Alexander Pfister

BOONLAKE

Finally, you have arrived at Boonlake. The abandoned region along the shore of the lake of the same name almost seems uninhabited; there is only a small group of people, watching over nature and trying to develop life according to their own ideas. The land has hardly been explored, but the gorgeous surroundings will provide valuable opportunities to improve the lives of Boonlake's inhabitants. On your turn, you have to choose one action, and all of you will benefit from it. Exploring, settling, breeding cattle, hiring, modernizing, building, sailing…
What goals will you pursue? It's all up to you – in BOONLAKE.

What to do before the first game

The back page of the instruction booklet (p. 24) shows how to put together the double-layer boards as well as the action board. **After punching out the production sites from each of the double-layer boards, along with the 100-/200-markers and coins from the action board, don't throw these parts away. They are needed for the game!**



GAME MATERIALS


1 gameboard


1 action board


7 action strips


14 vases



62 coins
(41x value 1;
15x value 5;
6x value 20)


4 region markers

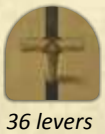


165 project cards


42 building tiles
(incl. 10 starting tiles
and 7 cattle pastures)


12 double-sided
adhesive stickers

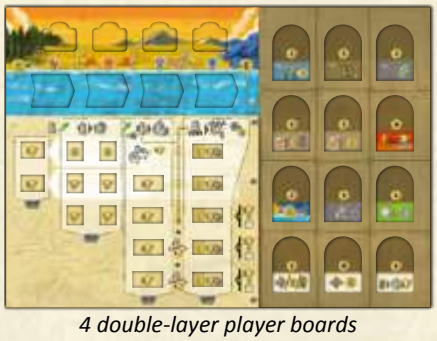

16 scoring tiles


36 levers



10 solo tiles


1 starting player
token


4 double-layer player boards


40 inhabitants
(10 per player)


24 houses
(6 per player)


8 boats
(2 per player)


12 player markers
(3 per player)


16 settlements
(4 per player)


20 cattle
(5 per player)


4 ships
(1 per player)



4 100-/200-markers
(1 per player)


16 production sites
(stone, iron, loam, and wood; 4 per player)


16 scoring markers
(4 per player)

SET-UP OF THE GAME

1. Put the **gameboard** on the table.

2. Sort the **42 building tiles by their backs**. Stack the 7 building tiles showing a **cattle pasture** on both sides and put them next to the gameboard.



3. Mix the building tiles with the gray backs and put them out ready as a face-down mound.

4. Now place building tiles on the gameboard, according to the number of players:

1 or 2 players: Mix the 6 building tiles showing the symbol 👤👤 on the back, and put them face up on the 6 spaces on the gameboard with the matching symbol. Remove the 4 building tiles showing one of the symbols 👤👤👤 or 👤👤👤👤 from the game.

3 players: Mix the 8 building tiles showing one of the symbols 👤👤 or 👤👤👤 on the back, and put them face up on the 8 spaces on the gameboard with one of the matching symbols*. Remove the 2 building tiles showing the symbol 👤👤👤👤 from the game.

4 players: Mix the 10 building tiles showing one of the symbols 👤👤 or 👤👤👤 or 👤👤👤👤 on the back, and put them face up on the 10 spaces on the gameboard with one of the matching symbols*.

** You don't have to put a tile on a space that shows the same symbol (👤👤 or 👤👤👤 or 👤👤👤👤).*

5. Add one **region marker** to each of the 4 regions.

6. Keep the **vases**, the **coins**, and the **levers** next to the gameboard as a supply.

7. Shuffle the **project cards** and form a pile that you put next to the gameboard. Then each player draws **6 cards** and takes them into their hand.

8. Lay the **action board** next to the gameboard. Then mix the **7 action strips** and put them on the action board, in random order.

















Example of the set-up for 3 players

9. Each player takes one **player board** and puts it in front of them with the side facing up as shown below. The back side is used in the solo game only.

10. Now everybody chooses one color and takes the color-matching wooden pieces:

a) **6 houses, 4 settlements, and 5 cattle.** These parts need to cover the appropriate recesses in the player board.

b) **10 inhabitants**:

- 3 inhabitants are placed on the **ranch** at the bottom left of the player board,
- 2 inhabitants are placed in the two applicable recesses next to the houses,
- 5 inhabitants are put in the supply.

c) **1 ship**, to be placed on the first space (with 1-2 players) or third space (with 3-4 players) of the river on the gameboard.

d) **2 boats**, to be placed on the canal on one's own player board, so that they are in the area of wood production.

e) **3 player markers**. One is put on the starting space of the victory-point track, one on the coin track (showing 2 coins), and one on the card track (showing 2 cards) on the gameboard.

11. Then take the **4 scoring markers** and the **100-/200-marker of your color**, plus **4 production sites** (1 of each type), and put them next to your player board.





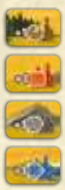


12. Mix the **scoring tiles**; each player takes 2 of them. Choose 1 of them and put it in the area of your color at the bottom end of the gameboard.
Before making this decision, you are explicitly allowed to look at your own hand cards. In the one-, two- or three-player game, put 1 random scoring tile in each of the unoccupied areas (i.e., there are always 4 scoring tiles in play). Put the remaining scoring tiles back into the box.

13. The player who last traveled to a place with less than 100 inhabitants gets the starting player token and 6 coins; the next player in clockwise order gets 7 coins; in the 3- or 4-player game, everybody else gets 8 coins.

14. Now each player chooses one of their own production sites and places it – with the side facing up that shows 1 resource – in the appropriate recess at the top left of their own player board.

Tip: Make your choice based on the resources required by your hand cards or on the scoring tile you have chosen!



15. Put the remaining boards, wooden parts, markers, and production sites back into the box.

The solo tiles are used in the solo game only. They are explained from p. 15 on.

COURSE OF THE GAME

Boonlake is played over 2 rounds. A round ends once somebody moves their own ship onto the last river space on the gameboard. When this happens, as well as after about half the round, an interim scoring takes place.

After the second round, the game ends, followed by the fourth interim scoring and then by the final scoring.

The player with the starting player token begins the game; after that, the other players take turns in clockwise order.

On each of your turns, you execute the following 3 phases in this order:

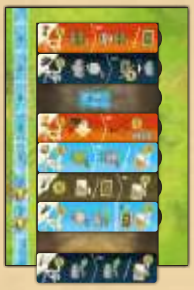
PHASE A: CHOOSE 1 ACTION AND CARRY IT OUT
PHASE B: ADVANCE YOUR SHIP ALONG THE RIVER
PHASE C: PUSH THE ACTION STRIPS TOGETHER

After that, the next player in clockwise order has their turn.

