



A game of exploration and expansion

By
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Welcome to Comune di Capoterra in the province of Cagliari on the island of Sardinia, the granary of Rome. In this game you must cultivate and expand across southern Sardinia, building settlements to take advantage of the natural resources provided by the rich and fertile land.

Setting up the game

First we must set some things up before we start playing. Each of the players should first pick a colour (from red, blue and green) and then take the corresponding playing pieces.



Capital City token (1x)



Village Token (5x)



Soldier (5x)



Explorer (3x)

Each player receives a capital city tile, with an left over capital city tiles removed from the game.



The village tiles should then be placed in a pile next to the playing area.



Next place the purchasable road tiles in a pile next to the village tile pile.

Next find a wasteland tile and place this in the centre of the playing area. Each play then places their capital city tile on one side of this wasteland tile (for two player games place the capitals on opposite sides).



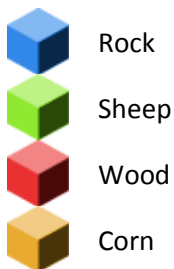
Now place the remaining terrain tiles into the tile bag.



Lastly, shuffle the Event Cards and place them next to the playing area.

Resources

The key to Capoterra is its resources and how you use them. Every turn resources will be produced and will start to accumulate in your capital and villages. From here they can be used to expand across the region and traded for gold. Don't forget to pay the soldiers and explorers you hire. The four resources are:



During your turn you can trade resources with the bank and with your opponents. At the bank you can sell resources for 1 gold piece each and buy resources for 3 gold pieces each, however you may be able to strike more favourable deals with your opponents.

Starting the game

On the first turn each player simply takes a tile from the tile bag and places as the desire on the playing area. A new tile must have at least one edge in contact with a piece already in play, and any roads on the tile must match up to any existing roads on tiles in play. See the section on tile placement for more details.

Subsequent turns proceed as follows:

1. Roll the dice and distribute the relevant resources to capitals and villages connected to fields of that resource type (blue - rock, green - sheep, red - wood, yellow – corn). A city or village will on receive resources from fields that are both attached to the city or village (i.e. the field includes a tile that is on one of the 4 sides of the city or village) and also have a valid road route to the village. The exception to this is rock fields, that simply need to be attached.
2. If the colour rolled has a dot on it draw an Event Card and immediately follow the instructions on the card.
3. Buy, sell and trade resources

4. Draw and place a tile from the tile bag OR purchase and place a village tile. Like rock and wasteland tiles, a village tile can be placed anywhere on the playing area as long as they are next to an existing tile, however, this must be adjacent to a tile occupied by your explorer.

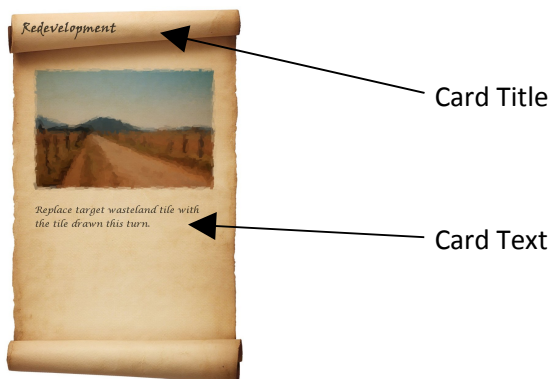
5. Pay for any soldiers and explorers you have in play.

6. Move any resources (from one end of road to another) or soldiers and explorers (from tile to tile)

We will now look into a number of these steps in more detail.

Event Cards

Event Cards represent random events that affect the game. Players draw an Event Card every turn after rolling the resource die. The Event Card text should be read and any instructions carried out immediately. When the Event Card is finished with it should be returned to bottom of the Event Cards deck.



There are 10 different Event Cards as follows:

Bandit

"Place a bandit on a tile. That tile (and any tiles attached tiles of the same type) does not produce resources and any roads through that tile are now impassable."

If the Bandit card is drawn the player selects a tile currently in play that is not next to an opponents capital city. A bandit



is then placed on that tile with the following effects on the game:

- The tile the bandit is on (and any adjacent tiles of the same type) does not produce resources until the bandit is removed.
- Any roads passing through the tile the bandit is on become impassable until the bandit is removed.

