T E C T O N I C S

A Prehistoric Territory Game

2 – 4 Players · 45–90 Minutes · Ages 12+

IMAGE PLACEHOLDER

<TBD>

Full-page cover art: a volcanic landscape with prehistoric creatures, hexagonal terrain tiles visible, tribal meeples on hilltops. Dramatic lighting with golden sunset tones.

Control the land. Shape the world. Survive the Tectonics shifts.

Introduction

In TECTONICS, 2–4 tribes compete to establish dominance over a shifting prehistoric landscape. The ground beneath your feet is never truly stable — tectonic forces reshape the board, mountains emerge, glaciers spread, and deserts creeps across the land.

You can be only sure of one thing, the only constant is change. Can you adapt quick enough and keep your Tribes happy and thriving?.

Each turn you play cards to move your tribe, harvest resources, build nests to grow in numbers, place terrain tiles, and work toward specific goals that benefit your existence giving hope and happiness to your tribes.. But the pressure is always building — and when the tectonic marker reaches its limit, the world shifts and everything changes.

The tribe with the most Victory Points from completed goal cards when the 3 ERA's are played wins the game and they are forever to be known as our ancestors.

IMAGE LIVE ACTION SHOT
<TBD>



Aerial overview of the TECTONICS game board mid-game: 7 big hexes arranged in a flower pattern, each containing 7 smaller hexagonal tiles in various terrain types. Meeples, nests, dino tokens, and resource cubes visible. Players seated around the board.

Components

IMAGE PLACEHOLDER
<TBD>

Flat lay of all game components spread out neatly: board tiles, cards sorted by type, meeples in 4 colours, dino tokens, cube resources in 4 colours, nest tokens, the pyramid token, and this rulebook.

The Board

The TECTONICS board consists of 7 large hexagonal tiles (Big Hexes or Tectonic plates), each subdivided into 7 smaller hexagonal spaces. The 6 outer Big Hexes surround a central Big Hex. Between them are 6 gap positions where the lightning marker shall be placed.

IMAGE THE BOARD

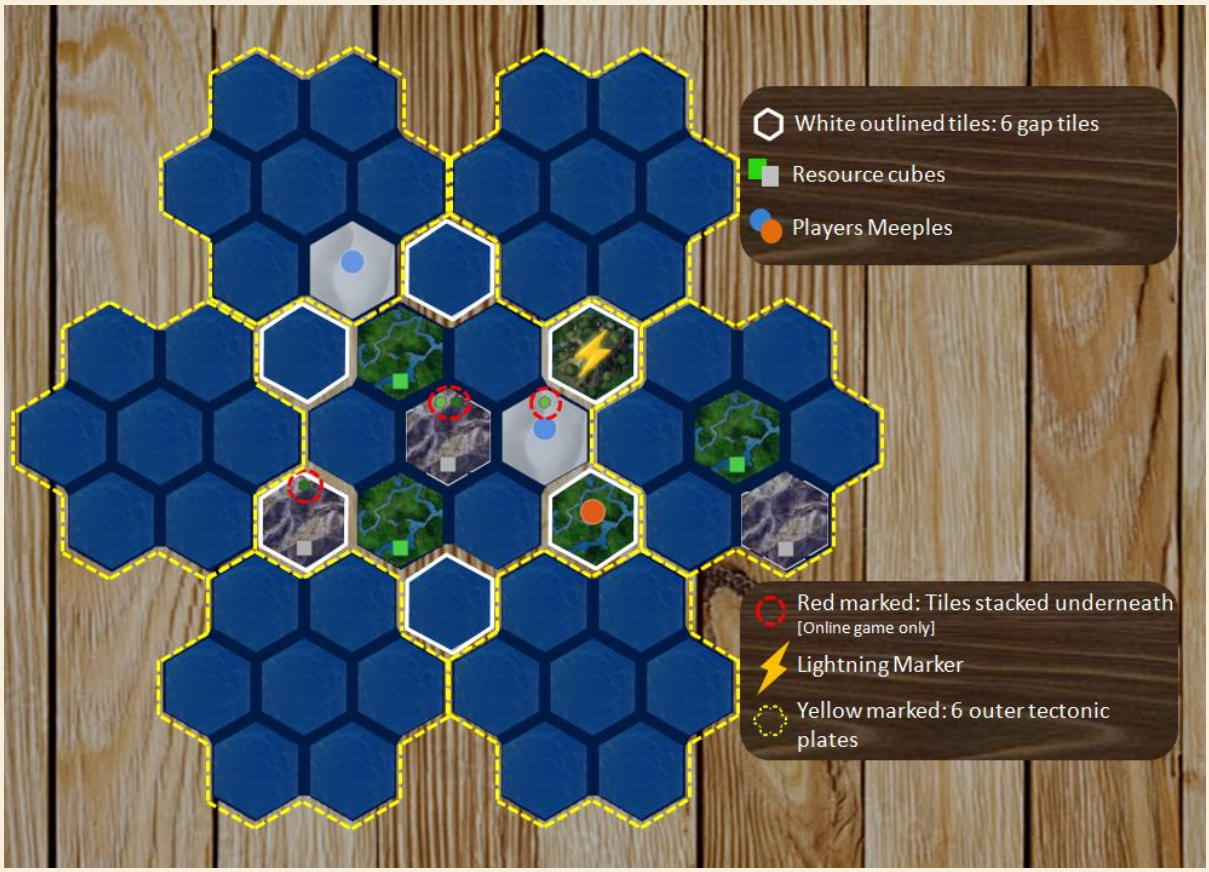
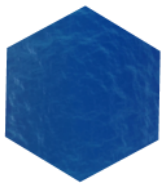
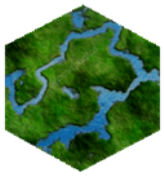
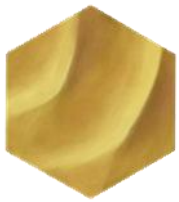


Diagram: the 7 Big Hexes. The 6 gaps are shown with white circles and arrows indicating CW/CCW rotation direction. Or in 2 or 3 small images for tectonic shift, how to do: slightly move out the Big Hex, rotate is 1 space CW/CCW and move it back into position again.

Terrain Tiles

Each space on the board displays one terrain type. Tiles shall be stacked according to specific rules (see Terrain & Stacking). The terrain type of a tile determines how many movement points are needed to enter it and what resources it produces or which possibilities it provides.

Icon	Tile	Level	Move Cost	Notes
	**Water**	—	1	Starting terrain. Meeples can cross but must land on a Land tile before end of card phase
	**Earth (Level 1)**	1	1	Main harvest tile. Holds 1 up to 3 green cubes per tile, depending on its location. Can be stacked on water only.
	**Hill (Level 2)**	2	2	Can hold a nest. Move cost 2 pts. Stacks on earth.
	**Mountain (Level 3)**	3	3	Highest terrain. Holds 1 mountain cube. Stacks on hill, Cost 3 movement points
	**Snow**	—	1	Climate tile. Holds 1 snow cube for the group of connected snow tiles. Cannot be stacked on sand nor adjacently placed to sand.
	**Sand**	—	1	Climate tile. Holds 1 sand cube per sand tile. Cannot be stacked on snow nor adjacently placed to snow

Hand Cards

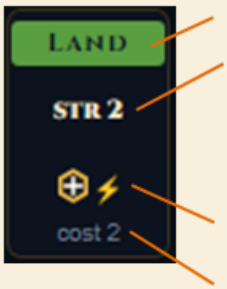
Starter Cards are specifically for each Tribe, to support the Tribes unique power. Each tribe will start with their 6 starter cards. Starter cards can never be discarded.

During the game you have the option to extend your 6 starter cards during the Ruler Buy phase. Allowing to choose (and buy) a card to be added to your personal deck. The cards on the ruler are refilled from the Central Deck, the player's hand cards are refilled from each players personal deck. Played cards are placed back on the players personal discard pile and reshuffled if their personal deck doesn't have enough cards to refill their hand up to 5 cards. A player will start their turn always with 5 cards in hand.

The card deck, used to refill the Ruler is the Central Deck. Cards have a type (Land, Water, Harvest), a strength value (1–3 or +), a symbol/Tribe power and a pressure value (1–5)
Note: Starter cards don't have any pressure value and only 1 or 2 starter cards that show a Tribe symbol.

CARD INFORMATION

Non-Starter Card



Type/Ability. Either Land, Water or Harvest.

Strength: either 1, 2, 3 or +
Land type: Add card strength to your move pool
Harvest: The number of cubes you can maximum collect from the earth tile
Water: Number of water spaces to move where strength `+` is infinite as long as water tiles are connected

Symbol. See explanation in corresponding tables. Can also be empty.

Cost. The number of green cubes you would need to pay for this card.
Note: in the Ruler you only pay the cost of the cheapest card.

Annotated card diagram: front face of a Land card with arrows pointing to each element — Type bar (green), Strength number (below bar), Symbol icon (centre), Cost number (bottom right) Display Starter card (tribe symbol top right and tribe test at the bottom, and possible tribe symbol location)

Starter Card



Tribe Icon

Type/Ability. Either Land, Water or Harvest.

Strength: either 1 or 2
Same as for non-starter cards

Tribe power. See explanation in corresponding tables. Can also be empty.

Tribe name

The Ruler

The Ruler is a display of 6 cards arranged in 2 columns of 3. Cards in the ruler are taken from the Central deck. Each card placed on the ruler (6 in total) cover 2 numbers of the central spine of the Ruler, which is numbered from 1–12. When you buy a card from the Ruler, you always select 2 adjacent cards, you pay the number of green cubes equal to the current ERA, but you only keep 1 and put the other on the Central discard pile. The ruler is refilled from the Central deck and the pressure token on the spine advances by the cost of the card you discarded!.



The Ruler display: 6 cards in 2×3 grid with the pressure spine in the centre showing numbers 1–12. The red flame token (actual current pressure) and gold diamond max-pressure token visible on the spine.

