

City Name

Score

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Player Name

**Farmer**

Crops  
Plant on even, harvest on odd Plus space bonuses

10

(1 pt/5 crops left at the end)  
(any time 15+ crops on hand, +1 Citizen)

**Builder**

Mill (2) Tavern (3)  
○○○○○ ○○○○○  
May shift 2 build dice -/+1 1G/bldg at en

Chapel (3) Smithy (3)  
○○○○○ ○○○○○  
Gain 2 add'l wild dice May shift 2 wild dice -/+1

Warehouse (3) Silo  
○○○○○ ○○○○○  
No food cost to move 1 px No food cost to move 2 px

Fountain (4) Gardens  
○○○○○ ○○○○○  
+1C/5G on build Cancel 1 random event

School (5) Academy  
○○○○○ ○○○○○  
+1B/TR on build +1B/C on build

Market (6) Square  
○○○○○○○ ○○○○○○  
+2G/TR on build +1C/TR on build

**Trader**

Trade Route to \_\_\_\_\_ (1)  
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Trading Post: [1][2]

Trade Route to \_\_\_\_\_ (1)  
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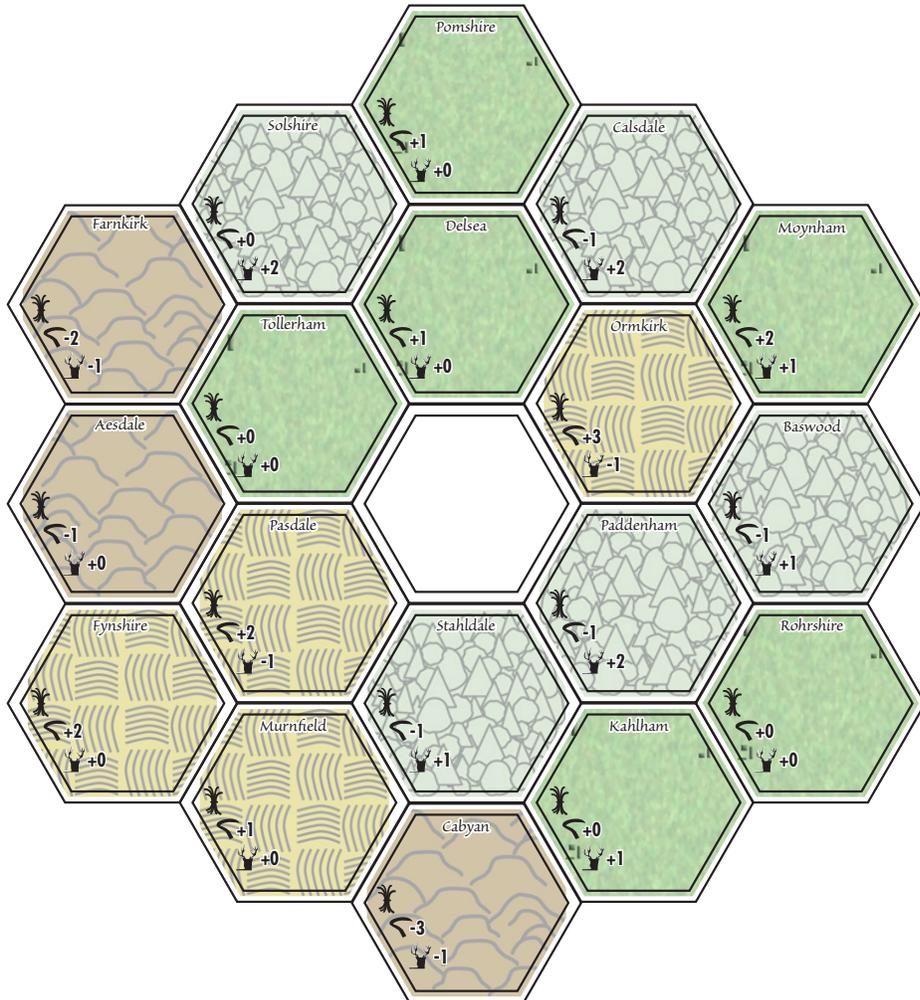
**Hunter**

