

DAIMYO

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HISTORY

Long after the end of the Time of Man, the few remnants of humanity have newly retaken the world, treading on the ruins of ancient civilizations.

Within the Archipelago of the 6, the Clans live according to an absurd reinterpretation of Bushido. You are a Daimyo, a leader of a Clan, and you want to become the new Emperor of this archipelago.

To do this, you must gain Popularity! Send your Governors to influence the local populaces, but they must remain wary of assassination by deadly Shadows while your Scavengers unearth glorious Relics from long ago. Seize control of this archipelago with the help of the new Heroes of this world!

OBJECTIVE

In Daimyo you are the leader of a Clan, striving to become Emperor. At the end of the 5th round, the player who has accumulated the most Popularity points (PP) will be proclaimed Emperor.

There are 4 major ways to gain Popularity points:

DURING THE GAME:

INFLUENCE: At the end of each round, each player earns Popularity points according to their level of influence on each island.

AT THE END OF THE GAME:

RELICS: Each player earns Popularity points according to the number of Relics they have restored.

BUILDINGS: Each player earns Popularity points according to the number of Buildings of each type they have constructed.

HEROES: The players with the greatest combined values of army and Gold earn Popularity points. You also gain Popularity points at the end of the game if you have the Mighty Helmet, and for each group of 5 resources (Rice, Metal, Crystals) you still have.

CONTENTS

- 1 main board
- 4 Clan player boards
- 8 Construction mini-boards
- 32 Bonus Action tiles
- 13 dice (5 red, 5 green, 3 blue)
- 72 Relic tiles (there are 3 copies of each tile)
- 1 bag to hold the Relic tiles
- 3 Villager tiles
- 1 Mighty Helmet
- 1 Round marker
- 86 Resource tokens (32 Rice, 27 Crystal, 27 Metal)
- 32 Gold coins
- 40 Hero cards
- 12 Clan Hero cards (3 per Clan)
- 48 meeples (8 Governors / 3 Shadows / 1 Scavenger per Clan)
- 32 wooden Buildings (4 Techno-farms / 4 Radio towers per Clan)
- 24 Relic tokens (6 per Clan)
- 36 Clan discs (9 per Clan)

SETUP

MAIN BOARD

1 **Place the main board** in the middle of the table.

- For a 2-player game, only use the blue, red, yellow and purple islands.
- For a 3-player game, only use the blue, red, yellow, purple, and green islands.
- For a 4-player game, use all of the islands.

2 **Place the Resources** (Rice, Metal, Crystal, and Gold) near the board.



3 **Place the Round marker** on the space 1 of the Round track.



4 **Shuffle the Hero cards** to form a face-down deck; place it beside the board. Then lay the first 5 cards of the Hero deck face up to form the Hero market. Also flip the top card of the deck face up.



5 **Place the 3 Villager tiles** in the village of the central island. If the "Draw 2 cards" side



appears during setup, flip it face down so this ability is not available at the beginning of the game; the other tiles can be on either side.

6 **Place dice** on the central island according to the player count (return the unused dice to the box):



- 2-player game: 1, 3, 3.
- 3-player game: 2, 4, 4.
- 4-player game: all of the dice.

7 **Put Relic tiles** in the bag according to the player count (only use tiles matching the colors of the islands in play for your player count); return the unused tiles to the box:



- 2-player game: remove the green and black Relic tiles.
- 3-player game: remove the black Relic tiles.
- 4-player game: use all of the Relic tiles.

8 **Draw 3 random Relic tiles for each island** and place them crate side up in the spaces of No man's land on each of the islands you are using.

9 **Leave a small area for the Black market** beside the board, and place 3 random Relic tiles there face up.

