Founders of Gloomhaven

In the age after the Demon War, the continent enjoys a period of prosperity. Humans have made peace with the Valrath and Inox, and Quatryls and Orchids arrive from across the Misty Sea looking to trade. It is decided that a new city will be built on the eastern shores – a hub of trade and a symbol of many races working in harmony. Each race brings their own specialty to the city, and each race secretly holds a desire for influence over the city by contributing the most to its construction.

In **Founders of Gloomhaven**, 1-4 players will take a role as the leader of a race of Gloomhaven residents, working to build prestigious buildings in the city by delivering various resources to them. The game is competitive, but players must work together, combining their basic resources into more advanced and lucrative ones, all the while managing the delicate configuration of building tiles on the board.

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COMPONENTS:

Provided by the accompanying print file (page number of print file in parentheses):

24 basic resource trade stall tiles (3x8 different types) (page 3)
18 tier 2 resource building tiles (3x6 different types) (pages 1-2)
12 tier 3 resource building tiles (3x4 different types) (pages 1-2)
21 prestige building tiles (pages 2-3)
21 prestige building cards (pages 4-5)
8 starting race mats (page 9)
8 basic resource cards (page 10)
18 adviser cards (pages 5-8)
18 basic action cards in 4 different colors (pages 5, 7-8)
12 house tiles in 4 different colors (page 11)
12 bridge/gate tiles in 4 different colors (page 11)
12 vote tokens in 4 different colors (page 11)
Map board (pages 12-16)
Adviser and proposal board (page 8)

Must supply your own tokens:

40 road tokens (I use brown plastic cubes)
48 claim tokens in 4 different colors (12 each, I use colored discs)
6 neutral claim tokens (I use grey discs)
64 delivery tokens in 4 different colors (16 each, I use colored cubes)
10 neutral delivery tokens (I use grey cubes)
6 completion tokens (I use plastic figures)
12 worker tokens in 4 different colors (3 each, I use colored meeples)
Money tokens in 1s and 5s
Point tokens in 1s and 5s (a point track that goes to 100 will also work)
Fleeting and lasting influence tokens in 1s
An active player token

No token counts are meant to be limited. If you run out, find more.

SETUP:

Each player starts with:

- 3 house tiles and 3 bridge tiles of their color (personal buildings)
- 3 worker pawns of their color. These pawns are placed on the player's house tiles and are unavailable at the beginning of the game.
- 3 voting tiles (a circle, a square, and a triangle)
- 18 claim tokens and 15 delivery tokens of their color
- $7 in money tokens
- 4 (5 in a 2-player game) basic action cards of their color ("Recruit," "Trade," "Upgrade," and "Construct" [and "Income" in 2-player game])

Place the map board between the players. Make sure all basic, tier 2 and tier 3 resource building tiles are within easy reach of everyone, along with the money, point, income, influence and road tokens. Place the Adviser and Proposal Board below the map, then shuffle the prestige building cards and place them next to this board face-down. Do the same with the adviser cards, shuffling the 3-value, 1-value, and 0-value cards separately and then ordering them with the 3s on the bottom and the 0s on top. Randomly determine a starting player and give that player the active player token. Player order will be determined from start player and go clockwise around the table.

In player order, players will choose a race, collecting that race's mat and all trade stall tiles of the basic resource depicted on the race's card. Once all players have chosen a race, take the cards for the basic **resources** that were **not** claimed by starting race selection and, in player order, players must now choose an additional resource to control by taking the corresponding resource's card and stack of resource building tiles. A player **may not**, however, claim a resource card that is forbidden by their race (denoted by the resource's symbol in the center of their player mat).

2-player rule: After each player has claimed their second resource, in player order, the players will now choose a third resource to control. Note that resource cards also have the same forbidden symbols, such that this third choice must not be forbidden by their race or secondary resource.

If there are no valid resource cards left for a player when it is their turn to choose one (because of the restrictions of their race or resource card), they may instead choose a

resource card already claimed by another player and force them to immediately pick a new resource card from those left.

