

A game for 2–5 players from age 10

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 Ravensburger® Spiele No. 26358-5

AUSTRALIA



Contents

1 game board

75 rangers



20x 20x 14x 11x 10x

5 aeroplanes



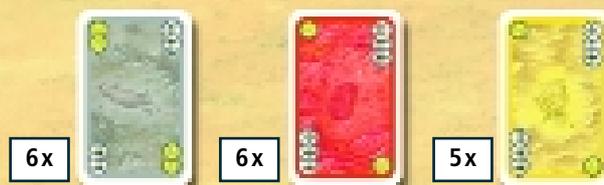
5 scoring markers



5 player's boards in the five player colors



42 cards



24 industrialization tiles



24 conservation tiles



44 Australian dollars

1 windmill (for use in full game only)
 1 arrow, 1 ring and 1 base for the wind wheel

The story



Australia – the fifth and smallest continent at the beginning of the 1920's. The economic crisis is yet to come – Australia is booming. Industrial modernization and development are pursued with vigor to help the economy “down under” progress. At the same time, the government is arranging for countless National Parks to be set up and are initiating numerous projects to support the natural environment.



The aim of the game

Every player leads a troop of rangers who have been assigned the task, by the government, of carrying out various conservation and industrialization projects.

The most successful player, wins the game.

The game board

The game board is a map of Australia, divided into the 6 territories of Western Australia, Northern Territory, Queensland, New South Wales, Victoria and South Australia (Tasmania is not included).

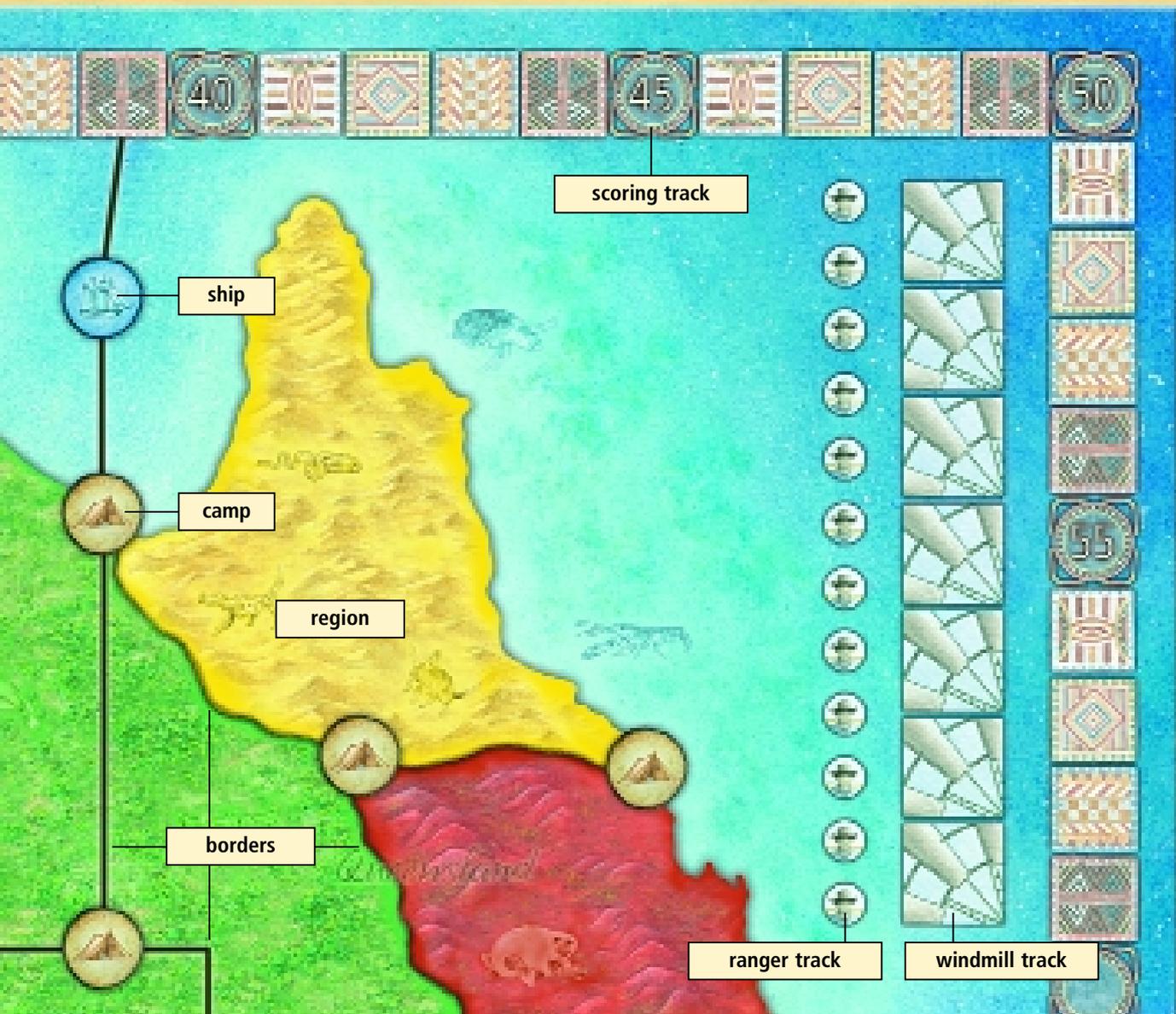
Every territories consists of a number of regions, identified by different colors. There are a total of 24 land and water regions on the board.

