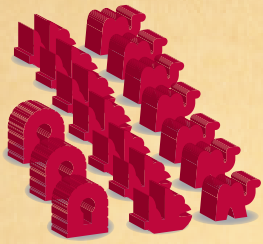
Game Rules

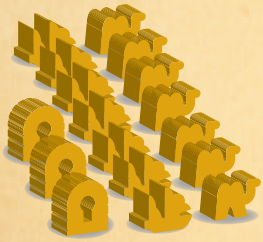
A game by Nemo Rathwald

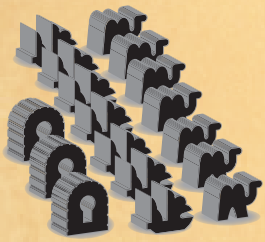
February 17, 2017 version

Players are explorers, laying tiles to build a map of a vast pixel-art Overworld. Seek to claim mountains and forests with your camels, and whirlpools and reefs with your ships. When the tiles form a gap in the Overworld, into which no tile could ever fit, the player with the most camels or ships in the regions attached to the gap will place a dungeon door in their own color. The greatest explorer is the player who controls the most land and sea with their camels and ships--and who discovers the largest dungeon as measured by the distance between its entrances!

Doors, Ships, & Camels:







Equipment:

28 camels (7 per color)

28 ships (7 per color)

12 dungeon doors (3 per color)

10 Coast tiles (2 different patterns)

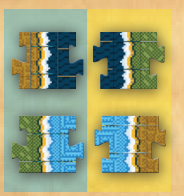
40 Survey tiles (8 different patterns)

1 bag

Setup:

Each player chooses a color: black, white, red, or yellow. Give every player a supply of all the seven camels and seven ships in their color, and the three dungeon doors of their color.

Coast Tiles:



There are 10 small tiles called Coast tiles, depicting beaches.

In the middle of the table, place one Coast tile, chosen randomly. At the start of the game, this is the only tile in play. The rest of the board will grow from it as new tiles are placed. This starting tile will never have a wooden piece on it.

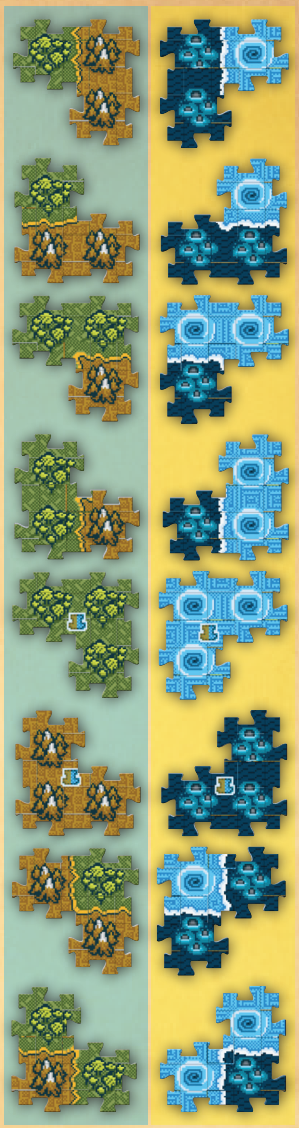
Off to the side, make a pile of all the remaining Coast tiles.

Survey Tiles:

A Survey tile is three squares, arranged in an elbow shape like a capital letter L. On one side, each square is either trees or mountains. On the flip side, each square is either whirpools or reefs. There are eight types of Survey tiles, one for each possible arrangement of squares.

Put all the Survey tiles in the bag.

In a three-player game, draw one tile from the bag at random and return it to the box.



Decide whether to use the Ports and Provisions expansions. See the back of this booklet to set those up.

Choose a starting player at random. Players will take turns in clockwise order around the table.

Summary of a Turn

1. Draw A Tile

2. Grow The Board

3. Add Explorers

4. Resolve Gaps

Draw A Tile

To start your turn, draw a Survey tile from the bag.

A Survey tile that is all light squares or all dark squares also bears an icon in the shape of a Coast tile. When you draw one of those Survey tiles, also take a Coast tile of your choice from the pile and play it this turn.