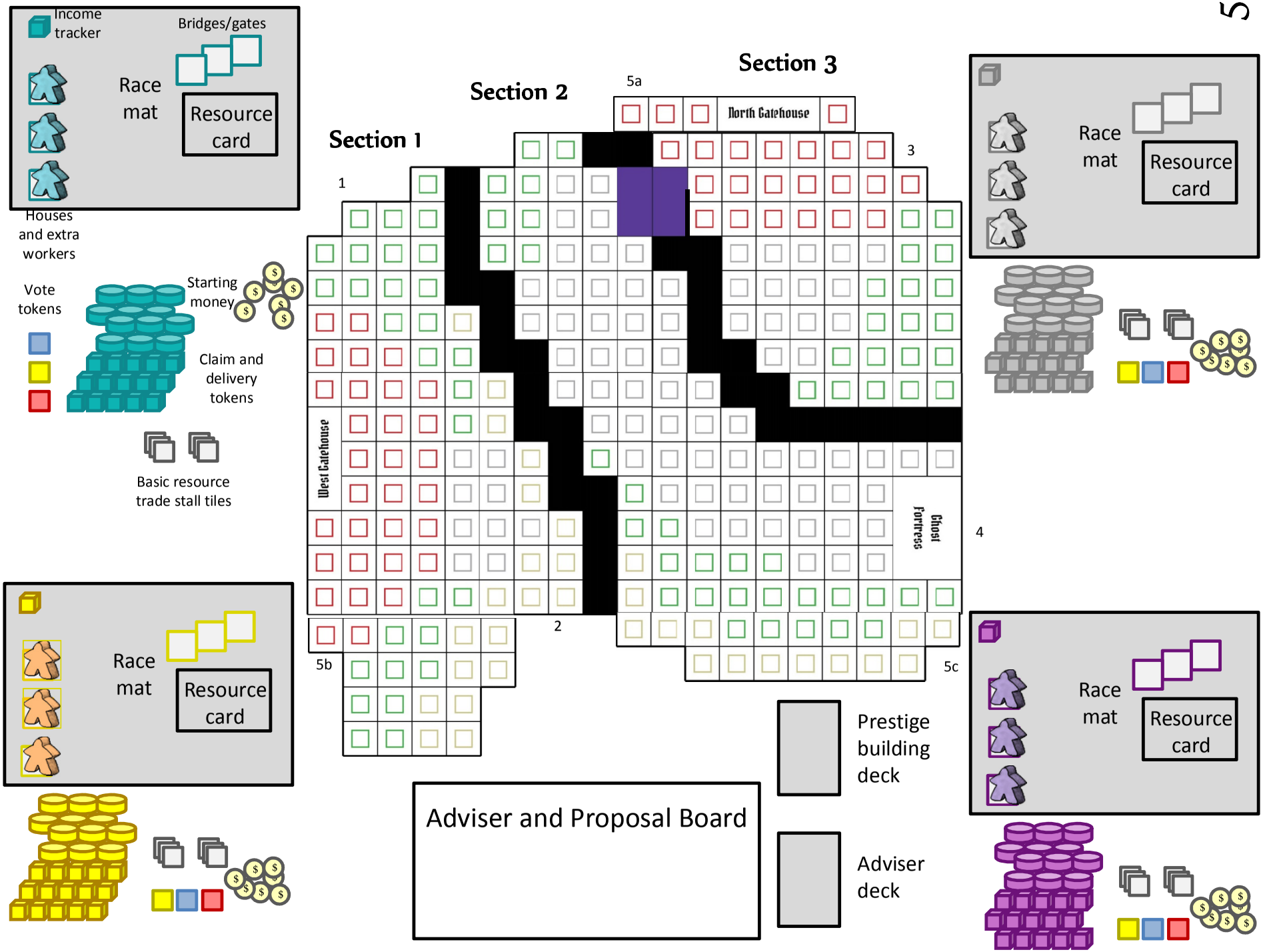
In a 2- or 3-player game, some resources will be claimed by none of the players. Place the trade stall tiles corresponding to these resources to the side. These can be placed on the board by any player during the game using a trade action (see page 11).

After this, in player order, each player places one of their **race's** resource trade stall tile on any open grey space on the board, then places their claim token on top of it. All players should then place one of their delivery tokens on the income track of their player mat on the "1" spot. After this, deal out three prestige building cards to the three spaces at the top of the Advisers and Proposals Board and deal out four adviser cards to the four spaces at the bottom of this board. If two of the same type (shape and color) of prestige buildings are dealt out, place the rightmost one on the bottom of the draw deck and replace it.

City sections: The city is broken into three sections, separated by a river on the left and a wall on the right, or, in the case of the top center of the board, a large purple square. The river/wall cannot be built upon except with bridges/gates. The purple square cannot be built upon at all, nor can the blue-bordered spaces dedicated to the specific prestige buildings (the gatehouses and Ghost Fortress).

Terrain types: Each square on the board is one of four different terrain types, which has implications for what buildings can be placed on it. The four types are entrance (red), coastal (white), forested (green) and central (grey).

	Advanced Resources	
A note on resources: **Basic resources** are those imported by players and occupy a 1-square area: Knowledge, Stone Population, Wood Livestock, Metal Crops, Gems	**Tier 2 resources** are built from basic resources (for $4) and occupy a 3-square area: Food, Machinery Brick, Jewelry Books, Leather	**Tier 3 resources** are built from at least one tier 2 resource (for $6) and occupy a 4-square area: Labor, Cloth Weapons, Gov't


Income tracker
Bridges/gates
Race mat
Resource card
Houses and extra workers
Vote tokens
Starting money
Claim and delivery tokens
Basic resource trade stall tiles
Section 1
Section 2
Section 3
1
2
3
4
5a
5b
5c
North Gatehouse
West Gatehouse
Ghost Fortress
Prestige building deck
Adviser and Proposal Board
Adviser deck

GAME PLAY OVERVIEW:

Founders of Gloomhaven is a game of collaborative building. Players must work together to build the more advanced resources required to deliver to prestige buildings, all while trying to maximize their own score.

Before describing the structure of a typical round, it is important to explain two core concepts: **upgrading resources into higher-tier resources**, and **delivering resources to earn points**.

UPGRADING RESOURCES:

The race and resource cards depict various combinations of resources used to create higher-tier resources. For instance, **metal** and **knowledge** can be combined to create **machinery**. Metal and knowledge are thus **prerequisite resources** for machinery. This means that if a player wishes to build a machinery resource building tile, he or she can only place the tile such that it is **connected** to its prerequisite resource tiles, and the player owns or has access to those resource tiles (see page 11 for details on buying access to resources).

CONNECTED means that a space is either adjacent to the other space in question or a line can be drawn between them through a chain of road tokens linked by adjacency. **Diagonals and orthogonals are both considered adjacent. Connection does not chain through buildings.**

Example: All building tiles marked with a green check are connected to the machinery resource building tile. Those with a red X are not. This is a legal placement of the machinery tile because it is connected to its prerequisite resources (metal and knowledge).



