

NOUVELLE FRANCE

Jacques-Dominique Landry



2-4 players · Age: 10+ · Playing Time: 45 - 60 min

Since the beginning of the 17th century, hundreds of brave colonists have come to North America to forge a new life along the St. Lawrence River in Nouvelle-France...

With short summers limiting the time available for building, the Intendant of the Colony tries to get as many buildings completed as possible before the onset of winter.

He asks the overseers to redouble their efforts before the snow comes covering the construction sites and stopping their work.

The most successful overseer will be awarded the prestigious title of Royal Engineer and will become responsible for all the building work across Nouvelle-France.



CONCEPT AND GOAL OF THE GAME

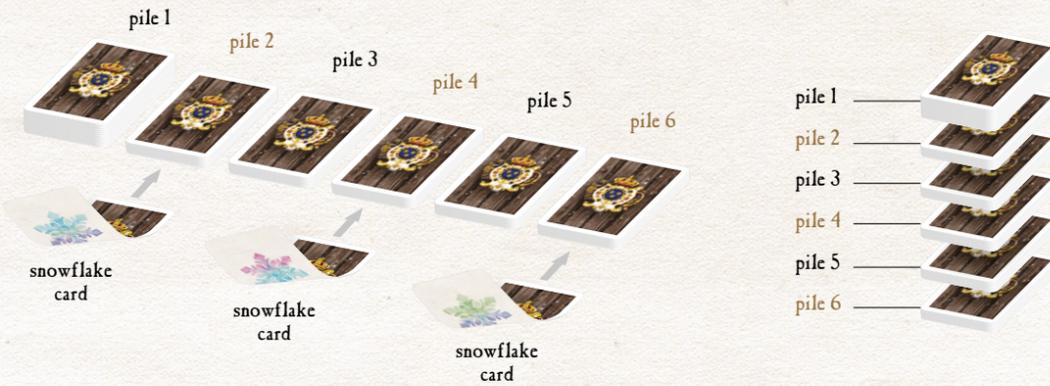
Each turn, carefully place a construction block to help build either the military redoubt, the church, or the seigneurial mill. At the end of each turn, points are gained based on the placement of these blocks.

It will snow three times during the game and this is when extra points are awarded. After the first two storms, snowdrifts are added to each building, hiding the level that has just been tallied, therefore limiting the remaining space available to gain points.

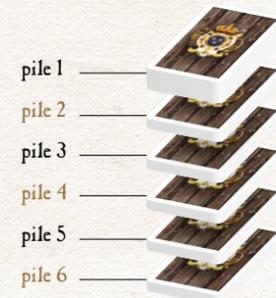
The player who has the most points at the end of the game is the winner.

GAME SETUP

- Assemble and place the **game board** in the centre of the play area.
- Place the tiles representing the foundations of the three **construction sites** around the game board. Put the character standees next to their corresponding site: the soldier next to the military redoubt, the priest next to the church, and the colonist next to the seigneurial mill.
- Arrange the **construction blocks** by shape using the identification strip to create the stockpile. The stockpile should be placed at the edge of the play area, visible to all players.
- Place the snowdrifts, two large and two small for each construction site, at the edge of the play area.
- Assign a tally stick **AT RANDOM** to each of the construction sites. Place them next to the character standee at each site.
- Place a **Bonus Point disk** on the plastic support of each character standee. The Bonus Disks should be placed according to the colour of the uppermost cube on the tally sticks.



- Remove the three snowflake cards from the construction-block deck. Shuffle the 36 construction-block cards and deal them face down into 6 separate piles, with pile 1 having 11 cards and piles 2 to 6 each having 5 cards. Add a



snowflake card to piles 2, 4 and 6. Shuffle each of these piles separately and then combine them in numerical order, with pile 1 at the top and pile 6 at the bottom to form the construction-block deck. Place the deck at the edge of

the play area with space for the discard pile.

- Draw the first two cards from the top of the construction-block deck and place them on top of the matching illustration on the identification strip.
- Each player chooses a different colour and receives the following:
 - 3 **Ally tokens** (a Coureur des bois fur trader, a Fille du Roy, and a member of the Huron First Nation);
 - 3 **bonus construction blocks** of their colour;
 - The **point marker** of their colour (placed on the game board at zero).

To determine the order of play, take all the point markers, shake and release them over the centre of the game board, as indicated by the coin featuring the head of Louis XIV. The player whose marker is closest to the coin goes first. Turns are taken clockwise.

