OBJECT:
To acquire cones via trade, purchase, advancement and scavenging. The first player with four cones wins.

PLAYERS:
2 Wizards, 1 Maverick, 1 Arbiter, 1 Ledgerman, 1 Corporal, 2 Warriors

GAME COMPONENTS:
- 70 terrain hexes
- 32 Cones of Dunshire
- 32 Subcones
- 40 Spirit Cards - 20 Positive, 10 Negative, 10 Chaotic
- 60 Agriculture Cards - 35 Harvest, 20 Irrigation, 5 Famine
- 50 Summit Cards
- 72 Challenge Play Cards - 18 Dragon, 18 Lava Worm, 18 Minotaur, 18 Kraken
- 300 Armies (60 troops) divided as such among the players:
  - Wizards 50 (10)
  - Maverick 25 (5)
  - Arbiter 25 (5)
  - Corporal 100 (20)
  - Warriors 25 (5)
  - Ledgerman 0
- 36 dice (12 small dice - d6, 12 large dice - d8, 12 special dice - d4)
- 90 resource cubes - 30 wood, 30 stone, 30 iron
- 100 agriculture chits - 60 irrigation, 40 famine
- 60 wooden buildings in each player color - 10 Barracks, 10 Farms, 10 Forts, 10 Industrial Corridors, 10 Commercial Corridors, 10 Transportation Hubs
- 1 Avatar for each player color
- 1 Dragon
TURN OVERVIEW:
In player order (Maverick, Arbiter, Wizard 1, Warrior 1, Corporal, Wizard 2, Warrior 2, Ledgerman), each player will take a turn comprised of seven components.

1. Roll
A player will begin their Roll phase by rolling 3 small dice and 1 large die. The sum of pips on the small dice is a player’s Pre-Roll Sum (P-RS - the number of dice a player rolls in their main roll), and the result of the large die determines what color special dice a player can roll in their main roll.

This roll results in a P-RS of 9 and the ability to roll special dice with at least 1 yellow side.

Once the 4 preliminary dice are rolled, a player can then move onto their main roll, where they roll a number of dice equal to their P-RS. For this main roll, a player cannot roll more than 10 small dice and any special dice rolled must have at least one face with a color matching the previously rolled large die (6 max).

Once these dice have been rolled, a player can calculate their Roll Sum (RS) based on the following:

- The sum of all pips on the small dice rolled is the Generic RS total. Generic RS can be used for anything requiring RS.
- For each colored face rolled on a large or special die, the player receives 5 RS of the corresponding type:
  - Yellow: buy
  - Green: action
  - Red: build
  - Blue: advance
- These specific RS can be used only for the corresponding type or traded 5-for-1 to Generic RS at any time.

2. Buy
A player can buy any number of resources (wood, stone and iron) during their Buy phase by spending Generic RS or Buy RS. The cost of these resources is 3 RS each at the beginning of the game, but the Ledgerman can change these costs at the end of his turns (see page 13).

In addition, players can also buy Agriculture cards from the Arbiter during the Buy phase by exchanging one of each type of resource with him for each card. These cards go into a player’s hand and are hidden until played, though if a Famine card is purchased, the player discards it and receives a new card for free.
CHALLENGE PLAY

The last action a player can take in the Buy phase is to attempt to accumulate Challenge Play points and buy a Cone with them. A Challenge play is an attempt for a player to gain favor with the Gods of Dunshire by showing them how he has advanced his civilization in their name.

- There are 4 gods to appease: the Dragon (green), the Lava Worm (red), the Minotaur (yellow), and the Kraken (blue).
- A Challenge Play consists of drawing a card off the top of the corresponding god's Challenge deck and accumulating challenge points based on the card drawn (see below).
- A Challenge Play for a specific god can only be attempted if the player has at least 1 troop or their avatar located on the Challenge space of the corresponding god.
- A player can move a troop or their avatar to the Challenge space during the Advance component of their turn (see page 8), but only if they have the Subcone of the corresponding god (see page 7).

All Challenge Play cards function the same way. The card will show some configuration of hexes in the bottom left to show which hexes the player controls are available for scoring, and the bottom right will determine how many Challenge Play points the player will accumulate for each available hex.

Each god will be looking for a different building emphasis when determining available hexes:

- **Dragon**: This god wants hexes with any 3 types of buildings on them.
- **Lava Worm**: This god wants hexes with Industrial Corridors on them.
- **Minotaur**: This god wants hexes with Commercial Corridors on them.
- **Kraken**: This god wants hexes with Barracks on them.

The Challenge cards come in two types:

- A single hex of a specific color multiplied by a specific value. A player will get the set value (modified by day/night - see page 9) for each hex he controls of that color with the desired buildings on them.

  **Example:**

  ![All X 3/5](image)

  For every Industrial Corridor the player has built on red hexes, they receive 3 (5) Challenge Play points if it is during the night (day).

- A group of hexes in a specific configuration multiplied by the resource value of the hexes. All hexes with the desired buildings that can fit into the configuration shown will be available for scoring. If the configuration shown contains multiple sets of hexes, the sets cannot be adjacent to each other.
In this case, the number of Challenge Play points scored is dependent on the hex:

- Points equal to the current Buy cost of wood.
- Points equal to the current Buy cost of stone.
- Points equal to the current Buy cost of iron.
- 4 (2) points if it is during the day (night).
- 2 (4) points if it is during the day (night).

