



EXPLORERS OF
NAVORIA

RULEBOOK

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Objective

A game of Townsfolk Wanted! consists of three (3) rounds. Each round, players will recruit townsfolk (cards) and claim rewards. At the end of the third round, the player or players with the most wealth (points) wins the game.

Components



1 main board



4 player boards



4 score markers
in 4 colors



36 trading post
tokens (9 in
each colour)



16 favour markers
(4 in each
colour)



54 goods tokens (18
each of 3 different
types)



4 turn-order
markers in 4
colours



12 exploration
markers (3 in each
colour)



60 townsfolk cards
(12 of each suit)



15 agent tokens
(3 of each type)



9 favour tiles



1 draw bag



Set-up

Main board set-up

1. Place the main board in the centre of the table.
2. Place all goods tokens (weapons, minerals, & food) in piles near the game board within easy reach of all players.
3. Place all the agent tokens into the bag.
4. Prepare the townsfolk decks:
 - Separate all the cards by colour and shuffle each deck. Place each deck on the matching space on the main board. Reveal the top 3 cards from each deck and create a queue to the left of the deck.
5. Shuffle all the favour tiles and randomly draw 4. Place the tiles on the matching spaces on the main board. Return all unused tiles to the box. They will not be used this game.



in a two-player game



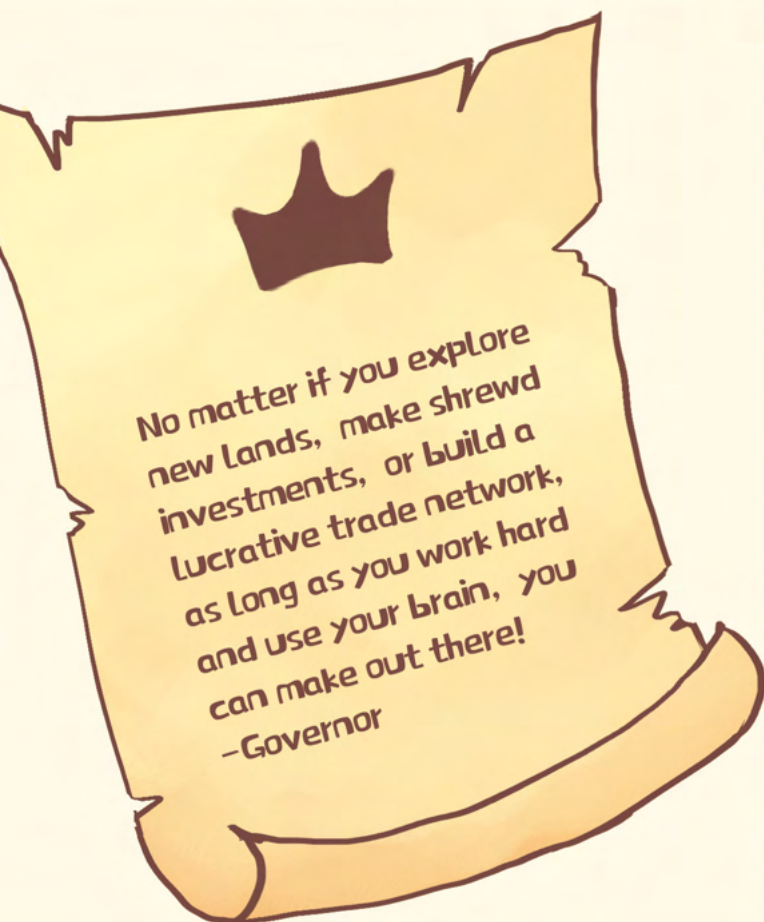
Player set-up

6. Each player takes a player board and all components of one colour in front of themselves.
7. Each player places 3 trading posts in the right column of each dock on his or her player boards.
8. Each player places their 3 explorer markers in the starting spaces (marked with a compass icon) of each exploration track on the main board.
9. Each player places their score marker on the “0” space of the score track on the main board.
10. Each player places their favour markers near their player boards
11. Randomly determine the start player and place his/her turn-order marker onto the space marked “1” on the turn-order compass on the main board. Proceeding clockwise around the table, the rest of the players place their markers.