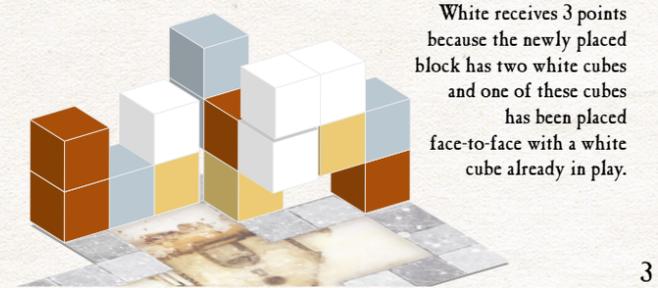
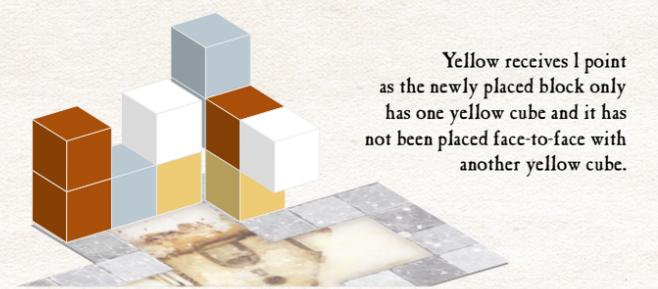
PLAYER TURN

- DRAW A CONSTRUCTION-BLOCK CARD** (or place a bonus construction block, see Bonus Construction Blocks). Place the new card on top of the matching illustration on the identification strip.
- CHOOSE A CONSTRUCTION BLOCK AND ADD IT TO ONE OF THE THREE CONSTRUCTION SITES**

Choose one of the three visible cards and take the corresponding construction block from the stockpile. Add the block to one of the three construction sites in accordance with the placement rules (see Placement Rules). Until the block's placement is final, it is possible to change the location, the orientation, the site or even to exchange it for another block of the same shape from the stockpile. Do not forget to discard the card that has been chosen.

- CALCULATE THE POINTS**

The player whose turn it is receives one point for each cube of their colour on the newly placed block. The player receives an additional point for each cube of their colour already in place linked to the newly placed cube through face-to-face contact. The points are totalled, and the player's point marker is moved forward the corresponding number of spaces on the game board. This ends the player's turn, and the player to the left then starts their turn.



PLACEMENT RULES

- The construction blocks must be placed from above (figure 1). The blocks cannot be inserted under other blocks (figure 2).
- The walls cannot be more than 3 cubes high.
- The construction blocks must stay within the limits of the foundations (figure 3).
- The construction blocks must be free standing; they cannot use other blocks or the snowdrifts for support.

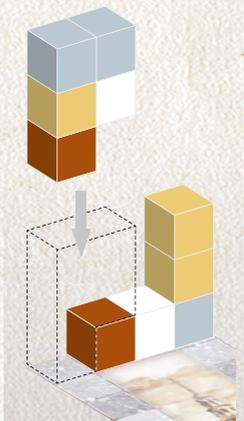


Fig. 1

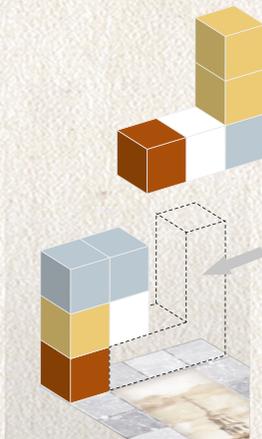


Fig. 2

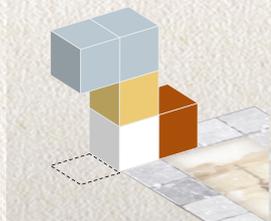
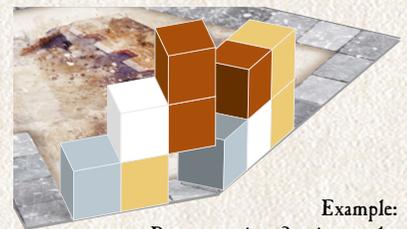


Fig. 3



SPECIAL RULE

On the military redoubt, the joints shown above are considered as one space. As a consequence, even if the cubes do not touch, they are considered as being placed face-to-face for the purpose of calculating the points.



Example:
Brown receives 3 points as the brown cubes on the middle row are considered to be touching face-to-face.

SNOWSTORMS

Three times during the game (one third through, two thirds through and at the end) a snowflake card will be drawn. The active player's turn is suspended, points are calculated for the level in play, and snowdrifts are added. The active player keeps the snowflake card in front of them as a reminder that their turn continues after the tallying of the points.



1. CALCULATION OF POINTS FOR LEVEL IN PLAY

When the **FIRST SNOWFLAKE** card is drawn, the points are calculated for the **FIRST LEVEL** of each of the three construction sites.

