**pages 0 and 1**

1. there are four levels of units: peasants, spearmen, knights and barons
2. capitals have the same power as a peasant and castles have the same power as a spearman
3. movable units can be upgraded to the next level with money
4. movable units can also be upgraded by combining existing units

**pages 2 and 3**

1. each unit protects the tile they stand on and every connecting tile of the same color
2. for each level of unit a higher level unit is needed to break the protection or to destroy the unit itself.
3. only exception to this rule is the highest level units which can destroy each other.

**pages 4 and 5**

1. every tile in a region unobstructed by a tree generates money for the capital
2. movable units get paid each round from their own region
3. higher level units are more expensive

**pages 6, 7 and 8**

1. this example region has 5 tiles without trees so it generates 5 coins every turn
2. there are two peasants who each get paid 2 coins every turn
3. with this equation the capital earns 1 extra coin every turn
4. when the enemy team steals tiles from the region the units draw more wage than the land generates exhausting the region’s savings.
5. when the capital runs out of money every movable unit of the region dies and turns into graves.

**pages 9 and 10**

1. another effective way to tackle enemy units is to split their region
2. splitting a region will create a new capital on the other side with no money. If the new region doesnt have enough tiles to support its units they will die.
3. the old region keeps its savings unless the capital is directly broken.

**pages 11 and 12**

1. trees can quickly become a problem as the tiles they stand on make no profit.
2. spruce trees grow in the middle of the island and have a chance of spreading on tiles with two or more connecting tree tiles.
3. palmtrees only grow on the edge tiles next to water but spread faster. Only one palmtree is required for new ones to grow