



Humanity's Buildings



You gain an additional time token for one turn every three turns after placing.



Can be built on hexagons with pre-existing structures. Can block directional events. A building surrounded completely by walls (6 on a tile), is immune event card effects.



Once every 4 turns, humans can acquire 2 tiles of territory for the cost of 1.



At the beginning of a turn, choose one directly adjacent building to subtract one turn of wait time for a delayed effect.



Reduce adjacent human buildings time token cost by 1. Decrease maximum turns of wait time for delayed effects of directly adjacent buildings by one turn.



Add 1 time token to the max number that humans hold while. Reduce the cost of all human buildings by 1.



Number of turns for delayed effects to occur is reduced by 2. Partially built progressed by 1 token per turn. Only affects directly adjacent buildings.

References



Time Tokens

Time tokens act as the **currency** for all actions taken in game. 3 tokens can be lent per turn. Tokens **refresh to the max** at their *beginning* of each turn. The max number of tokens can be **increased** by *buildings* and *world cards*.



Building

There are 3 building types: **Support**, **Objective**, and **Combined**. They **must** be built on *claimed territory*. Teams can **split construction** between turns, shown by tokens on the tile it will occupy. Completed builds can be **destroyed** for 1 token.



Cards

There are 2 card types: **World** and **Event**. A card is drawn **after** all players take their actions. Event Cards are not *required* to be resolved the turn they are drawn. Drawing a World Card increases both team's max token count by 1.



Territory

Each team holds team specific territory where buildings can be placed. Territory is acquired relative to other territory. The cost for acquiring territory is different between teams (N: 4 H: 2). Territory can be unclaimed at no cost.

Combined Objectives



Farm

A house, shelter, fruit tree, and animal herd built on tiles adjacent to each other.



Hydroplant

Lake and power plant built on tiles adjacent to each other.



Nature Reserve

A pond, woods, and a house surrounded by walls built on tiles adjacent to each other.

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Nature's Buildings



Can spread its roots and flip 1 directly adjacent tile of the players choice at the beginning of their turn.



Can spread its roots to flip 2 directly adjacent tiles of the players choice up to 2 spaces away at the beginning of their turn.



Reduce the cost of acquiring 2 adjacent tiles of the player's choice by 1.
Reduce cost of adjacent animal herds by 1.



Converts trees into a vine tree allowing it to slowly acquire adjacent tiles by 1 stage at the beginning of each turn.
Can be used to block directional event cards.



For each herd you own, the cost of acquiring territory manually is reduced by one time token.



Reduces the token cost of buildings constructed directly adjacent to it by one.



A canopy protects adjacent buildings from world effects. All directly adjacent unclaimed tiles become nature territory. Progresses partially built buildings by 1 stage.

Reduce the cost of all nature buildings by one and adjacent buildings by 2. Allows adjacent buildings to perform their effects twice per turn.