







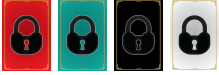





Introduction

The ancients have granted you the charter you need to found a settlement on their distant shore. It is up to you to journey there, and turn the boatload of crew and resources that will accompany you on your voyage into a sprawling settlement, and a thriving community. Challenges abound over yonder, from entitled envoys that make strange demands of your community, to rival settlements that compete with you for every scrap of food, every bit of resources, and for your workforce itself. Do you have what it takes to generate wealth, outgrow your rivals, and win the favour of the ancients surveying your progress from their lofty marble towers?

Components

1 city board	-
1 round tracker	
86 workers: 16 dwarves, 16 elves, 16 skeletons, 22 goblins, and 16 ogres	
60 resources: 20 wood, ore and hay	
60 food: 20 grains, fish and meat	
5 Multiplier Tokens (x5)	
20 arcana	
25 coins: 20 one coin tokens and 5 five coin tokens	
20 ships: 4 starter ships in player colours and 16 regular ships.	
59 building cards: 4 headquarters in player colours, 17 A buildings including 6 white starting buildings, 18 B buildings, 20 C Buildings.	

	
24 Envoy cards: 9 A, 9 B, and 6 C Envoys	
4 Score Markers and 4 Favour Track Markers in player colours.	
4 reference cards.	
1 solo mode reference card	
1 first player marker	

Setup

1. Place the city board in the centre of the table. Place the round tracker on the round one space.
2. Place all the resources, food, arcana, coins, and workers on the table within easy reach.
3. Place one arcana on the corresponding space of the round tracker.
4. Randomly assign each player a colour. Give each player one headquarters, one starting ship, one emissary and one treasurer in that colour. If playing with less than four players return the unused player coloured pieces to the box. Players place their headquarters faceup in front of them to form the start of their settlement and place their ship nearby to form the start of their supply.
5. Give each player a reference card.
6. All players place their score marker on the zero space of the gold track and their favour track marker on one of the four starting spots on the favour track.
7. All players take one wood, one ore, one hay, one fish, and one grain to their supply.
8. Players take the workers and the food or resource depicted on their starting ship to their supply.
9. Shuffle the remaining ships and place them in a stack on the wharf, text-side-up. Draw the top four ships from the stack and place them onto the ship slots in the harbour.
10. Shuffle the envoy cards separately by letter. Set up the envoy card stack with the following cards from top to bottom: eight A cards, eight B cards, and four C cards. Place the stack on the envoy stack slot. Draw the top four A Envoy cards and place them face up on the envoy slots on the board. Return the rest of the envoy cards to the box.
11. Place the six A building cards with white backs face up on the building card slots on the board.

12. Shuffle the A,B, and C building card decks separately by letter. Set up the building stack with the following from top to bottom: three A cards, nine B cards and 12 C cards. Place the stack on the building stack slot on the board.
13. Deal two cards from the three building card decks to each player (so that everyone gets two A cards, two B cards and two C cards). Players then return one building card of each type facedown to the building card decks, so that they end up with a hand of three cards (one A, one B, and one C card). Then, return the building card decks to the box.
14. Give the player who last travelled by ship the first player marker. That player goes first. If playing with three or four players, give the player last in turn order one arcana.

Welcome to Yonder

In Yonder, you will dispatch goblins, ogres, dwarves, elves, and skeletons to collect resources, gather food, and build a settlement on the distant shore. Place your workers carefully, harnessing each species' special power to its fullest extent. Direct the expansion of your settlement, constructing the buildings you'll need in order to thrive. Dispatch workers to other player's settlements where necessary, trading manpower for the use of their facilities. Meet with the steady stream of envoys from other settlements, each of whom offer lucrative contracts. Cash in on as many as you can, while trying not to over-burden your settlements with unsustainable commitments.

Key Terms

Each player has a supply. Any workers, resources, food, arcana, and ships a player gains go to their supply. Each player has a hand of building cards. Each player has a settlement, which contains their headquarters, any buildings they subsequently build, and any envoys they subsequently gain.