Example:

The player has barracks in the designated spaces on the board, and he wants to select the 2 3-hex sets including those barracks that maximize his accumulated Challenge Play points. There is no way for him to include 5 hexes in the arrangement because the sets cannot be adjacent. Red and yellow hexes, however, are worth the most points at the moment, so he selects the 3-hex sets as indicated by the grey outlines to include his barracks on red and yellow hexes. He scores a total of 14 Challenge Play points.

Challenge Play points are specific to the specific gods and are kept from turn-to-turn, recorded by the Ledgerman. As soon as a player accumulates 20 Challenge Play points for a specific god during the Buy phase, they can use the points to purchase a Cone of that god.

3. Action

A player can play any number of action cards from their hand during the Action phase by paying the number of Generic or Action RS listed in the middle left of the card (modified by day/night - see page 9). There are 2 types of action cards:

- Agriculture cards - these are controlled by the Arbiter and help players generate food, which can be used to purchase troops.
- Spirit cards - these are controlled by the Wizards and do a wide variety of things.
Agriculture Cards:
Agriculture cards come in three varieties. Agriculture card RS costs are not dependent on day/night, but their effects are. Agriculture cards must be purchased from the Arbiter:
- **Irrigation** - the player receives the number of Irrigation tokens specified to distribute however they wish on the farms they control. Irrigation tokens can instead be used to remove Famine tokens. These cards are more effective during the night.
- **Famine** - these cards can only be played by the Arbiter. When played, all farms owned by the other players (not the Arbiter) must lose an Irrigation token or gain a Famine token. In addition, if it is during the night, all farms on Doom Points are destroyed.
- **Harvest** - the player either receives a base amount of food, or an amount of food multiplied by however many farms the own, plus the number of irrigation tokens on those farms, minus the number of famine tokens on those farms. These cards are generally more effective during the day.

**Example:**

The player has 6 farms with a Famine token on two of them and it is during the night. The player first plays an Irrigation card (1) to gain 3 Irrigation tokens. 2 are used to remove the Famine and the third is placed on one farm. Then the player plays a Harvest card (2) and gains 1 food for each farm, plus 1 for the Irrigation token for a total of 7.

Food gained through Agriculture cards must immediately be used to build troops or it is lost.
- The conversion rate is 3 food per troop.
- New troops must be placed on a Barracks controlled by the player.
- Players have a limited number of troops, depending on their Avatar. A player cannot have more troops on the board than that limit allows.
- In addition, no single hex can hold more than 5 of a single player’s troops.

Spirit Cards:
Spirit cards come in three varieties. Spirit card RS costs are dependent on day/night, but their effects are not. Spirit cards will be drawn by the Wizards at the beginning of each of their turns, and these cards can be traded freely among players for resources, cards or other intangible benefits, though the current card owner can never physically reveal what the card is before a trade:
• Positive - these cards generally help the player who plays them. These cards have smaller RS costs during the day.
• Negative - these cards generally harm other players. These cards have a smaller RS costs during the night.
• Chaotic - unlike the other types of Spirit cards, Chaotic cards cannot be played during the Action phase and have no RS cost. Instead, at the beginning of a player's turn, before the roll phase or a Wizard drawing new Spirit cards, Chaotic cards will get played from the player's hand automatically. These cards can have drastic effects on the game. Chaotic cards can be traded as normal, except that when they are traded, they immediately get played by the player who received them.

4. Option to Scavenge

If a player has troops on a hex with a farm owned by another player during the Scavenge phase, the player can Scavenge that farm. Hexes with a Fort cannot be Scavenge. Scavenging does not cost RS and can be performed once for each occupied farm.

To scavenge, a player rolls 1 large die and matches the color rolled to the number of buildings on the hex in addition to the farm in the following table:

<table>
<thead>
<tr>
<th>Expected Rates of Casualty</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yellow</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
</tr>
<tr>
<td>The player receives the indicated amount of food, which must be converted to troops following the normal rules (see page 5).</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Green</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
</tr>
<tr>
<td>The player receives a wood from the bank.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blue</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
</tr>
<tr>
<td>The player receives a stone from the bank.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Red</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
</tr>
<tr>
<td>The player receives an iron from the bank.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Farm destroyed</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
<td>⫸</td>
</tr>
<tr>
<td>The farm is destroyed.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>X The farm and X other random buildings on the hex are destroyed.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>⫸ The troops on this hex can immediately move 1 to an unoccupied hex. If they end this movement on another hex with a farm owned by another player, they can immediately Scavenge again.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

5. Build

Players can spend resources to build buildings on hexes they own or occupy (have troops or their Avatar on) during the Build phase as long as another player has no buildings on the hex. Players cannot build on Mountain hexes (center of board). After a player builds a specific building using resources, they may then spend Generic or Build RS to build the same type of building on any other eligible hex. After the initial resource-based build, they can perform RS-based builds any number of times after that for the same building type. Only one of each type of building can be built on a single hex.

The building types are as follows:
• Barracks - any troops built must be placed on the board on a Barracks owned by the building player. In addition, whenever a Barracks is built, it automatically generates 1 troop at its location.
• Farm - a Farm owned by the player must be present on a hex before any other type of building can be built on the hex. In addition, Farms will generate food when Harvest cards are played (see page 5).

• Fort - a fort prevents all Scavenging on the hex on which it is built.