PHASE A: CHOOSE 1 ACTION AND CARRY IT OUT

Choose one of the action strips from the action board and put it in the area at the very bottom of the action board. If you choose one of the two bottom strips, you have to move your victory-point marker as many spaces back as indicated for that row. After that, you may carry out all effects depicted on the action strip.





1

First, you may **play** 1 card of the kind shown (day, sunset, or night) after paying its cost,

OR

you may **put it on the discard pile** to get 2 coins.
You may forgo both options if you have no card of this kind or don't want to play / discard a card.

Exception: With the "Builder" action, you receive 3 coins instead.



2

Now (after playing a card or discarding it to get 2 coins or forgoing either of these options), carry out all effects shown in the middle of the strip, left of the arrow. Execute them from left to right. You may omit some of the effects.

The effects and the playing of cards are described in more detail from p. 6 on.

3

After that, all players (yourself included) may carry out the effect to the right side of the arrow. (Unless stated otherwise, these effects can already be executed by the others while the active player is still carrying out the effects to the left of the arrow).

*Exception: With the "Pioneer" action, only **the other players** may carry out this effect, as indicated by the symbol* .

PHASE B: ADVANCE YOUR SHIP ALONG THE RIVER

After carrying out the action, you may move your ship along the river. **The space you took the action strip from indicates the maximum number of steps you may move your ship.** You obtain the bonus of the space on which your ship ends its movement.



For ship movement, the following rules apply:

- You may move your ship only up to as many steps as the number indicates on the just-uncovered space of the action board. You may allow steps to go to waste, but you have to advance your ship at least 1 step.
- **Harbors** can berth any number of ships. You don't have to stop in a harbor.
- All other spaces may contain only 1 ship at a time.
- Spaces with other ships are skipped over and are not included in the count – **unless it is a harbor; these spaces are always included in the count**.
- You may move along the river only from the top down, and may never turn around.
- You cannot move beyond the final space. Once your ship moves onto the final river space, the current round ends (but you still complete this phase). Then, an interim scoring takes place.
- When you reach the river's fork in the first round, you take the **upper** arm; in the second round, the **lower** arm.
- **If, during a round, you are the first player to move your ship across a lock, your turn is followed immediately by an interim scoring that all players take part in. After that, the game continues in clockwise order.** If another player has already crossed this lock before you, you do not trigger an interim scoring! The locks themselves are not considered as spaces.





1st round

2nd round

Rewards along the river

Depending on where the movement of your ship ends, you receive one of the following rewards:

Take X coins from the supply.

Take 1 vase.

Draw X cards.

Gain X victory points.

Take X inhabitants in your color from the supply and place them on your ranch.

You can choose whether to take 1 vase or to build 1 production site on your player board. To do the latter, you can either put a level-1 production site in the appropriate recess or turn over an already-placed site onto its back. The level cannot be increased to more than 2.

PHASE C: PUSH THE ACTION STRIPS TOGETHER

Push the action strips on the action board up to close the gap. After that, there is again one action strip in each row.





EFFECTS AND ACTIONS

What follows are the different effects and actions described in more detail. Unless stated otherwise, the following rules apply:

- You always take coins and inhabitants from the supply. When you pay with them or give them up, you put them back into the supply.
- You can take the inhabitants from the recesses of your player board only through the tier bonus (see p. 10). They are not part of the supply.
- You collect inhabitants on your **ranch** at the bottom left of your board. If an effect forces you to give up inhabitants, you need to take these from your ranch.
- You can only get inhabitants in your color from the supply.
- If you are allowed to draw 1 or more cards, you have to draw these from the draw pile. If the draw pile is depleted, shuffle the discard pile and use it as the new draw pile. Whenever you discard a card, you put it on the discard pile.
- When you gain or lose victory points, you move your marker on the victory-point track the accordant number of spaces forward or backward. Your victory-point marker can go below 0. As soon as your victory-point marker has completed the entire track, you put your 100-marker on your player board; once it completes the track a second time, you flip it over (so it becomes a 200-marker).
- When you are allowed to build a production site, this means that you may either put a production site showing 1 resource (level 1) in the appropriate recess of your player board or turn over an already-placed production site so that it shows 2 resources.
- Normally, players can act in parallel during an action (exceptions are the “Settle” and “Cattle-breeding” actions where players act one after another). If somebody wants to play in order during a partial action, they have to announce this; in this case, players carry out this partial action in clockwise order, beginning with the player who has just chosen the action strip.
- If you are supposed to get something from the supply that is no longer available there, please make do with something else. Only the wooden pieces are limited; in this case, you go away empty-handed. If you are allowed to put a house on the gameboard and you have none left on your player board but one has already been removed from the game, you may use this one.

SPECIAL EFFECTS: PLAY A CARD, EXPLORE, DEVELOP, UPGRADE

Several actions refer to the following effects:

PLAY A CARD

If an effect enables you to play a card, you may lay out a project card from your hand in front of you, provided you can settle the costs. Keep all the cards you have played as a display next to your player board.

With some of these effects, you may instead discard a card from your hand in order to get 2 coins. In this case, put the card on the discard pile.

The cost of a card consists of a combination of vases, coins, and resources.

You have to pay the coins shown into the supply.

You have to put the vase depicted back into the supply.

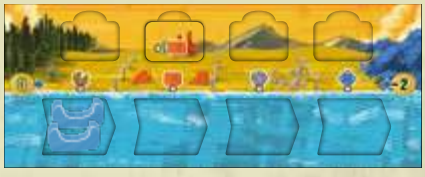


You need to be able to “pay” the resource costs by showing proof of having these resources on your production sites and your boats (that means, they need to be available to you, but you don’t have to give them up).

Each of the project cards belongs to one kind: day, sunset or night. With some effects, you may play (or discard) only cards of a specific kind.



Production sites produce 1 resource of the type depicted whenever you need it. During the set-up of the game, you already built one level-1 production site in one of the 4 locations on your player board. Various effects allow you to build additional production sites. To do so, you either put a new level-1 production site in the appropriate recess or turn over an already-placed production site so that it shows 2 resources. The latter then always produces 2 resources of the applicable type.



The availability of the resources is “virtual”; this means they are not produced in the form of markers or such.

Your **2 boats** also make resources available to you – each boat gives you 1 resource of the type next to the canal space where it currently is. **At any time**, you may move your boats any number of steps **downstream** (to the right) or **upstream** (to the left) in order to change their positions (and thereby, the resource you gain). But before you can move 1 boat any number of steps **upstream** (to the left), you need to pay 2 coins. Downstream moves are for free.



Consequently, at the beginning of the game, you have 3 resources at your disposal: 1 resource of the type shown next to the first production site you built, plus 2 wood. (However, you can move your boats elsewhere so that you have different resources at your disposal.)

