

TUNGGARU



RULEBOOK

TUNGARU




2-5 PLAYERS 60-90 MIN AGE 14+

In the early days of settlement, the archipelago of Tungaru was a diverse mix of people from different cultures. In this game, you will play as the leader of one of these cultures, sailing around the archipelago, spreading your culture. You'll harvest resources, settle the islands, recruit Nomads, trade with the locals, and build Monuments. However, other cultures are also spreading throughout Tungaru and you'll have to outwit them to leave a lasting legacy amongst the people of this archipelago.

Tungaru is a dice placement game for 2-5 players. On your turn, you'll choose one action from a number of possibilities, including moving your boat from island to island, settling the island, recruiting Nomads, trading goods, and spreading your culture. Recruiting Nomads provides you with new abilities and also the means to score victory points. At the end of the game the player with the most victory points wins.

CONTENTS



1 Double-sided Game board



5 Culture boards
(1 per player)



1 Starting player token



25 Leader cards
(5 per player)



14 Island tiles
(16 additional tiles for deluxe)



40 Nomad tiles
(4 additional tiles for deluxe)



50 Wooden Goods tokens
(14 × Fish, 13 × Shell, 12 × Coconut, 11 × Pearls)

The Goods tokens are not intended to be limited, if any run out, please use a suitable replacement.



5 Boats
(1 per player)
[punchboard for base game, miniatures for deluxe]



15 Settlers
(3 per player)



20 Six-sided dice
(4 per player)



5 Score Marker tokens
(1 per player)



40 Monuments
(8 per player)
[tokens for base game, mini statues for deluxe]

BOARD



- A** Scoring Track
- B** Player count
- C** Island
- D** Anchoring Ground
- E** Area Borders
- F** Migration Space

CULTURE BOARD



- A** Culture track
- B** Action reference
- C** Nomad spaces
- D** Traveller pile
- E** Storage spaces

SETUP

- 1 Place the Game board in the middle of the table, with the board showing the side for the correct number of players (one side is for 4 to 5 players, the other side is for 2 to 3 players).
- 2 Each player chooses a colour, takes the Culture board in that colour and places it in front of themselves, with the sea edge facing the Game board
- 3 Each player takes the following pieces in their player colour and places them beside their Culture board:
 - 1 Boat
 - 4 Dice
 - 5 Leader cards
 - 8 Monuments
 - 1 Score Marker token
 - 3 Settlers
- 4 Each player places their Score Marker token on the '0' space of the Score track.
- 5 Each player places their 8 Monuments on the marked spaces of their Culture board.
- 6 Each player takes 1 of each type of good (1× Fish, 1× Shell, 1× Coconut, 1× Pearl) and places them in available storage spaces on their Culture board. Each storage space can hold only 1 good.
- 7 Place all remaining goods next to the Game board as a **general supply**.
- 8 Remove all Nomad tiles with a number greater than the number of players (3+, 4+, or 5) and place them back in the box; they will not be used in this game. Shuffle all remaining Nomad tiles face down and place them aside as the **Migration pile**. 
- 9 For each island, place the top tile from the Migration pile face up onto the space on that island.
- 10 Do the same for the four **Migration spaces** of the board.
- 11 Determine a starting player at random and give them the Starting player token.
- 12 The player to the right of the starting player places their boat onto an **empty Anchoring ground** of their choice and then reserves one of the Nomads on the two islands **next to their boat** by placing one of their available Monuments from their Culture board onto the Nomad tile.

At the start of the game, the only available Monuments are either of the ones on a Nomad space, the one blocking the 6th storage space, or the topmost one from the Culture track.

While this Nomad remains reserved, no other player may reserve or recruit that Nomad tile, and it may not be swapped by the Leader Benefit of any player's Chief card.

All other players in counterclockwise order then place their boat and reserve one Nomad tile in a similar way.
- 13 Each player keeps one of their dice and 3 Settlers beside their Culture board. These are kept in the player's reserve to be used later.

Once all players have reserved a Nomad, the game is ready to begin.

STORAGE SPACES / STORAGE:

The complete set of your storage spaces is called "storage". Each storage space can hold one good of any type. The sixth storage space cannot be used until the Monument has been removed (see Recruit Action, page 9). If you ever gain more goods than you are able to store, you may replace any goods currently in your storage with the new goods. Return any goods you replaced and those you were unable to store back into the general supply.

