

YOUR PLAYER CARDS



BANKER

Permanent: If you choose the action *Plenty of Money*, gain an additional 2 Jars.

Action: Use 1 yellow die. Gain as much money as the face value.



ORE DIGGER

Action: Use any 2 dice with face values between 2 to 4. Take up to 2 ore markers from adjacent regions matching the colors of both dice.



CARTOGRAPHER

Action: Pay 2 Jars. Turn in 3 guild markers from adjacent regions to gain 1 exploration medal.



CANNONEER

Action: Use any 2 dice with face values 3 or higher. Increase your combat strength by 3.

Action: Use any 2 dice with face values 5 or higher. You ward off the attack at the end of the turn independent of your combat strength.



STEAM PRESSURE PLANT

Permanent: During preparation draw 6 dice from your bag. Place 1 of the dice on your dice depot before rolling the other dice.

Action: Use any 2 dice with face values 5 or higher. Choose 1 action card from the discard pile and take it in your hand.



STEAM DYER

Action: Use any 1 die with face value 3 or higher. Use 1 white die as any die color for an action.



CRYSTALLOGRAPHIST

Action: Use any 2 dice with face values between 1 to 3. Take up to 2 crystal markers from adjacent regions matching the colors of both dice.



ORGANIZER

Action: Use 1 guild marker from the *Organizer*. Draw 1 die from your bag and roll it or reroll up to any 2 dice.

Action: Use any 2 dice with face values 5 or higher. Exchange 1 active player card with 1 card from your hand.



RUMBLEPOKE

Permanent: Once per turn you may turn in 1 combat point during the Attack phase to increase your combat strength by 2.

Action: Use 1 red die. Increase your combat strength by the face value plus 2.



MANIPULATOR

Action: Use 1 guild marker from the *Manipulator*. Increase or reduce the face value of any one die by 1.

THE PUBLIC BUILDINGS



CIVILIAN OFFICE

Action: Pay 4 Jars. Turn any 1 active die to a face value of 5 or 6.



LARGE MARKET

Action: Pay 2 Jars. Turn in 5 ore markers or 5 crystal markers from your supply to receive 2 trade medals.



LITTLE MARKET

Action: Pay 2 Jars. Turn in 3 ore markers or 3 crystal markers from your supply to receive 1 trade medal.



NEW MARKET

Action: Pay 5 Jars. Turn in 2 ore markers and 2 crystal markers (a total of 4 markers) from your supply to receive 2 trade medals.



NOTARY'S OFFICE

Action: Pay 8 Jars. Use 1 action space you already used earlier in the turn.



ORGANIZATION OFFICE

Action: Pay 15 Jars. Choose 1 action card from the discard pile and take it to your hand.



SECRET SOCIETY

Action: Pay 8 Jars. Turn any 1 active die to a face value of 3 and place it on the Attack action space of your player mat.



SURVEYOR'S OFFICE

Action: Pay 4 Jars. Move 1 guild marker from any region to a horizontally or vertically adjacent region.

SEQUENCE OF PLAY

A turn

In each turn carry out the following four phases:

- I. Preparation:** Reveal an attack card; determine the transformer effect; draw and roll dice
- II. Actions:** Use dice on player mats or active player cards
- III. Attack of the *Circumdate Caelo Trust*:** Ward off the attack
- IV. Clean up:** Discard used dice; remove coins from player cards

Round end

At the end of each round carry out the following four phases:

- I. Losses:** All attacks not warded off result in losses
- II. Combat medal:** Exchange combat points for a combat medal
- III. Clean up:** Shuffle the attack cards and the round end cards with their respective draw stacks
- IV. New round or game end:** At the end of the first three rounds, move the round marker down; the game ends after four rounds

FINAL SCORING

points per medal as shown on your medal mat

2 victory points per set of four *different* medals

1 victory point per 5 Jars 1 victory point per public building you own

1 victory point per dice symbol on the top left corner of your active player cards 1 victory point per mine marker on regions (only if you placed at least 3)

THE SYMBOLS

Monochrome die: You need 1 die of the given color.

Colored die: You need any 1 die.

Given face value: You need 1 die with the given or higher face value.

X/Y: The face value of the die must match a given value or it determines a certain result.

!: The die color determines the region.

?: You may choose the face value of the die.

Change the face value: You may change the face value of certain dice by the given values.

Money: You pay or gain the given amount of money. The "X" is determined by the face value of a die.

?: The costs vary and are determined by cards or by the dice store.

Guild markers: You use these markers on regions and your player cards.

Mine markers: You use these markers on regions.

Ore and crystal markers: You gain these markers from regions or action card 13.

YOUR CHOICE OF ACTIONS

In phase II of a turn you can choose between the following actions:

Actions on your own player mat

- Gain plenty of money / Gain little money
- Plenty of action card choices / No choice of action cards
- Place one guild marker on a player card / Reroll
- Place one guild marker on a region / Explore an area
- Purchase a die / Place one mine marker on a region
- Build a public building (and use it)
- Raise your combat strength

Actions on public buildings

- Use a public building

Activate your player cards

- Activate a player card

Actions on your player cards

- Use an action on an active player card

Pass

- Pass and end phase II for you

THE MEDALS

You gain the four different medals as follows:

Combat medal: Turn in combat points during the end of a round for combat medals. You gain combat points for successfully warding off the attacks of the *Circumdate Caelo Trust*.

Exploration medal: Explore an area of adjacent regions by turning in your guild markers on these regions.

Trade medal: Turn in collected ore and crystal markers on built public buildings or with certain action cards.

Civil medal: Build public buildings.

Action cards: When you draw one or more action cards, you may only keep one of them.

Combat strength: You raise your combat strength by the given value.

Combat points: You increase your combat strength with combat points (with help of *Rumblepoke*) or exchange them for combat medals.

Medals: You gain these medals for different actions.

Victory points: You gain varying victory points for different medals.

Take possession of a public building: If you build a public building, you can take possession of it by paying an additional 2 Jars and placing a guild marker on the building.

Guild markers on player cards: If you activate the player cards *Organizer* or *Manipulator*, these cards start with Y guild markers. There may be at most X guild markers on these cards at the same time.