

CARTOGRAPHERS

KETHRA'S
STEPPE

REDTOOTH & GOLDBELLY

MAP
PACK
5

JOHN BRIEGER & JORDY ADAN


TW
GAMES

Kethra's Steppe – Redtooth & Goldbelly

This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers Heroes*.

COMPONENTS

- 75 Map Sheets (double sided)
- 3 Beacon Cards



CHANGES TO SETUP

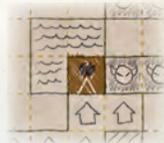
Players collectively decide which side of the map sheet to use (K1 or K2).

Shuffle the three beacon cards, then draw one randomly. Place this card near the other four scoring cards in play, face up, so that there are five scoring cards total in play for the game.

Return the other two beacon cards to the game box.

BEACON LIGHTING

Beacons count as mountain spaces. Like mountains, each beacon has four adjacent spaces. When a player surrounds a beacon, instead of gaining a coin, they fill in the beacon symbol to indicate that the beacon has been lighted.



BEACON SCORING

During scoring at the end of each season, players score their lighted beacons, based on the beacon card. Record the reputation stars earned or lost from the Goldbelly Mountain beacon and the Redtooth Peak beacon in the indicated boxes.



Goldbelly



Redtooth

In solo mode, at the end of the game, subtract the number found in the lower right corner of the beacon scoring card from your total score before you find your rating.

BEACON RANGE

Some beacon cards refer to a beacon's range. The range of each beacon is marked by a dotted line that encloses a shaded area. All spaces within the shaded area are considered to be within range of that beacon.



Beacon Cards



Beacon's Radiance: Earn twelve reputation stars for each lighted beacon. Lose two reputation stars for each empty space within range of a lighted beacon.

When Kethra's flame burns bright, all doors open to us, and the land teems with life.



Everburning Flame: Earn eight reputation stars for each lighted beacon. Lose one reputation star for each empty space in the same row or column as a lighted beacon.

The farseeing eyes of Kethra watch from her mountain shrines, gracing the land in every direction.



Summit's Splendor: Lose six reputation stars for each lighted beacon. Earn two reputation stars for each cluster of filled spaces within range of a lighted beacon.

Look east from the summit to see the entire Serrated Mountains range, the best view in Ullos.

Credits

Game Designers: John Brieger and Jordy Adan

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