Imperial Settlers
Empires of the North

Settlers from three Nordic empires have decided to start their voyages and set sail for new lands in hopes of finding more resources, and increasing their opportunities to expand. Building new structures, taking advantage of upcoming events, and outsmarting opponents is their path to greatness. You don't know who your opponent might be; it might even be a different clan from your nation. Even so, you will do what is necessary. Your current lands are meager, and the resources scarce, so you'll need to work hard to acquire the food and resources necessary to thrive!

Imperial Settlers: Empires of the North is a card game in which players lead one of six clans from three different factions. The game plays out over a series of rounds, during which players explore new lands, construct buildings, trade resources, and sail to new lands with the aim of either conquering, or pillaging to gain more goods! Each action draws the clans closer to becoming the greatest empire! The game ends in the same round that any player reaches the 25 victory points mark.

THE GOAL OF THE GAME

The goal of the game is to have the most Victory Points (★), earned by expanding your Clan and sailing off to unexplored Islands. During the game, players can gain Victory Points from actions taken throughout the game, from Location features, and from the Locations and Resources that are possessed by the Clan. The player with the most ★ at the end of the game has built the greatest Empire and wins the game!

COMPONENTS



1 Scoreboard

The double-sided Scoreboard contains a Victory Point (☆) track with a different arrangement on either side. Both function in the same way, so use whichever you prefer.



1 Expedition board

This board will hold the different Island cards. Players will place their Ships here when they take Sail actions.



6 Clan score markers

Each player has a Clan score marker to track their ☆.



1 First Player marker



33 The Ulaf Clan cards



33 The Nanurjuk Clan cards



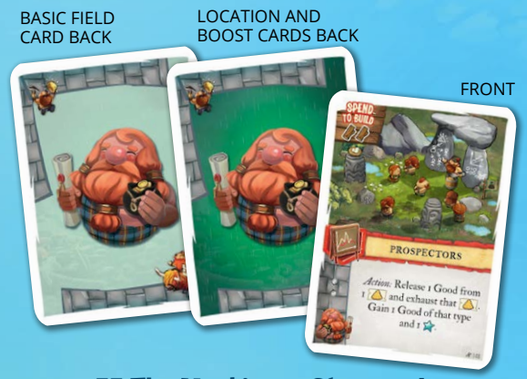
33 The Heidel Clan cards



33 The Glenn Clan cards



33 The Panuk Clan cards



33 The Mackinnon Clan cards



12 Nearby Island cards



10 Distant Island cards

Each Clan has its own deck of cards. When told to draw a card from your deck, players will draw only from their own Clan deck unless stated otherwise. There are also two decks of Island cards, which all players will be able to interact with using the Sail action to either Pillage or Conquer them.

GOODS AND ICONS

SOLO MODE SIDE



2-4 PLAYER MODE SIDE

5 Action tiles

Each tile represents a different action that a Clan can use. They are double sided, with a Solo mode side and 2-4 player mode side.



4 Clan tiles

These come in four different player colors, and function to store spent by players during their turn.



8 Clan action pawns (and 4 stickers)

Pawns in four different player colors, used to perform the different actions on the Action tiles.

GOODS MARKERS AND TOKENS



20+ Wood



11 Raze tokens



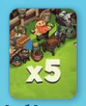
20+ Stone



21 Gold tokens



20+ Food



2 Multiplier tokens



20+ Sheep



5 Number tokens



20+ Fish



13 Clan Ship tokens



28+ Workers



3 Common Ship tokens

The term "Goods" refers to everything players can gain throughout the game, including cards, Resources, Workers, and Victory Points. The different types of Goods are:

Card

Clan cards represent **Locations** that players can build, and **Boosts** that may be played from the hand when certain actions are taken.

Players start the game with three Locations in play (**Basic Fields**). Throughout the game they will add more Locations to their Empire, and play Boost cards that give instant effects to certain actions. Players will acquire cards during the **Lookout phase**, from using the Explore action, and from certain Location actions. Unless explicitly stated otherwise, whenever a player is instructed to draw a card, they must draw from their Clan deck.

