## STRING-WINDING





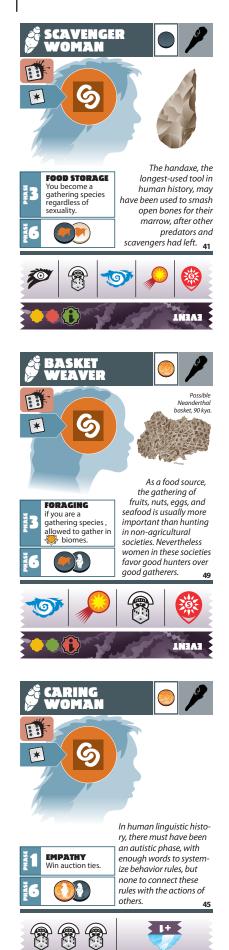
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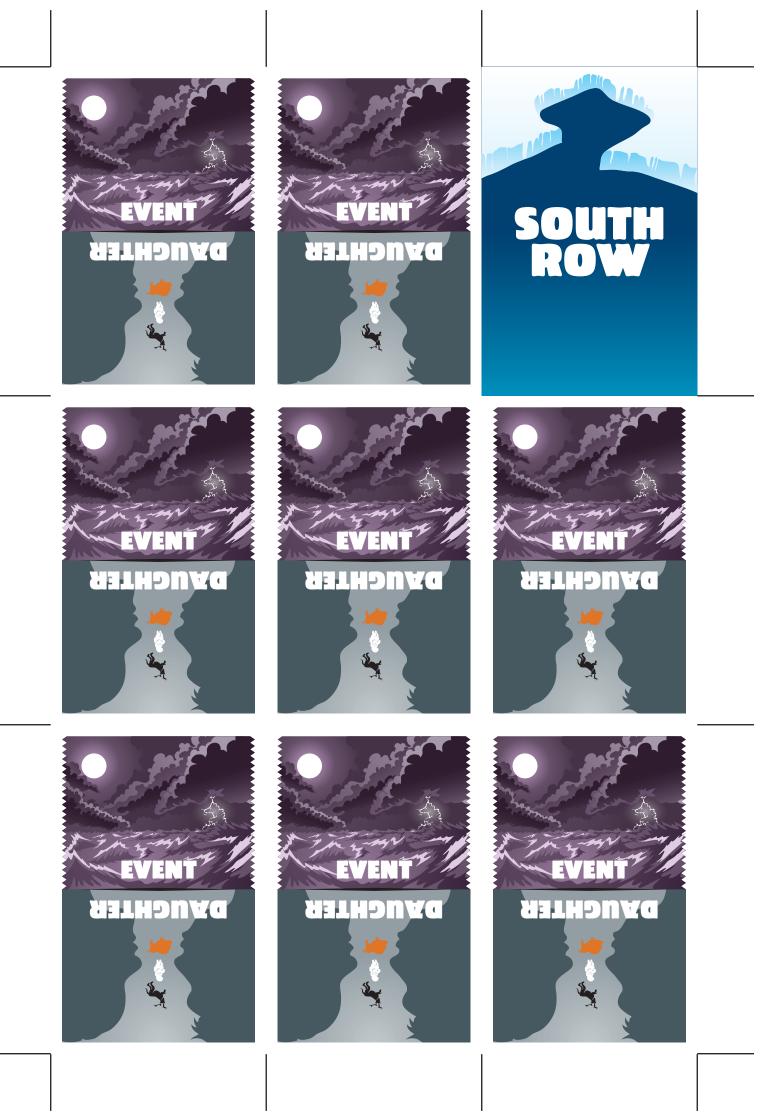
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EVENT





## **SEQUENCE OF PLAY**

- 1. EVENT.
  - a. Determine first player.
- 2. HUNTER ASSIGNMENT (player order). a. Place on biomes, elder ranks, or tableau.
- 3. NEGOTIATE & ATTACKS (most ) order). a. Hunters on contested biomes must attack. b. Markland/Vinland goes hostile if > 6 cubes.
- **4. ROLL FOR HUNT** (least hunter order). a. Roll # die = # of (a). Re-roll (b). If you roll the req'd minimum # of 🖸 or 🛄, gain the babies and disks specified. If on the cold side, only • are successful.
- b. T = Hunter death. c. If successful Livestock Raid, steal 🌒 d. If successful Sabine raid, set Husband.
- 5. DOMESTIC ANIMALS (player order). a. For each tableau 🔊, pay 🍄 & gain 🐊 .
- 6. ELDER ACTIONS (polytheists first). a. Rank 2: Expend to play a from . b. Rank 3: Expend to play from .

