Game Rules:

· Mechanics

o Hex/sq/tri arrangement, 3.4.6.4 euclidean geometry

o Central hex impassable (used to display dice rolls)

o Players may explore tiles adjacent to their settled/explored area

o “Second layer” of tiles initially locked, players must purchase “gateway access” in order to proceed inwards

o Tiles are initially unknown resources – revealed on exploration or settlement

o ? multiple players can explore a tile, until it is settled

o Exploration units are limited to 5 per player

o Settlement costs are reduced if the player has previously explored the tile

Trades are allowed between the player whose turn it is and any other player, after the

· Initial condition

o Players have a hex (food), and 3 adjacent sq + 2 adjacent tri (back edge)

§ Each player has 3 resources on the squares, and remaining on both tri

o Starting hand: one each resource + 3 wheat (7 total)

· Turn mechanics

o Roll die to generate resources

§ D12 to determine hex/sq/tri, D6 to determine which resource

o Expend resources to explore or settle

Trades are allowed between the player whose turn it is and any other player, after roll

· Scoring

o Game end when any one player is unable to expand

o Points awarded based on expansion into inner gateway

§ 1 pt for exploration, 3 pts for settlement

o on game end, each player gets one last turn of play

§ resources are not generated during this phase