

Quickstart Rulebook



The above example shows a 4 player game, where the Wood Island is not in play, generating scarcity. (See pg. 6 of the Reference rulebook for setup instructions.)

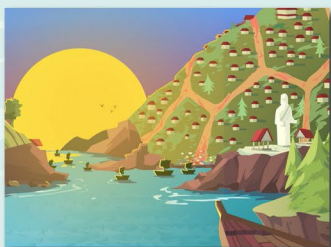
Determine the first player, who will be the last to go to any market.

Playing the game

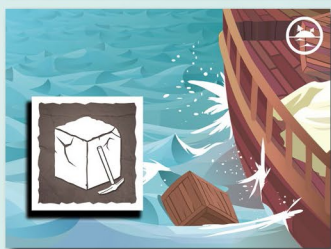
You must make a Travel-choosing either **“Traveling to your Island”** or **“Traveling to the City”**- and, on top of that, you may do an **Exchange** with another player. After your turn, will follow the player to your left.

Traveling to your Island

- Recover all the Silver coins you have on your City card.
- Take from the market the tile/s shown on your Island Card. You can only travel to you Island if you have at least one coin on your City card.



Recover your coins from your City card.



Take your tile/s from the market



Traveling to the city

You must perform one of these actions:

- **Buying a tile:** Put as many of your available Silver coins on your City card as indicated in the price marker. Jewels always cost 5.



In this example green arrows indicate the piles where you'd have to buy from (lowest available price) and red arrows indicate the piles where you'd have to return tiles to (highest unavailable price).

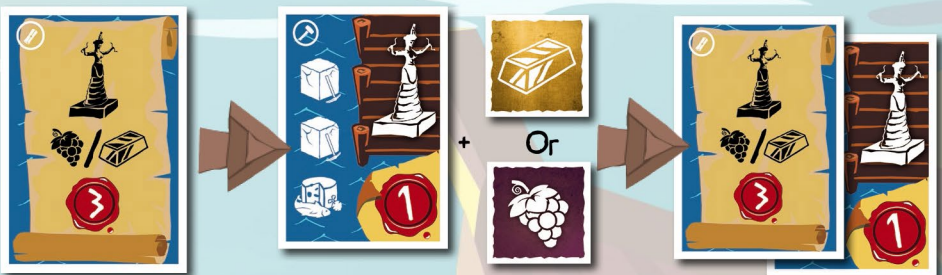
- **Acquire any amount of Silver coins from the reserve:** Return 2 tiles of Food or 1 tile of Wood, Stone, Bronze or Grapes per coin you acquire from the reserve (to know where to return the tiles, see the above example). Coins become immediately available.



- **Commissioning one Artisan work:** Pay all the chosen Artisan work's costs to acquire the card and the Influence points it shows.



- **Fulfill one Contract:** Flip it face up and pay it's costs. A "/" sign between two Raw materials in the card indicates that you can pay either of them. Add up the points shown in the Contract card with the Artisan Work/s points used to fulfill it, which remain partially under it, it's right half.



Exchange

Once, any time during your turn, you can negotiate an exchange in any terms you want, offering and/or asking for any number tiles, coins and/or cards. Tiles must be offered and delivered face down. You cannot exchange fulfilled Contracts, Island cards or Masteries (Everything else is allowed). Exchanges can only be made between two players.



Obtaining and using the Council's Seal.

You obtain this Seal when you gain Influence points -except from shops- or if at any time during your turn you return one Silver coin -available or on your City card- to the reserve, which doesn't count as an action. This Seal will remain in your possession until someone else obtains it.

The Seal grants you these **additional** actions:

-Council's helper:

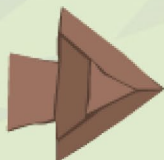
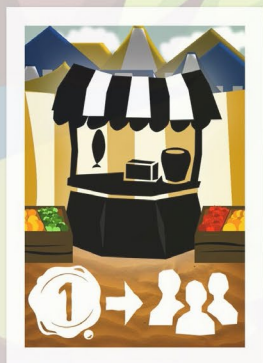
When you choose "Traveling to the City" you may perform a second action of "Traveling to the City".

-Contract office:

Once per turn, while in the City or in your Island, you may choose to either:

- Take two Contract cards**, choose one of them, then return the other one to the deck in the reserve.
- Or return one of your unfulfilled Contract cards** to the deck in the reserve.

To open a Shop put any of your Silver coins -available or on your City card- on the Shop card. You lose that coin for the rest of the game. Each coin on the Shop card gives each player one permanent Influence point.



Using a **Jewels tile** substitutes paying any one Raw Material tile, by returning it to the reserve, but if you keep it until the end of the game, it will grant you one Influence point.



How to earn a Mastery

The first player to commission two artisan works of the same type gets the corresponding Mastery. The Turtle Festival Mastery is earned with the first Festival. If another player surpasses your number of works of that type, the Mastery instantly passes on to that player.



Player 1 gathers 2 Artisan Works, earning the corresponding Mastery.

Player 2 gather more Artisan Works than Player 1, now earning the Mastery.

Game end and Scoring

When at the end of a turn any player reaches 18 points -counting shops too-, all the following players in turn order take one last turn -excluding the player in who's turn the end game was triggered-. Now scoring takes place.

Scoring



Add up all the points on Fulfilled Contracts, Artisan works and Mastery cards

-2 per Unfulfilled Contract

+1 per Shop

+1 per Jewel Tile you own

The player with the most Influence points is the winner.