• Industrial Corridor - at the beginning of a player's turn, an Industrial Corridor will generate one free resource for the player depending on the hex it is on:
  - Green - wood
  - Blue - stone
  - Red - iron
  - Yellow - instead of a resource, an Industrial Corridor on a yellow hex allows the player to reroll one of the 4 initial dice in their roll phase, but they must keep the second result.
  - Black - nothing

• Commercial Corridor - for each Commercial Corridor a player owns on a non-black hex, they will receive 4 bonus Generic RS during their Roll phase.

• Transportation Hub - a Transportation Hub must be present on a hex before an Industrial or Commercial Corridor can be built on the hex. In addition, troops and avatars can move from one owned Transportation Hub to an adjacent one without spending RS during the Advance phase (see page 8).

Players must build in the following order: Barracks->Farms->Forts->Industrial Corridors->Commercial Corridors->Transportation Hubs.

What this means specifically is that a Farm must be present on a hex at the beginning of the Build phase in order to build a Barracks on the hex, and a Transportation Hub must already be present in order to build Industrial and Commercial Corridors.

For the resource and RS costs of each building, consult the following table:

<table>
<thead>
<tr>
<th>Order of build</th>
<th>Resource</th>
<th>RS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Barracks:</td>
<td><img src="#" alt="Wood" /> #/15</td>
<td><img src="#" alt="Stone" /> #/15</td>
</tr>
<tr>
<td>2. Farm:</td>
<td><img src="#" alt="Wood" /> #/10</td>
<td><img src="#" alt="Stone" /> #/10</td>
</tr>
<tr>
<td>3. Fort:</td>
<td><img src="#" alt="Wood" /> #/15</td>
<td><img src="#" alt="Stone" /> #/15</td>
</tr>
<tr>
<td>4. Ind Corr:</td>
<td><img src="#" alt="Wood" /> #/15</td>
<td><img src="#" alt="Stone" /> #/15</td>
</tr>
<tr>
<td>5. Com Corr:</td>
<td><img src="#" alt="Wood" /> #/15</td>
<td><img src="#" alt="Stone" /> #/15</td>
</tr>
<tr>
<td>6. Trans Hub:</td>
<td><img src="#" alt="Wood" /> #/10</td>
<td><img src="#" alt="Stone" /> #/10</td>
</tr>
</tbody>
</table>

Subcones:
As soon as a player meets the requirements for a Subcone during the building phase, they receive it immediately:
Green (Dragon) - 4 owned hexes with at least 3 types of buildings on them
Red (Lava Worm) - 4 owned hexes with Industrial Corridors on them
Yellow (Minotaur) - 4 owned hexes with Commercial Corridors on them
Blue (Kraken) - 4 owned hexes with Barracks on them

6. Second Buy
Players with unspent Generic or Buy RS can spend them at this time to buy resources at the normal set prices. This phase is exactly like the first Buy phase except that Agriculture cards cannot be purchased and players cannot perform Challenge Plays.

7. Advance
During the Advance phase, players can spend Generic and Advance RS to move their troops and Avatar.
• A single troop costs 1 RS to move 1 hex.
• The avatar costs 2 RS to move 1 hex.
• Troops and avatars can move from one owned Transportation Hub to an adjacent one for free.
• Moving from the board onto one of the gods' Challenge spaces is considered 1 hex.
• The Mountain Summit, while 2 hexes in size, is treated as a single hex for movement.
• There are no limitations on the number of hexes a troop or avatar is allowed to move in a single turn.
• No single hex can hold more than 5 of a single player's troops.
• Troops can move into hexes occupied by other players' troops, but those troops cannot move any further. Combat will be initiated at the end of the Advance phase.
• Avatars cannot move into hexes occupied by other players' troops unless accompanied by their own troops.
• Avatars owned by other players do not hinder movement at all.
• When moving on the Mountain, troops and Avatars can only move to an adjacent hex if the elevation difference is no greater than 1.

Combat:
At the end of a player's Advance phase, if any of their troops occupy a hex with another player's troops, Combat ensues. Each troop counts for 1 Combat Strength and the winner of the Combat is the player with the most Combat Strength on the hex. Ties go to the defender. If the attacker loses, they must withdraw their troops to the hex they attacked from. If the defender loses, they can withdraw their troops to any unoccupied adjacent hex or the nearest unoccupied adjacent hex. In addition, after the winner is decided, for every 3 combat strength (rounded down) of the opposing force, a player must destroy one of their troops on the hex, removing it from the board.

Combat cannot occur at a god's Challenge space. Troops and avatars of different players can coexist on these spaces peacefully.
THE CONE OF DECISION:
At the end of a player's turn, if their Avatar is at the Mountain Summit, they can attempt to control the Cone of Decision. Control of the Cone of Decision counts as one of the 4 Cones needed to win the game. Whoever controls the Cone of Decision will keep control until another player takes it.

In addition, once a player gains control of the Cone of Decision, they can choose to cover or uncover the Cone as often as they want on their turn. If the Cone is covered, it is considered day. If it is uncovered, it is considered night.

Players can attempt to control the Cone of Decision by calling a Vote. If their Avatar is the only one currently occupying the Summit, they win the Vote by default. Otherwise, all players with Avatars on the Summit vote publicly on who they want to control the Summit. Whoever receives the most total Vote Strength (not necessarily the majority) wins the Vote. If there is a tie, control remains what it was previously.

