

# SMALLWORLD


## Rules Summary

**Note:** Race powers and Special Powers supersede any rule in this summary. A “Victory coin” or “coin” is shorthand for “a Victory coin of value 1.”

### Setup

Pick the appropriate map for the number of players and place the Turn Marker on the first space of the track.

Shuffle the Race banners, draw 5 and lay them face-up in a single column. Place the remaining banners in a face-up stack at the bottom of the column. Repeat with the Special Power badges, fitting them next to the banners.

Place a Lost Tribe token on each region of the map with a Lost Tribe symbol , and a Mountain token on each mountain region. A region is *non-empty* if it contains at least 1 Lost Tribe or Race token (active or in decline).

Each player takes 5 Victory coins.

Choose a player to take the first turn; play then proceeds clockwise.

### The First Turn

During the first turn of the game, each player will:

#### 1. Pick a Race and Special Power Combo

Select 1 Race and Special Power combo from among the 6 visible (the 5 in the column, plus the stack). The first combo at the top of the column is free. To take a combo other than the first, put 1 Victory coin on each combo above the one you selected. If the combo you select contains coins, take them.

Then slide existing combos (and any coins on them) up 1 position in the column and reveal a new combo from the top of the stack.

Place your combo face up in front of you, and pick a number of matching Race tokens equal to the sum of the values on the Race banner and its Special Power. Unless stated otherwise, these tokens are the only ones you will be able to deploy for this race during the game.

If a Race power or Special Power lets you take additional race tokens during the course of the game, you are still limited by the total number of tokens available.

#### 2. Conquer Regions

**Note:** Some of the rules below refer to in-decline Races. At the start of the game, you won't have a Race that's in decline. The rules for in-decline races will come into play later in the game.

##### First Conquest

The first region your active Race conquers must be adjacent to the edge of the map or border one of the seas that are adjacent to the edge of the map. (The body of water in the center of the map is a lake, not a sea.)

##### Conquering a Region

Seas and lakes cannot be conquered.

You conquer a region by placing your Race tokens in it. The number of tokens you need is:

- 2 for the region
- +1 for each Encampment, Fortress, Mountain, or Troll's Lair in the region
- +1 for each opponent's Race token or Lost Tribe token in the region

**Note:** Some Race powers or Special Powers reduce the number of tokens you need to conquer a region. In spite of these powers, you must always have at least 1 token to conquer a region.

The tokens you used to conquer a region remain in the region. You can't move them until **Troop Redeployment**.

##### Enemy Losses and Withdrawals

If another player's Race tokens were in the region prior to its conquest, that player must immediately discard 1 of the tokens back into the tray and take the rest of them, if any, back into his hand. His in-hand tokens will return to the map during **Resettlement**.

If the last token of an opponent's in-decline Race is removed from the map, the opponent puts the Race banner for that Race on the bottom of the stack of unused Race banners.

##### Subsequent Conquests

You may repeat this process to conquer additional regions that share a border with a region already occupied by your active Race tokens. You must have at least 1 Race token in hand to conquer a new region.

##### Final Conquest Attempt / Reinforcement Die Roll

At the end of your turn, if you still have at least 1 unused Race token, you may attempt 1 final conquest.

Select an adjacent region that you would have too few tokens to conquer under the normal rules. (Your shortfall must be 3 or fewer tokens.) Then roll the Reinforcement Die. If the sum of the die roll and the number of Race token(s) you have left is high enough to conquer the region, you have conquered the region with your remaining token(s).

If the sum of the die roll plus tokens is not high enough for you to conquer the region, *or* if you elect not to try a final conquest attempt, deploy your remaining token(s) in one of the regions you have already occupied.

Regardless of the outcome of the Reinforcement Die, you cannot make any more conquests this turn.

### Troop Redeployment

You may now redeploy the active Race tokens you have on the map, moving them from one region to any other region occupied by your Race. You must leave at least one Race token in each region you control.

### Resettlement

Starting with the player to your left and going around the table, all of your opponents who are holding Race tokens that were conquered during your turn *and* who still have at least one such Race token on the map now redeploy their in-hand tokens in any other region(s) still occupied by their Race.

If a conquered opponent has no active Race tokens remaining on the map, he does nothing during this phase. The only way for those tokens to come into play again is for the player to conquer new region(s) in his next turn.

