

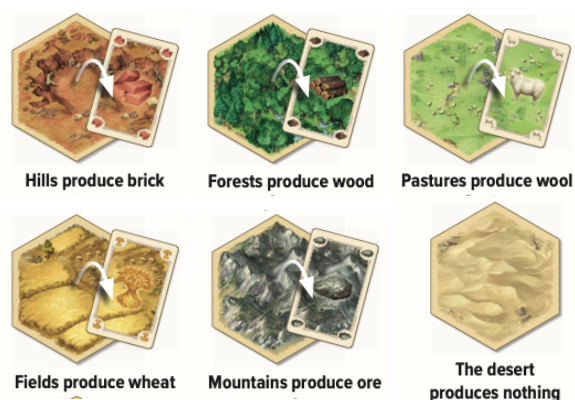
Extraction

3-4 player board game

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

Game Setup

1. Assemble the map: Randomly place the included terrain hexes with their resource type facing up and the desert side facing downwards within the frame. There is one double-sided desert hex that can be placed down on either side.

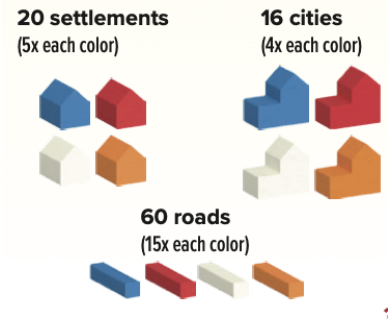


2. Create the supply: Sort the resource cards by type and place them in five stacks face up. Shuffle the development cards and place them in a facedown stack next to the other piles. Place the Longest Route and Largest Army tiles near the game board.



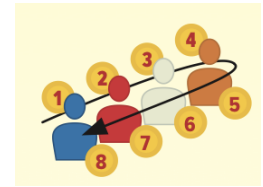
Game Setup (Continued) :

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 opponent's settlements. Consider the resource type of the tiles you choose to build on. The desert tile is depleted at the start of the game and will not produce.

5. Collect Your Starting Resources: Each player takes 1 matching resource card from the supply for each hex adjacent to **one** of their two starting settlements of their choice. Keep these resource cards hidden.



Example: If the players' 2nd settlements are the ones shown to the left, they would collect the resources shown below:

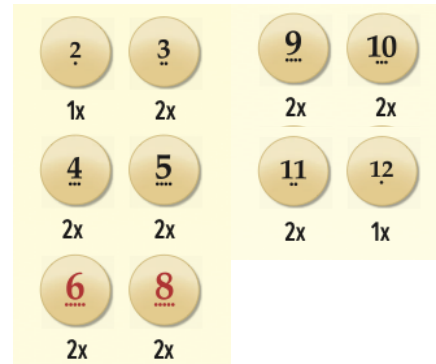


Game Setup (Continued) :

6. Place the Number Discs: Following the same rotation order, players can now choose where to place the various number discs on each resource tile (**skipping the one desert tile**). Once all numbers are placed, tokens are added to each hex (one for each dot).

* Each dot on the number disc represents the possible combinations for rolling that number, and how frequently it will be rolled. *

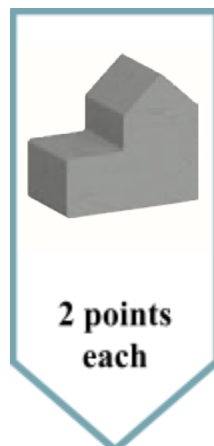
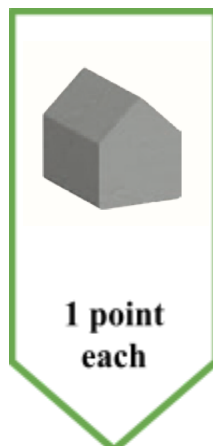
	2	3	4	5	6	7
	3	4	5	6	7	8
	4	5	6	7	8	9
	5	6	7	8	9	10
	6	7	8	9	10	11
	7	8	9	10	11	12



Objective

Players compete to extract the land's resources, while balancing the consequences of depletion. Win by earning the most points by the end of the game. Earn points by building. Collect and trade the resources you need to build.