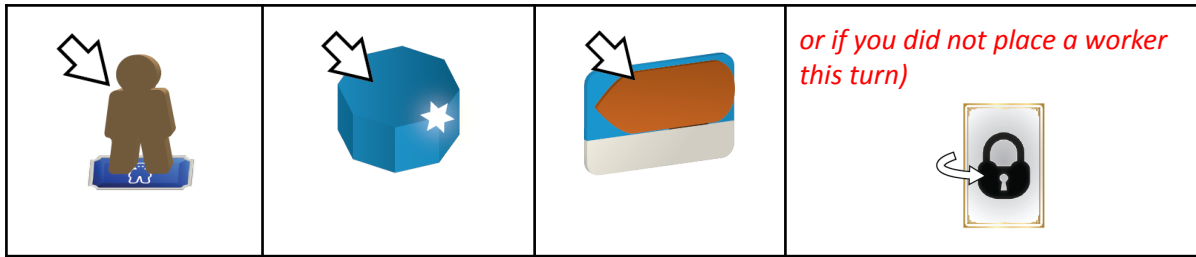
Game Structure

Yonder is played in rounds. Each round has two phases: the worker placement phase, and the cleanup phase. In the worker placement phase, players take turns in clockwise order. Once a player takes the lock up action, their turns are skipped for the remainder of the worker placement phase. Once all players have locked up, the worker placement phase ends, the cleanup phase is resolved, and the next round begins. After five rounds, resolve endgame scoring, and then the player with the most gold wins.

Worker Placement Phase

In the worker placement phase, beginning with the player with the first player marker, and proceeding clockwise, players take turns. During a turn, you do the following.

In any order:			At the end of your turn:
Place a worker <i>(optional*)</i>	Place an arcana <i>(optional)</i>	Fulfil an Envoy <i>(optional)</i>	Lock up <i>(optional, *mandatory if you have no workers in supply)</i>



Placing a worker

Choose and place a worker from your supply onto an unoccupied worker spot on the city board, in your settlement, or in another player's settlement. Take the reward depicted below the worker spot you just claimed.

See the worker spots section on page XX for the list of rewards associated with spots.

See the types of worker section on page XX for special powers associated with each type of worker.

Only workers placed in your settlement are returned to your supply when you lock up. During cleanup, workers you placed in your opponents' settlements are returned to their supply, and workers placed on the board are returned to the general supply. You don't get them back!

You may not assign a worker to another player's settlement if they have locked up.

Place an arcana

[upper city image]

Place an arcana from your supply on an unoccupied spot in the upper city and gain the reward shown.

See the upper city section on page XX for the list of rewards associated with spots.

Note that once an arcana has been placed in a spot it will remain in place for the rest of the game.

You may not place an arcana on a spot in the top row until an arcana has been placed on the linked spot below it.

Fulfil an Envoy

[numbered diagram of envoy]

Choose an envoy on the city board or in your settlement. If you chose an envoy in the city, immediately move it to your settlement. Place a ship from your supply on the chosen envoy.

Then, make a number of deliveries to the envoy that falls within the range specified by the arrow icon (1) on the envoy. For each delivery, pay the cost shown (2). Then, for each delivery you made, gain the market value in gold (4) and the delivery bonus (5).

The market value depends on the round and is shown under the round track on the city board.

See the envoys section on page XX for the list of delivery bonuses.

See the ships section on page XX for the list of special powers associated with each ship. Most of these powers are triggered when fulfilling envoys.

You may not fulfil an envoy if you cannot make a number of deliveries that fits within the range specified by the arrow.

[example text box]

Toby places a ship on the Dwarven Witches envoy in round 2. He wants to deliver two times, which costs four wood. But as The Scrooge gives him a one resource discount he only needs to pay three wood. Toby receives three gold and one ore per delivery, for a total of six gold and two ore.











[example text box end]

Lock Up

At the end of your turn you may lock up. If you have no workers in your supply at the end of your turn, or if you did not place a worker this turn, you must lock up. To lock up, move all workers in your settlement to your supply, flip over your headquarters card, and resolve the following steps.