Grow The Board

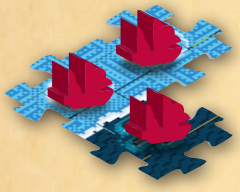
Connect at least one edge of one of your Survey tile's squares to the edge of at least one square on a tile already in play.

If you play the Survey tile water-side-up, it may only connect to tiles that are water-side-up. If you play it land-side-up, it may only connect to tiles that are land-side-up. (It is legal for the two types to touch at a corner, but not along an edge.) Coast tiles are the only tiles which have edges for connecting both water and land.

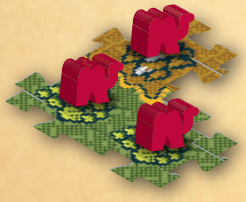
If you received a Coast tile, add it to the board as well. Connect it by its jigsaw teeth to the Survey tile you played.

Add Explorers

Each Survey tile has three positions, called "squares".



Add three explorers from your supply to the Survey tile you added, one in each square. If you played the tile water-side-up, you must add ships. If you played the tile land-side-up, you must add camels.



If you have fewer than three of the appropriate type of explorer in your supply, you may choose which squares to fill on the tile you placed.

If you also played a Coast tile this turn, add either a camel or a ship to it.

or:

Resolve Gaps

A ***gap*** is:

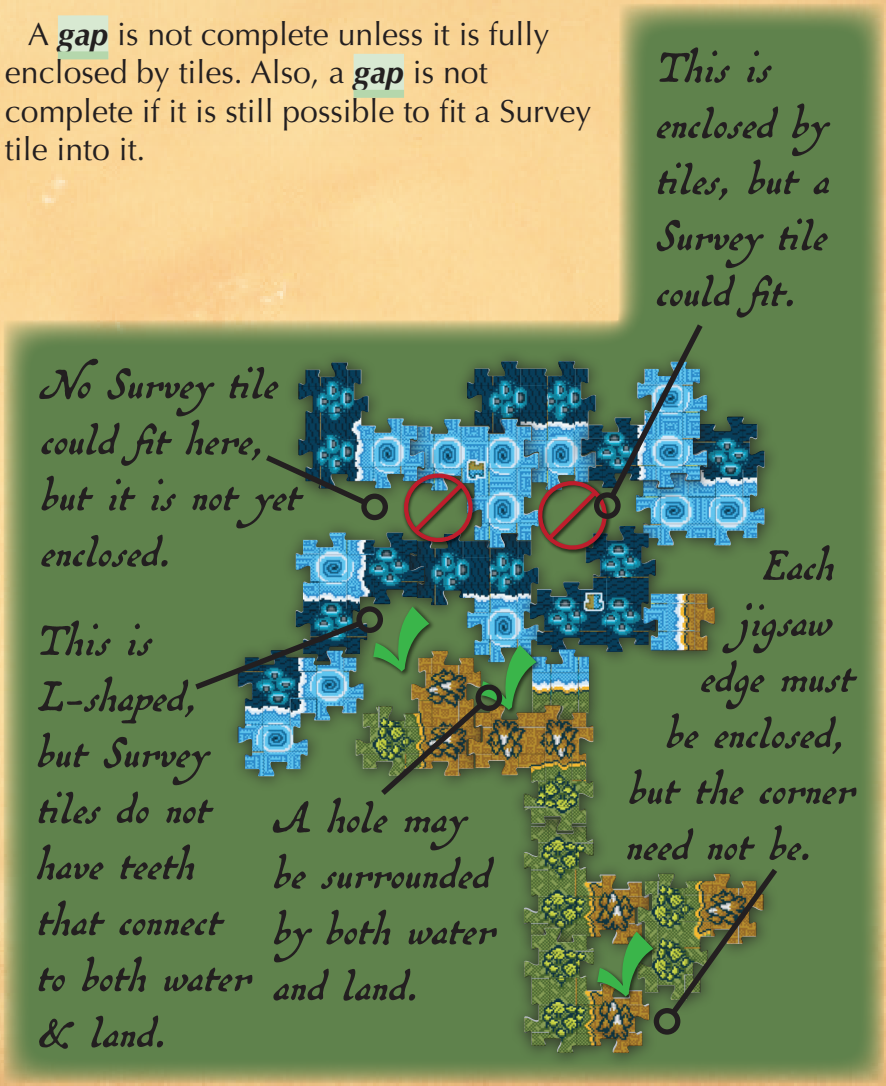
...a bare area on the table

...which is surrounded by tiles,

...into which no Survey tile could ever fit.

