Matthias Cramer

Kraftwagen

A Game for 2-4 Players by Matthias Cramer

Rules

BLACKFIRE
ENTERTAINMENT

Gameboard labels: Research, Spaces for Price Markers, Action Track, Market, Arbeiter / Worker, Grand Prix / Grand Prix, Käufer / Buyer, Motor / Engine, Karosserie / Car Body, Forschung / Research, Spaces for Active Buyers (1 - 4), Grand-Prix Track, Pit Lane, Buyer Track, Spaces for Award Tiles

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1.0 INTRODUCTION

In Germany in 1888, Bertha Benz, wife of auto pioneer Carl Benz, undertook the first cross-country drive in an automobile. While making the trek from Mannheim to Pforzheim, her car ran out of fuel in Wiesloch. Mrs. Benz stopped into the city drugstore to obtain the appropriate chemicals to make more fuel, effectively creating the world´s first gas station.

Very rapidly, the automobile ("Kraftwagen") became a common means of transportation. The first Grand-Prix races at the Nürburgring and the AVUS were conducted around that time too.

By the year 1928, Germany possessed a dense road network where combustion engines had triumphed over electric or steam engines and where cars were produced via assembly lines. Manufacturers began producing more affordable vehicles for the broader population.

Kraftwagen transfers the players as owners of start-up companies into the time when cars came to maturity in Germany and Europe.

2.0 GAME COMPONENTS

Each *Kraftwagen* copy contains:
- 1 gameboard
- 4 player mats
- 41 car body tiles
- 39 engine tiles
- 8 buyer tiles
- 50 research cards (9 engineers, 9 instant actions, 32 developments)
- 9 engineer markers
- 56 price markers (8 each in orange, purple and blue for the 3 game turns, plus 32 white markers)
- 10 action tiles
- 56 "workers" (14 each in the four player colors)
- 4 cars (1 each in the four player colors)
- 1 marker token (black)
- 4 start tiles
- 10 award tiles

2.1 Gameboard

The gameboard is divided into several different areas.The action track is the central element – here the players determine the action(s) of their player turn and the play order. Each game turn, the players conduct a car race on the Grand-Prix track.

The players offer cars they have produced onto the market. The market can absorb a total of six cars. The market can absorb a total of six cars each turn.

The buyer track determines a possible end of the action phase and the start of scoring.

Each game turn, the players choose buyers for the cars offered on the market.

They receive developments via research for better and more modern car bodies and engines plus instant advantages and famous engineers.

Finally, award tiles may be won by the players upon accomplishing various goals.

2.2 Player Mats
The play mat of each player contains three *workshops*. In each workshop there may be only one engine *or* one car body.

The Grand-Prix car space is in the top left part of the mat. Here, one engine "1" is depicted that is part of the Grand-Prix car. The Grand Prix car is only used for the Grand-Prix race.

In the *canteen*, each player places his available workers that will be used for research and for selling cars.

Grand-Prix Car

Canteen

Three Workshops
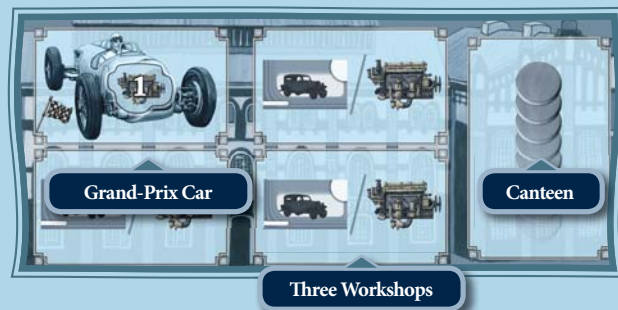
2.3 Car Body Tiles
The car bodies have values of 1 to 7. The higher the value, the bigger, more beautiful or more modern the car body is. The players may take car bodies of a higher value only when they have completed enough research.

Car Body Value

Daimler vis-à-vis

Bugatti 41

2.4 Engine Tiles
The engines also have values between 1 and 7. The higher the value, the better the performance of the engine. Similar to car bodies, the players may take engines of a higher value only when they have completed enough research.

Engine Values
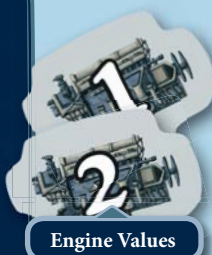
2.5 Action Tiles
The action tiles depict one to threethree actions that are performed by the players after they have chosen a tile on the action track.