3-PLAYER SETUP





Round

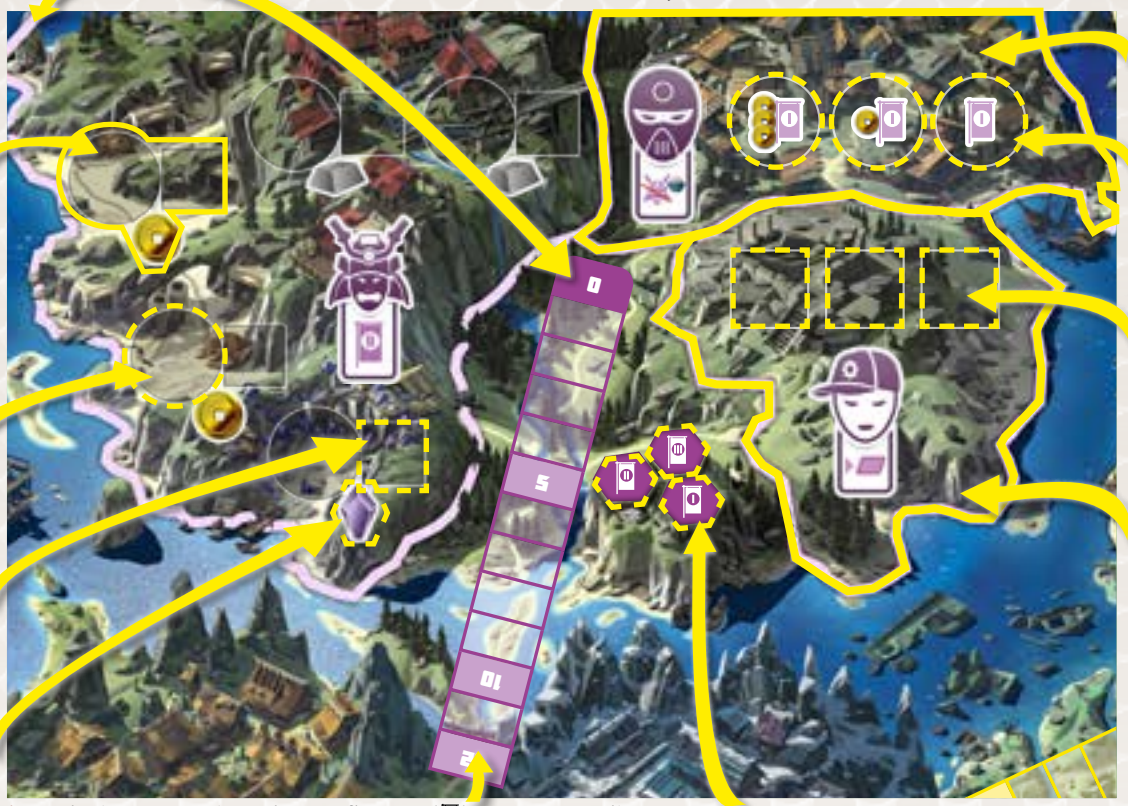


PP for the player with the second-most influence

PP for the player with the most influence

ANATOMY OF AN ISLAND

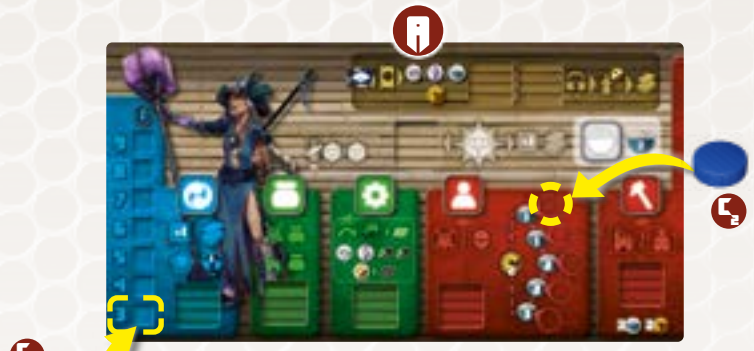
Each island comprises a Production zone, a Rough neighborhood, a No man's land, 3 altars on which Restored relics will be placed, and an Influence track.



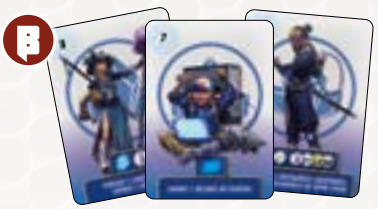
EACH PLAYER CHOOSES A CLAN:

- The Nature clan, focused on collecting resources.
- The Tech clan, fascinated by relics.
- The Nomad clan, experts in mobility.
- The Noble clan, rich and striving for unity.

ONCE YOU HAVE YOUR CLAN, TAKE THE FOLLOWING:



A Your Clan board.



B Your 3 Starting Hero cards. Shuffle them to form a face-down deck, and place it to the left of your board, leaving sufficient space for a discard pile beside it. Draw 2 cards from your deck as your starting hand.

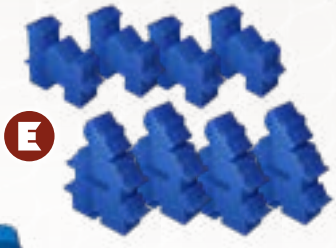


C 9 discs of your color. Place one on space 0 of the Influence track of each island with which you are playing (you will place 1 disc fewer in a 3-player game, and 2 discs fewer in a 2-player game). Place one on space 0 of the Popularity point track on the main board C1, one on the first 1 space of the Recruitment track on your Clan board C2, and one on space 3 of your Storage track C3.

Return any unused discs to the box.



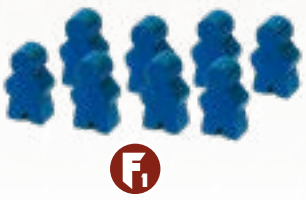
D 6 Restored relic tokens of your color.



E 4 Techno-farms and 4 Radio towers of your color.