DELIVERING RESOURCES AND EARNING POINTS:

It is important to understand that all resource tiles represent an **unlimited supply** of that resource. The resource can be used any number of times to create higher-tier resources or deliver to prestige buildings. Moreover, every time a resource is used, it earns points for the player who **owns** the tile. The amount earned is written on the building tile using the resource.



Example 1: When the machinery tile is built, it uses its prerequisite resources. The owner of the metal tile it uses earns 1 point, and the owner of the knowledge tile it uses earns 1 point.



Example 2: When stone is delivered (see below) to the University, the owner of the stone tile earns 3 points.

As soon as any resource is connected to a prestige building that requires that resource – regardless of when it happens – that resource is **delivered**. It is possible for an action to result in multiple resources being delivered at once. The player who **owns** the resource being delivered places a delivery token on the resource icon on the prestige building tile, and that player earns a number of points equal to the value in the square above the resource icon. Once a delivery token is placed in this square, that resource cannot be delivered to that building again. If there are multiple resource tiles of the same type that could deliver to the prestige building tile when the connection is made, the player **performing the connection** decides which resource tile supplies the resource and earns the points.

Whenever a tier 2 or tier 3 resource is delivered and earns a player points, attention must be paid to who owns the prerequisite resource tiles used to build the higher-tier resource tile being delivered. If another player owns a resource tile that is used by a

resource tile being delivered, the player who earns the points for delivering the advanced resource must pay some of those points to the owner of the prerequisite resource based on the point value of the lower-tier resource (written on the building tile earning the points). In the case of a tier 3 resource, this can cause a cascade effect where the player earning points for a supplied tier 2 resource might have to pay some of those points to a different player supplying a basic resource to his or her tier 2 resource. If there are multiple sources of a prerequisite resource connected to the resource building tile earning points, the owner of that tile chooses which of the prerequisite resource building tiles to use and distribute points to.

Note that this rule also applies to any instance of a tier 2 resource building earning points when it is used to construct a tier 3 resource building.



Example 1: The University is placed adjacent to a stone resource tile. Grey immediately delivers the stone to the University, placing his delivery token on the stone icon and earning 3 points.

Example 2: Yellow builds a road, connecting her brick resource building tile to the Merchant's Guild. Yellow then delivers the brick, earning 8 points. However, yellow is using grey's stone resource to make the brick, so she pays grey 1 point (due to the "1" in the banner with the stone icon on the brick building tile). Yellow earns 7 points in total and grey earns 1.

Example 3: Teal builds a government resource building tile adjacent to the Merchant's Guild. Before the resource is delivered, however, points must first be distributed for the construction of the government building tile. Teal earns 2 points for his jewelry building tile being used, and purple earns 4 points



for her book building tile being used. Purple, however, must take those 4 points and give one of them to the source of crops she is using, giving one of her 4 points to yellow. Thus, teal earns 2 points, purple earns 3 points, and yellow earns 1 point for building the government building tile. Now the government resource is delivered to the Guild Hall, earning teal 8 more points, however, he has to again pay 4 points to purple for using her book tile (teal doesn't need to pay 2 points to himself for using his own jewelry, though), and then purple again pays one of those points to yellow for using her crops to make the books. For the delivery, teal earns 4 points, purple earns 3 and yellow earns 1. In total, teal earns 6 points, purple earns 6 points and yellow earns 2 points.

Neutral buildings: Whenever a neutral resource building would earn points, return those points to the bank. **All basic neutral resources are considered to have a value of two points instead of one when points are paid out for a prerequisite.** If a player builds a machinery building using a neutral metal resource, the only point awarded is to the owner of the knowledge tile. If the player then delivers the machinery resource to a prestige building for 4 points, one of those points is given to the owner of the knowledge tile, and **two** points are returned to the bank for the metal tile. **Additionally**, whenever a prestige building that requires a neutral resource is placed on the board, that resource is delivered immediately, regardless of connection, and a neutral delivery token is placed on the prestige tile.

GAME PLAY STRUCTURE:

Starting with the first player and going in player order, players will perform a single action, either a "Call to Work" by playing a card from their hand (see below), or a "Call to Vote" by picking up all the cards they have played (see page 14). After that player's turn is fully resolved, including any follow actions (see below), the active player token moves to the next player in player order and play continues around the table over and over until the end of the game is triggered (see page 16).

CALL TO WORK:

From his or her hand of action cards (either a starting basic action card or a recruited adviser card), a player will either play one face up onto the table in front of them and take the main action of the card, or play one face down and take a standard follow action instead (see page 13). If a card is placed face-up, the player must be able to fully resolve its main action.

Leading and Following

After a player plays a face-up card as their call to work on their turn and fully resolves the action, all other players in player order, starting with the player to the active player's left, can then follow that call to work action. Each player has the choice to either perform the specific follow action of the card played, or perform a standard follow action (see page 13). After each other player has performed a follow action, the player's turn is over, and the active player token moves.

Recruit

With the basic main recruit action, a player recruits an adviser card from the adviser offer and adds it to his or her hand, then the player gains one fleeting influence (see page 14). There are two prerequisites to recruiting an adviser card, however. The first is that the recruiting player must **own or have access to** the resource depicted in the lower left of the adviser card. The second is that the player must pay the money cost listed above the card on the Adviser and Proposal Board.

Adviser cards offer new and varied ways to perform call to work actions. The actions of each of the adviser cards is described on the cards, but all adviser cards fall into the same categories as the basic four main actions: recruit, trade, upgrade, and construct.