2.6 Buyer Tiles
The *Kraftwagen*-buyers have four different preferences: car body (look of the car), engine (performance), prestige, and price.

Car Body **Engine** **Prestige** **Price**

2.7 Start Tiles
At the start of the game each player chooses a start tile. Each tile has slightly different start capabilities. The flipside of the tiles depict identical developments (one development point each for car body and engine).

Flipside

2.8 Research Cards
The research cards represent the *development* of "better" and more modern car bodies and engines, *instant* cards for one-time advantages and famous *engineers* who help the players in various ways.

Engine Development **Car body Development** **Instant Card** **Engineer**

2.9 Engineer Markers
Most of the *engineer* research cards have markers for their special abilities. If a player chooses one of these research cards, he receives the respective engineer marker(s).

2.10 Price Markers
The colored price markers are picked by the players to determine the price of a car placed on the market. The white price markers are given to the players for taking certain actions and for accomplishments in the Grand-Prix races.

The players hide all their price markers by inverting them.

2.11 Workers and Cars
Each player uses his workers for several of the actions and to record information. The cars are used in the Grand-Prix races.
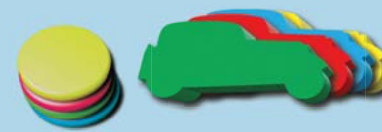
2.12 Award Tiles
During the game, the players earn award tiles immediately after achieving certain goals.

2.13 Marker Token
The marker token is used on the buyer track and marks a possible end of the action phase.

3.0 AIM OF THE GAME
In *Kraftwagen*, players advance the state of automobile development and production by playing as start-up companies. They must research new technologies and build improved chassis and engines. Early Grand Prix races provide the young companies with prestige and money, but the players must maintain a key balance of fulfilling the demand preferences of buyers at the lowest possible price.

The player who has the most money after three game turns is the winner and will be mentioned in the same breath as Daimler, Benz, and Opel.

4.0 GAME PREPARATIONS
One player puts the gameboard on the table. The action tiles are placed face-up on consecutive spaces of the action track (one tile per space). First, all tiles with *one* action are placed, then all tiles with *two* actions, and finally the tile with *three* actions is placed. The order of tiles within a category is randomized.

All research cards are shuffled and placed face-down on the upper space in the research area of the board. The top two cards are drawn and placed face-up in the two spaces below the research card deck.

The eight buyer tiles are sorted by preference and placed face-up on their respective spaces on the gameboard. The marker token is put on space "S" of the buyer track.

The award tiles are put on their spaces (see the illustrations) on the gameboard.
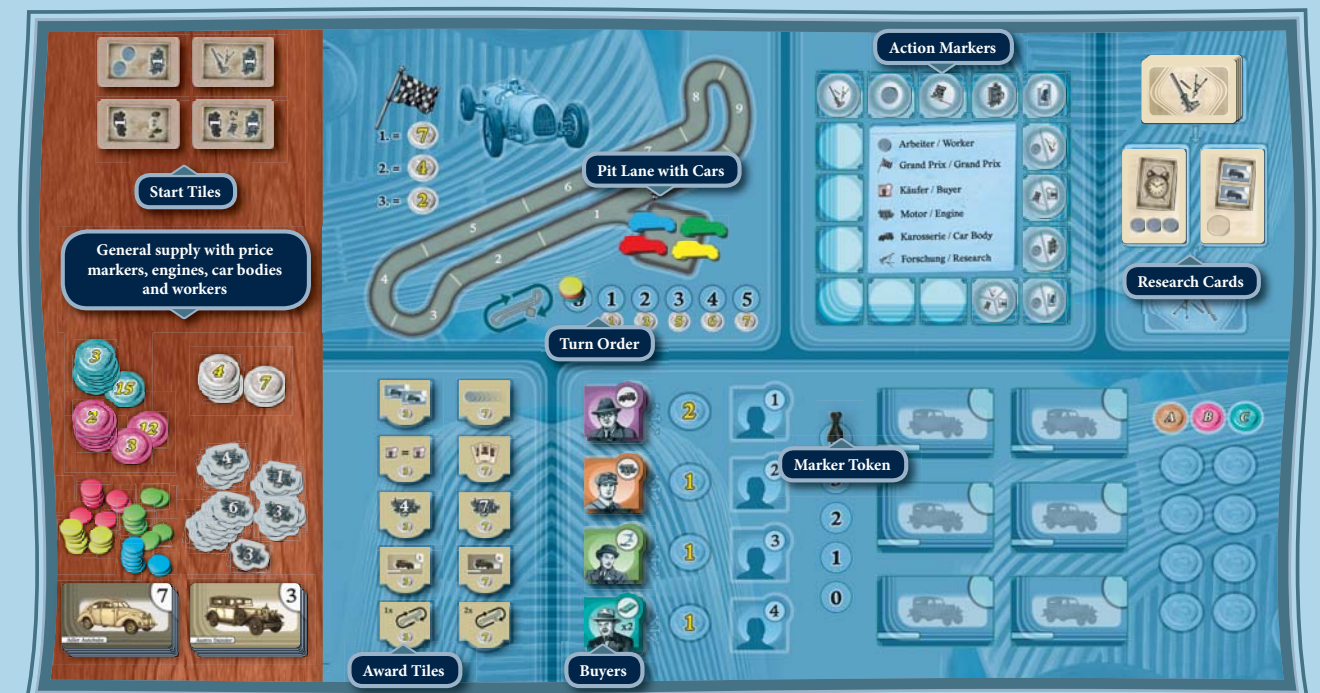
One player sorts and stockpiles the following components next to the game board, forming the supply:

• price markers according to color;
• car body and engine tiles according to value;
• nine engineer markers;
• 14 workers of each player.

The four start tiles are placed next to the board.

Each player takes a player mat and four workers of one color from the supply. The workers are placed in the canteen on his mat. *The Grand Prix car has an engine value of "1" at the start of the game.*

The cars are put in the pit lane of the race track; each player takes another worker from the supply and puts it as a marker on the "0 turns" space next to it.

Action Markers

Start Tiles

Pit Lane with Cars

General supply with price markers, engines, car bodies and workers

Arbeiter / Worker
Grand Prix / Grand Prix
Käufer / Buyer
Motor / Engine
Karosserie / Car Body
Forschung / Research

Research Cards

Turn Order

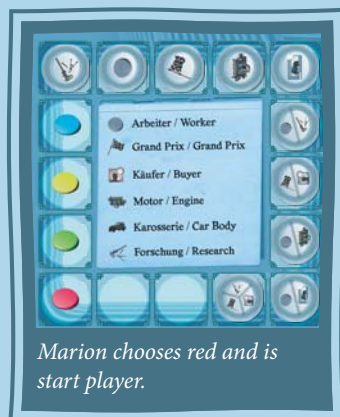**Marker Token**

Award Tiles

Buyers

Now the starting positions of the players on the action track are determined. One worker of each player is taken from the supply and placed, in random order, in the spaces directly *behind the last* action marker. The start player is the player whose worker is *farthest away* from the *last* action marker.
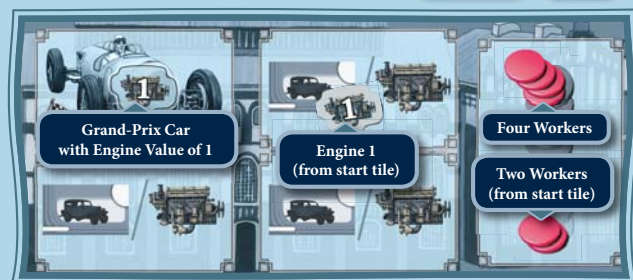
In reverse order, beginning with the player whose worker is directly in front of the last action marker, each player takes one of the four start tiles and *immediately* conducts the listed actions. These are **identical to actions during the game** and are explained in the *action phase* in detail below.

Afterwards, each player flips his chosen start tile so the development side is up – each player starts with one car body and one engine research point.

Marion chooses red and is start player.

Example: Marion receives the last start tile as start player. She begins the game with two additional workers in the canteen and an engine of value "1" in one of her workshops.

Chosen Start Tile

Grand-Prix Car with Engine Value of 1
Engine 1 (from start tile)
Four Workers
Two Workers (from start tile)

In a 3-player-game the components of the fourth player (player mat, car, 14 workers, and the surplus start tile) are put back into the game box.