Different Avatars have different Vote Strength:
• Corporal - 0 Vote Strength
• Wizards - 1 Vote Strength
• Maverick - 1 Vote Strength
• Warrior 1 - 1 Vote Strength
• Arbiter - 2 Vote Strength
• Ledgerman - 2 Vote Strength
• Warrior 2 - 3 Vote Strength

Winning the Vote does not automatically grant control of the Cone of Decision however. The winner of the Vote must first correctly answer a trivia question from the Summit deck to gain control. Trivia questions test a player's knowledge of the current state of the game. A player can study the board for as long as they wish and then turn their back to the board while the question is read by another player.

It is possible for a player to gain control of the Cone of Decision when it is not their turn. When they gain control, they are allowed to immediately change the status of the Cone once out of turn.

SETUP:
Each player starts with their Avatar on the designated starting hex. That hex also starts with a Farm, a Barracks, a Fort and a Transportation Hub. Each hex adjacent to their starting hex also starts with a Farm, and players can place a total of 2 troops on any of those 4 hexes with buildings.

Shuffle the Agriculture, Spirit and Summit decks and place them to the side of the board, making sure the Arbiter has easy access to the Agriculture deck. Shuffle the 4 Challenge Play decks and place them at the corresponding god's Challenge location along with the figurine of that god.
SPECIAL AVATAR ABILITIES:
Each Avatar is different in terms of maximum troop count, Vote Strength and special abilities.

Maverick:
- Maximum troops - 5
- Vote Strength - .1
- Special Abilities - Paramilitary Cards; the Maverick can move through and end his movement on hexes occupied by other players' troops. This does not initiate combat.

Paramilitary Cards: The Maverick starts each of his turns with 6 Paramilitary cards available to play. He takes his Roll phase to determine his RS for the round and then his turn immediately ends. His 6 Paramilitary cards correspond to the 6 other phases he has yet to take: Buy, Action, Scavenge, Build, Second Buy and Advance.

During any other player's turn, when the other player declares the are about to start a specific phase, the Maverick can activate the Paramilitary card corresponding to that phase and then take the phase before the other player. He can only play one Paramilitary card per another player's turn. Every time he activates a Paramilitary card, his Avatar can move 1 hex after taking the corresponding phase. After a specific Paramilitary card has been activated, it cannot be used again until the start of the Maverick's next turn.
Additionally, when the Maverick activates a Paramilitary card, he can invoke Paramilitary Disruption if his Avatar is occupying a hex owned by the player he is interrupting that contains a build type corresponding to the phase being interrupted based on the following:

- Buy phase - Fort
- Action phase - Farm
- Scavenge phase - Barracks
- Build phase - Industrial Corridor
- Second Buy phase - Commercial Corridor
- Advance phase - Transportation Hub

By invoking a Paramilitary Disruption, the Maverick not only takes the phase before the other player, he prevents the other player from taking that phase at all. In addition, if the Maverick invokes a Paramilitary Disruption on another player's Buy phase and that player is able to perform one or more Challenge Plays, the Maverick performs those Challenge Plays instead, even if he doesn't have any troops on the corresponding Challenge space, but he still must score his own hexes and not the hexes of the player disrupted.

The Maverick cannot perform a Paramilitary Disruption on the same phase of the same player 2 turns in a row.

**Arbiter:**
- Maximum troops - 5
- Vote Strength - 2
- Special ability - Agriculture Control

Agriculture Control: To obtain an Agriculture card, all other players must pay the Arbiter one of each resource for each card during their Buy phase. The Arbiter keeps these resources and can use them on his own Build phase.

In addition, the Arbiter can play as many Agriculture cards during his Action phase as he wants, but must still pay each card's RS costs. He is also the only player who can play the Famine Agriculture cards. He plays Agriculture cards by revealing the top card of the Agriculture deck. If he wishes to pay the RS cost and play it, he does so and then reveals the next card. He can do this as long as he keeps playing each card revealed. As soon as he reveals a card and doesn't want to play it or can't play it, then he is done playing Agriculture cards for his turn.

**Wizards:**
- Maximum troops - 10
- Vote Strength - 1
- Special ability - Wizards draw 3 Spirit cards at the beginning of each of their turns. These can be freely traded to other players.
Warriors:

Maximum troops - 5
Vote Strength - 1 (Warrior 1) or 3 (Warrior 2)
Special abilities - A group of troops gain +1 Combat Strength when accompanied by the Warrior. When the Warrior Avatar moves into a hex occupied by another Avatar during the Advance phase, the Warrior steals one resource from that player, except that Warrior 1 cannot steal from Warrior 2. In addition Warrior 2 cannot Scavenge.

Corporal:

Maximum troops - 20
Vote Strength - 0
Special abilities - Vote Veto; Each group of troops gain -1 Combat Strength when not accompanied by the Corporal

Vote Veto: If the Corporal is present on the Summit when a Vote is called and the player who wins the Vote does not receive a majority of the Vote Strength, the Corporal can Veto the Vote, and the control of the Cone of Decision remains what it was previously.