Other Components

- 4 Meeples (one set of Meeples per tribe, each in a unique colour)
  With 4 players, each player only receives 3 Meeples!
- 1 × Nest tokens per tribe (small disc in the Tribe color)
- 1 × Lightning token
- ~~2 × Dinosaur tokens: T-Rex and Brontosaurus (2 of each)~~
- Resource cubes: Food/Energy (green), Sand (yellow), Mountain (grey), Snow (light blue/white)
- x Goal cards & 3 ERA cards
- 1 x climate card (oldest player decides which side up to start the game)
- 1 x D6, starting at value 6 to track the ERA progress
- 6 x water tiles with white outline

Setup

Setting up TECTONICS takes less than 5 minutes. Follow these steps in order:

Assemble the Board

Arrange the 7 Big Hexes (also called Tectonic plates) in a flower formation. Place the central Big Hex in the middle and surround it with the 6 outer Big Hexes.

Fill the Gaps (the 6 hexes between the middle Big Hex and the outer Big Hexes) with the 6 water tiles with white outline, also called White gaps. Place the starting setup as shown on the next image, ensure the middle space is a stack of earth + hill + mountain tiles. See also chapter Terrain & Stacking.

Starting Set-up



Standard starting situation, first basic set-up for all games

Then Shuffle the terrain tiles and place them in a couple of stacks (face-down) on the table next to the board. Place Snow and Sand tiles (face-up) next to them as well.

Finally from the face-down land-tile stacks, the youngest player will take a random tile and start filling the 6 water tiles with white outline (aka white gap tiles) 1 by 1.

Place the Lightning marker and Climate card

The oldest player places the lightning token on any one of the 6 white gap tiles (the spaces between the Big Hexes that you filled with a white outlined small hex tile). The lightning token marks the tectonic fault line.

Then this player places the Ruler (spine) next to the board and the Climate card above the ruler, it's this players choice which side of the Climate card goes up, either the hot/sunny side or the cold/snowy side.

Place Resource Cubes

Place resource cubes on the board according to terrain type:

- Earth tiles on: the central Big Hex receive 1 green cube each; on any of the 6 gap spaces receive 2 green cubes and (but not during this part of the setup) on any of the outer Big Hexes get 3 green cubes each.
- Mountain tiles receive 1 grey cube each
- Sand tiles receive 1 yellow cube each (not applicable during setup)
- Snow tiles receive 1 blue/white cube per connected snow region (not applicable during setup), only if that region is unoccupied! A single isolated Snow tile that is newly placed will get 1 Snow cube.

Snow Regions

All connected snow tiles (touching each other) share a single snow cube.

If a snow tile is isolated, it gets its own cube.

Check adjacency after placing all snow tiles before adding cubes.

Next stage of setup completed



Example of a board start situation, before placing meeples. The tile positioning will always be the same, but the type of tile on each spot can differ, as well as the lightning marker which can be placed on a different (white gap) tile.

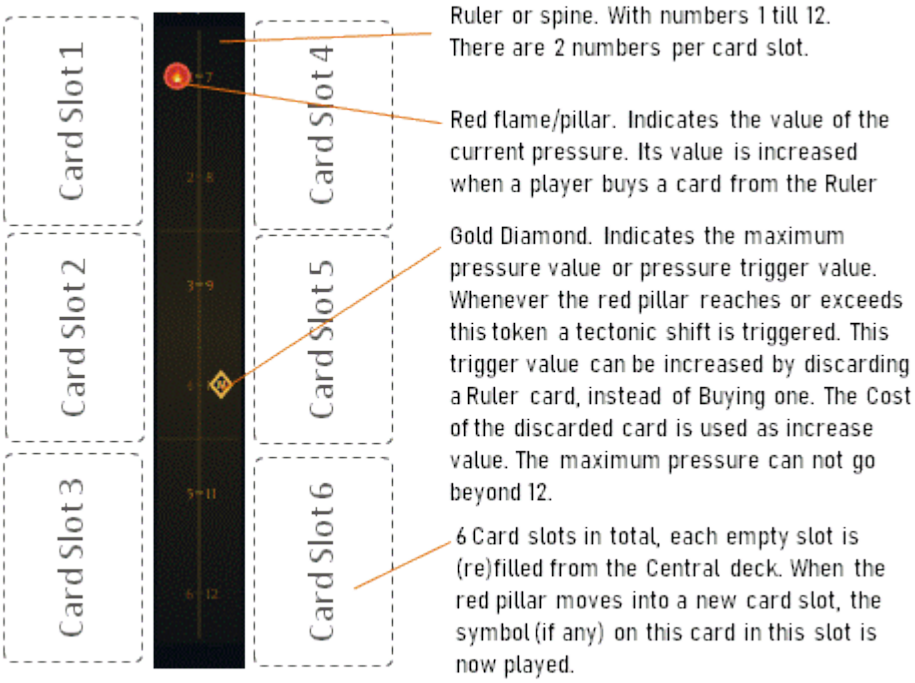
Tribe selection & Starter cards

Each player shall chose their Tribe, see also chapter Tribe powers, oldest player first and then in clock-wise order. Give the starter cards corresponding to the chosen Tribe to each player. Each player shuffles their 6 starter cards and place them face down on the table in front of them. This is your personal card deck and you will have your own personal discard pile for cards you played from your hand.

Each player also receives in their tribe colour, their 4 meeples (or 3 meeples in case of 4 players) and 1 nest token (a small disc in their tribe colour).
Later in this rulebook you can find a section to explain each power for each Tribe.

Prepare the Central Deck and Ruler

Shuffle the full central card deck and place it face down. This deck powers the Ruler, place the 6 Ruler slots with a card face-up from the Central deck. Start with Card slot 1, then slot 2, etc.



Add all cost of the 6 cards, keep dividing it by 2 in case the outcome is >12. Round the number up after each divide. When the outcome of the divide is 12 or lower, place the trigger token (gold diamond) on this number on the Ruler. Place the actual pressure value token (red flame) on the number 1 of this Ruler.

Place the Goal cards

Split the goal cards per VP (1,2,3,4 and 5). Shuffle each pile. Take half of the 2VP pile and add it to the 1VP pile, shuffle it again. The other half of the 2VP pile is added to the 3VP pile and these are also shuffled again. Put 4VP and 5VP piles together and shuffle them as well.

Now place (all face down) the shuffled 1VP and 2VP pile next to the ERA I card, the 2VP and 3VP pile next to the ERA II card and the 4VP+5VP pile next to the ERA III card.

Put the ERA II and ERA III cards on top of their respective decks (face down), we have not reached these ERA's yet.

Now take 3 goal cards from the top of the ERA I deck and place them face-up on the table, next to the board and next to each other, for every player visible. Ensure each of these 3 goals on the table is unique, in case you draw a duplicate or copy of the same goal, put it underneath the ERA deck and take a new one from the top, repeat so when needed.ERA I is the valid start deck to refill any empty spot of the 3 goals to choose from. Meaning we will always have 3 unique goals on the table where a player shall choose from.

If however, the deck and the 3 goal cards on the table run empty before the ERA has ended, the game still continues, but some players may not be able to take on a new goal. Instead they can choose for a resource cube of their choice at the start of their turn. This continues until the ERA ends.

Choose Starting Order

Use the D6 to determine the start player, the rest of the turns is played in clock-wise turn order. Then place the D6 with the number 5 face up next to the Climate card, the D6 is now used to count-down the Tectonic shifts left before the end of the ERA. In turn order, each player receives starting green cubes:

- 1st player: 1 green cube
- 2nd player: 2 green cubes
- 3rd player: 3 green cubes
- 4th player: 4 green cubes

Place first Meeples & Choose your first goal card

In turn order, each player places their first meeple on any unoccupied Earth or Hill tile, it is not possible to place a meeple directly on a Mountain tile nor on any water space. Then in reverse order, each player places their second meeple. This is the snake draft. But before placing their second meeple, each player chooses 1 of the 3 available goal cards on the table. When chosen, they take a new goal card from the top of the ERA I deck, to fill the empty spot. There is always 3 goal cards to choose from and these 3 are always unique. In case you refill and it is the same goal as one of the other two on the table, you put the goal card underneath the ERA deck and take a new one from the top.

Note: The player can also opt to place a meeple on a stand-alone earth type island. (take tiles from the land tiles stacks until you encounter an earth tile, place other tile types back face-down underneath any of the existing stacks). Stand alone means, this earth tile is not connected to any other land type, in other words it’s surrounded by water or the edge of the board only. The player places their meeple on it and takes from storage the number of green cubes this tile can have.

When set-up is completed and players placed their 2nd meeple, all green cubes on tiles with a meeple are removed, back to the box or storage.

All you meeples belong to your Tribe, they can be regarded as groups of the same Tribe exploring, surviving, expanding, adapting and where needed supporting and helping each other.

Placement Rules

Meeples placed during setup do NOT collect cubes from the tile.

Only unoccupied Earth (L1) or Hill (L2) tiles are valid starting positions.

You may place a meeple on an isolated islands(earth tiles only, take it out of 1 of the stacks with land tiles and reshuffle this stack before you place it back on the table).

SETUP COMPLETED



A 2-player game start example after set-up completion with at least 1 single earth island chosen by 1 player (top left of the board). The coloured circles represent players Meeples (as in the online version)

FULL TABLE LAYOUT



Example of a full table layout with the different main board elements. Player hand cards, player deck, player discard pile and player goal cards are not in this picture.

Goal of the game

This game is played in 3 ERA's, each with their specific goals (increasing in difficulty and Victory Points to gain). In each ERA, players take turn and try to accomplish their current chosen goal, to secure the Victory points (VP) on it, since this is giving hope and happiness to your tribe. Once a goal is achieved, the goal card is flipped (hiding the gained VP from the other players during this ERA) and the player shall chose a new goal to achieve.

The more Victory Points your Tribe is able to gain, the better their health and prospect is in surviving and becoming the dominant species on earth. The Tribe being able to score the most VP at the end of the game wins.

Scoring and Victory

When the Tectonic shift counter (the D6) is down to 1, the next tectonic shift marks the end of the current ERA. All achieved goals during this ERA (all that are flipped) are now placed open and each players sums their total earned VP for this ERA. Achieved goals are placed together in front of each player, but can always be seen by others. So after each ERA, each player can determine where they stand and how well their tribe is doing.

When ERA III ends, each player will add all their gained VP of all ERA's together, and the player with the highest VP wins the game and can call themselves the rulers of the earth.

In case there is a tie on VP, the player with the most flipped goal cards wins, if this still ties up the game, the player with the most green cubes by game end wins. Otherwise the win is shared.

