Hero's Crossing

Welcome

Monsters and madmen are everywhere. Glory awaits the stalwart heroes who would stand against the forces of evil.

You're not one of those heroes.

You're the people behind the heroes - the shopkeepers and the smithies and the potion brewers who outfit adventurers with the gear necessary to undertake their quests.

In Hero's Crossing, players manage individual towns that produce and sell resources heroes need on their journeys. Your task is to juggle supply and demand to best outfit the heroes with what they'll need. Do your job wrong and a brave knight may end up fighting a dragon with nothing but twigs and shoelaces. Do your job right, and you may help save the world.

In the Box

- 40 Hero Cards
- 5 Action Cards
- 1 Zoning Restriction Die + Stickers
- 52 Land Tiles
- 68 Building Tiles
- 15 Resource Cubes in red, grey, green, and blue each
- 5 Worker Meeples in black, purple, orange, and yellow each
- 30 Dice Modifier cutouts
- 1 Rulebook
- 1 Central Game Board

Components

Hero Cards: *Heroes visit towns and buy resources. They have specific things they want, and they'll reward players who supply them.*

Name

The name of the hero

Victory Points (VP)

How many points the hero is worth at the end of the game

Power

Ability that a player can use when the hero joins their town.

Dancer 2

You may use any die to ATTRACT any hero. Turn it to its 3 side.

Needs

Every hero has different needs that players must fulfull.

Attraction Dice

The dice types that may be used when using an Attract action with this hero.
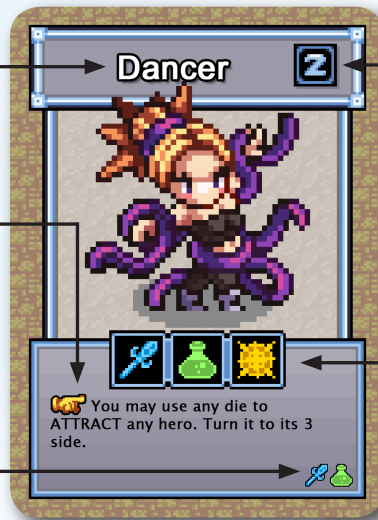
Hero Needs: Heroes come to your town to buy resources for their quest - Armor (grey), Potions (green), Magic (blue), Weapons (red), and Wild (wildcard - any resource will do). Heroes could need any combination of these resources, and they may want duplicates of the same resource.

Hero Card Backs

The backs of the hero cards indicate which level the hero belongs to - Level 1, Level 2, or Level 3. The higher the level, the more powerful the hero is and the more they're worth at the end of the game.

Level 1
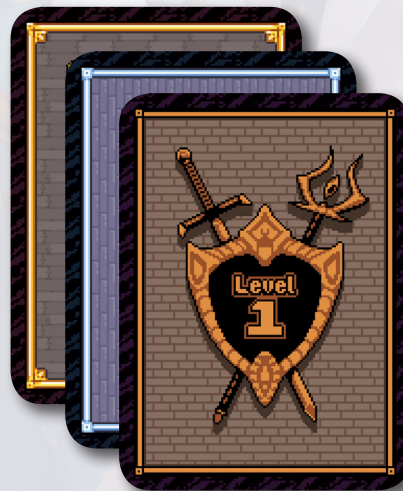
Tiles: *Players build towns by placing tiles. There are Production Centers, Shops, land tiles, and special tiles.*

Production Center Tiles

Production Centers are where resources are generated. Each production center can produce and hold a specific type of resource.

Items Produced

The item type and number of items this building produces.

Level

How powerful the production center is

Shop Tiles

Shops are where resources are sold. Each shop can sell resources of a given type in exchange for Victory Points.

Victory Points (VP)

Points the player receives for selling from this shop.

Level

How powerful the shop is

Item Type

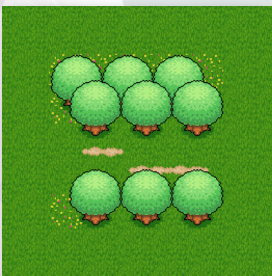A shop can only sell resources of the type shown here.

