



## SETUP

2 to 4 players



### BUILD A BOARD

Build a new board for each game so that, when the race begins, the layout is not the same, and the best explorer wins. The board tiles will form a realm for the royals of each throne. If you're ready, read ahead—CREATE A BOARD of your own. Or consider this instead, build the sample as is shown.

### CREATE A BOARD

#### DISTRIBUTE THE TILES

Place the **Citadel** hex first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down. Once shuffled, each player takes the same number of each kind. There are 12 of all 3 shapes, so dividing will be fine.

- The roads should match other roads, as long as it's not 2 hexes.

To start islands on the board, place a hex as independent.

#### PLACE THE TILES

Choose a flow that fits your style between a strict or free pace.

**STRICT:** take turns placing 1 tile—the 1 you flip, you must place.

**FREE:** no turns, it's all freestyle—flip all the tiles on their face.

These 4 points will be worthwhile as guidelines in either case:

- Be wary of making rows of triangle tiles connected.

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