The bandit can be removed by moving a soldier to the square occupied by the bandit. The bandit may not be placed on a tile already occupied by another bandit, a soldier or an explorer. The bandit may not be placed on a village tile.

Subversion

“Roll the dice. If you roll your own colour then gain control of a opponent’s village of your choice. If you roll an opponent’s colour then they gain control of a town of yours they choose.”

If the Subversion card is drawn the player immediately rolls the resource die. If they roll their own colour, then they select an opponents’ village that doesn’t contain a soldier. If there is a valid road route from this village to the player's capital then the player then gains control of that village and any resources within it. Otherwise the village and and resources within it are lost.

Civil Unrest

“Choose a town, all resources in that town are lost, and any soldiers in the town are killed.”

If the Civil Unrest card is drawn the player selects an opponents’ village. Any resources within that village are lost (i.e. removed from the board) and any soldiers are killed (returned to the opposing player).

Redevelopment

“Choose a wasteland tile; swap it for the tile picked this turn.”

If the Redevelopment card is drawn the player selected a wasteland tile that isn’t landlocked (i.e. not surrounded on all four sides by other tiles). This wasteland tile is the removed from the playing area. The player then draws a tile from the tile bag as normal, but must play it where the wasteland tile was removed from. If the drawn tile cannot be played in that location (due to roads not matching up) then tiles are drawn until a suitable tile is drawn.

Alternatively, if the player selects a wasteland tile in a square adjacent to a square occupied by an explorer, they may instead place a village tile in the vacated space.

The wasteland tile and any un-played tiles are then returned to the tile bag.

Robbery

“Choose a player with 5 or more gold, they lose 4 gold.”

If the Robber card is drawn the player selects an opponent with 5 or more gold. That player then loses 4 gold immediately.

Struck Gold

“Gain 4 gold.”

If the Struck Gold card is drawn the player immediately gains 4 gold.

Reroute

“Choose a tile with a road on; rotate that tile 90 degrees to the left or right”

If the Reroute card is drawn the player may select any non-landlocked tile with a road section on it and then rotate that tile 90 degrees to the left or right.

Urgent Repairs

“Choose a village, that village no longer produces resources until a wood resource is moved to the village.

OR

Choose a road, that road is impassable until a rock resource is moved to the tile.”

If the Urgent Repairs card is drawn the player has two options. They can select an opponent’s village tile. That village then receives no resources until a wood resource



is moved to the tile (via a valid road route). The Urgent Repairs card should be placed in a card holder and then placed on the village tile. Once the wood resource has arrived on the tile the Urgent Repairs card is removed and returned to the bottom of the Event Cards deck.

Similarly, if the player chooses to play the Urgent Repairs card on a road, then the player selects a tile containing a road section. The Urgent Repairs card is placed in a card holder and placed on the tile. The road is then impassable (i.e. no resources can be transferred via that route) until a rock resource



is moved to the tile. At this stage the Urgent Repairs card is again returned to the bottom of the Event Cards deck.

Starvation

“Choose a town, that town no longer produces resources until a corn resource is moved to the town.”

If the Starvation card is drawn the player selects an opponent’s village. That village then receives no resources until a corn resource



is moved to the tile (via a valid road route). The Starvation card should be placed in a card holder and then placed on the village tile. Once the corn resource has arrived on the tile the Starvation card is removed and returned to the bottom of the Event Cards deck.

Shuffle

“Shuffle the deck.”

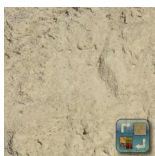
If the Shuffle card is drawn the Shuffle card should immediately be returned to the Event Card deck and then the deck shuffled.