Tribe powers

There are 9 different Tribes in the base game to choose from. Each Tribe having its own unique power that you can activate for the given cube cost. Not all powers can be used directly from the start since they might require resource cubes that cannot be harvested yet, like sand cubes or snow cubes. Each player selects 1 tribe but can place more groups of the same tribe off-spring on the board, you always start with 2 groups, each group of your Tribe is represented by a Meeple with your playing/Tribe colour..

The tribe power, presented also as a symbol on 1 or more starter cards can be used in the same way as the Symbols on regular (non-starting) play cards. Activating a Tribe power still allows a player to play a regular symbol (if not already done earlier in the same turn). In other words, if you have the resources (or conditions met), you can play both a Symbol from a hand card as well as a Tribe power from a hand card in the same turn. When playing the tribe power on a card, you cannot use the normal ability of that card (like land or water move or harvest). The card goes to your personal discard pile after playing.

Below the table of the available Tribes and their power description, power symbol, how many cards have the Tribe power symbol and the cost to activate



CUBE COSTS — TRIBE POWERS

Action	🟩	🟨	❄	⬛	Phase
🔥 Mountain Rush (Rifting Stone) — 2 starter cards with this symbol	2	—	—	—	Card Phase
🌊 Beach Step (Wandering River) — 1 starter card with this symbol	—	1	—	—	Card Phase
☁ Sensing Shifts (Shifting Tremors) — 2 starter cards with this symbol	—	—	1	—	Card Phase
🌽 Seed Surge (Mighty Yield) — 1 starter card with this symbol	—	2	—	—	Card Phase
🔄 Cube Exchange (Commuting Goods) — pay 2 of a kind, get 1 other — 2 starter cards with this symbol	—	—	—	—	Card Phase
🥚 Nesting Grounds (Fecund Earth) — nests also on Earth 1🟩+1⬛, Sand 1🟨+1⬛, Snow 1❄+1⬛, Mountain 2⬛ — 2 starter cards with this symbol	—	—	—	—	Card → Action Phase
🏝 Emerging Lands (Ocean Forge) — 1🟩 + 1🟨 (Sand tile) or 1❄ (Snow tile), meeple at sea — 2 starter cards with this symbol	1	1 or –	– or 1	—	Card Phase
🛷 Surface Slide (Seamless Traverse) — straight-line slide over same terrain — 2 starter cards with this symbol	2	—	—	—	Card Phase
🕊 Calming Earth (Serene Sphere) — 1 per point of pressure lowered — 1 starter card with this symbol	1 / pt	—	—	—	Card Phase

Each tribe's power is usable once per turn, independent of the main symbol economy.

If you do not have the required resources, you cannot activate your Tribe power. If none of the cards in your hand have your tribe power symbol, even when you have the required resources, you cannot activate your Tribe power. In some cases other conditions apply as well to be able to activate the tribe power,

Tribe of the Rifting Stone

With their power called Mountain Rush, this tribe can easily climb a Mountain tile. When a meeple is adjacent, activating this power for 2 green cubes, allows this Meeple to move to the Mountain tile. Only 1 meeple per activated power.

Tribe of the Wandering River

Their power is called Beach Step, by paying 1 sand, any meeple at sea can directly step onto an earth tile when it is directly adjacent to the tile the meeple is on. Only 1 meeple can use beach step per activated power.

Tribe of the Shifting Tremors

This tribe is very sensitive and with their Sensing Shits power kind of know where a next tectonics shift might take place. When activating, you move the Lightning marker to another unoccupied white gap (1 of the 6 tiles the marker can be placed on)

Tribe of the Mighty Yield

Have the ability with their Seed Surge powers to harvest without the need to move first. By paying 2 sand, you collect all green cubes available on the earth tiles you have your meeples on.

Tribe of the Commuting Goods
Their Cube Exchange power allows them to exchange 2 cubes for 1 other resource type. Pre condition is that they have 2 cubes of a same type and that the resource cube they prefer to receive could also be collected from the board. In case there are no sand tiles on the game board, an exchange to gain 1 sand cube is not possible.

Tribe of the Fecund Earth
A tribe that can easily build nests on different terrain types, other than just hills. During card play this tribe can activate this power (and the card is discarded to the personal discard pile), They will receive the nest build token for it, which they shall use in the Action phase. Their they have the opportunity to build nest on:
Sand tile for 1 sand cube + 1 mountain cube
Snow tile for 1 Snow cube and 1 Mountain cube
Earth tile for 1 green cube and 1 mountain cube
Mountain tile for 2 mountain cubes
On a hill tile as regular, 2 green cubes + 1 mountain cube..
As long as they have nest tokens available and resource and a meeple on the right tile (same conditions as for building a regular nest on a hill tile), they can build as many nest as they want during the action phase.
When the Action phase ends, the Nest build token is returned to the box even if they have not build any nest. Hatching a nest, is always the same cost regardless where the nest was build, all nest block access for the other players meeples.

Tribe of the Ocean Forge
This tribe is a bit related to the Tribe of the Wandering River, but have evolved their power to create land underneath a meeple. When activated, for a green cube and 1 sand or 1 snow cube 1 meeple at sea will get respectively a sand tile or snow tile underneath, lifting them up to stand on a land tile and prevents them from drowning. Since the meeple (and only 1 meeple can be chosen) was already on that spot, no cubes are collected, but it does count as a landing on a tile.

Tribe of the Seamless Traverse
This Tribe knows their land. This allows them to quickly pass through a series of tiles of the same terrain ground, in a straight line. When activated, in any of the 6 direction and as long as the move is allowed they can step on the next tile of the same type, kind of sliding along. The slide stops if they would not be able to step on the next tile as with a normal move (like a nest of an opponent is blocking it or the lightning marker blocks the movement or other valid conditions that block the move) or if that tile is a different terrain type (like sliding on earth tiles would stop if the next tile is a hill tile, or a water space or anything different than an earth tile). Only the final tile, where the slide stops can be harvested or any cube can be collected as with any normal move to a new tile. Tiles used during the slide cannot be harvested, nor will any cubes be collected from them. The meeple will slide until it can't slide any further, the player can not choose to stop the slide earlier.

Tribe of the Calming Earth
With their Serene Sphere power, this tribe can calm mother earth. By paying green cubes, they can lower the actual pressure value (red token). Spending 1 green cube per number lowering it. Lowest value is of course 1 as starting pressure value. So if the actual pressure is at 6, paying 3 green cubes will lower the pressure to 3. Postponing a bit the tectonic shift (and it might trigger a symbol on a card in a card slot that was passed to be re-activated again)

Turn Structure

On your turn, follow these phases & steps in order. Some phases are automatic, others require decisions.

Phase	Step	What Happens
Card Play	Draw	Draw cards up to hand limit (5). If personal card pile runs empty before, reshuffle your personal discard pile and continue to draw.
	Rescue?	If ≤1 meeple on board: optionally skip turn to place a meeple near Lightning. Mandatory at 0 meeples.
	Play Cards	Play minimum 2 cards. Discard ALL to skip Card play phase. Use Land, Water, Harvest, and Symbol cards or even your Tribe power.
Action Phase	Choose Action?	Spend cubes on any of the available Actions, or skip
Buy Ruler card	Buy Ruler Card	Select 2 ruler cards. Keep 1 (goes to hand), discard 1. Pressure increases by kept card's cost. Or discard 1 to central discard pile and add the cost to the pressure trigger value.
	Refill Ruler	Empty ruler slots are refilled from the central deck.
	Symbol triggered?	If the actual pressure token crossed into a new card slot with a symbol, that symbol is trigged now.
Tectonic Shift	Tectonic?	If pressure ≥ max: choose a big hex to rotate, then place a random drawn land tile on the edges.
Final Check	Any new goal completion achieved?	If so, claim goal, pick a new goal and Pass Turn to next player. If not, turn is passed to next player to the left.

Continuous during your turn	Goal Check	Check if any goals have been met, when so, claim and flip it and immediately chose a new goal card. Be aware: You can only claim 1 achieved goal per turn

Resources Cubes

In this game you earn or harvest cubes from different terrain tiles (mainly). Either you collect them from the tile they are on or if you gain cubes in another way and if it's not specifically stated from whom, you receive them from the bank or out of the box.

Whenever a player needs to pay cube resources they also pay these cubes to the bank or place them back into the box. Exchange of cubes works the same, paid to the bank and received back from the bank.

When terrain tiles are to be refilled, this is also done from the cube storage in the bank or in the box. And the same for cubes that are to be removed from the board, they go back into the bank/box. It might be handy to have 1 of the players appointed to act as the bank, collecting and providing required cubes from/to players or from/to the board.

Card Play phase

Cards are the engine of your tribe's actions. On your turn you must play a minimum of 2 cards, or discard ALL cards in hand to skip card play entirely.

Type	Name	Effect
	**Land**	Move meeple(s) over land. Multiple Land cards stack into a movement pool. Add the movement strength together. Can be use to multiple meeples, movement pool doesn't have to be fully used, you can discard any remaining movement strength if you wish. But used cards (even if only partly used) are placed on the players personal discard pile.
	**Water**	Move a meeple across water tiles (from a land tile only!). Meeple lands on water (at sea). Ensure you place your meeple back onto a land tile before the end of the Card play phase. If not, this meeple drowns and is returned to the players meeple pool. Water strength does not add up, but there is a special water + strength that gives unlimited water movement over connected water spaces.
	**Harvest**	Collect cubes from an earth, sand, snow or mountain tiles you are on or just moved onto. Harvest card strength also add up, like the move-pool. However, you cannot harvest in the middle of a movement pool, either you continue to move or you discard remaining movement strength first (and discard the land cards used) before you can do the harvesting. Harvesting pool can also be applied to several meeples of you on the board. In case you only partly use a harvest strength card and can't harvest more cubes, the card is still discarded to your personal discard pile. When you can harvest you shall!

During the Ruler Buy phase you have the opportunity to collect more cards with better performance as in better strength. This way you build your own pool of cards, that are reshuffled into a personal card deck from where you take cards into your hand (to a maximum of 5 cards). So try to keep track of the cards you have or might need, because

even with the shuffle you never know exactly which of the cards you get in your hands. You can use the Extra Card powers to improve your hand, or even try to remove a card you bought before (back to the central discard pile) because it might not fit your strategy anymore. However, you can never permanently remove any of your starter cards to the central discard pile.

Land Move Cards

Land cards (green banner) are used to move your meeples across terrain tiles. Their strength value determines how many movement points you have to spend.