In order to be able to settle any resource costs, you need to have at least the resources indicated available; i.e., they are not "spent."



A few effects enable you to lower the resource costs of a card. If you use such an effect, the resource costs decrease by 1 resource of a type of your choice (e.g., 2 iron instead of 3 iron, or 0 wood instead of 1 wood).



Example: Monica wants to play this card. To do so, she needs 2 coins, 2 loam, and 1 stone. She has 1 production site next to the loam. She pays 2 coins and moves 1 boat downstream to the loam.
She has to move the other boat upstream to the stone; for this, she pays 2 coins. Now she has all the resources required at her disposal and can put the card in front of her.





Example: Maggie wants to play this card. To do so, she needs 4 loam and 2 stone. She has the level-2 loam production site (which gives her 2 loam) and a production site that gives her 1 stone.
One boat is next to the loam; the other one, next to the iron. She moves 1 boat upstream (after paying 2 coins) to the loam and then activates a lever effect that allows her to have 1 resource less available. Now she can put the card in front of her. She could also have moved the boat to the stone.





Card effects

All project cards show effects that occur at certain times in the game.



Execute this effect immediately when playing the card.



Execute this effect at the end of the game.



These effects are permanent effects that have an impact on you during the game.

After playing cards that show only effects, you can pile these up; normally, they are only used again at the end of the game, for the final scoring. Fan out the other cards you have played next to your player board.

Further rules regarding specific effects are explained from p. 19 on.

Special projects on scoring tiles



The upper area of each of the 4 scoring tiles on the gameboard depicts a special project. **Instead of** playing a card from your hand, you may settle the costs shown (coins + resources) for 1 of these projects. Each of the projects counts as all 3 kinds (day, sunset, night). Effects referring to cards apply to these projects, too (if you may play a card for 1 coin less, for example, this privilege applies, too).

After settling the costs, you take 2 of your inhabitants from the supply (and place them in the area at the bottom left of your board), earn the victory points indicated, and advance your marker 1 space on the corresponding income track (coin track or card track). After that, you need to place 1 of the two inhabitants you just got on the color-matching space above the project (for indicating that you have realized it). There may be multiple inhabitants of different players above each space; however, you may realize each of these projects only once per game.



If you realize the project on the scoring tile you chose during the initial set-up, you gain twice as many victory points. As a reminder, your space shows a "x2" symbol.

The lower half of the scoring tile is irrelevant for the realization of the project; it becomes important only at the interim scorings.

Example: Joanne may play a card; instead, she decides to realize the project on the scoring tile shown above. For this, she pays 13 coins, and she needs to have 2 loam and 3 iron at her disposal. She gets 2 inhabitants (and places 1 of them on the space of her color above the project), advances her marker 1 space on the card track, and earns 8 victory points. Since this is the scoring tile that she chose during the set-up of the game, she gets another 8 victory points.

EXPLORE

When you explore, you add new building tiles to the gameboard.
In order to explore, you proceed as follows:

1) Reveal a gray building tile from the mound.
2) Put the building tile on an unoccupied space on the gameboard that is adjacent to another building tile or is connected via a bridge with an already-placed building tile. Cattle pastures also count as building tiles; that means you may also place a new tile adjacent to them.

   In this context, it is irrelevant whether there are presences (cattle, inhabitants, houses or settlements) on the adjacent building tile or not.
3) Depending on the space you have chosen, you receive the reward indicated:



Take X coins



Draw X cards



Take 1 inhabitant


Build 1 production site next to this resource. Put a new level-1 production site in the corresponding recess or turn the production site over so that it shows 2 resources. If a production site is at level 2 already, the effect goes to waste.

If all spaces on the gameboard are already occupied, you get 2 coins instead for each unplaced tile.

Example: Through the "Hire" action, Frances may explore once. She reveals a building tile from the mound and chooses this space. For this, she gets 2 coins.





The spaces between which the ford runs are also considered adjacent!

DEVELOP

If an effect allows you to develop, you may place 1 inhabitant from your ranch on an unoccupied building site. Each building tile (except for cattle pastures) contains 1 or 2 sites.



One building site may hold no more than 1 inhabitant or 1 house or 1 settlement; if a building tile contains 2 sites, these may also belong to different players.

Cattle pastures may never contain inhabitants.

In order to **develop**, you carry out the following steps:

1) Choose an unoccupied building site on a building tile on the gameboard.
2) Place one inhabitant from your ranch on this building site. If the site indicates costs, you have to pay these. If it depicts rewards, you take these immediately.

You find an overview of the costs and rewards on p 23/24.

*Example: Elizabeth may **develop** once. She places one inhabitant from her ranch on this building site. For this, she has to pay 4 coins; in return, she may advance her marker 1 space on the coin track.*



UPGRADE

If an effect allows you to upgrade, you have 2 options: You may either upgrade 1 inhabitant to a house or upgrade 1 house to a settlement.

Upgrading 1 inhabitant to a house



Carry out the following steps:

1) Choose 1 of your inhabitants on a building site that you want to upgrade.
2) Give up 1 inhabitant from your ranch.
3) Replace the just-chosen inhabitant by a house from the topmost non-vacated tier of your player board. If this completely empties out the first or second tier of your board, you gain the **tier bonus** (see p. 10). Put the replaced inhabitant back into the supply.

By removing houses from your player board, you unlock income, which you'll get at each interim scoring.

If you have no house left on your board, take instead one of your houses that was removed from the game (e.g., by upgrading a house to a settlement). If all 6 of your houses are on the gameboard, you cannot use this effect.

Upgrading 1 house to a settlement



Carry out the following steps:

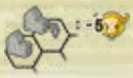
1) Choose 1 of your houses on a building site that you want to upgrade. It has to be adjacent to at least 3 presences (this can be inhabitants, houses, settlements, and cattle). In this context, it is irrelevant who owns these presences. All presences on the same building tile and on neighboring building tiles are considered "adjacent" (building tiles that are connected by bridges count, too).



2) Give up 2 inhabitants from your ranch.
3) If this is the third settlement you want to build, you have to give up 1 additional inhabitant or 4 victory points. If it is the fourth settlement, you have to give up even 2 additional inhabitants, or you may substitute one or both by giving up 4 victory points per inhabitant. You always may give up victory points voluntarily, even if you have the inhabitants required on your ranch.



4) Replace the chosen house by the topmost settlement of your player board. If this completely empties out the second tier of your board, you gain the **tier bonus** (see below). Put the removed house next to the gameboard (don't put it back on your board).



5) If you have already built another settlement in the region where you build this settlement, you have to give up 5 victory points. The regions are the 4 areas on the gameboard that are connected by bridges: Boonlake, Southern, New Hope, and Unknown.