Gameplay



A game of Townsfolk Wanted! consists of 3 rounds, each composed of the following 4 phases in order:

- 1. Recruitment**
- 2. Return**
- 3. Income**
- 4. Maintenance**

Repeat these 4 phases in order each round. At the end of the 3rd round, the game ends and final scores are tallied up. The player or players with the most (points) wins the game. Tied scores result in a shared victory.

Recruitment

In the recruit phase, players take turns drafting cards into their tableaux. Beginning with the start player and proceeding according to the turn-order compass, each player dispatches an agent token, either from the bag or from the town centre.

Dispatch from the bag

Draw 2 agent tokens from the bag and choose one. Place it on the corresponding deck and recruit a face-up card from that queue. Resolve the card's immediate effects (see page 8 for details) and place it into your tableau. Place the other agent into the town centre.

All cards players recruit are placed face-up in front of them into their tableau. They should be visible to all players, but the left sides with immediate effects can be overlapped to save space.



Example: Pete draws a red and a blue agent from the bag. He chooses the red agent, places it atop the red deck, and recruits a revealed red card. Red cards have no immediate effects, so he has nothing to resolve. He places the card into his tableau and places the blue agent into the town centre.

Dispatch from the Town Centre

There must be at least one agent in the town centre to use this option. Otherwise, dispatch from the bag instead.

Choose an agent in the town centre and place it on the corresponding deck. Recruit a face-up card from that queue, resolve its immediate effects (see page 8 for details), and place it into your tableau.



Example: Yara chooses the blue agent in the town centre and places it atop the blue deck. She recruits a revealed blue card and checks it for an immediate effect. This card has none. Finally, she places it into her tableau for scoring during the income phase.

End of Phase

In a 2- or 3-player game, the recruit phase ends when each player has recruited 4 cards into his or her tableau this round.

In a 4-player game, the recruit phase ends after each player has recruited 3 cards into his or her tableau this round.



Card Layout



Favour

The first 2 players to collect 5 icons of each race win the favour of that race. Place your favour marker for that race in the highest unoccupied space of the matching favour tile on the main board. You can only claim favour with each race once, even if you collect 10 icons.



Example: Barb has collected 5 beast icons, so she can claim the favor of that race. The first space on the beast favour tile is occupied by Pete's marker, so Barb claims the second space.



Icon/Explanation

This icon refers to wealth (points).

Blue Cards (Merchants)

Recruit these townsfolk to make investments in the territories. Most merchant cards provide immediate points, and all provide income. Every income phase, each merchant scores 1 point for each matching race icon in your tableau.

Icon Explanation



In the income phase, score one point for each human/goblin/beast/sprite icon in your tableau.



Greg has 2 blue cards. During the income phase, he scores 5 points for the first card, since he has 5 beast icons in his tableau. The second blue card has the same effect, earning him another 5 points.

IMPORTANT! Timing of Card Effects

🕒 are scored during each income phase.

🕒 are scored at the end of the game.

All other effects are resolved immediately after a card is recruited.

Yellow Cards (Builders)

Recruit these townsfolk to develop the territories. Each builder allows you to place a trading post onto the specified territory from the matching docks on your player board, as well as granting another immediate reward such as points, goods, or movement.

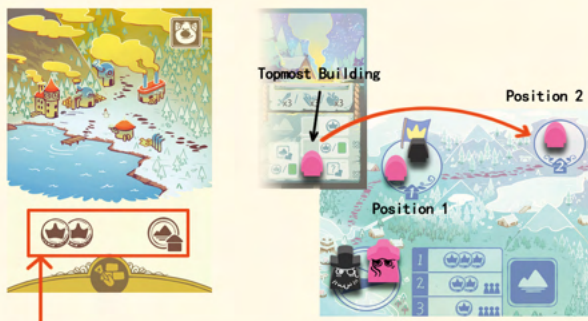
Icon Explanation



Place a trading post from your player board onto the specified exploration track (desert, glacier, or forest) as directed by the card.