You will find a detailed description of the cards in the **Cards Overview** section.

Victory Points (VPs)

Victory Points represent the glory and power of the Clan's Empire. Players gain VPs from actions, Location Features, Building Bonuses, and Pillaging Islands. Also, at the end of the game players will receive 1 VP for every card in the Clan's Empire (including starting locations), 1 VP for every 2 Resources remaining in their supply, and 1 VP for every 1 Gold remaining in their supply.

Worker

Workers represent the Clan's population. Players will use Workers to keep cards in their hand during the **Lookout phase**. Certain Location actions will also require Workers to be used in some way. Players will most frequently **Spend** their Workers. When this happens the Workers must be moved to the Clan tile to signify they are **Spent**. The Workers will be returned to the player's available supply during the **Cleanup phase**.

Ship

Ships represent the Clan's transport capabilities. Players will use Ships by placing them on the Expedition board. During the **Expedition phase** the Clans will set sail for new and unexplored Islands represented by specific cards, to either **Conquer** or **Pillage** Islands.

Raze token

Raze tokens represent the Clan's military units. Raze tokens are used in one of two ways: to **Conquer** Island cards in order to add them to your Empire, or to **Raid** an opponent's Action cards and exhaust them for the current round.

Gold token

Gold tokens represent the currency of the Clan. One Gold can be used instead of any one Resource (Wood, Stone, Food, Sheep, Fish), **but not the other way around**.

Types of Resources: Food, Wood, Stone, Sheep, Fish

Food, Wood, Stone, Sheep, and Fish are collectively called Resources for purposes of the rules. Players acquire **Resources** from their **Fields** by **Harvesting**, but also from **Pillaging Islands** and other actions. Food is required to get additional use of the Clan action pawns, while Wood and Stone are used as building materials for Locations. Fish are mostly needed to get to the Distant Islands, and numerous actions require Sheep. In certain situations, Resources are also spent to activate the actions of certain Locations.

Unlimited Goods

Resources, Workers, and tokens are not meant to be limited by the physical number of components in the game. If a certain component from the supply ever runs out, players can use the included multiplier tokens. For example, if there are not enough Stone markers and a player needs 5 Stones, he can take 1 Stone and place it on a x5 multiplier token.

CARDS OVERVIEW

There are two kinds of cards in a Clan deck: LOCATION CARDS (with the wooden background) that you add to your Empire by building, and BOOST CARDS (with the red banner background) that you play when you activate a specific action.



LOCATION CARD BACKGROUND



BOOST CARD BACKGROUND



BASIC FIELD CARD BACKGROUND

Additionally, each Clan has a unique set of **BASIC FIELDS** (with the checkered background) which are the three starting locations your Faction begins the game with. Fields might get upgraded to provide more Resources during future Harvest actions. Upgrading fields is explained further in the **Build A Location** section on page 9.

There are also **Island cards** in the game which are placed on the Expedition board. There are Nearby Islands and Distant Islands that you can either **Pillage** to gain some Goods, or **Conquer** to immediately add as a Location to your Empire.

CARD TYPE

To the left of the card name there is an icon that represents the card type. Each Clan deck has a few unique types of cards, specific only to that Clan.

In the game there are certain effects that refer to specific card types, for instance: Gain 1 ★ for each  in your Empire.



IN THE ABILITY TEXT

Number of copies of a particular card in the Clan deck:

 – There is one copy of this card in the Clan deck

 – There are two copies of this card in the Clan deck

 – There are three copies of this card in the Clan deck

LOCATION PLACEMENT

Players are free to organize their play area (called their **Empire**) in any way they wish. There is no particular sequence for how the Locations should be arranged in front of a player. They can be freely moved around to facilitate easier organization and tracking.