1. Resolve “when locking up” effects on your buildings and ships.
Players don’t start the game with any such effects, but they can be gained later.
2. Spend food to feed each worker in your supply. Fish and grains each count as one food for this purpose, and meat counts as two food. Return spent food to the general supply. Any workers that are not fed are discarded to the general supply, and you lose three gold for each unfed worker. After feeding, discard any excess meat and fish in your supply. For each fish discarded in this way, gain one gold.
Excess grain is not discarded.

Worker type					
Food needed	1	1	1	2	0

Food type			
Food provided	1	1	2
If unspent	keep	Discard and gain one gold	discard

- Discard any envoys in your settlement that don't have a ship placed on them. You lose five gold for each envoy discarded in this way. Then, return any ships placed on envoys to your supply.
- Gain one gold for each coin on cards in your settlement.
Note that you do not remove the coins from your buildings.

[text box]

Rounds 1-3 only

- Take one of the ships available in the harbour to your supply. Gain the depicted workers and cargo, adding them to your supply.
Note that you do not replace the ship you took with a new one from the ship stack. Players who lock up earlier will get more choice of ships.

[text box end]

[text box]

Rounds 4 only

- Gain an arcana if you were the first player to lock up this round.

[text box end]

[example text box]

Locking Up Example

It is round two. Toby has one skeleton, one ogre, and one elf in his settlement. At the end of his turn, he has no workers in his supply, and so he locks up. First, he returns the skeleton, ogre, and elf to his supply and flips his headquarters card. He then feeds his workers. He needs three food (two for the ogre, one for the elf, none for the skeleton), and so spends one meat and one grain. He still has one more grain and a fish in his supply. He sells the fish for one gold and keeps the grain for later.

The envoy in his settlement has a ship placed on it, so it is not discarded, and he does not lose five gold. Instead the ship is returned to his supply, ready to be used again next round, and the envoy stays in his settlement.

He has three coins on his Goblin Thieves Guild and two coins on his Ogre Peddler, so he gains five gold.

He now chooses and takes the Davos ship from harbour, gaining a wood, two skeletons, and two goblins. He will have a total of seven workers next round - the three he returned to his supply when he locked up, and the four he just gained from his new ship.

[example text box]

Cleanup Phase

Once all players have locked, resolve the cleanup phase, and then the round ends. To resolve the cleanup phase, do the following.

[text box]

Round 1-3 only

1. Discard any remaining ships in the harbour, and deal new ships to the harbour from the ship stack.

[text box end]

[text box]

Round 1-4 only

2. Discard all building and envoy cards from the board. Draw six new buildings and four new envoys from the corresponding stacks, placing them faceup on the board.
3. Return all workers on the city board to the general supply.
Note that you do not remove arcana from the upper city.
4. Advance the round tracker.
5. Flip each headquarters card from its locked up side to its faceup side.
6. Pass the first player marker clockwise to the next player.

[text box end]

[text box]

Round 5

This phase is skipped in round five.

[text box end]

Endgame Scoring

All players add up the scores from their C buildings, and move up on the gold track as many spaces as they score. The player who has the most gold is the winner! If tied, the player with the most arcana in their supply is the winner. If still tied, the player with the fewest buildings is the winner.

Other Concepts

Buildings



To look up what a specific building does, see the buildings reference section on page XX.






1. **Build cost.** Pay the cost depicted here to construct the building.
2. **Building letter.** Shows you what deck the card belongs to.
3. **Worker spot.** Some buildings have spots that players can place workers on.
4. **Ongoing ability.** Buildings with this symbol grant ongoing abilities that do not require a worker to be placed on it for it to work. Once the building is built the ability is permanently active for the player who built it.
5. **End of game scoring.** C buildings give you gold during endgame scoring.

Types of workers

There are five kinds of workers in the game.

