



Canal du Midi

*15 years of construction
in a 15-minute game*



éditions du

Cabardès

Game outline

The game takes place in 1667, after an edict signed by Louis XIV launched the construction of a canal to connect the Atlantic Ocean to the Mediterranean Sea. Pierre-Paul Riquet is tasked with coordinating this gigantic building project but he needs your help.

In the shoes of one of his engineers, your mission is to build as many sections of the Canal as you can, using available resources the best way possible. Players compete to measure the manpower necessary for each section and earn recognition from Pierre-Paul Riquet. But sudden reinforcements could change the game!

When the Canal du Midi is finished, the player with the most “recognition points” for the sections they helped build has won the game.

Components

- 36 “worker” cards in four different colours: 9 per colour
- 9 “work site” cards depicting the sections of the Canal du Midi
- 28 pawns in four different colours: 7 per colour
- 12 “Riquet” coins



36 “worker” cards



9 “work site” cards



28 pawns

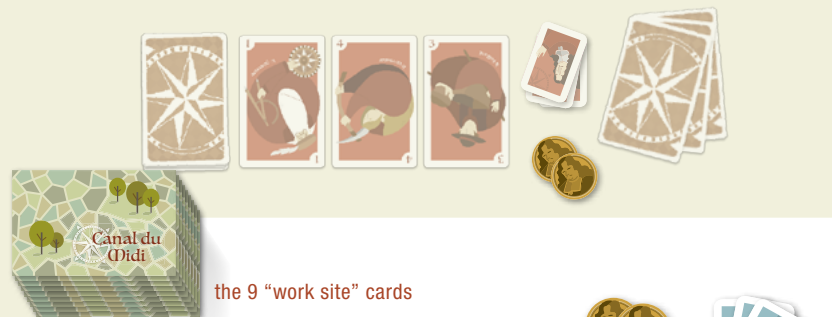


12 “Riquet” coins

Preparation

Each player chooses a colour.

Each colour is given the name of an engineer who helped build the Canal du Midi. *A description of each engineer is included in the appendix of the game instructions.*



the 9 “work site” cards



3 “worker” cards
face down

3 “worker” cards
face up

3 “worker” cards
in a hand

2 “Riquet”
coins

7 pawns

Each player picks their “worker” cards and game pawns. They randomly draw and place 3 cards in front of them, face up, and 3 cards next to that, face down. They hide their remaining three cards from their opponents’ view. Each player is then given two “Riquet” coins. Their purpose is explained in step E. The Canal du Midi “work site” cards are shuffled and placed face down in the centre of the table.

Game instructions

There are 9 rounds in the game.

Each round includes several steps:

A • discovery of a canal building site

One player reveals the first “**work site**” card in the stack. This discovery step occurs at random until the 9th round, once the entire canal is built. Once the “**work site**” card is displayed, players figure out how many “**worker**” points are needed to build this section. “Worker” points appear at the bottom of the card.

The number of players determines the number of “**worker**” points needed. *A description of each card and the sites depicted is included in the appendix of the game instructions.*



B • picking a new “worker” card

When a player holds fewer than 3 “**worker**” cards, they must choose another from the cards

in front of them. They can pick either a face-up or face-down card.

If they pick a face-up card, they must flip over a face-down card. There must always be three face-up cards (except for the last rounds of the game).

C • bets

Each player chooses a “**worker**” card from their hand and places it face down next to the building site.

Some “**worker**” cards are worth more than others and strategy is needed to judge the amount of manpower needed to build each section with other players and also to win the section and earn Pierre-Paul Riquet’s recognition.

Players cannot skip a turn. All cards must be played by the end of the 9th round.



Engineer x1

The engineer works with Riquet and plays a major role in the design and construction of the Canal. Due to his role, **no “worker” point** is given to him.



Surveyor x1

The surveyor’s job is to level the ground at the site to determine the path of the Canal and create the maps used for its excavation. The surveyor is given **1 “worker” point**.



Stonecutter x1

The stonecutter prepares the stone blocks, the most important component of a lock. It is worth **2 “worker” points**.