ISLAND TILES:

The Island tiles should not be used for your first game. However, once you are experienced with the game, choose a set of island tiles, returning the unused island tile sets to the box. Place one random Island tile onto each of the islands, covering up the existing Harvest & Trade action spaces. When playing with 2-3 players, after placing the sixth Island tile, if one type of goods is not showing on the right side of any of the islands (available for harvesting), replace that sixth tile with one of the remaining two tiles, chosen at random.



MONUMENTS

When Monuments are removed from your Culture board they may unlock rewards. (For more details, see Recruit on page 9)



TWO PLAYERS SETUP EXAMPLE



COURSE OF THE GAME

The game is played over several rounds with each round consisting of 4 phases, which are carried out in the following order:

- 1 Roll the dice and get goods
- 2 Choose Leader
- 3 Perform actions
- 4 Cleanup

This process continues until the end of the game is triggered, see 'Phase 4: Cleanup'.

1 ROLL THE DICE AND GET GOODS

The starting player rolls 3 of their dice. Whenever all 3 dice show the same result, roll again. All other players copy this result with their own 3 dice.

All players place their 3 dice onto the dice spaces of their boats. Each player's 4th dice stays beside their Culture board until they decide to play the Worker in 'Phase 2. Choose Leader'.

After placing dice in your boat, each of the Nomads on your Culture board that bring in goods is activated once. This will not happen in the first round as there are no Nomads on any player's Culture boards.

2 CHOOSE LEADER

Each player secretly chooses one of the Leader cards from their hand and places it face down in front of them. Once all players have chosen, all chosen Leader cards are simultaneously revealed.

The abilities of Leader cards (1) to (4) are now carried out. Leader card (5) is only resolved later in the round (see Phase 4. Cleanup).

First, the Worker (Leader card 1) is resolved. Beginning with the starting player and proceeding clockwise, any player who chose this Leader now resolves it. Then, the Beggar (Leader card 2) is resolved in the same way, followed by the Fisher (Leader card 3) and finally the Trader (Leader card 4).

For example:



Player 1



Player 2



Player 3



Player 4

The Leader cards are revealed. Player 1 (the current start player) chose the Fisher (3), Player 2 chose the Chief (5), Player 3 chose the Fisher (3), and Player 4 chose the Worker (1). First, Player 4 resolves their Worker, then Player 1 resolves their Fisher, followed by Player 3. Player 2's Chief is not resolved at this point but is still revealed. Player 2's Chief will be resolved in 'Phase 4. Cleanup'.

LEADER CARDS



- A Leader Name
- B Resolution order
- C Leader Special Ability
- D Dice Placement Spaces (see Phase 3. Perform Actions)
- E Leader Benefit (once per turn)



For example, if you have this Nomad, take 1 fish from the supply and put it into your storage.

LEADER ABILITIES



1 Worker

Take your 4th die, roll it and place it on the special holding space on this Leader card. You can use it to perform an additional action during the next phase.



2 Beggar

Each of your two neighbours (or, in a 2-player game, your opponent) must give you 1 good of their choice if they have one to give. If they do, they get 3 victory points. Put the good into your storage, if possible, or discard it to the general supply.

Note: Any player who chose the Beggar (2) or the Chief (5), is immune from the effects of all beggars this round.

Note: If you are between two Beggars, you only give 1 good to one of your neighbours (your choice).



3 Fisher

Take 1 Fish from the supply and place it onto the special storage space on this Leader card. If this Fish is not spent before the end of the round, either move it to your normal storage or discard it. This Leader's storage space may only be used for this Fish, not for other goods.



4 Trader

Perform the Trade action once on one island of your choice (without having to use a die or a Settler). See page 9 for details of this action.



5 Chief

Gain the Starting player token.

The Chief's ability is NOT resolved now. Instead, it is resolved in 'Phase 4. Cleanup' - see page 12.



3 PERFORM ACTIONS

Beginning with the starting player and proceeding clockwise, each player takes a turn to perform one action.

Once all players have performed one action, the process repeats again, until all players no longer want to take any actions and pass.

