

Stefan Risthaus

# Marchia Orientalis



2-5



45  
min



10+

OSTIA



SPIELE

# Marchia Orientalis

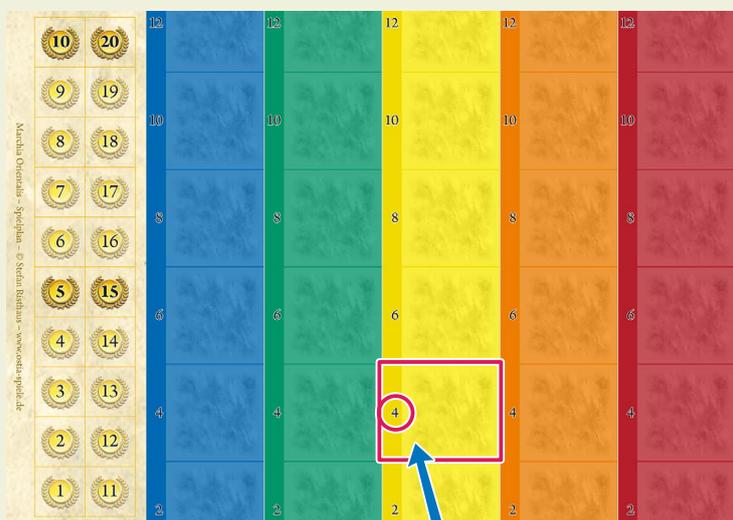
A game for 2-5 players, ages 10+, duration about 45 min.

## Introduction

You will act as an earl in the territories east of the River Elbe, designated in latin as "Marchia Orientalis" like March Merseburg and March Meissen. The German king and Holy Roman Emperor Otto appoints you as a margrave. Your task is to adjust the marks the prosperity and civilization of the core kingdom. You will purchase farms, establish monasteries and eventually build castles, which are important for the internal and external security!

Anyone who reaches the highest reputation with the king, will win the game and may be appointed for the position of Duke.

## Game Components



1 game board with point track and market



20 victory point indicators (4 per player color)



55 coins (1, 2, and 5 pennies)



5 start-tiles (city)



6 bonus tiles (5 buildings, 1 money)



59 building tiles

10x farm, 10x monastery, 14x city, 15x village, 10x castle, 1x marked "Spielende" ("end of game")



44 covering counters

## Game Preparation

Each player chooses a color and takes the four victory point indicator in its color as well as one start-tile. Place your victory point indicator "+0" near the Victory "0"-Space of the point track. Display the start-tile in front of you. It forms the beginning of your prospering March. Take **20 pennies** starting capital. The money may be kept secret during the game.

The bonus tiles are laid out. Similarly, the covering counters, preferable separated by building types. The remaining money creates the bank. Victory point indicators of colors not used and remaining start-tiles are removed from the game.

Pick the castle with the wording "Spielende" (end of game) of the buildings and put it aside for now. Shuffle the rest of the buildings facedown. From the mixed building pile you count depending on the number of players from a certain number and tiles to establish as the lowest part of the drawing pile:

2 players -> 22 3 players -> 18 4 players -> 14 5 players -> 10

Mix up the castle "Spielende" together with five of the remaining buildings and place these 6 tiles on top of the prepared building pile of 10 to 22 tiles. Finally, place the remaining buildings on top of the pile, so that you now have the final draw pile of buildings.

Appoint a starting player. This player draws one by one as many buildings as players take part, turns them up and places it in his column of the market in order, starting with the "12". The player to the right of the starting player chooses one of the buildings and moves it in his column, without changing the line. The others do the same counterclockwise.

## Game Play

Marchia Orientalis is played clockwise turn by turn. Once a turn has ended, the left player adjacent performs his turn until the end of the game occurs.

A turn consists of two phases: *Move Buildings Downward* and *Take one Action*.

### Phase 1: Move Buildings Downward

At the beginning of your turn, you first must move all the buildings in your column of the market forward by exactly one space, so that they move on the field with the next lower price. A Tile from the space 2 will be pushed out of the market and is placed face up next to the draw pile.

### Phase 2: Take one Action

You have the choice between two different actions, but you can always perform just one of them per turn: **either Buy and Erect a Building or Draw New Buildings (and Collect Taxes)**.

You need to decide for one of the actions.

