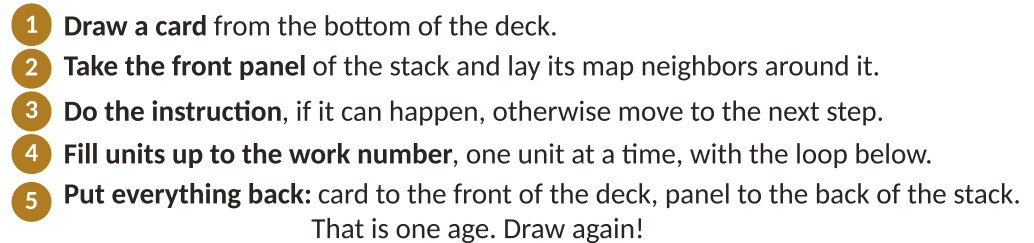


2 Play a turn



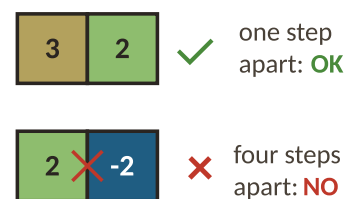
Panel still blank: skip the instruction, do the filling work. Failing is normal early on. **One unit is illegal:** slide to the nearest unit that works. **Panel already full:** decorate the units it would have touched: rivers, roads, collages. No card is ever wasted!

4 The one law: the Step Rule

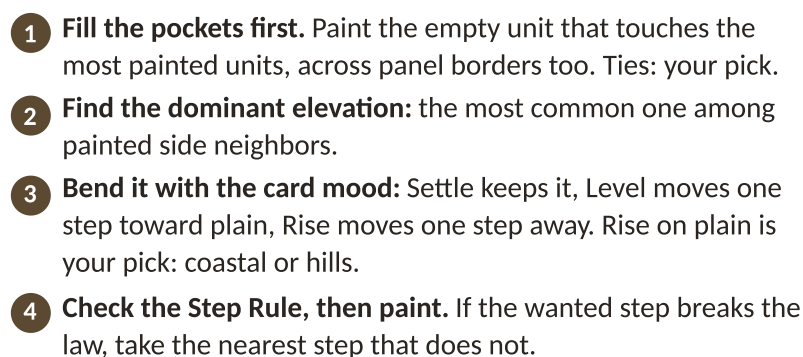


×	✓	×
✓	this unit	✓
×	✓	×

sides count,
diagonals never do



Example



Find dominant level



hills

hills

?

empty

plain

2 hills against 1 plain:
dominant is HILLS!

hills
SETTLE → hills

LEVEL → plain

RISE → mountains

THE STROKE (Basin, Ridge, Free Stroke, Extend)

Pick a start and a direction, diagonals fine. Length $1d4+1$, or choose. Lay one unit at a time; before each unit roll the Wobble die. Two of a kind that meet, merge. Ended early? Keep walking and decorate filled units instead. Strokes cross borders but never create panels.

7 Roll tables

Empty panel		Strokes		Settlements		Growth	
First terrain		Wobble		Founding		1-2 A field	
1	Shallow	1-4	Straight	1-3	Farmland	3-4	A home
2	Coastal	5	Turn left	4-5	Village	5-6	Rise a step
3-4	Plain	6	Turn right	6	Small town	Farmland	
5	Hills	Length				1-2 Low intensity	
6	Mountains	2-5 units, or choose				3-4 High intensity	

Rolls are never mandatory, you're always free to choose!

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