

EXTENSION WILD WEST & FAR EAST



4 jetons villes inter-plateaux

plateau de jeu
recto : Asie - Verso : USA
1 livret de scénario



48 cartes RESSOURCE
(cadre rouge)
4 cartes AIDE DE JEU (2 FR/ 2 EN)



Module Météo
5 tuiles MICROCLIMAT
2 cartes règles (FR/EN)

Module Village
5 tuiles VILLAGE
Recto - Afrique
Verso - Amérique du sud
2 cartes règles (FR/EN)

80 tuiles TERRAIN :
Recto - Asie
Verso - USA
1 sac en tissu



DOUBLE BOARDS

DOUBLE BOARDS:
Choose an opponent. Start across the game.
Players: The 1st and 2nd boards can be played in single or double mode. These boards can have several possible orientations or several other board layouts and they can be played separately or together.
Double: Choose your starting city and your destination city.
Single board: Randomly choose one of the city markers on the page side and place it on one of the available cities on the other side of the city markers.
Double board: Randomly choose the 1 city marker on the left-hand side and the 1 marker on the right-hand side.
Board & marker: The one marker is in the same row than the 1st on the other side.
For the 1st board, choose one of the 4 starting cities and choose one of the 4 ending cities.
For the 2nd board, choose one of the 4 starting cities and choose one of the 4 ending cities.
The length of the game can change according to these choices.
For one or single board mode, the start has a single color. Board or ending or end of the 1st board color. Board or end of the 2nd board color.
Board & marker will have a great influence on the course of the game.
Mark the starting city on the board and place a large token. If you can't do that, or support the city in question, mark the nearest possible starting city for the game. Do not mark the game on the other board side with the token in the same position. The placement of token. You can choose several cities.

2 livret de FICHES (FR/EN) - 2 pages