On the state and regional borders are camps or ships (ill.) where the players position their rangers during the course of the game to score winning points.



The scoring track runs around the outer edge of the game board; the players' scores are displayed here using the scoring markers.

In the top right of the game board are the windmill and ranger tracks. These are not used in the simple (familiarization) game. However, in the full game they will be used for the industrialization or conservation tiles and for the rangers to be placed on.

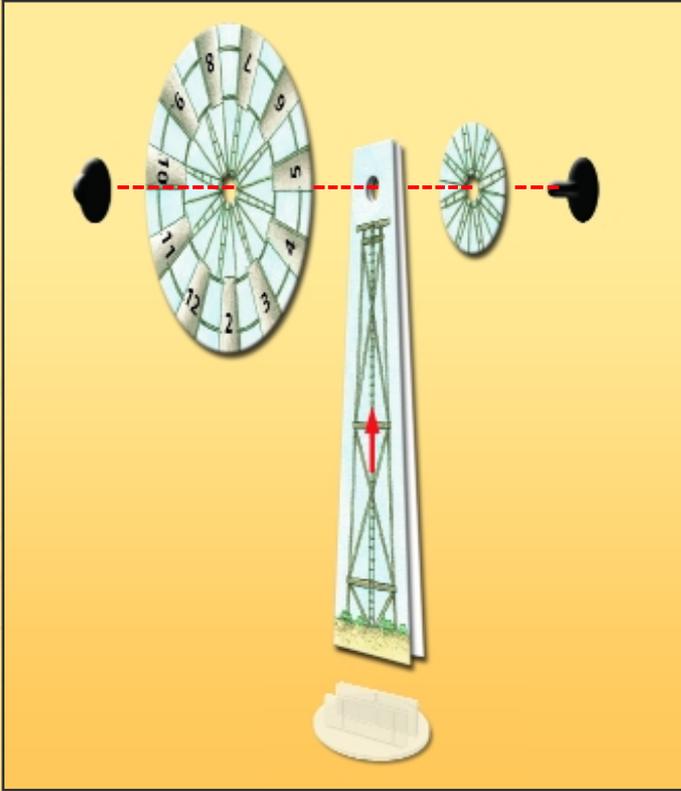


Due to technical limitations, exact reproduction of the continent of Australia is not possible.

Preparation

Before playing for the first time, carefully remove the pre-punched parts from the perforated board.

Assemble the windmill (front, back, arrow, ring and base) as shown in the picture (cf. ill.)



Put the game board in the middle of the table.

Shuffle the industrialization tiles face down. Then place an industrialization tile face down on every region.



Place a conservation tile face up on every region.



Every player selects a color according to the number of players and the number of rangers detailed below:

Players	Rangers	Players' colors
2	20	black, white
3	14	black, white, orange
4	11	black, white, orange, blue
5	10	black, white, orange, blue, brown

Each player also receives the following in their color:

- 1 aeroplane, which he places in front of him on the table.
- 1 scoring marker, which he places on square "0/100" on the scoring track.
- 1 player's board. The area on the right of the player's board, showing an aeroplane, is used for the rangers. A summary of the rules can also be found on the left.

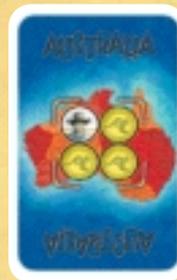
Separate the cards according to the designs on the back of each card, one stack for each different design. You should end up with four separate stacks.



Shuffle the 4 stacks separately. Remove 9 cards from each stack and place them face side up, next to the game board.

Remove the remaining cards from the game.

Starting with the youngest player and then moving around the table, each player takes a card from any pile. Repeat this so every player has 2 cards.



