

SETUP

- 1 – Shuffle the game board tiles face-down and place in a stack away from the middle of the table.
- 2 – Draw **4/6/8 game board tiles for 2/3/4 players** and arrange as seen on page 1 of rule book.
- 3 – Arrange **2/3/4 Shrines for 2/3/4 players** as seen on page 1 of rule book.
- 4 – Make a supply of **Amphoras** (orange jugs).
- 5 – Each player takes a **player board** and the **30 Building tiles** of that color. Discard extra material.
- 6 – Each player sorts out the **6 Main Buildings** (black symbol on back), shuffles them face-down, and **makes a stack**.
- 7 – Each player shuffles the other **24 Buildings** face-down and makes **3 stacks of 8**.
- 8 – Each player draws the top building of each stack and places them face-up on his player board.
- 9 – Shuffle the 60 cards and make a face-down draw pile.
- 10 – Choose a starting player. He **draws 4 cards** as a starting hand.
- 11 – Each player going left draws 1 more card than the last person, until all players have cards.

The game lasts **many turns**, until **an END OF GAME condition has been met**.

TURN OVERVIEW <i>Players take turns individually then pass left.</i>
1) PLAYER ACTION: Active player has 1 of 2 choices ... NOTE: <i>The player may never draw from his stacks and build from his player board in the same turn.</i> <ol style="list-style-type: none">a) DRAW 2 BUILDINGS: Draw 1 Building tile (at a time) from any of his stacks and place it 1 of 2 ways...<ol style="list-style-type: none">I) GAME BOARD: Immediately build it on the game board. Follow BUILDING RULES.II) PLAYER BOARD: Place it on his player board for future building.b) BUILD 3 BUILDINGS: Build up to 3 Buildings from his player board, following the BUILDING RULES.c) For each building he doesn't DRAW (action a) or doesn't BUILD (action b), he may draw a card. NOTE: <i>Cards can only be taken after the player finishes taking his actions.</i> BUILDING RULES <ol style="list-style-type: none">1) A Building can be built anywhere on the game board that doesn't already have a Building or a Shrine.2) The cost of the Building is one matching card for every landscape picture on the Building. Pay to discard pile.3) Any two cards may be used a single wild resource.4) The cost is reduced by any landscape symbols shown on the space being built to AND adjacent spaces to this.5) The cost is free if a player builds in the exact order shown on the player board AND with direct adjacency. EXAMPLE: <i>Building a Fortress next to your Quarry is free, but not Tower next to Quarry. Tower next to Quarry is free.</i>6) Building a Street costs any 5 cards (can be reduced by above). Free if built next to another of your Streets.7) New Building not adjacent to your other Buildings? Pay "settlement cost" of any 1 card for each non-adjacent group of Buildings on game board. 0 for 1st group, 1 for 2nd, 2 for 3rd, etc. EXAMPLE: <i>1st Building on board has no settlement cost. 1st Building in new non-adjacent group costs 1 card.</i>8) Build a whole group of Buildings shown on game board AND they are connected? Get an Amphora.<ol style="list-style-type: none">a) Turn in an Amphora to get 1 extra draw (after DRAW action) OR 1 extra build (after BUILD action) OR draw 1 card (after either action is complete). NOTE: <i>Use as many Amphoras as desired during your turn.</i>b) <i>Supply of Amphoras empty?</i> Draw 1 card instead.9) Player exhausts a stack of Buildings? He expands the game board.<ol style="list-style-type: none">a) Draw a game board tile and place it so that it is adjacent to at least 1 other game board tile or Shrine. NOTE: <i>The new tile can cover nothing, but leaving holes between game board tiles is okay.</i>

END OF GAME

The game ends when **1 player has built all his 30 Buildings** OR **1 player connects 2 Shrines with his Buildings**.
This player wins!