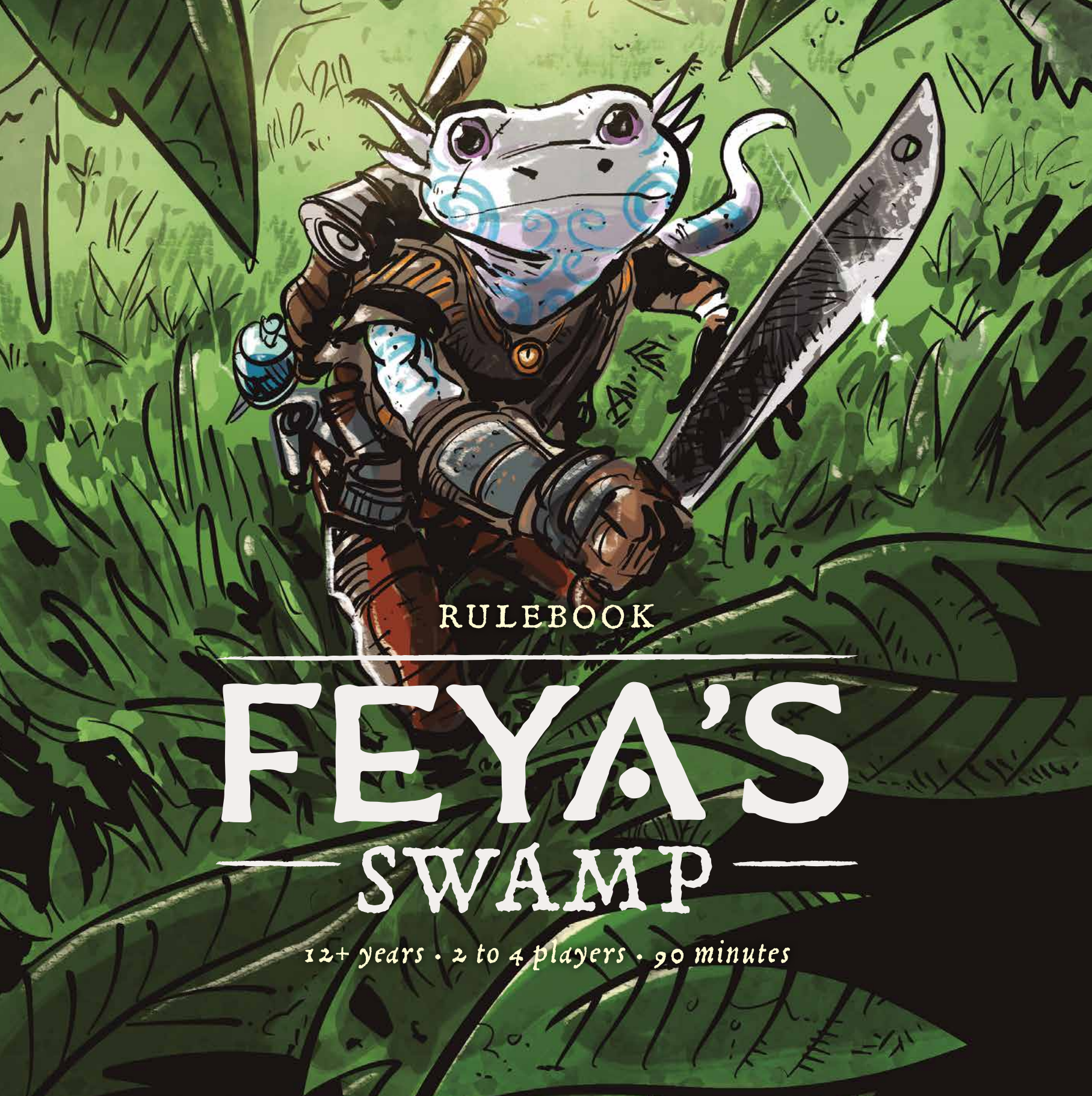


RULEBOOK

FEYA'S SWAMP

12+ years · 2 to 4 players · 90 minutes



It has been three years since the expedition came back from the west with news of the discovery of Feya's Swamp, our new home.

