JIMMY MAAS

AUF DER WALZ



RULES

AUF DER WALZ

A GAME BY JIMMY MAAS FOR 2-4 PLAYERS

CONTENTS

01 INTRODUCTION 2
02 COMPONENTS 2
03 SET UP 5
04 SEQUENCE OF PLAY 8
05 THE TALLY STICK 18
06 THE YEAR-END SCORINGS 19
07 A NEW YEAR BEGINS 20
08 THE ONE DAY AND THE FINAL SCORING 20

01 INTRODUCTION

The game ***Auf der Walz*** follows the traditional travels of craftsmen during their "journeyman years", covering all the challenges and surprises of such a journey taking place in the second half of the 19th century.

Young journeymen follow this tradition, which dates back to medieval times and is still alive in German-speaking countries today. They begin their journey after being "absolved" by finishing their examination. On their travels, the journeyman wears a traditional dress: flared pants, waistcoat, jacket, black hat (as a symbol for freedom), the "Stenz" (traditional curled hiking pole), and the "Charlottenburger" (the coarse cloth used to wrap up belongings, similar to a bindle, fondly called "Charly").

The journeymen have to be "Auf der Walz" (very roughly translated as "on the road") for 3 years and one day without ever venturing closer than 50 kilometers to home. Using public transportation is frowned upon. As a general rule, journeymen should not spend money for sleeping and travelling. Thus, they foot it or hitch a ride. The journeymen work for different people, called foremen and small-timers, which they meet on their journey to gather technical and social experiences. They benefit from this continuous education, as they learn about different materials and work methods in different regions, and come in contact with all kinds of people, even from different cultural regions.

The journeymen negotiate their wages with the foremen and small-timers, often including food and lodging.

As journeymen usually do not stay long in a place, they have a motto: "If the neighbor's dog does not yap at you anymore and the mailman addresses you by name, it is past time to move on." Thus, consequently the journeymen work at different places before they are allowed to finish their "Walz".

Auf der Walz is a travel game with resource management. Like life on the Walz, it includes uncertainty and random elements. A certain degree of randomness and luck is essential for the theme and supports the gaming experience.

In ***Auf der Walz***, the players (from now on correctly called journeymen) want to successfully finish their Walz after three years and one day, and have the most victory points at the end of the game. After each of the three years, they conduct a year-end scoring. After the one day, they have a final scoring.

The journeymen score victory points for collecting scantlings on their tally stick, for working in different cities and villages, for encounters and experiences collected in their travelling book, and for cleverly budgeting their money. Finally, they are awarded victory points for special achievements.

02 COMPONENTS

Each copy of ***Auf der Walz*** contains:

- 1 start area board with wind rose and 6 connected landscape tiles
- 36 landscape tiles (18x meadows, 11x forest, 7x fields)
- 7 city boards (consisting of 3 hexagons)
- 1 storage and scoring board
- 200 "scantlings": orange, black (20x each), blue, green, yellow, white (30x each), and red (40x)
- 165 playing cards (76 "foot it" cards, 28 town seal cards, 16 travel companion cards, 14 news cards, 12 leisure cards, 3 "Stenz" cards, 16 development cards)
- 4 "tally sticks" (1 each per player)
- 4 "Charlottenburger" (1 each per player)
- 4 player figures (1 each per player)
- 28 "Scheniegelei" markers (7 each per player)
- 4 "foot it" markers (1 each per player)
- 4 earring markers (1 each per player)
- 4 victory points markers (1 each per player)
- 12 fate tiles
- 28 town seal markers (7 each per player)
- 28 marker pieces (7 each per player)
- 68 Thaler coins (20x 5 Thalers, 20x 2 Thalers, 28x 1 Thalers)
- 5 special markers (1 each in the five colors of the tally stick segments)
- 12 dice (3 each per player)
- 7 plastic stands for news cards
- 4 player aids (each in English and German)
- 2 glossaries (1 each in English and German)
- 2 rules books (1 each in English and German)

THE START AREA BOARD, THE LANDSCAPE TILES, AND THE CITY BOARDS

Auf der Walz contains a start area board, 36 landscape tiles, and seven city boards.

The start area board contains a central space A ("the homeland" showing a wind rose), where the journeymen start their Walz. The homeland is surrounded by six fixed landscape tiles B.



During the game, the additional 36 hexagonal landscape tiles (meadows, forests, and fields) are placed by the journeymen, and expand the play area. The landscape tiles show paths and connection spaces for further landscape tiles and city boards. All landscape tiles have a uniform back and show three different landscapes on the front:

- 18x meadows with 5 or 6 connection spaces C,
- 11x forests with 4 or 5 connection spaces D,
- 7x fields with 2 or 3 connection spaces E.

Additionally, the landscape tiles have a center hexagonal space for *scouting out* F. This is a space, where the journeymen can explore the surroundings.

When they foot it, they pass by small villages or single buildings, where they find *work at foremen or small-timers* G, can *stop at inns* H, and stay the night in *hostels* I.

However, the three years are not only shaped by work and social activities. Along the way the journeymen also should find time for leisure. The matching leisure time spaces are slightly out of the way J.



Auf der Walz contains seven city boards of fictional cities: Bilshofen, Driestein, Hemmburg, Krinn, Maasberg, Neustadt, and Sellm. These city boards each consist of three connected hexagons K. The journeymen also place them, so these cities have a connection to the landscape tiles. In the tightest of spaces, cities offer options to work and to spend the night, and additionally town halls, where the journeymen can get town seals as proof of their travels.





THE STORAGE AND SCORING BOARD

The scoring track is used to record the victory points of all journeymen A. Additionally, the board shows the space for the "Stenz" cards, and a stylized hat (the social security benefits) B.

THE PERSONAL PLAYER COMPONENTS

In ***Auf der Walz***, each journeyman gets 19 "foot it" cards A and four development cards B, a tally stick C, a Charlottenburger



Backside



Backside



(Charly) D, a player figure E, seven "Schenigelei" markers F, seven town seal markers and seven town seal cards G, a "foot it" marker H, an earring marker I, seven marker pieces J, a victory point marker K and three dice L.





The Charly has spaces for the "foot it" track A, acquired special markers B, the earring C, the money pouch D, the travel companion E, the marker pieces F, the dice game G, the "Schenigelei" markers H, the travelling book I and surplus scantlings J.

THE ADDITIONAL CARDS

Auf der Walz contains additional cards: 16 travel companions, 14 news cards, 12 leisure cards, and three "Stenz" cards.

The journeymen can meet travel companions A in hostels, who will accompany them on their travels.

When the journeymen stop at inns, they receive news B, which let them encounter personalities in the different cities. After announcing the news, the journeymen place the cards in plastic stands.





If the journeymen take a break from their travels and visit one of the leisure spaces, they take one of the different leisure cards (Drawing, Writing, Music-Making) C.

