





<p>Each turn:</p> <ol style="list-style-type: none"> 1. Move your player  tiles 2. If your tile is: <ol style="list-style-type: none"> A. New Tile (you step off the board) -> Exploration Event B. Resource Tile -> Harvest or Normal Event C. Completed Building Tile -> Visit then Normal Event D. Normal Tile, Incomplete Building Tile -> Normal Event <p>Extra Actions:</p> <p><i>You may take one of each of these each turn, at any time during your turn.</i></p> <ul style="list-style-type: none"> • Cast • Build • Trade <p>Seasons:</p> <ul style="list-style-type: none"> • (R) Replenishment: Roll the Replenishment Dice and move the pips up on all resource dice up accordingly per resource. • Every 5 turns: (At the start of the game, the Leader of Spring Replenishes on the 5th turn) • After your roll, hand off the Leader Gem to the next season. • When you have the Leader Gem, you can donate to the Capital's Construction. 	<p>WHAT'S IN A TURN? A SEASON?</p> <p>Each turn:</p> <ol style="list-style-type: none"> 1. Move your player  tiles 2. If your tile is: <ol style="list-style-type: none"> A. New Tile (you step off the board) -> Exploration Event B. Resource Tile -> Harvest or Normal Event C. Completed Building Tile -> Visit then Normal Event D. Normal Tile, Incomplete Building Tile -> Normal Event <p>Extra Actions:</p> <p><i>You may take one of each of these each turn, at any time during your turn.</i></p> <ul style="list-style-type: none"> • Cast • Build • Trade <p>Seasons:</p> <ul style="list-style-type: none"> • (R) Replenishment: Roll the Replenishment Dice and move the pips up on all resource dice up accordingly per resource. • Every 5 turns: (At the start of the game, the Leader of Spring Replenishes on the 5th turn) • After your roll, hand off the Leader Gem to the next season. • When you have the Leader Gem, you can donate to the Capital's Construction.
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