We established our first settlements, and peace has held between the four clans. Overflowing with life and mana, the swamp offers us a promising future, and the ancient temples surrounding it invite us to explore beyond what is known to find the treasures of our ancestors.

We live in a time of great opportunity, when each clan can write its own destiny and develop to the utmost of its potential. The guide of the four clans have done excellent work guiding our growth, in harmony with the rest of the clans, and soon we will be able to overcome the dark times that marked the past.

While continuing these times of peace, we do want our clan to be the best and to develop our new home as much as possible. After all, nobody can take away our pride...

THE GOAL OF THE GAME

In Feya's Swamp, you will play as a clan of swamp dwellers striving to be the most prosperous group. To do this, you must adapt well to the environment, find the best places to fish and to settle, as well as partners with whom to trade. You must also undertake adventures in the abandoned temples around the swamp, where powerful deities are waiting to be awakened. Get ready to explore this magical swamp and to organize majestic celebrations to pay tribute to the gods.

Try to achieve the most victory points over the 4 rounds that the game lasts, since whoever gets the most points at the end of the game will be the winner.

Game design
Helge Ostertag and Anselm Ostertag

Illustration
Mihajlo Dimitrievski

Editing and Development
José Manuel Álvarez and Jorge Larraín

Graphic Design
Laura Mena

Rules Writer
José Manuel Álvarez

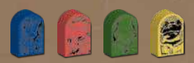
Rules Revision
Jorge Larrain, Simón Weinstein and Andrew Campbell

Rules Translation
Andrew Campbell

COMPONENTS


1 Double sided Swamp Board


4 Double sided Clan Boards


4 Turn Order pieces
(1 for each clan)


12 Objective pieces
(3 for each clan)


1 Rounds Board


21 Worker pieces
(5 from 3 clans and 6 from 1 clan)


80 Settlement tiles (20 for each clan)


12 Boat pieces
(3 for each clan)


1 Island
totem


1 Blocking
piece


8 Neutral
Worker pieces
(White Axolotls)


5 Special Salamander
Clan tiles


10 Spirit tiles


80 Fish pieces


4 Sailing pieces
(1 for each clan)


4 Score markers
(1 for each clan)



4 100/200 VP tiles
(1 for each clan)


40 Mana Gems



52 Gold pieces
(20 worth 1, 16 worth 5, 10
worth 10, and 6 worth 20)


20 Temple tiles


20 Round Bonus
tiles


10 Guide cards


8 Race cards


6 Score cards


6 Fish cards


4 Reference
Cards



1 Rulebook

GAME SET UP

Common Area

A Place the Swamp board in the center of the table. Use the side appropriate to the number of people playing.

B Mix up the Spirit tiles and randomly select 2 of them. Place them in the space matching the number on the back side on the Swamp board. If a tile that cannot be placed is selected, ignore it and choose a new tile instead.

C Place the Rounds board near the Swamp board.

D Shuffle the 6 Fish cards and place them randomly deal them face down to the Rounds board placing them in the spaces for this purpose. Put the rest of the cards back in the box, as they will not be used anymore in this game.

E Shuffle the 6 Score cards, and place 2 of them face up on the Rounds board in the spaces for this purpose. Put the rest of the cards back in the box, as they will not be used anymore in this game.

F Split up the Bonus tiles by round and them mix them separately. Then place as many tiles as there are players face up on the Rounds board for each of the 4 rounds in the spaces for this purpose. Put the rest of the tiles back in the box, as they will not be used anymore in this game.

G Place a Spirit tile in each round space on the Rounds board.

H Shuffle the 8 Race cards and lie 3 cards face up onto the table next to the Rounds board. Put the rest of the cards back in the box, as they will not be used anymore in this game.

I Place the Temple tiles needed for the number of players in the corresponding Temple areas on the Swamp board. Stack the tiles for each temple so that the tile that grants the most VP is at the top and the successive tiles proceed in decreasing order of VP.

J Shuffle the 10 Guide cards and place 7 of them face up on the table near the Swamp board. Put the rest of the cards back in the box, as they will not be used anymore in this game. If the ***Leader*** card appears among those placed, then put the Blocking piece next to it. Otherwise, put it back in the box as well.



