

SMALLWORLD™

Game Turn

First player is the one whose ears are most pointed. Players take turns in succession, clockwise. Final turn occurs when Game Turn marker reaches last position on the Game Turn track. Player with the most Victory coins then (or most Race tokens, if tied) wins.

I. First Turn

1. Pick a Race & Special Power combo (p. 3)

- Select a combo & pay 1 Victory coin on each combo above yours.
- Take your combo along with any Victory coins left on it by earlier players.
- Take a number of matching Race tokens equal to the sum of the #s on your Race banner and Special Power badge.

2. Conquer some Regions (p. 4)

- **First Conquest:** Unless you are playing Halflings or a "Flying" Race, the 1st Region you conquer must be on the edge of the map or one of its 2 Seas.
- **All Conquests:** Region must (usually) be adjacent to one of yours. You need: 2 Race tokens + 1 for each enemy Race token, Lost Tribe token, Encampment, Fortress, Mountain or Troll's Lair in the Region. *If an opponent is present in Region, he loses 1 token and withdraws all others back in hand until that turn ends.*
- **Final Conquest:** During your final conquest attempt for the turn, you may roll the Reinforcement die once after selecting your Region. Each pip counts as 1 token.
1 Token minimum: *Regardless of your Race, Special Power or die roll, you must always use at least 1 Race token when conquering a Region.*
- **Troop Redeployment:** At turn's end, freely redeploy your troops for defense, leaving at least one in each region. Opponents may redeploy troops withdrawn from Regions conquered into others still under their control.

3. Score Victory Coins (p. 5)

- Receive 1 Victory coin for each Region your (active or in decline) Race tokens occupy.
- Collect Victory coins resulting from your Race and/or Special Power benefits (active race only, usually).
- Keep your Victory coin's value secret from others at all times.

II. Following Turns

Expand through new conquests (p.6)

- **Ready your Troops:** Leaving 1 Race token in each Region, take the others back in hand. If you wish, you may abandon some (all) Regions during this phase, but you will lose the Victory coins associated with them (and possibly become subject to the First Conquest rule again).
- **Conquer:** Conquer new (usually adjacent) Regions, per the Conquest rules (I.2 - across).

OR

Go into decline (p.6)

- Flip your Race banner so that its *in decline* side becomes visible and discard your Special Power badge
- Flip 1 Race token in each region onto its *in decline* side, and discard all the others
- If you already have an *in decline* Race on the board, discard its tokens, and place its Race banner back at the bottom of the Race banners stack
- Next turn play as if it was your first turn (I.1)

Either way, you score Victory Coins at the end of your turn (I.3).

Terrain Type



Map Symbols

Cavern



Magic Source



Mine



SMALL WORLD RACES



AMAZONS: During your Conquests, you may use 4 additional Amazons.



HALFLINGS: Your first conquest may be anywhere. Also place a Hole-in-the-ground in the first 2 Regions you conquer to make them immune to opponents' conquests & racial & special powers.



SORCERERS: Once per turn per opponent, substitute an opponent's single *active* token with a new Sorcerer token taken from the tray, to conquer an adjacent Region.



DWARVES: Collect 1 bonus coin for each Mine you occupy at turn's end, even when in decline.



HUMANS: Collect 1 bonus coin for each Farmland Region you occupy at turn's end.



TRITONS: Conquer all coastal Regions bordering a Sea or Lake at 1 less Triton token than usual. A minimum of 1 Triton token is still required.



ELVES: When conquered, you suffer no loss; withdraw *all* your tokens from the region.



ORCS: Collect 1 bonus coin for each *non-empty* Region you conquered this turn.



TROLLS: Place a Troll's Lair in each Region you occupy, to increase its defense by 1. Troll's Lairs stay when Trolls go in decline.



GHOULS: Your Ghouls all stay on the map, when going into decline. In addition, they may continue to conquer new Regions during the following turns.



RATMEN: No Race benefit other than their sheer number!



WIZARDS: Collect 1 bonus coin for each Magic Source you occupy at turn's end.



GIANTS: Conquer any Region adjacent to a Mountain Region you occupy at 1 less Giant token than usual. A minimum of 1 Giant token is still required.



SKELETONS: During Troop redeployment, take 1 new Skeleton token from the tray for every 2 *non-empty* regions you conquered and deploy it.

SPECIAL POWERS



ALCHEMIST: Collect 2 bonus coins every turn your tokens are on the map.



DRAGON MASTER: Use the Dragon to conquer a Region using a single token; the Region occupied by the Dragon becomes immune to opponents' conquests & racial & special powers.



HILL: Collect 1 bonus coin for each Hill Region you occupy at turn's end.



SPIRIT: When sent in decline, your Spirit tokens do not count toward the "only 1 race in decline" limit.



BERSERK: You may use the Reinforcement die before *each* Conquest.



FLYING: You may conquer *any* Region of the map, not just an adjacent one.



MERCHANT: Collect 1 bonus coin for *any* Region you occupy at turn's end.



STOUT: You may go in decline at the end of a regular turn of conquests, after scoring.



BIVOUACKING: Deploy 5 Encampments in your Region(s). Each Encampment increases that Region's defense by 1.



FOREST: Collect 1 bonus coin for each Forest Region you occupy at turn's end.



MOUNTED: Conquer any Hill or Farmland Region at 1 less token than usual. A minimum of 1 token is still required.



SWAMP: Collect 1 bonus coin for each Swamp Region you occupy at turn's end.



COMMANDO: Conquer any Region using 1 less token than usual. A minimum of 1 token is still required.



FORTIFIED: Once per turn, place a Fortress in a Region to increase its defense by 1 and collect 1 bonus coin (only when *active*). The Fortresses stay on the map even after your Race goes in decline.



PILLAGING: Collect 1 bonus coin for each *non-empty* Region you conquered this turn.



UNDERWORLD: Conquer any Cavern Region at 1 less token than usual. A minimum of 1 token is still required. All Regions with a Cavern are considered adjacent.



DIPLOMAT: At the end of each turn, select 1 opponent whose active race you did not attack this turn. He won't be able to attack you next turn.



HEROIC: At the end of your turn, place your 2 Heroes in Regions you occupy, to make these immune to opponents' conquests and racial & special powers.



SEAFARING: When your Race is active, you may conquer Seas & Lakes as if they were empty Regions. You retain these Regions even after going into decline.



WEALTHY: Collect 7 bonus coins, once only, at the end of your first turn on the map.