Whenever an adviser card is followed, the following players perform the same follow action associated with the adviser's type, regardless of what the adviser's main action is. For example, if the Driver (an upgrade adviser) were played, all following players would be able to perform the basic upgrade follow action.

The basic recruit follow action is to also recruit an adviser from the adviser offer, but no extra fleeting influence is gained. After all players have followed this action, only then do all remaining adviser cards in the offer get shifted over to the left of the offer and then new cards from the adviser deck are dealt into the empty spaces on the right. All advisers have a point value listed in the lower left of the card (either 0, 1, or 3). When any adviser is recruited, the recruiting player earns the depicted number of points **plus one lasting influence**.

Trade

With the basic main trade action, a player can do one of three things: import one of his or her basic resources by paying money to the bank to place the corresponding trade stall tile onto the board with his or her claim token on top; buy access to another player's or neutral resource tile by paying money to the owning player (or to the bank in case of a neutral resource) to place a claim token under the owning player's token; or import and immediately buy access to a neutral resource by paying money to the bank to place a neutral basic resource trade stall tile onto the board with a neutral claim token on top, and the player's claim token under it. The cost paid to perform any of these actions is based on the color of the board space where the resource tile is located. The base cost for a red space is $1 for import, $2 for buy access, and $3 for import and buy access. The cost for each of these increases by $1 if the space is white, and increases by $2 if the space is grey or green. This action can be used to buy access to other players' advanced resource buildings as well, and in such cases where the building covers multiple colors, use whichever color is the cheapest.

The basic trade follow action is also to import, buy access, or import and buy access at the same prices, but this can only be done on red or white spaces.

Upgrade

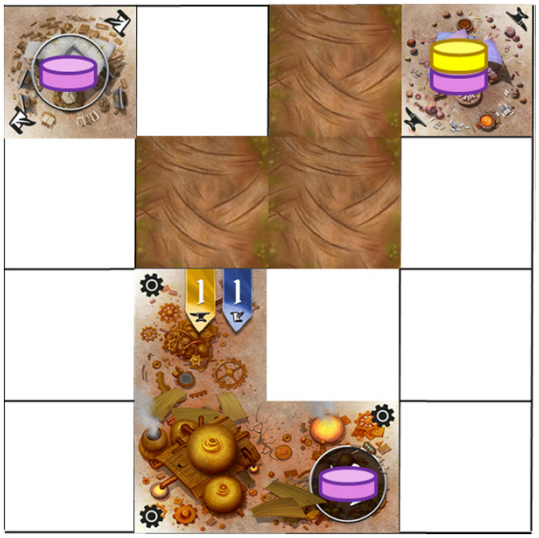
With the basic main upgrade action, a player can pay to build an advanced resource building tile, either $4 for a tier 2 resource building or $6 for a tier 3 resource building. In addition, either before or after placing the tile, the player may also build a

single road **connected to the resource tile being built**. In general, if an action specifies that a player can build "connected" roads, this is what that means.

When a player places the resource building, the tile must be connected to prerequisite resource building tiles that he or she owns or has access to. Tier 2 and 3 resource building tiles can be placed on any color, but **each city section can only have one resource tile of each type**. Resources accessed to build the higher-tier resource building, including the player's own buildings, earn points for the player who owns them, depicted by values on the tile being built.

The basic upgrade follow action is to also build an advanced resource building at the same prices following normal placement rules, but the extra road is not also built.

Example: Purple takes an action to build the machinery resource building tile. She pays $4 and places the tile on the board such that it is connected to metal and knowledge that she owns or has access to. Purple earns 1 point for the metal tile being used and yellow earns 1 point for the knowledge tile being used.



Construct

With the basic main construct action, a player can pay $3 to build one of his or her personal buildings, either a house or a bridge/gate. Personal buildings, like advanced resources and roads, can only be put in a space connected to something the player already owns. Normally, the cost of a personal building is $4, but this main action reduces the cost by $1.

Houses: Each house tile built immediately unlocks an additional worker pawn for the player. These are sometimes used when performing a standard follow action (see page 13). In addition, when collecting income (see page 14), each house built by a player gives him or her 1 fleeting influence. Each player can build up to three houses. **Houses can only be built on green spaces and each one must be built in a different section. Houses also cannot be adjacent to any other tile the player owns.**

Bridges/Gates: Bridges/gates are the only way to connect buildings across rivers/walls that separate city sections. A bridge/gate can only be built on a river/wall space. Once built, this space acts as a road tile, but only for the player who built it. This means that this player can consider buildings in different sections connected, but other players must build their own bridges/walls to gain the same benefit. Each player can build up to three bridges/walls.

The basic construct follow action is to pay the normal price ($4) to build a personal building.

Standard Follow Actions

Whenever a player follows the action of another player, the following player can either perform the basic follow action associated with the triggering action, or they can perform a standard follow action. In addition, on a player's turn, they can play a card face down to perform a standard follow action, and this does not trigger a follow action for the other players. A standard follow action is one of the following:

- Gain $1
- Gain 1 fleeting influence
- Build 1 road connected to something the player owns
- Perform a racial action
- Perform a prestige building action

Performing a racial action

As a standard follow action, a player places one of his or her workers onto the worker space on his or her race mat and performs the action described on the card. This cannot be done if the player has no available workers or if there is already a worker on the race mat.

Performing a prestige building action

As a standard follow action, a player places one of his or her workers onto the worker space on an active prestige building card and performs the action described on the card. A player can only perform the actions of prestige buildings that he or she has a delivery token on, and this cannot be done if the player has no available workers or if there is already a worker on the prestige building card.

2-Player Action: Income

In a 2-player game, each player should also have a basic main income action card. When this card is played, the player collects income (see below).