We only recommend keeping the Fields on top of the player's area with the Clan tile next to them, and organizing Locations in a way in which they are easy to exhaust (rotate).

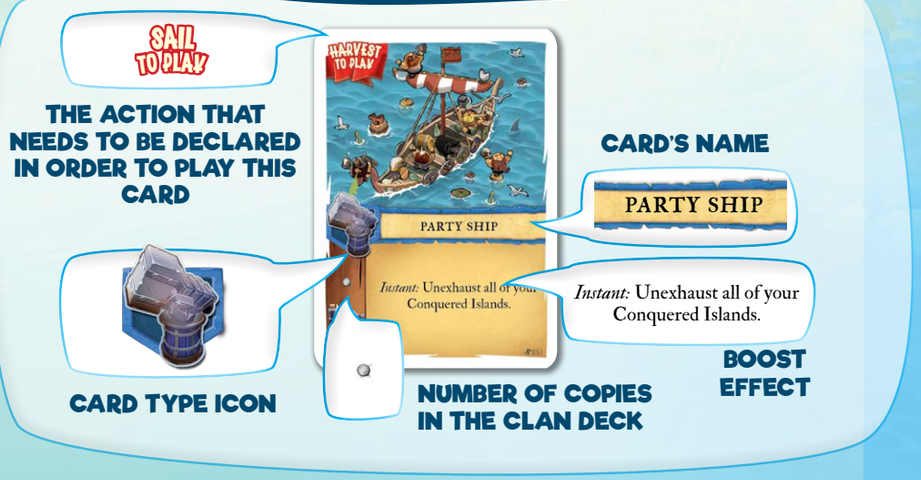
LOCATION CARD

BUILDING COST OF THE LOCATION

NOTE: Building cost may sometimes be an action.



BOOST CARD



ISLAND CARD



SETUP

NOTE: Before the first game, cards should be unpacked and sorted. Separate the Island cards by their distance, and the individual Clan decks into individual stacks. After the game we recommend keeping each clan and Island deck separate to facilitate faster setup for future games. Additionally, you should place the stickers on the Clan action pawns. Each pawn should have an exhausted sticker on one side.

1. Place the Score board on the table where all players can easily see it. Use the side with the point track layout that works best for your group.
2. Place the Expedition board in the middle of the play area within reach of all players.
3. Shuffle the Distant Island cards and place them face down on their space of the Expedition board.
4. Shuffle the Nearby Island cards and place them face down on their space of the Expedition board.
5. Reveal 2 cards from both Island decks and place them in the designated spaces.
6. Shuffle the 5 Action tiles and place them in a random order forming a circle, somewhere near the Expedition board (make sure you're not using the Solo mode side).
7. Each player chooses the Clan they wish to play and takes all the components of the chosen Clan. Each of the six Clans have their own set of the following:
   - **3 Clan Basic Fields cards (or Location in rare situations)**
   - **A deck of 30 Clan cards**
   - **2 Clan Ship tokens**
   - **A Clan score marker**

Players place their 3 Basic Fields face up in front of them. Shuffle the Clan cards and place them nearby in a face-down deck. Return the remaining pieces of the Clans not used in this game to the box.

8. Each player chooses one of four player colors and takes a Clan tile and 2 Clan action pawns of this color. Players place their Clan tile next to their Basic Fields and keep the Clan action pawns in front of them.
9. Each player places a Clan score marker on the 0 space of the scoreboard.
10. Place all Goods and additional tokens within easy reach, creating the general supply.
11. Each player takes Goods shown on their Basic Field cards and places them nearby as their supply. Each player also takes 5 .
12. Randomly select the First player. This player takes the First player marker.
13. At the beginning of the game, each player draws 5 cards from their Clan deck, looks through them and chooses 3 to keep while discarding the other two to their discard pile (next to the Clan cards deck). These 3 cards are the player's starting hand.

Now you're ready to begin the game!