K Place the Neutral worker (Axolotl) pieces, the Island totem, and the remaining Spirit tiles in the corresponding spaces on the Swamp board.

L Create a common reserve of pieces near the Swamp board with the Fish pieces, Gold pieces, and Mana Gems. These resources are considered as unlimited, and you can replace them with any piece to stand in for them if needed.



GAME SET UP

Personal Area

A Choose a Clan board from among the 4 available (Crocodiles (blue), Turtles (green), Frogs (red), and Salamanders (yellow)) and place it in front of you. For the first few games, we recommend using the normal side of the board, which is the same for each of the clans. Once you are ready for more advanced games, you can use the asymmetric side of the board, bearing the symbol of the lotus leave (), which works slightly differently for each clan (see page 16). There is no need for everyone in your game's group to play the same side (Normal or Advanced) on the personal board.

B Take the Settlement tiles matching your board's color and place them in the 20 available spaces of your Clan board.

C Take the workers belonging to your Clan. Leave 3 of them in your personal reserve, which will be available as of the start of the game. The other 2 are placed on top of the 2 Settlement tiles that are beside the spaces that grants 1 new Worker to your Clan board when they are constructed.

**For the Crocodile Clan, the sixth worker can only be put on the advanced side of the board () Put it back in the box if you are playing using the normal side.*

D Take your Clan's Boat pieces and place them on the 3 Settlement tiles that are beside the space that grants 1 new Boat to your Clan board when constructed.

E Take your Clan's Sailing piece and put it on the Sailing track of your Clan board.

F Put your Clan's Turn Order piece on the Rounds board.

G Take your Clan's 3 Objective pieces and put them in your personal reserve.

H Put your Clan's Score marker on the 0 VP space of the Swamp board.

I Your reserve is granted 20 Gold, 1 Mana Gem, 3 Fish pieces, and 1 Reference Card.



GAME SET UP

Starting positions

Before starting the game, it is important to carry out the following set up steps to define your starting guide, the turn order of the first round, and your starting positions on the Swamp board.

I. Choosing the Starting Guide

Starting with the last person who played in the mud, and going clockwise around the table, each player must choose and take 1 of the 7 Guide cards that are face up next to the Swamp board and put it in their reserve. This will be the guide that that player will play in the first round of the game. Then, put a Fish piece on top of the cards that were not selected by any player.

LAYOUT OF THE GUIDE CARD



Initiative
this defines the turn order in the round

Sailing Range
this defines the base value of the number of spaces that you can move with one of your boats during the round

Settlement Value
this defines the construction cost for each of the Settlement tiles during the round

Special Ability
this is the special ability that your clan will have during the round (see the Guide Cards Appendix on page 15)

II. Define the turn order

Each player must put their Turn Order piece in the Round 1 sector of the Rounds board. Whoever chooses the guide with the lowest initiative value will be the first person to play this round, and their marker will go first. Whoever chooses the guide with the second lowest initiative will go second, and so on and so forth.

III. Starting settlements

In accordance with the turn order that is shown on the Rounds board, all the players take turns placing one of their 3 Starting settlement tiles from their Clan board (those bordered in a darker color) on the Swamp board, until each player has placed all of their starting tiles.



To do so, players must follow these placement rules:

1. They may be placed in any water space that is adjacent to a Spirit space (including the printed spaces and tiles).

2. You cannot place a Starting settlement tile on an island where you already have a presence. Your 3 Starting settlement tiles must be placed on 3 different islands.

3. You cannot place a Settlement tile if it causes two separate islands to join into a single island.

4. If the tile you are placing comes with a Boat piece, you must place the Boat on top of the tile on the Swamp board. This will be the starting position of the Boat when you begin the game.

There is not any problem if another player places a Starting settlement on the same island, or adjacent to the same Spirit space.

Example: *In this 3-player game, this is how the Starting settlement tiles have been placed.*



In 2-player games, each player must alternate placing settlement tiles in an unused color following the turn order and the rules from above. These neutral settlements are to be used with the TRADE action (page 8) and CELEBRATE action (page 10).