Just as houses, settlements can also increase your income at the interim scorings.

If you have already built 4 settlements, you cannot build another one.



Example: Tina upgrades this house to a settlement. She is allowed to do this since there are at least 3 presences adjacent. This is the third settlement she is building; consequently, she has to give up 1 additional inhabitant. Since she has only 2 inhabitants at her ranch, she gives these up and additionally loses 4 victory points; in return, she may build her settlement and remove the house.

Tier bonus

If you manage to remove all the wooden pieces from the top tier of your player board (2 houses and 1 cattle), you may immediately place the inhabitant to the left of this tier on your ranch. You may use this inhabitant with immediate effect. You can do the same with the second inhabitant, once you have managed to empty out the second tier (that means you have removed 4 houses, 1 settlement, and 2 cattle). These removals give you victory points in each income phase of the interim scorings.



THE ACTIONS

In the following, the actions are explained in detail:

PIONEER



First, you may either play a ☀ card, or discard one to get 2 coins.

After that, you may **explore** twice, and then either **develop** once or **upgrade** once.

All the **others** (not you!) may draw 2 cards, and then play 1 card of any kind from their hand, or discard it to get 2 coins.

SETTLE



First, you may either play a ☾ card, or discard one to get 2 coins.

Then you may **develop** once or **upgrade** once.

After that, all players – beginning with you and then continuing clockwise – may **develop** once or **upgrade** once or play 1 card of any kind (or discard it to get 2 coins).

CATTLE-BREEDING



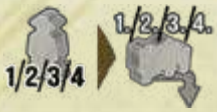
First, you may either play a card, or discard one to get 2 coins. Then you may put 1 cattle pasture on an unoccupied space of the gameboard that is adjacent to a building tile (also beyond bridges) and take the reward indicated there (as with the **Explore** effect).

If there is no cattle pasture left in the supply, or if all spaces are occupied, this effect goes to waste and you get 2 coins instead.

After that, all players – beginning with you and then continuing clockwise – may either place 1 cattle or play 1 card of any kind (or discard it to get 2 coins).

In order to place 1 cattle, you do the following:

1) Choose any cattle pasture on the gameboard that contains no more than 3 cattle.
2) Give up 1/2/3/4 inhabitants from your ranch if this pasture contains 0/1/2/3 cattle.



3) If this is the fourth cattle overall that you want to place, you have to give up 1 additional inhabitant or 4 victory points. If it is your fifth cattle overall, you have to give up even 2 additional inhabitants or substitute one or both by giving up 4 victory points per inhabitant. You may voluntarily give up victory points instead of inhabitants, even if you have the inhabitants required on your ranch.
4) Now place the topmost cattle from your player board on the pasture (if this empties out the first or second tier, you gain the **tier bonus**, see p. 10).
5) Take 2 coins for each **house** (no matter who owns it) on a building tile that is adjacent to the chosen cattle pasture.



By removing cattle from your board, you increase your income that you get at each interim scoring.

REGION SCORING



First, you may either play a card, or discard one to get 2 coins.

Then you choose one of the 4 regions (Boonlake, Unknown, New Hope, or Southern) whose reward on the region label has not yet been covered with a region marker. Put a region marker on the reward of the chosen region and gain the reward (coins, cards or victory points).

After that, the **other 3 regions** are scored for **all players** (yourself included). Everybody gets 1 coin for each of their presences (inhabitant, house, settlement or cattle) in these 3 regions.

For this scoring, it is irrelevant whether any region labels were covered during a previous region scoring.

Example: Petra chooses the Boonlake region and puts the region marker on the reward (4 coins) that she gets right away. ***Every*** *presence in New Hope, Southern, and Unknown gives her 1 coin. All the other players also get 1 coin per presence in New Hope, Southern, and Unknown; presences in Boonlake don't give them any coins.*



HIRE



First, you may either play a card, or discard one to get 2 coins.

Then you may take 1 inhabitant and **explore** once.

After that, as often as they want, all players may pay 3 coins or discard 3 cards in order to take 1 inhabitant from the supply and place this inhabitant on their ranch.

To take 1 inhabitant, you are not allowed to "mix" (e.g., giving up 2 cards and 1 coin). However, to take several inhabitants, you may pay differently for each one (e.g., 6 cards and 3 coins for 3 inhabitants).

PROGRESS



First, you may either play a card, or discard one to get 2 coins.

Then you may **modernize** once.

After that, all players may **modernize** once, but they have to give up 1 inhabitant for that. Whoever is not able or willing to do so may draw 1 card instead.

So, if you choose this action, you can modernize once or twice; all the others can do this only once.



Modernize
Choose one of the unoccupied spaces in the modernization area of your player board. Then pay the coins indicated in order to take 1 lever tile from the supply and put it in the recess; place it in such a way that the reward at the bottom remains visible.

Effects through modernization
Every modernization shows an effect or a reward that you may execute at any time (also during an action or an effect!). Sometimes, a specific condition needs to be met for this.

To do this, you move the lever down and carry out the effect. At every interim scoring, you move the levers up again, so you will be allowed to use them again later on.

You find a detailed explanation of the effects on pages 21/22.

BUILDER



In contrast to the other actions, you get 3 coins at the beginning of the action (instead of playing 1 card, or discarding it to get 2 coins).

Then you may either play 1 card of any kind or draw 2 cards.

After that, all players may play 1 card of any kind (or discard it to get 2 coins).

INTERIM SCORING & FINAL SCORING

There are 3 locks depicted along the river on the gameboard. Every time in a round when a player is the first (!) to move a ship across one of these locks, they take the reward on the river, and then an interim scoring takes place immediately. Over the entire course of the game, there are 4 such scorings: 2 scorings in the first round and 2 scorings in the second round. After the second interim scoring in the second round, there is also a final scoring. The player who then has the most victory points wins the game.

Important: If your ship crosses a lock that has already been passed by another ship in this round, you don't trigger an interim scoring!



Important: The first 3 interim scorings are always conducted immediately. The last interim scoring (at the end of the second round) is an exception: It is triggered when somebody moves onto the last river space; but in this case, the current round continues until all players have had the same number of opportunities to choose an action (that means, until the player to the right of the player with the starting player token has had their turn). Only then do you conduct the last interim scoring and, right after that, the final scoring!

INTERIM SCORING

All players take part in the interim scoring (not just the player who crossed the lock!). It consists of the following 5 steps; each step is resolved by all players simultaneously.





Once or, better, twice, all players may either play 1 card of any kind (discarding it to get 2 coins is not allowed!) or **upgrade** (developing is not allowed!). You may also play 1 card and upgrade once.