Point System



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. One token is then removed from that tile. If no one has built around a number rolled, the hex does not produce resources this turn and no tokens are removed. Once all tokens are removed from a hex tile, that tile is "depleted" of its resource and is flipped over. Once a tile is depleted it is out of use for the rest of the game. The associated number disc is placed face up in the supply and can be reintroduced into the game when a player rolls a 7. **If a player has multiple settlements on that hex, they collect 1 resource card for each settlement, and 2 resource cards for each city.**
 - 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 swaps the number disc on a tile of their choosing with either one of a different tile, or a number disc that was previously placed into the supply (no longer in use following depletion). The tokens are not involved in this exchange. For example, you might move a high-frequency disc off of a nearly depleted tile and use it to increase production of a different hex.

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, but may be built in-between previously placed roads of your color. 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”.

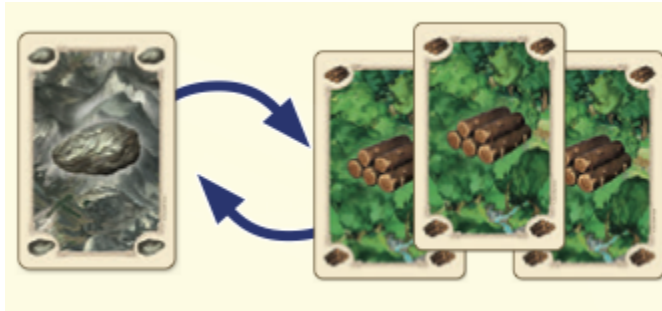
- Upgrade your settlements to increase return



- Cities: Cities are worth 2 points and allow a player to collect two resources while only extracting one token 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) :

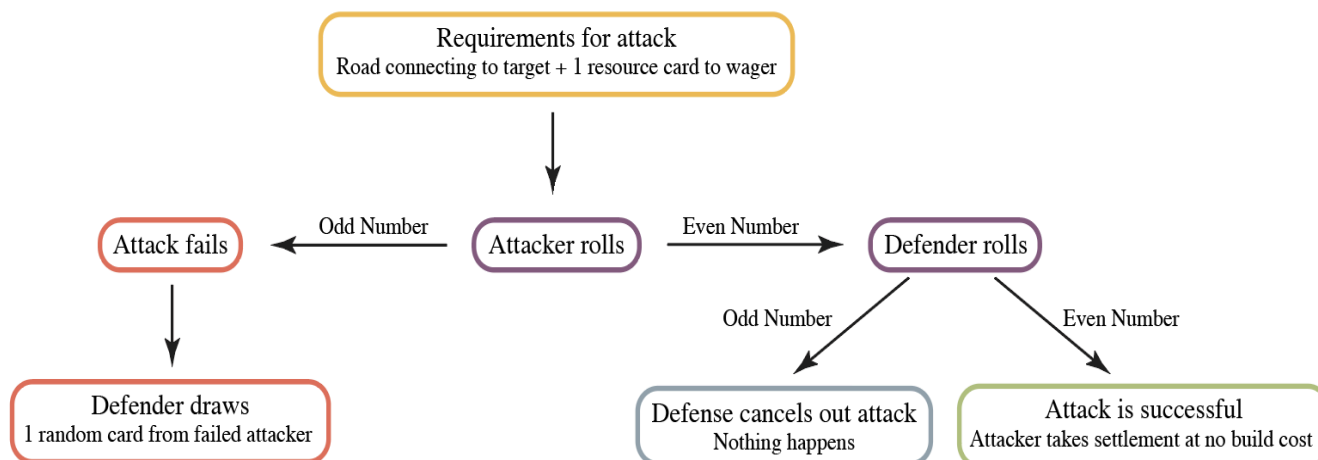
- Trade with players, or with the supply
 - During your turn, other players may only trade with you, not with others or with the supply.
 - To trade with other players, announce which resource(s) you want and which resource(s) you are willing to trade. Other players may accept your proposal, make counteroffers, 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 or city. This is any building of another color, but you must have first built a road that connects to their settlement and have at least one resource card in hand to wager.



On your turn (Continued) :



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. The previous building is returned to the player that was attacked to be reused. If successful, an attack may break up the length of their player's road. If that player has the Longest Road card, they must return it to the supply until another player meets the requirements, or until the building is taken back in another attack.

The defeated player may decide to roll to take their building back once it is their turn, following the same rules for an attack. An attack can be avoided through fortification, building roads around your buildings to prevent access.

Winning

Play continues until there are no valid actions that can be made by **anyone** on their turn.

When a player cannot collect resources, build, trade, or attack, they are out of the game (the land has been exhausted for them). When all players have been eliminated this way, the game ends. Players count their total points and whoever has the most wins.