Note: In a 2-player *Kraftwagen* game the rules are slightly modified, see 8.0.

5.0 SEQUENCE OF PLAY

Kraftwagen is played in three game turns. One turn consists of three phases:

1. Preparation
2. Action Phase
3. Scoring

In each game turn one set of (colored) price markers is used. In this way it is easy to determine which turn it is.

5.1 Preparation
At the start of the game turn the respective colored price markers are placed on their spaces on the market.

Turn 1: orange price markers (values 1, 2, 3, 5, 6, 8, 9, 10)
Turn 2: purple price markers (values 2, 3, 5, 6, 8, 9, 11, 12)
Turn 3: blue price markers (values 3, 4, 6, 8, 10, 12, 14, 15)

The four spaces next to the four buyer stacks receive a white price marker of value "1" (preferences engine, prestige, price) and

a white price marker of value "2" (preference car body). Even if there are still one or two price markers from earlier turns, another corresponding marker is added.

In the first game turn the orange price markers are used.
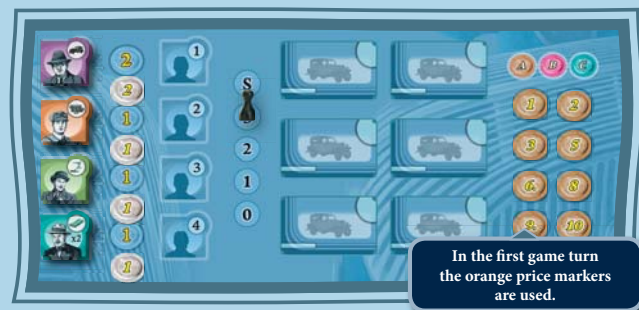
5.2 Action Phase
In this phase the players conduct their player turns. The action phase ends when a total of six automobiles have been placed on the market *or* the marker token on the buyer track has reached space 0.

Note: In contrast to most other games, *Kraftwagen* is *not* played with a fixed turn order. The player, whose worker is *last* (furthest away from the row of action tiles) conducts his player turn (in the beginning this is the start player). Depending on which tile is chosen the players may have a different number of turns during a game. Moreover, it is possible that a player performs several turns in a row if still last in the row.

There is a continuous chain on the action track – consisting of the workers of the players and the 10 action tiles. The front and end of the chain are determined by a gap. The chain always stays together and is never split. If there should be an action tile at the end of the chain after a player´s turn, this tile is immediately placed at the front of the chain (if necessary, this is done several times till a worker again is at the end of the chain).

A player turn consists of two phases which must be conducted in this order:

I. Take an action tile and conduct the action(s) *(mandatory)*
**II.** Place an automobile on the market *(optional)*

I. Take an Action Tile and Conduct the Action(s)
The player may choose any action tile in the chain. He moves his worker clockwise to the position of the chosen action tile and then moves the tile to the start of the chain. In this way, the gap between the front and end of the chain advances by one space in a clockwise direction.

Each action tile contains one, two, or three actions. If possible, the player must conduct all actions on the chosen tile. He may choose the order in which to perform the actions, however, he may only start a new action once he has completed the former one.

Example: Marion is the last one in the chain, therefore it is her turn. She chooses the Grand-Prix tile in front of here, moves her worker to its space, and conducts the Grand Prix action. Afterwards she moves the tile to the front of the chain. Marion is still last in the chain, so she takes another player turn. Marion takes the Grand-Prix + Buyer tile

At the end of the actions of both of her turns Marion may move one car each to the market (two total in this example); see the picture.
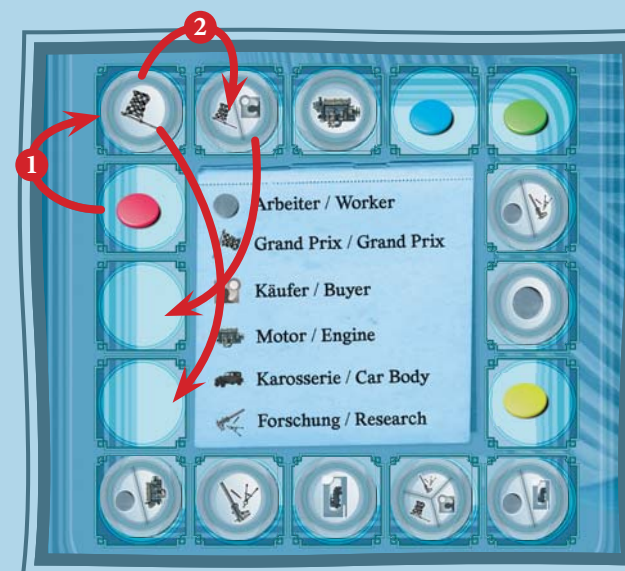
Actions in Detail:

Hire Workers
The player takes one of his workers from the supply and puts it into his canteen. If he already has employed all of his workers, the action is forfeited.