HOW TO PLAY

Feya's Swamp is a good place to settle and invites us to develop our clan freely. However, each clan has its own inclinations and taking advantage of these could allow our clan to stand out from the rest.

The guides offer us their experience and support in this growth and choosing who to listen to at all times will be key to achieving victory.

A game of Swamp of Feya is played over 4 Rounds, and each round has 3 Phases:

I. INCOME PHASE
II. TURNS PHASE
III. MAINTENANCE PHASE

You can achieve victory points during that game that you will keep track of on the score track around the Swamp board. Additionally, once all 4 rounds have been concluded, there is a final score count of the victory points.

I. INCOME PHASE

At the start of every round, each player will receive the resources and skills matching the income shown on their Clan board and, in some cases, on their Guide card. These indications are marked with the Sun icon.

In order to receive the income from the Clan board, a Settlement tile must have been built over the entrance in a prior round. At the start of the first round, you only receive 1 Mana Gem from the Starting settlement that was built.

This phase can be carried out simultaneously by each player on their own.

Example: *the Salamander clan has the following spaces on their board unlocked, so it gets 2 Mana Gems in the income phase. It also receives 8 Gold since it has the Merchant guide.*



II. TURNS PHASES

In the turn order on the Rounds board, each player will carry out their turn by choosing one of the following actions:

A) Boat Action, place a worker
B) Ground Action, place a worker
C) Pass

In addition to the action, at any time during your turn you may perform the permitted exchanges:

a) Exchange 2 Mana Gems for 1 Neutral Worker (Axolotl) (if there are any available).
b) Exchange 1 Worker (any) for 1 Mana Gem.

Before finishing your turn, check whether you have achieved one of the Race Objectives (see Race Cards on page 14) lying next to the Rounds board. If so, place one of your Objective pieces on the card in the available space with the highest value, and immediately mark those Victory Points on the track around the Swamp board.

A) Boat Actions



To perform these actions, you must place one of your available workers (either from your clan or a neutral worker) in an available Boat Action space. These are indicated with this symbol:

You may never place a worker in a space that is already occupied by another worker.

Some spaces can grant resources or extra Victory Points to whoever occupies them. Sometimes, you must spend Mana Gems in order to be able to occupy certain spaces.

All of the Boat Actions involve your Boat pieces. When placing a worker in one of these spaces, you will be able to perform the corresponding action with each available boat you have on the Swamp board at this moment.

Each Boat piece can move up to the number of spaces indicated on the Sailing Range of your Guide card, plus the bonus that you have on your Sailing track on your Clan board and any other bonuses. After movement, the boat must perform the corresponding action where it completed its movement. **You cannot move a Boat piece if the corresponding action is not performed. This means that, in order to move a Boat piece, it is obligatory that you also carry out the action selected with the worker.**



Boat pieces can only move through water spaces, and can never end their movement on top of another Boat piece. However, it is allowed for boats to move through water spaces that are occupied by other Boats.

You can see the boat actions in the next page.

FISH

Depending on your movement capacity, you can move each of your available boats onto a space that has a fish of the season. These fish are those that are shown on the Fish tile of the current round on the Rounds board



Then, for each boat that performed the action, take as many Fish pieces from the common reserve as the fish capacity allows and put them in your personal reserve.

Your fish capacity is represented by this icon , which you can find you your Clan board or on the Fisherman Guide Card. Each available icon you have corresponds to the granting of 1 Fish piece per each Boat that performs the action. You can also increase this capacity for one turn by spending the corresponding Bonus tile (page 14).

Remember, you cannot move a Boat unless that boat performs the Fish Action.

Example: *In this round, only purple fish can be caught (A). The Salamander clan has 2 Boats on the Swamp and a sailing range of 5 (Guide + Sailing Track) (B). It fishing capacity is 2 – one for having unlocked the capacity on their board, and another for using the Fisherman guide (C). The first boat (D) only moves 4 spaces onto a Purple fish, which gets the clan 2 Fish pieces. The second boat (E), is unable to reach a space with a purple fish, so it cannot move since it would not be able to execute the action.*



TRADE

Depending on your movement capacity, you can move each of your available boats to a free space next to at least one Settlement tile. It is allowed to finish your boat's movement in a free space that is adjacent to more than one Settlement tile.