When following the income action, the other player can treat the income card as **any** type of main action, meaning they can perform the recruit, trade, upgrade, or construct follow action, or perform a standard follow action.

CALL TO VOTE:

When a player has at least two cards played in front of him or her from previous turns (three cards in a 2-player game), that player then has the option to call a vote as their turn instead of playing a card. When a vote is called, a number of things happen.

Resetting

First, the player calling the vote gains benefits for any cards left in his or her hand, and then resets his or her play area. For each card left in this player's hand, he or she may either gain $1, gain 1 fleeting influence, or build one connected road. Once the benefits are resolved, the player then returns all played cards to his or her hand, and collects all his or her workers currently occupying the race mat or prestige building cards and places them in front of him or her so these workers can be used again.

Income

Next, every **other** player (not the player who called the vote) then collects their income. Players first collect money equal to their income value on their income track. Each time a player imports or builds a new type of resource tile he or she doesn't yet own, he or she increase their income track, such that his or her income track is always equal to the number of unique resources the player owns on the board. For instance, if a player owned a crop tile, two metal tiles, two machinery tiles, and a food tile, that would result in 4 income tokens, and the player would collect $4. In addition, for every house a player has built, he or she gains 1 fleeting influence.

Building Proposal Vote:

Finally, all players must then secretly decide which one out of the three building proposal cards on the Advisers and Proposals Board they want to be built. They do

this by selecting their vote token corresponding to the shape below the desired card, and they must also select how much influence they want to dedicate to increase the power of their vote. Each player's vote has a single influence by default. Each **fleeting influence** dedicated counts as one extra influence, and each **lasting influence** dedicated counts as two extra influence.

Once all players have finalized their decisions by placing the desired vote token and number of influence tokens in one hand and all other vote tokens and influence in their other hand, they simultaneously reveal their choices and determine which of the prestige buildings received the most influence. In the case of a tie, the player involved in the tie with the fewest points decides between the tied buildings, and, if there is a tie for points, the player involved in the tie closest to the player who called the vote in player order decides. Place the winning building card below the Adviser and Proposal Board, and discard the other two cards. Note that all fleeting influence (dedicated or not) and all **dedicated** lasting influence is then returned to the supply.

At this point, determine which player contributed the most influence to the winning proposal. If there is a tie, the tie is resolved in the same way as when determining the winning building card above. This player then takes the building tile corresponding to the winning building card and places it on the map board, following the restrictions outlined on the next page.



Example: In the above situation, the circle card receives 3 influence, the square receives 6, and the triangle receives 1. The Salt Barrel is built as a result, with the yellow player deciding where it goes.

After the vote, three new building proposal cards should be dealt to the Advisers and Proposals Board to prepare for the next vote. If there are not three cards in the draw deck, the discard should be shuffled and used to make a new draw deck.

If two cards of the same building type are drawn in the same set of three, place the rightmost one on the bottom of the draw deck and replace it. Each building also has a specified color, and can only be placed on the board such that at least one space of the building is on the specified color, the building does not overlap a road tile, building tile, or river or wall space, and there is not a prestige building tile of the same type (shape and color) in the same city section. Following these rules, it may be possible that a prestige building has no legal placement. In such case, the prestige building card should be removed from the game and replaced with another card. The **Gatehouses and Ghost Fortress** are different in that they can only be placed on the locations specified on the map, so they will always have a legal placement.

END OF GAME:

Any time a prestige building has had all of its required resources delivered, place a completion token on it. Once six completion tokens have been placed, the end of the game is triggered. Play continues until the active player's turn has been fully resolved (including any follow actions). Then all lasting influence players have is converted into points (1 to 1), and whoever has the most points wins. If tied, the winner is the tied player farthest away from the current active player in player order.