Once you pass, you may take no further actions this phase, but other players may continue to take actions for as long as they can.

Performing Actions:

In Tungaru, actions are performed by either:

- A** placing a die on an empty dice-placement space on either an island, a Leader card, one of the face-up Nomads on your Culture board, or on your Culture board's Sailing space.
- OR**
- B** exhausting a Settler on an island by laying the Settler flat. An already exhausted Settler cannot be exhausted again.

The following icons indicate when an action can be taken:

- You must place a die with any result to perform this action.
- You must place a die with result 1, 2, or 3 to perform this action.
- You must place a die with result 4 or 6 to perform this action.
- You must place a die with a result that is matching the result shown at the placement location to perform this action.
- You may place a die with any result on the island OR exhaust a Settler on the island to perform this action.
- Some actions also require you to spend goods. To spend a good, take it from your storage and return it to the general supply.

The possible actions are:



A SAILING

Place a die with any result on the space shown next to this action to move your boat from one anchoring ground to another. The sea is divided into sections separated by borders (white dashed lines). You may cross up to 3 borders with this action.

You can cross 1 or 2 borders at no cost, but if you cross 3 borders, you must spend 1 Fish. It is not possible to cross more than 3 borders with a single action.

Each anchoring ground is next to two islands, and depicts the maximum number of boats that can be there (1 per anchoring ground in a 2-3 player game, and 2 per anchoring ground in a 4-5 player game). However, other boats do not block your boat while it is still moving, so you could move through an already full anchoring ground, but not end your movement there.



Examples of a Red boat moving:

- 1 It goes around the islands, crossing only 1 border and therefore does not have to pay a Fish.
- 2 It crosses 2 borders. This does not cost any Fish.
- 3 It crosses 3 borders and must pay 1 Fish.



B HARVEST

To perform this action, choose an island that your boat is currently anchored next to. You must then choose one of your unused dice whose result corresponds to what is depicted on the island. Place that dice in an unused dice placement space on the island. You gain one of the depicted good, which you place in your storage.

Note: you cannot exhaust a Settler to perform this action.



C SETTLE

To perform this action, choose an island that your boat is currently anchored next to, which does not already contain one of your Settlers and has an empty Settler space. Then choose one of your unused dice of any value and place it on an unused dice placement space on the island. You must also spend 2 Fish, which are returned to the general supply. Place 1 of the unused Settlers from beside your Culture board onto an empty Settler space of this island.



Islands



- A Settler Spaces
- B Nomad Space
- C Monument Spaces
- D Market Spaces
- E Trade Action
- F Harvest Action
- G Dice Placement Spaces



For Example: Yellow's boat is at the anchoring ground next to the island pictured, so they can place a value '2' die to use the harvest action and gain 1 shell.

Depending on the side of the Game board you are using, each island has spaces for 2 or 3 Settlers in total for all players. However, each player may not have more than one of their Settlers on each island.



In a 2 or 3 player game, players do not place their third Settler on an island. Instead, they are placed flat on one of the Settler spaces on the island in the bottom right of the board. These Settlers cannot be used for actions and cannot move or be moved. However, they do count for the purposes of scoring at the end of the game.



D TRADE

To perform this action, either: Choose an island that your boat is currently anchored next to, and place any one of your unused dice (of any value) on an unused dice placement space on the island; OR Choose an island which contains one of your Settlers and exhaust your Settler on that island.

Then you may either:

- A Put the good depicted to the left of the arrow from your storage onto 1 empty market space of the island. Take the good(s) depicted to the right of the arrow from the supply and add them to your storage

OR

- B Take the good from any 1 market space on that island for free and put it into your storage.



Some goods are generally more valuable than others:



Example of connected islands by walkways



E TRAVEL

To perform this action, either: Choose an island that your boat is currently anchored next to, and place any one of your unused dice (of any value) on an unused dice placement space on the island; OR Choose an island which contains one of your Settlers and exhaust your Settler on that island. Move your Settler from that island to an empty space of a connected island where you don't already have a Settler.

Note: a Settler remains in its current state (exhausted/unexhausted) when moved.