If you form a ***gap***, you have discovered an entrance to a dungeon.

A ***gap*** is not complete unless it is fully enclosed by tiles. Also, a ***gap*** is not complete if it is still possible to fit a Survey tile into it.



Now to resolve who will place their dungeon door into the completed ***gap***. (If you formed more than one ***gap*** at a time, the player who just placed a tile chooses which order they are resolved.)

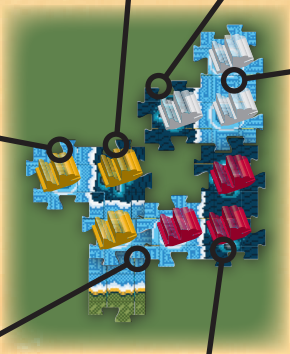
A group of squares of the same type (mountains, forests, whirlpools, or reefs) that connect through their edges (not corners) is called a "***region***". Look at the ***regions*** of contiguous mountains, or forests, or whirlpools, or reefs, that share an edge with the ***gap*** which was just formed.

All the explorers (camels and ships) in those ***regions*** are involved in the competition to claim the ***gap***. Whichever player has the highest total sum of explorers involved in the competition places a dungeon door into the ***gap***.

In this region of reefs, one yellow ship competes for the gap.

In this region of reefs, one white ship competes for the gap.

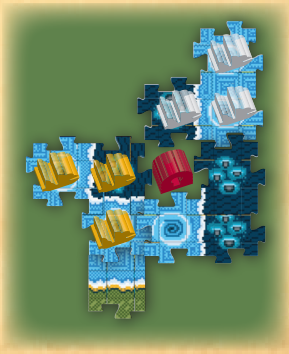
This whirlpool region does not touch the gap, so this yellow ship can not compete for the gap.



This region of whirlpools shares only a corner with the gap, not an edge. So these two white ships can not compete for the gap.

In this region of whirlpools, one yellow ship and one red ship compete for the gap.

In this region of reefs, two red ships compete for the gap.



Totals:

White: 1

Yellow: 2

Red: 3

Red removes all 3 red ships and places a red dungeon door in the gap.

All of that player's explorers from those ***regions*** -- the explorers who claimed the ***gap***-- leave the board and return to that player.

The black player placed this Dungeon Door, using six ships, where the checkmarks are. Therefore, all six of those ships have left the board and returned to the black player.

Q: What if I don't want to put my dungeon door in the ***gap***?

A: If your camels or ships were in the majority in the ***regions*** connected to the ***gap***, you do not get a choice. You must place a dungeon door! In case of a tie, if you are the one who just placed a tile, you may choose which tied player places a dungeon door. If your opponent placed the tile, and you are tied, your opponent may force you to place your dungeon door in the ***gap***.

Q: What if I already placed all three of my dungeon doors?

A: You must pick up a dungeon door that you already placed, and use that one here. You must replace it in its previous location with one of your explorers (a camel or ship), either on the board or from your hand. You have lost that explorer permanently, and that explorer does not count as a dungeon door.

End of Game:

When there are no more Coast tiles in the pile, continue until all players have had an equal number of turns, or there are no more Survey tiles in the bag. Then the game is over.

Your score comes from two sources: the ***regions*** controlled by your camels and ships, and the distance between your dungeon doors.

Scoring Regions:

Each ***region*** of contiguous squares of the same type (mountain, forest, whirlpool, or reef) is worth 2 points to whichever player has the most camels or ships in it.

A tie for a ***region*** is worth two points to each player tied in that ***region***.

To simplify counting, determine the majority in each ***region*** one at a time, and remove all surplus camels and ships so that each ***region*** contains only one. Then, as you count up your ***region*** score, tip over each camel or ship as you count it, to make sure you don't accidentally double-count any.

