

# *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. Randomly lay out the included hex tiles face up to form the map.
2. Follow step 6, 7, and 8 on the back of the Catan rule sheet (choose the first player, and place your starting pieces, and collect starting resources) Ignore the note labeled “Important:”, one may place settlement wherever on the board.
3. Following the same rotation order, players can now choose where to place the number tokens on each tile.
4. Roll again to see which player will start the game, take turns in the clockwise direction.

## *Objective*

Players compete to gain the most Points by extracting and trading resources. The first player to reach 10 points on their turn wins. Earn points by building. Collect and trade the resources you need to build. This version aims to focus on the depletion of these resources. I was thinking I may incorporate what I know about the Spanish conquest of the Aztecs into my theme, or whether I should take a more modern approach entirely.

## *Point System*

Settlement= 1 point

City= 2 points

Objective Cards = 2 points

Victory Point Card= 1 point

## *Gameplay*

On your turn:

- Roll both die, and use the sum of both to locate their corresponding tile.
- All players with a settlement on a tile may collect that tile's resource.
- The current player has the option to extract an additional resource card from that tile, but must exchange the value of that tile, essentially adding +1 depletion to the tile. For example, the player would swap their 5 (\*\*\*\*) for a 4 (\*\*\*) , or a 9 (\*\*\*\*) for a 10 (\*\*\*) because it will be less likely to be rolled again in play.

Actions (choose 1–2):

- Build by buying
- Trade with players
- Upgrade your settlements to increase return
- Attack a neighboring settlement. Roll one dice for luck, odd number: unsuccessful even number:successful. The other player may then roll the same for defense. If the attack is successful and the defense is unsuccessful, the attacking player may take the settlement (to be indicated by turning the house on its side). That settlement is now owned by the attacking player.

## *The Robber*

When a player roles a 7, they may swap any two number tokens on the board by a value of one. Depleting another player's tile or adding value to your own.

## *Scoring*

- Victory Points converted into points at end \*Reference the original rules, I will adjust the scoring and win factor later to reflect the theme\*

## *Winning*

The player that reaches 10 points first, wins.