

## Small World

<b>Players</b>	2 - 5	<b>Length</b>	80 min.
<b>Set-up</b>	<ul style="list-style-type: none"> <li>• Place the game board on the table, for the appropriate number of players (top right).</li> <li>• Place the crown token on the first spot on the map's Game Turn track.</li> <li>• Place the Race token tray and victory coins next to the map.</li> <li>• Place the Races and Special Powers in shuffled, face-up stacks beside the board, placing the top 5 of each stack in a single column to create Race &amp; Power combos.</li> <li>• Place Lost Tribe / Mountain tokens on each Region indicating Lost Tribe / Mountain.</li> <li>• Each player takes five "1" Victory coins and a game Summary Sheet.</li> <li>• Start player is the player with the most pointed ears.</li> </ul>		
<b>Rules</b>	<p>In clockwise order, each player executes the following steps in order on each turn.</p> <p><b>Pick a Race and Special Power combo</b></p> <ul style="list-style-type: none"> <li>• Only if player doesn't already have an active race, including first turn of the game.</li> <li>• Select one combo from the 6 visible, paying 1 victory coin onto each combo passed.</li> <li>• The player keeps any victory coins previously placed on the race they chose.</li> <li>• The player takes a number of matching Race tokens equal to the sum of the values indicated on the Race banner and its associated Special Power badge.</li> <li>• Replenish the combos by sliding current ones down and filling from top of the stack.</li> </ul> <p><b>May put race in decline (skip to scoring after this step)</b></p> <ul style="list-style-type: none"> <li>• Flip current Race banner over, discard the Special Power badge</li> <li>• Flip a single race token in each Region over, discard all other Race tokens.</li> <li>• Each player may only have one race in decline at any time. If the player has tokens from an earlier race in decline, they are removed from the map and discarded. The race banner of the now vanished race is put under the stack of Race banners.</li> </ul> <p><b>Conquering Regions</b></p> <ol style="list-style-type: none"> <li>1) Ready Troops – remove active race tokens, leaving at least one in each Region.</li> <li>2) Conquering a Region – place Race tokens on any Region adjacent to one already occupied by that Race. The number of race tokens required is 2 <ul style="list-style-type: none"> <li>+ 1 for each Encampment, Fortress, Mountain, or Troll's Lair marker</li> <li>+ 1 for each Lost Tribe or Race token already present in the Region</li> </ul> </li> <li>3) Enemy Losses &amp; Withdrawals – Race tokens of another player previously occupying the Region are returned to that player, discarding one Race token back to the supply tray. The rest will be redeployed at the end of the current turn.</li> <li>4) Final Conquest Attempt – with at least one unused Race token, choose a target Region and roll the reinforcement die. Deploy remaining Race tokens if the sum of the die roll and remaining Race token(s) is enough to conquer the Region.</li> <li>5) Troop Redeployment – move Race tokens from one Region to any other Region occupied by the race, leaving at least one Race token in each Region.</li> </ol> <ul style="list-style-type: none"> <li>• First conquest must be a border region – adjacent to the edge of the board or a region whose shore is on a sea adjacent to the edge of the board.</li> </ul> <p><b>Score Victory coins</b> – 1 coin from the supply for each Region occupied by Race tokens (active or in decline), plus any bonuses from his Race and/or Special Power.</p>		
<b>Game End</b>	Game ends after the round of the last spot on the Game Turn Track.		
<b>Winner</b>	Winner is the player with the most Victory coins. Tie-breaker: the player with the most Race tokens (active and in decline) on the board.		
<b>Notes</b>	<ul style="list-style-type: none"> <li>• Victory coins are kept hidden from other players at all times.</li> </ul>		