2 stone goods are returned to the supply.*



- Roads may be built from the center of a hex to any adjacent land hex



- Bridges are built in the same way. A land transport may build a bridge across a river for the cost of 1 stone resource.

## Roads & Boats Tutorial v1.1

### Basics of Building Walls

- See the costs for building walls and strengthening / fortifying walls on the [player aid](#) as well as the examples below.
- All resources used to build a wall must come from one side / hex. Players may not take resources from multiple hexes to satisfy wall build resource requirements.
- Only one player color wall may exist between any two hexes at a time; multiple player-colored walls on the same border are not allowed.
- You may **NOT** build walls between two sea hexes.



- Walls built from land or a docked sea unit cost only 1 stone. An undocked sea unit may build a wall from a sea hex, but it will cost an additional 2 stone for a total of 3 stone.



- A land transport may build a wall for the cost of 1 stone. Walls may be built between hexes containing a road from either side / hex

## Roads & Boats Tutorial v1.1



- A player may strengthen / fortify a wall as shown above. The cost to strengthen / fortify from 1 to 2 is two stones. To strengthen / fortify from 2 to 3 costs 3 stone, etc.
- Walls may **NEVER** be built between 2 sea hexes
- Transports may move freely through walls built by their own player color. However, they cannot pass through walls built by other players. To cross, they must either go around the wall or demolish it using the appropriate resources.
- If a player builds a wall on a border where another player's sea transport is currently docked, that transport will be forced to undock and move to the adjacent sea hex. In the example below, the rowboat was docked at the land hex before the red player built the wall and was subsequently pushed back into the sea.



## Roads & Boats Tutorial v1.1

### Demolishing Walls

- Walls may be demolished. See [player aid](#) for costs. There is an additional demolition cost to destroy walls from sea vs. docked, similar to building walls.
- When a wall is destroyed, it is returned to the supply and replaced with a neutral wall, representing the remnants of the original structure. Neutral walls do not block movement—**any player may pass through them freely**. See the illustration below.



- Rebuilding over a neutral wall is considered reinforcing it. For example, if a neutral wall remains from a previously destroyed wall, placing a new wall on that border costs 2 stone—the same as strengthening a wall from level 1 to level 2. Each subsequent reinforcement increases in cost (e.g., 3 stone for level 3), meaning walls become more expensive to rebuild after being demolished.
- There can only be 1 player color wall between two hexes. Two players cannot have walls in the same place.
- Just a reminder, roads, bridges, and buildings can never be destroyed.

## Roads & Boats Tutorial v1.1

### Wonder Phase

- In the Wonder phase, players have an opportunity to add bricks to the wonder and a neutral brick will be added.
- Requirements for adding a brick to the Wonder
  - The cost for adding the first brick is one good (changes to 2 later in the game)
  - Goods must originate from the hex with the player's home token
  - A transport must be present on the hex with the home token
- Placement of bricks is based on turn order



- In the example above, the yellow player will have the first chance to add a brick to the Wonder



- The first brick will cost 1 good. The yellow player may add a second brick for a cost of 2 goods, a third brick for 3 goods, etc.
- After the first 4 rows of the Wonder are built, the price to add bricks increases to 2 goods for the first brick, 3 goods for the second brick, 4 goods for the third brick, etc.

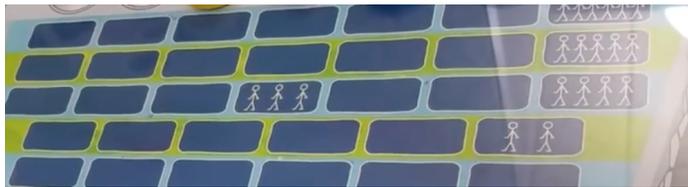
## Roads & Boats Tutorial v1.1



- Once all players are finished adding bricks, a neutral brick is added. See the white brick in the illustration above

## Game End

The game will end once a brick is placed on the Wonder in the space matching the player count.



## Final Score Tally

- Calculate wealth points for each player in each row of the Wonder.
  - Each row in the Wonder is worth 10 points
  - Points are divided equally amongst players based on brick contribution in each row
  - Fractions of points are rounded down
- Determine wealth points from gold, coins, and stock certificates. **All goods must be carried on a transport to count for points. Goods left on a hex do NOT count as end game wealth / points.**
  - Gold nuggets: 10 points
  - Set of coins: 40 points
  - Stock certificates: 120 points

The player with the most wealth / victory points wins the game. In the event of a tie, the player whose praying figure is closest to the temple wins the game.

## Roads & Boats Tutorial v1.1

### Game Setup

- Set up the player map based on player count using the Scenario booklet. If creating your own map, use a mix of **at least 10 land hexes per player** and as many sea hexes as you want
- Place the Wonder board next to the player map
- Place plexi-glass over the map and Wonder board, if possible
- Create a supply of all of the goods, resources, transportation units, and research
- Give each player pieces in their color
- Turn order
  - Take the Wonder board turn order marker from each player and randomly drop them placing first closest to the wonder.
  - Continue to randomly select tokens placing them further from the Wonder. The player who is furthest away will be first in turn order when Conflicts arise
- Place home tokens. There are two ways to do this
  - Decide as a group where everyone will start

OR

  - Randomly determine a player order (different than Wonder turn order) and each player selects a hex on which to start. Players must be AT LEAST 1 hex away from each other. Try to be near Stone, Pasture, and Woods when selecting a start location.
- Note: The first Produce phase is typically skipped in the first round because players will not have any buildings on the board yet.
- Starting Resources & Units: Give each player the following (*listed on the player aid*)