	<p>Goblins have no special rules.</p>
	<p>Dwarves get a discount of one food or resource when placed on spots with the dwarf icon.</p> <p>If constructing a building, choose and ignore one resource or food in that building's cost. If taking an action that spends food or resources, spend one less than the action indicates.</p> <p><i>If an action lets you spend resources or food a variable number of times, dwarves only provide a discount on the first instance.</i></p> <p><i>Dwarves can reduce the cost of an action to zero, or build a building for free, if it normally costs one resource or food.</i></p> <p><i>Dwarves cannot discount an arcana or worker cost.</i></p>

	<p>Elves can be assigned to any spot that doesn't already contain an elf, even if it is occupied by another type of worker.</p>
	<p>Ogres get twice as many resources or food when placed on spots with the ogre icon. Ogres also eat twice as much as other workers when locking up.</p>
	<p>Skeletons don't have to be fed when locking up.</p>

Favour Track

[advance on favour track icon to the right of the below sentence]

The Audience Chamber worker spot allows you to advance on the favour track. Some other effects also allow you to advance on the favour track.

When you advance on the favour track, move your Emissary to the next unoccupied space, skipping over any spaces that contain another player's emissary. Then gain the corresponding reward. *See the favour track reference section for a full description of each reward.*

[example text box]

Toby places a goblin on the Audience Chamber spot. The two next spots are occupied, so Toby moves his emissary to the third spot and gains three grain.



[example text box end]

If you would advance on the favour track, and there are no unoccupied spaces above you, instead you do not move your emissary, and you do not gain a reward.

References

Building Reference

Buildings with an XX symbol are activated when a worker is placed on them. Buildings with an XX symbol are passive abilities gained by the person who built them. Buildings with an XX symbol gain you gold during endgame scoring.

Headquarters

1. Choose a building card in your hand. Pay the build cost to add it to your settlement.

A Buildings

2. Camp: Gain any one resource.
3. Cattle Ranch: Gain one meat.
4. Drawing Board: Draw one building card from the board into your hand.
The drawn card is not replaced until the cleanup phase of the round.
5. Fishing Boats: Gain two fish.
6. Goblin Inn: Spend one fish to gain one goblin from the general supply.
7. Grain Field: Gain two grain.
8. Headquarters: Choose a building card in your hand. Pay the build cost to add it to your settlement.
9. Hay Stacks: Gain two hay.
10. Logging Site: Gain two wood.
11. Quarry: Gain two ore.
12. Ore Merchant: Up to two times, spend one ore to gain one wood and one hay.
13. Wood Merchant: Up to two times, spend one wood to gain one ore and one hay.

B Buildings

14. Dwarven Merchants: If you have at least two dwarves, you get a discount of one resource each time you fulfil an envoy.
*You count as having dwarves if they are in your supply or settlement.
This ability can only be used once per envoy you fulfil, not once per delivery.*
15. Dwarven Mine: Up to three times, spend two ore to gain one arcana.
16. Dwarven Smithy: When you spend one or more ore, place a coin on this card.
*Delivering ore to an envoy multiple times only counts as one instance of spending ore.
Spending multiple ore at the ore merchant only counts as one instance of spending ore.*
17. Dwarven Treasury: When you place dwarves, gain any resources or food that were discounted, including the one discounted when constructing this building if applicable.
For example, if you constructed this building with a dwarf, you could choose to spend a wood and gain a hay, or spend a hay and gain a wood.
18. Elven Bakery: When you fulfil an envoy, you may spend one grain to get a discount of up to two resources.
This ability can only be used once per envoy you fulfil, not once per delivery.

19. Elven Recruiters: When you send an elf to a spot on the city board occupied by a different kind of worker, you may place that worker on this card.
Workers on this card will return to your supply when you lock up, so you will need to feed them.
20. Elven Swingers: When you place an elf in another player's settlement, place a coin on this card.
21. Giant Golden Geese: Up to five times, spend one meat to place a coin on this card.
22. Goblin Brewery: Up to five times, spend two grain to place a coin on this card.
23. Goblin Soup Boat: When locking up, gain up to two goblins from the city board.
Remember you will need to feed these goblins in the next step of locking up.
24. Goblin Thieves Guild: When you place a goblin on the city board, place a coin on this card.
25. Ogre Peddler: When you gain resources from placing an ogre on a space with an ogre icon, you may spend one of those resources to place a coin on this card.
26. Sandcakery: Your ogres may eat ore. Each ore counts as two food.
27. Sausagery: Place up to four meat on this card. Meat on this card can be spent as four food and is not discarded if unspent.
28. Sawmill: Place up to five wood on this card. Wood on this card can be spent as two wood and counts as two wood in your supply for the purpose of scoring C buildings.
You cannot 'make change' by spending wood on this card.
29. Skeleton Maker: When locking up, swap one non-skeleton worker with a skeleton in the general supply. Gain one meat.
30. Skeleton Spa: Place up to three skeletons from worker spots in your settlement on this card.
31. Work Beasts: Up to three times, spend two hay to place a coin on this card and gain a grain.

