**How to start a Game**

1. Decide on Playmode
2. Classic

This way is the goto way of playing.

Everyone can see every tile and decide on a startposition beforehand.

1. The players decide on a Tilecount
2. Align the Tiles in any way the players like

Example:

1. New World

This way is meant to be all about exploration.

Only a part of the map is visible with the promise, that beyond the ocean there will be more land.

1. The players decide on a Tilecount
2. Align a small part of **solid** Tiles in a way you like
3. Place Water and Ocean Tiles on 1 side
4. Place the remaining solid Tiles **turned around** beyond the water/ocean Tiles

Example:

1. Random

This way is meant to be as chaotic as possible.

It works by deciding beforehand where to start and only then turning around the tiles

1. The players decide on a Tilecount
2. Shuffle the tiles
3. Align them in any way you like, but **turned around**
4. Decide on settlement position
5. Turn around Tiles

Example:

1. Random+Exploration

This is like the third version, but with a small difference.

When placing your settlement, only the settlement will be turned around.

Other Tiles can only be turned around when they are explored, meaning:

* Worker enters Tile
* Road/Boat is built to that Tile

Example:

1. Prebuild

Predesigned Maps for maximum fun and balanced Gameplay.

1. Decide first player by highest dice-eye count
2. Place settlement in clockwise order, starting with player1
3. Place worker on same Tile as settlement
4. Receive 1 Resource of that Tile as starting material
5. Player1 starts with throwing dice