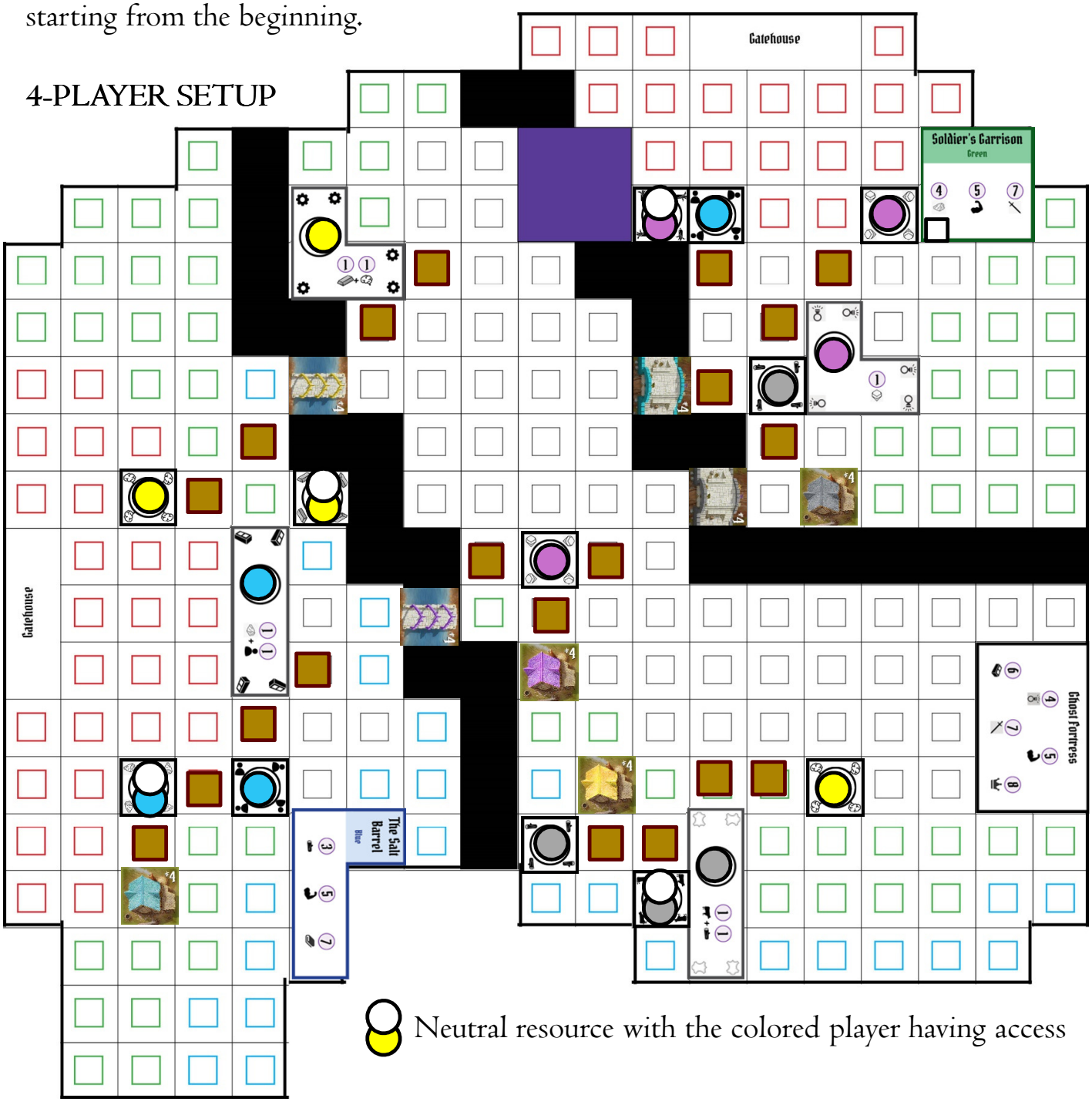
IMPORTANT RULES:

- A player can never have two buildings they own (resource buildings or houses) adjacent to each other (bridges/gates are an exception to this rule).
- Any time something is built (including roads), the player must build it connected to something they own. Importing and buying access are not restricted by this.
- Buying access to another player's resource does not confer ownership and prestige buildings are never owned by anyone.
- Connections are not counted through buildings, only through roads and bridges.
- Two of the same resource tile cannot be in the same city section. Similarly, neither can two of the same prestige building type (shape and color).
- Houses can only be built on green spaces.

INTRODUCTORY GAME:

Starting a game of Founders of Gloomhaven can be a daunting experience, especially for new players. The map is a blank canvas, and it can be hard making that first brush stroke. Instead, it is recommended that new players play an introductory game first, where they start the game at roughly the halfway point with a clearer direction on how to proceed from there. The introductory game is far less variable, however, and players are encouraged to play the full game as soon as they feel comfortable starting from the beginning.

4-PLAYER SETUP



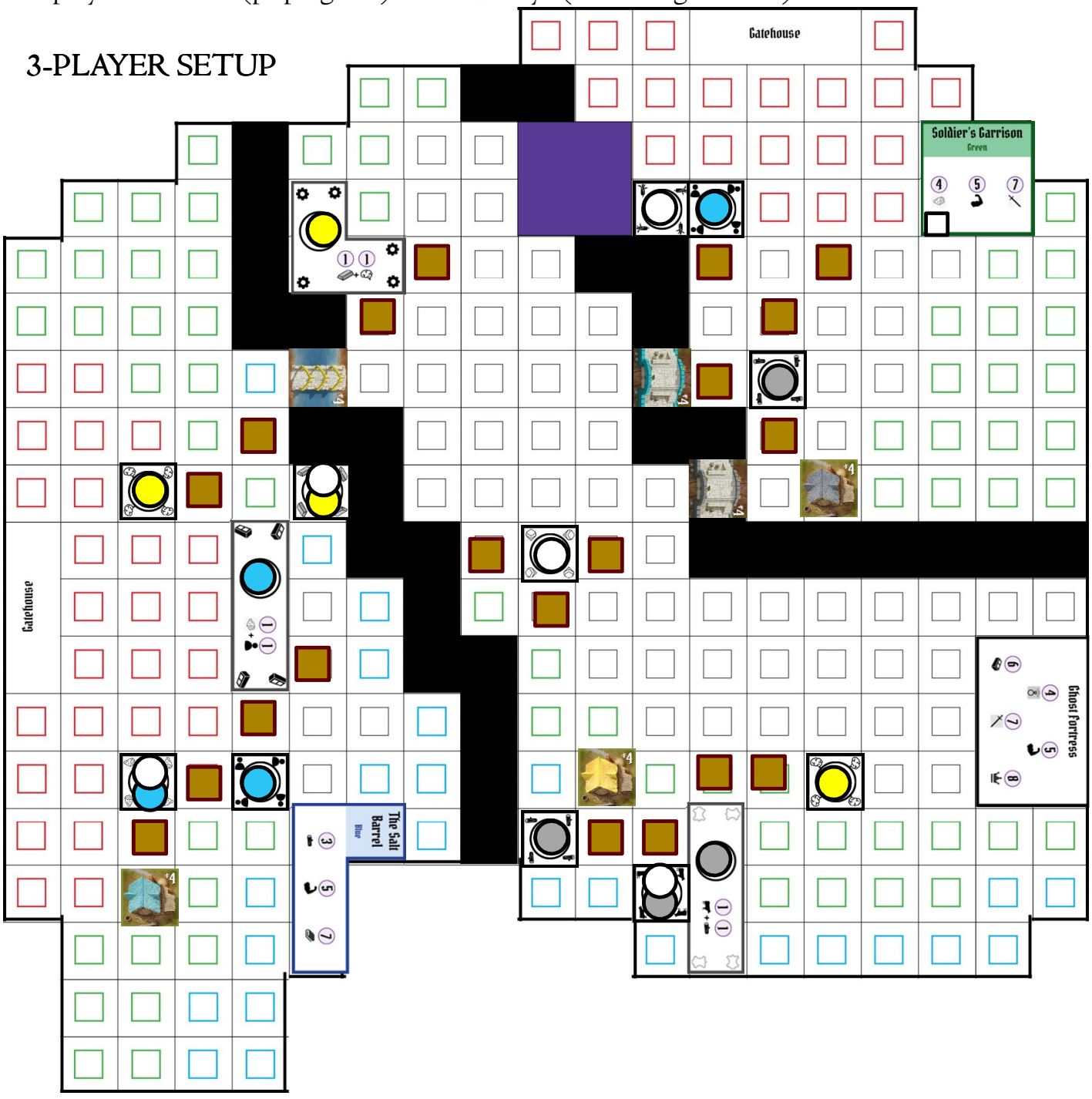
Neutral resource with the colored player having access

