

Drow: City Management

Components:

- A two-sided board for each player
- 32 cards per player, 3 of them grey (starting cards)
- 4 Catan die die per player, plus 2 Catan die.

Preparation:

Each player gets a board and the 3 grey cards of House, Field and Prefecture. For the first game, take the side of the board with a house, a field and a prefecture drawn. If you take the other side, draw these three buildings wherever you want.

Turn sequence:

- 1) Draft. If this is the first turn, there is no draft.
- 2) If this is the first turn, roll 6 die. If not, roll the die you chose before.
- 3) Construction: use the resources from the die, the resources from your buildings and your gold (2 gold = 1 resource). All the construction time cannot sum more than 4.
- 4) Building abilities: use your free peasants to activate building abilities (attack other players, create more peasants, etc.)

The draft






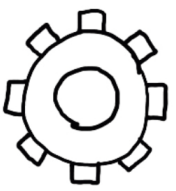

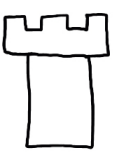




For 2 or more players, pick 3 cards each player. Keep one and pass the rest. When you have your three cards, choose one of them and put the rest face up close to you. Some abilities may let you get one of these cards. By the end of the turn, discard all the cards you did not get.



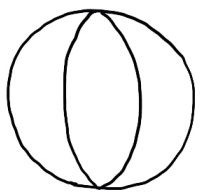







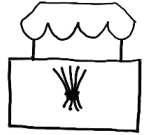



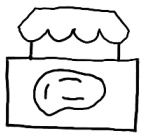

For solo players, pick 3 cards from the deck and choose one. Put the rest face up close to you. By the end of the turn, discard all the cards you did not get.



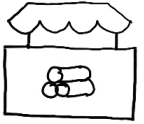



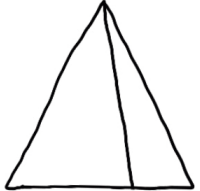

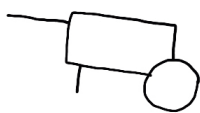






If there are no more cards to draft, shuffle the discarded cards and create a new deck.








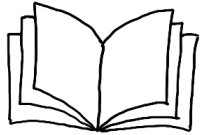







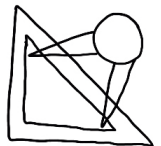
The resources

Peasants: you get 1 peasant every time you get a sheep (the sheep represent food for new peasants). You cannot have more peasants than those that your houses, mansions and towns can accommodate. Each house can accommodate up to 2 peasants, each mansion up to 4 and each town up to 8. Also, each of these buildings must be at most at 2 squares of distance from a food providing building (like fields or taverns).



<p>VILLA Town</p> <p>⌘ 4 ♀ 2</p> <p> /  x3</p>  <p>♀ max → +8</p>	<p>TALLER Workshop</p> <p>⌘ 3 ♀ 3</p> <p> /  x2</p>  <p>♀ -1 (min = 1 ♀)</p>	<p>TORRE DEFENSIVA Watch tower</p> <p>⌘ 2 ♀ 1</p>   <p>1 ♀ ♀ → 2 ♀</p>	<p>CONSERVATORIO Music school</p> <p>⌘ 2 ♀ 1</p> <p> /  x2</p>  <p>1 punto ♀ +  = +2 puntos</p>
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<p>PLAZA DE JUEGOS Playground</p> <p>⌘ 2 ♀ 2</p> <p> /  x2</p>  <p>2 puntos ♀ +  = +2 puntos</p>	<p>MERCADO Market</p> <p>⌘ 3 ♀ 2</p> <p> /  x2</p>  <p>-1  / turno</p>	<p>MERCADO Market</p> <p>⌘ 3 ♀ 2</p> <p> /  x2</p>  <p>-1  / turno</p>	<p>MERCADO Market</p> <p>⌘ 3 ♀ 2</p> <p> /  x2</p>  <p>-1  / turno</p>
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<p>MERCADO Market</p> <p>⌘ 3 ♀ 2</p> <p> /  x2</p>  <p>-1  / turno</p>	<p>MARAVILLA Wonder</p> <p>⌘ 4 ♀ 2</p> <p> /  x3</p>  <p>+10 puntos -2 puntos / ♀</p>	<p>TRANSPORTISTA Carrier</p> <p>⌘ 2 ♀ 1</p> <p> x2</p>  <p> +1</p>	<p>MINA Quarry</p> <p>⌘ 2 ♀ 1</p> <p> x2</p>   <p> +1 / </p>
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<p>MINA Quarry</p> <p>⌘ 2 ♀ 1</p> <p> x2</p>   <p> +1 / </p>	<p>BIBLIOTECA Library</p> <p>⌘ 4 ♀ 4</p> <p> /  x3</p>  <p> +1</p>	<p>CUARTEL Barracks</p> <p>⌘ 4 ♀ 2</p> <p> /  x2</p>  <p>♀ 1-4 → 1-4 </p>	<p>CENTRO DE CONSTRUCCIÓN Building post</p> <p>⌘ 3 ♀ 3</p> <p> /  x2</p>  <p>⌘ +1</p>
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CANTINA
Tabern