## 3. Score Victory Coins

Take 1 Victory coin from the stash for each region your active Race tokens occupy. You may also collect additional coins as a result of your Race or Special Power benefits.

Also take 1 Victory coin for each region that your in-decline tokens occupy. However, the Race and Special Power benefits no longer contribute coins for Races in decline.

Keep your coins in a stack with their values hidden from other players. Final scores are not revealed until the end of the game. You may make change for your coins at any time.

### Advance Turn Marker

After all players have had a turn, the first player moves the Turn Marker one space along the track before his next turn.

### Subsequent Turns

In subsequent turns, you must either **Expand Through New Conquests** or **Put Your Active Race in Decline**. If all of your active Race tokens were destroyed since your last turn, **Expand Through New Conquests** will only score you coins for your in-decline race, while **Put Your Active Race in Decline** will score you 0 for the turn.

#### a. Expand Through New Conquests

Only your active Race may perform these steps.

#### Ready Your Troops

Pick up any number of your active Race tokens from the map and use them to conquer new regions. In practice, it's best to leave 1 token in each region you conquered, because if you abandon a region, it's no longer yours; the only way to get back into it is to conquer it again. However, it's sometimes a wise tactical decision to abandon a region or two.

#### Conquer

Proceed as described under **2. Conquer Regions** above. If you have no Race tokens on the map, you must follow the **First Conquest** rule. Otherwise, you ignore the **First Conquest** rule.

#### Score

Proceed as described under **3. Score Victory Coins** above.

#### b. Put Your Active Race In Decline

Each player can have only one Race in decline at a time. If you already have a Race in decline, all tokens of that Race are returned to the tray. The Race banner of the vanished race is placed at the bottom of the stack of banners (or in the lowest empty slot in the banner column, if the stack has been exhausted).

Then flip the banner of your active Race to the in-decline side and discard the Special Power associated with it. Neither your Race power nor your Special Power are in effect any longer.

In each region where you have Race tokens, flip a single token onto its in-decline side and return all other tokens to the tray.

Score as described under **3. Score Victory Coins** above. Your turn is now over.

On your next turn, follow the rules under **First Turn**, including selecting a new Race and Special Power combo. If there are not enough Special Powers left in the stack to keep putting out new combos, shuffle discarded Special Powers into a new stack.

Your new Race does not have to come onto the map in a region adjacent to your in-decline Race. If your new Race wants to occupy a region that's currently occupied by your in-decline Race, the new Race must conquer that region.

### Game End

When the Turn Marker reaches the last space, all players get one final turn and the game ends. The player with the most Victory coins is the winner. Ties are won by the player with the most Race tokens (active + in-decline) on the map.

## Races

### Amazons

Take 4 additional Amazon tokens to be used only for conquest, not defense. At the end of each of your **Troop Redeployments**, remove 4 tokens from the map (leaving at least 1 token in each of your regions if possible) and take them in hand. They become available again during **Ready Your Troops** at the start of your next turn.

### Dwarves

Collect 1 bonus coin for each Mine region you occupy at turn's end, even when the Dwarves are in decline.

### Elves

When an opponent conquers one of your regions, keep *all* your Elf tokens in hand for redeployment at the end of that player's turn, rather than discarding 1.

### Ghouls

Your Ghoul tokens *all* stay on the map when going into decline, and can continue to conquer new regions each turn as if they were still active. These conquests must be done before any conquest by your active Race (whom you may even attack with the Ghouls).

### Giants

Your Giants may conquer any region adjacent to a Mountain region they occupy at a cost of 1 less Giant token than normal.

### Halflings

Your Halfling tokens may enter the map through *any* region. Place a *Hole-in-the-Ground* in the *first* 2 regions you conquer. A Hole-in-the-Ground makes a region immune to enemy conquests and Race powers and Special Powers. You remove the Holes (and lose their protection) when your Halflings go into decline or abandon the region.

### Humans

Collect 1 bonus coin for each Farmland region you occupy at turn's end.

### Orcs

Collect 1 bonus coin for each non-empty region you conquered this turn.

### Ratmen

No Race benefit other than their numbers.