Digger x2

The digger uses a pickaxe, a shovel and a hoe to dig out the Canal’s basin. This job earns **4 “worker” points**.



Carrier x2

Carriers transport rubble using stretchers, panniers and baskets. They are given **3 “worker” points**.



Carpenter x1

The carpenter builds hoisting material and scaffolding. He also builds the wooden components of the Canal: foundation piles, the bottom and the lock gates. It is worth **5 “worker” points**.



Blaster x1

The blaster uses explosives to break rocky terrain and shape the Canal basin and lock bottoms. They are given **6 “worker” points**.

Game instructions

D • counting points

Once all players have submitted their face-down card, these are turned over. The **“Worker” card** points of all the players are added up.

To build the site, the total number of points must be equal or greater to the number of points on the building site card (depending on the number of players).



If there are not enough “worker” points, the round ends and the next one begins. This section is delayed. At the end of the game, it will go to the player(s) holding the two adjacent cards. Players can also send reinforcements (see step E) to obtain more “worker” points.

The Canal site can be built when enough points have been collected. The player who presented the “worker” card with the most number of points wins the site. He or she places a pawn (of their colour) on the section. In the event of a tie, each player concerned puts a pawn on the section..

Once the **“worker” cards** are played they are placed in the discarded pile. **“Work site” cards** are then re-positioned based on their number to follow the path of the Canal

E • reinforcements (optional)

Reinforcements increase the number of “worker” points to build a section or break a tie. Before a section is awarded, any player, once per round, can send reinforcements using their **Riquet coin**.

In his time, Riquet lent money for certain sites, while waiting to receive funding from the King and the region, so as not to delay the construction of the Canal.



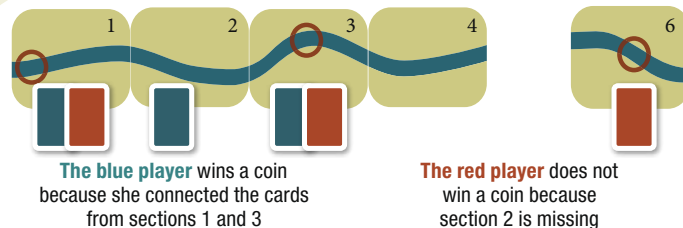
When a player decides to use a coin, the others must decide right away whether they too wish to use reinforcements.

Following the order in which the Riquet coins are used, players who decide to send reinforcements each pick a card at random from the discarded pile. If no cards are left in the discarded pile, there are no reinforcements and the coin is spent.

“Worker” points on the selected card are added to that of the played card. Points are added up one last time. Once played, the Riquet coin is placed in the discarded pile.

F • winning new Riquet coins

Certain sections of the Canal du Midi run through cities, as indicated by a **red circle**. When a player is able to **connect 2 cities**, he or she wins a **Riquet coin**. The connection is finalised when a player’s pawns are on the two city cards **and** any in-between cards separating them.



Game instructions

G• trading a "worker" card with another player



When a player obtains a second card (or more) with a **work site** **tent** on it, they can trade a face-up "worker" card in front of them with a face-up card of another player. When no other face-up cards are available, players can trade a card of their choice from their hand with one taken at random from an opponent.

End of the game

The game ends when the 9th round is completed. Each player's "recognition points" are counted as follows:

Each player adds together the "worker" points on the "worker site" cards they have won. Points in a 2-player game will always be counted.

- If several players have the same section, points are divided in half regardless of the number of players. This total is rounded down to the next whole number. *If two, three, or four players have to share 9 recognition points, each player wins four points.*
- A section obtained by having the two adjacent sections only wins half the number of recognition points, rounded down to the next number.

Each coin not used adds 2 recognition points to the final score.

The player with the most recognition points wins the game. In the event of a tie, the player with the most "work site" cards wins the game.

recognition points =  Total "worker" points in a 2-player game +  2 points per unused coin

Appendix

Description of the engineers



Chevalier Louis-Nicolas de Clerville, a fortress engineer, established the first estimate for a royal canal in the Languedoc region and was named by Colbert, the King's finance minister, to oversee its construction. Commissioned to find the best location at which to build a port, he is responsible for the choice of Sète.