GAME FLOW

The following rules refer to a game for 2-4 players. Solo mode uses these rules as well, but with a few differences described in the Solo mode booklet.

> For the first few games, we recommend a 2-player game using the Glen Clan and the Ulaf Clan, as these are easier to play. Other Clans have more complex card abilities and playing them is more challenging for beginners.

The game consists of a series of rounds, each divided into the following four phases:

LOOKOUT PHASE

Players acquire new cards.

ACTION PHASE

The main phase of the round. Players use their cards, Resources, Workers, etc. to take actions, expand their Empire, and score Victory Points.

EXPEDITION PHASE

Players that have decided to Sail to Islands (Nearby or Distant) will choose which Island cards they will Conquer or Pillage following the order of the queue.

CLEANUP PHASE

Players refresh their Clans by unexhausting (rotating back to initial position) their Location cards and retrieving their Workers.

Goods are not discarded during the Cleanup phase!

› **In each round the phases are executed in the same order. Once any player scores their 25th Victory Point during the Action phase, and the game will end at the end of the current round.**

LOOKOUT PHASE

In this phase each player may decide to acquire up to 4 new cards and add them to their hand.

To execute the Lookout phase follow these steps:

1. Each player should set aside any cards in their hand for the time being.
2. Each player draws 4 cards from the top of their Clan deck and decides which of these cards to keep.
3. For each card that they wish to keep, they have to Spend 1 of their  by putting it on their Clan tile.
4. Any cards they do not want to keep should be placed in the Clan's discard pile.
5. Players retrieve the cards they had set aside.

Example:



2 cards placed in the discard pile

2 Workers spent to keep 2 cards

IMPORTANT: Some cards have a Storage effect that may provide players with extra Goods if enough of the required Resources are assigned to them. A player gains those Goods at the end of each Lookout phase, before starting the Action phase (more about this effect on page 12).

NOTE 1: There's no limit to the number of cards a player may have in their hand.

NOTE 2: If there are no cards left in your Clan deck, shuffle the discard pile to create a new deck.

› **Cards in a player's hand are kept secret from other players.**

No production phase!

A reminder, especially to all the fans of Imperial Settlers, there is no production phase; players will have to use Harvest action to gain Goods shown on the Field cards.

GAME FLOW

ACTION PHASE

This is the main phase of the game in which players take their actions to build Locations, use their Clan action pawn to activate Action tiles, and use actions of different Locations.

Starting with the First player and continuing clockwise, each player performs one action at a time. Each player can take any available action or pass.

AVAILABLE ACTIONS:

- **Build a Location**
- **Use a Clan action pawn**
- **Raid an opponent**
- **Use an action from a Location**

All actions are described in detail in a separate chapter (see pages 9-11).

- **Once a player passes in the Action phase they cannot perform any additional actions in the current round. Neither can they be targeted by the actions of other players. For example, a player who has passed cannot have any of his Locations Raided.**
- **There is no limit to the number, type, or order of actions a player may take during the Action phase, so long as they perform them one action at a time.**
- **The Action phase continues until all players have passed. If any player has reached or passed the 25 ☆ during this phase, the last round is triggered and the game will end upon the completion of the Expedition phase of this round.**

Note for Imperial Settlers fans

You cannot Spend 2 Workers to get a Resource or a card.

EXPEDITION PHASE

One after another, starting from the first Ship token placed on the arrow, players choose a single Island to either **Pillage** or **Conquer** for each one of their Ships.

A player with just a Ship on the Expedition board (no Raze token or Fish assigned) can choose any **face-up Nearby Island**, or draw from the top of the **Nearby Island deck**. To be able to take any **Distant Island** card, either face-up or from the top of the deck, the Ship performing that expedition must have had a **fish** assigned to it. Rations are needed for the long journey!

A player can choose to **Pillage** a selected Island card without any additional cost to gain the Goods presented on the Pillage space. They then put the Pillaged card on the appropriate discard pile (for Nearby and Distant Islands).