The back of the card shows the **maximum** number of rangers that may be put in one location.



The front shows where this location is! It also tells you how much a player receives when the card is played.

Place the Australian dollars next to the game board.

For the simple (familiarization) Game, the windmill is not needed, so it can be put back in the box.



Simple Game (Familiarization Game)

The game is played in turns, moving around the table in a clockwise order. The player who thinks he knows most about Australia goes first. Or, the players may choose a starting player using any method they want.

The player whose turn it is must carry out 2 actions – or the same action twice if he prefers.

The actions are as follows:

- Fly
- Play a card (use a ranger(s) and earn dollars)
- Take back a ranger(s)

Fly

When a player chooses this action for the first time, he can take his aeroplane to any region on the game board (= 1 action). On future turns he may fly from region to region.

Note: There can be more than one aeroplane in a region.

If a player lands in a region with a hidden industrialization disc, he should turn it over. Once an industrialization disc has been turned over, it is not turned back again.

Tip: Fly to a region for which you have a card.

Play a card (use a ranger(s) and earn dollars)

A card may only be played if it is the same color as the region the player's aeroplane has landed in.

By playing a card, a player may use rangers in any camp or on any ship within that region, and collect dollars. When doing so, note that the rangers must either all be placed in **one** empty camp (or ship) or in one camp (or ship) that already holds this player's rangers.

A camp (or ship) may only contain rangers belonging to one player.

Note: A player may only use the number of rangers shown on the card or fewer. Either way, he should always collect the same amount of dollars.

Used cards are put on a separate pile and are removed from the game. When a card has been played, the player then **immediately** takes another card from any pile (while there are cards remaining).

Note: Towards the end of the game, it is possible that a player may be unable to carry out any sensible actions with one card, so a player may play a card at any time without using a ranger. The color of the card played must be the same as the region the player's aeroplane occupies. The player then receives 2 victory points and the amount of dollars shown on the card.



Example to a player's turn:

The black player flies to a yellow region and turns over the industrialization tile (1st action).

Then the black player plays a yellow card. He places 3 black rangers in an empty camp in the yellow region and takes 1 dollar from the supply (2nd action).

Take back a ranger(s)

A player may take back up to four rangers from the region **their aeroplane occupies**, putting them on their aeroplane (= player's board).

Tip: It's only worth doing this when there are few or even no rangers left.

Example:

The player whose turn it is, has no further unused rangers. His aeroplane is in a region where none can be spared. So he flies to a region where he can remove a ranger (= 1 action).

He then removes between 1 and 4 of his rangers from anywhere he likes within that region and puts them on his aeroplane (= player's board). On his next turn, the player may play a card so he can use his rangers again.

Using Australian dollars

The Australian dollars may be used as follows during the course of the game:

Change card color: If a player does not hold a matching card, he may pay 3 dollars to play any card so he can position rangers in any desired region.

Move rangers: For 4 dollars, a player may move one of his own rangers from one location to another when it is his turn. The new location must either be unoccupied or contain only this player's rangers.

Victory points: At the end of the game every dollar is worth one winning point.

Surrendered dollars are placed with the bank.



Project Evaluations

There are conservation and industrialization projects. As soon as a project has been completed within a region, the region is evaluated.

Conservation project:

If all of the locations in a region are occupied by one or more rangers, then this region's conservation project has been successfully completed, and the development of this region will be evaluated.

The player who occupies the last free location with one or more of his rangers, thus ending the project and initiating the evaluation, receives a bonus of 3 winning points. Every player who is involved in this project, i.e. owns rangers in one of the locations within this region, receives 1 winning point for each of his rangers. Rangers in blue areas (= ships) receive double the amount of points. The points are indicated on the scoring track.

To show that this project is finished, the conservation tile is removed from the game board and put back in the box.



Example:

The black player plays three rangers on the last empty location (ship) in a water region.

He scores 9 victory points (3 bonus points as he caused the scoring, and 6 victory points (2 x 3 rangers) for his rangers. The white player scores 2 points and the blue player scores 4 points.

The player then removes the conservation tile from the game.



Industrialization project:

If a region contains exactly (no more and no less) as many rangers as indicated by the number on the open industrialization tile, then the project is complete and the region's industrial development will be evaluated. It is not necessary for all of the locations in the region to be occupied.

The player who initiated the evaluation receives 3 bonus points, and 1 winning point for each one of his rangers involved in the project. His fellow players also receive 1 winning point for each of their rangers involved in this project. Players with rangers in the blue areas (= ships) score double.

