# Home Screen
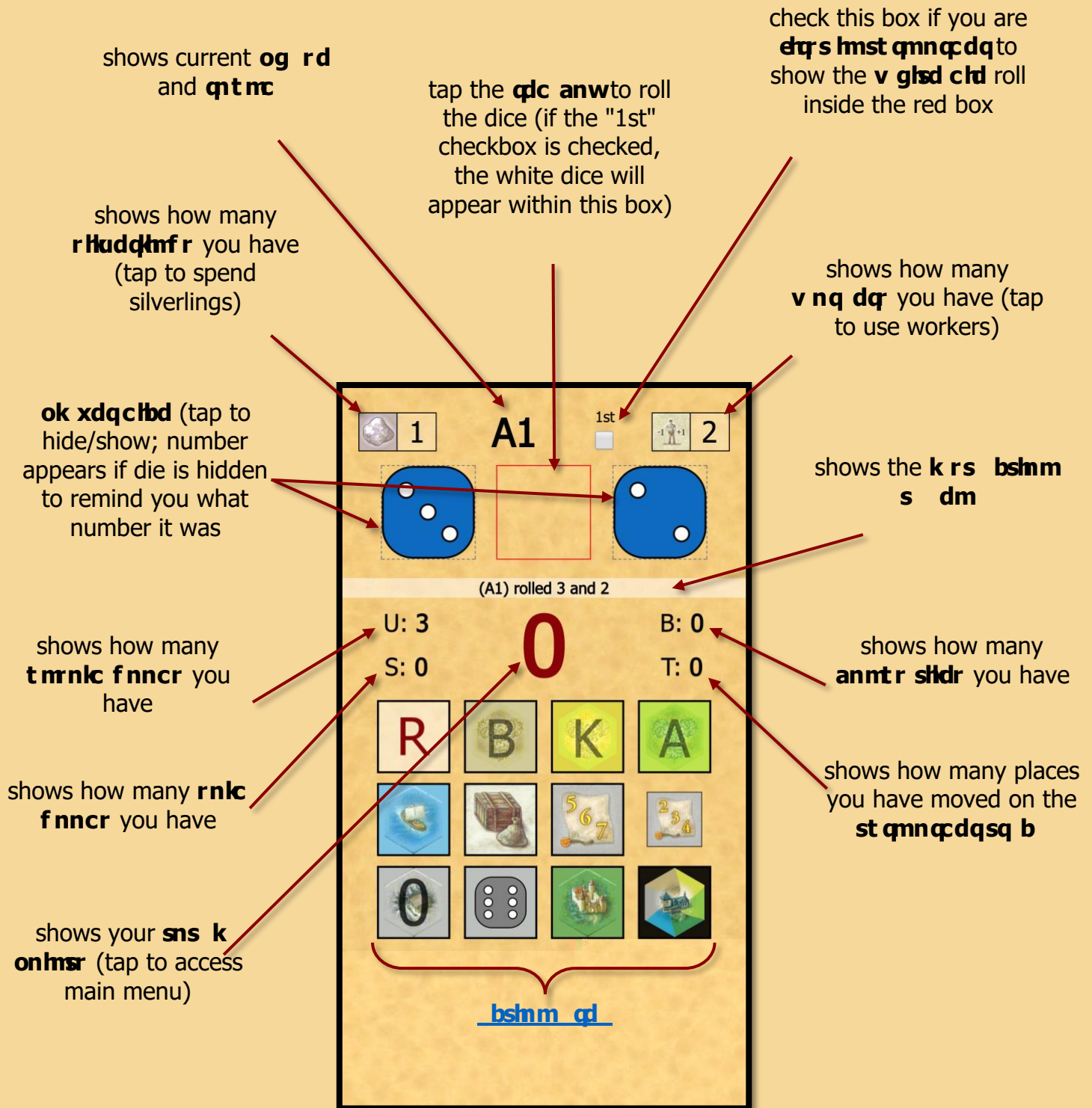


Either tap a number of **k xdq** to start a new game or click **drsnqd l d** to restore the game to its last known state (e.g. if you accidentally refreshed the Play Screen page or closed the tab or browser).
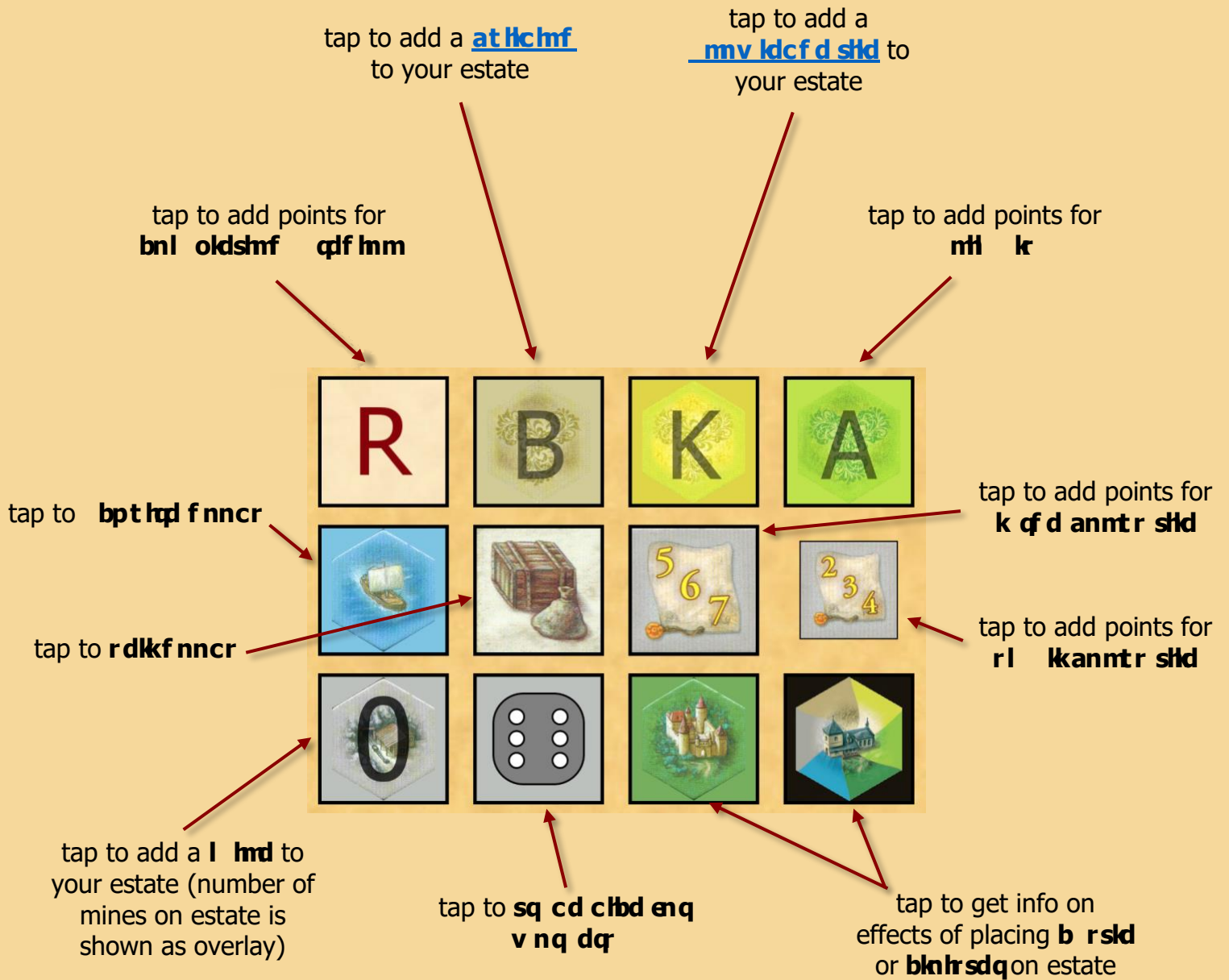
After selecting a number of Players, you will be prompted to roll the white dice to determine your player order, choose a color, and randomly choose a board (optional).

# Play Screen

shows current **og rd** and **qntmc**

tap the **qdc anw** to roll the dice (if the "1st" checkbox is checked, the white dice will appear within this box)

check this box if you are **ehqs hmst qnnqcdq** to show the **vghsd chd** roll inside the red box

shows how many **rhkudqkmfr** you have (tap to spend silverlings)

shows how many **vnq dqr** you have (tap to use workers)

**ok xdqclbd** (tap to hide/show; number appears if die is hidden to remind you what number it was

shows the **krs bshnm s dm**

1   A1   1st   2

**(A1) rolled 3 and 2**

U: 3    B: 0
S: 0    T: 0

**0**

R  B  K  A

shows how many **tmrnkc fnncr** you have

shows how many **anmtr shkdr** you have

shows how many **rnkc fnncr** you have

shows how many places you have moved on the **stqnncdqsq b**

shows your **snsk onhmsr** (tap to access main menu)

_bshnm qd_

**Mnsd**: at the end of the last round, tap the red box, and your final score will automatically be calculated

# Action Area

tap to add a **at lkchnf** to your estate

tap to add a **nnv kdcf d stkd** to your estate

tap to add points for **bnl okdshnf qdf hnm**

tap to add points for **nti kr**

tap to **bpt hqd f nncr**

tap to add points for **k qf d annt r stkd**