The leading players get "Stenz" cards D as rewards in each of the three year-end scorings.



THE SCANTLINGS

The 200 scantlings have different colors, representing different types: orange, black (each 20x), blue, green, yellow, white (each 30x), and red (40x).

The journeymen place them on their tally sticks.







THE 12 FATE TILES AND THE 5 SPECIAL MARKERS

The fate tiles A randomly determine the wages of the journeymen in the cities.

The special markers B are awarded to the journeymen, if they complete certain segments on their own tally sticks.

THE THALER COINS

Auf der Walz contains 68 Thaler coins; each 20x 5 Thalers and 2 Thalers, and 28x 1 Thalers.



THE PLAYER AIDS

The four player aids (in English and German) give an overview of actions and scorings during the game.

THE GLOSSARIES

The two glossaries (in English and German) explain some terms used in ***Auf der Walz***, and which are known by every journeyman.



03 SET UP

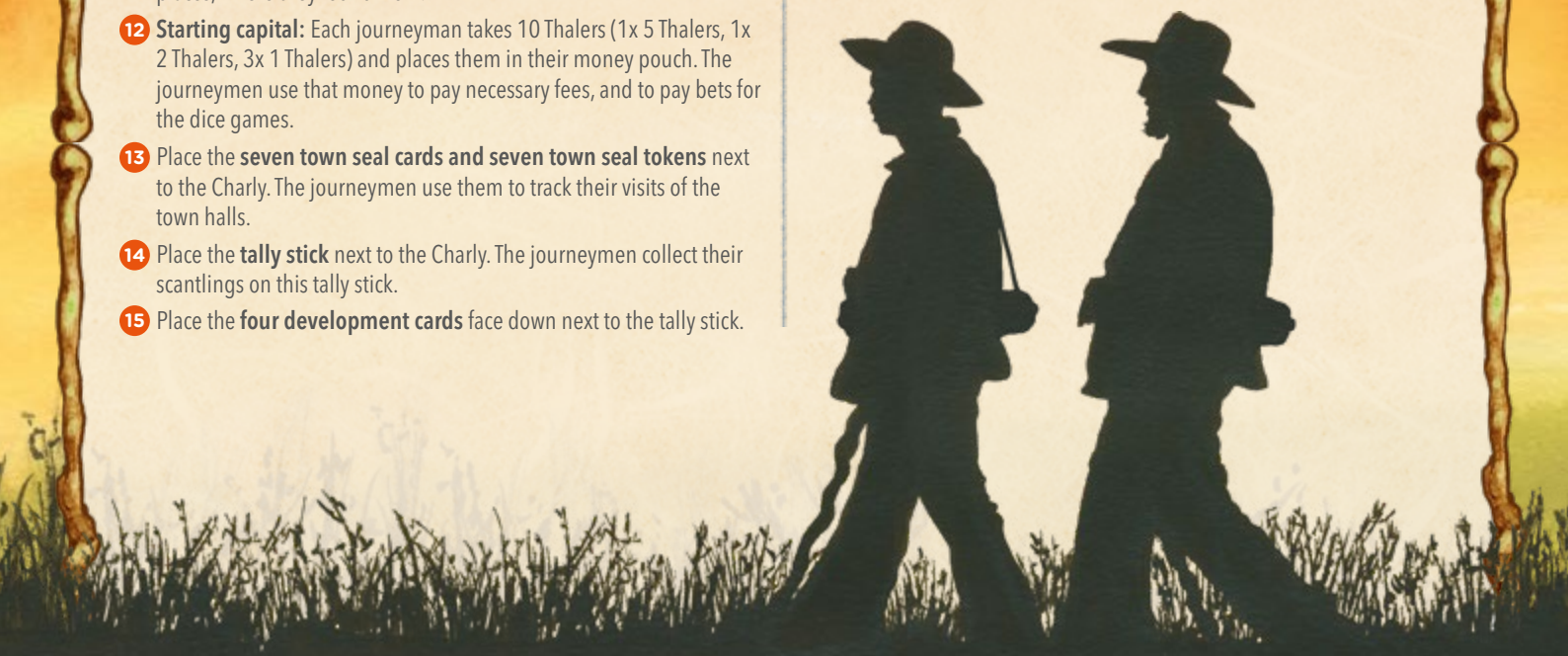
The journeymen place the **general game components** on the table:

1. The **start area board**: Place this in the center of the play area.
2. **Seven city boards:** Shuffle the stack of city boards and place it face down next to the play area.
3. **36 landscape tiles:** Shuffle the landscape tiles and place them face down in a tall stack next to the stack of city boards.
4. Place the **Thaler register** a, the **supply of scantlings** b and the five **special markers** c next to the play area, too. The youngest journeyman takes care of these components.
5. Place the **storage and scoring board** next to the other components. Place the "Stenz" cards a Shuffle these cards and tiles separately by type, and place them in separate face down stacks next to the play area. Place the plastic stands next to the news cards.
6. The **travel companions** a, **news cards** b, **leisure cards** c and **fate tiles** d: Shuffle these cards and tiles separately by type, and place them in separate face down stacks next to the play area. Place the plastic stands next to the news cards.
7. The youngest journeyman is the starting player.

Afterwards, the journeymen take their personal game components in one of the four player colors:

8. Place the **player figure** a, on the central homeland space, and the **victory point token** b, on the space "0" of the scoring track.
9. Place the **Charlottenburger (Charly)** in front of the journeyman.
10. Each journeyman takes an identical set of **18 "foot it" cards** a (six cards each for each game round) plus **one "foot it" card for the *one day*** b. Place the card for the *one day* above the Charly. Shuffle the other 18 cards and place the stack face down next to the Charly.
11. Place the **seven "Scheniegelei" markers** on the matching space of the Charly. During the game, the journeymen use them to tag the places, where they found work.
12. **Starting capital:** Each journeyman takes 10 Thalers (1x 5 Thalers, 1x 2 Thalers, 3x 1 Thalers) and places them in their money pouch. The journeymen use that money to pay necessary fees, and to pay bets for the dice games.
13. Place the **seven town seal cards and seven town seal tokens** next to the Charly. The journeymen use them to track their visits of the town halls.
14. Place the **tally stick** next to the Charly. The journeymen collect their scantlings on this tally stick.
15. Place the **four development cards** face down next to the tally stick. During the game, the journeymen activate them one by one.
16. Each journeyman places **four marker pieces** a on the matching space of the Charly. They use them to tag visits of leisure time spaces and meetings with other journeymen. Place the other three marker pieces b of each journeyman in a general supply to the side.
17. Place the **"foot it" marker** on the space "0" of the "foot it" track. During the game, the journeyman use it to track the number of "foot it" points, which they get by playing the "foot it" cards. For each point spent, they move that marker one space to the left.
18. Place the **earring** on the matching space of the Charly. In accordance with tradition, this earring is the secret reserve for the journeymen, and has a value of 8 Thalers, or 1 victory point at the end of the game.
19. Place the **three dice** on the space for the dice game. During the game, the journeymen will use them for the dice games in the inns, and when they need to determine their wages by a dice roll.
20. Finally, each journeyman takes an o**range scantling** and a **black scantling**, and places these scantlings on their tally stick on the bottommost segment.

