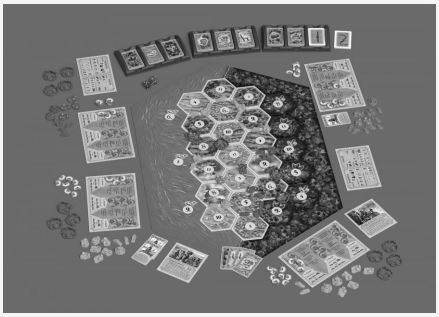
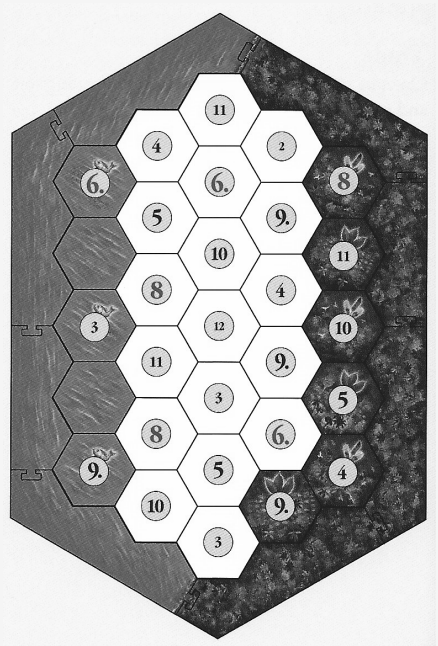
Settle the Andes



SET UP



TURN ORDER

When it is your turn, take the following actions in the following order:

Production Phase

You must roll the 2 dice to determine which hex(es) produce this turn.

All players earn resources/goods cards from your production roll.

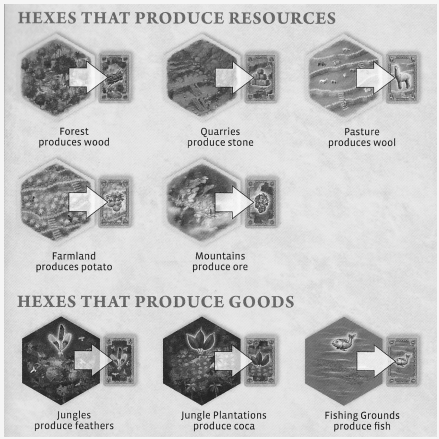
Trade and Build Phase

You may trade and build in any order. For example, you may trade, build, trade again, and build again.

After you complete your actions, pass the dice to the player on your left.

Important: During your turn, you may play 1 of your development cards. you can play it *before* (but not during) the production phase, or during the combined trade/build phase.

PRODUCTION PHASE



The 5 familiar hexes produce wood, wool, ore, potato, and stone. There are 3 new hexes that produce "goods."

PRODUCTION PHASE

HEXES THAT PRODUCE RESOURCES	
Forest	Wood
Quarries	Stone
Pasture	Wool
Farmland	Potato[1]
Mountains	Ore
HEXES THAT PRODUCE GOODS	
Jungle	Feathers
Jungle Plaintation	Coca
Fishing Grounds	Fish

[1]Replaces the *Grain* resource from base game

PRODUCTION PHASE - GOODS

You cannot use goods cards directly to *build*.

You only use them to *trade*.

You keep them hidden from your opponents in your hand, together with your resource cards.

You include them in the count when anyone roles a "7."

Like resource cards, you may rob them from an opponent's hand when the robber is activated.

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TRADE

Trade with Players:

You may trade resource and/or goods cards (but *never development* cards).

You can only trade with the active player. The active player may trade with any other player.

Trade with the Supply:

3:1 for matching resources	Return 3 identical resource cards & take 1 different resource or good.
2:1 for matching goods	Return 2 identical goods cards & take 1 different resource or good.
3:2 for different goods	Return a set of 3 different goods cards & take any 2 *resource* cards (but not goods).

BUILD

Roads:

There are no paths[1] between jungle hexes or between jungle hexes and the frame.

There are no paths between sea hexes or between sea hexes and the frame.

Roads may not be built between jungle hexes, between sea hexes, or between these hexes and the frame.

BUILD (cont)

Settlements:

Each settlement is worth 1 culture point. As soon as you place 1 settlement on the board, place 1 culture marker on the next unoccupied space on your culture board.

Settlements can only be built on intersections that are boarded by a path.

Cities:

A city produce twice as much income from adjacent hexes as settlements.

A city is worth 2 culture points, since a city replaces a settlement, only place 1 culture point on your culture board.

For each of your tribes, you may only build 1 city.

[1]The beige-colored edges around hexes are called "paths."

BUILDING COSTS

Road	1 Wood + 1 Stone
Settlement	1 Wood + 1 Stone + 1 Potato + 1 Wool
City	2 Potato + 3 Ore
Development Card	1 Potato + 1 Wool + 1 Ore

DEVELOPMENT CARDS

You may play exactly 1 development card per turn. You may not play a development card during the turn you purchased it.

When you buy a development card, draw the top card from the supply in the card tray.

Keep your development cards secret from your opponents until you play them. They do not count towards your hand size. You may not trade them.

The cards marked with a "2" on the back only come into play as soon as *all* players have begun their second tribe. Place the "2" cards *under* the remaining "1" cards.

THE ROBBER

If you roll a "7," activate the robber

If any player has 8[1] or more cards, they must choose half of their cards and return to the supply.

If anyone has an odd number of cards they may round down in their favor.

Next, move the robber

[1]Each face up *Combat Arts* card increases your hand limit by 1.

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