- Select one or more Land cards to add movement points to your movement pool
- The combined pool is the accumulated strength of selected land cards
- Chose a meeple to select it for movement
- Move it to an adjacent tile if you have enough strength to do so, subtract the movement cost from your movement pool. Move 1 tile at the time. You can also move 1 meeple first and then chose another meeple to move if you still have enough movement strength left.
- Each tile costs movement points equal to its level (L1=1pt, L2=2pt, L3=3pt), where sand and snow tiles always cost 1 movement point, regardless on which other tile they are stacked.
- Remaining pool points are discarded when you stop without consuming all movement points, but used cards (even only partly) are placed on your personal discard pile.
- After using pool points, you may select more Land cards to add to a new pool

EXAMPLE

Ana selects a Land-2 card and a Land-1 card. Her pool shows 3 movement points available.

She chooses her meeple on an Earth tile to move it.

She moves it to an adjacent Earth tile (1pt) — pool now shows 2 movement points left.

She choses a different meeple and moves it to a Hill tile (2pt) — pool is now exhausted.

Both Land cards go to her discard pile and count as 2 cards played.

IMAGE PLACEHOLDER
<TBD>

Movement example: board showing 3 meeples. Arrows trace a meeple path across 3 tiles costing 1+1+1=3 pts. Pool counter shown decreasing. Another meeple shown reaching a hill with 2 pts.

Harvest

Play a Harvest card to collect cubes from tiles your meeples are on.

- The tile your meeple is on must have at least 1 cube
- If none of your meeples are on a tile with cubes, you cannot play a harvest cardto harvest.

- Harvest strength, if more than 1, can be used to different meeples you have on the board. You shall always harvest if you still have harvest strength left and you can still harvest 1 or more cubes.
- A meeple can move → harvest → move → harvest in the same turn, even on the same tile

EXAMPLE

Bjorn moves his meeple onto an Earth tile with 2 green cubes.

He plays a Harvest-2 card and collects both cubes.

He then plays a Land-1 card and moves the same meeple to an adjacent Earth tile.

That tile also has 1 cube — he plays another Harvest card to collect it.

Total cards played this turn so far: Land + Harvest + Land + Harvest = 4 cards.

Water Move

Water cards allow a meeple to travel across water tiles.

- The meeple must start on a land tile adjacent to water. You cannot use a water card on a meeple already at sea.
- Choose a valid water tile to move there, based on the strength of the water card — the meeple is now at sea
- The Water card goes to your discard pile immediately
- Failing to land the meeple before ending card play causes it to drown — returned to your pool
- The + strength water card allows a Meeple to travel to any connected water tile on the board.

Island Hopping

If you can swim through water to reach a terrain group that has no land connection to your starting tile, this counts as an Island Hop — which triggers the Island Hopper goal!

The meeple, when using a Water move card, still lands or ends on water and needs a Land card to reach the island's land tiles in order to complete the goal.

IMAGE PLACEHOLDER
<TBD>

Water move diagram: left side shows meeple on coastal earth tile, arrow through water tiles to a distant island group. Blue ring shown on meeple in water. Then arrow from water to island earth tile via Land card.

Symbol and Tribe power play

Cards with a symbol in their centre have a special action available. You may use ONE symbol per turn. Starter cards can have specific Tribe symbols (normally only 1 or 2 of the starter cards have these). The player can use these to activate their Tribe power, once per turn also.,

Note: Symbols on cards in the Ruler can also be triggered by the pressure system (see Ruler & Pressure).

When you play a card you shall make clear if you use the normal card ability (Land move, water move or harvest) or if you want to use the symbol or tribe power on the card instead. Both for tribe power and for cards with Symbols, you cannot use both items (i.e. the card Ability AND symbol/tribe power) of the same card, it's one or the other. When a Symbol or Tribe power is played the card is also placed on your personal discard pile. For using tribe power, you need to have the required resources as well, otherwise you cannot use the card for its tribe power.

In your turn it is allowed to play both 1 Symbol and 1 Tribe power.

Symbol	Name	Effect
	**Plus Tile / Lightning**	Add a random tile from the face-down stacks (not sand nor snow) to the board (normal stacking rules apply), OR move the Lightning marker to another free gap tile when available
	**Remove tile / stack of tiles (cross)**	Remove 1 unoccupied top tile for free from the board, OR remove a full stack (pay +1 green cube per extra tile removed after the first)
	**Climate change (thermometer)**	Place a Snow or Sand tile (Depending on the Climate Card, Sunny = Sand tile, Freezing = Snow tile)
	**Sun/Ice**	Flip Climate card

Plus Tile/Lightning Symbol

Choose one of two actions:

- Add Tile: Draw a random tile from the terrain stack(s). Place it on the board following normal stacking rules. i.e. if you CAN stack you SHALL stack. If no valid stack position exists, place it on any empty water tile. If not even that is possible, return it under any stack — action skipped.
- Move Lightning marker: Move the tectonic lightning marker to any unoccupied white gap space on the board.

Remove Symbol

Choose one of two actions:

- Remove Top Tile (free): Remove the topmost tile from any unoccupied space. Cubes on that tile return to storage.
- Remove Full Stack (costs cubes): Remove all tiles in a stack. First tile is for free and must unoccupied, each additional tile costs 1 green cube extra. You must be able to afford the full cost upfront. All cubes return to storage.

Climate Hit Symbol (Thermometer)

The effect depends on the Climate Card above the Ruler:

- Climate card = Freeze : Place a Snow tile on any unoccupied Water, Earth, Hill, or Mountain tile.
- Climate card = Sunny : Place a Sand tile on any unoccupied Water, Earth, or Hill tile.

- Snow and Sand cannot be placed adjacent to each other (but may become adjacent due to tectonic shifts).
- Any cubes on the covered tile are returned to storage. New snow/sand cubes placed per normal rules.
- You are free to choose where to place as long as the space you want to place it supports your Sand/Snow tile.

Sunny + Freezing symbol

This flips the Climate Card.

Extra Card powers

During the Card play phase you can also spend cubes/ resources for, you can activate each only once per turn:

Card Power	Cost
Re-take last played card. Take the last played card (the top card of your personal discard pile) back in hand	1x sand cube
Draw an extra card from your personal deck. Only allowed when you have 4 or less cards in hand. If the deck is empty, reshuffle your personal discard pile to create a new deck.	1 x snow cube
Remove a card from your hand permanently to the central discard pile. Except for starter cards, they cannot be removed from your deck of cards.	1x mountain cube

Refill of resource cubes

In chapter Setup – Place Resource cubes, the rules for placing cube type and numbers are defined for when placing a new tile on the board.

However, existing tiles can also be refilled. Refill will occur when the cubes on that tile have been fully consumed and the tile becomes unoccupied. For Snow tiles it's when the Snow region (set of connected Snow tiles) becomes unoccupied. In these circumstances, the tile (or region) is refilled immediately according the rules as defined in chapter Setup.

For a Snow region to refill, any of the tiles part of that same Snow region will do. When a meeples lands on any of the tiles of that Snow region it can harvest the 1 Snow cube belonging to that region, regardless on which tile in that connected region it was placed.

IMAGE PLACEHOLDER
<TBD>

Show 2 or 3 images to refill an earth tile after a meeple moved out (1 meeple still on, no refill), same for a Snow region!

Action phase

After ending the Card play phase, the player has the option to perform certain Actions based on spending resources. Only in case the player has sufficient resources and fulfils the criteria, the next Actions can be chosen (as long as the player wants and has the resources, a player can choose multiple Actions to perform):

Action	Green cubes	Sand cubes	Snow cubes	Mountain cubes
Place a nest. If you have at least 1 of your meeples on a hill tile not shared with opponents meeples.	2	—	—	1
Hatch a nest. Choose 1 of your nest you have on the board to be replaced by a meeple. You need to have at least 1 meeple in your pool of meeples. The nest marker goes back to the player. If you place a nest this turn, you have to wait until next turn to be able to hatch, even if you have the resources already to do it now.	3	—	—	—
Replace a goal card. Choose a new goal from the 3 available goals. Remove the goal you had, place it back in the box.	—	—	—	1
Snow Fight (Only when activated)	1/opponent meeple	—	1	---
Cube exchange, allows to exchange cubes in a ratio of 4:1. Precondition is that the required resource can potentially be obtained from the board, For example, in case there are NO snow tiles on the board, you cannot exchange and gain any snow cubes. But in case there is a Snow tile on the board, but occupied and with no snow cube on it, you can still make the exchange to gain a snow cube.	4:1	4:1	4:1	4:1

Note: Some Tribe power, after activation, can add additional actions for the player.

The Ruler & Pressure tokens

The Ruler is a display of 6 cards arranged in 2 columns of 3, with a numbered spine running between them showing numbers 1–12 (two per card slot). Two tokens track the state of pressure:

- □ Pressure token (red): tracks current pressure level (moves up as you buy cards) Initially and after every tectonic shift it's set to 1.
- ◆ Max pressure token (gold diamond): shows the threshold that triggers tectonic movement

Max Pressure Calculation

Maximum pressure equals the sum of all 6 ruler card costs. If this sum exceeds 12, divide by 2 and round up. In case that value is still above 12, repeat previous.

EXAMPLE

Ruler costs: 1+2+2+1+2+1 = 9 → Max pressure = 9 (≤12, use as-is)

Ruler costs: 2+4+4+3+5+4 = 22 → Max pressure = 22/2 = 11

Ruler costs: 5+4+4+5+3+4 = 25 → Max pressure = 25/2 = 12,5-> 13/2=6,5-> 7

Buying Ruler Cards

During the Ruler Buy Card phase, select any 2 adjacent cards from the Ruler (horizontally or vertically adjacent). Keep 1 (goes to your hand) and discard the other. You pay the number of green cubes equal to the current ERA. The discarded card's pressure value is added to current pressure level. The card you buy from the Ruler goes on top of your personal discard pile.

EXAMPLE

You select a cost-3 Land card and a cost-2 Water card from the ruler.

You pay 2 green cubes (lowest cost of the 2 cards).

You keep the Land card (cost 3). The current pressure increases by 3.

The Water card goes to the general discard pile.

Both ruler slots are now empty — they are now refilled from the Central Deck.