tap to **rdkkf nncr**

tap to add points for **rl kkanmt r stkd**

tap to add a **l hmd** to your estate (number of mines on estate is shown as overlay)

tap to **sq cd clbd enq v nq dqr**

tap to get info on effects of placing **b rtkd** or **bknhrsdq** on estate

# Main Menu

## Main Menu

Activity Log

Set...

Reset Game

Undo Last Action

Resize Tiles

Setup Info

Expansion Info

⇐

shows **bshulsx nf** which documents every action taken and organized by Phase (dice rolls appear white on black with the phase and round prefixed)

allows you to manually **r ds** the phase/round, points, silverlings, workers, or mines if a manual adjustment is needed; this option will not appear once final score has been calculated

**qdr dsr** the game (all stored data will be lost)

**qdudq dr** most last actions taken; exceptions are dice rolls, knowledge tiles, and manual adjustments; this option will not appear once final score has been calculated

allows you to **qdr hyd sgd shkdr** (icons and number buttons) using a slider

takes you to a page with info on setting up the game

takes you to a page with info on the various expansions

# Buildings & Knowledge



Tap the building or knowledge tile you placed.  If the tile is data-critical (i.e. affects calculation of points, silverlings, workers, or goods), it will simply take immediate effect and return you to the home screen (this action can be undone). Otherwise, it will display a message explaining its effect.  Data-critical knowledge tiles already added to your estate will appear with a red dashed border. To remove one of these knowledge tiles from your estate in the event of accidental addition, simply tap it again and confirm at the prompt.