Game  
+1 food, may only use for movement

5

Pelts  
Convert to gold in city or at trading post

Trails  
Clear on odd number No food cost to move along trails



**Wild Dice**

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**Gold**

5

(+1 pt/Gold at end)

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**Citizens**

2

(+5 pts/Citizen at end)

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**Books**

1

(+3 pts/Book at end)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
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## Turn Sequence

Roll 4d6, color coded to your population  
 May choose to replace 1 result with a Wild Die  
 Assign dice  
 Check for Random Events based on final dice for assignment  
 Worker Actions  
 Update the map

## Random Events

Roll 2d6 for and cross-reference for the event. Consult column based on whether the doubles rolled were odd or even.

	Odd	Even
2	- School: Poorly tilled! lose next farm die	+ Market: Trading Day! +1G/C
3	+ Fountain: Festival! gain 1d6G	- Gardens: Ghetto! No wild die 'til next doubles
4	- Silo: Food rot! -1 food/citizen	+ School: Knowledge! +1 book
5	+ Chapel: Divine fortune! +1d6 next harvest	- Warehouse: Spoilage! no moves next turn
6	- Tavern: Brawl! lose 1d6 G	+ Smithy: Hard work! Free wild die next turn
7	+ Mill: Production! +1 build block	- Mill: Slackers! lose next build die
8	+ Warehouse: Stores! No food cost to move next turn	+ Tavern: Happy hour! +1G/TR
9	- Smithy: No horseshoes! lose next trade die	- Chapel: Divine anger! lose next harvest
10	+ Silo: Stockpile! +1 food/citizen	- Fountain: Drought! lose 1 citizen
11	- Market: Nowhere to sell! Lose next hunt die	+ Academy: Wise merchants! +2G/book
12	- Academy: Morons! Lose 1 worker die next turn	+ Gardens: Immigrants! +1 Citizen

If a "+", then that event occurs if that building is built. If "-", then that event occurs if that building is not built.

## Location Events

Roll 2d6 for and cross-reference for the event. Consult column based on whether the three-of-a-kind rolled was odd or even.

	Odd	Even
2	*Rebels!: Reject your rule; no actions in space 'til end of game	Friendly Migrants: +2 Harvest
3	Silk: +1G if Trading Post here	*Wildlife Infestation: -1G if Trading Post here
4	Poor Trails: No trade route/trail through space	Flooded: -2 Harvest
5	Fine Marble: +1 build block if hill space	Tinkers: 1d6-3G if Trading Post here
6	Crows: No game in this space	Lucky Strike: +4G if hill space
7	Mud: Stops all movement	Travelers: 1d6G w/ trader in space
8	Perfect Soil: +1 Harvest	Pilgrims: 1d6, odd +1C / even -1C
9	Hardwoods: Convert harvest to build blocks if forest space	Nuts!: +2 Harvest if forest space
10	*Bandits!: -1d6G on transit	Watchtower: +2 game if hill space
11	Berries!: +2 Harvest if hill space	Spices: +1G if Trading Post here
12	Population Boom: +1C/harvest above 4	White Stag: Move hunter to space, no actions 2 turns

On receiving a location event, roll 1d6 and count clockwise from the first space above the city. Then roll 1d6 and count clockwise from first space above that one. Ignore the result if it is the city space.

Location events apply until next action in that space, unless otherwise specified.

Once a space has a valid location event, it will have no more events this game.

## Global Events

Roll 1d6 for and cross-reference for the event. Consult column based on whether the four-of-a-kind rolled was odd or even.

	Odd	Even
1	Divine Blessing: +1 Turn at end of game	Epic Reknown: +1C/trade route to edge of map
2	Wildfires: Forest spaces produce nothing	Early Snows: -1 Harvest in all spaces
3	Torrential Rain: +1 Harvest in desert; -1 all others	Nature's Bounty: +1 Game/Harvest in every space
4	Late Summer: +1 Harvest in all spaces	High Winds: No transit through forest spaces
5	Gypsies: 1d6-3G/trading post	Scholar Merchants: +1 book/trading post
6	Raiders!: Lose 1d6G/trading post (once)	Divine Favor: +1 Turn at end of game

Global events stay in effect on all spaces until another event is rolled (Random, Location, or Global), unless otherwise specified. Once a global event occurs, it will not occur again, and if it is rolled, it is ignored and no global event occurs that turn.

