YOUR TURN · EACH CARD OF YOUR MELD DOES ONE OF

SETTLE a unit from your top tier

EXPLORE a new tile of the card's suit · must touch TWO tiles

ATTACK a duel · your rank vs card + ground · take it: +1 gold

CASH 1 gold

Every card: **in reach** — a tile you hold or one beside it — and its **suit matches the terrain**.

FREE · NO CARD · ANY ORDER

MOVE (1 per meld card) land: through your own tiles · sea: across empty Ocean · never an attack.

WATER (once a turn) sail onto a new Ocean tile laid on your water's coast.

RESEARCH with trade, twice a turn · 1 gold then 2 · draw onto the highest rank · retire lowest · take up to your rank cap.

TRADE one of the same two · draw the market's top two, blind · bury any two.

FORTIFY (1 gold) a coin on a unit · defends at your WALL + terrain, or a better card.

COLONY a victory card's B effect · one victory effect per round.

THE NUMBERS

TIER	UNITS	MELD	RANK CAP	WALL
Tribe	2	2	12	10
Settlement	3	3	14	12
Kingdom	5	4	16	14
Empire	5	5	18	16
Civilization	5	6	20	18

■ Plains holds 3 ■ Forest 2 · +1 defence ■ Ocean 1 · sea road ■ Mountain 1 · +2 defence

Round. Melds face down · reveal · declare A, leader first · highest total wins · markers: black 1, then 2/3/4 · settle dues before the map, then spend in that order. At or above the winner's count and lost: set aside to below it, +1 gold each. Last: +1 gold.

Recycle. Hand empty, meld spent — at once, mid-turn: 1 gold per objective you hold · pick your discard up as your ten. Nothing is drawn.

Meld. Any unbroken run; duplicates free, suits irrelevant. 2-3-3-4-4 yes · 2-2-4-4 no (no 3).

Duel. Your card vs theirs + ground; a level fight is yours unless theirs matches the ground.

End. Reserve empty at round's end: one more round. Score units · row + centre · objectives.

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