

Extraction

3-4 player board game

Custom game board, tokens, resource cards, and 2 die are required to play

Game Setup

Highlighted sections reflect modifications for playtest

1. Assemble the map: Match the puzzle piece ends of the sea frame to form the coast, and randomly place the included terrain hexes face up within the frame
2. Create the supply: Sort the resource cards by type and place them in five stacks face up. Shuffle the development cards and place them in a facedown stack next to the other piles. Place the Longest Route and Largest Army tiles near the game board.
3. Choose the first player: Each player rolls the dice, and the player with the highest roll is the first player. Each player selects a color and takes the roads and buildings (settlements and cities) in that color along with a buying guide to reference during play.

4. Place Your Starting Pieces:

Round 1: The first player places 1 settlement on an empty intersection of their choice. Then they place 1 road on an empty edge next to that settlement. The next player to the left does the same until all players have 1 settlement and 1 road on the board.

Round 2: Starting with the last player and going in reverse order, each player places 1 settlement on an empty intersection of their choice and their second road on an empty adjacent edge.

Important: When placing a settlement, stay two edges away from all other settlements.

5. Collect Your Starting Resources: Each player takes 1 matching resource card from the supply for each hex adjacent to either of their two starting settlements. Keep these resource cards hidden.
6. Place the Number Discs: Following the same rotation order, players can now choose where to place the various number discs on each tile. Once all numbers are placed, blocks are added to each hex (one for each dot).

Objective

Players compete to extract the land's resources, while balancing the consequences of depletion. The first player to reach 10 points on their turn wins. Earn points by building. Collect and trade the resources you need to build.

Point System

Settlement = 1 point each

City = 2 points each

Objective Cards (Longest Route or Largest Army) = 2 points each

Victory Point Card = 1 point each

Gameplay

The game is played in a series of turns, starting with the first player, and moving clockwise.

On your turn:

- Roll both dice and add them together. The total determines which hexes produce resources this turn.
- All players with a settlement on a producing hex may collect 1 resource card that corresponds to that hex tile's resource type. If a player has multiple settlements on that hex, they collect 1 resource card for each settlement, and 2 resource cards for each city. For each resource card extracted from a tile, a block is removed from the board entirely.
 - If there are not enough resource cards in the supply to fulfill everyone's production, then no one receives any of that resource. However, if only one player is affected, give that player as many of those resource cards as remain in the supply.

*Rolling a 7 - When a player rolls a 7, hexes do not produce any resources. Instead:

- The player exchanges the number disc on a tile of their choosing with one of a different tile. The blocks are not involved in this exchange. This move can prevent depletion of a specific resource, or be used to increase production of a different hex.
 - Each dot on the number disc represents the possible combinations for rolling that number. This means that a number disc with more dots will be rolled more frequently than one with fewer dots.

On your turn (Continued) :

Actions - You may take as many actions as you like and in any order, as long as you have the resources to do so.

- Build by buying
 - Roads, settlements, cities, and development cards each have different costs. You must spend resources to “build” something and add it to the board, or draw a development card. Return used resources to the supply.
 - Roads: Roads are not worth points, and are only used to connect settlements or cities. There must be **at least one road** in between any two buildings, and a new road must connect to one of your existing roads or buildings. **The first player to have 5 continuous roads can take the Longest Route tile, worth 2 points.**
 - Settlements: Settlements are worth 1 point and are placed at empty intersections. They must be connected to at least one of your existing roads. Once all 5 of the provided settlements have been placed, you must upgrade one of your settlements to a city to continue building more settlements.
 - Development cards: Development cards remain hidden until used. To play, place the card face up. Development cards never go back into the supply. If the supply runs out, there are no more development cards in play. You may not trade development cards. ***See original rule sheet for details on the different cards*** When you play a Knight card, complete the actions as directed above for “Rolling a 7”.
- Upgrade your settlements to increase return
 - Cities: Cities are worth 2 points and **allow a player to collect two resources while only extracting one block from a hex tile. This form of building is more efficient.** Cities always replace a settlement. To build a city, remove one of your settlements from the board, return it to your own supply of building materials, and place the city where the settlement was originally located. You may not build more than what you have in your building material supply.

On your turn (Continued) :

- Trade with players, or with the supply
 - During your turn, other players may only trade with you, not with others or with the supply.
 - To trade with other players, announce which resource(s) you want and which resource(s) you are willing to trade. Other players may accept your proposal, make counteroffers, or make their own proposals.
 - To trade with the supply, you must have 3 of the same resource to exchange for 1 of a different resource.
- Attack a neighboring settlement. This is any settlement of another color, but you must have first built a road that connects to their settlement. Roll one dice for luck, if the number is an odd number, the attack was unsuccessful, if it is an even number, the attack was successful. The other player may then roll the other dice for defense, following the same rules for success.
 - If the attack is successful and the defense is unsuccessful, the attacking player may take the settlement and replace it with one of their own color, skipping the building cost.
 - If the attack is successful and defense is successful, nothing happens as their efforts are cancelled out.
 - If the attack is unsuccessful, the defending player can draw a resource card at random from the attacking player's hand.

Winning

The player that reaches 10 points first, wins.