If a player has assigned a Ship with a Raze token, they can choose to **Conquer** an Island and add it to their Empire to gain access to its action and/or ability. Each Conquered Island also provides 1 VP at the end of the game, just like any other Location.

Once a player has chosen an Island card to either Pillage or Conquer, they return the used Ship to their supply and discard any Raze token and/or Fish assigned to that Ship, even if they didn't use them. Now, if there is another Ship in the queue, it is their turn to choose an Island card.



NOTE 1: Some cards Feature effects are triggered when a card is Conquered. This happens when you move the Island card to your Empire, not when you assign a Ship during a Sail action (see page 10).

NOTE 2: If there are no cards left in the Island deck, shuffle the discarded cards to make up the new deck.

GAME FLOW

CLEANUP PHASE

NOTE: Skip the Cleanup phase in the final round.

In this phase:

- **Players take all Workers from their Clan tile back to their supply.**
- **Players unexhaust all cards (rotate them to their initial position) in front of them.**
- **Players take back their Clan action pawns from Action tiles.**
- **Discard any remaining, face-up Island cards and reveal new ones.**
- **Pass the First player marker to the next player in clockwise order.**
- **If no one has reached or passed the 25 ☆ on the scoreboard during the Action phase, begin a new round. If anyone reached 25 ☆ or more during the Expedition phase, the next round will be the last one.**

IMPORTANT: Goods are never discarded at the end of the round.

GAME END

The game continues until a player reaches or passes the 25 ☆ space on the scoreboard during the **Action phase**. Once that happens, the final round is triggered and the game will end at the end of the current round.

To calculate the final score, each player should:

- **add 1 Victory Point for each card within their Empire to their current score (including Basic Fields, Field upgrades, and Conquered Islands),**
- **add 1 Victory Point for every 2 Resources remaining in their supply (Resources assigned to cards are not counted towards this scoring).**
- **add 1 Victory Point for every 1 Gold remaining in their supply (Gold tokens assigned to cards are not counted).**

The player with the most Victory Points is the winner.

TIES

In case of a tie, the player with the most Locations in their Empire wins. If the players are still tied, the winner is the player with the most Workers. If still tied, the winner is the player with the most cards left in their hand. If there is still a tie, the tied players share the victory!

CLANS OVERVIEW

Each Clan has a different take on the game with focus on different mechanics, and varied play difficulty between 1-10.



THE GLENN CLAN

The Scottish clan that is all about working together, and seeing through their goals. They love to support each other, and it's all thanks to their jolly leader Glenn and his team-player spirit.

THE ULAF CLAN

Ulaf leads his clan with true respect to the Vikings traditions. He believes that all Vikings should fight, sail and conquer. They sharpen their axes as a hobby.

THE PANUK CLAN

Panuk is passionate about many things: having varied collections and sets, card synergy, her penguin friends, and much more! She likes to follow her own system to maintain order around her Inuit Empire.

THE HEIDEL CLAN

Heidel and his subordinates love their drink, but they might have had one (hundred) too many. As a result, these Vikings tend to be a bit lazy and unambitious, but they make up with their friendly attitude.

THE NANURJUK CLAN

Some Inuits have to keep on the move. Nanurjuk and his people learned how to survive in the harshest environment while staying on the road.

THE MACKINNON CLAN

Some Scots care only about their wealth, yet they crave the camaraderie of those with the same mindset. Mackinnon saw this and so he created a clan filled with those that love to invest and benefit from it.

ACTIONS

BUILD A LOCATION

This action allows a player to place a Location card from their hand into their playing area.

TO BUILD A LOCATION A PLAYER HAS TO:

1. Choose the Location card from their hand that they want to build.
2. Pay the building cost depicted in the card's upper left corner using the indicated Goods from your supply. These Goods return to the general supply. Certain cards will instead show an action as a build cost (see **FIELD LOCATIONS** below).
3. Place the card in your Empire. You can reorganize the area at any time.



