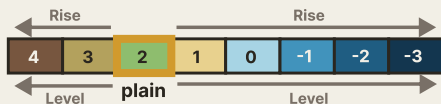


THE THREE MOODS

-  **Rise** → moves one step away from plain
-  **Settle** → keeps the dominant elevation
-  **Level** → moves one step toward plain



Worked examples

	Dominant	Settle	Level	Rise
land	Hills	Hills	Plain	Mtns
water	Shal	Shal	Coast	Med

- Rise on plain → your choice, coastal or hills.
- Level on Plain → keep same.
- Rise on Mtns or Level on Deep water → keep same.

THE STEP RULE

Side neighbors



✓ shares a side:
counts

✗ diagonal:
never counts

The rule

A unit and its side neighbor
may differ by at most one
elevation step.

(across panel borders too)

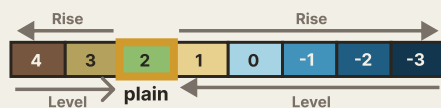


The elevation ladder



THE THREE MOODS

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-  **Settle** → keeps the dominant elevation
-  **Level** → moves one step toward plain



Worked examples

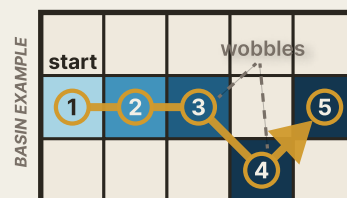
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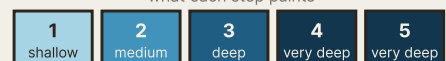
THE STROKE

Cards: Extend, Basin, Ridge, Great Ridge, Free Stroke

- Pick a valid start and direction, lay 2-5 units.
- At each step:
 - Move the elevation as per card's instruction;
 - d6: 1-4 keep the heading, 5 turn left, 6 turn right.
- Filling ends when it meets its own kind (merge) or when no valid unit ahead, the rest becomes rework.
- A stroke moves across panels, end of map stops it.



what each step paints



ROLL TABLES

SETTLEMENT

Founding d6

- 1-3** Farmstead
4-5 Village
6 Small town

Growth d6

- 1-2** A field
3-4 A home
5-6 Rise a step

Farmland d4

- 1-2** Low intensity
3-4 High intensity

BLANK PANEL

First terrain d6

- 1** Shallow
2 Coastal
3-4 Plain
5 Hills
6 Mountains

STROKE

Wobble d6

- 1-4** Straight
5 Turn left
6 Turn right

Length 1d4+1

- 2-5** units, or choose

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

FILLING RULES

Fill the pockets first

		1	0
	2	0	0
1	0	0	0

Paint the empty unit touching the most painted units, across borders too.

Ties: your choice.

Copy the dominant elevation

	plain	
	2	
1	?	anomaly
coastal	2	
	plain	

Dominant → PLAIN
(2 of 3 voices)

anomalies never count

- Units painted earlier this visit count too.
- No legal step fits? Take the nearest one! that does. Cliffs are not mistakes.

SETTLEMENT

Does anyone live on this panel or its Spread?

NO → Roll Founding table

YES → Give 2 growth rolls to the tallest settlement

0	>	0	>	2	>	3	
rural		urban low		urban med		urban high	<i>The number is the touching people units it wants to rise</i>

	field low	>	field high	
				<i>Farmland does not count as people</i>

The people laws

Ground: Cities can only spawn on plain or coastal units

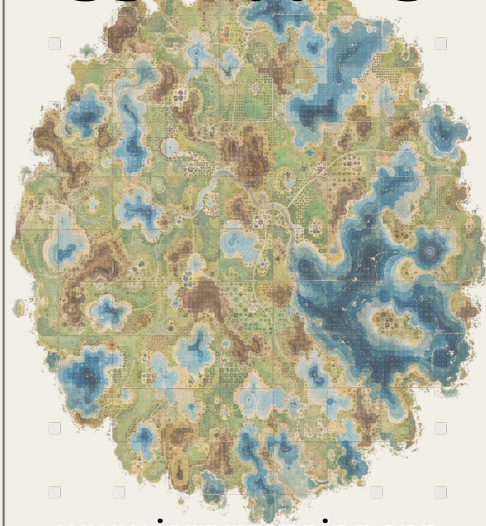
Step: Among neighbors, density differs by one step at most. Cities grow OUT before UP.

Fields: Never block cities growth, never count as people.

Ties: Grow the larger settlement.

Nothing can grow? Do a rework instead.

ggMapping



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