⌘ 2
 (x2)




 /  x2





 +1 (+2) / 

MANSIÓN
Mansion



⌘ 3




 /  x2

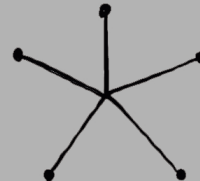






 max +4

PRE FECTURA
Prefecture


⌘ 2




 / 




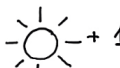


 +1
  → 1 

TEMPLO
Temple



⌘ 2





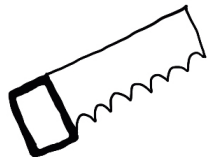




 - +1
 →  +2

ASERRADERO
Sawmill



⌘ 2













 +1 / 

CAMPO
Field


⌘ 2





 / 





 /  +1 / 

CASA
House



⌘ 2




 / 







 max. +2

CAMPO DE TIRO
Archery range



⌘ 4





 /  x2








 2/4 → 1/2  

CANTINA
Tabern



⌘ 2




 /  x2

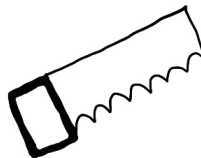




 → 
 x2 →  x2

ASERRADERO
Sawmill


⌘ 2









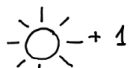


 +1 / 

TEMPLO
Temple



⌘ 2











 - +1
 →  +2

MINA
Quarry



⌘ 2




 x2



 



 +1 / 

MINA
Quarry



⌘ 2





 x2

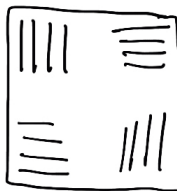
 




 +1 / 

CAMPO
Field


⌘ 2





 / 

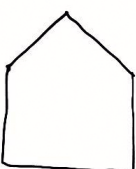



 /  +1 / 

CASA
House



⌘ 2




 / 

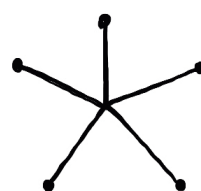






 max. +2

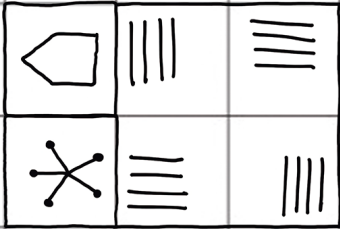
PRE FECTURA
Prefecture

⌘ 2



 / 



 +1
  → 1 



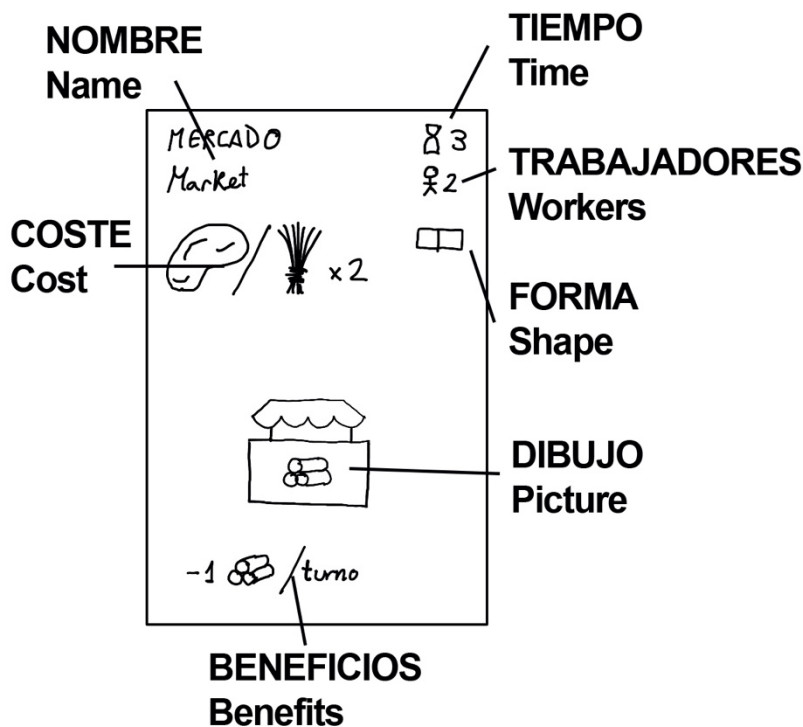
Whenever you get a new peasant, put a / in the peasant track. This bar represents an available peasant. If this peasant is assigned to a working place or dies (because you sent him or her fighting or whatever reason), mark that square with an X.