Ledgerman:

Maximum troops - 0
Vote Strength - 2
Special abilities -
• Resource Control
• If a player enters a hex owned by the Ledgerman during the Advance phase, they must pay the Ledgerman 10 Generic RS for each hex
• The Ledgerman can build a Farm on any empty hex occupied by or adjacent to his Avatar
• The Ledgerman Avatar can move through other players' troops
• The Ledgerman must wear his hat at all times. Negligence or refusal to do so is punishable by loss of turn

Resource Control: Every resource purchased during another player's Buy phase (or Second Buy phase) is purchased from the Ledgerman, and he must keep track of all the RS spent on resources. On his turn, instead of a Roll phase, the Ledgerman adds up all points spent on resources since his last turn, divides by 3 and gains that many Generic RS. In addition, instead of their normal benefit, all Industrial Corridors owned by the Ledgerman on non-black hexes give 4 bonus Generic RS.

The Ledgerman cannot buy resources and therefore cannot buy Agriculture cards. The only thing he can do during a Buy phase is perform a Challenge Play. He also does not use resources to build, but instead builds buildings based solely on their RS value without performing a resource-based build first.

The Ledgerman should also try to keep track of other players' available RS on their turn, as well as their accumulated Challenge Play points for each god.
Lastly, at the end of the Ledgerman's turn, he can choose to modify the RS cost of the 3 resources. At the beginning of the game, each resource costs 3 RS, but the Ledgerman can adjust that based on the following:

- The total cost of all 3 resources cannot exceed 10 or be less than 5.
- If the cost of a resource was lower than both other resources in the previous round, the cost of that resource must be increased by at least 2.
- If the cost of a resource was higher than both other resources in the previous round, the cost of that resource must be decreased by at least 2.

DISCLAIMER

If any rule or card text is unclear, try to just make a common-sense call. I just made all this up anyway, so don't take any of it as sacred.
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In player order (Maverick, Arbiter, Wizard 1, Warrior 1, Corporal, Wizard 2, Warrior 2, Ledgerman), each player will take a turn comprised of seven components.

1. Roll

A player will begin their Roll phase by rolling 3 small dice and 1 large di. The sum of pips on the small dice is a player’s Pre-Roll Sum (P-RS - the number of dice a player rolls in their main roll), and the result of the large di determines what color special dice a player can roll in their main roll.

![Dice roll example]

This roll results in a P-RS of 9 and the ability to roll special dice with at least 1 yellow side.

Once the 4 preliminary dice are rolled, a player can then move onto their main roll, where they roll a number of dice equal to their P-RS. For this main roll, a player cannot roll more than 10 small dice and any special dice rolled must have at least one face with a color matching the previously rolled large di (6 max).

Once these dice have been rolled, a player can calculate their Roll Sum (RS) based on the following:

- The sum of all pips on the small dice rolled is the Generic RS total. Generic RS can be used for anything requiring RS.
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The last action a player can take in the Buy phase is to attempt to accumulate Challenge Play points and buy a Cone with them. A Challenge play is an attempt for a player to gain favor with the Gods of Dunshire by showing them how he has advanced his civilization in their name.

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- A Challenge Play consists of drawing a card off the top of the corresponding god’s Challenge deck and accumulating challenge points based on the card drawn (see below).
- A Challenge Play for a specific god can only be attempted if the player has at least 1 troop or their avatar located on the Challenge space of the corresponding god.
- A player can move a troop or their avatar to the Challenge space during the Advance component of their turn (see page 8), but only if they have the Subcone of the corresponding god (see page 7).

All Challenge Play cards function the same way. The card will show some configuration of hexes in the bottom left to show which hexes the player controls are available for scoring, and the bottom right will determine how many Challenge Play points the player will accumulate for each available hex.

Each god will be looking for a different building emphasis when determining available hexes:

- **Dragon:** This god wants hexes with *any* 3 types of buildings on them.
- **Lava Worm:** This god wants hexes with Industrial Corridors on them.
- **Minotaur:** This god wants hexes with Commercial Corridors on them.
- **Kraken:** This god wants hexes with Barracks on them.

The Challenge cards come in two types:

- A single hex of a specific color multiplied by a specific value. A player will get the set value (modified by day/night - see page 9) for each hex he controls of that color with the desired buildings on them.

  **Example:**
  
  ![Image]
  
  For every Industrial Corridor the player has built on red hexes, they receive 3 (5) Challenge Play points if it is during the night (day).

- A group of hexes in a specific configuration multiplied by the resource value of the hexes. All hexes with the desired buildings that can fit into the configuration shown will be available for scoring. If the configuration shown contains multiple sets of hexes, the sets cannot be adjacent to each other.
In this case, the number of Challenge Play points scored is dependent on the hex:

- Points equal to the current Buy cost of wood.
- Points equal to the current Buy cost of stone.
- Points equal to the current Buy cost of iron.
- 4 (2) points if it is during the day (night).
- 2 (4) points if it is during the day (night).

Example:

The player has barracks in the designated spaces on the board, and he wants to select the 2 3-hex sets including those barracks that maximize his accumulated Challenge Play points. There is no way for him to include 5 hexes in the arrangement because the sets cannot be adjacent. Red and yellow hexes, however, are worth the most points at the moment, so he selects the 3-hex sets as indicated by the grey outlines to include his barracks on red and yellow hexes. He scores a total of 14 Challenge Play points.

Challenge Play points are specific to the specific gods and are kept from turn-to-turn, recorded by the Ledgerman. As soon as a player accumulates 20 Challenge Play points for a specific god during the Buy phase, they can use the points to purchase a Cone of that god.