Research
The player takes one of the two face-up research cards. The other card is placed on the discard pile; then two new research cards are drawn and placed face-up on their spots.

Note: If the draw deck is "empty" a player shuffles the discard pile to form a new draw deck.

There are three kinds of research cards: instant actions, engineers and developments.

Car Body
The player takes a car body tile according to the number of research points he has in this category and places it into an empty workshop. If there are already car bodies or engines in all three of his workshops then he must remove an old car body or engine to the supply to make room.

Engine
The player takes an engine tile according to the number of research points he has in this category. Now he may:

• Put the engine in an empty **workshop**. If there are already car bodies or engines in all of his three workshops, he has to remove an old car body or engine to the supply.

• Put the engine into his **Grand-Prix car,** placing the old engine back into the supply. *The higher value engine is simply placed on top of the engine 1 that is printed on the mat. In this way, the car moves faster on the race track.*

Note: The player may never use this engine to move a car to the market.

Buyer
The player takes one of the available buyers and moves it to *the lowest numbered empty space of the active buyers* (numbered 1 to 4). The player takes all price markers (if there are any left) next to the buyer that the player selected.

Example: Marion places a buyer with the "car body" preference on space 2 of the active buyers. She receives the "2" price marker because she was the first to pick a buyer with that preference.

If all four active buyers have already been placed, the player instead moves the marker token on the buyer track down one space. If space 0 is reached in this way, there is a scoring after this player turn, see 5.3. The player conducting the buyer action may not forego moving the marker token down.

Example: Four active buyers have already been chosen. Therefore Marion now has to move the marker token one space down to "3" with her buyer action.
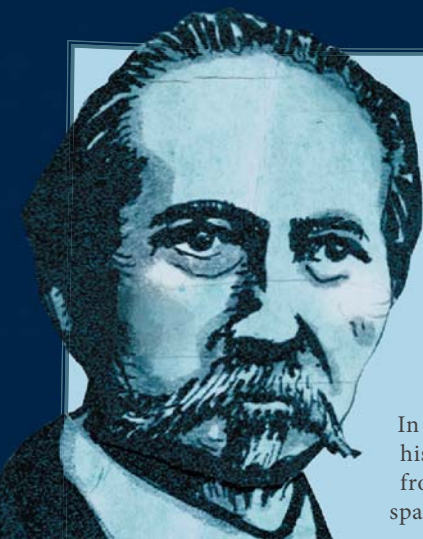
Grand-Prix
With their race cars, the players drive one race per game turn. One "worker" of each player counts the laps. A lap begins at space 1 behind the finish line and ends when it is crossed.
The value of the engine of the players´ Grand-Prix car is the most important factor in a race. Grand-Prix cars do not need a car body or "worker" to operate.

Each *Grand Prix* action allows the player to advance his car as many spaces as the value shown on the engine.

Important: Spaces occupied by cars of the other players are **skipped** and are **not counted**.

In a game turn, a player starts his first Grand-Prix action from the pit lane and moves to space 1 with his first movement step. Each time a player´s car

crosses the finish line, the player advances his "worker" one space on the round tracker.

Example: Marion´s car begins the race and moves two steps thanks to its engine "2." The blue car started earlier and occupies space 2. Therefore Marion´s red car is allowed to skip that space and move to space 3.

II. Moving a Kraftwagen (Car) to the Market
A player *may* move a car to the market at the end of each of his player turns. To do so he needs:

• A car body from one of his three workshops;
• An engine from one of his three workshops;
• At least one worker from his canteen (acting as service team);
• One of the colored price markers that are next to the market. The selected price marker determines the price of the car.

A player may freely choose which car body, which engine, which of the available price markers and how many workers from his canteen he takes.

