**Game Rules:**

* During their turn, players may move (if they wish) and take an action (paid ability, racial or gain gold).
* After acquiring the artifact, whether from the capital or by stealing, a player is immune to thievery for 1 turn.
* When stealing the artifact, the thief moves to a junction adjacent to the victim (or the orc camp). Cannot steal using teleportation.
* The capital and villages can be entered like normal junctions, but cannot be stayed in, except in one’s own village. A player cannot be robbed while in one of these areas.
* The first player to reach the capital may then move up to 2 junctions out after acquiring the artifact, skipping over any roadblocks.
* Players may not stand on the same junction and may not block a player entirely (landslides do not count towards this).
* Random Events happen to players one by one on a rotation.
* The orc camp appears once the artifact has been acquired, and moves around the map at random, between 6 set points (1 in each outer region).

**Acquiring Gold:**

* All players start with 3 gold.
* Players gain 1 gold if they choose to on their turn.
* The first player to reach the capital and acquire the artifact receives an instant 5 gold.
* Every few turns, a Merchant Ship will depart from the island and make for a predetermined village or the capital. When it has made port, players may trade with it. The first three players will get decreasing quantities of gold (5, 3, 1)
* Players may gain 3 gold from a random event (see below).

**Spending Gold:**

* Landslide (costs 2 gold) - player pays some locals to create a landslide, blocking other players, and slows them down so it takes two turns to move once.
* Orc Mercenaries (costs 4 gold) - players can bribe orcs to block a particular road until they are bribed again - players cannot get through until they are gone.
* Magic Storm (costs 6 gold) - blocks two adjacent paths for three turns so that only two paths in a junction can be taken. Cannot be removed.
* Teleport (costs 8 gold to teleport self, 10 to teleport other player) - player can teleport another player (within 2 junctions) or themself to a point of their choice, the distance depending on a dice roll:
  + 1-2: move up to 2
  + 3-4: move up to 3
  + 5-6: move up to 4

**Random Events:**

* Village Shaman manages to remove a blockage of player’s choice. If removing magic storm, they only remove half of it (1 token). Has no effect on Ent-Wives’ ability.
* Village sends warriors to block a path of the player’s choice - the blockage cannot be passed and lasts until the next event.
* Village sends warriors to escort player - they immediately move 1 space.
* Capital gifts player 3 gold.
* Thief steals up to 3 gold from player.
* Bandits cause landslide - player to left of victim chooses where (must be adjacent to victim player).
* Storm forces retreat - player to left of victim moves them to an adjacent junction of their choice.
* Player suffers illness and loses 1 action that turn.
* Orcs steal artifact - players must catch them at their camp to steal it back.