NOW, THE JOURNEYMEN START THEIR TRAVELS IN *AUF DER WALZ!*











GAME PREPARATIONS FOR 3 PLAYERS



13
15
10a
9
18
12
19
16a
11
17
1 2 3 4 5 6
+1 DAY / +1 TAG
10b
14
20
16b
6c
6d
6a
6b

04 SEQUENCE OF PLAY

Auf der Walz is played in three game rounds (years), and in accordance to the tradition of the Walz, one additional day. During each game round, the journeymen gets six "foot it" cards; for the one day they get a final card.

In each game round, the journeymen take turns in clockwise order by playing at least one of their "foot it" cards (passing is not an option!). After the journeymen played all their cards for the year, there is a year-end scoring.

After the third year-end scoring, the journeymen play the *one day*, before the game ends with a final scoring and the journeymen determine the winner.

THE "FOOT IT" CARDS

At the start of the first game round, each journeyman takes the topmost six "foot it" cards from their stack in hand. They play all these cards for the travels during this first year.



During their turn, the journeyman must play one of their "foot it" cards from their hand, until they have played all cards during the game round.

A journeyman places the card next to their Charly and marks the number of "foot it" points on the track of their Charly. The cards have one to five "foot it" points.

The journeyman uses the "foot it" points for two of the following actions, the other actions do not cost "foot it" points. For each of these actions, they move the "foot it" marker one space to the left, until it reaches the space "0" on the track.

Immediately after fulfilling the first "foot it" card, the journeyman can extend their turn. They can *pay 2 Thalers* to the Thaler register, to play one (and only one!) additional "foot it" card from their hand and use its "foot it" points. As a result, at the end of a game round, some journeymen may have no cards in hand anymore and are bypassed in turn order by the other journeymen, who still have cards in their hands.

After spending all "foot it" points, or after being forced to stop their turn by certain actions, the next journeyman in clockwise order takes their turn. A journeyman *cannot* save "foot it" points for a future turn, but they also are not forced to spend them all in their turn.

Example: Marion plays a "foot it" card "2" (A) and marks that amount on the track of her Charly (B). Now, she has 2 "foot it" points to spend for her actions.



THE ACTIONS

The active journeyman chooses freely from the below list of 8 actions. Certain actions may be selected more than once.

Actions that cost "foot it" points:
- Footing it
- Scouting out

Actions that do not cost "foot it" points:
- Stopping at an Inn
- Staying the night in a Hostel
- Visiting the Town Hall (only in a city)
- Working at the Wayside (ends the player's turn)
- Leisure Time (ends the player's turn)
- Using the Carriage Space (only in the city; ends the player's turn)

Actions on landscape tiles: Outside of cities the journeymen often must cover long distances to find work, or to stop at inns and hostels. In return, they can find quieter places slightly out of the way, to spend some leisure time.

Actions on city boards: The cities offer a multitude of options. The journeymen can work, visit both inns and hostels, get the town seal and travel support at the town hall, and can use the carriage for a quick travel to another city.

FOOTING IT

By footing it the journeymen travel by foot from space to space. Sometimes they meet other journeymen.

The journeymen start the game on the homeland space. From there, they go "into the world ".



For each "foot it" point, the journeyman can move along a path to the next space. The first step out of the homeland to one of the six adjacent spaces costs the first "foot it" point. If they want, a journeyman can move back and forth on the same path, still spending .



Example: With her first "foot it" point, Marion leaves the homeland and starts her travels in a south-east direction (A). She moves her "foot it" marker one space one space to the left on her "foot it" track (B).

As long as the journeyman still has "foot it" points, they may move on any number of square spaces (the regular spaces along the paths, and the actions *Stopping at an Inn, Staying the night at a Hostel* and *Visiting the Town Hall*) and hexagonal spaces (The action Scouting Out) and take the matching actions on these spaces.

Moving on a round space (the actions *Working at the Wayside, Leisure Time,* and *Using the Carriage Space*) automatically ends the turn of the journeyman. Any remaining "foot it" points are lost.

Footing It on the city boards: Staying in the cities is fairly costly. If a journeyman moves on certain spaces, they must pay the stated fees in Thalers to the Thaler register.

When the journeyman leaves a city, they take a *white* scantling, which they place on *any* segment of their tally stick. White scantlings are wild, and after placing them – same for all other scantlings, too – they cannot be transferred to another segment! Check page 18 for further details.

IMPORTANT: A journeyman only gets *one* white scantling for *each* city.

If the journeyman still has "foot it" points, they continue their turn.



Example: *For three "foot it" points, Marion moves from space to space to the next city A. When moving onto the first city space, she must pay 1 Thaler as a fee to the Thaler register B.*

Meeting other Journeymen: While footing it, the journeyman can move on a space with one or more other journeymen.

The active journeyman gets a marker piece from each of these other journeymen, and places them on the matching space of the Charly. At final scoring, the journeyman gets 2 victory points for each of these opposing marker pieces.

The active journeyman does not give a marker piece to the other journeymen!

IMPORTANT: If another journeyman does not have a marker piece on their Charly, the active journeyman takes one of their marker pieces from the general supply.

The active journeyman can only have *one* marker piece of each other journeyman. They may *meet* the other journeymen again, but do not take another of their marker pieces.

Additionally, when meeting other journeymen for the first time, the active journeyman takes one of their own marker pieces from the general supply and places it on the Charly.

Thus, they expand their options to visit leisure time spaces. At maximum, a journeyman can get seven of their own marker pieces.

IMPORTANT: When meeting other journeymen, the turn of the active journeyman ends, and remaining "foot it" points are lost!

Example: *When leaving the city, Marion takes a white scantling, and places it on her tally stick A. Afterwards, she is footing it to Angelika's space B. Marion takes a marker piece from Angelika C and takes one of her red marker pieces D from the general supply. She places both marker pieces on her Charly. Because of meeting Angelika, Marion's turn ends, so she loses her remaining "foot it" point E.*



SCOUTING OUT

The journeymen explore the surroundings to choose the right paths to the cities.

If the journeyman stands on the hexagonal space of a landscape tile or of a city board, they may explore the adjacent surroundings. Scouting out costs one "foot it" point. Then, the journeyman places either a landscape tile or (following certain requirements) a city board.

If the journeyman still has "foot it" points, they continue their turn by leaving this hexagonal space.

Placing a landscape tile: The journeyman reveals the topmost landscape tile from the facedown stack, and places it *correctly* at one of the empty sides of the landscape tile.