Pressure Symbol Trigger

After the ruler is refilled from the Central deck, check if the actual pressure token(red flame) has moved into a new card slot (unique card slots begin at numbers 1, 3, 5, 7, 9 and 11). If so, the symbol on the card NOW in that slot triggers — the current player shall execute it.

- The symbol is read from the card currently in that slot (after refill of the Ruler).
- If the symbol triggers and max pressure is also reached, the symbol is played first, then tectonic shift follows.
- The current pressure symbol can also jump 1 or 2 card slots in the ruler, but only the card in the slot it lands is the card to check for its symbol and to play it (if a Symbol is presented on this card)

Skip Buy

You can also decide to NOT buy any new card from the ruler, or you don’t have enough green cubes to do so. In this case you shall discard 1 card from the ruler (no cost). Depending on the climate card. If the climate card is hot/sunny, you select the card with the highest pressure value. In case the climate card is cold/freeze, you select the card with the lowest pressure value. If you have multiple cards to choose from, when there are more cards with the lowest or highest value, the player makes the final decision which card to discard. The pressure value of this discarded card (which goes to the general discard pile), moves the trigger value or max. Pressure value (golden diamond token). The pressure value on the card is added to its current value. The maximum value of the golden diamond token is 12, any remaining pressure points are discarded once the diamond token increases to 12.

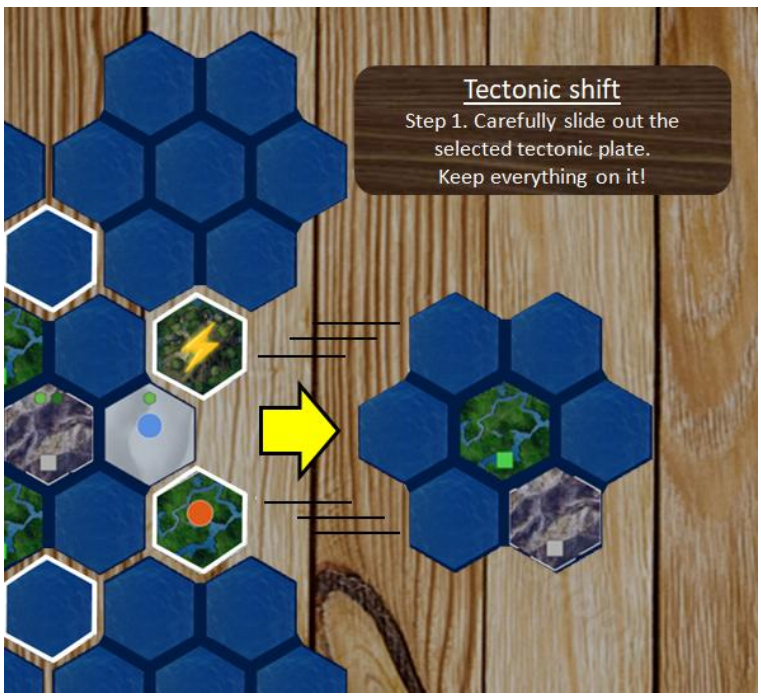
In case the diamond token is already on 12 (the maximum) before the Skip Buy action, the pressure value of the discarded card is added to the actual pressure value! This can lead to a trigger of a Symbol to be played (see previous chapter) or even to a tectonics shift, or both.

Tectonic Shift

When actual pressure reaches or exceeds the max pressure threshold, tectonic shift is triggered. Current active player makes the decisions.

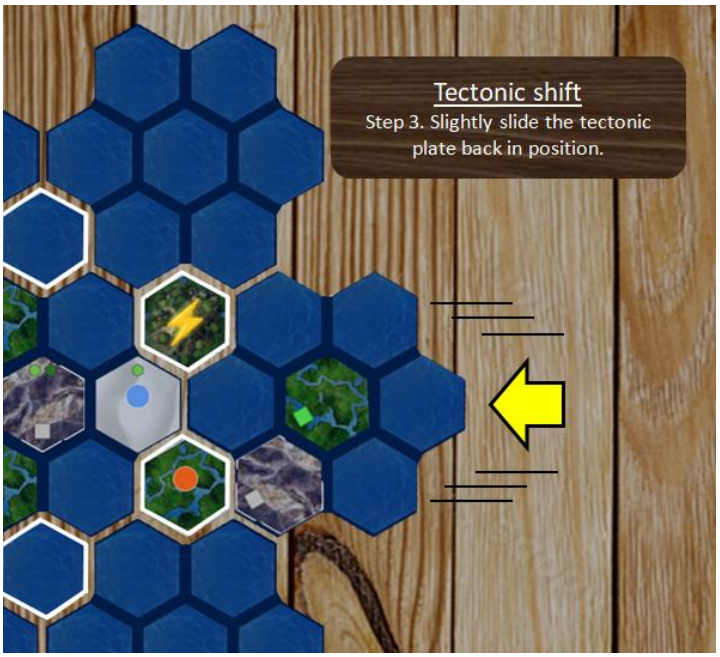
- Choose one of the two Big Hexes adjacent to the lightning token to rotate.



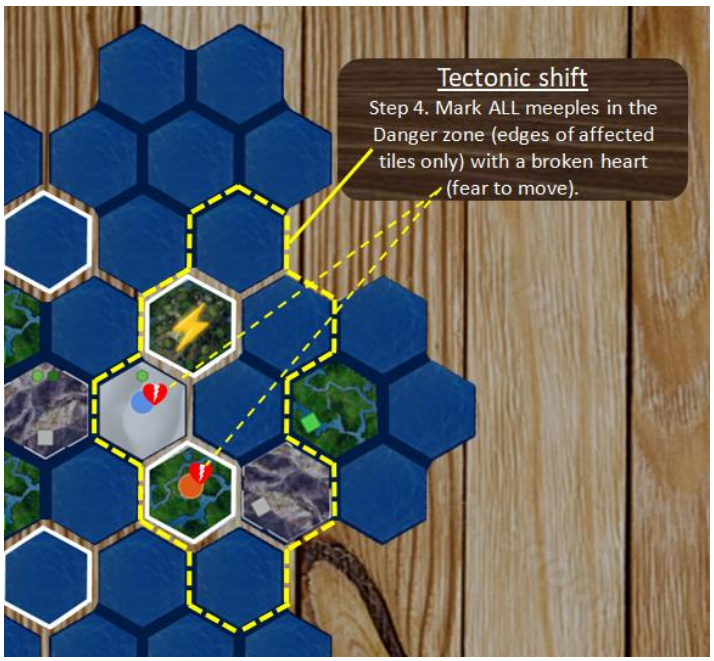


- Choose a direction: Clockwise or Counter-clockwise.
- The entire Big Hex (and everything on it) rotates as a unit, 1 space in the chosen direction (see images below)

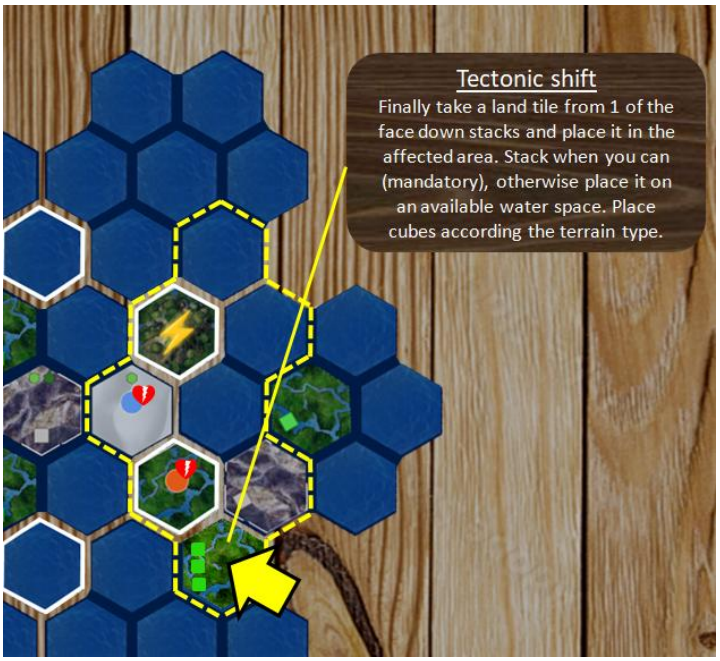




- Any meeple that was on any of the tiles on the edges of the Big Hexes hit by this shift are now “frozen” with fear. Place a broken heart symbol under or next to them, they cannot be used in the players next Card play phase.



- After rotation, draw a tile from the terrain stack and place it in the Danger Zone, i.e. the involved Big Hexes + White gaps, which are the Big Hex that rotated and the ones the rotated plate bumped into, see yellow dotted area in the image above and below. Forced stacking applies, if a drawn tile can fit it SHALL fit. In case of multiple fits, the player decides. In case of stacking, the tile must be unoccupied. Any cubes on the covered tile are put back to storage. On the just placed tile any cube(s) are placed according the terrain type (and place on the board).
- If no valid placement exists, try placing on water. If still impossible, return the tile under any stack.



- After tectonic shift, recalculate max. Pressure, place the golden diamond on that number on the ruler and reset current pressure (red pillar) to number 1 on the ruler.
- For the current active player, always double check if you can still claim a goal (if not already done so this turn)
- Adjust the D6 by subtracting 1 from its current value. If it was already at 1, then the ERA has ended now. See chapter “End of an ERA” to either begin a new ERA, or check the end game scoring.

When broken hearts have been placed on the board:

- The broken heart is removed from all the affected player´s meeple(s) at the end of the Card play phase of that player. Note: During their broken hearth state, these meeples can still be affected by other events! They just lack the courage to respond to any Card play action.
- In case ALL meeples of a player are in fear, the player shall skip their Card play turn to lift the fear from their meeples. The player places all the hand cards to their personal discard pile. Then remove the hearts from the player’s affected meeples and end their turn.
- While the fear state of a player´s meeple is not yet cleared (the player is still waiting for their turn to start, or for their Card play phase to finish), when another meeple joins that tile with a meeple in fear, the meeple that moved to the tile will also be given a broken heart! Fear is contagious, be aware!

Goal Cards

Each player holds a goal card face-up. Goals are not scored until they are flipped. Only flipped goals contribute their stated VP at ERA (and game) end.

Achieving Goals

During the players turn, achieving a goal can be reached at any phase and can be claimed by the player at that moment, or it specifically defined in what phase of a turn it shall be claimed. A goal card cannot be claimed outside of a players turn. Make sure you check your goal before handing your turn over to the next player. Only 1 goal card can be claimed per turn.

