Player Aid

General Rules

- There are 4 types of terrain: grassland 🟡 , desert 🟤 , mountain 🔴 , and sea 🔵 .

- The capital space on each map is where you explore from at the start of the game. You cannot explore the capital space.

- A contiguous group of spaces of the same terrain type form a region.

Basic Types of Spaces

- <u>Blank spaces</u>. You can discover new villages on these spaces when you have fully explored a region. Villages earn you coin as shown in the score area on the map.

- <u>Coin spaces</u>. These earn coin according to the number of coins shown.

- <u>Ruin spaces</u>. These earn you treasure cards.

- <u>City spaces</u> with values (2, 3, 4, or 5). These earn coin when 2 cities are connected by your explorers, villages, and/or your capital space.

- <u>Discovery spaces</u>. These immediately earn coin as shown in the score area on the map.

The score area at the bottom of the map shows you the value of discovered villages and discovery towers.

Golden Rules of Exploration

1. You must place each explorer adjacent to one of your villages or one of your explorers. These spaces must be without explorers, villages, or discovery towers.

2. Always place explorers one at a time.

3. Explore and resolve map features as soon as their requirements are met, even if you have not fully completed the explore action. Then, complete the explore action.

4. Unless an explore action explicitly requires you to place a number of explorers adjacent to each other or in a specific arrangement, you may place each new explorer anywhere on your map adjacent to one of your villages or explorers.

5. You may always choose to place fewer explorers than an explore card shows, provided you follow the rules of adjacency or connection on the card. However, you cannot "save" any part of an explore action for a later turn.
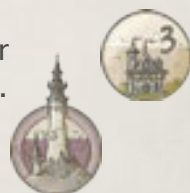
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Game Setup

1. Give each player a matching map and one set of player pieces.

2. Shuffle the 5 basic Explore cards with the Era I card into a draw pile. Place the Era II, III, and I/II/III cards on their respective spaces on the exploration board.

3. Randomly draw 3 cards from the goal cards associated with the chosen map and place them beneath the exploration board.

End of an Era

1. Remove all explorers from player maps (leave behind all other pieces including villages, trading posts, crystals, treasure tokens, and discovery towers).

2. Shuffle all basic Explore cards back into a draw pile, including all era cards up to and including the next era.

Map-Specific Rules

- <u>Avenia</u>: some goal cards refer to "land" → this is an area of terrain spaces isolated by sea, the border of the map, or both

- <u>Aghon</u>: no special rules

- <u>Kazan</u>: you cannot explore on volcanoes; some mountain regions have no blank spaces and therefore cannot have villages; ruin spaces are lettered for completing certain goals

- <u>Cnidaria</u>: you cannot explore spaces with jagged reefs; each ruin has a symbol with may be associated with the goal cards; crystal spaces are wild terrain and can be explored as usual but you immediately earn coin equal to the total number of crystals on the board when the space is explored

Final Scoring

- Total coins + map bonuses + treasure cards

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