Now all players **must** score for one of the 4 scoring tiles. To do so,

a. take – at the 1st/2nd/3rd/4th interim scoring – the scoring marker of your color that shows 1/2/3/4 victory points;

b. choose one of the 4 scoring tiles on the gameboard, below which there isn't any of your scoring markers yet;

c. put the scoring marker on the space of your color and earn the points indicated on the scoring tile if you meet the condition; otherwise, you subtract these points. If it is the scoring tile that you chose during the game set-up, these plus points or minus points are doubled (as a reminder, your scoring space shows a "x2" symbol).

Each scoring tile shows a condition and 4 values that refer to the 4 interim scorings. At the first interim scoring, you need to fulfill the condition with the first value; at the second interim scoring, the condition with the second value, and so on. Over the course of the game, fulfilling the scoring tiles becomes more difficult.

You must score for one scoring tile even if you cannot fulfill the condition.

Example: In order to meet the condition on this scoring tile, Peter's marker on the card track needs to have advanced 1/2/4/7 spaces by the 1st/2nd/3rd/4th interim scoring.





Now all players receive income, pictured by the wagon. It consists of 3 parts:

1. Receive income according to the positions of your markers on the two income tracks (coins and cards, or victory points).

2. Receive coins and victory points for all vacated spaces (inhabitants as the result of a tier bonus, houses, settlements, cattle) on your player board.



3. Cattle scoring: For **each** of your cattle on the gameboard, you earn 1 victory point per settlement on the adjacent building tiles (also those beyond bridges). *If, for example, 3 settlements are adjacent to one of your cattle, you earn 3 victory points for that.*

Important! At the last interim scoring, players get only the victory points; cards and coins go to waste!

Example: For their marker on the coin track and the one on the card track, Tino gets 5 coins and 1 victory point, plus 3 cards. For their player board, they get 5 coins and 4 victory points (and, possibly, additional victory points for settlements adjacent to the cattle they ha placed).





Move all the levers you have used back up again.
For every lever you have not used, you earn 1 victory point.



Then remove all the region markers that have been placed on rewards of region labels (that means, they can be chosen again at the region scoring).



Important! If this has been the second interim scoring, the first round ends. In this case, all ships are moved back along the ford according to the number of players, until they arrive at their starting space for the second round. (In the second round of the four-player game, the ships start further ahead on the river than with two or three players.)

If this has been the fourth interim scoring, now the final scoring takes place. Keep in mind that the fourth interim scoring is triggered only when one ship has moved onto the last space and all players have had the same number of turns!

As soon as all players have completed these steps at the first, second, or third interim scoring, the game continues in clockwise order.

FINAL SCORING

At the end of the second round, after the last interim scoring, a final scoring takes place. For this, execute the following steps in this order:





If you have 4 to 6 levers on your player board, you earn 2 victory points per lever.

If you have 7 or more levers, you even earn 3 victory points per lever on your board (e.g., 21 victory points for 7 levers).



You earn victory points for each of the cards you have played (according to the number shown on the symbol).



For each recess in the third tier of your board from which you removed a wooden piece, you earn 2 victory points.

For each recess in the fourth tier of your board from which you removed a wooden piece, you earn 4 victory points.

For each recess in the fifth tier of your board from which you removed a wooden piece, you earn 6 victory points.



Leftover coins and cards don't get you any victory points.

The player who now has the most victory points wins the game! In case of a tie, all the tied players win.

SOLO MODE

You can also play Boonlake alone. In this case, you play against a legend of Boonlake: the Wise Eminence.

SET-UP OF THE GAME

Set the game up as usual – as for the two-player game. However, the set-up for the Wise Eminence is a bit different. For the Wise Eminence, take the back of a player board and lay it out for them.



Then choose a color for the Wise Eminence and place the cattle, the houses, and the settlements on the appropriate spaces of their board.

Put a marker of their color on the first space of the cactus track and another marker of their color on space "0" of the victory-point track. The Wise Eminence has no markers on the income tracks.

Put the Wise Eminence's ship next to your ship on the starting space of the two-player game. Additionally, the Wise Eminence gets the starting player token (consequently, you start with 7 coins).

Put the 100-/200-marker next to their board.



The Wise Eminence never gets any cards or coins. The inhabitants, boats, and scoring markers of their color as well as the production sites are not needed. During the set-up, reveal a random scoring tile for the Wise Eminence.

Choose a difficulty level and randomly remove the respective number of tiles of the given type(s) from the 10 solo tiles.

- Easy → Remove 4 B-tiles
- Medium → Remove 1 A-tiles and 3 B-tiles
- Challenge → Remove 2 A-tiles and 2 B-tiles
- Difficult → Remove 3 A-tiles and 1 B-tiles
- Very difficult → Remove 4 A-tiles



Mix the remaining 6 solo tiles in a **random orientation of the backs** and put them face down next to the Wise Eminence's board.

COURSE OF THE GAME

The Wise Eminence and you alternate turns. The Wise Eminence begins and carries out the first action.

Every time the Wise Eminence has a turn, you reveal the top tile from the solo stack for them and orient it in an upright position (so that the numbers can be read correctly). Then you carry out 2 effects for the Wise Eminence: first, the one in the upper half; then, the one in the lower half (where they choose an action strip and carry out the action).

After that, you advance the Wise Eminence's ship as many steps as the space of the chosen action strip shows.

If the solo stack is depleted, mix the 6 tiles in a random orientation of the backs and put them out again as a new stack.

Choosing a location

For sundry effects, the Wise Eminence has to choose a location on the gameboard. In this case, the **preferred location** is determined randomly; to this end, they take the number in **the corner of the solo tile** that **matches** their position on the **top tile of the solo stack**.

Example: Wolfgang has revealed the tile on the left for the Wise Eminence; the solo stack is to its right. For an effect, the Wise Eminence has to choose a location. Since the silhouette on the right tile is at the bottom left, the location with the number 13 becomes their preferred location



If the stack of solo tiles is depleted and the Wise Eminence has to choose a location, they always take the number in the **upper left corner** of the solo tile. A reminder for this is also shown at the upper left of the solo board.





Each number stands for a specific space on the gameboard. If the Wise Eminence can carry out the effect at their preferred location, they do so. Otherwise, they take the next higher space. If carrying out the effect isn't possible here either, they take the next higher space again, and so on.

If the effect on space 33 cannot be carried out, the Wise Eminence skips to space 1.

As soon as it is possible, they carry out the effect there (and ends the search for a location).

Example: An effect allows the Wise Eminence to place a building tile. Their preferred location is the one with the number 13, but there is already a tile there, just as on space 14. Space 15, however, is unoccupied; therefore, they place the building tile on space 15.

