

Yarloop.

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Yarloop is a small town, set in the foot hills of the Western Australian Darling Range. Founded by the Millar brothers in the 1890s, it owes its existence to the 1000s of hectares of eucalypt forest east of the town. Jarrah, a hard, rich red timber was being exported to London in blocks for streets paving and railway sleepers. By the 1930s, the tramways (a light railway) owned by the Millar's company was the biggest privately owned railway network in the world.

Yarloop is an abstracted tile laying game where players score points by harvesting timber, hauling it along tramways to the mill and then cutting it up for export.

Components;

5 meeples (one in each player colour).

15 double sided game tiles (coaster size)

Some scoring tokens.

Setting up;

Shuffle the tiles and make a draw stack. The start player will be the last person to cut some wood.

General run of play;

On a player's turn, a player places a tile in the play area. Then the player decides if they'd like to move their meeple on to **that tile only**. **All players** then check for any scoring.

If there are tiles in the draw stack, the tile placed must be the top tile. If there are no tiles left in the draw stack, the player must pick up a tile that has already been laid.

A tile may only be picked up from the play area if it;

- * is not bounded by more than two other tiles.

- * does not break the play area into multiple sections. The play area can only ever be one group of tiles.

- * does not have a meeple in it.

The player always flips the tile over so the side that was face down in the draw stack, is face up in the play area.

When a tile is placed, it must be placed next to the side of another tile(s) so the features of **every** tile it is next too match (forest coup to forest coup, tram way to tram way). A tile may not be placed in the space the previous player left vacant (use a token to show the place the previous tile was drawn from). A tile **may not** be placed such that its corner is the only part of it touching the play area. A tile may not be played If there are no legal tiles to pick up, the game ends immediately.

After playing a tile. The player whose turn it is **may** move their meeple. The meeple is **always** moved to **the tile the player just placed**. The meeple is always placed on one of the features on that tile (tram way, forest coup, sawmill). A forest or track feature may span multiple tiles. If another player's meeple is on another tile that is part (connected to) of that feature, the player whose turn it is may not place their meeple on that part (tramway, forest coup, sawmill) of the tile. It is possible for two separate features to be joined by tile placement. This is the only way in which two meeples may be on the same feature (note they will be on separate tiles). Note that the Junction tramway tiles, separates track sections for meeple placement (but not scoring).

The player whose turn it is then checks for scoring.

- * If the player whose turn it is removed their meeple from a saw mill? They score 3 points for the mill and 3 points for every forest that mill is connected to by tram way.

- * If the tile just placed connects a tram way from a saw mill to a forest. Any player with a meeple on that tram way will score 1 point for every tile in that tram way (including the forest and mill tile).

* If the tile just placed has created a forest coup with no open sides? Any player with a meeple in that forest coup scores 2 points for every tile in that forest coup. In addition to this, each player with a meeple on a tram way that is connected to that forest scores one point per tile in that tramway.

Winning the Game;

Play now continues clockwise until someone has earned more than 42 pts or until it is not possible to pick up a tile from the play area. In either case, the highest score wins.

Play example

Yellow has just played the highlighted tile and place their meeple in the forest on that tile. This completes that little forest and scores yellow 4 pts (2pts per tile). This also connects the forest to the saw mill, so Red gets 5 points (1pt for each tram way tile including the mill and the forest tile).

Note that if the saw mill was connected to the forest at the beginning of the turn (which it was not) and Yellow had removed their meeple from the saw mill after placing the tile. Yellow would have scored 3 additional points when they took their meeple from the saw mill.