The player places all these elements as his "Kraftwagen" together on an empty space on the market. The values and the number of workers should be easily visible to all players.

In addition, the player may place one engineer marker on the Kraftwagen if he has a suitable engineer.

Once placed, a car on the market may never be changed. **Only exception**: The capability of engineer *Diesel*.

If a player places the sixth car on the market, the action phase ends after that player's turn and the scoring begins.

RESEARCH

Developments

Via **developments**, the players receive research points in the car body and engine categories. Some of the research cards earn the player two research points (the card contains two car bodies, two engines, or one car body and one engine), others immediately earn the player a car body or engine from the supply (identical to the respective action; please take a look at the icons at the bottom of the card). The number of research points a player has, determines which car bodies and engines a player may take with the *car body* and *engine* actions. At the start of the game each player has one research point in both categories thanks to the start tile.

The player *has to* activate a development if possible. To do so, he places a worker from the canteen onto the research card. If the player does not have a worker in his canteen, the card is inactive and does not count. If the player takes another worker from supply, he must immediately use him to activate the inactive development.

Note: The start tile is active without a worker – the player does not place a worker here.

Example: Marion already owns two active developments. She has three research points in the car body category and two development points in the engine category. Therefore, when conducting the corresponding action, Marion may take a "3" car body and a "2" engine from the supply.

**Start Tile and 2 Developments activated by workers**

Instant actions
are conducted immediately. Afterwards, the card is put on the discard pile. These actions are possible:

Hire three workers
The player takes up to three of his workers from the supply and places them in his canteen. If he has already taken all workers from the supply, this action is forfeited.
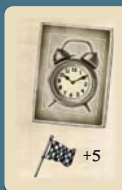
Grand Prix
The player immediately advances his car on the race track by five spaces (the standard "racing rules" are in effect; see below).

+5
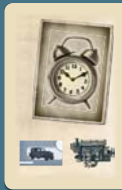
One car body & one engine
The player immediately receives one car body and one engine according to his research points in these categories.

If the research card allows taking a car body and/or engine, the player may include new research points immediately, if active.

Special Start Tiles

Grand-Prix – 2 spaces
(start tiles only)
The player places his car directly from the pit lane to space 2 of the Grand-Prix track. *This action is only on one of the start tiles.*

Grand-Prix car – Engine 2
(start tiles only)
The player takes an "engine 2" from supply and places it on top of the "engine 1." *This action is only on one of the start tiles.* **Important**: *The player is still considered to have only one research point in the engine category.*

Engineers

Each engineer has a special bonus. The player puts the engineer card in front of him and keeps it until the end of the game. Several engineers also come with one or two engineer markers, see below.
Note: A player may only use one engineer bonus in each of the two phases of his player turn and at the start of the scoring.

Adam Opel: Each time the player sells a car to a buyer with the "price" preference, he receives the threefold (and not twofold) price. He takes price markers from the supply accordingly.

x2
x3

August Horch: The player takes two engineer markers – "+1 engine" and "+2 engine." When he moves a car to the market, he may only use one marker to increase the engine value during the next scoring. **Note**: It is possible to increase the value to more than 7 in this way.
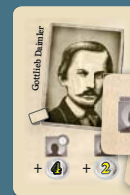
+1
+2

Carl Benz: The player receives the engineer marker "5th buyer." Once, *at the start of scoring*, he may discard this marker and introduce another (fifth) buyer. He places this buyer below the already active buyers. **Note**: *Benz* may earn the player the award tile *Buyer*, see 6.0.

5.

Ettore Bugatti: If the player installs a new engine in his Grand-Prix car, he immediately moves his car on the race track afterwards. **Note**: The newly installed engine must be of a higher value than the previous engine on the Grand-Prix car. In addition, the player always has to take and install the best possible engine according to his research points.

Ferdinand Porsche: : If the player chooses the *Grand Prix* action, he advances his car on the race track by one additional space. **Note**: This is also true for the instant action of a research card and the bonus by *Ettore Bugatti*. This means that the player advances in this case, with the help of *Porsche*, one additional space.

+1

Gottlieb Daimler: The player receives the two engineer markers "+2 buyer" and "+4 buyer." He may use a single marker once on his player turn and place it on any active buyer. A single buyer, however, may only get *one* Daimler-marker, not both. This buyer increases the points for the sold car by +2 or +4.
Note: If this buyer is a buyer with the "price" preference, the bonus is *not* doubled (or tripled with Opel).

