**Wildling**

1. Exploration
   1. Walk around and discover new tiles…
2. Story
   1. Visited by a missionary, shown the real world…
      1. Now you can try to recreate this by yourself.
   2. Heir to the throne…?
3. Business aspect.

How the game is played:

1. Explore tiles. Find places to put workers.
2. Every new tile has a different theme and property.
   1. Each tile can have an event. Positive or negative.
      1. Nothing.
      2. Attackers approach.
      3. Get quests.
         1. Also progress story.
      4. +++
   2. Each tile can give you a resource.
   3. Each tile can unlock a technology.

RULES:

1. The map as a fixed limit NEWS.
2. A fixed number of each tile type.
3. Every new tile is randomised.
4. You can see the edge of every surrounding tile on your current tile.
   1. Black if not discovered yet.