General Setup

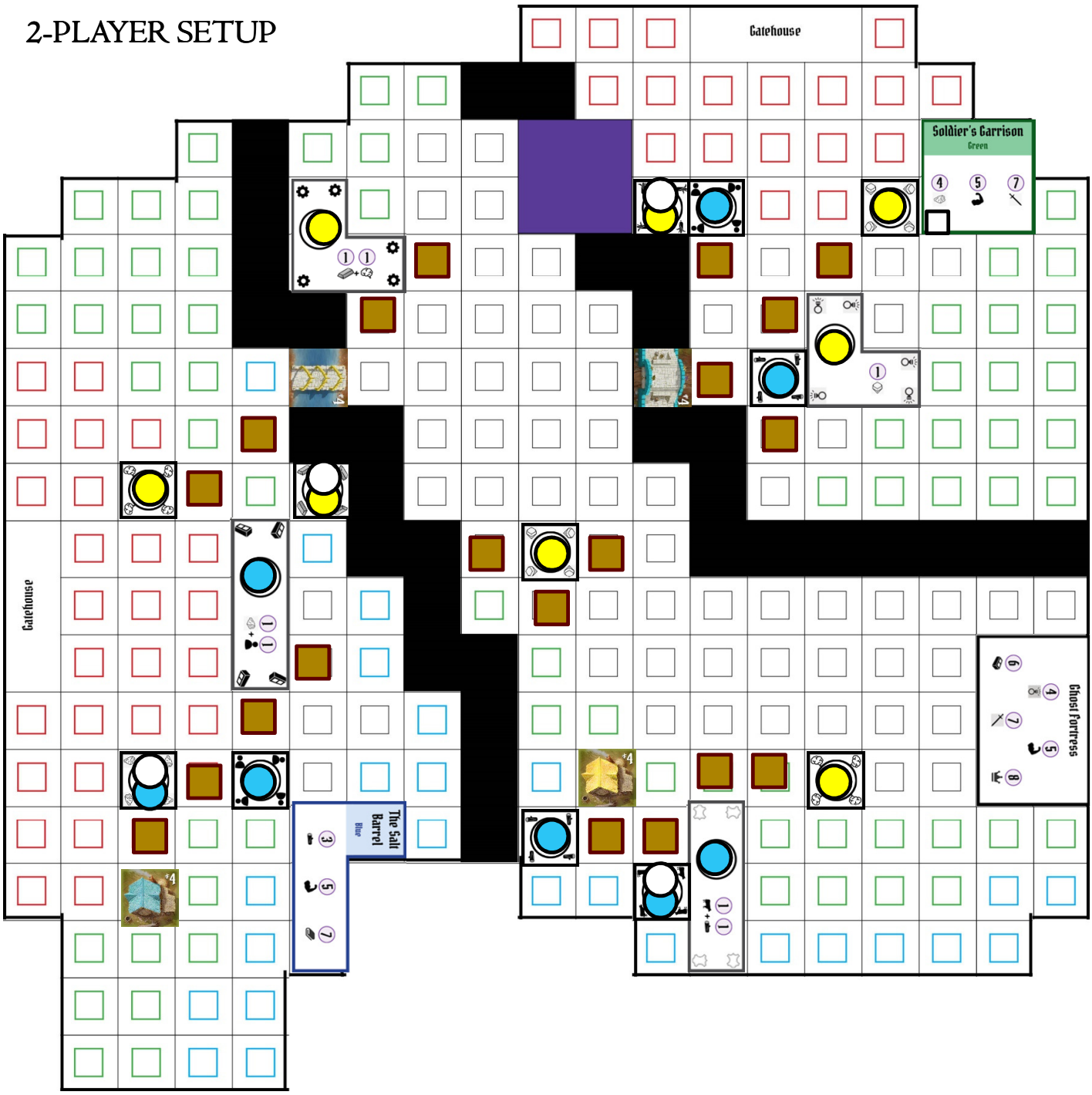
In the introductory game, players only control a single resource (or two in a 2-player game), and all other resources are neutral (represented by white neutral discs in the setup images; see page 9). Players do start with access to some of the neutral resources, however. Use the following races (controlled resources) at the following player counts:

4-player: Human (pop.), Vermling (wood), Quatryl (knowledge), and Orchid (gems)
3-player: Human (pop.), Vermling (wood), and Quatryl (knowledge)
2-player: Human (pop., gems), and Quatryl (knowledge, wood)

3-PLAYER SETUP



2-PLAYER SETUP



For all player counts, remove the three prestige building cards from the deck corresponding to the buildings already placed on the board (The Salt Barrel, Ghost Fortress, and Soldier's Garrison) and place these cards below the Adviser and Proposal Board so they can be used. Also **remove all 0-point adviser cards from the game completely**. Use only 1-point and 3-point advisers with the 1-point advisers on the top of the deck.