When you achieved the goal on the goal card, you score the Victory Points on it by flipping the card. Now select a new goal card from the available 3 on the table and refill that spot from the active ERA goal card deck.Make sure these 3 are always unique, as explained before.

Changing your Goal card

In case you feel you made a wrong selection, or you see a better selection on the table, during your Action phase, and by paying 1 Mountain cube, you can discard your current goal, place it in the box (out of the current game). Then select your new goal from the 3 on the table and refill the empty spot (of the 3 goals on the table) from the correct ERA deck. Always make sure the 3 goals on the table, to chose from, are unique. If you draw a duplicate goal from the ERA deck you simply put it underneath the ERA deck and take a new goal from the top. Note: Players can have a similar goal to achieve or can have a goal that is also among the 3 on the table, as long as those 3 on the table are unique.

Goal List (to be updated)

Goal	Condition	VP
High Ground	Have meeples on 3 Hill tiles simultaneously	**4**
The Horde	Have 4 or more meeples on the board	**5**
Harvest Moon	Have 10+ green cubes in your possession	**3**
Wanderer	Spend 7+ movement points in a single turn	**4**
Territory	Have meeples on 4 different terrain tiles simultaneously	**4**
Dynasty ×3	Hatch a nest	**1**
Terraformer	Place 2 different terrain tile types in the same turn	**3**
Citadel	Have 2 nests on the board simultaneously	**5**
Peak Dweller ×3	Have a meeple on a Mountain tile	**2**
Snowbound ×3	Have a meeple on a Snow tile	**1**
Desert Born ×3	Have a meeple on a Sand tile	**1**
Sand & Snow	Have a meeple on both a Sand and a Snow tile	**3**
Prospector	Have 3+ mountain cubes in your possession	**2**
Rich Sands	Have 2+ sand cubes in your possession	**1**
Geologist	Have meeples on Earth, Hill and Mountain simultaneously	**4**
Dino Slayer	Defeat a Dino in combat	**4**
Old Growth	Have a meeple on an earth tile with 0 green cubes	**1**
Nest Destroyer	Destroy an opponent's nest with a Brontosaurus	**2**
Meeple Killer ×3	Destroy an opponent's meeple with a T-Rex	**1**
Island Hopper ×3	Swim to a terrain group not connected to your current tile	**1**
Tectonic Survivor ×3	Have a meeple on a big hex when it rotates	**1**

Multiple Copies

Goals marked ×3 have 3 copies in the deck. Other number of copies of a same goal exist as well.

Multiple players can hold and flip the same goal type.But each need to achieve the goal in their turn.

The same player can flip several same goals if more copies exist of this goal and the player was able to chose them and score them 1 by 1.

Snow Fight (optional)

As a variant to the game, since not all people would appreciate it, you can agree to activate the Snow Fight. In that case, when all players agree, the Snow fight card is placed next to the Climate card so everyone knows they can activate a Snow fight.

Snow fights can selected during the Action phase at 1 Snow cube+ 1 green cube per opponent meeple, on the tile where the player has its meeple to start this snow fight.

When activated, the opponents meeples are all displaced to adjacent tiles. Unless they join in the Snow fight by spending 1 Snow cube (optional), then their meeple(s) will stay on the tile unharmed. The player meeple(s) starting the Snow fight will just stay on this tile, unharmed as well. Displacement, for those that did not want to engage or couldn't engage in the Snow fight, is as follows: the attacked player chooses any of the direct adjacent tiles of similar level. If there is none, then a tile of 1 level lower etc. In case non-exist it shall move their meeple on an adjacent water tile. If none of this is possible (the snow fight was on an earth tile fully surrounded by Hill, Mountain and the edge of the board, the meeple will be removed from the board back to the meeple pool of that player. Repeated for every opponent meeple. In case there are multiple options to displace a meeple, the player of that meeple to be displaced shall decide which tile.

In case a meeple is landed on a water tile, the player has the opportunity during their Card play phase to bring this meeple back on land. If that meeple is still on a water space at the end of the players Card play phase, the meeple will drown and is placed back in th meeple pool of that player.

Rescue Turn

If you begin your turn with 1 or fewer meeples on the board, you may skip your entire turn to rescue a meeple.

- With 1 meeple on the board: rescue is optional. Either you skip your turn to perform a rescue or you may still play your turn normally with only 1 meeple on the board.
- With 0 meeples on the board: rescue is mandatory. You cannot play any turn phases.

Rescue Options

On a rescue turn, do one of these next steps:

- Place 1 of your Meeples: Place one meeple from your pool onto any unoccupied Sand, Snow, Earth or Hill tile directly adjacent to the tile with the lightning marker. In case of multiple available option you decide where to place the Meeple. No cubes are collected and your turn ends. If no such tile exists, you simply cannot add a meeple to the board. For a mandatory rescue you might want to try to relocate the Lightning marker to have a hopefully better opportunity on your next turn.
- Move the Lightning marker (Only for a Mandatory rescue): Move the lightning marker to any unoccupied gap tile (white outlined), if available. If not, the lightning marker stays on its current tile. Your turn now ends immediately.
- If a first mandatory rescue turn did not allow you to place a meeple on the board, and the following mandatory rescue turn also fails, you can place your meeple on any unoccupied non-mountain land tile on the board (i.e. sand, snow, earth or hill tile only). No cubes are collected and your turn ends immediately after placing your meeple.

No Resources on Rescue

When placing a meeple via rescue, no cubes are collected even if the tile has cubes.

The cubes remain on the tile for future harvesting.

Terrain & Stacking

Terrain tiles can be stacked on top of each other to create elevated terrain. Only specific stacking combinations are valid, see next chapter. But if you have a specific area, a dedicated group of spaces to place a tile (or even the entire board) and there is 1 (or more) match to stack you SHALL.

EXAMPLE

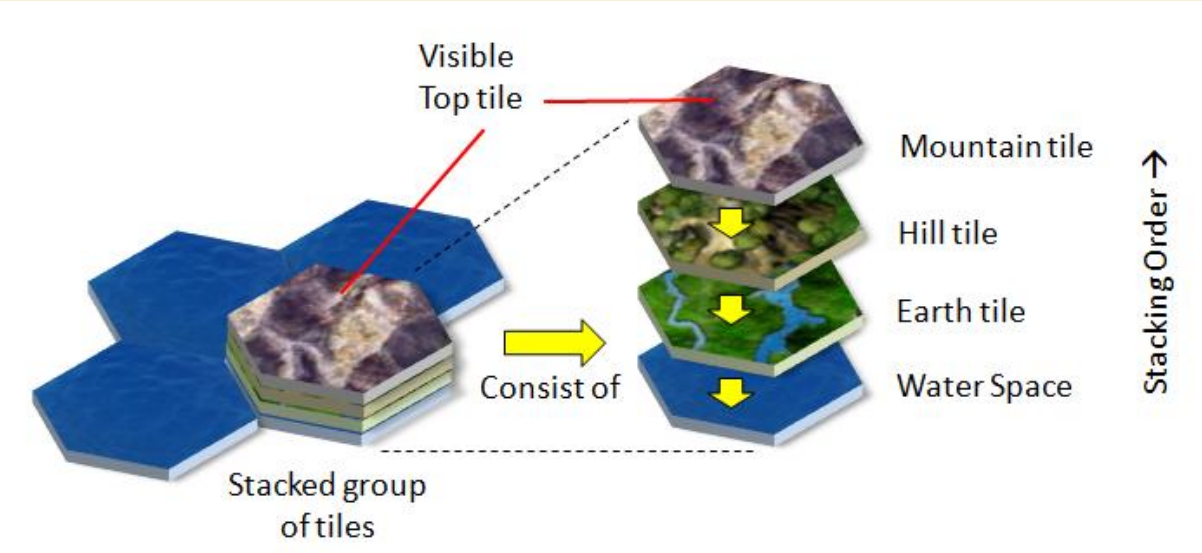
We have a couple of earth tiles that are unoccupied and 2 hill tiles of which 1 has a nest on it and the other hill tile is unoccupied. There is also 2 mountain tiles unoccupied. And plenty of water spaces available.

Scenario 1) We randomly draw an earth tile, this can only be placed on water spaces, the player shall choose on which of the water spaces to place the earth tile.

Scenario 2) We randomly draw a mountain tile, There is 1 (and only 1) fitting Hill tile (the unoccupied one), we SHALL place this mountain tile on that hill tile.

Scenario 3) We have the situation after scenario 2, and we randomly draw a mountain tile again. Now there is no unoccupied Hill tile,so we check for the lower level and have several unoccupied earth tiles to chose from, the player shall choose 1 of them to place the mountain tile on top.

IMAGE TILE STACKING



Cross-section diagram showing terrain stack: water (base) → earth tile on top → hill tile on top of earth → mountain tile on top of hill. Each tile labelled with level. Cubes shown on each level.

Valid Stacking Rules

- Water → Earth (L1): Earth can be placed on any water tile. When placing an Earth tile put the number of green cubes on it as is allowed for this tile (see Setup)
- Earth (L1) → Hill (L2): Hill can be placed on top of Earth.

- Hill (L2) → Mountain (L3): Mountain can be placed on top of Hill. Place 1 mountain cube on this tile
- Snow : Can be placed on Water, Earth, Hill, or Mountain (not on Sand). Only 1 Snow cube per snow tile region!
- Sand : Can be placed on Water, Earth, or Hill (not on Mountain, not on Snow)

Snow and Sand tiles cannot be placed adjacent to each other either, but tectonic movement may bring them adjacent — this is allowed.

As stated before, whenever you are to place a hill or mountain tile, and in the given range of spaces where you need to place it there is 1 (or more) valid match, you shall perform a stacking.

Unoccupied Tiles

A tile is considered unoccupied if it has no meeple, nest and lightning marker on it. Resource cubes on a tile do NOT make it occupied.

Resources on Stacked Tiles

When a new tile is placed on top of an existing tile, any cubes on the covered tile are returned to storage. New cubes are placed on the new top tile according to its type and position on the board (see Setup).

End of an ERA

When the D6 is already at value 1 when a new Tectonic shift takes place, we will also end the ERA after the Tectonic shift is completed, the active player might still claim and flip a Goal card if the conditions where met.

Each player shows and presents their flipped goal cards this ERA.

