Bauhaus (2013) Game Rules

Translated from Spanish by BoardGameGeek.com forum participants

Setup:

- Each player chooses a colour and receives 8 tokens of that colour, face up (i.e. with the Circle, Square, Triangle or X face up).
- At the beginning of the game, each player must place one of his tokens clockwise on any one tile of the board.
- Take out the action cards and put 4 of them face up in the "supply" pile. No player will keep cards in their hands during play – action cards are always either in the supply pile or drawn and then immediately used and discarded.
- For a 2 player game, 12 of the action cards need to be left out.

Gameplay:

- Each turn the player must draw and use an action card from the supply

  Card types are as follows:

  - Place a token from your color in any tile (except closed terrains).
  - Move any token from any color to any tile. Tokens face down (with the hole token coloured) can't be moved because they are in a closed terrain.
  - Place walls following the picture of the card (be exact, look at it carefully).
  - Change the position of any of two tokens.
  - Take two walls from the supply and put them anywhere.
  - Steal a wall from anywhere (except closed terrains) and place it anywhere.

- **<u>There are two kinds of closed terrain:</u>**

  - **Closed terrain with tokens of different colour.** This terrain is **not closed** for scoring purposes, and won't give anyone victory points at the end of the game. Also note that you can place new tokens and new walls inside it, and move tokens outside it, but **you can't steal walls from this terrain.**

  - **Terrain with tokens all of the same colour**: A closed terrain with tokens of the same color (one, two, three...) **will give points at the end of the game**. When a player closes a terrain with tokens of all the same color, this tokens face down and then **this terrain will give points at the end of the game**. Note that this terrain can't be modified (you can't add or move tokens, you can't touch any of the walls...etc).

    <u>The points for this type or terrain are calculated thus:</u>

    Number of tokens **x** Number of tiles within the terrain.

  - **Important Note: Terrain without any tokens can <u>not</u> be closed.**

Game Ending and Scoring:

- The game ends when the last card is used or when no player can legally play any of the 4 cards from the supply.
- The winner is the player with the most victory points *(Number of tokens x Number of tiles within a Terrain that has been closed with tokens all of the same color).*

Expanded Rules With Special Powers:

Every player must display his player card face up and showing it's color so everyone can know his special power. This power can be used ONLY ONCE during the game - after using the power, the player shall turn his player card **face down** to notify that his power has been used. **This action can be executed at any time** (on your or anyone else's turn).

The rule book tells you to shout "Bauhaus!" in order to activate your power! When you activate your power, time “freezes". If a player has just finished an action when you activate your power, that action is considered complete and can't be undone. Once the power takes effect and any actions are resolved per the rules below, the game will resume as normal.

Definitions of Special Powers...

The Blue Circle Card >> Mind Control
Once another player has picked up an action card (out of the four possible) you can activate you power to “steal that card” and play that card in his place. The targeted player loses his turn and can not select another card.

The Yellow Triangle Card >> Shared Control
You can activate you power in order to turn (conquer) ALL tokens belonging to different players within one specific closed terrain. Doing so, at the end of the game, all the players with tokens inside this closed terrain gain Victory Points for them (instead of none of them).

The Red Square Card>> Forced control
With this power you can pick one of the tokens in the board that are not inside closed terrain, whether yours or from another player, and turn it as if it had conquered a terrain. This token can not be affected by action cards for the rest of game (it can't be moved from that spot), but will only score if it is surrounded by walls at the end of the game.

The Black X Card >> Mimetic Control
You can activate your power to “borrow” any one of the other three special powers (Mind, Shared or Forced Control) **if it has been already not activated at that point in the game.**
Important note: The player from which you borrowed the power can still use it later for themselves.

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