Construction resources: stone, wood, clay, wheat. These resources come from the die or the production buildings. You will use them to create new buildings during construction phase.

Gold: whenever you take a gold dice, put a / in the gold track. You can use 2 gold as any other construction resource. When you do so, put a X on that square.

Building cards

These cards represent the blueprint of the different buildings that can be built. These cards have a few elements.



- 1) Name
- 2) Cost
- 3) Construction time
- 4) Peasants needed to make it work
- 5) Building shape
- 6) Icon to draw it
- 7) Benefits. There are two types: permanent and activated.

To draw a building, first draw the shape and then, the picture inside. If it is a building that needs peasants, leave some space to draw them.

Distance between players: make and suffer damage

A player is at distance 1 from another player if they are sitting next to each other. A player is at distance 2 if there is another player between them. This means that players on your left and right are at distance 1, while players sitting at left and right of them are at distance 2.

When a card makes damage, it is represented by a square with a star inside. Depending on the number of squares, the damage has different reach.

For example, the card Barracks let you make damage at distance 1, while Archery Range let you make damage either at distance 1 or 2. With Archery Range you can either:

- Attack other players at distance 1 or 2. If you attack a player at distance 2, you can only attack buildings in the periphery.
- If you attack players at distance 1, you can attack either buildings on their periphery of buildings in contact with the periphery.

When a player receives damage, each shield that player has prevents one damage. Each shield can only be used once per turn, unless otherwise is specified.

When a building suffers an attack and it is not prevented, cross out one of that building squares. If all the squares are crossed out, that building will stop working.

Maximum population

Most building need peasants to work in them. There are 3 buildings that increase the maximum population value: houses (+2), mansions (+4) and towns (+8).

Each time you get food (represented by a sheep), you get 1 peasant, if you have enough space. This is represented by a /. When you assign a peasant to a building, cross out that bar, so it gets into a X.

Your population is the sum of all working peasants and the free peasants (those represented by a /). During the game, you may lose some peasant. In this case, these peasants do not count.

End of the game

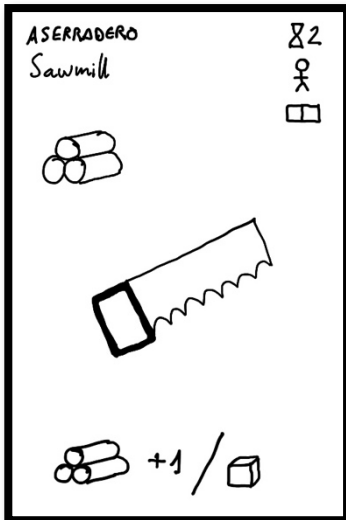
The game ends after 10 rounds. Then you sum:

- Free peasants.
- Points by buildings.

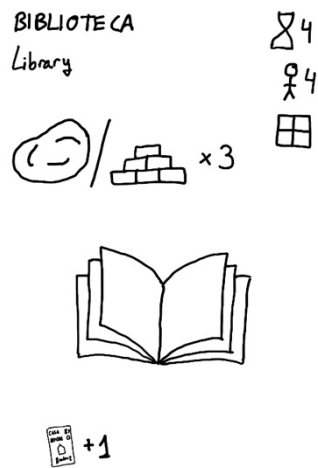
The player with more points wins.

Cards detail

Here is a description of the benefits of each card.








You get 1 wood during die roll phase.






You can get one extra building during draft phase.

CAMPO DE TIRO
Archery range

 /  x 2



 4
 2







 2/4 → 1/2  




Pay 2 or 4 peasants to make 1 or 2 damage respectively, at distance 1 or 2.

CAMPO
Field

 / 



 2
 2







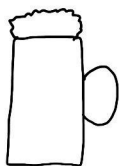
 /  + 1 / 



You get 1 sheep or 1 wheat during die roll phase.