The journeyman always must place a new landscape tile adjacent to the tile they are standing on. When they place the new tile, *all* connection spaces must fit, so all paths are continued. Thus, the journeyman can be forced to place the tile in a different orientation than desired.

If a landscape tile does not fit at any of the empty sides, the journeyman places it back face down below the stack. In this case (only in this case!), the journeyman can spend one more "foot it" point to reveal a new landscape tile and place that next to their occupied tile.

After placing the landscape tile legally, the journeyman takes a *red experience* scantling, and places it on their tally stick. Check page 18 for further details.

If the journeyman continues their turn by footing it, it is their choice to travel in the new direction. They also can choose one of the well-known old paths.

Example: Marion stands on a hexagonal space and spends a "foot it" point A to explore the surroundings. She reveals the next landscape tile and places it legally to the north B. She takes a red experience scantling and places it on her tally stick C.



Placing a city board: Instead of a landscape tile, the journeyman also can place one of the seven city boards. They reveal the topmost city board and place it legally at one of the empty sides of the landscape tile.

A city board consists of three connected hexagons, which have connection spaces on their sides, too. When placing these boards, again all connection spaces must fit to the connection spaces of the adjacent landscape tiles.

IMPORTANT: Each city board must have a minimum *distance* of *two landscape tiles* to all other cities and to the center homeland! The journeymen count empty spaces/gaps for this distance, too.

After placing a city board, the journeyman reveals the topmost fate tile (for Sellm two fate tiles). They place it face up on the matching space of the city. The fate tiles offer a place to work, and offer different wages.

Example: Marion is far enough away from the homeland to explore a city board from her hexagonal space A. She spends a "foot it" point and reveals the topmost city board B. It is Neustadt, which she places to the north east of her landscape tile C. Marion reveals the topmost fate tile, and places it on the matching space of the city D.



Scouting Out from a city board: The journeyman can explore the surroundings from the central hexagonal space of a city. Moving on this space always costs a fee, which the journeyman must pay in Thalers to the Thaler register. They place the landscape tile at any matching empty side of the city.

STOPPING AT AN INN

The journeyman gets news in inns, can encounter personalities, and play dice games.

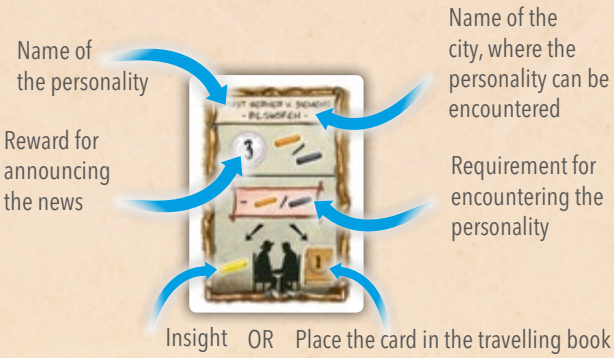
If the journeyman enters an inn, they pay the stated fee to the Thaler register. Then, they announce news, may encounter one or two

personalities, and finally challenges all other journeymen to a dice game.

If the journeyman still has "foot it" points after stopping at the inn, they continue their turn by leaving the inn.

Announcement of News: The journeyman immediately reveals the topmost news card from the news stack. The news names a personality and a city. The journeymen can encounter that personality in the inn of that city. For announcing the news, the journeyman takes the reward stated on the top of the card.

STRUCTURE OF A NEWS CARD



Afterwards, they tuck the news card in a plastic stand, and place the named personality next to the inn of the named city. From now on, the journeyman can encounter this personality in that inn.

HINT: If the named city board is not yet placed face up, the journeyman places the personality next to the stack of face down city boards. As soon as the matching city board is revealed and placed face up, the active journeyman also places the personality next to that city's inn.

HINT: When stopping at an inn, a journeyman can always only announce one news card. If they leave the inn and return, they can again announce additional news.

Encounter a Personality: When stopping at an inn with a waiting personality (rarely two personalities will be present simultaneously), after announcing news, the journeyman can pick up the personality and place them next to their tally stick. To do so, they must fulfill the requirement to encounter the personality. This requirement is shown in the red box in the bottom half of the card. Some personalities do not have requirements. The journeyman can also encounter a personality, if they show up in the same inn by the announcement of the actual news card.

Now, the journeyman chooses one of two possibilities, which are shown on the bottom of the card:

- They choose the *Insight* of this encounter, shown on the left. Usually, these are Thalers and scantlings; sometimes the journeyman can reveal the topmost travel companion, gets additional "foot it" points, takes a leisure card, or has a free Scouting Out action. Then, they remove this card from the game and place it back into the box.
- They place the card in their travelling book, to get 1 victory point at the end of the game. *In this case, they pass on the Insight.*

Example: Marion spends a "foot it" point and stops at an inn by paying the fee of 1 Thaler to the Thaler register (A). She announces the news and takes the reward: Marion takes 3 Thalers and chooses a black scantling (B). Afterwards, she tucks the personality Ernst Wilhelm v. Siemens in a plastic stand and places him next to the inn at Bilshofen (C).



The following personalities are included:



ADOLF KOLPING:

Reward for the Announcement: The journeyman takes 2 Thalers and a green scantling.

Requirement for the Encounter: None.

Insight: The journeyman immediately reveals the topmost travel companion card and can take them along, if the journeyman fulfills the requirement. Check page 13 for further details.



ALFRED NOBEL:

Reward for the Announcement: The journeyman takes 1 Thaler and a yellow scantling.

Requirement for the Encounter: The journeyman pays 1 Thaler to the Thaler register.

Insight: The journeyman takes either an orange or a black scantling.

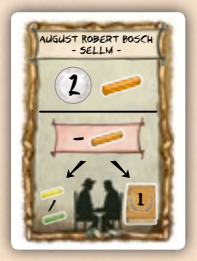


AUGUST OETKER:

Reward for the Announcement: The journeyman takes 1 Thaler.

Requirement for the Encounter: The journeyman removes a black scantling from their tally stick.

Insight: The journeyman takes 5 Thalers and an orange scantling.



AUGUST ROBERT BOSCH:

Reward for the Announcement: The journeyman takes 2 Thalers and an orange scantling.

Requirement for the Encounter: The journeyman removes an orange scantling.

Insight: The journeyman takes either a yellow or a green scantling.



CARL BENZ:

Reward for the Announcement: The journeyman takes 2 Thalers and immediately gets an additional "foot it" point, which they mark on the "foot it" track.

Requirement for the Encounter: The journeyman removes a black scantling from their tally stick.

Insight: The journeyman takes 2 Thalers and immediately gets 2 additional "foot it" points, which they mark on the "foot it" track.



ERNST WERNER V. SIEMENS

Reward for the Announcement: The journeyman takes 3 Thalers and either an orange or a black scantling.

Requirement for the Encounter: The journeyman removes either an orange or a black scantling from their tally stick.