F RECRUIT

To perform this action, either: Choose an island that your boat is currently anchored next to, and place any one of your unused dice (of any value) on an unused dice placement space on the island; OR Choose an island which contains one of your Settlers and exhaust your Settler on that island. Then, recruit the Nomad from that island following the steps below:

- 1 Spend the depicted Recruiting costs.
- 2 (Optional) If you do not already have a Monument on the island and there is an available space for one, remove one of your available Monuments from your Culture board and place it on this island.

Note: you do not need to place a Monument to do the Recruit action. You may recruit a Nomad from an island where you already have a Monument but you will not be able to place a second Monument there.

Nomads



- A Player count (if present)
- B Recruiting costs
- C Benefit
- D Victory points

(See page 16 for a full explanation of Nomad benefits)

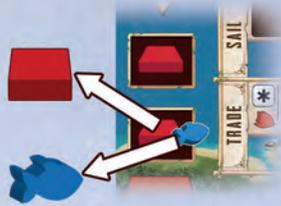
Available Monuments



Whenever you remove a Monument from your Culture board, you may choose from either of the Monuments on a Nomad space, the Monument blocking the sixth storage space, or the topmost Monument from your Culture track.

When Monuments are removed from your Culture board they may unlock rewards, such as an extra storage space, extra Nomad spaces, or goods from the supply.

- 3 (Optional) Take any rewards that removing the Monument token may give you.



- 4 Place the Nomad onto your Culture board, either face up in an available Nomad space or face down on your Traveller pile.



The two rightmost Nomad spaces on your Culture board cannot be used until the Monument from the respective space has been removed.

If your Culture board is full, you may replace one of your face-up Nomads. To do this, choose a face up Nomad on your Culture board and place it face down on the Traveller pile. Then, place the newly recruited Nomad face up on your Culture board.

If you replace a Nomad that had any goods on it, move those goods to your storage if possible or return them to the supply.

Once a Nomad has been moved to your Traveller pile, it may not be revealed again. Its victory points, however, will still be scored at the end of the game, and you may look at your face-down Nomads in your Traveller pile at any time.

- 5 Move 1 Nomad of your choice from a connected Migration space onto the island and refill the empty Migration space with a new, face-up Nomad from the Migration pile (if possible). Migration spaces are connected to islands by the white dashed lines.

If, due to the Migration pile being emptied, all 4 Migration spaces are empty, the game ends at the end of the current round (see Cleanup on page 12).



IMPORTANT: Exception - Reserved Nomads

If this is the first Nomad you have recruited, you must use the Monument you used for the reservation at the beginning of the game. If you recruited a different Nomad to the one you reserved, that reservation expires (as the Monument has been removed), and the previously reserved Nomad is now available for any player to recruit.

2-3 When playing a 2-3 player game, once you have one Monument on every island, you may place a second Monument on an island if there is space to do so.



G ACTIVATE A NOMAD

To perform this action, either flip the Nomad tile and place it face-down on the Traveller pile, or place one of your unused dice onto one of the face-up Nomads on your Culture board (depending on the method the Nomad depicts). You may only place one die on each Nomad per round.

The possible actions are:



Use a die with a matching result and place it onto this Nomad to sell 1 depicted good from your storage, returning it to the general supply. Immediately gain the victory points shown, moving your marker on the victory points track.



Flip this tile over and place it face-down on the Traveller pile on your Culture board. You may perform the sailing action. Do not use a die for this action.



Use a die of any value and place it onto this Nomad to sell the depicted good(s) from your storage, returning it to the general supply. The amount of goods you can sell is depicted above the arrow. Immediately gain the victory points shown for each good sold, moving your marker on the victory points track.



Flip this tile over and place it face-down on the Traveller pile on your Culture board. Spend 1 Fish to place a Settler on an island that is adjacent to your boat. Do not use a die for this action.

H USE YOUR LEADER'S ACTIONS

To perform this action, choose one of your unused dice with a value that matches one of the unused dice placement spaces of your Leader card. Place that die on the unused dice placement space on the card. Gain the depicted good(s), which you place in your storage.