In the rare case that the Wise Eminence doesn't find any location at all where they can carry out the effect, this effect goes to waste.

THE WISE EMINENCE'S TURN

The Wise Eminence ignores your turns completely. The only exception is the region scoring, which is explained in detail below. Besides this, you and the Wise Eminence conduct the interim scorings together.



On the Wise Eminence's turn, you reveal the top tile from the solo stack for them, orient it in an upright position, and carry out the action effects for them as follows:

A) **First**, the Wise Eminence looks at **the <u>bottommost</u> of the 7 action strips on the action board.**

- If it shows the "**Settle**" action, they may immediately build 1 structure (see below). If it is a B-tile, they may even build 2 structures.
- If it shows the "**Cattle-breeding**" action, they immediately place 1 cattle (see below). If it is a B-tile, they additionally advance their marker 1 space on the cactus track.
- In all other cases, they advance their marker 1 space on the cactus track; if it is a B-tile, even 2 spaces.

B) **After that**, the Wise Eminence chooses **one of the 3 actions depicted on the solo tile, always opting for the action of the action strip that is <u>furthest up</u> on the action board.** Then the action strip is placed at the very bottom of the action board, as usual.



Example: The Wise Eminence chooses "Builder," "Region Scoring" or "Settle" – depending on which of these action strips is furthest up!

Then they carry out the effect shown on the solo tile (the effects are explained in detail below). **You now may carry out the right part of the action strip** (that means that you also benefit from the Wise Eminence's actions!).

Example: The Wise Eminence has chosen the "Builder" action, since the action strip was lying further up than those with the "Settle" and "Region scoring". They may advance their marker 1 space on the cactus track. You may, as usual, play 1 card, or discard it to get 2 coins.

OVERVIEW OF THE EFFECTS



If the Wise Eminence chooses “Builder” or “Progress,” they advance their marker 1 space on the cactus track. On B-tiles, they even advance their marker 2 spaces.



With the “Hire” action, they draw a building tile and choose a location for it (adjacent to at least 1 building tile). After that, they advance their marker 1 space on the cactus track; on B-tiles, even 2 spaces.



With the “Pioneer” action, they draw a building tile twice and choose a location for each of them (adjacent to at least 1 building tile), if possible. After that, they place the top house from their board on the second building tile they have placed. If this tile contains 2 sites, they choose the upper one. On B-tiles, He additionally advances His marker 1 space on the cactus track.



With the “Cattle-breeding” action, they choose a location (adjacent to at least 1 building tile) and lay out a cattle pasture there, if possible. After that, they place one cattle on a cattle pasture (see below). On B-tiles, they additionally advance their marker 1 space on the cactus track.



With the “Settle” action, they may build 1 structure once (see below); on B-tiles, even twice.



With the “Region Scoring“ action, the Wise Eminence first chooses a region they want to score for. To this end, you subtract for each region the number of the Wise Eminence’s presences from the number of your presences (cattle, inhabitants, houses, settlements). Regions whose rewards have been covered with a region marker don’t count for this.

Then they choose the region with the highest difference (i.e., the region where the number of your presences is most superior compared to the Wise Eminence’s number). In the case it’s the same, they choose the most northern one of these regions.

They cover the reward of this region with a region marker and earn victory points (instead of cards or coins). So, if they choose Boonlake, they earn 4 victory points; otherwise, 3 victory points.

After that, the other 3 regions are scored as usual: For each presence in these regions, you get 1 coin.
The Wise Eminence, however, earns 1 victory point for each of their presences in these regions instead – on the B-tile, even 2 victory points.

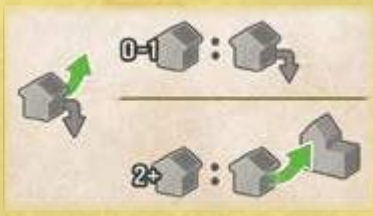
Attention! The region scoring is the only action where the Wise Eminence also benefits if you choose the applicable action strip. In this case, they earn 1 victory point for each presence as well in the three scored regions.

FURTHER EFFECTS

Building a structure



If the Wise Eminence is allowed to build a structure, you check how many of their houses are on the gameboard. If there is no more than 1 house, they choose a location with an unoccupied building site (as described above) and place a house from their board there (that means the Wise Eminence places houses without having to give up inhabitants). If there are 2 sites there, they choose the upper one.



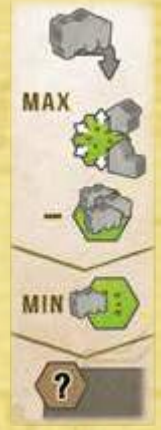
In this context, the Wise Eminence ignores all building tile effects.

But if there are already 2 or more of their houses on the gameboard, they choose a location with one of their houses and replace this house with a settlement from their board. The replaced house is removed from the game. The Wise Eminence ignores the rule that there need to be at least 3 presences adjacent.

Houses, settlements, and cattle are always removed from the solo board from top to bottom.

If the Wise Eminence wanted to build a structure but there are none left on their board, they would immediately earn 10 victory points instead.

Placing cattle



If the Wise Eminence is allowed to place cattle, they proceed as follows:

First, for each cattle pasture, they count how many structures (houses and settlements) have been built adjacent (no matter by whom), and subtracts the number of cattle on this cattle pasture from this.

If there is exactly 1 space where this difference is **higher** than the others, they place their cattle on this pasture.

Otherwise, they choose the pasture with the fewest cattle from the pastures with an equally high difference.

If there is more than one with the same difference, they choose from these pastures by using the number in the corner of the solo tile (as if choosing a location).

If all 5 of the Wise Eminence's cattle are already on the gameboard, they earn 10 victory points instead.

MOVEMENT OF THE SHIP

After both effects of the solo tile have been carried out, the Wise Eminence moves their ship along the river. The rules applying to them are the same as in the game with multiple players. However, they never let steps go to waste – unless their ship is moved onto the last river space.

The Wise Eminence does not receive the reward of the space where the ships ends up - not even if it consists of victory points.

If they cross a lock before you, they trigger – as usual – an interim scoring. If this scoring ends the first round, you put both ships back onto the first river space; after that, it's your turn.

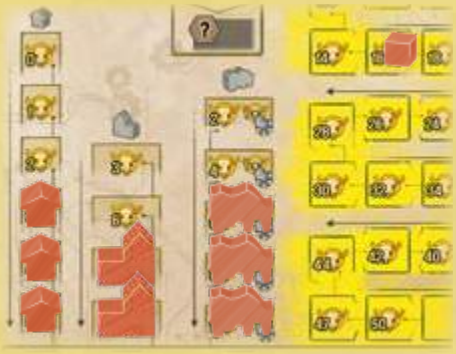
INTERIM SCORING

As usual, an interim scoring is triggered when a ship crosses a lock for the first time in a round.