Insight: The journeyman takes a yellow scantling.



FRIEDRICH GOTTLOB KELLER:

Reward for the Announcement: The journeyman takes 2 Thalers and either an orange or a black scantling.

Requirement for the Encounter: The journeyman removes either an orange or a black scantling from their tally stick.

Insight: The journeyman takes a yellow scantling.



KARL MARX:

Reward for the Announcement: The journeyman takes an orange and a black scantling.

Requirement for the Encounter: The journeyman removes a black scantling from their tally stick.

Insight: The journeyman takes either a blue or a green scantling.



LEVI STRAUSS:

Reward for the Announcement: The journeyman rolls a die and takes the rolled number of Thalers.

Requirement for the Encounter: None.

Insight: The journeyman immediately reveals the topmost travel companion card and can take them along, if the journeyman fulfills the requirement. Check page 13 for further details.



OTTO V. BISMARCK:

Reward for the Announcement: The journeyman immediately gets 2 additional "foot it" points, which they mark on the "foot it" track.

Requirement for the Encounter: The journeyman pays 3 Thalers to the Thaler register.

Insight: The journeyman takes either a blue or a green scantling.



OTTO LILIENTHAL:

Reward for the Announcement: The journeyman takes either an orange or a black scantling.

Requirement for the Encounter: The journeyman pays 3 Thalers to the Thaler register.

Insight: The journeyman can take the action Scouting Out once without spending a "foot it" point.



OTTO ROBERT MAIER:

Reward for the Announcement: The journeyman takes 5 Thalers.

Requirement for the Encounter: The journeyman pays 2 Thalers to the Thaler register.

Insight: The journeyman takes a blue scantling.



WILHELM BUSCH:

Reward for the Announcement: The journeyman takes 3 Thalers and either an orange or a black scantling.

Requirement for the Encounter: The journeyman rolls a die and pays the rolled number of Thalers to the Thaler register.

Insight: The journeyman takes a leisure card of their choice.



WILHELM EMIL FEIN:

Reward for the Announcement: The journeyman takes 4 Thalers.

Requirement for the Encounter: None.

Insight: The journeyman takes 6 Thalers.



Example: Marion stops at the inn at in Bilshofen. She spends a "foot it" point and pays the fee of 3 Thalers to the Thaler register (A). *Marion encounters Ernst Werner v. Siemens by removing an orange scantling from her tally stick to fulfill the requirement* (B). *She decides to pass on the yellow scantling, and instead places the card in her travelling book* (C).



The Dice Game: There is always a sociable atmosphere in all inns. Thus, the journeyman stopping at an inn always challenges all other journeymen to a dice game, independent on their position on the game board. They must join the dice game (but remain on their own spaces on the game board)!

Before throwing the first die, the active journeyman decides to play *High* or *Low House Number*. When playing *High House Number*, the journeyman scoring the *highest* three-digit number wins, when playing *Low House Number*, the journeyman scoring the *lowest* three-digit number wins. The active journeyman places a bet of 1-5 Thalers. All other journeymen must place the same amount in the pot.

Then, the active player rolls one of their dice, and chooses the position of that die, either 1st, 2nd or 3rd position, and places the die on their Charly.

In clockwise order, the other journeymen also roll a die, and each chooses a promising position on their Charly.

During the second round of dice rolling, each journeyman chooses the position for their second die. During the third round, they place their third die on the remaining empty position.

The winner takes the money from the pot, and places it on their money pouch. In case of a tie, the tied players roll all of their three dice at the same time. Depending on the originally chosen game, they make up again the best *High* or *Low House Number*.

Example: Marion challenges Angelika and Tanja to a dice game. She does not have that many Thalers, so she places a bet of 2 Thalers, which the other two also need to place in the pot (A). *Marion wants to play High House Number, and rolls her first die – a "3". She places the die on the 2nd position* (B). *In the following two rounds, she rolls a "5" for the 1st position* (C), *and a "4" for the 3rd position* (D), *Her House Number is "534". Angelika and Marion do not have such luck, and score lower House Numbers. Thus, Marion takes the 6 Thalers from the pot and places them on her money pouch* (E).



STAYING THE NIGHT IN A HOSTEL

In the hostels, the journeymen have social get-togethers and stay for the night.

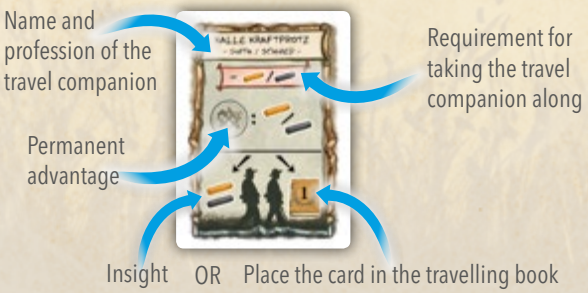
If the journeyman enters a hostel, they pay the stated fee to the Thaler register.

The journeyman immediately takes a blue Sociability scantling. Afterwards, they meet a travel companion.

If the journeyman still has "foot it" points after stopping at the hostel, they continue their turn by leaving the hostel.

Meeting a Travel Companion: The journeyman meets a travel companion, as long as there are still face down cards in the stack of travel companion cards.

STRUCTURE OF A TRAVEL COMPANION CARD



The journeyman reveals the topmost card of the stack of travel companion cards, and decides, if they want to take him along.

To be able to take that travel companion along, the journeyman must fulfill the requirement shown in the red box in the top half of the card, and must remove a specific scantling. Some travel companions do not have such requirements. Then, they place this card on the matching space of their Charly.

If the journeyman cannot or does not want to take the travel companion along, they remove the card from the game, and place it back into the game box.

A journeyman can always only have *one* travel companion face up on their Charly. As long as such a card is face up on their Charly, they benefit of this travel companion and have a permanent advantage, depending on information on the card. These advantages are active beginning on the next turn of the journeyman!

If the journeyman later wants to exchange a former travel companion for a new one, they choose one of two possibilities, which are shown on the bottom of the card:

- They choose the *Insight* of this travel companion, shown on the left. Usually, these are Thalers, scantlings, or sometimes additional "foot it" points. Then, they remove this card from the game and place it back into the box.
- They place the card in their travelling book, to get 1 victory point at the end of the game. *In this case, they pass on the Insight.*

HINT: When stopping at a hostel, a journeyman can always only meet one travel companion. If they leave the hostel and return, they can again meet a new travel companion..

The following travel companions are included:

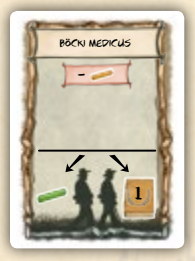


ÄLBLER JIM:

Requirement for Taking Him Along: The journeyman removes an orange scantling from their tally stick.

Permanent Advantage: Once in each turn, the journeyman can exchange a blue scantling for a green scantling (or vice versa).

