

Circle the Wagons

Players: 2 | Ages: 8+ | Time: 15 minutes

Each player is fixin' to build up their own boomtown, but only one'll build the best in the West! Blaze a trail by draftin' cards 'round the circle and placin' 'em in yer town, tryin' to connect matchin' territories to score Prosperity Points! But don't forget about them 3 bonus cards in the center of the circle that can score ya even more points – that is, if ya play yer cards right. With darn near 5,000 unique ways to score and millions of draftin' and placin' combos, you'll never build the same town twice!

Set Up

- 1) Shuffle the cards and randomly place 3 in the center of the table with their **scoring condition** face-up. These 3 cards show the special scoring conditions that apply to this game.
- 2) Place the remaining 15 cards with their **territories** face-up in a circle around the 3 center cards
- 3) Choose a player to go first. The player going second chooses any card around the circle to be the **starting card** for player one to begin his/her turn.



About Territories

A territory is defined as a rectangular quadrant in one of the six land types: desert, forest, mountains, plains, snow or water. Each card has four territories on it.



Building Your Town

Your turn consists of drafting a card from the circle and then placing it in your boomtown.

If you are placing your **first card**, simply position it in front of you to begin building your town. Each time you draft a **new card**, you must place it so at least one territory edge meets an existing territory edge in your town OR you may place your card such that it overlaps/covers a territory (or multiple territories) with your new card.

- You may NOT “tuck” a card under an existing territory.
- You may NOT place a card such that it only connects to your town by a corner.
- When placing a card, you may position it either right-side-up or upside-down. You may NOT place a card on its side.



Drafting a Card

If you are player one, the first card you draft may be the **starting card** OR, **moving clockwise** around the circle, you may skip the starting card to take the card of your choice. For each card you choose to skip, **you must give that card to your opponent as a free card**. Once you've selected your card, place it in your town and your turn is over.

Your opponent must then place any free cards they received (placing them in their town in the order they appeared clockwise in the circle). After placing free cards, your opponent now gets to draft their own card, choosing either the next card in line OR skipping that card to choose the card of their choice (moving clockwise). For each card your opponent skips, they must give that card to you as a free card. This method of drafting continues, altering from player to player, **until all cards have been drafted**. When the last card has been drafted, the game ends and scores are tallied.



Example: Player Two begins the game by choosing this as the starting card.

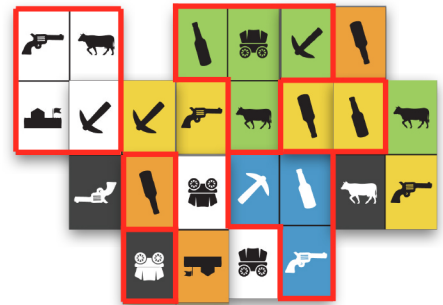
Player One must either choose the starting card or skip ahead to another card clockwise; she chooses to skip the starting card and instead takes the next card in line.

As a result, Player Two gets the starting card for free! Play then passes to Player Two who must now draft a card.

- All 15 cards in the circle must be drafted.
- You may NOT refuse a free card.

Tally the Final Score!

Territories: Each player scores **1 Prosperity Point** per territory in their largest group of each territory type (desert, forest, mountains, plains, snow and water). A territory "group" is considered to be a cluster of matching territories connected by at least one edge. Only your largest group of each type is scored. If 2 or more groups of the same type are tied for your largest, you choose which group to score.



Example: Your final town has been built. The following territory groups would score: Desert 1, Forest 4, Mountains 1, Plains 2, Snow 4, Water 3 for a total of 15 Prosperity Points. Add any Bonus scoring to get your final score.

Bonus Scoring: In addition to your 6 scoring territory groups, you may also score Prosperity Points for each of the 3 cards in the center of the table. Each has unique scoring conditions described on the cards themselves.

Add the total of your 6 scoring territory groups and any bonus scoring from the 3 center cards to get your final score.

The player with the most Prosperity Points wins. If tied, the player with the fewest cards in their town wins.

LEGEND OF TERRITORIES AND SYMBOLS



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