All flipped goal cards are placed aside in front of each player, but each player can request the total VP of earlier ERA of any player at any time.

When the ERA ends:

- All not achieved goals from all players are put back (face down) on the current ERA card deck, including the 3 goal cards on the table. Do this step also for ERA III, so nothing is mixed up.
- The current ERA card is placed on top of the current active goal card deck (closing off this ERA). When ERA III is now closed, go directly to Scoring & Victory.
- Otherwise, the next ERA card (ERA II after ERA I and ERA III after ERA II) is taken from the top of the new goal card deck and placed face-up next to it, making this the new active goal card deck. Place 3 new goals from this new ERA deck face-up on the table next to each other, players can again choose a new goal from any of the 3 on the table..
- The D6 (next to the climate card) is reset. For start of ERA II set its value to 4, for start of ERA III set it to 3, and a new Tectonic shift countdown starts.

Players, that don’t have any new goal card, all start their turn by choosing a new goal card

first from the 3 on the table and refill the empty spot with a new goal from the new active ERA goal card deck.

Quick Reference

Movement Costs

Tile	Cost	Notes
Water	**Water Card strength determines range on water**	Meeple ends it movement on a water space. Remember ALL Meeples of the active player still on water at this players End card play phase will drown.
Earth	**1**	Level 1 terrain tile. To harvest green cubes
Hill	**2**	Level 2 terrain tile, only tile where you can normally build a nest.
Mountain	**3**	Level 3 terrain tile. You can harvest 1 mountain cube when climbing an unoccupied mountain
Snow	**1**	Climate symbol triggers this tile placement if the Climate Card shows Freezing. When moved onto an unoccupied Snow tile (or region) the player can harvest 1 Snow cube.
Sand	**1**	Climate symbol triggers this tile placement if the Climate Card shows Sunny. When moved onto an unoccupied sand tile the player can harvest 1 sand cube.

One-Per-Turn Limits

- Maximum 1 Water card played per turn
- Maximum 1 Symbol action per turn
- Only 1 Tribe power can be played per turn

Key Reminders

- Rescue is mandatory if you have 0 meeples on the board
- Harvest requires a move first, you cannot harvest from the tiles the meeples where on at the start of your turn.
- Meeples at sea must land before End Card Play phase (for the owner of the meeples) or they drown
- Cubes do NOT make a tile occupied
- Only flipped goals score VP
- Pressure symbol triggers AFTER ruler refills
- Tectonic movement triggers AFTER any pressure symbol was required to be played
- Tectonic shift is completed before any possible ERA end phase is handled

Dinosaurs (for expansion only, but not ready yet)

Four dinosaurs roam the prehistoric world: 2 T-Rex and 2 Brontosaurus. Dinos are placed and moved using the Dino symbol on the cards.

IMAGE PLACEHOLDER

Two dino tokens side by side: T-Rex (red, aggressive pose) and Brontosaurus (green, gentle pose). Each labelled with their effect.

T-Rex

- Can be placed on any unoccupied Earth or Hill tile. Can only move to Earth, Hill and Snow tiles
- When moved to a tile containing meeples, those meeples are killed and returned to their owners' pools
- Meeples cannot move onto a tile occupied by a T-Rex
- Killing a meeple triggers the Meeple Killer goal for the player who moved the T-Rex

Brontosaurus

- Can be placed on any unoccupied Earth or Hill tile. Can only be moved to earth, Hill and Sand tiles.
- When moved to a tile with a nest, that nest is destroyed and returned to its owner's pool
- Meeples CAN share a tile with a Bronto
- Nests cannot be built on a tile occupied by a Bronto
- Destroying a nest triggers the Nest Destroyer goal for the player who moved the Bronto
- Bronto and T-rex can exist on the same tile i.e. they can move to a tile with another Dino on it.

Dino Combat

When you use the Attack action via the Dino symbol:

- Choose your meeple and choose your Dino to attack. The meeple shall be on an adjacent tile in case of a T-Rex attack but on the same tile in case of Bronto attack.
- Draw the top card of the central deck → its cost is the defence value
- Flip the top card of your personal stack → its strength value (not COST!) is your attack value (Water+ = 5 attack strength)
- Your personal card goes to your discard pile; the central deck card goes to the general discard pile
- Win (attack > defence): Dino is removed from the board, +5 green cubes, Dino Slayer goal triggered
- Lose (attack ≤ defence): the meeple used for the attack will be frozen, similar to standing on an edge tile during a Tectonic shift. Place the broken heart icon next to this meeple. Same rules apply as for being too close to a Tectonic shift. The broken

heart will be removed after the end of the Card play phase of the player that owns this meeple.

EXAMPLE

Carla attacks a T-Rex using the Dino symbol.

She draws a cost-3 card from the central deck (defence = 3).

She flips the top of her personal stack: a Land-strength-2 card (attack = 2).

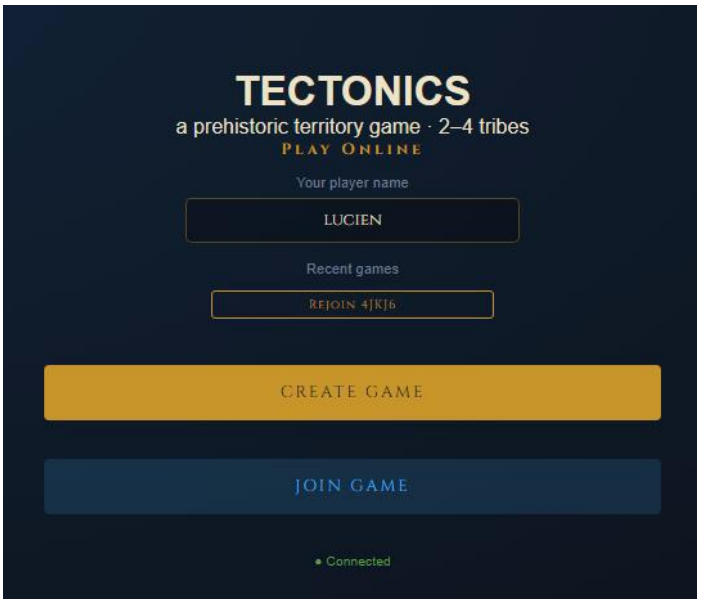
Attack 2 < Defence 3 — she loses! The T-Rex remains in place.

A tile is now also considered occupied when it has a Dino on it.

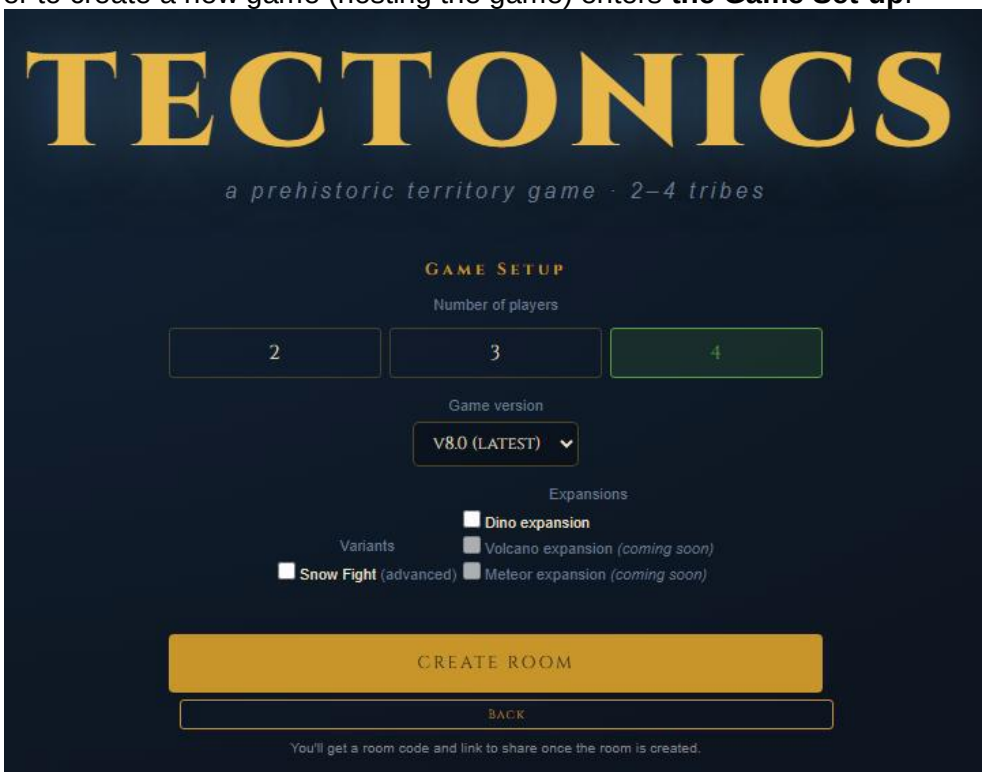
Online game and UI

Join the Server
Playing online: Server to be started with: node server,js (used to be npm run tectonics) (only for me as Server admin)
Via internet: **tectonics.tempel-geological.ts.net**

Join a Game or Create a new Game

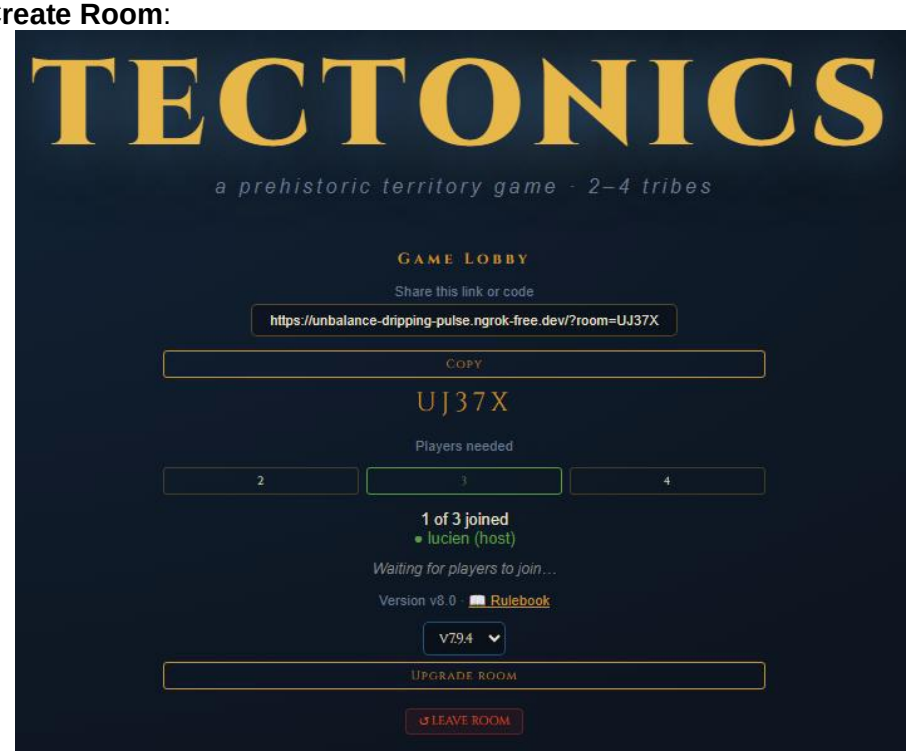


The picture above is the general landing page, in case you already joined (1 or more) games before they are listed to quickly rejoin (Recent games).
Otherwise you can create a new game, but decide who will create a new game among the different players, only 1 player can host the game.
The player to create a new game (hosting the game) enters **the Game Set-up**.