For Example:

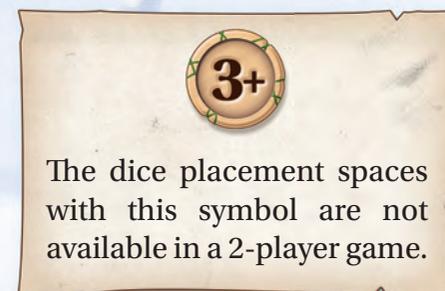


Use a die with a value of 6 and place it onto this space. Take 1 coconut from the supply and place it into your storage.



Use a die with a matching value (1 or 4) and place it onto this space. Take 2 fish from the supply and place them into your storage.

The Leader's action can still be used if the Leader's benefit has already been used. You may use each of the Leader's actions at most once per round by using one die for each.



I PASS

If you cannot or do not wish to take any more actions, you may pass for this round. Once you have passed, you cannot perform any more actions this round nor can you use any Leader's benefit after passing.

USE THE LEADER'S BENEFIT

Once per round, on your turn, you may use the benefit of your chosen Leader. This does not count as an action.

Afterwards, rotate the Leader card by 90 degrees to show it has been used and is no longer available. The Leader's actions may still be used as normal.

See page 16 for full details of all the Leader benefits.

The red player spends a die to recruit a Nomad and decides to use their Leader ability. They recruit the Nomad that usually costs 2 Pearls with 1 Fish and 1 Coconut. They rotate their Leader card 90° to show that their Leader benefit has been used this round. Their Leader benefit cannot be used again this round.



4 CLEANUP

Once all players have passed, the round ends.

If, due to the Migration pile being emptied, all 4 Migration spaces are empty, the game ends immediately and **Final Scoring** occurs.

If the game did not end, all players retrieve their dice and stand all Settlers that were exhausted to an upright position on their settling space(s) on the islands.

Chief Leader cards that were played this round are now resolved in the following way:

5 Chief

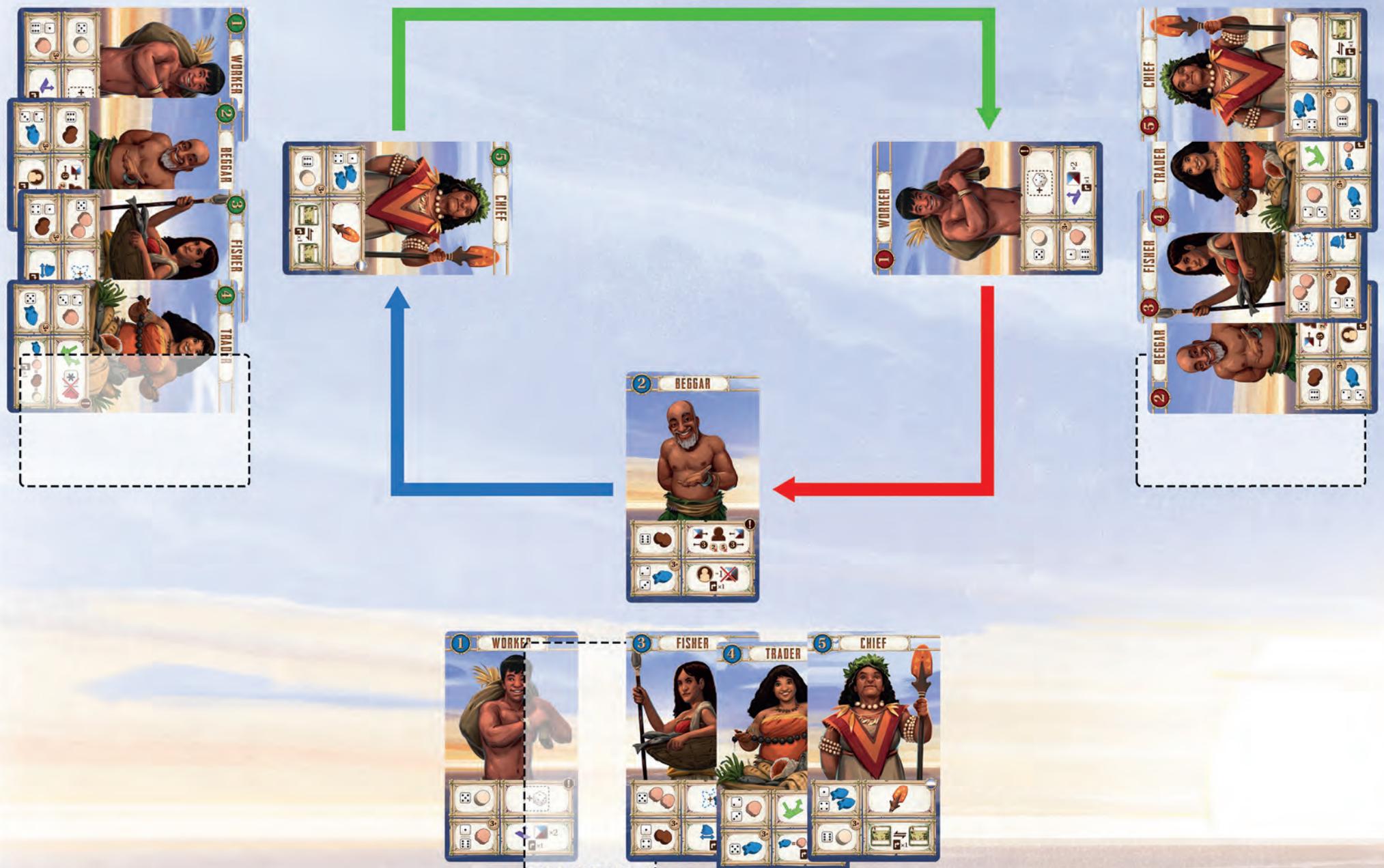
If no Chief was played in this round: The starting player does not change.