When the **SECOND SNOWFLAKE** card is drawn, the points are calculated for the **SECOND LEVEL** of each of the three construction sites.

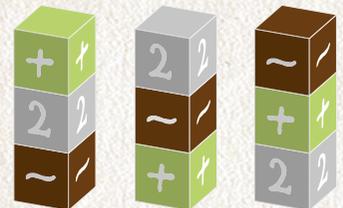
When the **THIRD AND FINAL SNOWFLAKE** card is drawn, the points are calculated for the **THIRD LEVEL** of each of the three construction sites.

The tally stick next to each construction site indicates the value of each level at that site.

Score for third snowstorm

Score for second snowstorm

Score for first snowstorm

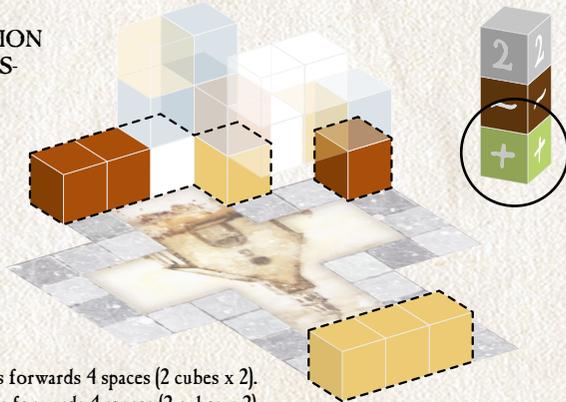


For each construction site, calculate the number of cubes of each colour found in the level in play:

- if the tally stick indicates "+", the player gains **THE NUMBER OF POINTS EQUAL** to the number of cubes of their colour found in the level;
- if the tally stick indicates "2", the player gains **THE NUMBER OF POINTS EQUAL TO TWICE** the number of cubes of their colour found in the level;
- if the tally stick indicates "-", the player **LOSES THE NUMBER OF POINTS EQUAL** to the number of cubes of their colour found in the level.

The players go forwards or backwards the corresponding number of spaces on the game board.

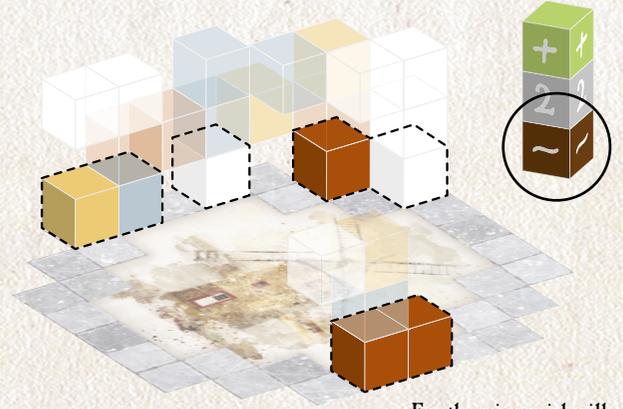
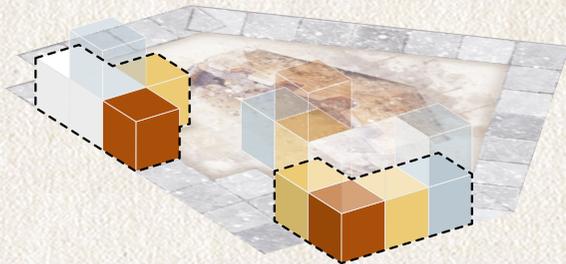
EXAMPLE CALCULATION FOR THE FIRST SNOWSTORM/FIRST LEVEL



For the church:
 White gains 1 point and moves forwards 1 space.
 Brown gains 3 points and moves forwards 3 spaces.
 Yellow gains 4 points and moves forwards 4 spaces.
 Blue gains 0 points and moves forwards 0 spaces.

For the military redoubt:

White gains 4 points and moves forwards 4 spaces (2 cubes x 2).
 Brown gains 4 points and moves forwards 4 spaces (2 cubes x 2).
 Yellow gains 6 points and moves forwards 6 spaces (3 cubes x 2).
 Blue gains 2 points and moves forwards 4 spaces (1 cube x 2).



For the seigneurial mill:
 White loses 2 points and moves backwards 2 spaces.
 Brown loses 3 points and moves backwards 3 spaces.
 Yellow loses 1 point and moves backwards 1 space.
 Blue loses 1 point and moves backwards 1 space.

