

JAVA

2-4 players
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The Game – Background and aim

Java – a fascinating island in the Indian ocean. Especially the still unexploited part of central Java is coveted by the rulers of the surrounding regions, due to its fertile soil and its mineral riches. Each player is a Javanese sovereign who, accompanied by their entourage, tries to exploit a territory as large as possible in central Java, to found a civilisation there. They irrigate the soil and create rice terraces. They build villages that they develop into towns by building palaces within which parties are organised. Each one wants to rule this new territory.

The building and expansion of the palaces, the placing of irrigation fields and the organising of parties all score points. These are counted on the counting scales surrounding the board. But it is the “Great Final Count” that allows each player to score the most points. The one who has the most points after this count wins the game.

Contents:

1	Game Board
56	Triple Terrains (with 2 rice terrace fields and 1 village/town field)
20	Double Terrains (with 1 rice terrace field and 1 village/town field)
12	Single Terrains (with 1 rice terrace field)
8	Single Terrains (with 1 village/town field)
40	Palaces (6 2-point palaces, 7 4-point, 8 6-point, 9 8-point and 10 10-point)
16	Irrigation fields
30	Party cards
12	Action Cards
48	Game pieces of 4 colours
4	Counters
4	Rule reminder cards

Preparations:

The board is placed in the middle of the table. It depicts the undeveloped central Java, which consists of 150 terrain- and 2 irrigation-fields. The ground around central Java is already developed and borders on a mountain range on one side and the plains on the other. All around the board is the counter scale on which the points of each player are counted.

Place all **triple terrains** and the **16 irrigation field cards** next to the board.

Group the **40 palace cards** according to their value and place the five piles next to the board, with the palace picture side up.

Shuffle the **party cards** well and place the pile face down next to the board. Turn over the first card and place it next to the pile.

Place the square counters on the 0 field of the points scale.

Each player receives:

- 12 game pieces of one colour
- 3 action cards
- 5 double terrains
- 3 simple rice terrace terrains
- 2 single village terrains
- 1 rule reminder card
- 3 party cards from the pile (not shown to the other players)

If less than 4 players participate, the remaining materials are returned to the box.

The game sequence

A player chosen at random begins. The game then follows clockwise.

During their turn, a player **must** place at least one terrain on the board. This will increase or reduce a village, city or rice terrace. They can then bring in or move game pieces on the board, build or expand palaces, put irrigation cards in place and organise parties.

Each of these actions “costs” a certain number of action points (AP) (see rule reminder card). At each turn, a player disposes of 6 action points (AP) to take their action(s). It can be imagined that these 6 AP are a sort of credit. When their turn comes, a player can take different actions for which they must relinquish more or less AP's.

In one single turn, they may repeat an action as often as they wish as long as the rules permit it. Also, they can take their actions in any order except if a player wishes to organise a party in a palace, this must always be the **last** action of their turn. The organisation of a party costs **0 AP**. A player does not have to use all 6 AP in his turn and any AP left over at the end of the turn is lost.

Certain actions (*shaded* in the following table) allow the player to score points **immediately**, which are counted on the points scale. But it is not until the “Great End Count” that the players will score most points.

6 AP per turn. Possible Actions:

Action	Cost (AP required)	Conditions
Place 1 terrain on the board	1	It is obligatory to place at least 1 terrain , no matter whether single, double or triple
Bring 1 game piece into play from the plains	1	
Bring 1 game piece into play from the mountains	2	
Move 1 game piece in central Java without a change in colour	0	Without a change in colour means the game piece is moved only on rice terrace terrains or on village/town terrains without ever leaving them (amount of terrains crossed is unimportant)
Move 1 game piece in central Java with change in colour	1	With a change in colour means the game piece is moved from a rice terrace to a village/town or vice-versa
Build 1 palace	1	A player may build or expand different palaces during their turn. But they may

Expand 1 palace	1	not expand the same palace more than once in the same turn.
Place irrigation field	1	The irrigation field must be placed immediately on the board. More than one may be placed during the same turn
Take a party card	1 / 2	A player may only take a maximum of 2 party cards in any one turn
Organise a party in a palace	0	A player may only organise 1 party during their turn

Placing a terrain.

The only action a player must take each turn is to place a terrain on the board. It does not matter whether this terrain is a single or double terrain from their own reserve or a triple terrain from the common pile.

Placing a terrain, no matter what its size, costs 1 AP.

Rules to obey:

- A player may place a terrain on the fields of their choice but may not cover a game piece, an irrigation field or a palace. This terrain does not necessarily have to be placed next to another terrain already on the board or touching the borders of central Java.
- It is possible to form terraces with the terrains. A terrain may be placed on top of other terrains, if
 - The terrain is not half-balanced but must be completely flat
 - A terrain may not be placed on top of a terrain of the same shape (a triple may not be placed on top of a triple, a double on top a double or a single on top of a single)
 - The terrain may cover up rice terraces, villages or towns
- It is forbidden to link two towns by placing a terrain between them
- It is allowed to link a town and a village

Border rule

Towards the end of the game, this rule may be important when it becomes difficult to place a terrain on the board (as it is obligatory to place at least 1 terrain on the board at each turn).