Then you can place Fish pieces from your personal reserve on any Settlement tile that is adjacent to the Boat piece as per the following rules:

1. The Fish pieces are placed on the corresponding Settlement tile, and they can be placed on an empty tile or on top of another Fish piece that is already on that tile.

2. Each Settlement tile can hold up to a maximum of 3 stacked Fish.

3. If it is a Settlement tile that belongs to a clan other than your own, each Fish piece you place will grant you Gold from the common reserve in accordance with its position on the Tile. If it is the first Fish piece on the pile, it will give you 4 Gold, if it is the second Fish piece it will give you 3 Gold, and if it is the third Fish piece it will give you 2 Gold.

If the Settlement is in your color, placing the Fish pieces will not give you any Gold, but they will become Victory Points later on (see Celebrate Action on page 10).

4. If the Settlement tile is part of an island that contains the Island Totem, each Fish piece that you place on the tile of a Clan other than your own will grant you one extra Gold.

Remember, you cannot move a Boat unless that boat performs the Trade Action.

Example: *The Frog clan has 2 Boats on the Swamp and a Sailing range of 4 (Guide + Sailing Track). The first boat (A) moves 3 spaces and sells 2 fish at the first settlement (B), placing the first Fish piece on the settlement tile and the second stacked atop the first, which gives the Frog clan 7 Gold; and 2 fish on the second settlement (C) which does not give them any Gold because it belongs to the Frog clan. The second boat (D) sells one fish, which is the second in the stack, and therefore gives the clan 3 Gold.*



BUILD SETTLEMENT

Depending on your movement capacity, you can move each of your available boats to a free space that is adjacent to an island and to a space where a Settlement can be constructed adjacent to this island. These spaces are the ones adjacent to an Island (Settlement tile or Spirit tile).

Each boat can build just one Settlement tile in that free adjacent space, so long as building it will not join 2 or more islands (A) or completely block access to a Boat (B) (C) or a Temple space (D).



Note: a boat is not considered blocked if it can move through a Temple space to reach the rest of the island.

In order to build a settlement, you must pay the following for each Settlement tile:

1. 3 Gold for each Spirit space or tile present on the island in question.

2. As much Gold as is indicated by your Guide card's Settlement Value.

Then, in the space chosen, you have to place the first Settlement tile available in any of the 4 Tracks on your Clan board. If there is a bonus on the space of the tile you just constructed, this is given to you immediately (see page 16). If the tile comes with a Boat piece, the Boat piece is immediately placed on top of the tile you just built. You can use this new boat from your next turn.

Remember, you cannot move a Boat unless that boat performs the Build Settlement Action.

Note: some Fishing spaces can also disappear from the game board when a Settlement tile is built on top of them.

Example: *The Frog clan has 3 Boats on the Swamp and a Sailing range of 6 (Guide + Sailing Track) (A). The first boat (B) moves 3 spaces to a space adjacent to the central island and builds a new settlement on it, taking the first tile of their top left track (C), and placing it in the island (D). Since the Central Island contains 2 Spirit spaces, and its Guide (Monk) Construction value is 4, it costs 10 Gold to build there. Since there is no more Gold, the rest of the boats do not move or build.*





SAIL

Depending on your movement capacity, you can move each of your available boats to a free space in the swamp. This is the only way to move boats without being forced to perform another action too.

Note: on the 3-4 player map, you add 2 additional spaces of movement for each of your boats.

Also, with this action, when you reach the spaces in which the Temple tiles are located, at the edges of the swamp, you can also visit a temple. When you visit a temple, your movement ends immediately, and you take the Temple tile that is at the top part and receive the reward on it at that moment.

You can only take one of each type of Temple tile during the game.

The water spaces with temples and diferent shapes are diferent to the normal water spaces. Their access never can be blocked entirely by placing settlement and spirit tiles, and can be more than one boat in the spaces at the end of a turn.

