

# SMALLWORLD™

## A. First turn

### 1. Pick a race and special power combo

- Select a combo and pay 1 victory coin on each combo above yours.
- Take your combo along with any victory coins left on it by other players.
- Take a number of matching race tokens equal to the sum of the numbers on your race banner and special power badge.

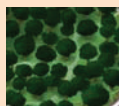
### 2. Conquer some regions

- **First conquest:** Unless you are playing Halflings, the first region you conquer must be on the edge of the map or one of its two seas.
- **All conquests:** Region must (usually) be adjacent to one of yours. You need: 2 race tokens plus 1 for each enemy race token, lost tribe token, encampment, fortress, mountain or troll's lair in the region. If an opponent is present in the region, he loses 1 token and with draws all other back into his hand until that turn ends.
- **Final conquest:** During your final conquest attempt for your turn, you may roll the reinforcement die once after selecting your region. Each pip counts as an additional token.  
**1 token minimum:** Regardless of your race, special power or die roll, you must always use at least 1 race token when conquering a region.
- **Troop redeployment:** At turn's end, freely redeploy your troops for defence, leaving at least 1 in each region. Opponents may redeploy troops withdrawn from regions conquered into others still under their control.

### 3. Score victory points

- Receive 1 victory coin for each region your (active or in decline) race tokens occupy.
- Collect victory coins resulting from your race and/or special power benefits (active race only, usually).

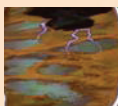
#### Types of terrain



Forests



Hills



Marshes



Farmlands



Mountains



Sea & lakes

## B. Follow-on turns

### Expand through new conquests

- **Ready your troops:** Leaving 1 race token in each region, take the others back in hand. If you wish, you may abandon some (all) regions during this phase, but you will lose the victory coins associated with them (and possibly become subject to the first conquest rule).
- **Conquer:** Conquer new (usually adjacent) regions, per the conquest rules (A.2 then A.3 across).

### OR

### Go into decline

- Flip your race banner so that its in decline side becomes visible and discard your special power badge.
- Flip 1 race token in each region onto its in decline side, and discard all the others.
- If you already have an in decline race on the board, discard its tokens and place its race banner back at the bottom of the race banners' stack
- Score your turn (as A.3 across)
- Next turn play as if it was your first turn (A.1 across)

## Map features



Lost tribe



Troll lair



Fortress



Encampment



Mountain



Hero



Hole-in-the-ground



Dragon



Cavern



Magic source



Mine

## Small World races



**Amazons:** During your conquests you may use 4 additional Amazons.



**Dwarves:** Collect 1 bonus coin for each mine you occupy at turn's end, even when in decline.



**Wizards:** Collect 1 bonus coin for each magic source you occupy at turn's end.



**Skeletons:** During troop redeployment, take 1 new skeleton token from the tray for every 2 non-empty regions you conquered and deploy it.



**Halfings:** Your first conquest may be anywhere. Also play a hole-in-the-ground in the first 2 regions you conquer to make them immune to opponents' conquests and racial and special powers.



**Ghoul:** Your ghouls all stay on the map when going into decline and are played as an active race.



**Elves:** When conquered, you suffer no loss; withdraw all your tokens from the region.



**Ratmen:** No race benefit other than their sheer number!



**Giants:** Conquer any region adjacent to a mountain region you occupy at 1 less giant token than usual. A min of 1 giant token is still required.



**Sorcerers:** Once per opponent per turn, substitute a single opponent token with a new sorcerer token from the tray, to conquer an adjacent 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.



**Trolls:** Place a troll's lair in each region you occupy to increase its defence by 1. Troll's lairs stay when trolls go into decline.



**Tritons:** Conquer all coastal regions bordering a sea or lake at 1 less triton token than usual. A min of 1 triton token is still required.

## Special powers



**Alchemist:** Collect 2 bonus coins every turn your tokens are on the map.



**Berserk:** You may use the reinforcement die before each conquest.



**Bivouacking:** Deploy 5 encampments in your region(s). Each encampment increases that region's defence by 1.



**Commando:** Conquer any adjacent region using 1 less token than usual. A minimum of 1 token is still required.



**Diplomat:** At the end of each turn, select 1 opponent whose active race you did not attack this turn. He won't be able to attack you next turn.



**Dragon Master:** Use the dragon to conquer a region using a single token.



**Flying:** You may conquer any region, not just an adjacent one.



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



**Fortified:** Once per turn, place a fortress in a region to increase its defence by 1 (even when in decline) and collect 1 bonus coin (only when active).



**Heroic:** Place your 2 heroes in regions you occupy, to make these immune to opponents' conquests and racial and special powers.



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



**Merchant:** Collect 1 bonus coin for any region you occupy at turn's end.



**Mounted:** Conquer any hill or farmyard region at 1 less token than usual. A min of 1 token is still required.



**Pillaging:** 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 retain these even after going into decline.



**Spirit:** When sent into decline, your spirit tokens do not count toward the "only 1 race in decline" limit.



**Stout:** You may go into decline at the end of a regular turn of conquests, after scoring.



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



**Underworld:** Conquer any cavern region with 1 less token than usual. A min of 1 token is still required. All regions with a cavern are considered adjacent.



**Wealthy:** Collect 7 bonus coins, once only, at the end of your first turn on the map.