Number of players: 1-5 Ages: 9-99 Playtime: 40 minutes

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Build your country with large forests, fields, cities and lakes, and matching facilities!



COMPONENTS:

1 ARROW per player color 1 TOKEN per player color 35 SAND tiles 1 MARKET board and 1 RING 2 SCORE LIST tiles 5x20 LAND tiles

1 MARKET MARKER
1 SCORE SHEET pad

PREPARATION

Give each player an **ARROW** and **TOKEN** in one color, and 7 **SAND** tiles: 3 with only **SAND** spaces (hexagons), 1 with 1 **FOREST**, 1 with 1 **GRASS**, 1 with 1 **CITY** and 1 with 1 **LAKE** space. Now each player builds their country with these 7 tiles. Best to build a compact shape!

2 Place the **MARKET** board in the middle of the table. The number of arrows pictured at the board edge equals the number of players. Therefore, with 2 or 3 players you place the **RING** on the **MARKET** board.



The player who lives closest to a country border is the starting player. This player turns their **TOKEN** to the '1st' side and places their **ARROW** next to the **MARKET** board, parallel to arrow number 1. The neighbor to their left places their **ARROW** next to number 2, the next player in clockwise order places next to number 3, and so on.

- 3 Place the 2 identical **SCORE LIST** tiles in places where all players can see them clearly.
- 4 Stack all LAND tiles, face-down, shuffled, on the matching spots on the MARKET board (so 5 stacks of 20 tiles).
- 5 Take the LAND tiles as shown on the MARKET board edge (or the RING), from the stacks, and place these next to those board edge spaces, face-up.
- 6 Place the MARKET MARKER on the stack with the tiles that consist of 2 spaces.

TURNS

Each turn consists of 4 parts in below order. After the starting player, turns proceed clockwise.

Move your ARROW, in the direction it points, to the 1st, 2nd or 3rd placeable(!) LAND tile.

Passing other ARROWS is allowed.

A tile is placeable if you can fit it face-up on your SAND spaces. Example: If (late in the game) the 2nd, 3rd and 5th tile in front of your ARROW are impossible to place in your country, then you move to the 1st, 4th or 6th tile. Sometimes there may be only 1 or 2 placeable tiles to choose from.

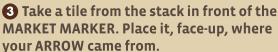
2 Move the MARKET MARKER over the tile stacks, clockwise, by a number of steps equal to the number of steps you moved your ARROW (so 1, 2 or 3).

Skip empty spots at the MARKET if the stacks are exhausted.

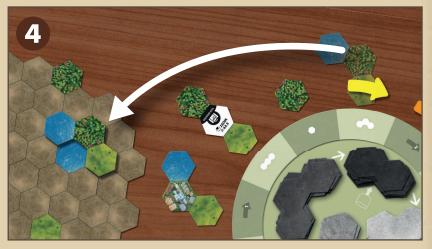








If the stack is empty, take a tile from the next stack.



4 Take the tile by your ARROW and place it (face-up) on SAND spaces in your country, adjacent to at least 1 LAND or FACILITY space.

You must place a tile if you can.

U-TURN ONCE!

Once per game, you can flip your ARROW, to move 1, 2 or 3 steps counterclockwise to a placeable tile. You can **never** turn again, so all remaining turns you must move counterclockwise.

(The MARKET MARKER continues to move clockwise.)

FINAL COUNTRIES

You trigger the game end if:

- You filled all SAND spaces, or
- You have no possible moves (so all tile shapes around the MARKET board do not fit in your country).

In both cases, play continues until it's the starting player's turn. Then the players who placed a tile in their last turn get **1 extra turn**!

VICTORY POINTS

After the last turn, use a SCORE SHEET to count each player's victory points (VP).

Victory points per area:

An area is a cluster of **1** or more LAND spaces of the same type. Areas are called **FOREST, GRASSLAND, CITY** or **LAKE** below.

AREA SIZE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
VICTORY POINTS	0	1	2	4	6	8	10	13	16	19	22	25	28	31	34



The LAND type which gives you the fewest VP, counts double!

Write your total score for that LAND type below your 4 LAND type scores.



Victory points per FACILITY (space with icon):

Tip: For a simpler game you can use the rule that each FACILITY just gives 2 VP, instead of below rules.