F The 12 units of your clan:

- 8 Governors F1
- 3 Shadows F2
- 1 Scavenger F3





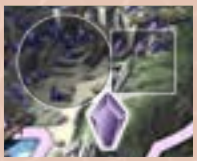
SETTING UP YOUR CLAN BOARD

- Add **the 2 Construction mini-boards** (one for techno-farms, one for radio towers) to the right of your Clan board.
- **Place each Bonus Action tile** on its space on the Construction boards. Each space has an icon to the right to indicate which tile goes there.
- **Place each building** atop the tile in a space of the appropriate column on your Construction mini-boards.
- **Collect your starting resources** indicated in the lower-right corners of your Clan board and each Construction mini-board.





AVAILABLE SPACE AT A PRODUCTION SITE: Each production site has 1 space for a Governor and 1 space for a Building. When a space is occupied, you cannot place anything else in that space. If a space is empty, the space is available.



You can place a Governor at a production site where there is already a Building, **even if it belongs to another player**; and you can place a Building in a production location where there is already a Governor.

SETTING UP YOUR UNITS

- **Choose a first player**, who takes the Mighty Helmet. This player chooses an island and places a Governor there on a Rice production site, and places their Scavenger in this island's No man's land. Then each player in clockwise order does the same on a different island.



- Starting with the 1st player, each player places a second Governor in any available space at a production site.
- Advance your discs on the Influence tracks of each island where you have Governors (+2 Influence per Governor of your color).



Example: *Greg places his Governor on the purple island, then advances his disc 2 spaces on the island's Influence track.*

PLAYING THE GAME

A game of Daimyo **lasts 5 rounds**. Each round comprises 3 phases:

1 - Roll the Action dice
2 - Players' turns
3 - End of the round

1 ROLL THE ACTION DICE

The 1st player rolls the Action dice, then arranges them in columns by value in the middle of the main board where everyone can see them.





2 PLAYER'S TURNS

Everyone takes turns in clockwise order, starting with the 1st player (the player who finished the previous round with the Mighty Helmet).

On your turn, choose an Action die and place it on a Main Action space on your Clan board **that is the same color as the die you chose**.

Perform the main action associated with the die **and possibly one or more bonus actions.**



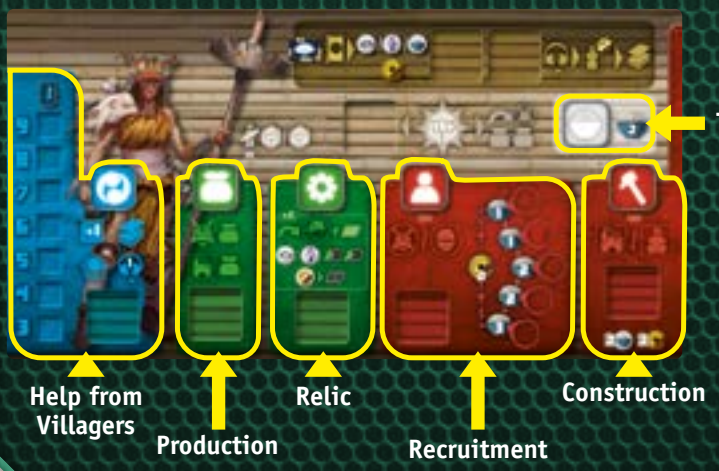
You can perform your main action and bonus actions in whatever order you like. You can even perform bonus actions before your main action.

You must completely finish each main/bonus action before starting another.

When you have resolved your main action (and possible bonus actions), the player to your left takes their turn.

When everyone has taken **3 turns** (i.e. each player has placed **3 dice**), move on to the End of the Round phase.

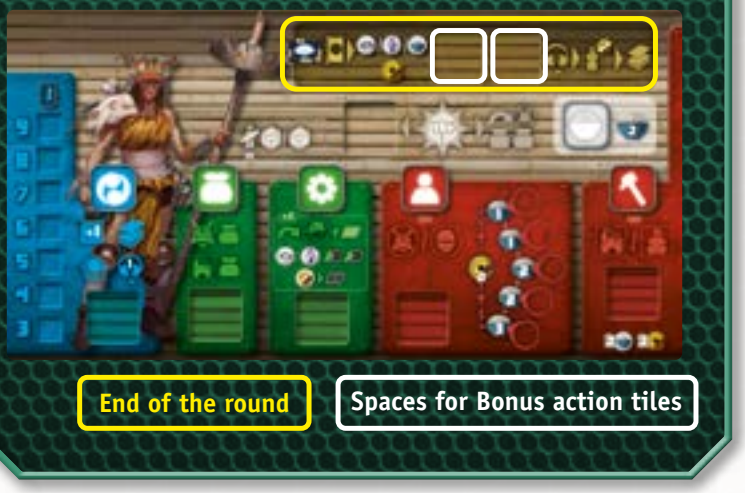
MAIN ACTIONS



BONUS ACTIONS



END OF ROUND BONUSES



MAIN ACTIONS

Your Clan board contains 5 main actions (1 blue, 2 green, and 2 red). During a main action, consider only the color of the die; the die's value makes no difference. When you start a main action, you must perform it in its entirety before starting another action.

