

FAQ list Rhodes – October 25 – 2016

In this FAQ we offer tips to play Rhodes correctly and we answer all the questions that are frequently asked.

If you're still not sure about something, then you can always contact us via e-mail on <mailto:info@thegamemaster.nl> with your questions.

The Game Master would like to apologize for some minor errors that occur in the very first print of the game. However these do not influence the fun and other qualities of the game, as we have heard from many fans. The game is played with a lot of enthusiasm, as we've seen in Essen and during the prerelease in Veldhoven.

The game is, with these minor errors, 100% playable, exciting, fun and challenging. In this FAQ you will find thirty or so questions and answers, and next to that we also offer three points of attention, and five handy tips and tricks.

You can always contact us if you have any questions or suggestions via the following e-mail address: <mailto:info@thegamemaster.nl>.

If you found out your purchase was incomplete, then we will send the missing parts without charge, but only within the Benelux. If you need bigger game pieces we can ask you for a receipt or bill to verify your purchase.

The Game Master

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Burgemeester Vogelaarsingel
2912 BB Nieuwerkerk aan de IJssel
Netherlands

For questions or
suggestions:

Mail:
info@thegamemaster.nl
Phone: 0031-180-756193



POINTS OF ATTENTION!

1. Rules - Player sequence

There is one incorrect explanation in the Dutch rules: *Page 6, Spelverloop, phase 4. Beurtmarker plaatsen, rechterkolom, line 3: here the word "minstens" is missing. It should be the following line: "Deze (beurtmarker) moet MINSTENS één rij hoger of lager worden geplaatst."*

This is an important rule that you want to apply correctly, because the players get more freedom of choice. Your marker only can't stay in the same line. If applied correctly, you'll experience more influence on the game.

2. Materials - Double assignment tile

Eén One assignment tile is present in two levels (II and III), where it should not be in the level III. It should have been a different assignment. The backside of the tile is correct (it shows a III), but the front was wrongly located in the digital file. Thus there is a slightly bigger chance for grapes, and a slightly lower chance for wheat. This has no severe influence on the game itself however.

The wrong tile:



The correct tile:



3. Flatten the board correctly

To attain a good execution of the pushing of boats through the harbor we advise that you bend the game board a little further. When you hold the board, with the 0 victory points in the bottom left and the 50 victory points in the bottom right, then the top left quarter of the board has to bend as such that the cutting line of the bottom left quarter is higher than the top left quarter.

The game board is of sturdy quality and will not break, as long as you bend it with caution.

5 Handy playing tips

If you play Rhodes for the first time, you're quite likely to make some mistakes. That's why we have a few tips to keep in mind to enjoy a good game. The author (Pieter Boots) has made the game as such to give lots of liberty to the players, and thus you will not be held back by limitations or exceptions within the rules (as there aren't any).

TIP 1: Use the direct delivery more often!

While fulfilling an assignment you have to keep in mind that you are allowed to import products directly from your own estate to help you fulfill the assignment. The first product you import costs 3 drachmas and the second product costs 5 drachmas to import.

Harbor, right column, page 9

TIP 2: Don't miss the boat!

Keep an eye on the gold, because it's worth more than just 2 victory points at the end of the game. The assignments on level II and III also require gold, so don't let other players buy the gold too cheap.

Final scoring and winner, page 6

TIP 3: You can buy from yourself!

You are allowed to buy products from your own boats, but then you pay the money to the bank. This could make the difference between you fulfilling an assignment or any other player fulfilling it.

Harbor, page 9

TIP 4: You can buy more than one product!

You are allowed to buy any number of products when choosing the harbor action. Of course you need the money to pay for all of it and you need to have the room in your warehouse. Buy your products strategically, because the market price is quick to change.

Harbor, page 9

TIP 5: Buy your victory points at the right moment!

When the game is almost over, it could be interesting to visit the Temple. Here you can exchange money for victory points. You are allowed to spend as much money as you have...

Temple, page 10

FAQ

The following questions were frequently asked and so we will try our best to answer them in this file. These questions are ranked by the different actions in the game:

1. Production action
2. Farm action
3. Harbor action
4. Market action
5. Temple action
6. Town hall action
7. Miscellaneous questions

1. PRODUCTION ACTION (*PRODUCTION FIELDS*)

How are products distributed among the production fields of the players?

The player that produces distributes the products **clockwise** among all the production fields starting with himself. If a player has 2 production fields of the same product, then he has the right to obtain 1 product per production field (if the amount produced allows it).

page 7, production, point 3

Can I produce the same product twice?

No, you always choose 2 chips (that haven't already been picked) and place them on 2 of the available product spaces.

Example: Wheat and olives have already been produced with the chips numbering 2 and 3. With this setup you have to choose to produce milk and grapes and you can only choose from the other chips (namely 1, 3, and 4).

Does the irrigation tile also work if another player produces?

Yes, you always receive an extra product, as long as you have space on your production fields (or on your storage house for that matter). With this tile you even get a product if a player produces a product and chooses to produce only "1".

2. FARM ACTION

How do I move my products from my fields onto a boat and into the harbor?

By choosing the FARM action you pick a boat from your collection, fill it with your products, and place it in the harbor. You shove your boat into the harbor and push the other boats along until the total length of your boat is in the harbor. Don't forget to claim your victory points or money for every product you put into the harbor.

page 8, point 4

Can I choose a combination of victory points and money after I've brought my products to the harbor?

Yes, you can.

When do I get the victory point or money that is shown in the black boxes of the production tiles?