If you cannot perform the actions, you have to prove this by exposing your money and get 10 pennies from the bank. But you have to move you victory point indicator 5 spaces backwards on the scoring track, at most down to a minimum of "0" points. Your turn then ends immediately.

#### A) Action Buy and Erect a Building

Select **any building from the market** and pay the according price for it, as it is indicated on the space of the selected building.

Example:



This village costs 8 pennies.

If you buy a building from your own column, you pay the amount to the bank. In case you buy a building from another column, pay the purchase price to the owner of this column.

**Note:**

The price is fixed and cannot be negotiated. So if you have only 6 pennies, you cannot ask if the owner of the column is prepared to sell the building of the "8"-space for 6 pennies.

After purchasing a building you have to incorporate it into your march immediately, that means you have to **place** it in your display on a space where it fits. It is not allowed to store a building after buying or discard it. The building tile may be rotated for displaying it.

To place a building, it must be **supplied**, i.e. it must be placed adjacent to at least one already displayed building that the mutually borders show the same trading symbols (bag, box, barrel).

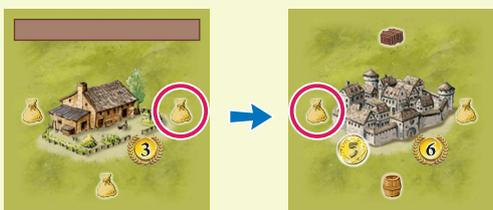
**Attention, important exception:**

A building *cannot* be supplied by a building of the same type. A farm can be supplied by a monastery and vice versa, but a monastery cannot supply another monastery, a castle no other castle..

The remaining borders may be matching or not matching to other buildings. The wall can also be placed anywhere.

**Example:**

The start-tile (right) already lies out, a farm with a matching trade symbol "Bag" is placed left to it.

**Building with Money:**

If you cannot supply a new building with a matching trade symbol, you still have two other possible ways to build:

1. If you want to build a **castle**, but do not have a city to supply adjacent, you may "supply" this castle that way, that you make a gold coin icon of any building in your March with a corresponding covering counter ineffective.

**Example:**

In order to place the castle (right), the gold coin on the start-tile gets covered.

**Reminder:**

A castle can *never* supply a castle since identical buildings never supply each other (see above)!

2. You can erect any other building, if you pay **10 pennies** in cash to the bank. You have to pay this amount in addition to the purchase price!

**Caution:**

it is *always* necessary to have an access over meadows (green borders without walls) from the new building to your already existing display.

**Example:**

The city (left) cannot be supplied by the farm (center), but may be placed here when paying 10 pennies. The castle (right) cannot be placed in the shown direction since it cannot be reached from the other buildings.



After building you are examining whether you get **victory points**. When a building is completed (surrounded by other buildings or wall), you receive victory points for this building and you move your victory point indicator on the scoring track forward.

A building is completed, when on all sides of it another building is erected or the wall of the building facing the outside.

**Example:**

After placing the village, you score for the castle in the lower left and the farm in upper middle. The farm is completed because the wall closes the upper side, and the three other sides are closed by adjacent buildings.



Placing the new village is only possible by rotation of 90 degree (supply by the farm in the upper middle via bag symbol) or paying 10 pennies.

If you, however, rotate the village (by 90, 180, or 270 degrees), it will be supplied by the farm above (matching trade symbol) and you can build it without having to pay anything. Both building tiles (castle and farm) would still be completed.

Once you reach more than 20 victory points, replace the "+0" counter by the "+20" counter and indicate points beyond 20 as usual. The other indicators are handled accordingly.

Finally, you test whether you get a **bonus tile**. If you have at least 2 or more buildings of the same kind and more than any other player, you get the bonus tile of this building and lay it out in front of you (the bonus tiles for money is awarded only at the end of the game). You keep the tile until another player builds **more** buildings of this type in his march. Then that player receives the bonus tile.

**Note:**

The start-tile does not count as a city for scoring the bonus tiles. You can identify start-tiles by them showing no walls.