Conduct the interim scoring as usual for yourself.

The Wise Eminence only carries out the income phase and scores victory points for houses, settlements, cattle, and the cactus track – **namely, the number of victory points shown on each of the last vacated spaces**. In addition, for each of their cattle on the gameboard, they earn 1 victory point per adjacent settlement.

Example: The Wise Eminence earns 2 victory points for the removed houses, 6 victory points for the removed settlements, 4 victory points for the removed cattle (and additional victory points for settlements adjacent to their cattle), plus 14 victory points for the marker on the cactus track.



FINAL SCORING

The final scoring takes place at the end of the second round, as usual. Since the Wise Eminence begins the game, you carry out the last action.

During the final scoring, the Wise Eminence gets their income one more time. (Instead, you can double the Wise Eminence's income during the fourth interim scoring, since it won't change any more after that.)

Then look through the solo tiles in the face-down solo stack. For every yet-unrevealed **B-tile**, the Wise Eminence scores 10 victory points.

If you have the same or more victory points as the Wise Eminence after the final scoring, you win the game. Otherwise, The Wise Eminence has proven that they are worthy of their name.

OVERVIEW OF SYMBOLS

This part of the instructions solely serves to give you an overview of the symbols. You can resort to them whenever any questions arise during the game about the effects.

If there is a number shown next to an effect, the color of the number determines whether you gain something or have to give up something. White numbers stand for rewards; black numbers, for costs.

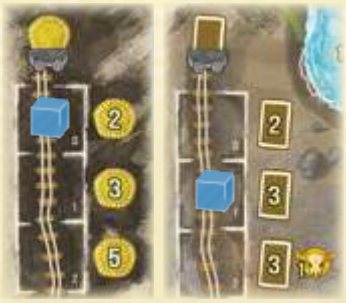


Example: You get 2 coins.



Example: You have to give up 1 inhabitant in order to place 1 house.

INCOME TRACKS



The gameboard depicts 2 income tracks: the coin track and the card track. The two symbols shown in the illustration on the right allow you to advance your marker 1 space on the respective track.



When your marker moves across a reward, you get this reward immediately.

At each interim scoring, you get the coins or cards and the victory points depicted next to your two markers.

If your marker is on the last space of a track and you would normally be allowed to move it further, this effect goes to waste; instead, you earn 2 victory points for each forfeited step.



If your marker moves across this reward, you immediately may build 1 production site (either level 1 or level 2).

CARD EFFECTS

Every time you play a card, you may carry out the effect shown at its top. You may allow partial effects to go to waste.


Effects with a lightning symbol are carried out immediately.


Effects with this symbol give you additional victory points at the end of the game.


Effects with this symbol are permanent effects that apply to you during the entire game.

In order to have a good overview, it is recommended that you fan out the cards in front of you that you have played that have game-end effects and permanent effects.

Immediate effects


Advance your marker 1 space on the coin track or the card track (depending on the symbol). If your card depicts several of such symbols, you advance your marker 1 space per symbol.



Immediately take the number of coins indicated.



Immediately take 2 inhabitants.



Immediately take 1 vase.



You may immediately discard 3 cards to get 2 inhabitants.



You may exchange either 2 cards for 4 coins or 4 coins for 2 cards (from the pile).



You may immediately discard 3 cards to get 1 vase and 2 coins, or give up 1 vase and 2 coins in order to draw 3 cards.



You may immediately discard 5 cards to earn 4 victory points, or give up 4 victory points in order to draw 5 cards.



You may immediately discard 2 cards to earn the number of victory points indicated.



You may immediately give up 1 inhabitant to get 8 coins.



You may immediately give up 2 vases to earn 4 victory points.



Immediately move 1 of your levers up again.



You may immediately upgrade 1 inhabitant to a house without having to give up an inhabitant for that.



You may immediately upgrade 1 house to 1 settlement. To do so, you need to give up 1 inhabitant less, and the required number of adjacent presences decreases by 1. These effects are cumulative if you have more than one of the same kind (e.g., with the lever that makes upgrading to a settlement easier).

Game-end effects



Gain 1 victory point for each of your presences in the region shown.



Gain 1 victory point for each cattle you have removed from your player board.



Gain 1 victory point for each production site you have built. Production sites showing 2 resources give you 2 victory points for this effect.



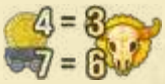
Gain 1 victory point for each house you have removed from your player board.

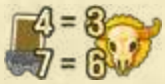


Gain 2 victory points for each settlement you have removed from your player board.

These rules apply to the following effects:

If you have reached the number at the top of the respective condition by the end of the game, you get the lower number of victory points. If you have reached the number at the bottom of this condition, you get the higher number of victory points. If you have not even reached the number at the top, you get no victory points.



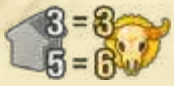


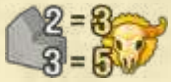
Your marker on the applicable income track needs to have advanced at least the respective number of spaces.



You need to own at least the respective number of levers.







You need to have removed at least the respective number of cattle/houses/settlements from your player board.

Permanent effects



When you modernize, the costs of your levers always decrease by the number of coins indicated. Multiple of these effects are cumulative. The costs can never drop below 0 coins.



The coin costs of the cards you play are reduced by 1. This also applies to costs of the special building projects on scoring tiles. Multiple of these effects are cumulative. The costs can never drop below 0 coins.



If you discard a card of this kind (day, sunset, night), you get 1 coin more. Multiple of these effects are cumulative. This effect always applies when you discard such a card – e.g., also when you choose not to place cattle and, instead, play or discard a card.



Every time you place 1 cattle from your player board onto the gameboard, you need to give up 1 inhabitant less. Multiple of these effects are cumulative.



Every time you place 1 cattle from your player board onto the gameboard, you get 2 additional coins. Multiple of these effects are cumulative.



If, in phase 2 of your turn, your ship ends up on a river space that shows coins, you get 1 additional coin.





If your ship ends its move in a harbor, you get 2 coins or 2 cards (depending on the symbol shown).



Every time your ship ends its move on a space showing a vase and you take a vase, you get an additional vase.

LEVER EFFECTS

When you carry out the "Progress" action, you may put 1 or 2 lever tiles in the appropriate recesses on your player board, provided you pay the coins for them.



You may carry out lever effects at any suitable moment, also *during* other actions and also *during* the interim scorings (but not after you have moved the levers up again at the fourth interim scoring). To do so, you move the lever down in order to indicate you have used it. At the next interim scoring, you move it up so that you can use it again later on.