BUILDING COSTS

To build a Location a player needs to only discard the specific Goods such as Wood, Stone, Sheep, and/or Fish.

For example: to build a Trade River Route the Nanurjuk Clan has to discard 1 Stone to the general supply.

If the cost is , the player **Spends** their Worker. Each newly built Location is added to the Empire unexhausted, ready to be used in the current round.

FIELD LOCATIONS are a unique exception, as they actually don't require Resources as build cost, but instead require a specific action to be declared, much like a Boost card. Additionally, when you adding a Field Location card to your Empire you immediately gain any resources shown on that Field.

LOCATION ABILITIES

There are four different abilities that players will encounter on the Locations in the game:

FIELDS

These cards don't have any keywords, only icons shown in the middle of the ability description box representing the Goods that may be Harvested from this Location. Fields give the player the depicted Goods immediately when the Field is built, and each time a Harvest action is declared on that Field.

> **IMPORTANT:** Some Field Locations work only as upgrades. These Fields have the Resources on the right side of the ability description box. Once built these Locations have to be attached to an existing Field in your Empire of the same Goods type. The card is slid underneath the existing Field with just the additional Good icons on the right visible. When the Field upgrade is built, the player gains ONLY the Goods provided by that upgrade card, not the entire Field it is upgrading. When the player Harvests a Field with one or more upgrades, then they gain Goods from this Field and all of its upgrades. Upgrade cards give 1 at the end of the game just like any other Location.

FEATURE

These cards can have various special abilities described on the cards. These card abilities may be triggered during any player's turn, and in certain cases they can grant the player Goods after taking specific actions.

INSTANT

These cards' ability is resolved immediately when they are played, and the card is discarded afterward.

ACTION

To use the Location's ability a player has to exhaust the card by rotating it 90 degrees to the right. They then must pay any cost described in the ability text. Once the card is exhausted, its ability is no longer available.

> **IMPORTANT:** Only Action Location cards are exhausted after use. Both Feature and Field location cards are not exhausted, even if a player gained something from them multiple times, unless stated otherwise.

NOTE 1: Several Locations can also have a Building Bonus which is an additional one-time ability that activates when such Location is placed in a player's Empire.

NOTE 2: Some abilities in the game have a '/' divider between presented choices. This should be treated as an 'or.' A player must choose one option when using that ability, for instance 'Gain 1 / .' means that a player chooses either to gain 1 or 1 .

NOTE 3: Some abilities allow players to Pillage or Conquer right away, before the Expedition phase, in such cases a Ship is still required to be on the Expedition board to use it, along with any appropriate Goods assigned to it. This ability allows the Ship to resolve the Pillage or Conquest outside of the Expedition phase and to gain the card/Goods in the current Action phase. The Ship is returned to the player's supply, and any Raze token and/or Fish assigned to it is discarded as usual, even if it wasn't used. A Ship that was returned in this manner may be used again during this round to Sail (described later in this section).

ACTIONS



USE A CLAN ACTION PAWN

There are five specific actions that a player may take during their turn, using a Clan action pawn. These appear on the Action tiles arranged in a circle.



EXHAUSTED SIDE



UNEXHAUSTED SIDE

EXPLORE

A player draws a single card from the top of their deck and adds it to their hand.

POPULATE

A player takes one 🧍 from the general supply and adds it to their supply, increasing the number of available workers for the current, and future rounds.

CONSTRUCT

A player builds a single Location card that requires Goods from their hand and places it into their Empire for free, without Spending any Goods. **Fields** cannot be built this way, as they still require a specific action to be built.

HARVEST

A player gains Goods from a single chosen Field in their Empire (if the Field has upgrades, they provide Goods as well).

SAIL

A player places one of their Ship tokens between the Island cards on the Expedition board. First player to do that places their Ship token on the arrow. During following Sail actions the players place their Ship tokens below the first one, forming a queue.