Insight: The journeyman takes a blue scantling.



BÖCKI MEDICUS:

Requirement for Taking Him Along: The journeyman removes an orange scantling from their tally stick.

Permanent Advantage: None.

Insight: The journeyman takes a green scantling.



FUGEN FRITZ:

Requirement for Taking Him Along: The journeyman removes a black scantling from their tally stick.

Permanent Advantage: The journeyman takes an additional black scantling when taking the action *Working at the Wayside*.

Insight: The journeyman takes two black scantlings.

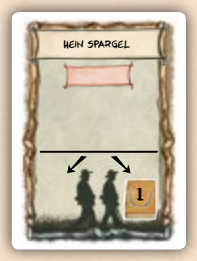


GIPS GUNNAR:

Requirement for Taking Him Along: The journeyman removes an orange or a black scantling from their tally stick.

Permanent Advantage: None.

Insight: The journeyman takes a blue scantling.



HEIN SPARGEL:

Requirement for Taking Him Along: None.

Permanent Advantage: None.

Insight: None.



HOLLE HOLZWURM:

Requirement for Taking Him Along: The journeyman removes an orange or a black scantling from their tally stick.

Permanent Advantage: None.

Insight: The journeyman takes a green or a blue scantling.



INGOLF SCHLINGO:

Requirement for Taking Him Along: The journeyman removes a black scantling from their tally stick.

Permanent Advantage: Once in each turn, the journeyman takes 2 Thalers.

Insight: The journeyman takes a black and an orange scantling.



KALLE KRAFTPROTZ:

Requirement for Taking Him Along: The journeyman removes an orange or a black scantling from their tally stick.

Permanent Advantage: The journeyman either takes an additional orange or a black scantling when taking the action *Working at the Wayside*.

Insight: The journeyman takes a black and an orange scantling.



KRÄUTER KURT:

Requirement for Taking Him Along: The journeyman removes an orange scantling from their tally stick.

Permanent Advantage: None.

Insight: The journeyman takes a green scantling.



MÖRTEL MARTIN:

Requirement for Taking Him Along: The journeyman removes an orange or a black scantling from their tally stick.

Permanent Advantage: None.

Insight: The journeyman takes a yellow scantling.



OTTO DER FIRST:

Requirement for Taking Him Along: None.

Permanent Advantage: None.

Insight: The journeyman immediately gets an additional "foot it" point, which they mark on the "foot it" track.



PLIETSCHER FIETE:

Requirement for Taking Him Along: The journeyman removes a black scantling from their tally stick.

Permanent Advantage: Once in each turn, the journeyman can take the action *Scouting Out* without spending a "foot it" point.

Insight: The journeyman immediately gets 2 additional "foot it" points, which they mark on the "foot it" track.

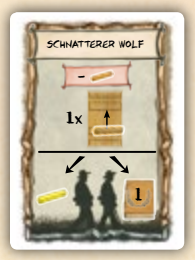


RUDI ROLLMOPS:

Requirement for Taking Him Along: The journeyman removes an orange scantling from their tally stick.

Permanent Advantage: The journeyman takes an additional orange scantling when taking the action *Working at the Wayside*.

Insight: The journeyman takes 4 Thalers.

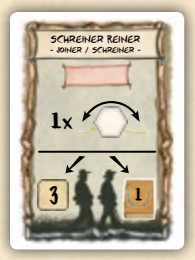


SCHNATTERER WOLF:

Requirement for Taking Him Along: The journeyman removes an orange scantling from their tally stick.

Permanent Advantage: Once in each turn, the journeyman can move a scantling to the next higher segment on their tally stick.

Insight: The journeyman takes a yellow scantling.

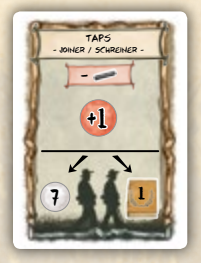


SCHREINER REINER:

Requirement for Taking Him Along: None.

Permanent Advantage: Once in each round, the journeyman can jump over a hexagonal space.

Insight: The journeyman immediately gets 3 additional "foot it" points, which they mark on the "foot it" track.



TAPS:

Requirement for Taking Him Along: The journeyman removes a black scantling from their tally stick.

Permanent Advantage: The journeyman pays 1 Thaler less for all fees.

Insight: The journeyman takes 7 Thalers.



Example: Marion enters the hostel in Neustadt by spending a "foot it" point and paying the fee of 2 Thalers (A). She takes a blue scantling and meets Kalle Kraftprotz (B). Marion wants to take this travel companion along, and removes a black scantling (C). Before placing him on her Charly, first she must part ways with Kräuter Kurt, who travelled with her until now. Marion chooses the insight, and takes a green scantling, then she removes the card from the game, and places Kalle Kraftprotz on the space of her Charly (D).



VISITING THE TOWN HALL (ONLY IN A CITY)

For proving their travels, the journeymen can visit the town halls in the cities. There, they get the town seal and can get some money as travel support.

[ ] If the journeyman enters a town hall, they immediately place one of their town seal cards in their travelling book. That card scores 1 victory point at the end of the game. Additionally, the journeyman places one of their town seal tokens on the town hall, to mark their visit. They can only visit each town hall once during the game.

Then, the journeyman rolls *one* of their dice, and gets the rolled number in Thalers as travel support. This is not considered to be wages, so they do not need to place a Thaler on the hat for social security benefits. Check page 16 for further details.

If the journeyman still has "foot it" points after entering the town hall, they continue their turn.

Example: Marion enters the town hall in Neustadt by spending 1 "foot it" point A. She places a town seal card in their travelling book, and a town seal token on the town hall, to prove she visited B. Afterwards, she gets some travel support, and rolls one of her dice. Marion is lucky and rolls a "4". She takes 4 Thalers and places them in her money pouch C.



WORKING AT THE WAYSIDE (ENDS THE JOURNEYMAN'S TURN)

The journeymen are always searching for work, to gather new experiences, and to improve their scarce capital.

If the journeyman enters a space of a resident *small-timer* or *foreman* on a landscape space, they take up the work.

The journeyman immediately takes the wages before ending their turn. Remaining "foot it" points are lost!

HINT: As long as a journeyman works on such a space, no other journeyman can enter that space! This rule also applies for work in the cities.

The "Scheniegelei" markers: The journeyman places one "Scheniegelei" marker from their Charly on the space of the foreman or small-timer. Each of these markers on a space of a small-timer or foreman outside of cities scores 1 victory point at each of the year-end scorings.

In the cities, the journeyman can work successively at several foremen and small-timers to take the wages. *They* must place a "Scheniegelei" marker on each of these spaces. But during the year-end scorings, the journeyman scores 2 victory points for only ***one*** "Scheniegelei" marker in a city!