Building Tile Backs

Like hero cards, the backs of building tiles indicate what level the building tile is. The higher the level, the more powerful the building is.

Land Tile Backs

Land tiles are dual sided - land tiles have no concept of level, and every land tile is equivalent in terms of gameplay.

Land Tiles: Land Tiles sit between buildings and provide paths for resources to flow through. The art on the land tiles doesn't have any impact on gameplay, it's for visual decoration.

Resources: Resources players produce in their towns are represented by cubes. There are colored cubes for each resource type - armor (grey), potions (green), magic (blue), and weapons (red). When selling resources to heroes, these are what players will be selling.

Resource Dice: There are dice color-coded to each resource type. Certain actions can only be performed with dice of a specific color.

Dice Modifiers: When using a Resource Die, you can spend Dice Modifiers to increase the value of that die by 1 per each modifier spent.

Workers: Workers are used for various actions to indicate that a player is doing something in a space. Each player will have workers of all one color.

Zoning Restriction Die: This die controls the direction tiles can be placed. It has sides for each cardinal direction. It also has two special sides:
X - no restriction
* - the player who rolled the die changes it to the side of their choice.

Spy: Players can use one of their workers as a spy to infiltrate the towns of other players. Spies block resource movement, preventing players from getting resources into Shops.

💰 BID	MODIFIERS 🟨
💲 ATTRACT	GET LAND 👥
📦 MOVE	EXPEL ❌
🔨 PRODUCE	SPY 🔺

Action Cards: Action cards detail what players can do during a given round. They outline available actions and help determine which actions pair with each other.

Setup

Initial Steps

1. Shuffle the action cards face down and set them near the game board (1).
2. Put the resource cubes and dice modifiers in a pool near the game board that players can easily reach (2).
3. Randomly select a first player and hand that player the Zoning Restriction die.

Pick Player Colors

1. Each player should pick a color and take all the worker pieces associated with that color.
2. Each player should place 1 worker on the 0 space of the Victory Point (VP) track (3).
3. Each player should take 1 Resource Die of each color - Red, Blue, Grey, and Green.
4. Each player should take 2 Dice Modifiers.

Create the Hero Deck

1. Sort the hero cards based on their level into 3 separate decks, face down. Shuffle the decks individually.
2. Draw 4 cards face down from each deck. Do NOT reveal them to any player.
3. Return the remaining cards to the box. They will not be used this game.
4. Using the drawn cards, create a single stack of hero cards with the Level 3 heroes on the bottom, the Level 2 heroes next, and the Level 1 heroes on top.
5. Place this stack on the appropriately marked space on the game board (4).
6. Reveal the top 4 cards of the Hero stack and place them on the game board in the marked spaces (5). These are the Visiting Heroes.

Create the Building Supply

1. Sort the building tiles based on their level (as shown on the back of the tile) into 3 separate stacks, face down. Shuffle each set of building tiles individually.
2. Place the building tile stacks on the appropriately marked places on the game board, face down (6).
3. Reveal the top 5 tiles of the Level 1 building stack and place them on the game board in the marked spaces (7). Do not reveal any Level 2 or 3 buildings yet.
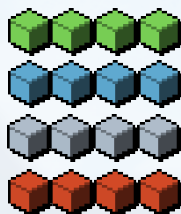
Create the Land Tile Supply

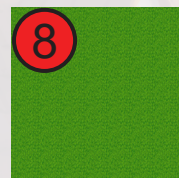1. Shuffle the land tiles and place them beside the game board, face up (8).

Initial Building Draft

1. Give each player 4 building tiles drawn randomly from the Level 1 stack and two land tiles drawn from the supply. Players may look at their tiles but should keep them secret.
2. Each player chooses one building tile from their hand and places it face down. Once all players have selected, they reveal the tile they chose.
3. The players then pass their remaining building tiles to the player on their left.
4. Repeat steps 2 & 3 until there are no building tiles left to pass.
5. Players may then arrange their tiles to form their own initial towns however they wish. Two buildings can not be placed adjacent to each other. An example starting town can be seen in (9).