The players choosing this action must also decide immediately if they want to assign any 🗡️ and/or 🪓 to that Ship token - to be able to sail to a Distant Island and/or Conquer an Island during the Expedition phase. There is no limit to the number of Ships on the Expedition track.

NOTE: Common Ship tokens look identical, and multiple players may gain Common Ships and use them to sail in the same round throughout the game. To keep track of whose Common Ship is first in the queue, use the supplied number tokens. For example, if you place a Common Ship before your opponents, take the token with number 1 to note that the first Common Ship on the Expedition track is yours. If at any point two Common Ships would change their position in the queue, owners of those Ships should exchange appropriate number tokens between themselves.



To perform any of the actions from an Action tile, a player must place a Clan action pawn on the chosen tile with the **unexhausted side up**.

At any point later in the round, a player may Spend 1 🍎 to move a Clan action pawn to an **adjacent** Action tile and **activate** that tile. They then must flip their Clan action pawn to the **exhausted side**, indicating that this pawn may not be used again this round. In this manner, it is possible to use each Clan action pawn twice.

Whenever one of these actions is declared, but before resolving its effect, a player may **play a SINGLE** Boost card, **or** build a Field Location. These cards must explicitly state the name of the action in their top left corner as the requirement/cost. These cards must always be resolved (played or built) first, and then the action that was declared must be resolved.

NOTE: The Player must resolve the action they've decided to perform, they can't choose to take an action to play a Boost card and choose not to resolve the action. For example, a player cannot take CONSTRUCT action to play a Boost card and not build any card from their hand, or use a Boost card to move the pawn that was just played to another Action tile and activate it instead.

The Glenn's Clan card - Neighbourhood ice cream shop

It is both a Field card and a Field upgrade card. When you build it, decide if you want to build it as Field or add it as an upgrade to already existing 🍎 Field.

- **There is no limit to the number of Clan action pawns present on any Action tile.**
- **The arrangement order of the Action tiles is random, set at the beginning of the game. It cannot be changed during the game.**

Some card abilities, as a result of their ability, will allow players to perform one of these five actions as if a Clan action pawn was played. Each time the card text names an action in CAPITAL LETTERS, it is meant to be treated as if a Clan action pawn was placed on the Action tile. Thus allowing a player to play a single Boost card or build a single Field Location before resolving the card's effect, as normal, before performing that action.

ACTIONS

RAID

This action allows a player to Raid an opponent's Action Location card to immediately exhaust it so that the opponent cannot use its ability until unexhausted.

A player can only use this action if he has a Raze token. Only Action Locations may be Raided. Remember that you cannot Raid opponent that has already passed.

TO RAID AN OPPONENT'S LOCATION:

- **Choose an opponent and any one of their unexhausted Action Locations.**
- **Discard 1 token.**
- **Exhaust the opponent's Location (Rotate it 90 degrees to the right).**





USE AN ACTION FROM A LOCATION

This action allows you to use the ability of an Action Location in your Empire.

A Player can only use this action if they have an unexhausted Location with an available action within their Empire.

TO ACTIVATE A LOCATION, A PLAYER HAS TO:

- **Choose the Location with an Action in their Empire that they want to activate.**
- **Pay the required type and number of Goods, returning them to the general supply, unless the cost is Worker(s) which are put to the Clan tile.**
- **Resolve the rest of the ability of that action.**
- **Exhaust that card by rotating it 90 degrees to the right to signify that the Location has already been used this round.**



NOTE 1: Location abilities often interact with a specific type of cards presented by an icon; whenever it does, it refers to the cards within your Empire with the same icon next to their names. For example the Panuk's Clan card Frozen Shipyard building bonus gives 1 for each in a player's Empire. When built, a player should count the number of cards with that icon next to their names, and gain that many Victory Points immediately.

NOTE 2: Players should mark any Victory Points provided by a card's ability immediately on the scoreboard, any other Goods must be taken from the general supply.