# THE RULES

The goal is to create the best city-state domain by building your city, connecting trade routes and trading posts, collecting gold, and attracting citizens.

## DURATION

The game runs 15 turns (unless there's an event that extends it)

At the end of 15 turns, add up the score to compare to previous games / other players

## CONCEPTS

Players manage 4 workers to build their domains.

Farmers plant and harvest crops.

Builders construct buildings for the city.

Traders build trade routes and trading posts.

Hunters bring in game and pelts, and can cut trails through the woods to speed travel.

Once an action has taken place in a space, it cannot take place there again, unless an event specifies otherwise. So a single space may not be planted more than once/game, but it may be planted, harvest, and have game collected there, as well as a trading post built in it.

The city has several important numbers to track. First, the treasury - measured in gold - is used to track the wealth of the city. Second, the population of the city is measured in Citizens. Third, the knowledge and prestige of the city are measured in Books.

These three numbers may never fall into the negative, but may land at zero. However, if the number of Citizens falls to zero at the end of a turn, then the game is over, as there's no population for the workers to support.

Each turn, the player rolls 4 dice (one for each worker) to indicate how much productivity each worker kicks out that turn.

If multiple dice are showing the same number, there may be an event that's triggered.

Expend any Wild Dice for re-rolls after checking for events.

Once the dice have been assigned and the events have been checked, players can then move their workers around for that turn.

At the end of the turn, players update their domain worksheets, and mark off the end of that turn.

## ASSIGNING DICE

The dice are assigned to workers as color-coded.

Each turn, you may choose to have one worker assist another worker by assigning his die to a different worker. If a die is moved, then the worker whose die is moved takes no actions that turn.

The worker whose die is moved does not need to be in the same space as the "recipient" worker.

May not move a die off of the same worker 2 straight turns.

## WILD DICE

Each player starts with 4 Wild Dice that may be used to replace die rolls during the game, after the initial worker dice are rolled. The player may expend 1 Wild Die as a 're-roll' after worker dice are rolled. Roll both the Wild Die and the original die together, and the player chooses which result to use, but must take one of the re-rolls and cannot take the original roll. You cannot use both dice of the Wild Die re-roll (must pick just one). Wild Die

re-rolls cannot be moved to another worker.

## EVENTS

If the final assigned dice contain any matched numbers, consult the relevant table.

When checking for an event, roll 2d6 (or 1d6 on Global events) and check down the odd or even column based on the original multiple roll that triggered the event (ie, two 3s would result in checking the "odd" column on the "doubles" table).

### Doubles: Random Events

Random events are based on the presence or absence of certain buildings in the domain. When the event is rolled, check to see if the building noted is built (+) or not (-), and apply the appropriate effects. The same random event can reoccur multiple times during a game.

### Three-of-a-kind: Location Events

Location events occur within a specific space. After determining the space where the event occurs, check to see if the event can even occur in that space (if not, ignore it). Once a valid event occurs within a space, that space cannot have any more location events for the rest of the game. If a location event is rolled in that space again, ignore it and continue the turn with no location event.

On receiving a location event, roll 1d6 and count clockwise from the first space above the city. Then roll 1d6 and count clockwise from first space above that one. Ignore the result if it is the city space. Location events apply until next action in that space, unless otherwise specified.

### Four-of-a-kind: Global Events

Global events affect the entire map and game. Each location event can only occur once. When checking for a global event, if the same event is rolled again, ignore it and continue the turn with no global event. Global events stay in effect on all spaces until another event is rolled (Random, Location, or Global), unless otherwise specified.

## WORKER ACTIONS

### Moving

All workers begin the game in the center square.

Workers may move up to 2 spaces on any turn.

For any actions a worker takes in the first circle of spaces, it costs 1 food. For actions in the second circle, the cost is 2 food. This may be paid for with crops or game.

