

HAVANA

IRI...

EL RINCON

Reinhard Staupé



A game by Reinhard Staupé

Havana is a tactical game for 2-4 players by Reinhard Staube that inspired by its easy entry, the constantly changing order of players and countless courses of action. The order of players is determined by the value of the laid-out cards. Would you rather have a siesta and rest for a while or buy some building materials at the black market? The more powerful cards are played only later in the turn. Only the right mixture and good timing will make the most of the game. At the beginning of the game, each player may choose from his 13 action cards, but that number decreases with each turn.

content

80 building materials

10 colored building materials (10 each) in the colors red, yellow, brown, blue



40 gray building materials (debris)



1 fabric bag

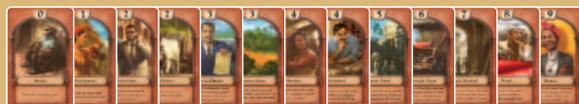


36 buildings



Example: Statue
(value 2 victory points)

4 sets of 13 action cards

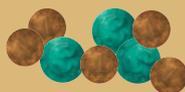


4 player aids



60 coins

36 1s and 24 3s



15 workers



game idea

The revolution in Cuba is over. Now, many magnificent buildings are being built in the capital city Havana to make it gleam in renewed splendor.

Each player holds the same 13 action cards. In each round, two cards are laid out face-up in front of each player with which he carries out two actions. He can take pesos or building materials (brick = red, sandstone = yellow, glass = blue, loam = brown, debris = gray), hire workers, bring his architect into play, collect taxes, send out thieves, tear down buildings, and more. At the end of each round, each player places one action card in his hand on top of one of the two action cards laid out in front of him – the new action card replaces the old card and the old card vanishes from the scene for now! In this fashion all those nice options keep shrinking and shrinking...

The hoarded resources are used to construct buildings and, thus, gain victory points. The player who first reaches a certain number of victory points wins. Two players play to 25 victory points, three players to 20 victory points, and four players to 15 victory points.

preparation

Each player gets 2 different player aids cards and puts them in front of himself. Each player receives an identical set of 13 action cards and takes them in his hand. **Attention: please read the text of the cards carefully and the explanation how to use them on page 4.**

Place the Pesos, workers, and the bag (containing all 80 building material cubes) as a **stock** at the **table edge**. Shuffle the 36 buildings. Reveal 12 building and place them face-up in two rows of 6 cards each in the center of the table. **Note:** there should be at least one building with a value of 1, 2, or 3 on either end of at least one of the rows. Place the remaining building as a face-down draw pile at the table edge.

Each player draws **1 building material** cube from the bag and places it in front of himself. Additionally, each player receives **1 Peso**, which he also places in front of himself.

Without looking, draw 3 cubes from the bag and place them below the 2 rows of face-up building cards in the center of the table. Also place 4 Pesos in the center of the table.

center of the table

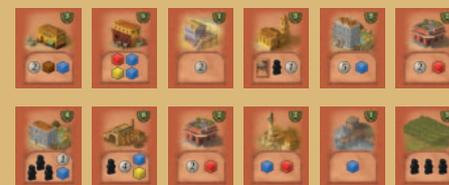


table edge (= stock)



building cards workers Pesos bag

Each player chooses **any 2** of his 13 action cards and places them **face-down for the time being** in front of himself. Once all players have done that, the 2 actions cards are revealed and arranged with the lower numbered card on the left.



Vanessa has placed "7" (black market) and a "0" (siesta) in front of herself. She arranges them in the order 0-7 and so forms the number 07



Peter has placed a "2" (protection) and a "4" (worker) in front of himself. He arranges them in the order 2-4 and so forms the number 24.



Tobias has placed a "2" (protection) and a "6" (material thief) in front of himself. He arranges them in the order 2-6 and so forms the number 26.

course of the game

Each round consists of the following **3** consecutive phases: First, **all** players, **separately and in turn**, carry out 1st phase ("carry out two actions and purchase buildings"). In 2nd phase ("supplies"), 3 new Pesos and 3 new building materials are placed from the stock in the center of the table. In the concluding 3rd phase ("new action card"), **all** players place **exactly 1** new action card in front of themselves.

1st phase: carry out two actions and purchase buildings

The player whose laid-out cards show **the lowest** number begins and carries out the actions of his 2 cards, in any order. The player with the **second lowest** number takes his turn and carries out his two actions in any order. Now, the player with the third lowest two-digit number goes, and so on, until each

player has taken their turn and carried out his 2 actions.

Vanessa begins, since her 07 is the lowest number. Then it's Peter's turn, because of his 24, and then Tobias' with his 26.

The actions are explained in detail on the cards (and also in the annex to these rules)! The 2 action cards remain lying face-up. **Note:** An action cannot be skipped- unless the respective card (OR THE ANNEX TO THESE RULES) expressly allows it.