2. PLACING THE SNOWDRIFTS

Once the points have been awarded, it is time to place the snowdrifts (made up of two parts) around their respective buildings, being careful not to move the blocks already in play. The wider snowdrifts are used for the first snowstorm, covering the first level. The narrower snowdrifts are used for the second snowstorm, covering the second level.

PLACEMENT OF THE SNOWDRIFTS



At the start of the game

After the first snowstorm

After the second snowstorm

PREPARATION FOR THE NEXT ROUND

SET UP

Once the points have been calculated for each site:

- remove unused bonus construction blocks (see Bonus Construction Blocks);
- return the Ally tokens to their respective players (see "Ally Tokens");
- the player who drew the snowflake card draws a new card and continues their turn.

PLAYING WITH SNOWDRIFTS

All blocks "covered" by snow, those below or at the same level as the snowdrifts, **ARE NOT USED** in the calculation of points.

However, construction blocks can be placed into empty spaces, at or below the level of the snowdrifts.

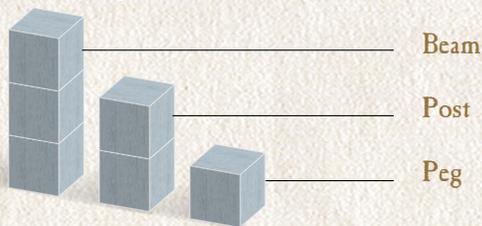
COMPLETING A BUILDING

Players can complete a building by covering (when seen from above) the last free space on the foundation tile of a construction site. In doing so, the player receives the character standee associated with that site (the soldier for the military redoubt, the priest for the church, and the colonist for the seigneurial mill). The player receives the points associated with each character standee **AT THE END OF THE GAME.**



BONUS CONSTRUCTION BLOCKS

During three different stages of the game, each player can choose to place one of their 3 bonus construction blocks.



The **BEAM** must be placed before the first snowflake card is drawn.

The **POST** must be placed after the first snowflake card is drawn but before the second.

The **PEG** must be placed after the second snowflake card is drawn but before the third.

If a player decides to place a bonus construction block, they do not draw a construction-block card.

The bonus construction blocks must be placed before the next snowflake card is drawn, according to the rules above; if not, they are returned to the box.

If a player mistakenly draws a card, they cannot place their block this turn.

ALLY TOKENS

During a player's turn, players may use the 3 Ally tokens received at the beginning of the game. Once played, the token is turned face down and can only be used again after the next snowflake. It is possible that several players play an Ally token during the same turn.

Ally tokens **CANNOT BE USED** when calculating the points for a level after a snowflake card has been drawn, nor can they be used for the points associated with a character standee awarded upon the completion of a building.

FILLE DU ROY (King's Ward) TOKEN

Used by the active player to double their points during their turn.



COUREUR DES BOIS (Fur trader) TOKEN

Used by a player to receive additional points during someone else's turn equal to half the number of points received by the active player (rounding down). This action does not affect the points received by the active player.



If the active player uses the "Fille du Roy" token, the additional points are not included in the calculation.

Only a single "Coureur des bois" token may be used each turn. The first player to shout "Fur trader!" can use their "Coureur des bois" during the turn.

HURON (First Nations People) TOKEN

Allows the player to look in secret at the top 3 cards of the deck and to put them back in any order.



This action may be played before or after a player's turn.

A PLAYER IS UNABLE TO PLACE A BLOCK

If a player is unable to place a block (from the three visible cards on the identification strip), they can seek the permission of the other players to return the block to the box and draw another card.



However, before the block is removed from the game, the other players, starting on the left of the active player, can each try to place it. If a player succeeds, they receive the points for the placement. Players can exchange the block for one of the same shape from the stockpile if it is more advantageous for them. The game then restarts on the left of the player who was initially unable to place the block, who as a consequence misses their turn.

If no one is able to place the block, the active player returns it to the box and can now draw a new card and continue their turn.

END OF THE GAME

The game ends when the final snowflake card is drawn.

The points are tallied for the third level of each building.

Players who have a character standee, won for the completion of a building, receive the number of points indicated on the base and advance the corresponding number of spaces.

The player with the most points is declared the winner.

In the case of a draw, the player who has used the lowest number of ally tokens before the arrival of the 3rd snowflake wins the game. If it is still a draw, the player who has not used their peg wins. If it is still a draw, the tied players are declared the winners and share the title of Royal Engineer.