### Farmer (Farm die)

Plants on an even number - Note on the space how many crops were planted

Harvests on an odd number - Cannot assign a die to a harvest that exceeds the number of crops that were planted in the space, but with the space bonus, the harvest can exceed the number of crops planted.

### Builder (Build die)

All buildings must be built in the center/city space.

Must hit number exactly to build the building, but need not hit it in same turn (ie, can build 4 this turn and 4 next turn)

Must pay 1 food for each die assigned to building. This is important when moving other workers onto a building.

To upgrade, must have base building built first, then hit exact combination for upgrade. Again, must pay 1 food for each die assigned to the building. Upgrades must be rolled in the same turn; cannot assign one die this turn and another next turn.

### Trader (Trade die)

Must hit number exactly to build the trade route,

but need not hit it in same turn (ie, can build 3 this turn and 2 next turn)

To build trade route to space in 1st circle is 5

To build trade route to space in 2d circle is 8

Trade routes do not have to come from the city, and they may connect trading posts in without connecting through the city. However, you have to trace a route from the trading posts back to the city through the different trade routes.

To build trading post, must have route to space built first, then hit exact combination for trading post.

Trading posts in the first circle of spaces are worth one point each at the end of the game; trading posts in the second circle of spaces are worth three points each at the end of the game.

### Hunter (Hunt die)

Hunts for game on an even number or collects pelts on an odd number. Once either of these actions occurs, the space is used for both actions (cannot hunt for game after pelts are collected there).

Pelts are converted to gold at trading posts or in the city. Roll 1d6 for each 3 pelts (or fraction thereof) for gold converted. Add 1 to each die roll if the trading post is in the first circle of spaces; add 2 if it is in the city.

A hunter may also clear trails to speed travel around the map. The hunter may clear a trail in a forest space on an odd number. The value of the die is irrelevant; any odd number is sufficient to clear a trail in that space. No other workers may be assigned to clear trails, and no additional dice (other than wild dice replacing the hunt die) may be assigned to clearing trails. When transiting a space with a trail, no worker pays any food cost, regardless of how far they travel, so long as they stay on a continuous, unbroken trail.

Finally, a hunter may cancel certain events if he is in the same space with the event on the turn it happens. Events that may be canceled are marked with an asterisk. If an event is canceled, it is still crossed off as though it had occurred and may not appear again.

## ACRONYMS & ABBREVIATIONS

- B..... Book
- C..... Citizen
- G..... Gold
- TP..... Trading Post
- TR..... Trade Route

City Name

Player Name

Score

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**Farmer**

Crops  
Plant on even, harvest on odd Plus space bonuses

10

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(1 pt/5 crops left at the end)  
(any time 15+ crops on hand, +1 Citizen)

**Builder**

Mill (2) Tavern (3)  
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May shift 2 build dice -/+1 1G/bldg at en

Chapel (3) Smithy (3)  
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Gain 2 add'l wild dice May shift 2 wild dice -/+1

Warehouse (3) Silo  
○○○○○ ○○○○○○  
No food cost to move 1 px No food cost to move 2 px

Fountain (4) Gardens  
○○○○○ ○○○○○○  
+1C/5G on build Cancel 1 random event

School (5) Academy  
○○○○○ ○○○○○○  
+1B/TR on build +1B/C on build

Market (6) Square  
○○○○○ ○○○○○○  
+2G/TR on build +1C/TR on build

**Trader**

Trade Route to \_\_\_\_\_ (1)  
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Trading Post: [1][2]

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Trading Post: [1][2]

Trade Route to \_\_\_\_\_ (1)  
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Trading Post: [1][2]

**Hunter**

Game  
+1 food, may only use for movement

5

Pelts  
+1G each +1G add'l if collected adjacent to trading post

Trails  
Clear on odd number No food cost to move along trails

Clear → Pomshire

Forest → Solshire

Hills → Farnkirk

Farm → Aceldale

Cross off when planted → Ormkirk

Cross off when harvested → Paddenham

Cross off when hunted → Rohrshire

**Wild Dice**

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**Gold**

5

(+1 pt/Gold at end)

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**Citizens**

2

(+5 pts/Citizen at end)

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**Books**

1

(+3 pts/Book at end)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
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