Expansion Content

32. Beef Trees: Spend a meat to advance on the favour track.
33. Butcher Shop: Give another player one meat from your supply. Place two coins on this card.
34. Dwarf Masons: Place a coin on this card when you place a dwarf on any headquarters, including when you build this card if applicable.
35. Fish Cages: Place two fish from your supply on this card. Place a coin on this card. Fish on this card can be spent as two food and you may choose not to discard them if they are unspent.
36. Goblin Fishing Hut: When you place a goblin in another player's settlement, gain two fish.
37. Ogre Muscle Beach: Ogres placed on the city board get quadruple as many resources or food when placed on spots with the ogre icon, instead of double.
38. Skeleton Reverser: Spend one meat. Swap one skeleton with any other type of worker in the general supply. Place a coin on this card.
39. Smokehouse: The first four fish you discard when locking up gain you two gold each instead of one.
40. Smugglers Hut: Choose another player's unfulfilled envoy and make one delivery to it. Do not place a ship on it.
That player may still fulfil the envoy this round as normal.

C Buildings

All C building effects are applied during endgame scoring.

41. Arcana Purifier: Gain five gold per arcana in your supply.
42. Castle: Gain twelve gold.
43. Crypt: Gain two gold per skeleton in your supply.
44. Dwarven Hillhouse: Gain four gold per dwarf in your supply.
45. Elven Treehouse: Gain three gold per elf in your supply.
46. Grain Speculants: Gain one gold per grain in your supply.
47. Great Statue: Gain two gold per C envoy and C building in your settlement.
48. Goblin Post: Gain two gold per envoy in your settlement.
49. Jeweler: Gain six gold.
50. Lighthouse: Gain two gold per ship in your supply.
51. Monument: Gain fifteen gold if you have at least one elf, ogre, skeleton, dwarf, and goblin in your supply.
52. Ogre Tax Office: Gain two gold per building in your settlement.
53. Ogre Temple: Gain five gold per ogre in your supply.
54. Ore Smelter: Gain one gold per ore in your supply.
55. Tavern: Gain two gold per non-skeleton worker in your supply.
56. Timber Aqueduct: Gain one gold per wood in your supply.
57. Toolmaker: Gain two gold per A envoy and A building in your settlement.
58. Trading Company: Gain three gold for each set of hay, ore, and wood in your supply.
59. Unicorn Pen: Gain one gold per hay in your supply.
60. Workshop: Gain two gold per B envoy and B building in your settlement.

Worker Spot Reference

[numbered diagram]

2. Shipwright: spend two wood to add the top ship in the wharf to your supply.
Do not gain the workers or resources depicted on the gained ship.
3. Market: up to three times, spend one resource to gain any resource.
4. Arcana Market: up to two times, spend any three resources to gain an arcana.
5. City Gates: gain a worker of any type from the general supply.
6. Gain a wood.
7. Gain an ore
8. Gain a hay.
9. Architect: Draw one building card from the board into your hand.
The drawn card is not replaced until the cleanup phase of the round.
10. Gain a grain.
11. Gain a meat
12. Gain a fish.
13. Builders: Choose a building card in your hand. Pay the build cost to add it to your settlement.
14. Audience Chamber: Advance on the favour track.

Envoy Reference

In addition to the reward listed below, for each delivery made, you gain the market value in gold.

Market value depends on the round and is shown on the round tracker of the city board.