Nikolaus August Otto: The player takes up to two of his workers from the supply and places them in his canteen. Afterwards he immediately conducts another *research* action. If there are no more workers in supply, this part of the action is forfeited.

Rudolf Diesel: The player takes the two engineer markers "change." If he discards one of these markers in his turn, he may change one "category" of one of his cars at the market (either car body, engine, number of workers, or price). **Note**: To do so, he takes a car body, engine or worker(s) from his workshop or canteen. If he would like to change the price, he exchanges the price marker on the car with a colored price marker of the turn still available next to the market.

Wilhelm Maybach: The player receives the two engineer markers "+1 car body" and "+2 car body." He may use one of these markers once when he is moving a car to the market to increase the value of the car body during the next scoring.
Note: It is possible to increase the car body value to more than 7 in this way.
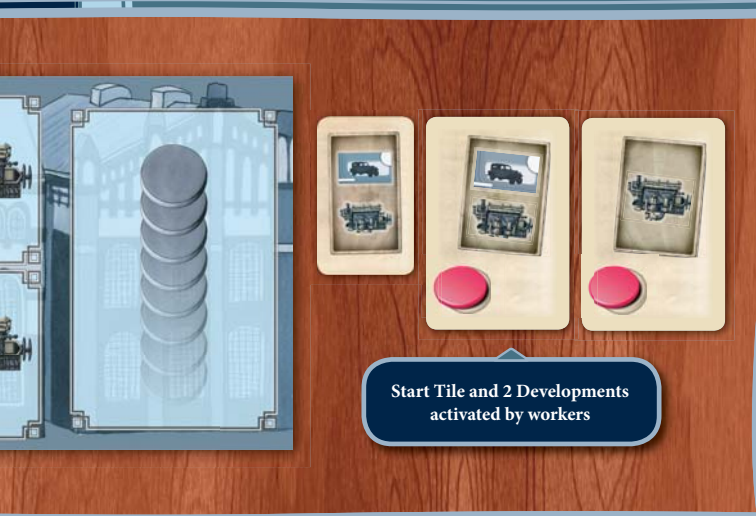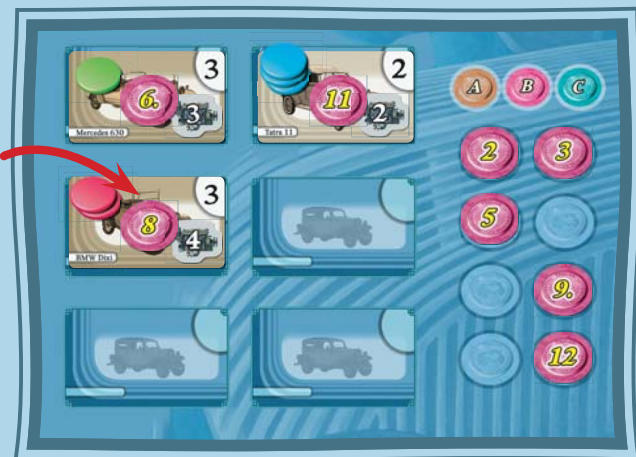
+1
+2

+1
+2

Example: Marion moves the third car to the market. It is a BMW Dixi with a car body of value 3, an engine of value 4, a service team of two workers and a price marker of 8.

5.3 Scoring

The scoring may be initiated in two ways: via the sixth car being placed on the market *or* the marker token reaching space 0 on the buyer track. In both cases, the current player ends his player turn, then all players conduct scoring, consisting of two parts:

I. Scoring of Grand-Prix Race
II. Scoring of Buyers

I. Scoring of Grand-Prix Race
Now the first three places in the Grand-Prix race are determined. The players receive the following white price markers from the supply:

- 1st place: 7 points
- 2nd place: 4 points
- 3rd place: 2 points

In addition, each player may get white price markers for the number of completed laps:

- 1 lap: 1 point
- 2 laps: 3 points
- 3 laps: 5 points
- 4 laps: 6 points
- 5 laps: 7 points (for each additional lap +1 point)

The players take the respective white price markers from the supply next to the game board.

The cars are now placed back into the pit lane as the players will be starting a new race in the following turn.

