

EMERGE OF SETTLEMENTS

Hello newcomer! You must be the future steward of these lands. I have to tell you that you will not find better grounds than the ones in front of you.

Your task is to make our future settlement expand and become a beautiful city. For that to happen, you have to build a town hall - that's all. Of course you can make better than this one, but it will cost more resources.



But first things first- as you can see this is a tile that represents building. When it is in your hand you it dont do much, but when you place it on your board it can produce or process all kind of resources. This information is on the bottom of the tile below its name. On top of the tile you have information which resources you need to build (place on board) tile.

This information tells you where you can place building on the board. Crossed out symbol means where you cannot place building. *

It's information about building you have.



This is information which resources you need to build this building.






This symbol tells you that this building is flammable and can be set on fire.


This symbol tells you that this building doesn't need food to produce resources.

This is information what type of resources this building needs to make a new one (after arrow).

★ - You can find this symbol on the tile. It means that building is unique and only one of this can be placed type on the board.

* You will find different regions on the board that have different effects on the tiles lying on them. These are their types (effects on stones and clay dont affect building on 1 lvl).

-  - Meadow: no changes to the gameplay.
-  - Stones: buildings placed on rocks need one more turn to be buildt.
-  - Forest: fire spreads through the entire forest area.
-  - Clay: buildings need 2 wood to be placed on clay.
-  - Water: Buildings on the water and next to it cannot be set on fire

 Some buildings can be set on fire. If it happens fire token need to be placed on it. A building that will not be extinguished in the next turn will burn, and the fire will spread from it in all directions. The fire does not go back to the already burned fields, it moves further every turn, and if there is nothing flammable in its path, it goes out. You can extinguish fire with pump or by putting a bomb on its way.

x2 This symbol means that every buildings placed on board have boost for one turn and with the same materials needed the income doubles.



Similar to "x2" symbol works "tools" resources produced in the smithy. Every tool have power to buff any of your buildings for one turn to double product. It is easier to make, but don't work globally like "x2".

To start a game take random board from board stack, and take three lvl. 2 tiles. Then choose which town hall you want to build and take resource counters. Firstly you can have only max 5 of each materials, but you can expand it by building warehouse or storehouse. You can have on hand only five tiles, and you can trade in your turn any three tiles for new one. All the tiles that are unnecessary and removed from the board end up in the garbage can. When there is no tiles on pile left you need to take them from garbage can, and make a new pile. Now you are ready to play.

This game is turn-based so lets focus what you can do in your turn. First thing you should pick food from any building that produce it (of course only if you have free space in your stockpiles). Now take tile from any pile you want, and produce any resource you want- remember that every building which don't have pizza symbol need 1 food to work. Buildings once placed on the board cannot be taken or moved to another field.

In your turn every building can work only once. Next thing it's that you can trade, beg or intimidate if you want. You can trade anything you have except your own board.

Take any opportunity to take advantage and do whatever you can to win.

Remember- do not take anything to serious and have fun playing.