3. Action

A player can play any number of action cards from their hand during the Action phase by paying the number of Generic or Action RS listed in the middle left of the card (modified by day/night - see page 9). There are 2 types of action cards:

- Agriculture cards - these are controlled by the Arbiter and help players generate food, which can be used to purchase troops.
- Spirit cards - these are controlled by the Wizards and do a wide variety of things.
Agriculture Cards:

Agriculture cards come in three varieties. Agriculture card RS costs are not dependent on day/night, but their effects are. Agriculture cards must be purchased from the Arbiter:

- **Irrigation** - the player receives the number of Irrigation tokens specified to distribute however they wish on the farms they control. Irrigation tokens can instead be used to remove Famine tokens. These cards are more effective during the night.
- **Famine** - these cards can only be played by the Arbiter. When played, all farms owned by the other players (not the Arbiter) must lose an Irrigation token or gain a Famine token. In addition, if it is during the night, all farms on Doom Points are destroyed.
- **Harvest** - the player either receives a base amount of food, or an amount of food multiplied by however many farms the own, plus the number of irrigation tokens on those farms, minus the number of famine tokens on those farms. These cards are generally more effective during the day.

**Example:**

The player has 6 farms with a Famine token on two of them and it is during the night. The player first plays an Irrigation card (1) to gain 3 Irrigation tokens. 2 are used to remove the Famine and the third is placed on one farm. Then the player plays a Harvest card (2) and gains 1 food for each farm, plus 1 for the Irrigation token for a total of 7.

Food gained through Agriculture cards must immediately be used to build troops or it is lost.

- The conversion rate is 3 food per troop.
- New troops must be placed on a Barracks controlled by the player.
- Players have a limited number of troops, depending on their Avatar. A player cannot have more troops on the board than that limit allows.
- In addition, no single hex can hold more than 5 of a single player’s troops.

Spirit Cards:

Spirit cards come in three varieties. Spirit card RS costs are dependent on day/night, but their effects are not. Spirit cards will be drawn by the Wizards at the beginning of each of their turns, and these cards can be traded freely among players for resources, cards or other intangible benefits, though the current card owner can never physically reveal what the card is before a trade:
• Positive - these cards generally help the player who plays them. These cards have smaller RS costs during the day.
• Negative - these cards generally harm other players. These cards have a smaller RS costs during the night.
• Chaotic - unlike the other types of Spirit cards, Chaotic cards cannot be played during the Action phase and have no RS cost. Instead, at the beginning of a players turn, before the roll phase or a Wizard drawing new Spirit cards, Chaotic cards will get played from the player’s hand automatically. These cards can have drastic effects on the game. Chaotic cards can be traded as normal, except that when they are traded, they immediately get played by the player who received them.

4. Option to Scavenge
If a player has troops on a hex with a farm owned by another player during the Scavenge phase, the player can Scavenge that farm. Hexes with a Fort cannot be Scavenge. Scavenging does not cost RS and can be performed once for each occupied farm.

To scavenge, a player rolls 1 large di and matches the color rolled to the number of buildings on the hex in addition to the farm in the following table:

<table>
<thead>
<tr>
<th>Expected Rates of Casualty</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>![Symbol]</td>
<td>![Symbol]</td>
<td>![Symbol]</td>
<td>![Symbol]</td>
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<tr>
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<td>![Symbol]</td>
<td>![Symbol]</td>
<td>![Symbol]</td>
<td>![Symbol]</td>
</tr>
</tbody>
</table>

Key:
- ![Symbol] The player receives the indicated amount of food, which must be converted to troops following the normal rules (see page 5).
- ![Symbol] The player receives a wood from the bank.
- ![Symbol] The player receives a stone from the bank.
- ![Symbol] The player receives an iron from the bank.
- ![Symbol] The farm is destroyed.
- ![Symbol] The farm and X other random buildings on the hex are destroyed.
- ![Symbol] The troops on this hex can immediately move 1 to an unoccupied hex. If they end this movement on another hex with a farm owned by another player, they can immediately Scavenge again.

5. Build
Players can spend resources to build buildings on hexes they own or occupy (have troops or their Avatar on) during the Build phase as long as another player has no buildings on the hex. Players cannot build on Mountain hexes (center of board). After a player builds a specific building using resources, they may then spend Generic or Build RS to build the same type of building on any other eligible hex. After the initial resource-based build, they can perform RS-based builds any number of times after that for the same building type. Only one of each type of building can be built on a single hex.

The building types are as follows:
• Barracks - any troops built must be placed on the board on a Barracks owned by the building player. In addition, whenever a Barracks is built, it automatically generates 1 troop at its location.
- Farm - a Farm owned by the player must be present on a hex before any other type of building can be built on the hex. In addition, Farms will generate food when Harvest cards are played (see page 5).
- Fort - a fort prevents all Scavenging on the hex on which it is built.
- Industrial Corridor - at the beginning of a player’s turn, an Industrial Corridor will generate one free resource for the player depending on the hex it is on:
  - Green - wood
  - Blue - stone
  - Red - iron
  - Yellow - instead of a resource, an Industrial Corridor on a yellow hex allows the player to reroll one of the 4 initial dice in their roll phase, but they must keep the second result.
  - Black - nothing
- Commercial Corridor - for each Commercial Corridor a player owns on a non-black hex, they will receive 4 bonus Generic RS during their Roll phase.
- Transportation Hub - a Transportation Hub must be present on a hex before an Industrial or Commercial Corridor can be built on the hex. In addition, troops and avatars can move from one owned Transportation Hub to an adjacent one without spending RS during the Advance phase (see page 8).

