ARCHITEKTON

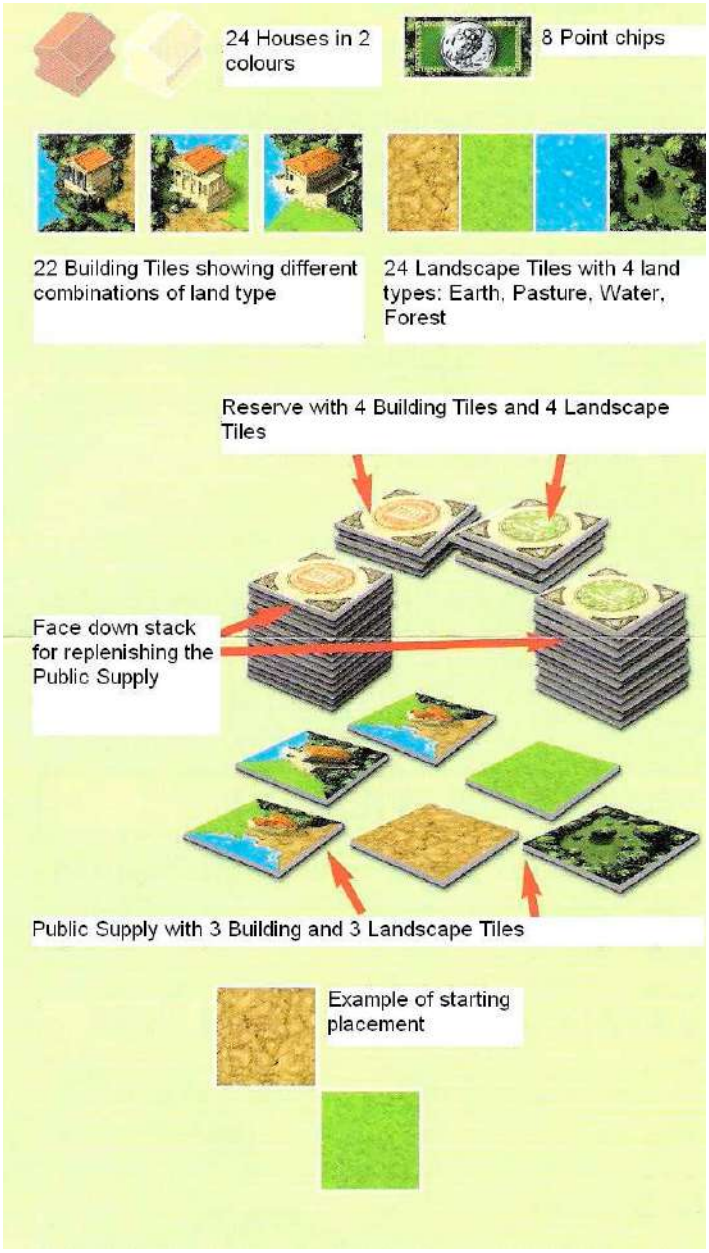
A Tactical game from Michael Schacht for 2 people.

Unofficial translation by M. van der Raaij. Formatting by P. van der Raaij. Let us know of any errors (vandini_p)

QUEEN GAMES

Game Preparation

Each player is given the houses in the colour of their choice, and 1 point chip. The other point chips are put to one side.



Building Tile Preparation

Shuffle the **building tiles** and put them **face down in a stack**. The top four tiles are put face down in a stack. These tiles are part of the **Reserve**. Then a further 3 building tiles from the original stack are turned over (face up) and put into the public supply.

Landscape Tile Preparation

Shuffle the **landscape tiles** and **stack them face down**. The top 4 landscape tiles complete the **Reserve**. 3 landscape tiles from the original stack are turned over and put into the **…**

Public Supply.

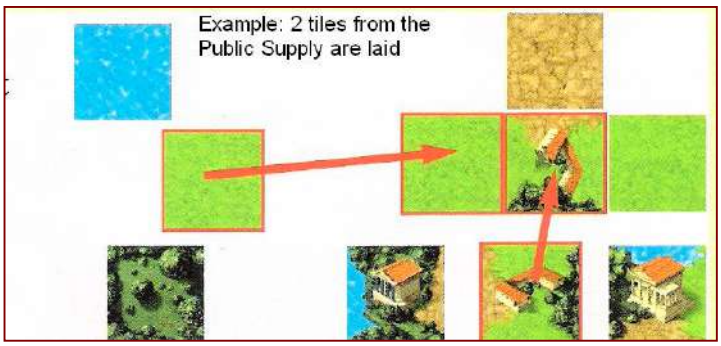
There should be **6 tiles** (3 building and 3 landscape) in the **public supply.**

Starting Placement

Once the game preparation is finished, **2 more landscape tiles** are taken from the stack and placed on the table with their corners touching, so that the same number of tiles can be placed adjacent to them. This is the **starting placement**.