.....
François Andréossi was Riquet's second-in-command during the construction of the Canal.



.....
Pierre-Alexis Ponce de La Feuille assisted the Chevalier de Clerville in supervising work on the ground. He occasionally received orders directly from Colbert.

.....
Sébastien Le Prestre, better known as **Vauban**, a military engineer, played an important role in building the Canal. He completed and perfected Riquet's work.



Appendix

Description of “work site” cards and sites

Card I – Riquet’s project aimed to link the Mediterranean Sea and Atlantic Ocean. He did so by joining the Canal du Midi and the Garonne river at the **Port de l’Embouchure**, in the city of Toulouse.



Card II – the **Seuil de Naurouze**, also known as the ‘place where water is shared’, is the highest point of the Canal du Midi. The waters of the Montagne Noire, held in the Saint-Ferréol basin, are carried by a channel along the plain. They then flow either to the Ocean, or the Mediterranean.

Riquet ordered the construction of the eight-sided basin in order to establish a port and city in Naurouze.

Card III – The city of Castelnaudary requested that the Canal flow under its walls, so a **large port** was built there, replacing the one initially planned for Naurouze.



Card IV – When the project began, the city of Carcassonne refused to have the Canal flow through its city walls. The initial path therefore ran through the Vallée de Fresquel. It was only in 1810 that the Canal was deviated at the **Épanchoir de Foucaud** (a spillway for a canal’s excess water).

Card V – Built in 1676 near the town of Paraza, the **Répudre Aqueduct** allows the Canal du Midi to cross the Répudre river without the waters ever mixing. It was the first navigable aqueduct in France.



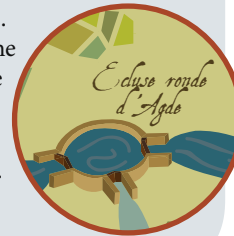
Card VI – The **Somail** was a key feature of the Canal’s path. At the time, it was an inn. A chapel, an ice cellar and other buildings were constructed there, as well as a bridge shaped like a donkey’s back, typical of bridges built in the 17th century.

Card VII – The **Malpas Tunnel** takes the Canal through the Malpas hill near the drained lagoon of Montady and its system of radial ditches. This site was a difficult phase in the construction of the Canal du Midi. It was the first navigable tunnel in the world.



Card VIII – A lock is a structure which allows boats to cross over gradients. Due to the steep gradients around Béziers, Riquet ordered the construction of the **Fonserannes** locks, composed of eight lock chambers and nine gates. This ‘staircase’ lock allows boats to be raised to a height of 21.5 m over a distance of 300 m.

Card IX – – The **Agde Round Lock** was built in 1676. This lock is unique in that it has three gates instead of the traditional two. It runs in three directions and allows the Canal to have two maritime outlets: one through the Hérault, the other through the Etang de Thau, where the port of Sète was built by Riquet beginning in 1666.



Partners



The Canal du Midi is a UNESCO World Heritage site. Our goal is to promote and share these treasures beyond our borders.

The Canal du Midi is one of the greatest examples of civil engineering in modern history. It is a tribute both to the ingenuity of Pierre-Paul Riquet and his successors, who designed the Canal's course, supplied it with water and oversaw its construction, and to its ongoing improvement over the last 352 years.

In 2016, the French government, together with regional authorities, launched a large-scale project to protect, preserve and promote the Canal du Midi, from Toulouse to Sète.

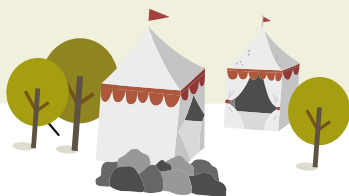
Like Pierre-Paul Riquet, observe, discover and coordinate a colossal building site and learn more by visiting the official information site:

<http://espacecanaldumidi.si2su.com/>

Mailhos

Pascal MAILHOS

Prefect of the Occitanie region



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