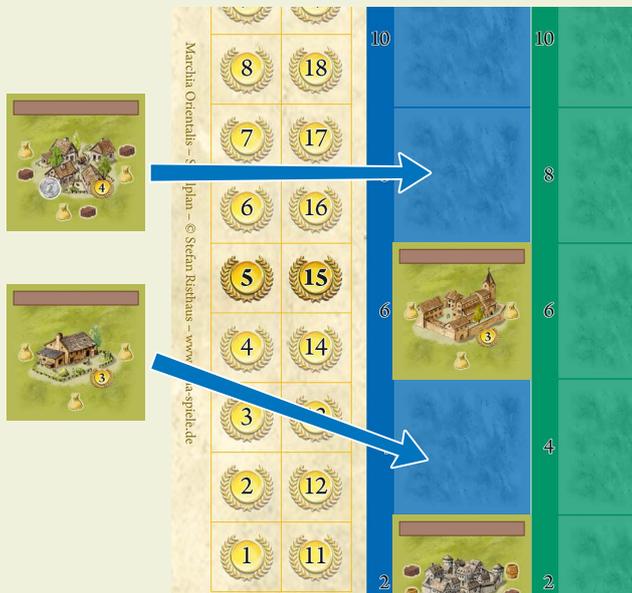
Now your turn ends.

## B) Action Draw New Buildings (and Collect Taxes)

You may only select this action if you have at least two free spaces in your column of the market after Phase 1.

**Draw two buildings** from the draw deck and flip them face up. If one or more buildings lay open next to the draw pile, you can take one or two of these tiles instead of drawing buildings from the pile and draw only one or no face down buildings.

Then you must put the two buildings to arbitrary free spaces of your column in the market and this way determine the preliminary price for this building. You *cannot* buy the tiles in your current turn.

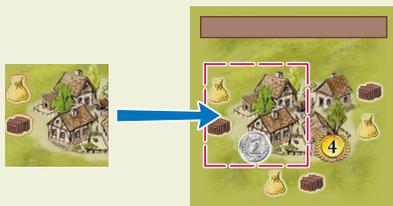


At the end of your turn, you can **collect taxes voluntarily** if you have at least one symbol "Coin" on the buildings of your march. For each coin symbols in your March you receive the appropriate amount from the Bank.

### Example:

You have two silver coins and one gold coin on the buildings in your march. Then you'll receive 9 pennies from the bank.

If you have collected taxes, you have to choose one coin symbol and cover this icon on the building with a suitable covering counter, so that the coin icon is no longer visible on this building.



From this building you can collect not any more taxes in the course of the game. The other functions of the building are not affected.

### Note:

In general, it certainly makes sense to cover a silver coin icon, as long as available.

Now your turn ends.

## End of Game

If the castle with the words "Spielende" is drawn, each player has now exactly two more turns, including the player who drew the castle.

To remind everyone puts any two coins from the bank at the bottom of his column in the market. Who takes his turn from now on, puts one of these coins back into the bank in Phase 1. If all the coins are back in the bank, the game ends after the current turn.

## Final Scoring

Each **uncompleted building** now scores only half its value. Summarize all the points that you may score through those buildings and halve this amount. If applicable round up.

Finally, victory points are awarded for the **bonus tiles**. Bonus tiles for buildings that no one has achieved during the game are removed from the game.

The owners of the remaining bonus tiles score the number of victory points stated next in the "1." row. Of all the other players, determine the player with the most buildings of that type who gets the number of victory points in the "2." row. In case of a tie, all players involved share the points equally (rounded).

Then all players disclose how much **money** they have left. The three richest players are rewarded with 9, 6, and 3 victory points. In case of a tie, the points of the affected ranks are evenly distributed (rounded).

### Note:

In a two-person game, only 6 and 3 points are awarded. The rank with 9 points is omitted. If you would get more victory points this way than you have remaining money, you receive only victory points in the height of your cash equivalents.

### Example:

Stefan has 18 pennies left, Heike has 5 and Harald has no money left. Stefan receives 9 victory points according to the bonus token. Heike gets only 5 victory points because she has only 5 pennies left (instead of 6 points as indicated on the bonus tile for rank 2). Harald receives no points, because he has absolutely no money.

## Winner

The player with **the most victory points** is the winner and will become the new Duke!

In case of a tie, the higher number of buildings in one's March decides, followed by the higher number of castles and finally the possession of the castles bonus tile.

**MARCHIA ORIENTALIS**  
from **OSTIA SPIELE**  
is a **limited edition**.

This is copy  of 500.

## Credits

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Graphics: Harald Lieske  
Layout: Stefan Malz



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Information and downloads:  
[www.ostia-games.com](http://www.ostia-games.com)

Many thanks to the playtesters and lectors of rules, especially to my wife Heike, Gero Mulkau, Wilfried Meinecke, Robert Rudolph, Volker Wichert und Christian Heider.