A triple or double terrain may extend beyond the fields on the board under the following conditions:

- It must cover at least 1 field on the board
- Each field of the terrain that **extends over the edge** of the board fields costs 1 AP

For example, the player who places a triple terrain in such a way that 2 fields extend beyond the fields of the board must pay 3AP (1AP for placing the terrain + 2AP for the two fields that protrude beyond the board fields).

If a player adds a terrain on top of these new fields, they do not have to pay any extra AP.

Movement of game pieces

The game pieces can be moved as follows:

- A game piece may move **only on terrains**, but not on irrigation fields or palaces
- A game piece on the borders of central Java may enter the game by any terrain (village, town or rice terrace). Entering from the plains costs 1AP, entering from the mountains costs 2AP
- Each hexagon of a terrain represents 1 field. There can only be 1 game piece per field
- The game pieces may move as many fields of the same colour as the player wishes. This costs **0AP**. Each change in colour (from a rice terrace to a village or town and vice-versa) costs 1AP
- The other player's game pieces are obstacles. It is **forbidden** to jump over them
- It is allowed to jump over one's own game pieces
- A game piece can change level as often as desired from one terrain to the next with no AP required as long as there is **no change in colour**
- When changing position, a game piece may be required to change colours often and may therefore use up a lot of AP. It may be more rewarding to make it leave central Java if it is near the borders. This withdrawal costs 1AP to the plains and 2AP to the mountains. The game piece may then be put back into play at a different location

Building and extension of palaces

The building and the extension of a palace allow the player to score points. If a player places a palace terrain on a village field (1AP) they build a palace. During the game, these palaces may be extended and thus score more points. Each extension costs 1AP. The presence of a palace transforms a village into a town.

- Only the player who occupies the highest position in a village or town (whose game piece is on a higher level than any other player's game piece within the same village or town) has the right to build or to extend a palace. If two players have pieces on the same level in the same village, the player's second game piece in the same village or town is counted and so on until one player has the advantage. If no player has the advantage in a village or town, no palace may be built or extended there. Equality does not count!
- A palace may only be built on an empty field (one without a game piece). The level on which it is built has no importance
- There can only be **1 palace** per town. A palace may not be extended beyond 10 points
- When a palace is built or extended, its value may never be superior to the number of fields that constitute the village or town. A village must therefore have at least two fields to allow for the construction of a 2-point palace. The field on which the palace is built counts as being part of the town

However, a palace does not necessarily have to start with a value of 2 points. Its value can be superior if the village already has more fields. For example, if the size of a village is 4 fields or more, it is possible to build immediately a 4-point palace. Similarly, the value of a palace can pass directly from 4 points to 8 points if the town has at least 8 fields (palace included).

- The palace is always placed on a village field with the top side up (the one without a dancer)

- During an extension of a palace, the new palace is built on top of that already in place. This means that once placed, the palace stays on the board until the end of the game
- Two towns may not grow together. But one town can be linked to one or more villages to grow and allow to extend the palace as a consequence
- The same palace may only change value once each turn: A player may not build and then extend, or extend several times in a row any one palace during their turn. However, if a player occupies the highest position in several villages or towns, they may if they have sufficient AP build or extend palaces in several villages or towns during the same turn

Points for the building and extension of palaces

The player who builds or extends a palace **immediately** advances their counter on the counting scale by half the value of the new palace. If the value of a palace changes from, for example, 2 to 8 points, the player advances their counter by 4 points.

Important: When covering up fields, it is possible that a village or town is reduced or cut. This has no effect on the value of any palace already in place there! If a town is cut, the part without palace (which becomes a village again) may receive a new palace, respecting the usual palace building rules.

Placing or an irrigation field

At the beginning, the board comprises 3 irrigation fields. Others may be added to score additional points.

- The player who takes an irrigation field from the reserve (1AP) must **immediately** place it on a free field of their choice on the board. An irrigation field may never be placed directly on the borders of the board and must always be **directly on the board**, never on another terrain
- Irrigation fields may be placed next to each other on the board (but this is not obligatory) to achieve a larger irrigation field

Points for the placing of an irrigation field

If an irrigation field (composed of one or more juxtaposed hexagons) is **entirely** surrounded by terrains, it is established who occupies the highest position on the fields surrounding it (be it rice terraces, villages or towns). The rule about the position is the same as for the construction and extension of palaces. For **each field** of an irrigation field surrounded in this way, the player scores 3 points. If no player has the advantage or if no game piece is around the irrigation field, no one scores any points.

If holes are created on the board during the game, these may at any point be filled by an irrigation field, paying the necessary AP. The points are then attributed according to the rule outlined above.

Taking party cards

At the beginning of the game, each player possesses 3 party cards. But these will not be sufficient to take part in several parties.

