YOUR TURN · EACH CARD OF YOUR MELD DOES ONE OF

SETTLE a unit from your top tier

EXPLORE a new tile · must touch TWO · rank 10 or under pays 1 gold

ATTACK a duel · your rank vs their card + the ground

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 your tier — land: across your own units · sea: across empty Ocean · never an attack.

WATER first sea move — one free tile of ANY terrain, anywhere · touch-two applies, reach does not.

RESEARCH — twice · 1 gold then 2 · draw onto the highest rank · retire your lowest · buy at or under your cap.

FORTIFY 1 gold — a coin on a unit · it defends at your tier's WALL, or a better card from hand.

GOLD — free · shift coins between reserve, food and walls.

COLONY — one a turn · spend a victory card on its B effect.

THE NUMBERS

TIER	UNITS	MELD	MOVES	FOOD	CAP	WALL	ASC.
Tribe	2	2	1	—	12	10	—
Settlement	3	3	2	1	14	12	1
Kingdom	5	4	3	2	16	14	2
Empire	5	5	4	3	18	16	3
Civilization	5	6	5	4	20	18	4

Read your top tier that still holds units. Food is due each recycle and is not cumulative; ascension is paid once, on arrival.

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

Round. Declare A → melds → highest total wins → winner's die = meld size, and leads; others 2/3/4 → spend in that order. Matched the winner and lost: set a card aside, +1 gold. Last: +1 gold.

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

Duel. Your spent card vs their hand card + the ground. Higher wins; level goes to the card matching the ground, else the defender. Clear the last unit and the tile is yours.

End. Last unit placed, or the market at one layer: finish the round, then one more. Score 1/unit · 1/row card + its centre rank (3+) · 3 per terrain.

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