



Technological Highschool  
"Gheorghe Șincai" Târgu Mureș

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# ZESTREA / DOWRY

ROMANIAN BOARD GAME



**'Different but together'**

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# INTRODUCTION

Zestrea is a Romanian boardgame about marriage and negotiation in which you have to succeed and get rich at the end of the game.

Game's creators



**Zestrea** contains the following cards and a **die**, and it is played as a tabletop game with most cards on the table at all times:

- **84 villager** cards (42 Lads and 42 Maidens)
- **80 Zestre/Land** cards
- **35 Fate** cards
- **15 Hard Times** cards and **3 Good Times** cards
- **6 Boyar cards** for quick info and a 6-sided **die**

## -CONTENTS-



- You have the role of a **Boyar** (=noble from **Romania**), and as a Boyar you have a **Boyar's Estate**.
- The Boyar's estate contains some **Land** and **Villagers**. You have to control the villager's fate wisely!
- Your villagers have to work on your Land and produce more **Zestre**. Sometimes they can expand their family by making babies and have a wedding!

Zestre = Dowry

## -ROLES AND CARDS- (BOYAR CARD)



Each player begins with a married couple and 3 lands to take care of.

- You have to take 5 random **Hard Times cards** and put on top of them 3 random **Good Times** in order.
- Place the other cards The Fate cards, Villagers and Zestre in the middle next to the Hard Times. They belong to the state.



Zestrea  
setup

## -VILLAGER CARDS-



- Every turn, reveal a card from the **Hard Times** stack, read it out loud and follow the instructions on it.
- Boyars can choose to roll the die for any Couple that has a Land. They produce Zestre and babies.
- Reveal a Fate card from the State pile. The Boyars read and auction it for **Zestre**. The first Boyar who places the highest bid wins.
- There comes the **Wedding and Negotiations** step and the main part of **Zestrea**. Here, Boyars can negotiate, play Fate cards, attempt marriages, in any order they want. When all the Boyars are ready, they go to the Food step.
- All Boyars have to pay for the food! If the Boyar doesn't feed the Villagers they will starve to death!

## -STEPS-

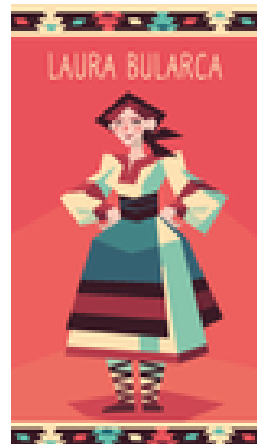
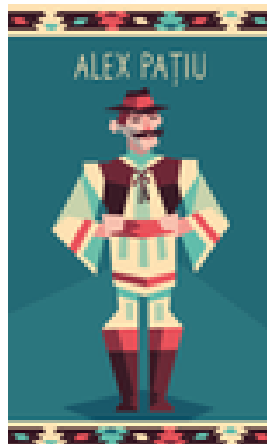


- Each Boyar has the option to roll the die once for every Couple that has a Land under their feet, or skip some Couples if they don't want to roll for them.
- The Couples produce Zestre and babies, according to the Production Table (also found on the Boyar cards).
- In the unlikely event that the State runs out of Zestre, you can flip the Zestre cards and count one Land in hand as 4 Zestre.
- Place babies sideways, because you don't have to feed them for 1 turn and they cannot get married. Newborn babies grow up at the end of a turn, after the Food step. If you have already 7 single Villagers you cannot make any more babies at Production.

## -PRODUCTION-



- Reveal one Fate card, read it out loud, and start bidding. If a Boyar bids one Zestre, any other Boyar can bid 2 or more to take it. The highest bid is paid to the State.
- The buyer can play the card immediately or keep it for later. If nobody wants it, discard it and continue.
- Keep in mind Fate cards can be bought for 2 Zestre, in the Weddings and Negotiations step.





- Boyars can try to marry two villagers of the opposite sex, from different Boyars only. Certain Fate cards allow same-sex marriages.
- Wedding attempts cost 2 **Zestre** per die roll, payable to the State. The Boyars can decide, per attempt, if they pay one **Zestre** each, or one of them pays both Zestre.
- After the **Zestre** is paid to the State, the Boyars roll the die, to see if the **villagers** want to get married. If the die roll is **one** or **two**, the wedding is a **success!**
- The Boyars cannot get their Zestre back after paying it. If the wedding fails, they can pay for another attempt, or give up.

## -WEDDINGS AND NEGOTIATION-



## -WEDDINGS AND NEGOTIATION-

- After a successful wedding, the Maiden always goes to the Lad's Estate to form a Couple. The Boyar who gave away the Maiden draws a Fate card.
- The base wedding chance is **1 or 2**, and it can be increased or decreased by **Fate cards**.
- Wedding chances add up. For example, a **Musician** at the wedding would add (+1), therefore the die roll could be (1, 2, 3) for a successful wedding. With two Musicians, (1, 2, 3, 4) and so on. Cards like the **Evil Eye** (-2) decrease the wedding chances.
- In this step, the Boyars can also buy or play **Fate cards**, buy Land from **the State**, or adopt villagers from the State.
- They may also trade Fate cards with other Boyars, or give and receive gifts of **Zestre** or **Fate** (but not Land or villagers). =)



- **Fate cards** can be revealed to other players or kept secret, and they can be played **once**, anytime, in the **Weddings and Negotiations** step. After playing the Fate cards, discard them in a pile, face-up.
- Timing is important! If you want to play a **Fate card** that affects the chances of a wedding, you must do so before **the Boyars** roll the **die**!
- When the **Fate cards** in the pile run out, the game carries on without them. Discarded Fate cards **must not** be reshuffled.
- You can only have 5 max.

Lands and minimum 1. Lands **cannot** be sold!

Wedding  
attempt=2 Zestre  
Adoption=2 Zestre  
Buy Fate Card=2 Zestre  
Buy Land=4 Zestre

## -WEDDING AND NEGOTIATIONS-



- Each turn ends with Boyars paying for the villagers' food.
- The villagers (or Couples) with Land under their feet are considered fed. Then, the Couples with no Land eat a single unit of food each (one Zestre per Couple, paid to the State), and so does each single villager.
- Babies born in the current turn do not have to eat, instead they grow up (turn their cards upright).
- If the Boyar has no more Zestre and must feed the Maiden. They exchange one Land for one Zestre to pay for the Maiden's food.
- **As a rule, a Boyar cannot lose their last remaining Land.**
- **Therefore, the last Couple of any Boyar can never be lost or separated!**

## -FOOD-



In the final turn, after the last **Hard Time** card was drawn and played, you cannot buy any more Fate cards. You can still play the ones in your hand, or get them from weddings. After the final **Food step**, points are calculated as follows:

- **Count your remaining Zestre.**
- **Flip your Land cards and count them as one Zestre each.**
- **The Boyar with the most Couples gets +5 Zestre when counting the points. If there is a tie for the most Couples, nobody gets the +5 Zestre.**

**The Boyar with the most Zestre wins.  
Congratulations!**

In case of a draw, the Boyar with the most villagers on their domain wins.

## **-FINAL TURN-**



- Now that you won the **Zestrea** I want to thank you for letting us teach you about this game. It is a very cool activity and it is very fun and we recommend it! You can find the game on **Zestrea.net**, the official website and you can find their version in English! The creators of this game are very nice and great people. That is why we want to thank them for letting us use their pictures. They are hugging us virtually and so are we! Thank you also for your patience and, **Erasmus Team**, see you next time!

Source: **Zestrea.net**

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**from IXth-A**



**-CONGRATS!  
YOU WON!!!-**