HINTS: As long as the journeyman still has "Scheniegelei" markers on the Charly, they must place them on each of the spaces, where they take up the work! After placing the last marker, they can still take up work for taking the wages, but they do not get additional victory points for that work.

The wages: For their work, the journeyman immediately gets the matching wages. Mostly, this is an amount of Thalers and one scantling, which scores valuable victory points.

At a few scrooge-like employers, the journeymen must roll a die to determine their wages: After entering such a space, the journeyman rolls a die, and gets the rolled number of Thalers and/or a certain colored scantling as shown next to the numbers on the space. The journeyman always gets the Thalers as wages, even if the numbers are not printed on the space. If the work space only shows a die symbol, the journeyman only gets Thalers and no scantling.



Example: To determine the wages of this foreman, Marion rolls one of her dice. For a "3", she takes a blue scantling and 3 Thalers. For a "6", she would not get a scantling, but solely 6 Thalers.



The Contribution to the Social Security Benefits: *Who earns money can also hand in some money!* Each time, the journeyman takes Thalers as wages from foremen and small-timers, they immediately pay 1 Thaler to the *Hat* on the scoring board. This is the "Social Security Benefits" space for all journeymen, who suffer the most during the game.

HINT: If the journeyman gets just 1 Thaler as wages, they must hand in the whole amount. At the year-end scoring, the journeyman with the least number of victory points takes the whole contents of the hat.

The journeyman places the remaining Thalers on the money pouch of their Charly. They place the scantling in the matching segment of their tally stick..



An empty money pouch: If the journeyman is penniless, and cannot pay their financial obligations, they remove their earring and place it back into the game box. They take 8 Thalers for it. If they are penniless once more and cannot pay more obligations, they lose a "foot it" card, drawn at random by their right neighbor, and instead take 3 Thalers. They place the drawn card on their discard pile.

Beispiel: *Marion enters the space of a foreman by spending a "foot it" point A. She takes up the work, and places one of her "Scheniegelei" markers on that space B, as Angelika did in a former turn. Marion takes her wages by taking a green scantling and 3 Thalers C. She must place 1 Thaler on the hat as contribution for the social security benefits. Thus, she only places 2 Thalers on her money pouch. Afterwards, Marion ends her turn.*





LEISURE TIME (ENDS THE JOURNEYMAN'S TURN)

Leisure time is important, so the journeyman can cope with the burdens of the Walz, and to process the many experiences and impressions one way or the other.

Slightly out of the way, a few landscape spaces have some *leisure time* spaces. To get their, the journeyman sometimes must travel some longer paths.



If the journeyman enters such a space, they immediately take *one* of the shown leisure cards (Drawing, Writing, Music-Making) from one of the stacks, and places it in their travelling book..

Depending on the number and type of leisure cards, the journeyman gets a different amount of victory points at the end of the game.

Entering a leisure time space ends the turn of the journeyman. Remaining "foot it" points are lost!

HINTS: The journeyman can enter each of the leisure time spaces once. To mark their visit, they place one of their marker pieces on that space.

Important: If the journeyman does not have any marker pieces left, they cannot visit any additional leisure time spaces

Example: *Marion enters a leisure time space by spending 1 "foot it" point A. She places one of her marker pieces on that space B and chooses a Drawing leisure card, which she places in her travelling book C. Afterwards, her turn ends, and she loses the last "foot it" point D.*



USING THE CARRIAGE SPACE (ONLY IN THE CITY, ENDS THE JOURNEYMAN'S TURN)

Travels by carriage are frowned upon, but sometimes they are the only option for the journeyman to bridge long distances between cities in very short time.

If the journeyman enters the carriage space of a city and pays a certain amount of money, they can travel to another carriage space of a different city. For travelling, the carriage will use the existing paths.

The fees are 1 Thaler for each passed through landscape tile and passed by hexagon of both cities, until the target carriage space is reached. The journeyman pays of the direct connection; they count the target hexagon, but not the starting hexagon!

Entering the target carriage space ends the turn of the journeyman. Remaining "foot it" points are lost!

Example: *Currently, Marion has 13 Thalers, and already visited several places in the north east. She decides to travel by carriage from Neustadt to Bilshofen. Thus, she enters the carriage space in Neustadt by spending a "foot it" point A. Afterwards, she travels along six landscape tiles and city hexagons to the carriage space in Bilshofen 1 – 6. She pays 6 Thalers to the Thaler register B and ends her turn.*



05 THE TALLY STICK

The tally stick is a traditional medieval counting track.



In ***Auf der Walz***, the journeymen place their *scantlings on the tally stick*. Thereby, they record their successes during the game. The tally stick has different segments. According to their value, the segments are worth a different number of victory points. *Ascending* in value, the segment colors are orange/black, red, blue, green, and yellow.

COLOR (from top to bottom)	TYPE	VALUE OF COMPLETE SEGMENTS (full and "locked up")
Yellow	Knowledge	6 victory points
Green	Luck	5 victory points
Blue	Sociability	4 victory points
Red	Experience	3 victory points
Orange/ Black	"K+K" scantlings	2 victory points

The journeyman fills the individual segments from bottom to top. They need *five* scantlings of the matching color(s) to complete a segment. A *white* scantling counts as wild and replaces *any* other scantling.

Locking up a segment: The journeyman places the first four scantlings horizontal in the matching segment. They place the fifth vertically next to these four scantlings, locking up this segment.

If a segment is locked up, it is considered to be "safe". The journeyman cannot take any more scantlings out of this segment. Because of this, they lose some influence, as they cannot pay for the requirements to take along travel companions, or to encounter personalities. The exceptions are additional surplus scantlings of locked colors on their Charly. As long as a segment on the tally stick is not locked up, the journeyman cannot start a separate "depot" of surplus scantlings of that color, as they first must lock up that segment.

The journeyman can pay with surplus scantlings on their Charly, or gets victory points for them at the end of the game.



The special markers: The first journeyman locking up a certain colored segment on their tally stick, takes the matching special marker and places it on the space of their Charly. At the end of the game, they score 1 victory point for each of these markers.

The development cards: *With each locked up segment of their tally stick, the journeyman gains maturity and potential!*

When the journeyman locks up a segment on their tally stick, they flip the matching colored development card and place it face up, activating its ability. Beginning with their next turn, each of these cards offers the following options:



"Foot It" King, red segment: an additional "foot it" point in each game round.