In the game set-up: Select number of players 2,3 or 4. Choose to activate Snow fight (default is off). (Expansions are shown but are not available yet.)
(You can also choose to include the Dinosaurs expansion, but don't do so yet. It's still under construction and not fully tested, so better not yet to add any expansion)
Per default the latest version is selected to be played, no need to change this. That is more for me for testing purposes.

Click on Create Room:



Then the Host can share the code of the room with the other players. The others players can click on the JOIN GAME button, put this code in to JOIN the game.
This **waiting screen** is shown until all players have entered the room (the Host has more options, regular player will see less information), when all players joined a countdown starts and players get the Tribe selection screen in front of them. While waiting you can also see who is already connected and the Host can still even adjust the number of players if needed or still change the version number to play (only needed in case an upgrade is required).
There is also a link to the rulebook! But that can be accessed during gameplay as well.

<Image tribe Selection screen>

Select your Tribe
For now we have 4 tribes to choose from (I expect 2 or 3 more still to come in the basic game). Each player chooses a tribe of their choice. Order of choosing is also order of play, first to choose is player 1, last to choose is last player. First player shall then activate the game by clicking the "Start" button, assuring all players have made a tribe selection of course. Once a player selected a Tribe another player cannot chose the same tribe anymore, all Tribes are unique, first players to chose gets the tribe assigned.

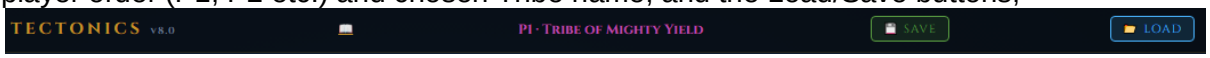
Entering a new Game

The game board is now shown: on the left bigger main screen, and hint text is given at the bottom, although I noticed that not all hints are accurate or updated with the changes in the game, still to be improved!.



An example of a starting board, but tile type can differ from game to game.

On top you will find the game version(left), a link to the rulebook (small document icon), your player order (P1, P2 etc.) and chosen Tribe name, and the Load/Save buttons,



and on the top right who's actual turn it is (Tribe of xxxx) followed by the phase of that players turn (Card Play, Action, Ruler Buy, Tectonic shift) and the ERA I and ERA countdown (next to de die) set at 6. Far right (at least on a desk top computer) the button to close each phase of your turn.



First we get the set-up, first player shall select a suitable start tile for first Meeple (only unoccupied earth or hill tiles, and no mountain tiles). This continues until the last player placed their first meeple. Then we go back in reversed order, where each player shall first select 1 goal of the 3 available and then to place their second Meeple. You can also choose to place your Meeple on an isolated island, click the button for this "place meeple on isolated earth tile", shown on the top of the side-bar (to the right). Cube placement is all handled automatically.

On the right the sidebar. **Top section** shows your hand cards and in your turn your extracard powers you can purchase for resource cubes. (the 3 buttons above your hand cards).

<Image of top hand cards>

<Image of 1 card explaining the different topics on the card>

If you want to play the Symbol (or Tribe power) on the card, you click on that symbol, if you want to play the card itself (Land move, water move, harvest) you click on the coloured banner (green, blue or yellow).
The card strength is shown underneath this banner. Land cards can be accumulated (click on another green banner to add more strength to your movement pool). Same for Harvest cards. Clicking the banner(s) again will deselect the card(s). You shall play at least 2 cards in each turn, if you can't or don't want to, the only option you have is to discard (top right button) your full hand. The cards move to your personal discard pile, same for any played cards. If you played already 2 cards, if you can and want you can play still more. If not, you can choose to end the Card phase (click the "End card play"-button top right). You can only play 1 symbol during your turn, and only 1 Tribe power during your turn (if you have the resources!).

<show image of the board with tiles and meeples and ways to move a meeple>

When trying to move a meeple (after selecting the top green banner on a land card in your "hand"), you need to select the meeple on the board first (tiles are highlighted) and then to select the tile to move to (normally the valid options are highlighted in green for you, the move pool maximum tile you can reach are highlighted in light blue). Even if the movement pool is larger, you still can only move a Meeple 1 tile at the time. But you just click the same meeple again (or another of your meeple if you prefer), and click the next tile to go to. Repeat until you are out of moves. A movement pool can also be used on several of your meeples, it's not restricted to only 1 meeple. If you still have some movement points left but don't want to use them, click on Stop pool (just above your hand cards).For example you only had a move 3 card available but only wanted to move 1 meeple to an earth tile (1 movement point), you would still have 2 movement points left, but you prefer to harvest, then you Stop the movement (the land move card is placed on your personal discard pile) and you can choose a Harvest card now.
Other information on the Side-bar: Goal cards, the goal you have chosen and any already accomplished goals (flipped) .Click on the eye icon to see the current 3 available goals to choose from.

<Image of goal cards>

Then we have the ruler section (more on that below) and the Climate card (hot or cold period, to determine if a snow or sand tile shall be placed in case of a climate shift) Some data on how many cubes each player has and meeple and nest pools. (your number of cubes is also presented higher up in the side bar, but in different order!). And the amount of flipped goal cards for each player for this ERA.
A legend section, the grey triangle to the right will open/collapse this section, it will also tell you the Game setup and the Tribe power (and cost to activate) of your opponents.
The green cube icon next to the Legend title will show a pop-up where you can see what you can do with your resources and in what phase to use or spend them.
Below the legend we see some numbers of tiles used/available and underneath that a short game log, with the latest info on top.

After you end the Card phase, you enter the Action phase, even if you are not able to afford any of the actions. Underneath your hand cards, a small menu shows you what action there are and their cost. Only those actions you can afford (and meet other condition like a meeple on a hill tile if you want to place a nest) are highlighted. Otherwise they are kind of greyed out.

You can choose as many actions as you want, click on Done (top right button) to close the Action phase and move to the next phase. Place and hatch a nest are exclusive, if you placed a nest, you will have to wait till next turn to hatch it, even if you already have the resources to do it now.

Now you enter the Ruler Buy phase. The ruler is the central part of the side bar with 6 cards. Check how many green cubes you have, the cost of the cards are paid by spending green cubes. If you have 0 green cubes, or don't want to buy any card, you shall click on Skip Buy-button (top right button).

<Image of ruler cards>

When you have green cubes and want to buy a card from the ruler, click on the card you like, then click on any (vertical or horizontal) adjacent card. Be aware, you only pay the cost equal to the current ERA, in green cubes. Conform with the Buy button underneath the ruler cards, if this doesn't give you the pop-up, you probably don't have enough green cubes to buy. Otherwise it creates a pop-up window showing both cards you selected and you decide which 1 of the 2 you want to keep, click on that card (the first card you choose is presented on the left).
The current pressure value (red icon on the ruler) will be increased by the cost of the card you've discarded! This card is added to your personal discard pile.
In case you preferred to skip buying or had to skip, you shall select 1 card in this grid to be replaced. The once you can select are highlighted. This increases the Pressure trigger value, the yellow diamond icon (unless it's already on the maximum of 12, then it goes also to the current pressure value).

Now when the current pressure value (red icon) moved to a new card slot i.e. it was at value 1, you discarded a card with cost:2, so the current pressure increases to value 3. This is a new card slot. Note: each card slot is 2 numbers. Card slot 1: value 1 and 2, card slot 2; value 3 and 4, etc. Etc. In case you would have kept a card with cost:1, the current pressure would increase to 2 and would still stay in the same card-slot as it was at the start of your turn.
But whenever the current pressure moves into a new card slot (and it can even skip some slots!), the symbol on the card in that new (final) card-slot is now activated. In case this card has no symbol, nothing happens. Note: Before you move the current pressure token, the ruler is always refilled from the central deck.

Depending on the symbol, the corresponding action is taken, watch the hint text at the bottom if it is not clear what to do. There is a "Continue" button on the top right, but then you would completely skip the symbol action So check the hint text at the bottom and look also in the side bar. For most symbol action you need to make a choice or selection and these buttons are now presented in the side-bar just above the ruler cards. Click the button of the action your prefer.

Finally, we might have a tectonic shift, if so, the active player shall choose which of the 2 Big Hexes will rotate, in which direction and also decides on which of the edge tiles the extra drawn tile shall be placed. Meeples that where on the edges of the inner Big Hex and the Big

Hex that rotated will get a broken heart token. This is automatically taken care of ones the player has chosen how to handle the shift. The Clock-wise and anti-clock wise buttons are again shown in the side panel above the ruler section.

If you could now still claim a goal, you get a warning pop-up and can still decide to claim it. In general, goals can be claimed at any moment the condition was met (but within your turn of course). Have a look on your goal card, it will be highlighted (with a green outline) when you can claim it. When you claim, you immediately will have to choose your next goal.
Only by claiming goals you can earn VP! Keep that in mind always! And when you claim a goal, the conditions are reset, so when you would select the same goal again (each goal has a number of copies) you can not automatically claim that goal as well in the same turn, you need to meet the goal conditions again in your next turn(s).

Whenever it's your turn, you get a pop-up to notify it's your Turn now! And you can also see on the top right which turn it is and who is the current active player/Tribe.
You also get a pop-up when your turn is ended and who's turn it is next.