Small World

Game Turn

First player is the one whose ears are most pointed. Players take turns in succession, clockwise. Final turn occurs when Game Turn marker reaches last position on the Game Turn track. Player with the most Victory coins then (or most Race tokens, if tied) wins.

I. First Turn

1. Pick a Race & Special Power combo (p. 3)
   - Select a combo & pay 1 Victory coin on each combo above yours.
   - Take your combo along with any Victory coins left on it by earlier players.
   - Take a number of matching Race tokens equal to the sum of the #s on your Race banner and Special Power badge.

2. Conquer some Regions (p. 4)
   - First Conquest: Unless you are playing Halflings or a "Flying" Race, the 1st Region you conquer must be on the edge of the map or one of its 2 Seas.
   - All Conquests: Region must (usually) be adjacent to one of yours. You need: 2 Race tokens + 1 for each enemy Race token, Lost Tribe token, Encampment, Fortress, Mountain or Troll's Lair in the Region. If an opponent is present in Region, he loses 1 token and withdraws all others back in hand until that turn ends.
   - Final Conquest: During your final conquest attempt for the turn, you may roll the Reinforcement die once after selecting your Region. Each pip counts as 1 token.
     1 Token minimum: Regardless of your Race, Special Power or die roll, you must always use at least 1 Race token when conquering a Region.
   - Troop Redeployment: At turn’s end, freely redeploy your troops for defense, leaving at least one in each region. Opponents may redeploy troops withdrawn from Regions conquered into others still under their control.

3. Score Victory Coins (p. 5)
   - Receive 1 Victory coin for each Region your (active or in decline) Race tokens occupy.
   - Collect Victory coins resulting from your Race and/or Special Power benefits (active race only, usually).
   - Keep your Victory coin’s value secret from others at all times.

II. Following Turns

Expand through new conquests (p.6)
   - Ready your Troops: Leaving 1 Race token in each Region, take the others back in hand. If you wish, you may abandon some (all) Regions during this phase, but you will lose the Victory coins associated with them (and possibly become subject to the First Conquest rule again).
   - Conquer: Conquer new (usually adjacent) Regions, per the Conquest rules (I.2 - across).

OR

Go into decline (p.6)
   - Flip your Race banner so that its in decline side becomes visible and discard your Special Power badge.
   - Flip 1 Race token in each region onto its in decline side, and discard all the others.
   - If you already have an in decline Race on the board, discard its tokens, and place its Race banner back at the bottom of the Race banners stack.
   - Next turn play as if it was your first turn (I.1)

Either way, you score Victory Coins at the end of your turn (I.3).

Terrain Type

- Farmlands
- Forests
- Hills
- Swamps
- Mountains
- Seas & Lakes

Map Symbols

- Cavern
- Magic Source
- Mine
SMALL WORLD RACES

AMAZONS: During your Conquests, you may use 4 additional Amazons.

DWARVES: Collect 1 bonus coin for each Mine you occupy at turn’s end, even when in decline.

ELVES: When conquered, you suffer no loss; withdraw all your tokens from the region.

GIANTS: Conquer any Region adjacent to a Mountain Region you occupy at 1 less Giant token than usual. A minimum of 1 Giant token is still required.

HALFLINGS: Your first conquest may be anywhere. Also place a Hole-in-the-ground in the first 2 Regions you conquer to make them immune to opponents’ conquests & racial & special powers.

HUMANS: Collect 1 bonus coin for each Farmland Region you occupy at turn’s end.

ORCS: Collect 1 bonus coin for each non-empty Region you conquered this turn.

RATMEN: No Race benefit other than their sheer number!

SKELETONS: During Troop redeployment, take 1 new Skeleton token from the tray for every 2 non-empty regions you conquered and deploy it.

SORCERERS: Once per turn per opponent, substitute an opponent’s single active token with a new Sorcerer token taken from the tray, to conquer an adjacent Region.

TRITONS: Conquer all coastal Regions bordering a Sea or Lake at 1 less Triton token than usual. A minimum of 1 Triton token is still required.

TROLLS: Place a Troll’s Lair in each Region you occupy, to increase its defense by 1. Troll’s Lairs stay when Trolls go in decline.

WIZARDS: Collect 1 bonus coin for each Magic Source you occupy at turn’s end.

ALECHEMIST: Collect 2 bonus coins every turn your tokens are on the map.

BERSERK: You may use the Reinforcement die before each Conquest.

BIVOUACKING: Deploy 5 Encampments in your Region(s). Each Encampment increases that Region’s defense by 1.

COMMANDO: Conquer any Region using 1 less token than usual. A minimum of 1 token is still required.

DIPLOMAT: At the end of each turn, select 1 opponent whose active race you did not attack this turn. He won’t be able to attack you next turn.

HEROIC: At the end of your turn, place your 2 Heroes in Regions you occupy, to make these immune to opponents’ conquests and racial & special powers.

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FLYING: You may conquer any Region of the map, not just adjacent ones.

FORCED: Once per turn, place a Fortress in a Region to increase its defense by 1 and collect 1 bonus coin (only when active). The Fortresses stay on the map even after your Race goes in decline.

FORTIFIED: Once per turn, place a Fortress in a Region to increase its defense by 1 and collect 1 bonus coin (only when active). The Fortresses stay on the map even after your Race goes in decline.

FOREST: Collect 1 bonus coin for each Forest Region you occupy at turn’s end.

HILL: Collect 1 bonus coin for each Hill Region you occupy at turn’s end.

HILLMANS: Conquer any Hill or Farmland Region at 1 less token than usual. A minimum of 1 token is still required.

MOUNTED: Conquer any Hill or Farmland Region at 1 less token than usual. A minimum of 1 token is still required.

MERCHANT: Collect 1 bonus coin for any Region you occupy at turn’s end.

MERCHANTS: Collect 1 bonus coin for any Region you occupy at turn’s end.

MOUNTED: Conquer any Hill or Farmland Region at 1 less token than usual. A minimum of 1 token is still required.

PILLAGING: Collect 1 bonus coin for each non-empty Region you conquered this turn.

POD PEOPLE: Conquer any Region adjacent to a Mountain Region you occupy at 1 less Giant token than usual. A minimum of 1 Giant token is still required.

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ROCK DRAGON: Conquer any Region using 1 less token than usual. A minimum of 1 token is still required.

SKELETONS: During Troop redeployment, take 1 new Skeleton token from the tray for every 2 non-empty regions you conquered and deploy it.

SIGHT: You may see 2 regions away.

SOVEREIGN: Conquer any Region of the map, not just adjacent ones.

SPIRIT: When sent in decline, your Spirit tokens do not count toward the “only 1 race in decline” limit.

STOUT: You may go in decline at the end of a regular turn and when scoring.

SWAMP: Collect 1 bonus coin for each Swamp Region you occupy at turn’s end.

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WIZARDS: Collect 1 bonus coin for each Magic Source you occupy at turn’s end.

WEALTHY: Collect 7 bonus coins, once only, at the end of your first turn on the map.

Underworld: Conquer any Cavern Region at 1 less token than usual. A minimum of 1 token is still required. All Regions with a Cavern are considered adjacent.