To show that a project is complete, the industrialization tile is removed from the game board and put back in the box.



Example:

White plays a red card 2 red rangers (instead of the 3 possible) on a camp in the red region. As there are now 4 total rangers in the region, he causes industrialization scoring.

The white player scores 5 points (3 bonus points, as he caused the scoring, and 2 victory points (1 x 2 rangers) for his rangers. The black player scores 2 points for his rangers.

The player then removes the industrialization tile from the game.

Notes:

1. Using or withdrawing rangers may also initiate several (different) project scorings. In this case, the scorings are carried out consecutively.
2. If a player flies into an unvisited region and turns over an industrialization tile with the same number as the total number of rangers there, then this player immediately receives the 3 bonus points. Also, every player receives 1 victory point for each one of his rangers.
3. If a player fails to see that their action has initiated a project scoring, the other players are not obliged to tell them (although they can!). Another player may carry out the project scoring when it is his turn, as long as the requirement for this evaluation is still fulfilled. This player is then the initiator and receives the 3 bonus points. The winning points for the rangers involved in the project are allocated as described above.
4. The industrialization tiles worth "6" and "7" all have a windmill displayed on the front. These tiles are only of interest in the full game.



Example:

The black player flies to the yellow region (1st action).

He plays a yellow card and places 2 rangers on the last empty camp in this region (2nd action).

Next, the region is scored, as the conservation project is now complete. Then, the players score both the industrialization project and the conservation project in the adjacent region as both were completed by the black player's 2nd action.

End of the game

The game is over at the end of the round in which all four card stacks are used up and when one player has played his last card.

Players add their dollars to the victory points on the scoring track.

The player with the most victory points is the winner. In the event of a draw, the winner is the player with the most dollars.



Full game (Additional rules)

Once you have understood the simple version ...
The same rules apply apart from the following:

Preparation

Place the windmill in the region of your choice at the beginning of the game. Set it to "2".

Each of the four stacks should have 9 cards instead of 8.

Playing the game



Project scorings

After every scoring the corresponding conservation or industrialization tile is placed on an area of the windmill track.



Putting rangers on the ranger track

If a player has placed their aeroplane in a region containing the windmill or in a neighboring region, he now has the opportunity to put rangers on the ranger track. He may do so in any order.

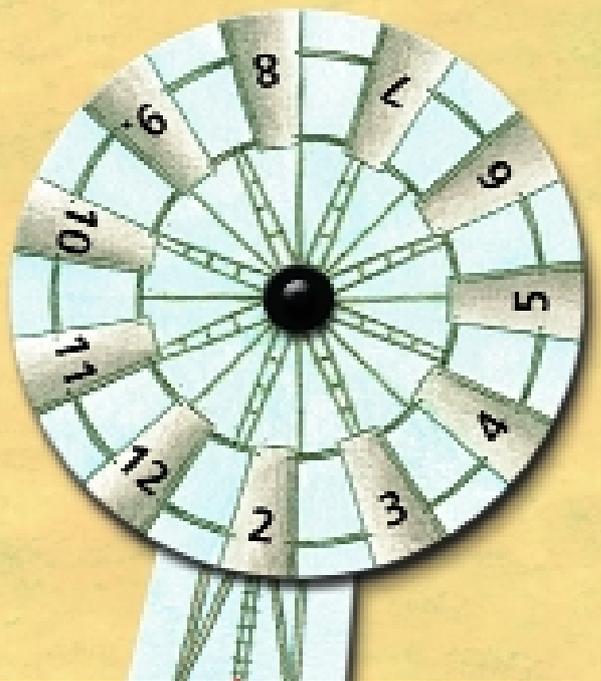
The player can divide the number of rangers placed between the region and the ranger track as he likes (e.g. 2/1. 3/0. etc.).

Each area of the Ranger track may only contain 1 ranger. There must always be 1 ranger on the top unoccupied ranger area. Once the areas are all occupied, no further rangers can be placed on the track.