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KEYWORDS & RULES

KEYWORDS ON CARDS

GAIN - Whenever you gain any Good, immediately add those Goods to your supply (if Resources) or adjust your Clan score marker on the Scoreboard (if ★). Keep gained 🧍 or 🚢 until the end of the game.

SPEND - Whenever you Spend any Good, remove those Goods from your supply and add them to the general supply, except for 🧍 which should always be placed on a Clan tile when Spent.

ASSIGN - Whenever you have to assign 🧍 or Good, take it from your supply and place it on that card. It stays there until Released (or discarded) by any other effect. When a card requires you to assign a specific Good, for example 🍎, you can't assign Gold as 🍎, it must be that specific Resource. **Don't remove the Assigned Goods from cards during the Cleanup phase.**

RELEASE - Whenever you Release 🧍, you can choose 1 🧍 that is Assigned to one of the cards and move it to your supply and make it available - you can still use that 🧍 during the current round.

RETRIEVE - Whenever you Retrieve 🧍, you move 1 spent 🧍 from the Clan tile back into your supply.

COPY - Choose a single card in your Empire, and place this card next to it (you can even move it slightly under) to Copy that card's effects. Once you decide which card you want to Copy, you **cannot freely move this card** and Copy other effects in future rounds unless stated otherwise.

STORAGE - You will gain Goods at the end of the Lookout phase for having a certain number of required Goods Assigned to the card. Some cards will give you a choice of Goods to gain. If you can gain 2 or more Goods, take them in any combination. For example, text on the card says: "STORAGE: 2 🍎: 1 🍎 / 1 ★". That means that for every 2 🍎 Assigned to this card you gain either 1 🍎 or 1 ★. If you have 5 🍎 Assigned, you can gain any of the following at the end of the Lookout phase: 2 🍎; 2 ★; 1 🍎 and 1 ★.

SEARCH - Whenever you have to Search for a specific card, take and look through the entire Clan deck, pick the card, then reshuffle the deck.

INSTANT - Whenever you play an Instant card, resolve its effect and discard the card.

BUILDING BONUS - An additional one-time ability that activates when a Location is placed in your Empire.

MOVE CLAN ACTION PAWN - You may move your Clan action pawn that was previously used. Through using this ability the pawn can be placed in a more desirable position before using it the second time by spending 🍎. For example it allows to use the same action twice with the same Clan action pawn.

EXHAUSTED/UNEXHAUSTED - Action Locations and Islands with Action abilities are the only cards that can be exhausted, unless stated otherwise. To exhaust a card means to rotate the card so that it signifies it has been used. Cards may be unexhausted through certain abilities mid-round thus they can be used more than once per round, or will be unexhausted during the Cleanup phase.

MOVE YOUR 🚢 1 SPACE - Allows you to move your Ship up in the queue, allowing you to move ahead of one Ship to choose an Island card sooner.

GENERAL AND IMPORTANT RULES

- **Every time a Location gives you VPs, immediately adjust your score on the scoreboard.**
- **Gold tokens can be used instead of any Resource (Wood, Stone, Sheep, Fish or Food), but not the other way around. Gold tokens cannot be exchanged for Resource markers.**
- **Each time you gain Resources, Workers, or tokens, you should take them from the general supply, unless stated otherwise.**
- **Whenever you discard Resources or tokens, they are returned to the general supply.**
- **Whenever you Spend Workers, they are placed on your Clan tile.**
- **Resources, Workers, and tokens in a player's supply must be visible to all players.**
- **Whenever you are allowed to draw a card, you draw it only from your Clan deck, unless stated otherwise.**
- **Every time you discard a card, you should discard it to your own discard pile.**
- **If you ever run out of cards in any deck, reshuffle the appropriate discarded pile to create a new deck.**
- **Card rules take precedence over, and modify the general rules.**
- **When an ability allows a player to "Move the Clan action pawn", they move the pawn to a new Action tile, but do not perform the action of the new tile.**