BLUE - HELP FROM VILLAGERS

Accept the services of villagers to aid your clan.



Perform the following 4 steps in this order:

: **Increase your storage capacity by 1**. Your storage capacity is the maximum total number of Relic tiles and restored relics you can keep. If you have reached your maximum capacity (9), gain 1 popularity point for each further increase, rather than increasing it further.

: **Draw 1 Hero card** from your Hero deck, and add it to your hand. If your deck is empty, shuffle the cards from your discard to form a new deck.

: **Activate 1 Villager tile**, applying the effect of its visible face, then flipping it over, which reveals its other face for the subsequent players.

: If you are **the first player this round** to take a blue die, **take the Mighty Helmet**. The turn order will not change until the next round.

FRONTS/BACKS OF THE VILLAGER TILES

Obtain 1 or 1.

Obtain 1 and 1.

Increase your storage capacity by 1.

Move 1 Governor, and collect the resource produced at the new location.

Obtain 1 Relic tile from the no man's land where your Scavenger is.

Draw 2 cards from your Hero deck.

Example: *Capucine chooses the Help from Villagers action. She increases her storage capacity by 1, then she draws a Hero card, and then activates a villager tile to obtain 1, then flips it over. Because Greg has already taken this action this round, she does not take the Mighty Helmet.*



GREEN - PRODUCTION

Use your Governors and Techno-farms to collect the resources produced in the locations you control.

Obtain the resource from each production site **where you have a Governor.**



Obtain the resource from each production site **where you have a Techno-farm.**



Note : If you have a Governor and a Techno-farm at the same production location, you indeed obtain 2 of the resource. An opponent's Governor or Techno-farm at the same production site does not prevent you from collecting the resource.

GREEN - RELIC

Scavenge No man's land, looking for Relics of the old world.



First, you must move your Scavenger to the No man's land of another island, and then take 1 of the 3 Relic tiles available there, and place it in your personal supply (see Storage). Immediately draw a new Relic tile from the bag to replace the one you took.

Do this twice. The second time, you can either return to the island from which you moved the first time, or to yet another island.

Attention: You cannot have 2 copies of the same Relic tile (same number and color), unless the 1st copy is part of a Relic you have already restored.

In addition, **after moving**, but before or after collecting the Relic tile, you can perform either or both of the following actions **once per no man's lands**: Search no man's land, Shop at the Black Market.

Search No Man's Land (once per No man's land)

By spending 1 or 1 you can discard up to 2 Relic tiles from the No man's land where your Scavenger is. Place the discarded tiles in the Black market (beside the board), then draw 2 Relic tiles from the bag to replace them.

Shop at the Black Market (once per No man's land)

By spending 1, you can buy 1 Relic tile from the Black market, and place it in your storage.

Attention: You can only shop at the Black market during a Relic action. Finding a Relic via any other means (Hero card, Villager tile, etc.) does not allow you to shop at the Black market.





