The board is divided into hexagons, and divided by barriers to entry and exits, dividing it all.

Pawns reside upon the board, and move around in search of food.

Moving costs tokens.

Moving through barriers costs more tokens. Barriers are color-coded and uni or bidirectional.

Pawns have services they can trade by spending coins and food.

Pawns acquire needs (cards) that can be fulfilled with services given by themselves or others.

Pawns can trade tokens, food, and services.