"Belittle" King, blue segment: Once in each game round, the journeyman does not need to pay the fee of a space. *Cannot be used in a dice game!*



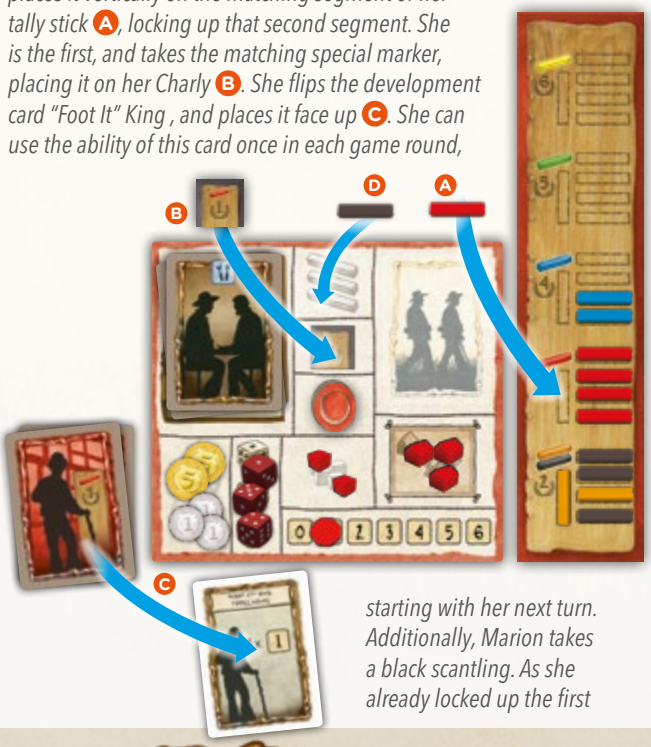
Lucky Fellow, green segment: Once in each game round, the journeyman can reroll one of their dice. *Can be used in a dice game, too!*



"Scheniegel" Servant, yellow segment: Once in each game round, the journeyman takes an additional 2 Thalers when getting wages for work.

If the journeyman uses one of these abilities, they turn it 90°. At the start of the next game round, and at the start of the *One Day*, they turn these cards upright again, so they can use them again.

Example: *Marion takes her fifth red scantling. She places it vertically on the matching segment of her tally stick* A*, locking up that second segment. She is the first, and takes the matching special marker, placing it on her Charly* B*. She flips the development card "Foot It" King , and places it face up* C*. She can use the ability of this card once in each game round, starting with her next turn. Additionally, Marion takes a black scantling. As she already locked up the first segment earlier in the game, she places this surplus scantling on the Charly* D*.*



06 THE YEAR-END SCORINGS

After all journeymen played their six "foot it" cards, the game round ends, and a *year-end scoring* follows.

In this year-end scoring, each journeyman scores the scantlings on their tally stick and their "Scheniegelei" markers on cities and landscape tiles.

Each journeyman scores:

- For each completed segment of their tally stick:
  - *Knowledge:* 6 victory points
  - *Luck:*5 victory points
  - *Sociability:* 4 victory points
  - *Experience:*3 victory points
  - *"K+K":* 2 victory points
- Every four scantlings on all segments of the tally stick that do not belong to completed segments earn 1 victory point.
- Each "Scheniegelei" marker on a landscape tile earns 1 victory point; one "Scheniegelei" marker at each city earns 2 victory points (for each city, only one marker of each journeyman scores victory points).

The journeymen mark their victory points on the scoring track.

The journeyman *leading* after the year-end scoring takes a "Stenz" card, which they place in their travelling book. It scores 1 victory point at the end of the game. In case of a tie, the journeyman having more money wins the tie. In case of another tie, nobody takes the "Stenz" card.

The journeyman *being last* after the year-end scoring takes all Thalers in the *hat*. They also are the starting player for the next game round and during the one day. In case of a tie, the tied journeyman split the money (rounded down); any remaining Thalers after the split stay on the hat.



Example: In the year-end scoring, Marion scores a total of 12 victory points. She gets 5 victory points for the locked up "K+K" and "Experience" segments on her tally stick (A)*, and 1 victory point for the six scantlings on the other segments* (B) *(she misses another two scantlings to get another victory point). She gets 2 victory points for her "Scheniegelei" markers on landscape tiles* (C)*, and 4 victory points for the "Scheniegelei" markers on the cities* (D)*. She does not get victory points for the second marker in Neustadt* (E)*. She marks her victory points on the scoring track.*

Marion has the most victory points, so she takes a "Stenz" card and places it in her travelling book (F).



07 A NEW YEAR BEGINS

At the start of the second and third game round, the journeymen once more draw the topmost six cards of their stacks of "foot it" cards, and take them in their hands.

The journeyman with the least amount of victory points will be the new *starting player* in the second and third game round, and also at the start of the *one day (this is checked after every year)*. In case of a tie, the former starting player will start again.

At the end of the second and third game round respectively, there will be again year-end scorings.

08 THE ONE DAY AND THE FINAL SCORING

After finishing the year-end scoring of the third game round, the journeymen begin the *one day*.



All journeymen take the card for the one day in their hand. When taking their turn, they can use 5 *"foot it" points* from that card, and possibly additional "foot it" points from a travel, companion, the development card and so on.

All rules explained above (including choosing the new starting player) are valid for this one day, too.

After finishing the one day, the final scoring follows. The journeymen score the following victory points:

TALLY STICK:

- Scantlings on incomplete segments of the tally stick do not score victory points.
- Completed segments:
  - *Knowledge:* 6 victory points
  - *Luck:* 5 victory points
  - *Sociability:* 4 victory points
  - *Experience:* 3 victory points
  - *"K+K":* 2 victory points
- Four *surplus* scantlings each on the Charly earn 1 victory point.

CHARLY:

- **Leisure:** The journeyman removes the leisure cards from the travelling book and scores them as follows:
  - 1 leisure card: 1 victory point
  - 2 different leisure cards: 3 victory points
  - 3 different leisure cards: 6 victory points
  - Each additional leisure card: 1 victory point
- **Travelling book:** Each additional (non-leisure) card in the travelling book: 1 victory point
- **Special markers:** Each marker on the Charly: 1 victory point
- **Earring:** Earring on the Charly: 1 victory point
- **Money pouch:** Every 10 Thalers in the money pouch: 1 victory point
- **Meeting other journeymen:** Every marker piece in a different player color: 2 victory points

The journeymen mark their victory points on the scoring track to determine the final results.

The journeyman with the most victory points is most successful on their Walz, and can celebrate – they won the game! In case of a tie, the tied player with the most remaining Thalers wins the game. In case of another tie, all tied players win!

Author: Jimmy Maas, **Development:** Pia Maas, Lothar Hemme, Henning Kröpke, Uli Blennemann, **Graphics:** Harald Lieske, **Layout:** Filip Stránský, Vladimir Krist

About the Author: Jimmy Maas lives and works in the Swabian Alps. From 1991 to 1994 he was "auf der Walz", and included a lot of his impressions and experiences in this game. Jimmy Maas is a master bricklayer with a small construction business, and teaches as a histology teacher in Reutlingen. As this is not enough for him, he is a member of a band (guitar and vocals): *Lads Go Buskin* offer different music programs like Irish Folk, "3 seasons and 1 day" (songs, stories and poems from the Walz), and musical readings from books by Julian Letsche, who also was "auf der Walz". The author is married and proud father of two children.

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