



# Rules:

## Objective:

The objective of the game is to build all of your cities.

## Setup:

1. Place all the fog tiles on the board.
2. Pick your colour Red or Blue.
3. Pick a player to go first.
4. Place a grass tile anywhere on the board and place a farm on it.
5. Repeat step 4 with the other player.

## Exploration Dice:

It Takes 2 or more wood to roll the exploration dice.

### Faces:

W: Explore one tile West on the game board (from a tile explored by you).

N: Explore one tile North on the game board.

E: Explore one tile East on the game board.

S: Explore one tile South on the game board.

Compass Rose: explore In any direction you wish.

Dried up wheat: Famine, skip your next turn.

## Turn:

### First turn:

Roll the exploration dice. If you roll a famine ignore it and roll again (this is only for the first turn), else, explore one tile in the direction rolled. Gain one wood.

### Other turns:

First, choose 1 of the following options. If you cannot do any of them (because you don't have the resources or you just don't want to).

1. Option 1
  - a. Roll the exploration dice. Costs 2 Wood
  - b. Then chose a resource\* to pick up (must be on or in an adjacent explored area to a tile explored by you).
  - c. Gain one wood.
2. Option 2
  - a. Build a farm on a grass tile(must be on or in an adjacent explored area to a tile explored by you). Costs 1 Wood 2 Water

Ages 10+ 2 Players



- b. Then chose a resource\* to pick up (must be on or in an adjacent explored area to a tile explored by you).
  - c. Gain one wood.
3. Option 3
- a. Upgrade a farm to a city. Costs 2 Wood 2 Stone
  - b. Then chose a resource\* to pick up (must be on or in an adjacent explored area to a tile explored by you).
  - c. Gain one wood.

\*Mountain tiles give stone, forest tiles give wood, and lakes give water. Deserts are useless, and grass just gives you somewhere to place a farm.