Note that each player starts with one house and one bridge/gate built, meaning they have access a single worker and gain 1 fleeting influence when collecting income. In addition, each player's start income is set to be one higher than what it would normally be, given what they own on the board (3 in a 3- or 4-player game, 5 in a 2-player game). All players also start with one lasting influence.

All other setup is done normally. Players collect their vote tokens, remaining bridges/gates and houses, trade stall tiles, remaining claim tokens, delivery tokens, $7 in money tokens, and basic action cards. A start player is determined randomly and races are chosen. Cards are dealt to the Adviser and Proposal Board, and then the game begins. The game play and game end remain the same.

Tips for the Introductory game

Quatryls: Quatryls are in a strong position to make many advanced resources, especially with their racial power. They should focus on building Cloth by gaining access to the Livestock in the south or importing a new neutral Livestock tile in the north. Similarly, they are also in a strong position to make Books, by gaining access to the Crops in the east (requires a gate), or, again, importing a new tile. With Books and Cloth made, Government should be the final goal.

Orchids: Similarly, Orchids can also make a strong play for building Books and Government, though this will require a gate to gain access to the Quatryl's Knowledge tile. Otherwise, Gems are a strong source of points and they should focus on enacting building proposals that capitalize on that, as well as using their racial power to recruit as many advisers as possible. Building Food will also help with this.

Vermlings: Vermlings should focus on building Weapons and getting them delivered to the Fortress and Garrison. This will require access to the Metal in the west or importing a new Metal tile. Their racial power can give them a very strong infrastructure of extra workers and prestige buildings they have delivered to, giving them much more versatility with follow actions.

Humans: Humans are less reliant on building many new resources, though it is worth it to build up Food and then Labor if possible, after buying access to the Crops in the east. Instead, their racial power gives them more influence over votes, where they should try to enact as many proposals that capitalize on their lucrative bricks as possible.

SOLO GAME:

Founders of Gloomhaven can also be played as a solo game with a few extra rules.

Setup

Pick a player color and set up the game as normal, collecting all of the components listed on page 3, except without the voting tokens or the "Income" action card used in a two-player game.

Select a race, but note that some racial actions will make the game easier than others:

EASY:	Orchid, Quatryl
MEDIUM:	Savvas, Harrower
HARD:	Human, Valrath
VERY HARD:	Vermling, Inox

In a solo game, you will control all eight resources, so selecting resources is not necessary, but the rest of the game setup should be performed, ending with placing your race's resource onto a grey space. Note that where this resource is placed will also affect the difficulty of the game:

NORMAL:	Section 1
HARD:	Section 3
VERY HARD:	Section 2

Also place one lasting influence below the middle building card in the proposal offer and place two lasting influence below the right building card.

Game play

The game will consist of seven cycles of playing through your hand of cards, with a vote on the building offer at the end of the first six of these cycles. By the end of the seventh cycle, all prestige buildings must have all their resources delivered or the game is lost.

Taking actions: As normal, a card can be played face-up to perform its main action, or a card can be played face-down to perform a standard follow action. Since there are no other players, no follow actions are performed after you perform a main

action. If a basic action card is played face-up, it is placed in your discard as normal. However, if an adviser action card is played face-up, it is removed the game. An adviser action card can still be played face-down for a standard follow action and not be removed from the game.

Call to vote: As soon as all cards in your hand have been played, a vote is called. You will immediately collect income and then decide which prestige building from the proposal offer is placed on the board. The left card can be placed for free, but to place either of the other cards, the amount of influence under the card must be paid, keeping in mind that two fleeting influence is equivalent to one lasting influence. The costs start at one lasting influence for the middle card and two lasting influence for the right card, but every time a prestige building has all of its resources delivered, place a fleeting influence below the middle card and a lasting influence below the right card, increasing the amount needed to be paid. Whichever building is placed, you always get to decide where it is placed, following the normal restrictions. Instead of being discarded, the leftover building cards in the offer are shifted to the left and one new card is dealt to the right space. After each Call to Vote, any remaining fleeting influence you have is lost, as normal.

Building progress: As soon as a prestige building tile is placed on the board, before any resources are delivered to it, place a neutral claim token on it. In addition, at the same time, place a neutral claim token on all prestige building tiles that still need resources delivered. Any time a resource is delivered to a prestige building, remove the neutral claim token if it is present. When a Call to Vote occurs, you must pay the influence cost under the right card in the proposal offer for each neutral claim token still on the board or the game is lost. In this manner, you should ideally be delivering at least one resource to each incomplete prestige building each cycle to avoid paying these influence costs.

End game: At the end of the seventh cycle of playing cards, no Call to Vote occurs. If any prestige building does not have all of its resources delivered, the game is lost. Otherwise, the game is completed and end game scoring occurs as normal. You can use your final score as an indication of how well you performed.