

# Gameplay:

## Game start:

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1. Shuffle phase cards and place them in random order on the table.
2. Place the phase tracker on the 1st card
3. Take 5 Food, 5 Gold, 5 Wood from stash
4. Place Home base in middle of the board
5. Shuffle tile and disaster cards together in 1 or more piles and place them where it's easy to reach for all players.
6. Place all the Hero tokens on home base
7. The Miner character startes 1st, all others can go in clockwise order

## Rounds:

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1. Draw a Tile.
  - 1.a. If it's a map Tile, place it, if the map contains less than 19 tiles.  
If there are 19 tiles, discard it.
  - 1.2. If it's a disaster card - resolve it and place it in discard pile.
2. Choose 1 action
  - 2.a. Place a Building on a Tile.
  - 2.b. Place a Human on a Tile
  - 2.c. Remove a Human from a Tile
  - 2.d. Use Special Ability
6. End phase by moving the phase tracker forward, and start from 1st point until 5th phase is reached.
7. Turn ends at 5th phase and next turn starts from 1st phase again

## End game:

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1. Game ends if there are no more Tile cards - After 8th turn (**Lose**)
2. Game ends if Victory condition is resolved (**Win**)

## Placing tiles:

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