If one or more players played the Chief this round: The last player in turn order that played a Chief becomes the starting player for the next round and takes the starting player token.



Next, all players pass the Leader card they played this round to the player to their left, who takes it onto their hand. As a result, all players should have 5 Leader cards, but not necessarily 1 of each of the 5 different types.

Begin a new round from **Phase 1**.



FINAL SCORING



Each player gains victory points from all their recruited Nomads, including face-up Nomad tiles on their Culture board and face-down Nomad tiles in their Traveller pile.

Remove all Nomads from your Culture board and sort them into groups according to their victory point types.



You get the victory points shown (4 in this example) for each 'storage' Nomad you recruited.



You get the victory points shown (2 in this example) for each Monument you placed on the Game board.



You get the victory points shown (4 in this example) for each Settler you placed on the Game board.



You get the victory points shown (1 in this example) for each Nomad you recruited, including this one.



You get the victory points shown (2/3/3/4 in this example) for having at least 1 Fish/Shell/Coconut/Pearl in your storage at the end of the game.

You do not gain extra points for having multiples of a type of good.

Therefore, for the example above, you could have a maximum of 12 points (2+3+3+4) if you had at least one of each good in your storage.

If you have more than one Nomad with these victory point conditions, the goods **ARE** counted again for that Nomad.



You get the victory points shown (3 in this example) for each differently coloured flower you collected (at most 5 colours, marked with the letters A through E).

Nomads with duplicate flowers bring you no additional points in the flower scoring.

For all the other scorings, however, they will be scored like any other Nomad you recruited.

The player with the most victory points wins. In case of a tie, the tied player who was last in turn order during the final round wins.

Note: The Chief's ability is **not** resolved in the final round of the game, so whoever began the final round of the game as the starting player, remains the starting player at the end of the game.

SCORING EXAMPLES

EXAMPLE 1

Stefan brought 2 Settlers into play and recruited the following 9 Nomads:



Therefore, Stefan gets the following victory points (VP) in addition to those that were already scored during the game by selling Coconuts using the left Nomad, or by donating to a Beggar:

- The left Nomad brings 5 VP per 'Storage' Nomad recruited; with 2 'Storage' Nomads recruited -> 10 VP
- The next three Nomads together bring 3 VP per Nomad recruited; with 9 Nomads recruited -> 27 VP
- Of the four Nomads recruited with flowers, only the topmost three are scored, the duplicate blue flower is not scored. This brings 7 VP per flower colour; with 3 flower colours -> 21 VP
- The final Nomad brings 5 VP per Settler Stefan brought into play. Stefan bought 2 Settlers into play -> 10 VP

TOTAL NOMADS SCORE: 68 VP

Since none of these Nomads shows a scoring for goods types or for Monuments, any existing goods in Stefan's storage and Monuments on islands score no points for Stefan.