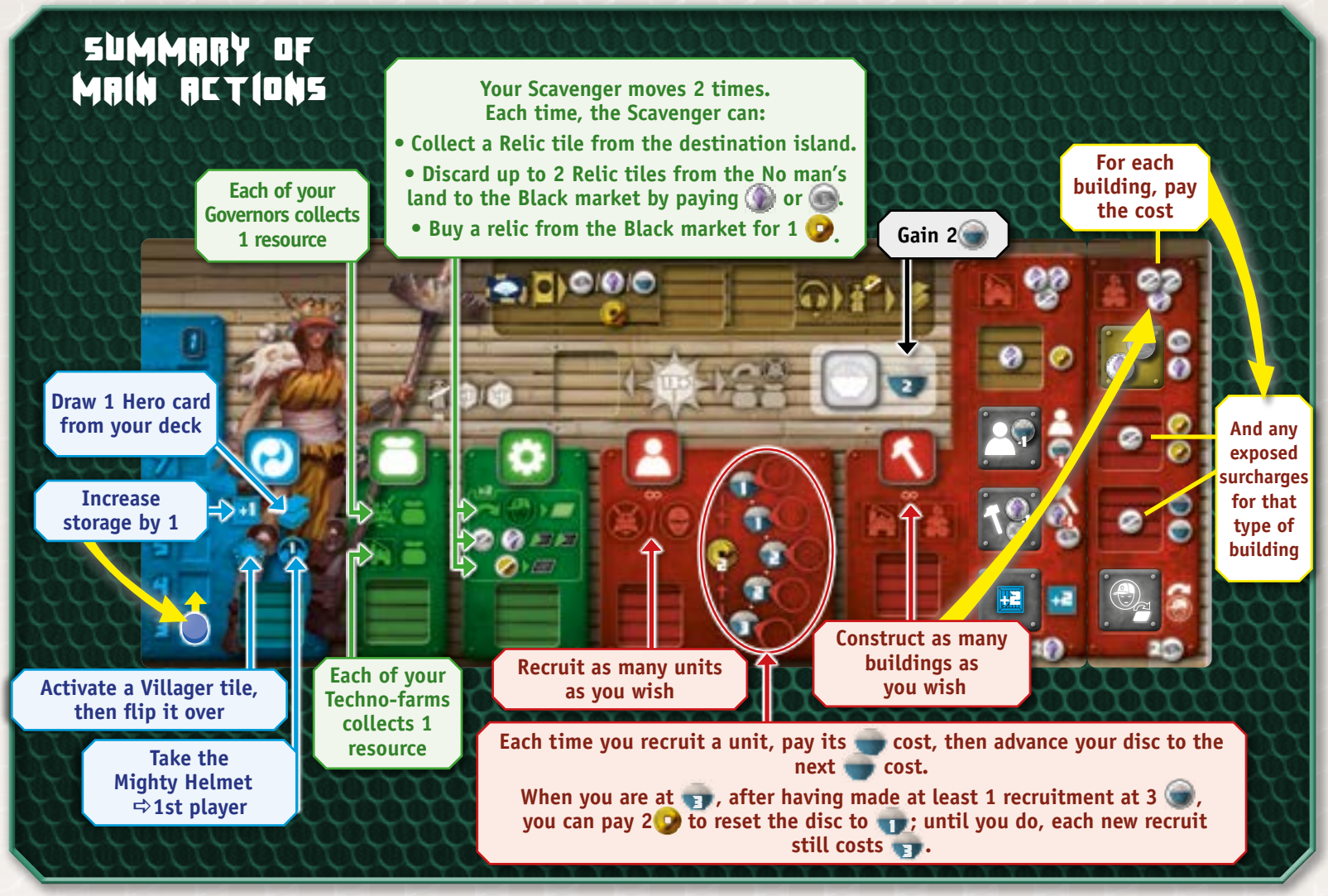
Example: *Capucine moves her Scavenger to the yellow No man's land and takes the tile there, then draws a new tile to replace it.*

She then pays 1 to discard the and tiles to the Black market, and draw two new tiles to replace them.

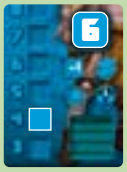
Then she spends 1 to buy the tile from the Black market.

For her 2nd Scavenger move, Capucine moves her Scavenger to the purple No man's land, collects the tile and draws a new tile to replace it.

Summary of Main Actions



STORAGE



On the left side of your Clan board, you have a track representing your storage capacity (which is 3 at the beginning of the game). You can increase this capacity in different ways: by using the Help from Villagers action, by using a Hero card, or even by using a clan ability or bonus action (see p. 8).

When you take a new Relic tile, place it in your personal supply near your Clan board. You cannot store more Relic tiles than your storage capacity that is indicated on your Clan board.

If you are already at your storage capacity, you must first discard a Relic tile to the Black market before taking the new tile. If you get a tile directly from the bag due to a Hero ability, draw it, then send one of the tiles you already have to the Black market to make room for the new one.

In order to take your 4th Relic tile of a color, thus restoring a Relic, you must be able to store it before you can restore the Relic. If you don't have enough storage capacity, you can take it, but as usual, you must discard another Relic tile first.

Restore a Relic

If you have the 4 different pieces of a Relic, immediately restore the Relic of the corresponding color.

- Place one of your Restored Relic tokens on an available altar of the island the same color as the Relic you just restored. **On that island, gain the influence indicated on the altar** on which you placed the Relic.
- Stack the 4 tiles of the Restored Relic in a single stack with the back of the 1 tile visible on top. This indicates that **your Restored Relic now only takes 1 space in your storage** (rather than 4).



Example: *Capucine collects her final green Relic tile. She stacks the 4 tiles with the back of the **1** on top, then places one of her Relic tokens on the green island. The **3** altar is already taken, so she places it on the **2** altar, and advances her disc 2 spaces on the green island's influence track.*





RED - RECRUITMENT

*Recruit **one or more** Governors and/or Shadows.*

For each unit you recruit, perform the following steps in this order:

- **Spend a number of Rice** equal to your current recruitment cost (the number in the space indicated by the disc on your Recruitment track).
- **Advance the disc 1 space** on your Recruitment track.
- **Choose a unit** (Governor or Shadow) available in your supply, and place it on an empty space of the main board.
- **Resolve the recruitment effects** of this unit.

Note: (∞) You can recruit as many units as you wish with a single Recruitment action, as long as you have sufficient Rice to keep recruiting.

RECRUITMENT TRACK

Each time you recruit a unit, whether by a Recruitment action, by a Hero card's effect, or by using a Bonus Action tile, you must advance your disc 1 space. Recruitment cost increases with each unit you recruit.