Example: *The Salamander clan has 3 Boats on the Swamp and a Sailing range of 4 (Guide + Sailing Track). When this action is chosen, the player adds 2 extra movements to each boat, as it is a 3 players game. The first boat (A) moves 5 spaces to the right. The second boat (B) moves 3 spaces towards the and collects the top temple tile (C) that grants 5 Victory Points. The third boat (D) moves 4 spaces to a space with a yellow fish.*



B) *Ground Actions*



To perform these actions, you must first position one of your available (either from your clan or a neutral) workers in an available Ground Action space. These spaces are indicated with this symbol:

You may never place a worker in a space that is already occupied by another worker.

Some spaces can grant resources or extra Victory Points to whoever occupies them. Sometimes, you must spend Mana Gems in order to be able to occupy certain spaces.

The different Ground Actions are:



IMPROVE SAILING

Move your Sailing piece on your Sailing track of your Clan board one space to the right and you immediately get the Victory Points for this move.

From that point on, you can always add this new Sailing value to your Sailing Range provided by your Guide card.

Example: *The Salamander clan chooses this action and moves its piece on the Sailing track forward one space. Now the clan has a base sailing range of +3 and immediately gets 4 Victory Points.*





CELEBRATE

Choose an island with fish pieces on the Swamp board on which to throw a festival for the gods. For each settlement tile that is on the island with Fish pieces on top of it, regardless of the settlement's colors, you immediately receive 1 Victory Point. Also, if you held a celebration on the Island that contains the Island Totem, you get 3 extra Victory Points.

Then, each player, including the player whose turn it is, gets 1 Victory Point for each fish they have on Settlement tiles in their own color. Finally, put all the Fish pieces on the island back into the common reserve.

Example: *The Frog clan decides to hold a Festival on this island. Since there are 5 Settlement tiles that have fish, the clan gets 5 Victory Points. Then, remove all the fish from these tiles.*



4 fish were taken from the blue tiles, so the Crocodile clan get 4 VP. 5 fish were taken from yellow tiles, so the Salamander clan gets 5 VP. Then 2 fish were taken from the red tiles, so the Frog clan gets 2 VP.





ADD SPIRIT WORSHIP

Take a Spirit tile from the common reserve and add it to an empty space on the Swamp board according to the placement rules below:

1. It must be adjacent to a Settlement tile or a Spirit tile.

2. You cannot place it on an island that already has the Island Totem on it.

3. You cannot join 2 or more islands by placing the tile.

4. You cannot completely block the access to a boat.

Then move the Island Totem to the Spirit tile that was just placed.

Note: some Fishing spaces can also disappear from the game board when a Spirit tile is built on top of them.

Example: *The Frog clan decides to add Spirit Worship to this Island. It takes the Spirit tile from the action space and puts it on a valid space on the island* (A)*. Then, the Totem is taken from the other island it is on and placed on the island where the new Spirit tile was placed* (B)*.*



C) *Pass*

You can choose to pass. This might be because you do not have any more workers to use, or for another reason of your choosing. If you choose this action, you cannot play for the rest of that round.

In order to pass, follow these steps:

1. Take one of the Round Bonus tiles from the corresponding round that are available on the Round board (see the effects of these tiles on page 14).



2. If your Guide card has a bonus for Passing, collect this reward.

3. Put your Guide back to those that are on the table next to the Swamp board

4. Take a new Guide card (different from the one you just put back) for the next round. If it has Fish pieces on it, then you take those as well.

5. Turn over the new Guide card in front of you as a reminder that you cannot play anymore in that round.

Only in case that you are the last person in this round to pass go on to this final step:

6. Take the Spirit tile for the round in play from the Round board and put it on the Swamp board following the rules from the ADD SPIRIT WORSHIP action.

Note: the last person can play several turns alone during a round so long as they have workers available and all the other players have passed.

III. MAINTENANCE PHASE

Once all the players have opted to pass, the following steps of the Maintenance Phase must be carried out in order to start the next round. **This phase is skipped after Round 4, and instead the game goes straight to the End of the Game.**

1. Each player collects their workers from the Swamp board.

2. Place the Neutral Workers that were on the Swamp board in the common reserve.

3. Turn over the Fish card for the current round. This will help indicate that the round has been concluded.

4. Place a Fish piece on each unselected Guide card.

5. Each player shows their new Guide card, and then, based on these new cards, the turn order for the new round is defined. Put the pieces in the turn order on the Round board based on the initiatives shown on the new Guide cards.