A Envoys

Name	Number of Deliveries Possible	Cost	Delivery Bonus
Dwarven witches	1-4	Two wood.	Gain one ore.
Feasting elf nobles	1	One meat.	Advance on the favour track.
Goblin baby boomers	1-2	Two grain and one wood.	Add a goblin to your supply.
Goblin ranchers	1-4	One wood and one hay.	Gain a meat.
Grass dwarves	1-4	Two ore.	Gain a hay.
Ogre monks	1	One grain and one fish.	Draw one building card from the board into your hand.
Sea ogres	1-4	One wood and one ore.	Gain a fish.
Skeleton peasants	1-4	One ore and one hay.	Gain a grain.
Wood elves	1-4	Two hay.	Gain a wood.

B Envoys

Name	Number of Deliveries Possible	Cost	Delivery Bonus
Dwarf miners	1-4	Return a dwarf from your supply to the general supply.	Gain three ore.
Goblin foresters	1-4	Return an ogre from your supply to the general supply	Gain three wood.
Goblin rebels	1-2	Return a goblin from your supply to the general supply.	Gain two hay.
Greedy dwarves	1-2	Two ore and one wood.	Gain a dwarf.
Ogre hirelings	1-2	Three hay.	Gain an ogre.
Shipwrecked elves	1-2	Two wood and one hay.	Gain an elf.

Skeleton apprentices	1-2	Two wood and one ore.	Gain a skeleton.
Skeleton elders	1-4	Return a skeleton from your supply to the general supply.	Gain one fish, one grain, and one meat.
Young elves	1-4	Return an elf from your supply to the general supply.	Gain one hay, one ore, and one wood.

C Envoys

Name	Number of Deliveries Possible	Cost	Delivery Bonus
Dwarven guilders	1-2	One ore.	Remove an unfulfilled envoy in your settlement from the game.
Elven mages	1	One arcana.	Gain five gold.
Elven Meatomancers	1-2	One meat.	Gain a worker of any kind.
Goblin vintners	1-2	One hay.	Return one worker in your settlement or on the city board to your supply.
Ogre contractors	1	Three wood.	Choose a building card in your hand. Add it to your settlement for free, without paying the build cost.
Skeleton pirates	1-2	Remove a building card in your hand from the game.	Gain one hay, one ore, and one wood.

Ship Reference

Unless otherwise stated, ship effects can be used every round, and trigger when they are played on an envoy.

Effects that happen when you deliver to an envoy can be triggered multiple times each round, depending on the number of deliveries the ship makes. Effects that trigger when you fulfil an envoy will trigger a maximum of once per round, regardless of how many deliveries the ship makes.

Starting ships

Name	Effect
Argo	For each delivery, gain one additional gold.
Nautilus	When you fulfil an A envoy, receive the delivery bonus one extra time.
Scrooge	For one delivery this ship makes, get a discount of one resource.
The Sea Pickle	When you fulfil an envoy, you may make one delivery for free, without receiving the delivery bonus.

Other ships

Name	Effect
Cirdan	For one delivery, you may receive one arcana instead of the market value in gold.
Dagon	When locking up, gain two fish.
Davos	For one delivery, you may discard a building card from hand instead of paying the cost.
Dicaprio	After fulfilling an envoy, you may discard it and this ship to gain one of each resource.
Dobby	For one delivery, you may discard a goblin instead of paying the cost.
Duncan the Tall	When locking up, you may discard the envoy this ship is placed on.
Goliath	This ship may fulfil two envoys at the same time. Pay the costs and receive the rewards simultaneously.
King of Lions	If this ship makes four deliveries, gain one arcana.
lil' kim	For one delivery, you may gain a goblin instead of the delivery bonus.
Little Sebastian	For one delivery, you may gain two gold instead of the delivery bonus.
Naglfar	For one delivery, get a discount of one food.
Old Mac Donald	For each delivery, you may gain one meat instead of the market value in gold.
The Artful Dodger	When fulfilling an envoy, you may choose another envoy in your settlement. If you do, pay the costs shown on the chosen envoy for all deliveries this ship makes, instead of the costs on the envoy you are fulfilling.
The Glass Pearl	When fulfilling an A or B envoy, you may make one delivery for free, without receiving the gold.
The Late Bloomer	In round four, when fulfilling an envoy, you may make one delivery for free.