When you reach the last space of the Recruitment track (3), after recruiting at least one time at this cost, you can pay **2** (at any moment in your turn) to start a new Recruitment cost cycle, so you don't have to spend as much Rice. If you do not wish to pay the **2**, your disc stays on the 3 space of the track, and further recruitments will cost you **3** until you pay the **2** to reset the track.

RECRUIT A GOVERNOR

Place a Governor on an available space at a production site.

- **Gain 2 Influences** on the island where you place the Governor.

Note: The Governor does not collect the resource there during recruitment.



RECRUIT A SHADOW

Place the Shadow on an empty space in a Rough neighborhood.

- **Gain Gold coins** equal to the value indicated in the chosen space.
- **Gain 1 Influence** on the island where you placed the Shadow.
- **Eliminate 1 enemy Governor** from this island, and reduce that player's influence there by 2. The Governor returns to its owner's supply, and in compensation, the owner receives **1** from the general supply.

Attention: You can only recruit 3 Shadows per game. You can neither move nor retrieve them.

*Example: Jeremy chooses the Recruitment action and recruits 2 Governors and 1 Shadow. His 1st recruitment costs **2**, his 2nd recruitment costs **3**, and then he pays **2** to reset his Recruitment track so his 3rd recruitment only costs **1**. He places his 2 Governors on the red island and increases his influence there by 4. He then places his Shadow on the purple island on the **3** space. He receives **3** from the general supply and 1 influence; he eliminates a Governor belonging to Capucine, which makes her lose 2 influence there and gain **1** in compensation. Jeremy has taken the lead on this island.*





RED - CONSTRUCTION

*Construct **one or more** Buildings.*

For each Building you construct, perform the following steps in this order:

- **Spend the required resources** for the type of Building you wish to build **plus the surcharge** for each Building of the same type you have already constructed (shown on the exposed spaces of that mini-board).
- **Place the Building** (Techno-farm or Radio tower) on an available space at a production site.
- **Place the Bonus Action tile** you just uncovered on an available space of your choice on your Clan board. Note that the 6 gray tiles go on your main actions and Clan ability, and the 2 yellow tiles go on your End of the Round phase spaces, which are in the yellow area of your Clan board.

Note: (∞) You can construct as many Buildings as you wish with a single action as long as you have the necessary resources to build it. If you build several Buildings of the same type, you must adjust the surcharge for each new one.

CONSTRUCT A TECHNO-FARM

- **Immediately gain 1 Resource** produced at the production site where you place it, from the general supply.

Example: *Greg constructs a Techno-farm and immediately receives **1**.*



CONSTRUCT A RADIO TOWER

- **Immediately gain 2 Influence** on the island where you place it.



COLORLESS - TAX

- Place a die of any color on this action.
- Immediately gain **2** from the general supply.

EXAMPLE OF A CONSTRUCTION ACTION



Example: *Greg takes a red die and chooses the Construction main action. He decides to construct 1 Techno-farm: He pays its basic cost of 2 and 1 + its 2 surcharge because he had already built 2 Techno-farms on earlier turns.*
He places his Techno-farm on a Metal production site and collects 1.
Then he places the newly exposed Bonus Action tile on his Clan ability.
He decides to stop there, but he could have built further Buildings, assuming he had the resources. His next Techno-farm will have a basic cost of 2 and 1 + a surcharge of 3.

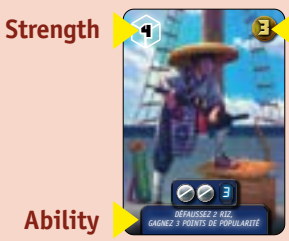
BONUS ACTIONS

You can perform bonus actions before or after a main action. Certain bonus actions depend on the total value of your dice.

HERO ABILITY

- **You can play 1 Hero card** from your hand if you have the right "strength" available.

HERO CARD



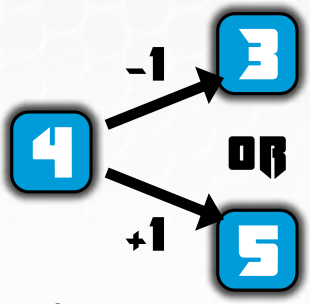
This strength comes from the dice on your Clan board (not just the last one played). You can play a card if you have one or more dice whose total is **exactly** the same as the strength of this card.

- You can only play **1 Hero card per turn**.

DISCARD A HERO (UNLIMITED)

- You can discard 1 or more cards from your hand to increase or decrease a die on your board by 1 per card discarded. You can modify several dice on your board this way, and you can do it multiple times per turn.





You cannot decrease below 1 or increase above 6.

Attention: You can only perform each bonus action once per turn, with the exception of the Discard a Hero action.