After carrying out each of these steps, play the new round, starting again with the Income Phase, then the Turn Phase, and finally the Maintenance Phase.

END OF THE GAME

Now our people have a new home, and the Swamp Age has begun. The guides of our grandchildren's grandchildren will tell us how the four clans built our home here, working together and finding their place in harmony with the spirits of Feya. Now that the settlements are built, which clan will be most present in the songs of our descendants?

Once the Turn Phase of the fourth round is concluded, the game moves onto the final score, in which the victory points earned throughout the game are added up:



1. The Victory Points for each of the Islands on the Swamp board are counted. To do so, on each island, each player counts how many Settlement tiles they have on the island in question and multiplies that sum by the number of Spirit spaces that are on the same island.

Example: *On this island, the Crocodile clan has built 4 settlements. Since this island has 2 Spirit spaces on it, the Crocodile clan player receives 8 Victory Points.*





2. Each player adds up how many Victory Points they get from the 2 Score cards on the Round board (see Score cards on page 13).



3. Each player gets 1 Victory Point for every Fish piece that is still on their Settlement tiles on the Swamp board.



4. Each player gets 1 Victory Point for every Mana Gem that they have in their personal reserve.



5. Each player gets 1 Victory Point for every 10 Gold they have in their personal reserve.

Whoever has the most victory points is the winner. If there is a tie, the tied players share the victory.

Congratulations! You were the clan who best settled the Feya's Swamp. Songs will be sung and stories told of your achievements for many generations to come.



SCORING CARDS



Players get as many Victory Points as the square (x2) of the number of Settlements of their color that is in the clan's largest group on the Swamp.

Example: *on this island, the Salamander clan has 4 settlements in their color that are connected* (A) *so they get 16 (4x4) Victory Points.*





Players get 3 Victory Points for each Island on which their clan as the most Settlements (including where they are tied for first).

Example: *the Crocodile clan has 2 islands where their color predominates* (A)*, and another where they tie another clan* (B)*, so they get 9 Victory Points.*





Players get 4 Victory Points for each of their Settlements on the largest Island(s).

Example: *the Frog clan has 2 settlements in the largest island in the Swamp* (A)*, so it gets 8 Victory Points.*





Players get 5 Victory Points for each of their Settlements that is next to a Temple space.

Example: *the Crocodile clan has 3 settlements next to Temple spaces* (A)*, so it gets 15 Victory Points.*





Players get 5 Victory Points for each Island on which they have exactly 1 Settlement (and no more)

Example: *the Salamander clan has two islands on which is has just 1 settlement* (A)*, so it gets 10 Victory Points.*





Players get 4 Victory Points for each of their Settlements on the smallest Island(s).

Example: *in the final board there are 3 islands of 3 spaces* (A)*, that are the smallest of the swamp. The Frog clan has 1 settlement in 2 of them* (B)*, so it gets 8 Victory Points.*



ROUND BONUS TILES

These tiles are achieved when you Pass in each Round (page 11) and can be used only one time in any round after the one you received them. You may use more than one of these tiles in a single turn.

ROUND I

You can spend these tiles on an action during the Turn Phase. They can be used in Rounds 2, 3, or 4.

- Add 3 to your sailing range for one turn.
- Add 2 to your sailing range for one turn.
- Add 1 to your Fishing capacity for each Boat for one turn.
- Pay 3 coins less to build each Settlement tile for one turn.
- Pay 2 coins less to build each Settlement tile for one turn.

ROUND II

These tiles allow you to play a turn performing a special action without having to place the corresponding worker instead. They can be used in Rounds 3 and 4.

- BUILD Action
- FISH Action
- TRADE Action
- CELEBRATE Action
- IMPROVE SAILING Action

ROUND III

You can use these tiles at any time during your turn to make the exchange in question. They can be used in Round 4.