Scoring Dungeon Doors:

Dungeon doors score points by being far apart from each other. Your dungeon score is the distance you travel to visit all three of your dungeon doors and return to the one you started from.

Choose one of the dungeon doors you placed, and tip it on its side. Choose another one of your dungeon doors, and count the number of steps (each step is one square) to travel from one dungeon door to the next by the shortest possible route. The simplest way is to count the number of rows, then the number of columns. This path does not need to remain on tiles at all times-- the path may go over the surface of the table in order to remain the shortest possible path.

Now repeat this process to add the number of steps from the second dungeon door to the third dungeon door.

Finally, repeat this process to count the number of steps from the third dungeon door back to the door you started from.

Clarification: Do not count the square you started on. That is to say, each "step" goes from one square to the next; therefore, effectively, each space you crossed is worth a point, and the square the destination door is on is worth a point, but not the square the starting door is sitting on.

If you have a dungeon door in a ***gap*** which is larger than a single square, you may move it to whichever square you wish within its ***gap***, before scoring it.

Provisions Expansion:

This expansion rewards the creation of large ***gaps***. It includes a shop card, and items of provisions which are useful to any explorer embarking on a quest of discovery.

At the start of the game, place the shop card on the table, and on it, place all four of each type of provisions: torches, maps, keys, potions, and chicken legs. Players attempt to place these at the entrances to the dungeons they discover.

Objective

At the end of the game, your provisions score is the number of different items of provisions in ***gaps*** you own, multiplied by itself. For example, if your ***gaps*** contain a potion, a key, and a torch: 3 different items of provisions x 3 = 9 points.

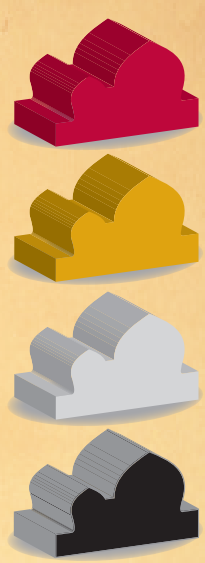
If your ***gaps*** contain multiples of the same provisions item, use them to start new sets. For example, Ke-Yi has a map, a torch, a chicken leg, and a key, for 16 points (4 x 4). She also has another map and another key, so that set is worth 4 points (2 x 2). She adds these 20 points to her score from dungeon distance, and her score from controlling ***regions***.

How To Place Provisions

When you place your dungeon door into a ***gap*** which is more than one square in size, also take provisions from the shop and place one into each square in the ***gap*** not occupied by your dungeon door. You may select different provisions of your choice, or you may collect multiples of the same provision in an attempt to prevent your opponents from collecting all the types.

When you move one of your dungeon doors out of a ***gap*** with provisions, into a new ***gap***, you may continue to own the provisions by filling the vacated square in the old ***gap*** with one of your camels or ships from the board or your supply. You have permanently lost the use of the camel or ship. If you cannot do so, or choose not to, the provisions in the vacated ***gap*** belong to no one.

Ports Expansion:



This expansion rewards the creation of large ***regions*** of contiguous squares of mountains, forests, whirlpools, or reefs. It includes four Port figures; one in each player's color. If you play with the Ports expansion, give each player the Port in their color at the start of the game.

A Port is two squares in size. When a player wins a competition over a ***gap*** that contains at least two squares, the player may place their Port instead of one of their dungeon doors. If your Port has already been placed, you may pick it up and move it to the ***gap*** you just won-- but only by replacing it with two of your explorers (camels and/or ships) in its previous location.

(If you are playing with the Provisions expansion, and the ***gap*** into which you place your Port contains three or more squares, you may fill the remaining squares with provisions in the same way as when placing a dungeon door.)

At the end of the game, each player chooses one ***region*** of contiguous squares of the same type (mountain, forest, whirlpool, or reef) sharing an edge with the ***gap*** containing their Port. They receive a number of points equal to the number of squares in that one ***region***, and add those points to their score from dungeon distance, and their score from controlling ***regions***.

Game illustrations and book design by Matt Arnold