Players must build in the following order: Barracks->Farms->Forts->Industrial Corridors->Commercial Corridors->Transportation Hubs.

What this means specifically is that a Farm must be present on a hex at the beginning of the Build phase in order to build a Barracks on the hex, and a Transportation Hub must already be present in order to build Industrial and Commercial Corridors.

For the resource and RS costs of each building, consult the following table:

<table>
<thead>
<tr>
<th>Order of build</th>
<th>Resource</th>
<th>RS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Barracks:</td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>2. Farm:</td>
<td></td>
<td>10</td>
</tr>
<tr>
<td>3. Fort:</td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>4. Ind Corr:</td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>5. Com Corr:</td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>6. Trans Hub:</td>
<td></td>
<td>10</td>
</tr>
</tbody>
</table>

Subcones:
As soon as a player meets the requirements for a Subcone during the building phase, they receive it immediately:
Green (Dragon) - 4 owned hexes with at least 3 types of buildings on them
Red (Lava Worm) - 4 owned hexes with Industrial Corridors on them
Yellow (Minotaur) - 4 owned hexes with Commercial Corridors on them
Blue (Kraken) - 4 owned hexes with Barracks on them

6. Second Buy
Players with unspent Generic or Buy RS can spend them at this time to buy resources at the normal set prices. This phase is exactly like the first Buy phase except that Agriculture cards cannot be purchased and players cannot perform Challenge Plays.

7. Advance
During the Advance phase, players can spend Generic and Advance RS to move their troops and Avatar.

- A single troop costs 1 RS to move 1 hex.
- The avatar costs 2 RS to move 1 hex.
- Troops and avatars can move from one owned Transportation Hub to an adjacent one for free.
- Moving from the board onto one of the gods' Challenge spaces is considered 1 hex.
- The Mountain Summit, while 2 hexes in size, is treated as a single hex for movement.
- There are no limitations on the number of hexes a troop or avatar is allowed to move in a single turn.
- No single hex can hold more than 5 of a single player’s troops.
- Troops can move into hexes occupied by other players’ troops, but those troops cannot move any further. Combat will be initiated at the end of the Advance phase.
- Avatars cannot move into hexes occupied by other players’ troops unless accompanied by their own troops.
- Avatars owned by other players do not hinder movement at all.
- When moving on the Mountain, troops and Avatars can only move to an adjacent hex if the elevation difference is no greater than 1.

Combat:
At the end of a player’s Advance phase, if any of their troops occupy a hex with another player’s troops, Combat ensues. Each troop counts for 1 Combat Strength and the winner of the Combat is the player with the most Combat Strength on the hex. Ties go to the defender. If the attacker loses, they must withdraw their troops to the hex they attacked from. If the defender loses, they can withdraw their troops to any unoccupied adjacent hex or the nearest unoccupied adjacent hex. In addition, after the winner is decided, for every 3 combat strength (rounded down) of the opposing force, a player must destroy one of their troops on the hex, removing it from the board.

Combat cannot occur at a god’s Challenge space. Troops and avatars of different players can coexist on these spaces peacefully.
THE CONE OF DECISION:
At the end of a player’s turn, if their Avatar is at the Mountain Summit, they can attempt to control the Cone of Decision. Control of the Cone of Decision counts as one of the 4 Cones needed to win the game. Whoever controls the Cone of Decision will keep control until another player takes it.

In addition, once a player gains control of the Cone of Decision, they can choose to cover or uncover the Cone as often as they want on their turn. If the Cone is covered, it is considered day. If it is uncovered, it is considered night.

Players can attempt to control the Cone of Decision by calling a Vote. If their Avatar is the only one currently occupying the Summit, they win the Vote by default. Otherwise, all players with Avatars on the Summit vote publicly on who they want to control the Summit. Whoever receives the most total Vote Strength (not necessarily the majority) wins the Vote. If there is a tie, control remains what it was previously.

Different Avatars have different Vote Strength:
• Corporal - 0 Vote Strength
• Wizards - 1 Vote Strength
• Maverick - 1 Vote Strength
• Warrior 1 - 1 Vote Strength
• Arbiter - 2 Vote Strength
• Ledgerman - 2 Vote Strength
• Warrior 2 - 3 Vote Strength

Winning the Vote does not automatically grant control of the Cone of Decision however. The winner of the Vote must first correctly answer a trivia question from the Summit deck to gain control. Trivia questions test a player’s knowledge of the current state of the game. A player can study the board for as long as they wish and then turn their back to the board while the question is read by another player.

It is possible for a player to gain control of the Cone of Decision when it is not their turn. When they gain control, they are allowed to immediately change the status of the Cone once out of turn.

SETUP:
Each player starts with their Avatar on the designated starting hex. That hex also starts with a Farm, a Barracks, a Fort and a Transportation Hub. Each hex adjacent to their starting hex also starts with a Farm, and players can place a total of 2 troops on any of those 4 hexes with buildings.

Shuffle the Agriculture, Spirit and Summit decks and place them to the side of the board, making sure the Arbiter has easy access to the Agriculture deck. Shuffle the 4 Challenge Play decks and place them at the corresponding god’s Challenge location along with the figurine of that god.
SPECIAL AVATAR ABILITIES:
Each Avatar is different in terms of maximum troop count, Vote Strength and special abilities.

Maverick:
- Maximum troops - 5
- Vote Strength - 1
- Special Abilities - Paramilitary Cards; the Maverick can move through and end his movement on hexes occupied by other players’ troops. This does not initiate combat.