Follow these rules when placing a trading post:

1. Choose the highest trading post from the dock matching the territory on the card (i.e. build top to bottom from your board).
2. Build from the space marked with "1" in each exploration track, and place your second and third trading posts onto the spaces marked "2" and "3" respectively (even if your exploration marker has not yet reached those spaces).
3. You can build on a space even there is already a trading post from another player in that space.
4. Each player can only build 1 trading post in each space and 3 per territory.



Example: Pete recruits a builder. First, he scores two points. Next, he builds a trading post onto the glacier track. He already has a trading post in space 1, so the new post is placed on space 2.

Red Cards (Soldiers)

Recruit these townsfolk to garrison your trading posts. Every soldier card grants you an end-game scoring condition based on how many trading posts you have built in their territory.

Icon Explanation



At the end of the game, each soldier card in a player's tableau scores 2 points for each trading post built on its specified exploration track.

Important! Each soldier card contains two of the same race icon. Count both icons for claiming favour with that race, and when scoring investments (blue cards) in the income phase.



Example: At the end of the game, Barb has only one soldier (red) card in her tableau. This card scores 2 points for each trading post in the desert. She has 2 trading posts on the desert track, so she gains 4 points.

Purple Cards (Explorers)

Explorer cards allow you to move your marker one or two spaces down the specified exploration track. Some also give points. Explorer cards score during the income phase for each flag you have reached on all three exploration tracks.

Icon Explanation



Move your exploration marker on the desert/forest/glacier track one step



Move any of your exploration markers one step forward.



During the income phase, score 1 point for each flag your exploration markers have reached.

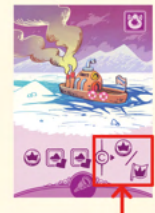
Purple Cards (Explorers)



Example: The instant effect on this card states: "Score one point and move your forest exploration marker 2 steps forward." The income phase says: "Score 1 point for each flag your exploration markers have reached."

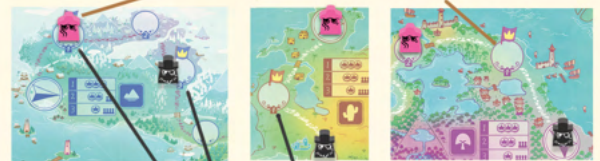


Pete has 2 purple cards, and therefore scores twice.



Barb has just one purple card, and therefore scores only once.

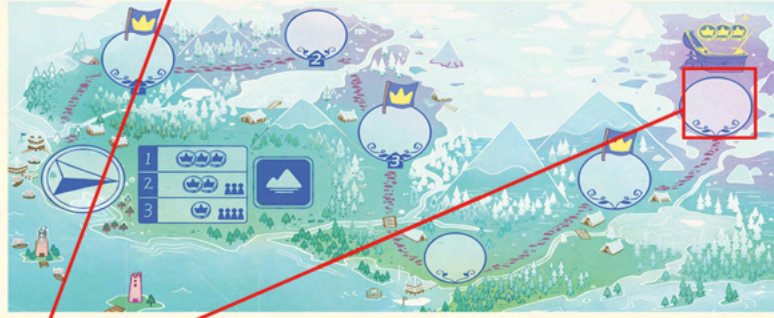
Pete's exploration markers have reached 2 flags.



Barb's exploration markers have reached 3 flags.

Example: During the income phase, Pete has reached 2 flags (1 on the glacier and 1 in the forest), and scores 4 points because he has two purple cards in his tableau. Barb has reached 3 flags (2 on the glacier and 1 in the desert). She has one purple card in her tableau and scores 3 points.





The End of an Exploration Track

There is a different bonus at the end of each exploration track. When a player's exploration marker reaches the end of the track, his or her marker stops there, and the bonus is scored immediately. If there is any movement left, each additional step of movement will trigger that bonus once (The same goes for any future movement).