Tile Placement



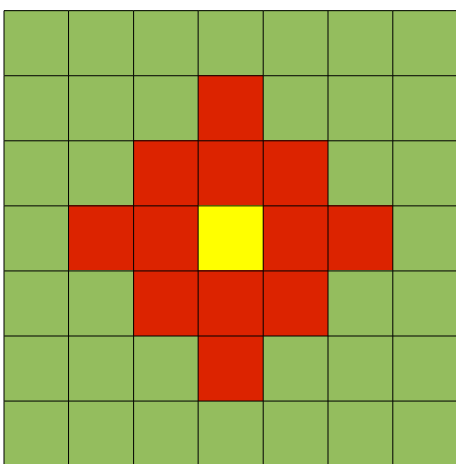
The rules governing tile placement are very simple. Tiles must be placed so at least one edge is in contact with the edge of a tile already in play. Rock, Village and Wasteland tiles can be placed anywhere, whilst tiles with road segments on must be played so that the road segments on any adjacent tiles match up with those on the tile to be played.

Some wasteland cards have a swap icon on which allows the player to pick up a tile already in play (excluding tiles adjacent to an opponent's capital city) and replace it with the wasteland tile, then to play the picked up tile themselves.



Whenever picking up a tile (whether from this method or via an Event Card) land-locked tiles (i.e. those tiles that have no available free edges) cannot be picked up.

Villages may not be placed next to the Capital City or to another village, directly diagonal from the Capital City or another Village, or next to a tile that is directly next to a city or village. The diagram below shows valid placements in green, invalid in red and the centre, yellow tile represents a city or village.



When the village tile is played the explorer is moved onto the village tile. At this stage the village will not receive any resources from the surrounding tiles until the building of the village is complete. To do this one of each resource type must be transferred via a valid route to the tile. Once all four resource types are present then on the players next turn a village token

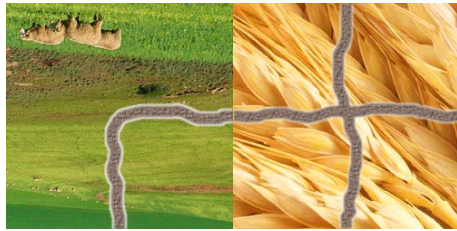


is placed on the tile and the explorer is replaced by a soldier.

Roads may be built through the wasteland by purchasing road section tiles and placing them on top of a wasteland tile. Each of the four different road section tiles has its resource price printed on the tile.

Examples of valid and invalid tile placements

Valid



Invalid



Buying, Selling and Trading Resources

The third step of each turn is buying, selling and trading resources. This step forms the heart of the game and is vital to eventual victory.

In this step players can buy resources from the bank for a price of 3 gold pieces per resource. Alternatively they can sell resources held in their Capital City for 1 gold piece each. Remember that gold is necessary to gain Victory Points and therefore to win the game. Also gold can be used to pay soldiers and explorers.

If a player doesn't like the prices offered by the bank they can try and trade with the other players. The two players simply agree a price between them, whether that be a straight buy/sell using gold for a resource, or some form of barter where the two players swap an agreed amount of resources.

Also at this stage the players can use resources to build roads or hire soldiers and explorers. The price of road sections are printed on the road section tiles, whilst the price of soldiers and explorers is as follows:



The soldier or explorer will come into play on the Capital City or village tile that the resources used to create the soldier or explorer came from. The resources used must both come from the same Capital City or village, i.e. a player can't use a corn resource from the Capital City with a sheep resource from a village to create a soldier; both resources must be in the same location.

A player cannot have more soldiers in play than they have villages, as a village automatically gets a soldier when it is built, the only time a player should need to put an additional soldier into play is if a soldier was killed during a Civil Unrest event.

When building a road section the player must first move the required resources to the wasteland tile where they wish to build the road section. Moving resources is the last action in a player's turn, so the road section cannot be put into play until the player's following turn.

Paying for Soldiers and Explorers

Any Soldiers or Explorers that a player has on the board require payment each term or they are lost and removed from the board. Each Soldier or Explorer in play costs 1 corn resource each turn.



If paying in corn then the corn resource can be taken from the Capital City or from a village if the soldier to be paid is currently on that village tile.

Winning the Game

The player with the most victory points (2 points for each village, plus 1 point for each 5 gold) after the last tile from the tile bag is played is deemed the winner.

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