Every time you choose the FARM action. First you execute these actions (all the actions that are shown in the black boxes of your production fields and development tiles) and then you fill up a boat and shove it down the harbor.

Page 8, farm, point 1 and 2

While doing the FARM action, do I only get the money if I execute the action that is shown on a development tile?

No, you always get the money. Even if you can't or don't want to execute the action.

3. HARBOR ACTION (HARBOR)

How do I get my products on a boat?

With the **FARM** action (and not the HARBOR action) you get to put your products on a boat and shove it down the harbor. For more information see the farm action explanation above.

How do I put a ship into the harbor?

This is the last part of the FARM action, and NOT the HARBOR action. The HARBOR action is used to buy products from the ships in the harbor and to fulfill assignments.

If I put a boat into the harbor, am I allowed any combination of victory points and money for my products?

Yes you can. But this is done with the **FARM** action and not the HARBOR action!

Can I take products from my warehouse and put them on a boat?

No. You can only choose from the products you have on your production fields.

If a ship is on 2 different price ranges, then what do the products cost?

The price of every product is equal to the number that is shown next to it. If a ship, with 2 products, is on the line between 3 and 4 drachma. Then the front product costs 3 drachma, and the product in the back costs 4 drachma.

How much gold and products can I buy?

You are allowed to buy as much as you can, even from yourself (but then you pay the bank instead of yourself). The only limitations are the amount of money you have and the space you have in your warehouse (which can hold a maximum of 10 products).

Page 9, point 1, purchasing goods

If I purchase a brown cube from an Egyptian ship, am I allowed to convert it to gold?

No, you can only choose 1 of the 4 products, namely olives, wheat, grapes, or milk.

If I purchase a brown cube from an Egyptian ship, can I put it in my warehouse and later choose what it will become?

No, when you purchase a brown cube you immediately convert it to a product cube of your choice. It is not allowed to have a brown cube in your warehouse.

What happens to the products and gold that are still on a ship when it gets pushed off of the harbor?

The products and gold of the Egyptian ships get placed in the general storage. And the products off of ships of other players get put in their own warehouses. Also see the FARM action on page 8, point 6.

What happens with an **empty ship** that's still in the harbor?

This ship stays in the harbor until it's pushed, in total, off of the harbor by other ships. Also see the FARM action on page 8, point 6.

If there are still **products** on my ship when it reaches the end of the harbor, do I lose these products?

No, you get to put them in your warehouse. But gold and products off of Egyptian ships, that don't belong to anyone, move to the general storage after they reach the end of the harbor.

4. MARKET ACTION (MARKET)

Do I get a total of 5 drachma when I hand in 2 products?

No, you get 5 drachma per product. So if you're the first to choose the MARKET action and you sell 2 products, then you earn a total of 10 drachma. Note that you're allowed to sell different kinds of products per action.

5. TEMPLE ACTION (TEMPLE)

Am I allowed to exchange more than 5 or 7 drachma for victory points?

Yes, you can buy as much victory points as you want. So if you're the first to choose the TEMPLE action and you buy 5 victory points, then you pay the bank the amount of 25 drachma.

6. TOWN HALL ACTION (TOWN HALL)

Can I purchase the same tile multiple times?

Of the production fields you are allowed to buy multiple tiles of the product (for example: you could obtain all the tiles for grapes and create a monopoly). Only at the start of a 2 or 3 player game are you not allowed to buy two tiles of one product.

Of the development tiles you are only allowed to buy one of each, so you can't own two traders, or irrigation tiles.

Can I activate a development tile multiple times?

No, you can't. They only work once per action. Either with the FARM action, or when a product is produced (irrigation).

Miscellaneous questions

STARTING PLAYER

Does the starting player have any advantage at the beginning of the game?

No. The starting player gets to pick a production field first and gets to choose an action first. But the products are evenly distributed among the assignments, so there is no advantage in the choice of production fields. The actions are of influence on what the other players can and can't do, so here as well there is no unfair advantage to be had.

EXECUTING ACTIONS

Can I use an action that already has another marker on it?

No, this action was already chosen by another player and is taken until the end of the round (until all players have placed their markers). If you start higher on the Player Sequence List you might get to execute it the next round.

If I've already done an action, but there is still place for another marker, am I allowed execute that action again?

Yes, you can!

Example: If you've produced wheat and olives with your first action, then you're allowed to produce grapes and milk with your second action.

MONEY - DRACHMA

Am I allowed to borrow money from the bank?

No, not in this game

Is everybody's wealth visible for everyone to see?

Yes! When somebody asks you how much money you have, then you have to answer correctly.

GOLD

Does the harbor have to contain 2 gold pieces at all times?

At the end of each round the amount of purchasable gold is checked if there are AT LEAST two pieces available. If there are less than two pieces available, you replenish the amount by shoving a new Egyptian ship down the harbor. So you also continue to add ships to the harbor if one Egyptian ship pushes another off of the harbor. It's also possible to have 3 gold in the harbor, as there are some ships that carry 2 gold.

Is the gold-assignment strategy the best strategy?

No, but if the other players do not compete for the gold and you are able to buy it for cheap time and again, then it can be a good strategy. If you've played Rhodes once, then you should know what to watch for ;-).

DEVELOPMENT TILE STORAGE BARN

Am I allowed to get one product of each, if I own a storage barn, if it is being produced?

No, with the storage barn tile you are able to store up to one commodity per product, but only get to store it there if you also have a production field of the produced product as well.

COMPLETING ASSIGNMENTS

Can I fulfill more than one assignment with one action?

No!

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