Game Play

The oldest player starts, then turns alternate between the players.



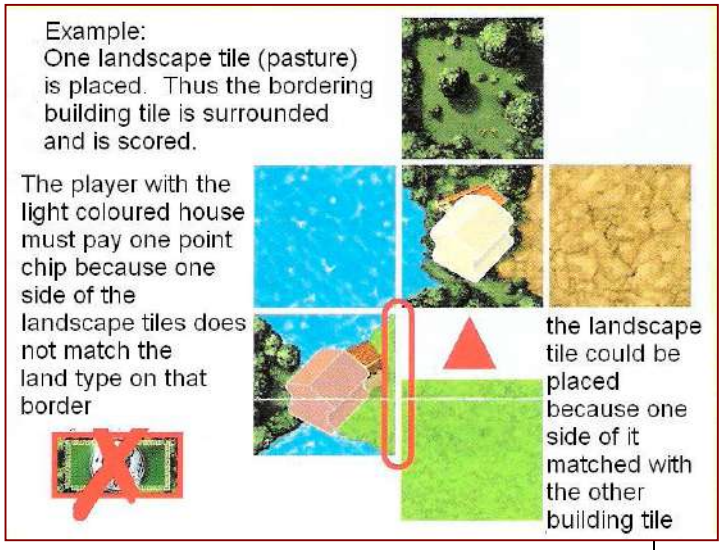
2 Tiles Are Placed

In their turn, each player **chooses 2 tiles** from the public supply and places them in **any order** according to the **placement rules**. Then the public supply is replenished back up to 3 building and 3 landscape tiles.

Placement Rules

- All tiles of the same type are placed at **right angles** to each other (cannot be placed adjacent; only corners will touch as in the starting placement). The tiles will form a **chessboard pattern** with **alternating** building and landscape tiles.
- A **building tile** can only have **landscape tiles touching** any of its four sides, and vice versa for landscape tiles.
- A **building tile** can be **rotated** (so roofs can be in different directions).
- A tile must be placed so that at least **one side** of it touches a tile that is already placed on the table. At least **one side** of the new tile must be placed adjacent to a **matching land type.**
- When a player places a **building tile**, the player must **put one of his houses** on it. If the player has already placed all of his houses, then he must shift one of his houses from a previously placed tile to the newly placed tile.

When a tile is placed so that the building tile is completely surrounded on all sides, then the building tile is now scored. Then the other player takes their turn.



Scoring

- If the building tile is surrounded by landscape tiles with matching land types on **all of its 4 sides**, then the owner of the house on the building tile gets **1 point chip**.
- If there is one side where the adjacent landscape tile does not match in land type, then the house owner loses 1 point chip.
- If there are two sides where the adjacent landscape tiles do not match in land type, then the house owner loses 2 point chips.
- If there are three sides where the adjacent landscape tiles do not match in land type, then the house owner loses 3 point chips.

In the three above cases where the house owner stands to lose point chips, the owner **can remove the house** and put it back in his supply. Then he **pays 1 point chip less** than he would have.

Early Game End

If a player cannot pay the required point chips, the game **ends early** and the **other player wins.**

Last Round and Game End

When the public supply (3 building tiles and 3 landscape tiles) can no longer be completely replenished, then the Reserve is used. **The last round begins**. If this happens at the end of a round, then both players have a complete turn. If this happens half-way through a round (ie: after the first player's turn), then the other player has their turn and then **play ends.**
Note: this is to ensure that both players have the same amount of turns.

Final Scoring

Next all building tiles (including those with houses on) with **only one or two landscape tiles adjacent** to them, are **removed**.

Then each player gets points for their **longest continuous group** of diagonally adjacent houses. Each house in the group earns 1 point.

The player with the most points wins. In a tie the player with the **most houses** placed wins. If there is a tie in houses, then the game ends undecided.

Want Revenge? We offer these alternatives:

Assign victory points for each win.

- 2 points for a victory from an early game ending
- 1 point for victory by other means.

Each game is started by a different player.
Whoever gets 2 victory points is the final winner.