### Skeletons

During your **Troop Redeployment**, take 1 new Skeleton token from the tray for every 2 non-empty regions you conquered this turn, and add it to the troops you redeploy at the end of your turn.

### Sorcerers

Once per turn per opponent, your Sorcerers can conquer an adjacent region by replacing 1 of your opponent's active tokens with one of your own from the tray. If you use this power, it must be before your **Final Conquest Attempt**. The replaced token must be the only token in

its region. (A single token with a Troll Lair, Fortress, or Mountain is still alone. A single token with an Encampment is *not* alone.) Place the opponent's token back into the tray, even if it's an Elf.

### Tritons

Your Tritons may conquer all Coastal regions (those bordering a Sea or Lake) at a cost of 1 less token than normal.

### Trolls

Place a *Troll's Lair* in each region your Trolls occupy to increase its defense by 1. Lairs stay in the region after your Trolls go into decline. Remove the Lair if you abandon the region or when an enemy conquers it.

### Wizards

Collect 1 bonus coin for each Magic Source region you occupy at turn's end.

## Special Powers

### Alchemist

Collect 2 bonus coins at the end of each turn.

### Berserk

You may use the Reinforcement die before *each* of your conquests. First roll the die, then select the region you wish to conquer, then place the required number of tokens (minus the die results) there. If you do not have enough tokens, this is your final conquest attempt for the turn.

### Bivouacking

Deploy 5 *Encampment* tokens in any of your region(s), during your **Troop Redeployment** phase. Each counts as 1 token toward its region's defense (and thus protects a single Race token from the Sorcerer's Race power). Multiple encampments may be placed in the same Region for a higher defense bonus. Each turn you may break camp and settle in any new region you conquer. An Encampment that was in a region that was conquered is redeployed during **Resettlement**. Encampments disappear when their Race goes into decline.

### Commando

You may conquer any region with 1 less token than normal.

### Diplomat

At the end of your turn, you may select 1 opponent whose active Race you did not attack this turn as your *ally*. He cannot attack your active Race until your next turn. You may change allies each turn. In-decline Races are immune to this power.

### Dragon Master

Once per turn, you may conquer a region, as described in **Subsequent Conquests**, using 1 token, regardless of the number of defending tokens. Place your Dragon there to make the region immune to enemy conquests and Race powers and Special Powers until your Dragon moves. During each new turn, you may move your

Dragon to a different region you wish to conquer. Your Dragon is removed from the board when you go into decline.

### Flying

You are immune to the **First Conquest** rule. Also, you may conquer nonadjacent regions during **Subsequent Conquests**.

### Forest

Collect 1 bonus coin for each Forest region you occupy at turn's end.

### Fortified

While your Race is active, you may place 1 Fortress per turn in a region you occupy. The Fortress increases the region's defense by 1, even if you are in decline. You will also collect 1 bonus coin at turn's end, but this bonus ends when you are in decline. Remove the Fortress if you abandon the region or when an enemy conquers it. There is a maximum of 1 Fortress per region and 6 Fortresses on the map.

### Heroic

At the end of your turn, place your 2 *Heroes* in 2 different regions you occupy. These regions are now immune to enemy conquests and Race powers and Special Powers until you move the Heroes. Heroes disappear when you go into decline.

### Hill

Collect 1 bonus coin for each Hill region you occupy at turn's end.

### Merchant

Collect 1 bonus coin for each region you occupy at turn's end.

### Mounted

You may conquer any Hill or Farmland region with 1 less token than normal.

### Pillaging

At the end of the turn, collect 1 bonus coin for each non-empty region you conquered this turn.

### Seafaring

You may conquer Seas and Lakes as if they were empty regions. You keep these regions even after going into decline.

### Spirit

When declined, your Spirit Race tokens never count toward the limit of only 1 Race in decline at a time. If a third Race you control goes into decline, your Spirits remain on the board and the other in-decline Race disappears as normal.

### Stout

You don't lose a turn to go into decline. You may go in decline after you perform the steps under **Expand Through New Conquests**.

### Swamp

Collect 1 bonus coin for each Swamp region you occupy at turn's end.

### Underworld

Conquer any Cavern region with 1 less token than normal. All Cavern regions are considered adjacent to each other for your conquests.

### Wealthy

Collect 7 bonus Victory coins at the end of your first turn.