SIMPLIFICATION OF THE RULES

IT IS POSSIBLE TO PLAY A SIMPLIFIED VERSION OF THE GAME WHEN PLAYING IT FOR THE FIRST TIME OR TO MAKE IT EASIER AND MORE ACCESSIBLE FOR YOUNGER PLAYERS. THE SUGGESTIONS ARE AS FOLLOWS:

1. ONLY ONE CONSTRUCTION-BLOCK CARD AVAILABLE PER TURN

Instead of choosing one of the three construction-block cards available on the stockpile identification strip, the active player simply draws the top card from the construction-block deck. The player then chooses a block corresponding to that shown on the card from those left in the stockpile.

The construction-block deck is prepared slightly differently: the cards are dealt into 6 piles of 6 cards, with the remaining steps (insertion of the snowflake cards, shuffling, and creation of the construction-block deck) staying the same.



2. ALLY TOKENS BEING USED ONLY ONCE DURING THE GAME

Whereas the Ally tokens add to the game, they are not essential. As a consequence, their use can be limited, or they can simply be left out.

If they can only be used once, players will still need to judge the best moment to play each Ally. For example, using the Huron Ally towards the end of the game is advantageous when the choice of construction-block cards becomes more limited.

The challenge is different but can be equally exciting.



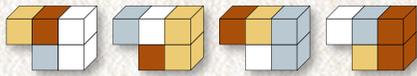
THE GAME DESIGNER

Graphic designer and teacher, Jacques-Dominique Landry, lives in Quebec City, the birthplace of French-speaking North America. Nouvelle-France is his first game and represents the fulfillment of a childhood dream.

He hopes you will have fun playing the game, but also that you will enjoy glimpsing into the rich history of his homeland.

Nouvelle-France is a homage to the women and men who forged new lives on distant shores despite the rigours of winter.

CONTENTS



4 Canons (Cannons)

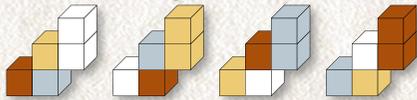


4 Fers à cheval (Horseshoes)

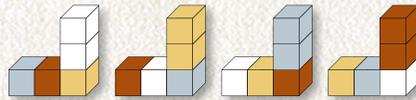


4 pegs

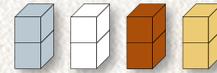
4 point markers



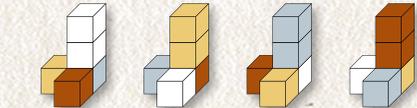
4 Escaliers (Stairs)



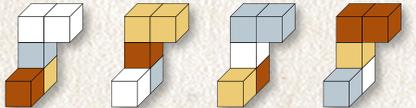
4 Équerres (Squares)



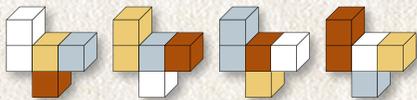
4 posts



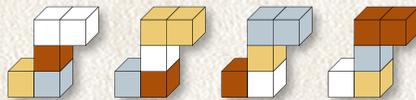
4 Charrues (Plows)



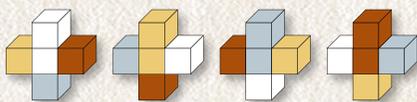
4 Faux (Scythes)



4 Girouettes (Weathercocks)



4 Anguilles (Eels)



4 Croix (Cross)



4 beams

3 tally sticks



3 brown Ally tokens



3 yellow Ally tokens



Colonist

Priest

Soldier



3 blue Ally tokens



3 white Ally tokens



3 bonus point disks



3 stands

39 cards



Identification strip (3 parts)



Church



Seignorial Mill



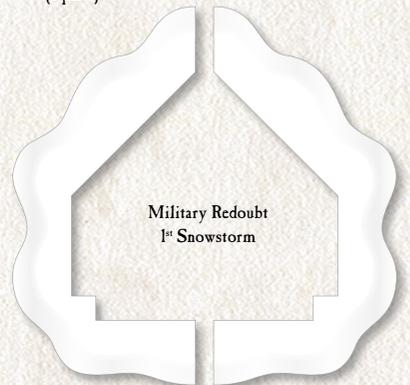
Military Redoubt



Game board (4 parts)



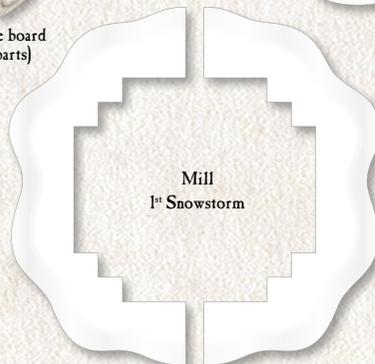
Military Redoubt
2nd Snowstorm



Military Redoubt
1st Snowstorm



Church
1st Snowstorm



Mill
1st Snowstorm



Church
2nd Snowstorm



Mill
2nd Snowstorm