Example: **Barb** recruits an explorer (purple) card. The instant effect of the card lets her advance her forest marker 2 steps. The first step brings her forest marker to the end of the track. She immediately scores 5 points. The second step does not advance the marker (since it's already at the end), but it does trigger the bonus 5 points again for a total of 10 points from this movement.



Green Cards (Producers)

Recruit these townsfolk to collect goods. Most producer cards score you points, and all provide you with food, minerals, and weapons for fulfilling contracts.

Note! Green cards in your tableau also help you score more points when you complete contracts.

Icon Explanation



Collect 1 food / mineral / weapon

On your player board are 3 docks for trading with the 3 territories: glacier, desert, and forest. Whenever you collect goods, you must distribute each good to a different dock of your choice. Once placed, you cannot change their position (i.e. you cannot move goods from one dock to another). On the left side of each dock are two basic rewards. Earn these rewards every time you fulfil that contract. Rewards on the right side become available after you build the trading post next to the printed reward.



Icon Explanation



Forest Dock: 1 weapon, 1 mineral, and 1 food.



Desert Dock: Any 4 goods



Glacier Dock: 3 weapons, 3 minerals, OR 3 food

Green Cards (Producers)

Bonus Explanation



Score 1 point for each green card in your tableau.

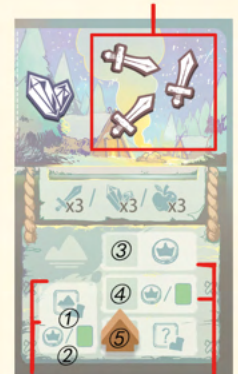


Example: Pete recruits a producer and resolves its effects immediately. First he scores 2 points. Next, he collects one weapon and one food. He must choose a different dock for each good, so he puts the food on the forest dock and the weapon on the glacier dock.

Example: Pete now has 3 weapons on his glacier dock, fulfilling its contract. He discards those 3 weapons to the supply and gains the following rewards.

- ① Advance your glacier marker 1 step
- ② Score 1 point for each green card in your tableau.
- ③ Score 1 point
- ④ Score 1 point for each green card in your tableau.

Note! The 5th reward is not available because that trading post is still on the dock. Pete has 2 green cards in his tableau, so he scores a total of 5 points from this contract (2 points from bonus ②, 1 point from bonus ③, and 2 points from bonus ④).

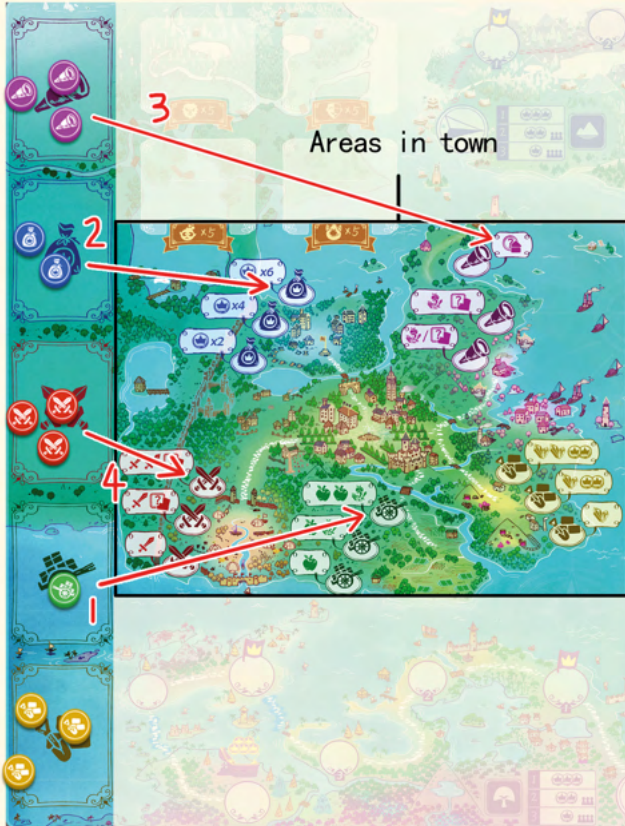


Discard the matching goods upon completing

Collect these 4 bonuses for completing the contract.