CANTINA
Tabern

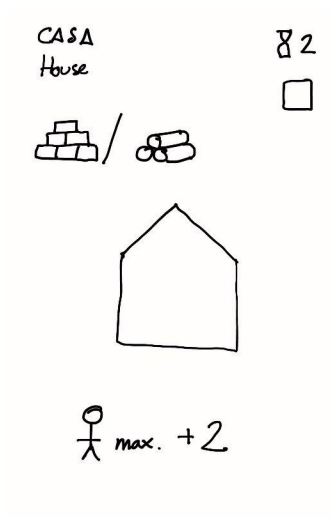
 /  x 2

 2
 (x2)


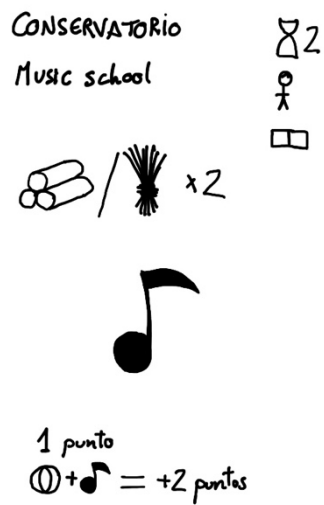


 + 1 (+2) / 

You can assign either 1 or 2 peasants to this building. You get 1 sheep for each peasant assigned during die roll phase.

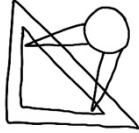


Increase your maximum population by 2.



You get 1 extra point by the end of the game. For each pair of Music School + Playground, you get 2 extra points.

CENTRO DE CONSTRUCCIÓN 3
 Building post 3
 [Bricks] / [Logs] x2 [Wood]



3+1

In each turn, you have 1 extra time unit.

CUARTEL 4
 Barracks 2
 [Sad Face] / [Logs] x2 [Wood]



[Peasant] 1-4 → 1-4 [Damage] [Shield]

Pay 1 to 4 peasants to make 1 to 4 damage respectively, at distance 1.

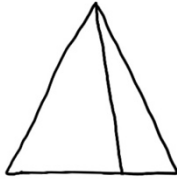
MANSIÓN 3
 Mansion [Wood]



max + 4

Increase your maximum population by 4.

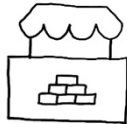
MARAVILLA
Wonder



+10 puntos
-2 puntos / ~~□~~

You get 10 points by the end of the game. For each crossed out square, you lose 2 points.

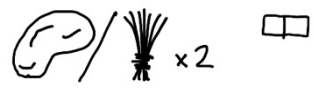
MERCADO
Market



-1  / turno

You can make 1 building cost 1 clay less.

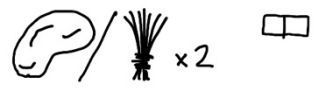
MERCADO 3
Market 2



-1 wood / turno

You can make 1 building cost 1 wood less.

MERCADO 3
Market 2



-1 stone / turno

You can make 1 building cost 1 stone less.

MERCADO
Market

⌚ 3

₺ 2



-1  / turno

You can make 1 building cost 1 wheat less.



MINA

Quarry

⌚ 2

₺



 +1 / 

You get 1 gold during die roll phase.



MINA

Quarry

⌚ 2

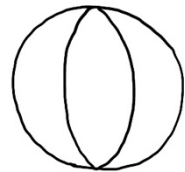
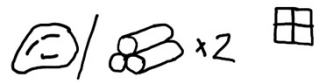
₺



 +1 / 

You get 1 stone during die roll phase.

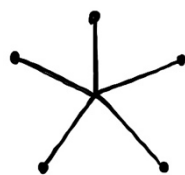
PLAZA DE JUEGOS ⌘ 2
 Playground ♀ 2



2 puntos
 Ⓣ + ♪ = +2 puntos

You get 2 points by the end of the game. For each pair of Music School + Playground, you get 2 extra points.

PREFEKTURA ⌘ 2
 Prefecture ♀ 2



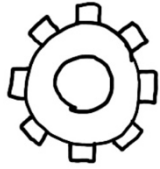
⚔ + 1
 ♀ ♀ → 1 ⚔

Prevents 1 damage to your city. If you page 2 peasant, you can make 1 damage at distance 1.

TALLER
Workshop

⌘ 3
♀ 3

☺/☺ x2 ☒



♀ -1 (min = 1♀)

You can make an activated ability of a building cost 1 peasant less, but never less than 1.

TEMPLO
Temple

⌘ 2
☐



☀ +1

♀ → ☀ +2

When you build it, get +1 devotion. You can pay 1 peasant to get +2 devotion.

TORRE DEFENSIVA
Watch tower



⌘ 2
♀
♀
☐




1 ♡

♀ → 2 ♡




Prevents 1 damage to your city. If you pay 1 peasant, you can prevent 2 damages to your city.

TRANSPORTISTA ⌘ 2
Carrier ♀
 x 2 



 + 1

By the end of the die roll phase, you get one extra die. If there are no more die, throw one and get the result.

VILLA ⌘ 4
Town 
 /  x 3



♂ max → + 8

Increase your maximum population by 8.