



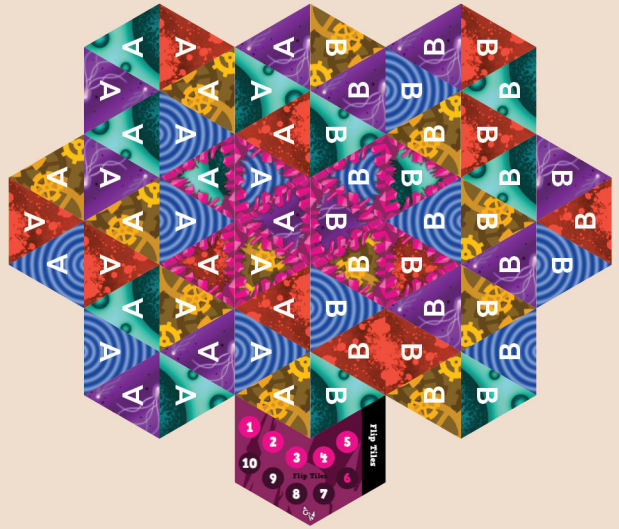
Gnomes & Wizards



5 & 6 Player Expansion

More Tribes are on Their Way!

The cries of battle have been heard all across the lands. When all thought the battle was about to ensue, two tribes many thought had gone extinct from their dangerous experimental magics, appear on either horizon. The Beast Conjuring Gnomes of Bargloomin and the Transmutation Wizards of Mutrivith present themselves in battle in attempt to claim victory over the Power Crystals. These powerful factions bring new skill-sets to challenge their opponents.



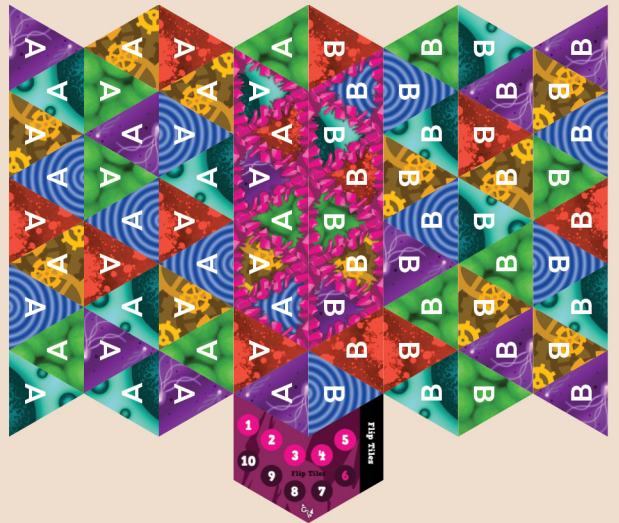
5 players setup

Expansion Gameplay

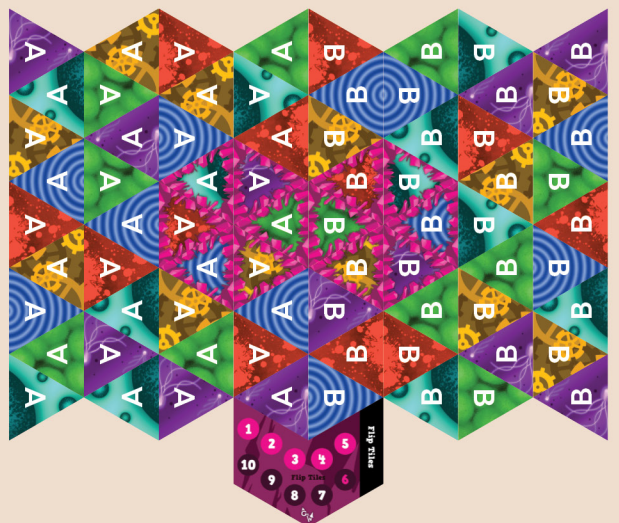
Setup for a five or six player game is the biggest difference from the core game rules. Follow the diagrams to the right to setup the board properly. Make sure the Power Crystals are in the center of the board. Rules for placing leaders are also the same depending on if you are playing in teams or "Every Tribe for Themselves" (see core rulebook for details).

Additionally there is an alternate setup when playing "Every Tribe for Themselves" in a six player game. This is to push the Crystal Mines away from the edge of the board since players can start on any edge tile.

Playing the "Shorter Game" variant is recommended when playing with five or six players. These rules are depicted in the core rule-set. Simply start at round five and wait to start flipping tiles until round seven.



6 players teams setup



6 players PvP setup