

Play Sequence

1. Hunter Movement
2. Other Movement
3. Conflict
4. Distribute Food:
Farmers on Fields = 3
Hunters on Plains/Forests = 1
5. Research and Development
Each type of hex with Artificers = 1
Each pair or more of Artificers = 1
6. Healing
7. Population Increase
Hunter
Farmer
Healer
Artificer

List of Development Cards

- I. Traverse More Than One Lake
Convert Plains
Hunter Speed 2
- II. Heal 2
All Speed 2
Food Production Doubled
Mountains Add to Technology
- III. Heal 3
Double Offspring
Hunter Speed 3
Healers/Artificers Defend
Attack Over Water
- IV. All Speed 3
Choose Offspring
Food Production Tripled
Farmers Defend 3
Hunters Attack 3
All Defend at 2, Healers/Artificers Attack

THE FIRST WAR