## Overall Gameplay

- Beginning with round one, the game lasts until the end of round 14/11/7
- Success is achieved if all players work together to accomplish the scenario before the deadline
- Each round is over when all players have taken one turn
- Event cards add a complication that may make your goal harder to achieve
- Easy:
  - At the end of round 6/4/3, draw an event card
- Intermediate:
  - At the end of round 4/3/2, draw an event card
- Hard:
  - At the end of round 5/4/2, draw an event card
  - Draw another event card at the end of round 7/6/3
  - Both event cards are active
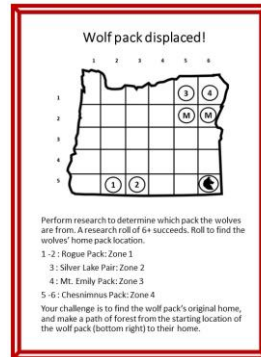
During Each Turn: Pick one of the following actions

- Developing land:
  - Choose a type of terrain to place
  - To determine the land's capacity to develop this terrain roll a 6-sided die. If you roll higher than the amount of that terrain currently on the board, the development is successful
  - If the development is successful, place the tile on a valid board location. (see individual tile cards)
- Terrain Management:
  - If a terrain tile is not in ideal place, it can be redeveloped

Sample Scenario Card

- Choose a terrain tile to discard. Make sure that its removal will not break the placing rules of any nearby tiles
- On a future turn, a new terrain tile may be developed where the old one was
- Research:
  - Designate a city that is already on the board
  - Place a second city tile on the designated city on the board
  - Roll one die (two if the city is upgraded). If the roll is 4 or higher the research is successful
  - For terrain development: done separately for each type of terrain
    - Once research is successful, follow the rules of land development but add two points to every die roll. Research bonuses last through the rest of the game
    - Energy research dictated on scenario card
- Upgrade a City:
  - Research (on any topic) must be done so that 2 city tiles are stacked on a single space
  - To upgrade that city the 2nd city tile must be moved to an open, adjacent space directly touching the first city tile
  - Both city tiles must be supported by adequate terrain tiles
- Recycle:
  - Discard any number of terrain tiles to the bottom of the deck
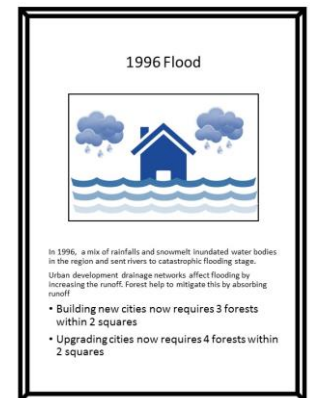
Sample Event Card

Tiles

River

- A river must start on a space with a river in the background AND/OR be adjacent to a previous river tile.
- Rivers are required for developing farms and cities

Farm

- A farm must start adjacent to a river
- Farms are required for developing cities

Forest

- A forest must start on a space with a forest in the background AND/OR be adjacent to a previous forest tile
- Forests are required for developing a city

City

- A city must start adjacent to:
  - One tile of river
  - One tile of farm
  - And within two tiles of two forests
- An upgraded city must be adjacent to:
  - One river tile
  - Two farm tiles
  - And within two tiles of two forests
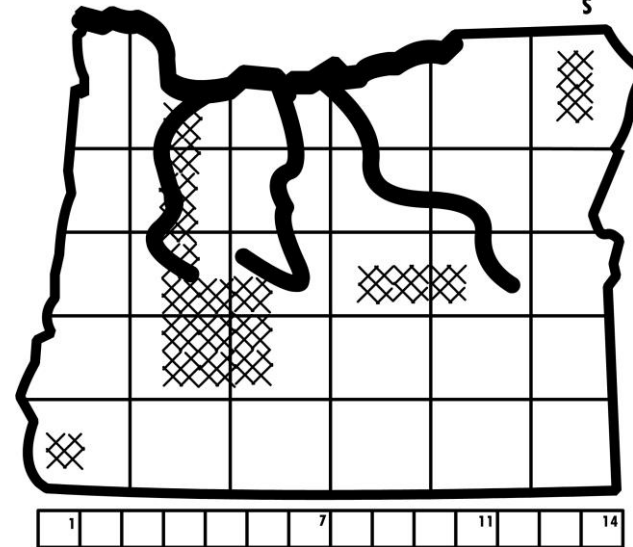- Cities are required to do research

Mountain

- Any mountain tiles start on the board at the beginning of the game, as shown by the board image on a selected scenario card

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Starting Set-up

- Playable with 2-4 players
- Distinctions given in the 2-player/3-player/4-player format
- Each player starts with 5/4/3 (Two players: 5 cards, ect.) terrain tiles
- Draw a scenario card. This card dictates the goal of the game
- Place any mountains on the board as directed by scenario card
- Roll die to see who goes first. Highest die roll goes first and turns proceed clockwise