Return Phase

Starting with the last player and proceeding in reverse player-order (anticlockwise around the turn-order compass), players take turns returning an agent from any deck to the highest space available in its matching area and collecting the listed reward(s). This phase ends when all agent tokens have been returned to town.



Icon Explanation



Collect 2 weapons and advance any exploration marker by 1 step.



Collect 2 food and 1 good of any type.



Collect 2 minerals and score 2 points.



Score 6 points.



Collect 1 good of any type AND advance any exploration marker by 1 step



Collect 1 good of any type OR advance any exploration marker by 1 step



Build a trading post on any exploration track

•Any goods gained in this phase are distributed to the dock of the player's choice immediately. If more than one good is collected, they must be distributed to different docks as normal. If a contract is fulfilled, resolve it immediately.

Example: **Greg** went fourth in the recruit phase, so he goes first. He returns a green agent to the first space in the green area and collects 2 food and 1 good of any type (he chooses a mineral). He places one food each on his forest and desert docks, and the mineral on his glacier dock. **Pete** is on the third turn-order space. So he returns a blue agent to the first space in the blue area and earns 6 points. **Yara** returns a purple agent to the first space in the purple area and chooses to build a trading post on the desert track. **Barb** is in the first space on the turn-order compass. She returns a red agent to the first space in the red area. She chooses to place one weapon on her desert dock, one on her glacier dock, and to advance her exploration marker one space in the forest track. Players continue assigning tokens in this way until all tokens on all decks have been returned. Then the phase ends.



Income phase

In this phase, all players gain the printed bonuses on all merchant (blue) and explorer (purple) cards in their tableaux (see page 8 for scoring blue cards and page 10 for scoring purple cards). After scoring all cards with the income phase (money) symbol in each player's tableau, players earn exploration bonuses.

Exploration Bonus

Players gain bonus points in this phase for being the best explorers of each territory. Resolve the exploration tracks one by one. On each track, the player who has advanced the furthest will collect the first-place bonus, and so on. If tied, all tied players earn that bonus, and skip the next bonus. If three players are tied for first, skip the next two bonuses.

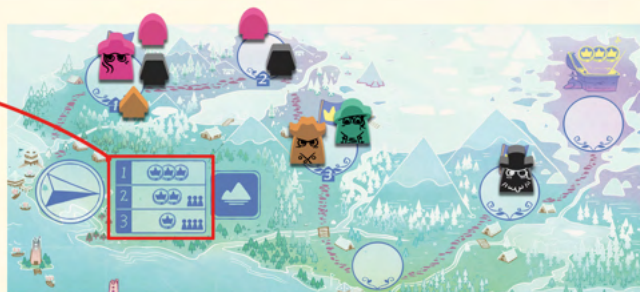


The second-place bonus is only available in a 3- or 4-player game



The third-place bonus is only available in a 4-player game

Note! Any exploration that has not moved out of the starting position (marked with a compass) will not score any bonus, no matter his or her rank.



Example: Barb scores 3 points for being first in the glacier track. Yara and Greg are tied for second place, so each scores 2 points. Pete ranks fourth and scores no points.

Maintenance

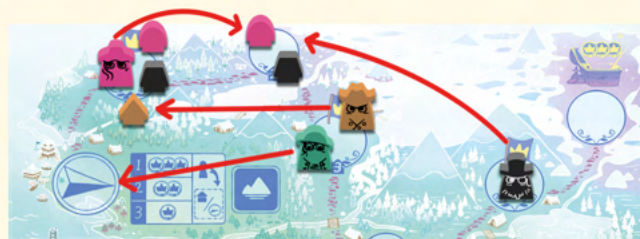
- 1) Return the exploration markers.
- 2) Return all the agent tokens to the bag.
- 3) Discard all cards remaining in the queues and deal 3 new cards from each deck.
- 4) Adjust the turn order. Then, start a new round with the recruit phase.