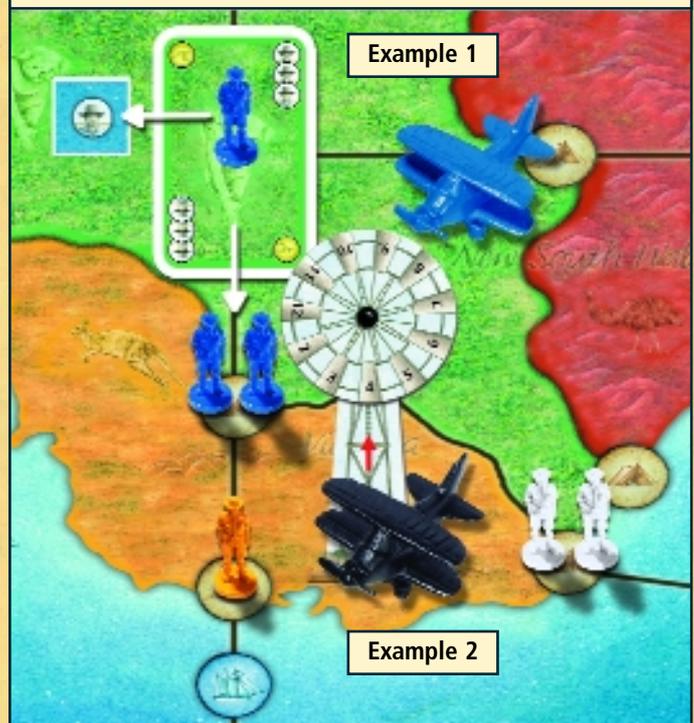
Moving the wind wheel

Whenever an industrialization tile with a windmill is uncovered, the windmill is immediately moved into this region. The value of the windmill increases by one.



Example 1:

Blue flies into the green region and plays a card allowing him to use 3 rangers and receive 1 dollar. He places 2 rangers in a location and 1 ranger on the bar. He could also have put all 3 rangers in the same location or on the bar.



Example 2:

The black player flies to the orange region, where the windmill stands. He cannot place any rangers on the camps there, as they are all occupied by other players' rangers. He could, however, play an orange card and place rangers on the ranger track.

Windmill scoring

As soon as all the areas of the windmill track are occupied by industrialization and/or conservation tiles, a windmill scoring is carried out.

The player with the most rangers on the ranger track receives as many points as indicated by the windmill.

The player with the second-highest number of rangers on the ranger track receives half the victory points (round down if the windmill figure is odd).

The player with the third most rangers on the ranger track should receive half of the second total (round down if the second total figure is odd).

If a number of players have the same number of rangers on the ranger track, then the advantage goes to the player whose ranger is at the top of the track.

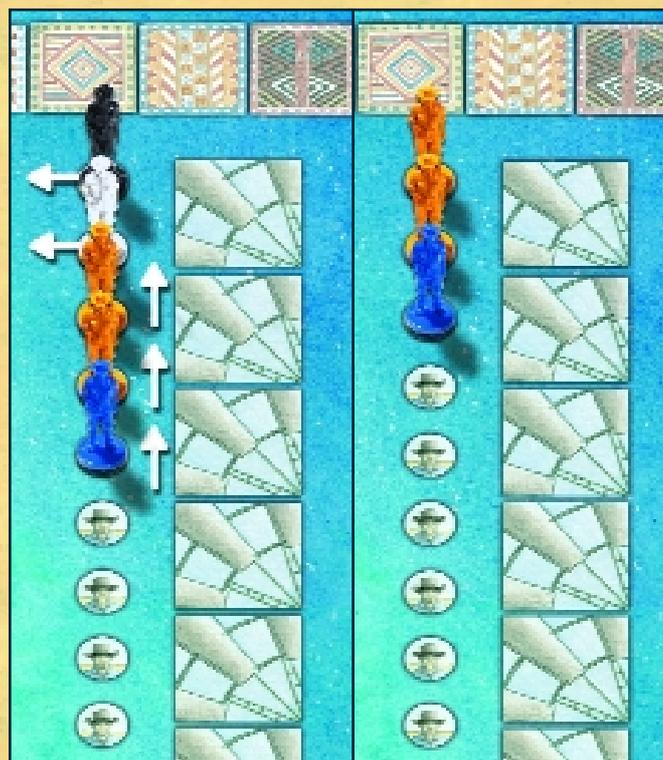
After a windmill scoring, the industrialization and conservation tiles on the windmill track are all taken out of the game.

Of the total number of rangers, the top half is handed back to the players (round down if the total figure is odd).

The rangers placed on the track are moved up in the same order.

If in the course of the game the windmill track is again covered with tiles, then another windmill scoring is carried out.

Again, the top half of the rangers on the ranger track are returned to the players etc.



Example:

There are 5 rangers on the ranger list. Half of them (rounded down) is 2 and thus, the top-most 2 are returned to the players after the scoring. The remaining 3 rangers move up 2 spaces on the ranger track to replace those that were returned.

End of the game

At the end of the game, there is one final windmill scoring, independent of the number of tiles on the windmill track.

The authors and the publishers thank all the test players for their help.

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