EXAMPLE 2

Louis has 3 Fish, 1 Shell, and 1 Pearl in storage at the end of the game, and recruited the following 8 Nomads on 5 different islands (5 Monuments placed):



Therefore, Louis gets the following victory points (VP) in addition to those that were already scored during the game by donating to a Beggar:

- The left three Nomads together bring 6 VP per Monument placed; with 5 Monuments placed -> 30 VP
- The next four Nomads together bring 10 VP for Fish (only one Fish is scored), 14 VP for Shell, and 18 VP for Pearl -> 42 VP
- The final Nomad brings 1 VP per Nomad recruited; with 8 Nomads recruited -> 8 VP

TOTAL NOMADS SCORE: 80 VP

Since none of these Nomads show a scoring for Settlers, Louis did not score any points for any Settlers he brought into play.

CREDITS

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**GAMING
RULES!**



Tungaru is a work of fiction developed by a team from a variety of different cultures.

Our intention has always been to create an outstanding game that draws inspiration from the early sea-faring cultures of small Pacific islands (such as the Lapita), much of which remains a mystery to this day.

We have made an effort to be as culturally sensitive as possible, drawing inspiration from these cultures but making an effort not to misrepresent or cause offence.



GLOSSARY

LEADER BENEFITS

The Leader benefits in detail:



When performing the Harvest action, gain the harvested good twice. This may only be used when taking goods from placing a die on the board and may not be used in any other circumstance (such as gaining goods from a Leader's action).



When performing the Recruit action, you may spend 1 fewer good of your choice.



When performing the Sailing action, you may do so without using a die. If you cross a third border, you must still pay 1 Fish. Although you do not use a die, this still counts as your action for the turn.



During one of your actions that uses or spends goods, all goods are counted as equal. You may use or spend any other type(s) of goods instead of the required one(s). Only the number of goods must be correct.



You may swap any 2 Nomads displayed on any two islands of your choice with each other. You cannot swap with an empty island, a reserved Nomad, a Migration space, your Culture board, or the Migration pile.

NOMADS

Nomads face up on your Culture board bring you the following benefits:



As an action: Flip this tile over and place it face down on the Traveller pile on your Culture board. You may perform the Sailing action. Do not use a die for this action.



As an action: Flip this tile over and place it face down on the Traveller pile on your Culture board. You may perform the Settle action. Spend 1 Fish (instead of 2) to place a Settler on an island that is adjacent to your boat. Do not use a die for this action.



While this Nomad remains face up on your Culture board, you may increase or decrease the result of each of your dice by 1 before using them.

If you have multiple of these Nomads, you can increase or decrease multiple times. For example: if you have 2 of these Nomads face up on your Culture board, you may increase or decrease the result of each of your dice by up to 2 before using them.

Important: You can **not** 'wrap' the dice result by 'decreasing' a 1 to a 6 or 'increasing' a 6 to a 1.



While this Nomad remains face up on your Culture board, you have 2 additional storage spaces that you can use along with your normal 6 storage spaces.



As an Action: Use a die with a matching result and place it onto this Nomad to sell 1 depicted good from your storage, returning it to the general supply. Immediately gain the victory points shown, moving your marker on the victory points track.



As an Action: Use a die with a matching result and place it onto this Nomad to sell the depicted good(s) from your storage, returning it to the general supply. The amount of goods you can sell is depicted above the arrow. Immediately gain the victory points shown for each good sold, moving your marker on the victory points track.



As an Action: Use a die of any value and place it onto this Nomad to sell 1 depicted good from your storage, returning it to the general supply. Immediately gain the victory points shown, moving your marker on the victory points track.



As an Action: Use a die of any value and place it onto this Nomad to sell the depicted good(s) from your storage, returning it to the general supply. The amount of goods you can sell is depicted above the arrow. Immediately gain the victory points shown for each good sold, moving your marker on the victory points track.



While this Nomad remains face up on your Culture board, gain the depicted good in 'Phase 1. Roll the Dice and get Goods.' If you have multiple of these Nomads, gain all of the goods depicted.