Return the Explorers

All exploration markers are moved back (or forward) to the furthest trading post of their colour on each exploration track. If a player has not built on a track, return his or her marker to the starting position.

Adjust the Turn Order

The player with the highest score becomes the new start player. Place his or her turn-order marker in the first space on the turn-order compass. Other players place their markers proceeding clockwise around the compass in score order. In the case of tied scores, maintain the relative order of the tied players from the previous round.



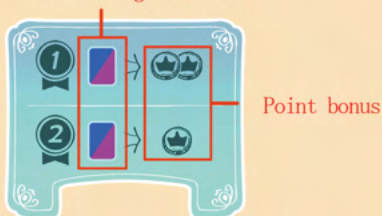
Example: Greg has no trading posts on the glacier track, so his marker returns to the starting space. Barb's marker goes back to space 2, and Yara's marker goes back to space 1 because that is where their furthest trading posts are. Pete did not move this round, but he did build another trading post, so he will advance to space 2.

Game end

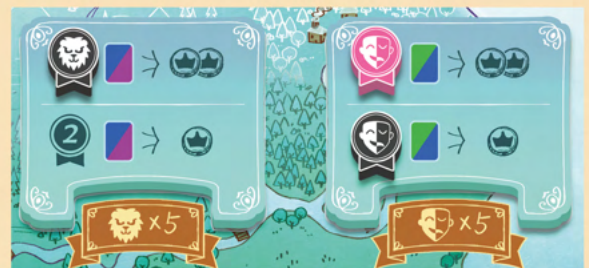
Final scoring

After the third income phase, the game ends. Proceed to final scoring. First, score all soldier (red) cards in your tableau (see page 9). Then, score all favour tiles (see page 8).

Favour scoring condition



At the end of the game, check the end-game scoring condition of favour tiles. Each card in your tableau that matches this condition scores 2 points if you claimed favour first, and 1 point if you claimed second. On the example tile above, the condition is purple and blue cards. The player whose favour marker is in the first space will score 2 points for each purple and each blue card recruited. The player whose marker is second will score 1 point for each purple and each blue card. **The player with the highest score wins the game.** In the case of a tie, the tied players share the victory.



Example: Barb now calculates her score from favour:
Barb claimed favour with the beasts first, so she earns 2 points for each blue or purple card. She has 1 blue card and 2 purple cards in her tableau, so she scores 6 points.
Barb was the second to claim favour with the humans, so she earns 1 point for each green or blue card. She has 1 blue card and 1 green card, so she scores 2 points.

Round Summary

Recruit

From the bag: Randomly draw 2 agent tokens. Place 1 on the matching deck and draft a card from that queue into your tableau. Place the other token in the town centre.

From the town: Take an agent token from the town centre and place it on the matching deck. Then, draft a card from that queue into your tableau. In either case, resolve any instant effects on the recruited card before ending your turn.

In a 2- or 3-player game, this phase ends when each player has taken 4 cards. In a 4-player game, this phase ends when each player has taken 3 cards.

Return

Starting with the last player on the turn-order compass and proceeding in reverse player-order, each player returns an agent token from any deck to the top empty space on its matching office in town and collects the listed rewards.

This phase ends when all agent tokens from all decks have been returned.

Income

Score the income phase (money icon) effects of all blue and purple cards in your tableau. Score points based on the rank of your exploration markers in each exploration track.

Maintenance

Move all exploration markers to your furthest trading post in each exploration track. Return all agent tokens to the bag. Discard the remaining cards in all queues and flip new cards. Adjust the turn-order compass based on score order.

End of game

After the third round, the game ends. Skip the maintenance phase and proceed directly to final scoring. Score all soldier (red) cards in your tableau. Then score all four favour tiles. Tally up the wealth (points) and the player(s) with the highest score win(s) the game.