7 FACILITIES give 3 VP each if you have it AND **perform the best of all players** (joint-best is enough):

WILDLIFE PARK: 3 VP if adjacent to the largest FOREST. GOLF COURSE: 3 VP if adjacent to the largest GRASSLAND.

FUN PARK: 3 VP if adjacent to the largest CITY.
TOUR BOAT: 3 VP if adjacent to the largest LAKE.
RESTAURANT: 3 VP if adjacent to the largest area.

TOUR OPERATOR: 3 VP if you have the **most FACILITIES** (this included). **CAMP SITE**: 3 VP if you have the **fewest empty SAND spaces** remaining.















For the other 17 FACILITIES you don't compare to other players:

HIKERS' CABINS: 1 VP per adjacent FOREST space on other tiles.

FARM: 1 VP per adjacent GRASS space on other tiles.
MALL: 1 VP per adjacent CITY space on other tiles.
HARBOR: 1 VP per adjacent LAKE space on other tiles.

HIKING TRAILS: 4 VP, minus 1 VP per other FOREST. MARKET: 4 VP, minus 1 VP per other GRASSLAND. METRO: 4 VP, minus 1 VP per other CITY.

DIVING SCHOOL: 4 VP, minus 1 VP per other LAKE.



















WATCHTOWER: 4 VP, minus 1 VP per other FACILITY.



VIEWPOINT: 2 VP. *Just 2 VP*.



BANK: 2 VP per adjacent other FACILITY.



Z00: 1 VP per LAND type that is adjacent to this Z00. So maximum 4 VP, and at least 1 VP because of the GRASS space on this tile.



HOTEL: 1 VP per other FACILITY.

gives you 1 VP.



AIRPORT: 1 VP if this hexagon is on the border of your country, 2 VP if it's at 1 hexagon distance and 3 VP if it's at 2 hexagons distance to the nearest border.



CUSTOMS: Victory points equal to the number of **sides** of this hexagon **on the border** of your country.



RACE TRACK: Victory points equal to the number of spaces in the shortest **distance to the nearest other FACILITY**. So o VP if a FACILITY lays next to the RACE TRACK.

And o VP if you have no other FACILITIES.



BIRD CONSERVATION: Instead of the penalty points (see below), each remaining SAND space



EMPTY SPACES PENALTY POINTS: Minus 1 VP per remaining SAND hexagon in your country.

COUNTRY SCORE EXAMPLE

Player BLACK has no more turns (because all tiles around the MARKET board contained 3 spaces).

The **AIRPORT** is 2 spaces

away from the border,

so **3 VP**.

VP FOR AREAS:

VP FOR FACILITIES:

The **MALL** is adjacent to

4 CITY spaces. The space

on the same tile as the

MALL itself doesn't

count for victory

points, so 3 VP.

The 4 FORESTS, of size 6, 2, 1 and 1 space, give 8, 1, 0 and 0 VP.

The 2 GRASSLANDS of 7 and 1 space give 10 and 0 VP.

The 3 CITIES contain 5, 4 and 1 CITY spaces, so give 6, 4 and 0 VP respectively.

The **LAKE** consists of 5 spaces, so **6 VP**. This is the lowest

LAND type score, so the 6 VP counts double.



The **GOLF COURSE** is adjacent to a GRASSLAND which is 7 spaces large (and another GRASSLAND of 1 space). Another player has an 8 spaces GRASSLAND, so larger. So no one wins the victory points.

The **CUSTOMS** hexagon has 2 sides on

the country border, so **2 VP**.

The "noisy" **RACE TRACK** is 2 spaces away from the —nearest other FACILITY (the HIKING TRAILS), so gives **2 VP**.

PENALTY POINTS:

The 3 remaining SAND spaces each cost 1 VP, so -3 VP.

The **HIKING TRAILS** would bring 4 VP if there was only 1 FOREST in the country. But there are 4 FORESTS. The extra 3 FORESTS each cost 1 VP. So 4 VP minus 3 makes 1 VP.

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SOLO GAME

- Set up the game as if it were a 2 player game in which you are the starting player and only you build a country.
- In their 1st turn, the ARROW of your "opponent" moves as many steps as your ARROW.
- In the rest of the game, your opponent moves a number of steps equal to the number of spaces on opponent's last "chosen" LAND tile.
- Once the opponent has taken 15 LAND tiles, you have 1 (16th) final turn remaining.
- SCORE EXCEPTION: The first 7 FACILITIES in above list give 2 VP each, always.
- Try to beat your best score.



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