The Merry Goer	Before fulfilling an envoy, you may swap this ship with the top ship in the wharf.
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Expansion Ships

Name	Effect
Davy Jones	For each delivery, gain one fewer gold and one extra fish.
Gemini	This ship has the same ability as your starting ship.
Midas	When you fulfil an envoy that does not already have a coin on it, place a coin on that envoy.
Pippin	If this ship makes exactly three deliveries, gain one goblin.
Prometheus	When you fulfil an envoy, you may discard one arcana in the upper city.
Razor's Edge	When you fulfil an envoy, the maximum number of times you can deliver is increased by one.
Vetinari	When you fulfil an envoy in the city, gain two gold.

Inner City Reference

[numbered diagram]

1. Advance on the favour track.
2. Add the top ship in the wharf to your supply.
3. Choose a building card in your hand. Pay the build cost to add it to your settlement.
4. Choose a building card in your hand. Pay the build cost to add it to your settlement. You get a discount of up to one resource on the building cost.
5. Gain any two resources.
6. Gain one hay, one ore, and one wood.
7. Gain one meat.
8. Gain three fish.
9. Gain one goblin.
10. Gain one worker of any type
11. Remove an unfulfilled envoy in your settlement from the game.
12. Flip one of the envoys in your settlement facedown. It counts as having been fulfilled this round — is not discarded when you lock up. Once you have finished locking up, flip the envoy faceup. You may fulfil it next round as normal.
13. Return one worker in your settlement or on the city board to the general supply.
14. Return one worker in your settlement or on the city board to your supply.

Favour Track Reference

[numbered diagram]

1. Draw one building card from the board into your hand. Gain a fish.
2. Gain any two resources.
3. Gain three grain.

4. You may immediately fulfil an envoy. One delivery you make to this envoy is free.
5. Gain one worker of any type.
6. Gain an arcana.
7. Return one worker in your settlement or on the city board to your supply.
8. Choose a building card in your hand. Add it to your settlement for free, without paying the build cost.

Strategy Guide

The audience chamber, the city gates, and the architect are great spots to send workers early in the round. They will likely be taken quickly.

Don't be afraid to send workers to other player's settlements. Sending ogres to resource generating buildings is particularly effective, as you get lots of resources, and they get an ogre they need to feed! Be aware the same thing can happen to you, and plan accordingly.

Take envoys as early as you can. Consider delivering to envoys multiple times, particularly in the first, second, and third rounds.

Discarding envoys is quite costly! Try to make sure you assign ships to all your envoys each round. Discarding workers due to lack of food is similarly bad. Try to have enough food to feed your workers.

Try to find time before the last round to build an extra ship at the wharf. There are some powerful envoys that arrive later in the game and you'll want to have enough ships that you can take them.

Try not to neglect the favour track. There are some really powerful spaces, particularly higher up.

Goblins are expendable, and best used to place in the city and on opponent's buildings. Skeletons are good to place on your own buildings. Elves give you flexibility. Place them later. Ogres are excellent for placing on resource and food generating buildings. Dwarves are great at building things.

Try to plan a strategy around the B building you start with.

Components Limits

Workers and arcana are intended to be limited. If you would gain an arcana or a worker from the general supply and there are none available, instead gain nothing.

[5x token with a fish on it example graphic]

Resources, coins, and food are not intended to be limited in the game. If you run out, use the 5x tokens provided.

[back cover]

Cleanup Reference

Once all players have locked, resolve the cleanup phase, and then the round ends. To resolve the cleanup phase, do the following.

[text box]

Round 1-3 only

7. Discard any remaining ships in the harbour, and deal new ships to the harbour from the ship stack.

[text box end]

[text box]

Round 1-4 only

8. Discard all building and envoy cards from the board and deal new ones from the corresponding stacks.
9. Return all workers on the city board to the general supply.
Note that you do not remove arcana from the Upper City.
10. Advance the round tracker.
11. Flip each headquarters card from its locked up side to its faceup side.
12. Pass the first player marker clockwise to the next player.

[text box end]

[text box]

Round 5

This phase is skipped in round five.

[text box end]