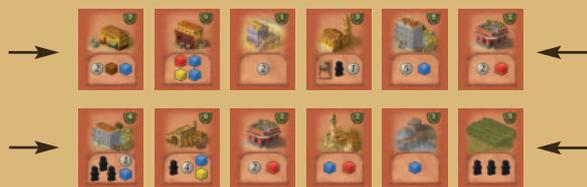
Playing order in case of identical numbers:

In case several players show the same number, the player among them owning the fewest victory points begins. If their number of victory points is also the same, the player owning the fewest colored building materials in total begins. If there still is a tie, the one owning the fewest Pesos begins. Then the fewest workers. Then the least gray building materials (debris). If they tie in all respects, the younger player begins.

Purchasing buildings: On a player's turn, **after** he has carried out both of his actions, he can buy **any number** of the face-up building cards. In order to do so, he must fulfill/hand over what is shown on that particular building card.

- **Building materials** and gray debris must be handed over and returned to the box (removed from the game).
- Pesos **and workers** are returned to the table edge.
- **If the architect is required**, the player must have him laid-out in front of himself **now**, i.e. as one of his currently laid-out action cards. The architect is not handed over after the purchase of a building – he remains where he is!

Very important: In principle, buildings can only be purchased if they lay **on the far left or the far right** of the two rows of cards – this makes exactly 4 available cards at all times. During the course of the game, the cards are essentially purchased “from the outside to the inside”. A player may choose in which order he purchases which card(s) in which row. For example, provided he has sufficient resources, he can first buy the upper left building card, then the lower right one and immediately another lower right one. **Note:** Only the current player in phase 1 may purchase buildings – no one else. In the 2nd and 3rd phases no buildings at all can be purchased.



Buildings are purchased from the outside to the inside. The current player in phase 1 may choose freely which of the four outermost buildings he purchases.

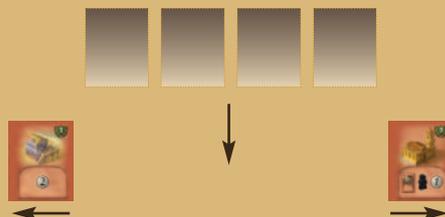
“5 to 1”-swap during building purchase

If a player purchases a building, he may choose to pay **5 Pesos instead of a worker** (back to the stock). Also, **5 gray building material** cubes (debris) can be paid instead of any one **colored** cube of building material (removed from the game to the box). **Note:** It is not possible to swap workers for Pesos or colored building materials for gray building materials!



Vanessa purchases the far right building card in the upper row. She hands over a red cube of building material and 2 Pesos. She puts the red cube into the box (out of the game) and returns the 2 Pesos to the stock. Vanessa places the purchased building card face-up in front of her. This guarantees her 2 victory points that cannot be taken away from her.

➔ **If in the course of the game only 2 cards remain in a row**, immediately draw 4 new buildings from the face-down draw pile at the table edge and place them face-up between the 2 old cards.



2nd phase: supplies

Draw 3 cubes from the bag and place them in the center of the table. Additionally, place 3 Pesos from the stock in the center of the table. If there are still Pesos and/or building materials left from 1st phase (and/or earlier turns) in the center of the table, they remain where they are. Pesos and building materials may accumulate in the center of the table over the course of several rounds.

3rd phase: new action card

Separately and in turn, each player takes exactly 1 of the cards from his hand and places it face-down on top of any of the two action cards laid-out in front of him. **Note:** This happens in exactly the same order as the actions were carried out in 1st phase (according to the numbers formed)!



Vanessa covers her 0.



Then Peter covers his 4.



Finally, Tobias covers his 6.

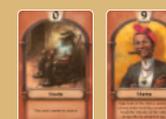


Once every player has laid down 1 of his cards, they are revealed. The **old** card underneath is placed **face-down** next to each player (on his own discard pile). Now, each player again arranges his 2 face-up cards by the shown numbers in rising order from left to right, in order to form the smallest possible number. For example, a 2 and an 8 must always be arranged as 28 – **never** as 82! A 6 and a 0 always become 06, never 60!



Vanessa reveals her face-down action card and an “8” appears. She places the old action card, i.e. the “0”, face down next to herself on her own discard pile. Then she arranges her two current action cards as 78.

Very important: If a player now, i.e. **after** revealing the face-down action card, holds no more than 2 action cards in his hand, he may now take **all** of his discarded action cards back to his hand – he once again has 11 hand cards at his disposal.



Only 2 action cards in your hand: take them all back!

further course of the game and end of game

All of the following rounds are played just as described.

If, in a two-player game, one player has **25 victory points** or more laying in front of him after 1st phase, the game ends **immediately** with him the winner – the round will not be finished!