II. Scoring of Buyers
All active buyers, in the order from 1 to 4 (and potential fifth buyer from engineer *Benz*) purchase one car each. Each buyer has a specific preference.

- **Car Body:** The car whose car body has the highest number is preferred by this buyer.
- **Engine:** The car whose engine has the *highest* number is preferred by this buyer.
- **Prestige:** The car which has the *largest* number of workers (=servicemen) is preferred by this buyer.
- **Price:** The car which is *least expensive* is preferred by this buyer.

If there is a car which has the highest value according to the respective preference, the buyer will buy that car. If there is more than one fitting car, the buyer purchases the car which has the *lowest price* among these.

The decision of a buyer therefore is done in two steps:

1st   preference
2nd   price

A buyer with the *price* preference only decides via the price.

If a car has been sold, the owner takes its colored price marker and places it face-down in front of him. If a car has been sold to a buyer with *price* preference, the owner additionally takes a white price marker of the same value as the colored price marker on the car from supply and places it face-down in front of him.

Example: The active buyers now purchase cars. The first buyer purchases the blue Tatra 11 because it has the largest prestige thanks to three workers. The blue player takes the price marker "11" and places it face-down in front of him. The second buyer chooses the green Mercedes 630. Marion's BMW Dixi also has a car body of the same value "3," however the Mercedes price can't be beat, so the green player takes the price marker "6" and places it face-down in front of him. Marion sells her BMW Dixi to the third buyer with engine preference and takes the price marker "8" and places it face-down in front of her.

After all active buyers have purchased a car, all cars are removed from the market no matter if they have been sold or not. Car bodies, engines, and workers are returned to the supply next to the gameboard. Any used engineer markers are out of the game and are returned to the game box.

Colored price markers that have not been taken are removed and put into the supply of white markers. They may be used in future turns in lieu of white markers. All active buyers are returned to their stacks.

Now the second or third game turn is prepared.

6.0 AWARD POINTS

During the game, the players may receive various award tiles. To get an award tile, a player has to fulfill its requirement *first*. Afterwards, the player receives the respective marker and places it face-down in front of him.

The following award tiles are included in the game:

   Grand-Prix Race: If the player is the first to *complete* one or two laps on the racetrack, he gets the corresponding markers worth 3 or 7 points.

   Buyer
If the player is the first to choose the second buyer of *one* category/preference and places him in the row of active buyers, he gets the tile worth 3 points.

Note: This may be triggered by engineer *Benz*.

Example: There is already one buyer with the engine preference in the row of active buyers. Marion now chooses the second buyer with this preference and receives the award tile.

   Market
The first player placing his *second* car on the market receives this tile worth 3 points.

   Car Body
When the first player places a "3" or "6" car body into his workshop, he receives the tile worth 3 or 7 points, respectively. The player also receives the tile if he immediately builds a car body of higher value than required. In the very rare case that a player immediately places a "6" car body into his workshop, he receives both tiles.

Note: An upgrading by an engineer marker does not count here.

   Engine
When the first player places a "4" or "7" engine into his workshop, he receives the tile worth 3 or 7 points, respectively. The player also receives the tile if he immediately builds an engine of higher value than required. In the very rare case that a player immediately places a "7" engine into his workshop, he receives both tiles.

Note: An upgrading by an engineer marker does not count here.

   Worker
If a player has all his workers in play (i.e., there are none of his worker in supply), he receives the tile worth 7 points.

   Engineers
If a player "owns" three engineers he receives this tile worth 7 points.

7.0 END OF THE GAME

The game ends after the third game turn. The players add up their points received by price markers and award tiles. The player with the most points is the winner and thereby becomes an important car pioneer!

8.0 TWO-PLAYER-RULES

When playing with two players, all rules above are in effect with the following exceptions:

- The marker token on the buyer track starts at space 2 each turn;
- Two start tiles are chosen randomly. The players select their start tile from them.
- The market is limited to four cars (i.e., scoring starts after the fourth car has been placed) each turn;
- Only three buyers may be chosen (the fourth active buyer space is ignored) each turn;
- The two cars of the colors not in play are placed on space 3 and 6 of the Grand-Prix track. They will never move, however, they do "count" during the Grand-Prix scoring. If the two player cars are first and third, the players receive 7 and 2 points each turn.

Two-player-rules