CLAN ABILITY



- Each clan has a unique ability. You can activate your Clan ability if the sum of the dice on your Clan board is **at least 13**.



- **The Tech clan** : Increase your storage capacity by 1, then draw a card from your Hero deck.



- **The Nomad clan** : Move one of your Governors, then collect 2 of the resource from the new production site. Remember to move down 2 influence on the departed island, and up 2 on the new island.



- **The noble clan** : Play a card from your hand, even if you do not have the dice to match its strength. This allows you to play 2 Hero cards in the same turn: 1 using this ability, and 1 matching the strength as usual.



- **The Nature clan** : Collect any 2 resources of your choice among , , and .

BONUS ACTION TILE

- You can activate the Bonus Action tile **associated with the main action** on which you have placed your die.
- You can activate the Bonus Action tile **associated with your Clan ability** if the sum of the dice on your board is at least 13.

Example: *Greg places his die on the Production main action.*

First, he collects 1, 2 and 2 with his Governors and Techno-Farms.
Then he decides to activate his Bonus Action tile that allows him to construct a building for 1 or 1 less.



EXAMPLE OF A TURN USING A BONUS ACTION

Example: *In her first two turns, Capucine took a 6 and a 5; for her last turn, she takes a 3 and places it on Production.*



The sum of her dice is at least 13 (6 + 5 + 3 = 14), so she can trigger her Clan ability and the Bonus Action tile associated with it:

3 6 5 =14

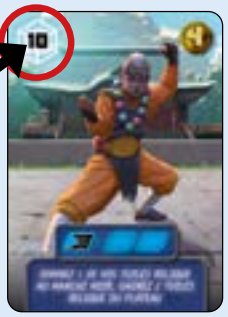


She increases her storage capacity by 1, draws a Hero card, and finally collects 2 thanks to the Bonus Action tile.

Then she performs her main action, on which she has placed her die, and her Governors and Techno-farms collect resources from their respective production sites.

Finally, she discards 1 card from her hand to decrease her 5 to a 4; by adding that to her 6, this allows her to play her Hero card with a strength of 10.

5 4 + 6 =10



She activates its effect, placing one of her Relic tiles in the Black market, then collecting 2 Relic tiles of her choice from the board.



3 END OF THE ROUND

Perform the following actions in order:

DETERMINE INFLUENCE ON THE ISLANDS



For each island, verify everyone's influence by looking at the order of the discs on the influence track there.

Remember: You gain influence by placing things there:

- Each Governor there provides 2 influence. You lose the 2 influence if the Governor is moved or eliminated.
- Each Shadow there provides 1 influence.
- Each Radio tower there provides 2 influence.
- Each Restored Relic provides 1 – 3 influence.

The player with the most influence on the island earns the popularity points depicted on the gold standard.

The player with the 2nd most influence on the island earns the popularity points depicted on the silver standard.

Break ties with shadows. The tied player with more shadows on the island wins the tie.

If the tie persists:

- If the players are tied for 1st place, add the points on the two standards, then divide them amongst the tied players, rounding down. There will be no 2nd place.
- If the players are tied for 2nd place, divide the points indicated on the silver standard amongst the tied players, rounding down.

REVENUE

Each player gets automatic revenue and takes the following resources from the general supply:

- 1 resource of your choice: 1, 1, or 1.
- 1.
- Gains from your Bonus Action tiles (yellow background).



Bonus Action tiles: Resolve each Bonus tile associated with your Revenue. One lets you gain an additional 1; the other, 1 and 1.

DETERMINE THE 1ST PLAYER

Attention: Skip this during the 5th round.

The player who has the Mighty Helmet can give it to any other player, or keep it.

The player who now has the Mighty Helmet is now the start player.

HIRE HEROES

Attention: Skip this during the 5th round.

In turn order (clockwise, starting with the Mighty Helmet), **each player can hire one or more Heroes** from the Hero market by paying the corresponding cost in Gold coins.

Add each Hero you hire to your hand, and immediately replace it in the market with the visible one from the top of the deck, then flip the new top card face up. You can hire the new Hero.

Once each player has hired Heroes or passed, **each player draws 1 card** from their Hero deck and adds it to their hand.

Advance the Round marker 1 space to begin a new round, unless this was the 5th round, in which case move on to the end of the game.

END OF THE GAME

The game ends after Revenue of the 5th round.

Proceed to a final scoring of Popularity points for each player in order to designate the new Emperor.

FINAL SCORING OF POPULARITY POINTS

RELICS

Score Popularity points according to the number of Relics you have restored:

Relics restored	1	2	3	4	5	6
Popularity points	3	7	12	18	25	33

You can restore several copies of the same relic (same color).

BUILDINGS

Score Popularity points according to the number of Buildings of each type you have constructed:

Techno-farm	1	2	3	4
Popularity points	1	4	8	13

Radio tower	1	2	3	4
Popularity points	1	2	4	7

HEROES

Score Popularity points according to the value of your army of Heroes in comparison to the other players' armies.