- 1 Mana Gem for 1 Neutral Worker
- 4 Gold for 1 Neutral Worker
- 6 Gold For 2 Mana Gems
- 2 Mana Gems for 4 Fish pieces
- 3 Mana Gems for 16 Gold

ROUND IV

When you acquire these tiles they give you the stated amount of Victory Points.

2 4 6 8 10

RACE CARDS



Have at least 1 Settlement tile on each island.



Have at least 5 Settlement tiles on one island.



Have at least 2 Settlement tiles on 5 islands.



Reach the +4 space on your Sailing Track.



Have at least 3 Settlement tiles on 3 islands.



Unlock 2 Workers on your Clan board.



Fish at least 7 fish in one turn during the FISH action.



Obtain at least 30 Gold in one turn during the TRADE action.

GUIDE CARDS



LEADER

Initiative: 1 / Settlement Value: 7 / Sailing Range: 5

Skill: during the Income Phase, you can place the blocking piece on top of one specific action space on the Swamp board, which is then reserved solely for you during the Turn Phase of that Round.



SAILOR

Initiative: 2 / Settlement Value: 6 / Sailing Range: 5

Skill: during the Income Phase, move your marker 1 space forward on the Sailing Track of your Clan board, and immediately receive the Victory Points corresponding to the move.



FISHERMAN

Initiative: 3 / Settlement Value: 5 / Sailing Range: 4

Skill: increase the Fishing capacity of each Boat piece you have during the FISH Action (page 8) in the Turn Phase.



MONK

Initiative: 4 / Settlement Value: 4 / Sailing Range: 4

Skill: during the Income Phase, you receive 2 extra Mana Gems.



STORYTELLER

Initiative: 5 / Settlement Value: 3 / Sailing Range: 3

Skill: when you Pass, you immediately get 3 Victory Points for each Temple tile you have.



BUILDER

Initiative: 6 / Settlement Value: 3 / Sailing Range: 3

Skill: you are granted an action space exclusively for you to perform the BUILD SETTLEMENT Action (page 9) during the Turn Phase.



WARRIOR

Initiative: 7 / Settlement Value: 3 / Sailing Range: 2

Skill: during the Income Phase, you receive 2 Neutral Worker pieces from the common reserve.



MERCHANT

Initiative: 8 / Settlement Value: 2 / Sailing Range: 2

Skill: during the Income Phase, you get 8 Gold from the common reserve.



ARTIST

Initiative: 9 / Settlement Value: 2 / Sailing Range: 1

Skill: when you Pass, you immediately get 3 Victory Points, and then you perform a CELEBRATE Action (page 10).



WISEMAN

Initiative: 10 / Settlement Value: 1 / Sailing Range: 1

Skill: when you Pass, you immediately get 3 Victory Points for each Island where you have the most (including tied for first place) Settlement tiles.

Details of
THE ADVANCED CLAN BOARD

CRODODILE CLAN
Includes an extra worker piece that can be unlocked.



TURTLE CLAN
Unlocks up to 2 extra Mana Gem income, and it has fewer spaces without benefits.



FROG CLAN
Unlocks the entrance on the Sailing Track and improves Fishing capacity before any other clan, but it has more spaces without benefits than any of the other clans.



SALAMANDER CLAN
Includes 5 Special Salamander tiles that allow you to adapt to the development of the game better. When a space with this symbol [?], is unlocked, it adds one of the tiles in that space so that you can get the benefit.



APPENDIX

Symbology on the Clan boards:


Increase the fishing capacity of all your boats.


Immediately get 3 Victory Points and perform the CELEBRATE action (page X).


Receive 3 Victory Points in the Income Phase.


Immediately place a new Boat piece on the Settlement tile that was just built. You can use it starting in the next turn.


Receive X Gold in the Income Phase.


Receive 1 Mana Gem in the Income Phase.


Receive 1 new Worker piece. You can use it starting in the next turn.


Immediately get one move forward on the Sailing Track and the corresponding VP as well.


Move forward one space on your Sailing Track and obtain the corresponding VP as well in the Income Phase.

Symbology in Temple Tiles and Action Spaces:


Get X Victory Points


Get X Mana Gem


Get X Fish piece


Pay X Mana Gem.


Get +2 Movement for each Boat for this turn.