Paramilitary Cards: The Maverick starts each of his turns with 6 Paramilitary cards available to play. He takes his Roll phase to determine his RS for the round and then his turn immediately ends. His 6 Paramilitary cards correspond to the 6 other phases he has yet to take: Buy, Action, Scavenge, Build, Second Buy and Advance.

During any other player’s turn, when the other player declares they are about to start a specific phase, the Maverick can activate the Paramilitary card corresponding to that phase and then take the phase before the other player. He can only play one Paramilitary card per another player’s turn. Every time he activates a Paramilitary card, his Avatar can move 1 hex after taking the corresponding phase. After a specific Paramilitary card has been activated, it cannot be used again until the start of the Maverick’s next turn.
Additionally, when the Maverick activates a Paramilitary card, he can invoke Paramilitary Disruption if his Avatar is occupying a hex owned by the player he is interrupting that contains a build type corresponding to the phase being interrupted based on the following:

- Buy phase - Fort
- Action phase - Farm
- Scavenge phase - Barracks
- Build phase - Industrial Corridor
- Second Buy phase - Commercial Corridor
- Advance phase - Transportation Hub

By invoking a Paramilitary Disruption, the Maverick not only takes the phase before the other player, he prevents the other player from taking that phase at all. In addition, if the Maverick invokes a Paramilitary Disruption on another player’s Buy phase and that player is able to perform one or more Challenge Plays, the Maverick performs those Challenge Plays instead, even if he doesn’t have any troops on the corresponding Challenge space, but he still must score his own hexes and not the hexes of the player disrupted.

The Maverick cannot perform a Paramilitary Disruption on the same phase of the same player 2 turns in a row.

**Arbiter:**
- Maximum troops - 5
- Vote Strength - 2
- Special ability - Agriculture Control

Agriculture Control: To obtain an Agriculture card, all other players must pay the Arbiter one of each resource for each card during their Buy phase. The Arbiter keeps these resources and can use them on his own Build phase.

In addition, the Arbiter can play as many Agriculture cards during his Action phase as he wants, but must still pay each card’s RS costs. He is also the only player who can play the Famine Agriculture cards. He plays Agriculture cards by revealing the top card of the Agriculture deck. If he wishes to pay the RS cost and play it, he does so and then reveals the next card. He can do this as long as he keeps playing each card revealed. As soon as he reveals a card and doesn’t want to play it or can’t play it, then he is done playing Agriculture cards for his turn.

**Wizards:**
- Maximum troops - 10
- Vote Strength - 1
- Special ability - Wizards draw 3 Spirit cards at the beginning of each of their turns. These can be freely traded to other players.
Warriors:
Maximum troops - 5
Vote Strength - 1 (Warrior 1) or 3 (Warrior 2)
Special abilities - A group of troops gain +1 Combat Strength when accompanied by the Warrior. When the Warrior Avatar moves into a hex occupied by another Avatar during the Advance phase, the Warrior steals one resource from that player, except that Warrior 1 cannot steal from Warrior 2. In addition Warrior 2 cannot Scavenge.

Corporal:
Maximum troops - 20
Vote Strength - 0
Special abilities - Vote Veto; Each group of troops gain -1 Combat Strength when not accompanied by the Corporal

Vote Veto: If the Corporal is present on the Summit when a Vote is called and the player who wins the Vote does not receive a majority of the Vote Strength, the Corporal can Veto the Vote, and the control of the Cone of Decision remains what it was previously.

Ledgerman:
Maximum troops - 0
Vote Strength - 2
Special abilities -
- Resource Control
- If a player enters a hex owned by the Ledgerman during the Advance phase, they must pay the Ledgerman 10 Generic RS for each hex
- The Ledgerman can build a Farm on any empty hex occupied by or adjacent to his Avatar
- The Ledgerman Avatar can move through other players’ troops
- The Ledgerman must wear his hat at all times. Negligence or refusal to do so is punishable by loss of turn

Resource Control: Every resource purchased during another player’s Buy phase (or Second Buy phase) is purchased from the Ledgerman, and he must keep track of all the RS spent on resources. On his turn, instead of a Roll phase, the Ledgerman adds up all points spent on resources since his last turn, divides by 3 and gains that many Generic RS. In addition, instead their normal benefit, all Industrial Corridors owned by the Ledgerman on non-black hexes give 4 bonus Generic RS.

The Ledgerman cannot buy resources and therefore cannot buy Agriculture cards. The only thing he can do during a Buy phase is perform a Challenge Play. He also does not use resources to build, but instead builds buildings based solely on their RS value without performing a resource-based build first.

The Ledgerman should also try to keep track of other players’ available RS on their turn, as well as their accumulated Challenge Play points for each god.
Lastly, at the end of the Ledgerman’s turn, he can choose to modify the RS cost of the 3 resources. At the beginning of the game, each resource costs 3 RS, but the Ledgerman can adjust that based on the following:

- The total cost of all 3 resources cannot exceed 10 or be less than 5.
- If the cost of a resource was lower than both other resources in the previous round, the cost of that resource must be increased by at least 2.
- If the cost of a resource was higher than both other resources in the previous round, the cost of that resource must be decreased by at least 2.

**DISCLAIMER**

If any rule or card text is unclear, try to just make a common-sense call. I just made all this up anyway, so don’t take any of it as sacred.