- A player may take a maximum of 2 party cards at each turn, each card costing 1 AP

The player whose turn it is may choose:

- The turned card next to the pile, which is then replaced by the next card from the pile
- The card on top of the pile

The other players must not see any party cards other than their own.

Parties at the palace

At the end of their turn, a player may organise a party in the town of his choice. For this they need not have built or extended the palace in question or occupy the highest position in the town.

Only one party may be organised **at each extension** of a palace.

The other players can try to participate in the organisation of this party. The one who succeeds scores the relevant points.

The players, including the one whose turn it is, who want to participate in the organisation of a party must at the same time:

- Possess at least one relevant party card
- Possess at least **1 game piece** in the town where the party is organised

To determine who will organise the party, the players duel with their party cards. On these cards, 1 or 2 symbols are represented. The party card that lies openly next to the pile indicates what each player must possess to participate in the organisation of the party:

- If the returned card indicates only **1 symbol**, the players can play the cards that also have that symbol. The other symbols represented on their cards are then not taken into account. Each of these cards counts for 1 point.
- If the returned card indicates **2 symbols** the players can play all cards that have either:
 - **One** of these symbols. These cards count for 1 point
 - **Both** of these symbols. These cards count for 2 points

Organising a party

When their turn comes, the player invites their adversaries to participate in the organisation of a party, by displaying one or more party cards in front of them.

There are then two possibilities:

- **No player participates**, meaning that no other player uses any of their cards. In this case, the player whose turn it is organises the party alone and immediately scores the relevant points (see below)
- **Other players participate**, by playing one or more of their party cards whose value is at least equal to the highest bid

After a complete turn, the player can:

- Raise their bid
- Pass

As long as there is equality between players still in course, the player who caused the equality asks their adversaries whether they wish to organise the party with them. Any player who does not agree must immediately play one or more new party cards. This continues until:

- the players agree and score the corresponding points (see below)

- one player remains alone and organises the party scoring all the relevant points (see below)

If there is equality and none of the participants can play any new party cards, the agreement is automatic and all participants score the relevant points.

Lost party cards

All players who have played party cards lose these, even if they pulled out before the other players. These cards are piled next to the new card pile. When this pile is exhausted, the used cards are shuffled and become the new card pile.

Turning of the palace

As soon as the fight is finished, the palace is turned. The dancer on the reverse of the palace indicates that a party has been celebrated in this town and that a new party can only be organised once the palace has been extended again.

Points for the organisation of a party

If a player has organised the party alone, they score as many points as indicated in the column with the sabres at the back of the rule reminder cards.

If there has been an agreement between several players, each of them scores as many points as indicated in the column with the handshake at the back of the rule reminder cards.

Example:

A invites to organise a party in a town with an 8-point palace. He plays a card with 1 common symbol: 1 point
 B does the same
 C joins them and plays a card with 2 common symbols: 2 points
 D passes
 A must match C's points. He plays a new card with 1 common symbol
 B must also match the points but does not want to. He passes and loses his card
 C and A can try to agree. But C does not want to and plays a new card with 1 common symbol. He now possesses 3 points
 A plays a new card and matches C again
 A and C finally agree. They lose their cards and score 2 points each on the points scale
 If A had not matched C, C alone would have scored 4 points
 In case of a tie, if one of the players still in the fight cannot play a card, the agreement is automatic. These players will then score the relevant points.

Action cards

Each player possesses 3 action cards. The player who uses one of their action cards then disposes of 7AP instead of 6. The card is then taken out of the game. A player can use only one action card per turn.

End of the game

When there are no more triple terrains left in the reserve, the game reached its end. The player who placed the last triple terrain plays their turn (6AP), then makes the "Great Final Count" **for themselves alone**. One at a time, each of the other players still has one

turn, during which they do not have to place a terrain, before making **their own** "Great Final Count".

The game is then finished. The winner is the player who has the most points on the counting scale.

The "Great Final Count"

The player who makes their "Great Final Count" (GFC) proceeds palace by palace. They only score points if they occupy the highest **or** the second highest place in a town.

If one of their game pieces occupies the highest position in a town, they score a number of points equal to the value of the palace.

If their game piece is at the same level as another player's game piece, the second highest game piece is considered (see rules for construction and extension of palaces).

In case of a tie, the player still scores all the palace's points.

If a player is only second with their game piece, they score half the palace's points.

In case of a tie with another player for second position, the player still scores half the palace's points.

To indicate that the points for a palace have already been counted, an action card is placed on the palace. Once a player has finished their GFC, these action cards are removed. This helps to make sure that no palace is forgotten or counted more than once.

Important: A player who has already finished their GFC can still participate in the organisation of parties and score points.

Advice: During a game, one should never lose sight of the GFC: The players should remember soon enough to occupy the highest possible vantage points in as many towns as possible. They must also manage their reserve of single and double terrains efficiently as these can be decisive for the GFC.