Total the cost in Gold coins of all of your Hero cards (in your hand, deck, and discard). Add your remaining tokens to this to determine your total army value.

	3-/4-player game				2-player game	
Army value	1st	2nd	3rd		1st	2nd
Popularity points	10	5	2		10	2



The number of Heroes does not matter; only consider the Gold coin cost of each of your Heroes.

If there is a tie, the tied player with fewer Heroes is considered to have the more valuable army.

If the tie persists, the tied player with more value-5 Heroes, then value-4, then value-3, then value-2 is considered to have the more valuable army.

Example: *In a 2-player game, Jérémy has the following Hero cards:*



*That's an army of value 27. He adds his remaining **3** to this for a total of 30.*
Capucine also has a total of 30, but only 2 value-5 Heroes. So Jérémy earns 10 Popularity points, and Capucine gains 2 Popularity points.

MIGHTY HELMET

Gain 2 Popularity points if you have the Mighty Helmet.

RESOURCES

Gain 1 Popularity point for each lot of any 5 resources you have left, excluding Gold coins (the resources in a lot do not need to be identical).

The player with the most Popularity points at the end of final scoring is declared Emperor, and wins the game.

If there is a tie for most, the tied player with the most resources remaining (excluding Gold coins) is declared the victor. If the tie persists, the tied players must share the empire.

CREDITS

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DAIMYO FAQ

GOVERNORS

Can I place a Governor on a production site that has an opponent's Building?
- Yes.

SHADOWS

Can a Shadow kill a Scavenger or another Shadow?
- No, Shadows only assassinate enemy Governors.

SCAVENGERS

Can a Scavenger go to an island already occupied by an opponent's Scavenger?
- Yes, each No man's land can accommodate any number of Scavengers.

Can I collect a Relic tile from my Scavenger's island before moving the Scavenger?
- No, the Scavenge action very clearly states that you move, and then take a Relic tile from this second island; then move again, and take a Relic tile from this third island (which could be the first island, where your Scavenger started the turn).

Can I perform one of the Scavenger's two special bonus actions on its starting island, before its first move?
- No, you must first move the Scavenger, then you can take a Scavenger bonus action on the destination island.

HEROES

Can I discard as many Hero cards as I like to modify my dice as much as I need?
- Yes. For example, if you discard 4 Heroes, you can adjust one or more dice a total of 4 (+ and/or –).

If both my deck and my discard are empty, and I play a Hero who makes me draw, do I just pick the Hero up again immediately?
- No. First, you must complete your Hero action. As you apply its effects, your Hero card is not yet in the discard, so you simply draw nothing.

Can I play the same Hero twice in the same round?
- Yes, you can replay a Hero during the same round, but not during the same turn, because you can only play 1 Hero per turn. But you will have 3 turns each round.

RELIC

Can I take 1 Relic tile more than my storage capacity allows if that tile finishes a Relic for me?
- No. You must have enough storage for the tile; however, you can still take it if you discard another Relic tile to the Black market to make room.

RECRUITMENT

When my recruitment cost is 3 Rice, can I continue to pay 3 Rice, or must I pay 2 Gold coins to reset it to 1 Rice?
- You can choose: Continue to pay 3 Rice to recruit, or pay 2 Gold coins to reset the price to 1 Rice (but only after you have recruited at least 1 unit at the 3-Rice price).

Can I pay 2 Gold coins to reset my Recruitment track even before I have reached the 3-Rice price?
No.

CONSTRUCTION

Can I place a Building at a production site that has an enemy Governor?
- Yes.

Can a Building be destroyed?
- No, Buildings are indestructible.

Can I immediately construct a new Building using a resource I got by placing a Techno-farm?
- Yes.

BONUS ACTION TILES

Can I move my Bonus Action tiles between turns?
- No, once you have placed a Bonus Action tile, it stays in its space for the rest of the game. When you gain a new Bonus Action tile, you can cover a Bonus Action tile you have already placed, but you lose the old one's ability.

DON'T FORGET

- **When you place a Techno-farm on a production site, immediately collect the resource there.**
- **When you place a Governor, immediately gain 2 influence on that island. The Governor does not collect the resource from the production site when recruited.**
- **You cannot place 2 dice on the same action, but you can take the same action twice in the same turn thanks to another source of that action (Hero ability / Bonus Action tile...).**
- **As soon as you move a unit or Building, adjust the affected Influence tracks.**
- **You can recruit several units (different or identical) in a single Recruitment main action.**
- **You can construct several Buildings (different or identical) in a single Construction main action; however, notice that the surcharge increases each time you build a Building of the same type.**
- **Yellow Bonus Action tiles go only in the End of the Round area of your board, and the gray ones never go there.**
- **Heroes you hire go directly to your hand.**

EFFECTS OF BONUS ACTION TILES

