



















SCORING:

-  : 1 each, +1 if at the map border
-  : 1 each, +2 for each adjacent pair
-  : 1 each, +2 each when adjacent to 
-  : 2 each for the longest uninterrupted stream
-  : 1 each, +2 each when not adjacent to 
-  : 1 each, +2 each when adjacent to a Building
-  : 5 each, +2 for each adjacent  / 
-  : 5 for each square between it and the map edge (limit 1)
-  : 10 for each ring surrounding it with no Buildings or:  /  /  / 
-  : 1/3/5/8/12/17 for each unique adjacent terrain or Building

1: Use 1 die to create terrain:

1	2	3	4	5	6
1	2	3	4	5	6

Scratch off the terrain when you add it to your map.

3: Use 1 die to scratch off energy:

Collect this when you fill in the row:

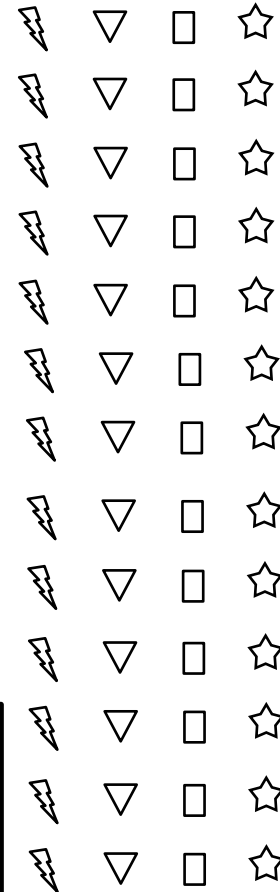
	Any 1 Terrain
	Any 1 Building
	Any 1 Terrain

2: Use 1 die to collect talismans:

1	2	3	4	5	6
+5 pts	+5 pts	+5 pts	+5 pts	+5 pts	+5 pts
1	2	3	4	5	6

Scratch off the talisman(s) when you collect them.

Circle a talisman when you collect it, and scratch it out when you use it.



Scratch off talismans you've collected to do the following:

2 matching talismans: Ignore this round's energy expense.

3 different talismans: Ignore the die used for terrain, and place the terrain of your choice.

3 matching talismans: add a structure to any open space:

3x = Create a pool:

3x = Create a lookout tower:

3x = Create an observatory:

3x = Create an energy vortex: