

# Bridge Troll

## FREQUENTLY ASKED QUESTIONS (update 10/3/2009)

Responses by Alf Seegert ... feel free to email me with questions and comments:  
alfseegert AT gmail DOT com (please put BRIDGE TROLL in the subject header)

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### BOULDERS

*Q: If I close my bridge and the supply of boulders runs out, the rules say that I should collect boulders from the player who has the most boulders in his or her supply. Do I collect boulders one-at-a-time and check for the remaining player with the most boulders after each one I take? Or do I take them all from the same player?*

A: You take them all from the same player. Trolls are not exactly polite about this sort of thing. **See Rule Variants, below, for a way to play that involves less boulder-snatching.**

*Q: If I am CLOSED and the supply of boulders runs out, I am supposed to collect boulders from the player with the most boulders in his or her supply. What if after collecting these boulders \*I\* become the player with the most boulders? Can the next player then take boulders from me?*

A: No. When CLOSED players collect boulders, they should keep collected boulders separate from their supplies until after ALL players have collected. Do not count the boulders you just collected as part of your supply until all players are finished collecting. (It might be convenient to temporarily put these boulders on top of your bridge to keep them separate from your supply.) **See Rule Variants, below, for a way to play that involves less boulder-snatching.**

### TRAVELERS

*Q: If the general boulder supply is empty, can I still use the Stonemason to collect boulders?*

A: Yes. Take them from the player with the most boulders, following exactly the same procedure that you would if CLOSED.

*Q: If I use the Stonemason card, can I choose any combination of boulder colors from the supply (or, if it is empty, from another player)?*

A: Yes.

*Q: If a Knight, Bandit, Dragon, or Billy Goat attempts to harm me, can I immediately use the Stonemason to quarry three boulders which I can then use to defend myself?*

A: Yes. He's a fast worker.

*Q: What happens if more than one player wants to play a Special Traveler at the same time (for example, the Stonemason)?*

A: In such cases, resolve player actions clockwise, starting with the active player (the one with the die).

*Q: If a Knight attempts to rescue one of my Royal cards, can I play a Royal Messenger from my hand to immediately move this Royal card out of harm's way and over to "Tolls Collected"?*

A: Yes!

*Q: If everybody closes their bridges, then the rules say to discard the current set of Traveler Cards. What should we do with any Billy Goat cards in this company?*

A: Shuffle them back into the deck.

**RULE REMINDERS** (these are rules specified in the manual but sometimes forgotten)

*Q: How do the Upgrade Cards work?*

A: Upgrade Cards are stacked in DESCENDING order from 15 to 1, 15 on top, 1 on the bottom (in 6-player games do not use the 14 and 15). When you are at the Score/Upgrade phase of the turn, you may purchase one of these upgrades for the amount showing (you pay in scoring markers/points). Place it face-down next to your bridge in "Bridge Value." At the end of the game each Upgrade card scores the face value it shows, PLUS one extra point.

*Q: When can I play a Special Traveler card?*

A: Anytime. See above if more than one player wants to play a Special Traveler at the same time.

*Q: The boulder supply is empty a lot. How does it get replenished?*

A: Boulders go back into the supply when a) a player throws boulders at Knights, Dragons, Bandits, and Billy Goats, and b) when CLOSED players trade in boulders for points (at a rate of 2:1, always applied to the lesser-valued side of one's bridge).

*Q: Can I defend myself somehow if a Bandit, Knight, or Dragon tries to take one of my cards?*

A: Yes. Throw a number of boulders equal to the value of the card at risk, as it is currently applied.

*Q: What do I do with defeated Bandits, Knights, Dragons, and Billy Goats?*

A: You discard them to the side.

*Q: Do I discard a Billy Goat card after he damages my bridge?*

A: No. Only discard the Billy Goat if you successfully defeat him. Otherwise, shuffle this card back into the deck.

*Q: What do I do with Special Travelers after I use them?*

A: You put them in your food supply so you can eat them later!

*Q: What do I do with the Traveler Cards that I cash in for points?*

A: You discard them to the side.

*Q: What happens to our boulders after we finish collecting Traveler Cards?*

A: Each player collects one stack of boulders bid by another player, last place first.

*Q: What do players do if everybody closes their bridge?*

A: All players, starting with the active player, collect three boulders from the supply (or collect these from the player with the most boulders if the supply is empty). Then discard the travelers in play, draw the same number again, and re-bid. (Shuffle any Billy Goats back into the deck first.)

*Q: How do I keep the Trophy Tiles organized between turns?*

A: After each player collects boulders from another player, he should place his trophy at the center of the table, face up. Stack trophies on top of each other this way.

*Q: Does the game end when the deck of Traveler Cards runs out?*

A: It depends. If the active player cannot draw the number of cards indicated by the Weather Die, then the game is over. If the active player is able to draw the number indicated (even if it leaves no more cards in the deck), then the game continues.

*Q: Can the Garlic Merchant be used to drive away Billy Goats?*

A: No. In fact, Billy Goats like the smell!

*Q: When the face-down Traveler Card is drawn, can the player drawing it keep it secret?*

A: No—it must be immediately revealed for all to see.

*Q: In a three-player game, is it possible to defeat the biggest Billy Goat? There do not seem to be enough different colors of cubes in play.*

A: In three player games, be sure to add a fourth color of cubes to the supply at setup (this rule is very easy to miss—see "Setting up Bridge Troll" in the manual).

## VERY SPECIAL CASES

*Q: If more than one player ties for the most boulders and is CLOSED and the supply of boulders runs out, do either of these players collect any boulders from other players?*

A: If a player has the most, or even \*ties\* for the most boulders, he takes none from other players. However, the question of "who has the most boulders" doesn't even enter in until the supply is emptied out, so in this case the first CLOSED player (moving clockwise beginning with the start player) would draw from the supply but draw no boulders after that if he depletes it. The next player would take no boulders at all because he would still be tied for the most boulders (the boulders just drawn by the first player would still be kept separate for the moment and not added to that player's supply).

## RULE VARIANTS

- 1) Have all players grunt like trolls every time they reveal their bids!
- 2) For a friendlier five-player game (less boulder-snatching), put all the boulders of the unused color in the general supply at the beginning of the game. (suggested by Jonathan Degann, approved by the author)

## ERRATA

"Brown" should read "purple" in example 6, page 9 of the manual.