A special condition applies to the 3 levers in the top row of your modernization area: You may carry them out only if you forgo the part of an action that involves all players (i.e., the part depicted on the right side of the action strip). (At the region scoring, you may do without the coins you would normally get, in order to use the lever. If you have the chosen the "*Pioneer,*" the right side applies to the other players only; so, in this case, you cannot use the lever, but the others can.)

If you have more than one of these 3 levers and forgo the just-described part of an action, you may carry out only 1 of these lever effects – not all!



If you forgo the part of an action that involves all players, you may either take 1 vase or give up a vase to get 6 coins.



If you forgo the part of an action that involves all players, you may **modernize** once (see p. 12).



If you forgo the part of an action that involves all players, you may **upgrade** once (but not develop!).



Every time you would be allowed to play a card (or discard it to get 2 coins) and voluntarily forgo this, you get 1 coin for each production site you have built on your player board. Production sites showing 2 resources count double. You may use this lever also if you forgo playing a card at the „Builder" action or at the interim scoring!



Every time you would be allowed to play a card (or discard it to get 2 coins) and voluntarily forgo this, you get 3 coins. You may use this lever also if you forgo playing a card at the "Builder" action or at the interim scoring!



At a region scoring, you get not only 1 coin but also 1 victory point for each of your presences (e.g., for 5 presences in the three regions that are scored, you get 5 coins and, additionally, 5 victory points).



You may immediately move **1** boat on your player board upstream (to the left) any number of steps without having to pay any coins for that.



During an effect that allows you to upgrade a house to a settlement, you may use this lever in order to have to give up 1 inhabitant less. In addition, the number of adjacent presences required decreases by 1 (i.e., you need only 2 adjacent presences). These effects are cumulative with other effects that facilitate this condition.



When you place a building tile (which can also be a cattle pasture) on the gameboard, you may move this lever down in order to get 1 inhabitant.



When you use this lever, you may, when you want to play a card, reduce its resource costs by 1 resource (the effect counts as a joker, so to speak), or take 2 coins, or draw 2 cards. You can also use such a discount for the special projects on scoring tiles.



When you use this lever, you may, when you want to play a card, reduce its resource costs by 1 resource (the effect counts as a joker, so to speak) and take 5 coins. Instead, you may also just take the 5 coins and forgo the resource joker. You can also use such a discount for the special projects on scoring tiles.



You may discard 2 cards to get 1 inhabitant and 3 victory points.

SCORING TILES

The upper half of a scoring tile shows special building projects. You can carry them out through a “Play a card” effect. To do so, you have to pay the costs indicated, and then immediately get 2 inhabitants, advance 1 step on one of the two income tracks, earn victory points, and immediately place 1 inhabitant on a space of your color above the scoring tile.

Besides this, the bottom half of each scoring tile shows a category and 4 different values. These stand for the conditions that you need to fulfill at the 1st / 2nd / 3rd / 4th interim scoring in order to successfully score for the scoring tile. All conditions are minimum conditions.

If it is the scoring tile that you chose during the game set-up, these victory points are doubled.



These scoring tiles show two regions. Each condition consists of 2 numbers. To successfully score for the scoring tile, you need to have the top number of presences in **any** one of the two regions and the bottom number of presences in the other region. Presences can be inhabitants, cattle, houses, and settlements.

Your marker needs to have advanced at least the given number of spaces on the respective income track.



The lower one of your markers on the two income tracks needs to have advanced at least the given number of spaces.



You need to have built the indicated number of production sites.



You need to own at least 1 presence on the depicted number of adjacent building tiles (also cattle pastures!).



You need to own the depicted number of levers on your player board.



You need to have removed the depicted number of cattle from your player board.



You need to have removed the depicted number of settlements from your player board.



You need to have the depicted number of presences on building tiles (incl. cattle pastures) next to bridges; these are the building tiles on spaces that interconnect regions.





Give up 1 inhabitant or 5 coins (or, respectively, 1 vase or 5 coins) immediately, and as many times as indicated. As an additional bonus, you get 2 victory points each time. You need to do this exchange the indicated number of times – but only while you are scoring for this scoring tile. You may also "mix," that means, for instance, give up 2 inhabitants and 10 coins.



Give up 2 coins immediately, and as many times as indicated. As an additional bonus, you get 1 victory point each time. You need to do this exchange the indicated number of times – but only while you are scoring for this scoring tile.



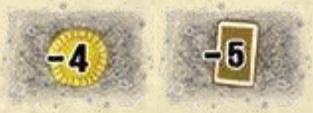
You need to have played enough sunset cards and day cards in order to be allowed to score successfully for this scoring tile. The top number indicates the number for any one of the two kinds; the bottom number, the number for the other kind.

The special building projects on the scoring tiles count for you as a played card of a kind of your choice; however, you have to decide on 1 kind for each project.

BUILDING TILES

When you carry out the "**Develop**" effect, you may place 1 inhabitant from your ranch onto an unoccupied building site.

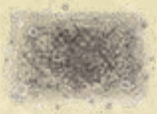
In order to be allowed to put an inhabitant on a building site, you have to pay the costs indicated (or take the reward).



Pay the number of coins indicated or discard the number of cards indicated.



Take the number of coins indicated or draw the number of cards indicated.



These building sites are free of charge.

Some building tiles show effects that become effective immediately or only under certain conditions:

Immediately advance your marker 1 space on the applicable income track.

Advance your marker 3 spaces on the coin track OR on the card track. You may not split the steps between the tracks.

You immediately receive the income of your marker on the coin track (do not advance it!).

You immediately receive the income of your marker on the card track (do not advance it!).

You immediately gain the indicated victory points.

You immediately lose the indicated victory points.

You immediately get 1 vase.

The moment you upgrade a house to a settlement on this building site, you gain the indicated number of victory points.

The moment you upgrade a house to a settlement on this building site, you lose 5 victory points.

How to Put Together the Double-layer Boards and the Action Board

Before the first game, when punching out the parts from the punch-out sheets, there are a few things you need to consider.

1) The recesses at the top left of each of the **4 double-layer boards** contain **4 production sites** that you must not dispose of! They are needed for the game.
2) Additionally, in the punch-out sheet that contains the **action board**, you find also further punch-out pieces (100-/200- markers and coins) that you must not throw away!



Each of these 5 double boards (4 player boards, 1 action board) needs to be folded together, as shown in the illustrations. To do so, attach the adhesive stickers to the spots labeled with the word STICKER. At the end of the game, you don't have to take them apart. Two extra stickers are provided as spare parts.

ACKNOWLEDGMENTS

We thank Wolfgang, Peter, Jakob, Anita, Markus, Tino, and all the other test-players and proofreaders for their valuable feedback!



IMPRINT

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English translation:
Sybille & Bruce Whitehill, "Word for Wort"

Capstone Games

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