In a three-player game, 20 victory points must be gained like this, and 15 victory points in a four-player game.

notes on some action cards



0 Siesta

This card causes no action, but it is very helpful in generating as low a number as possible, thus playing early on in the turn and making the most use of the second action card.



1 Refreshment

The player may, but does not have to, carry out the action.



2 Protection

If you want to save for valuable buildings by collecting a lot of building materials and/or Pesos, you may also want to protect yourself in time from thieves and tax collectors.



2 Debris

The action has to be carried out. *Example: It is Vanessa's turn to play. There are 4 debris in the center of the table (4 gray building materials). Vanessa must take all 4 gray building materials from the center of the table.*



3 Conservation

The player may, but does not have to, carry out the action. If the player thus removes 1 building card from the edge of a row of cards, return that card to the box. **Very important:** Only 1 building in total, i.e. by all players, may be removed in a round. *Example: Sarah, Tobias and Vanessa each have a Conservation laid out in front of them. It is Sarah's turn to play before Tobias and Vanessa. She uses her Conservation card and removes the leftmost building card in the upper row. Neither Tobias nor Vanessa can use their Conservation cards to remove a building in this round.*



3 Tax Collector

The action has to be carried out. Take 1 Peso from the stock and remove 1 worker or 1 piece of building material from each following player.

Example: It is Peter's turn to play – he has the Tax Collector laid out. In this turn, Vanessa has already played, Tobias and Sarah have yet to play. Peter takes 1 Peso from the stock. Now he has to remove either 1 worker or 1 building material of his choice from each following player, i.e. Tobias and Sarah (not Vanessa!). Workers are returned to the stock, building materials are returned to the box.



4 Worker

The action has to be carried out. **Attention:** In order to be allowed to take 2 workers, you do not have to be the player with the lowest in the round – you merely have to be the first player in the current round to carry out this action. If there are not any workers left in the stock, the player is out of luck and cannot carry out his action this round.



4 Architect

The player **must** take a worker from the stock. The player is, however, not obligated to purchase a building with his architect even is possible. Purchasing buildings is strictly voluntary. If there are not any workers left in the stock, the player is out of luck and cannot carry out his action this round.



5 Pesos Thief

The action has to be carried out. If there are more than 1 players following, the Pesos Thief may choose **any of those players** to steal from. If there is no player following the Pesos Thief in this turn, the Pesos Thief may choose **any player** to steal from. *Example: Vanessa has the Pesos Thief laid out. Sarah has already played, Peter and Tobias have yet to play. Vanessa has to steal from either Peter or Tobias – who she chooses is entirely up to her. Vanessa chooses Tobias, who has 7 Pesos in front of him. She takes 3 Pesos from him (3.5 = half of the Pesos; rounded down to 3). **Attention:** It is possible to have several players who played the Pesos Thief steal from one and the same player. It is also possible that all players have laid out the Pesos Thief – all Pesos Thieves are used consecutively (when it is their respective player's turn to play).*



6 Materials Thief

The action has to be carried out. All rules for playing the Pesos Thief (see above) apply to the Materials Thief accordingly. **Important:** The Materials Thief usually steals only one building material. It is entirely up to him which building material he takes from the respective player (he may also choose a gray building material!). Should the victim own **more than 3 colored** building materials, the Materials Thief may steal 2 building materials of his choice from that player. *Example: Tobias has laid out the Materials Thief and wants to steal from Sarah, who is following him. At the moment, Sarah has 4 colored building materials (1x yellow, 1x brown and 2x red), as well as 3x debris in front of her. Tobias may take 2 building materials of his choice from Sarah. He chooses 1 brown and 1 gray building material.*



7 Black Market

The action has to be carried out. **Attention:** In order to be allowed to take 2 building materials from the bag, you do not have to be the player with the lowest number in the round – you merely have to be the first player in the current round to carry out this action.



8 Pesos

The action has to be carried out. If several players have the Pesos card laid out, they are all used consecutively (when it is their respective player's turn to play). *Example: Vanessa and Sarah both have the Pesos card laid out in front of them, there are 10 Pesos in the center of the table. Vanessa precedes Sarah and takes 5 Pesos. Out of the remaining 5 Pesos, Sarah takes 3 Pesos (2.5 = half of the Pesos; rounded up to 3).*



9 Mama

The action has to be carried out. If several players have the Mama card laid out, they are all used consecutively (when it is their respective player's turn to play). It is entirely up to the player which building materials (half of the colored and half of the gray ones) he takes from the center of the table. *Example: Peter has the Mama laid out. There are 6 colored building materials (1x brown, 2x yellow, and 3x red) and 5 debris in the center of the table. Peter takes 3 colored building materials (he chooses 2x yellow and 1x brown) as well as 3 gray building materials (half of 5 = 2.5; rounded up to 3).*

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