

discards are shuffled back into deck.)

Turn up ⊕+1 large cards in centre.

Shuffle small cards.

Conduct 8 rounds.

Round

Each player chooses and puts down a card from their hand, face down, at the end of their existing line. All reveal simultaneously.

Each player: if your card *number* is higher than the previous one, you are eligible

for small cards. Draw 1 + the number of Map symbols showing in your play area.

From lowest card number to highest, each player drafts a large card from the central area (not on round 8), and may play a small card face up if they have one. Any unplayed small cards are placed face down under the small card deck.

Place the last large card at the bottom of the deck.

Reveal ⊕+1 new large cards. (Not on round 7 or 8.)

End game scoring

Turn all large cards face down. Leave small cards face up.

One at a time from the end backwards, turn a large card face up. Score it based on what's visible (on it, on any previously-turned large cards, and on small cards).

In the ninth round of scoring, add points from small cards.

If points are tied, player with the lowest total of card numbers wins.

Card anatomy

Symbols at top right (chunky stone keys, antelopes, pineapples) are available resources.

Symbols at middle right of large cards are prerequisites that must be showing to activate the scoring mechanisms at the bottom of that card. Small cards never have prerequisites.

X/Y = Z awards Z points for each X or Y card.

AB

CD = Z awards Z points for

Shuffle large cards and deal 3 to each player. (Advanced: deal 5, players keep 3 and discard 2,

Setup

Score the most points by end of game.

Goal

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Roger's Rules: Firedrake/BGG

Faraway

each set of four distinct card colours.