Tip: New players should focus on getting a variety of Production Centers in their initial building draft if possible.

Archer [1]

Destroy a single resource belonging to another player.

Knight [1]

You may use an ARMOR die as though it were any color die.

Commoner [1]

Add/Subtract 1 to any unused POTION die.

Fighter [1]

Add/Subtract 1 to any unused WEAPON die.

Level 2

Level 1

Apothecary

Weapon Shop

Magic Shop

Potion Shop

Armor Smithy

Level 2

Level 2

Level 2

Level 2

Level 3

Level 3

Level 3

0
10
20
30
40
50

Ň

+1 +1 +1

+1 +1 +1

Apothecary

Weapon Shop

Armor Smithy

Magic Shop

Tip: Towns tend to get big. Players should leave themselves plenty of room to grow.

Round Flow

The game takes place over a series of rounds, where each round has the following steps:

1. Draw Action Card
2. Roll Zoning Restriction Die
3. Roll Resource Dice
4. Draft Dice
5. Resolve Hero Attraction
6. Cleanup

Draw Action Card
The first player draws a single Action Card from the Action Card stack and places it face up for all players to see. If there are no Action Cards left, reshuffle the Action Card discard pile before drawing a new Action Card.

The drawn action card applies to all players for the entire round.

Roll Zoning Restriction Die
The first player rolls the Zoning Restriction Die and makes the result visible to everyone.

The Zoning Restriction Die restricts how all players may place tiles for the entire round. Players may only place tiles in the direction the die indicates (relative to the player). This applies to all building, land, and special tiles.

*Example: If N (North) was rolled, players may only place tiles above (north) of tiles already in their town. If * (Wild) was rolled, the first player may switch the die to the side of their choice.*

Roll Resource Dice
Each player should have 1 of each color Resource Dice - Red, Blue, Grey, and Green.

Simultaneously, all players should roll their Resource Dice. The results form their Dice Pool which they will use to perform actions.

Draft Dice
Starting with the first player and going in clockwise order, each player drafts a single Resource Die from their personal Dice Pool and uses that die to perform 2 actions according to a pairing on the current Action Card.

The color and number on the Resource Die both matter, as detailed in the "Actions" section.

Once a Resource Die is used, it is spent and can not be used again for performing actions.

Players continue drafting individual Resource Dice in clockwise order and performing actions until all Resource Dice have been drafted.

Resolve Hero Attraction
All players who have workers in the Visiting Heroes area now resolve Hero Attraction. More on this can be found in the "Hero Attraction" section.

Cleanup

Once Hero Attraction has been resolved, preparations begin for the next round.

1. Resolve Final Building Bids
2. Restock Heroes
3. Progress Era
4. Refresh Heroes
5. Return Workers
6. Return Dice
7. Pass Zoning Restriction Die

Resolve Final Building Bids

If there are any buildings that have bids on them, those buildings go to whoever has a bid. Restock buildings if necessary.
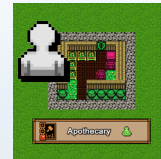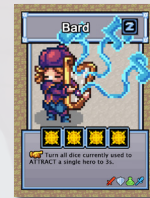

Restock Heroes

If there are any hero slots empty in the Visiting Heroes, draw hero cards from the Hero Stack and place them in the empty slots.
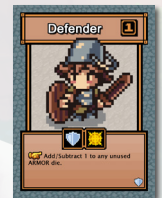

Progress Era

If Level 2 or Level 3 heroes become available for the first time, the era progresses and higher level buildings become available. See the "Era Progression" section for more details.

Refresh Heroes

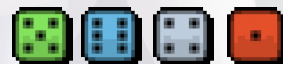Refresh any heroes that were exhausted during the round.

Return Workers

Any workers on heroes or buildings are returned to players. Spies stay where they are.

Return Dice

All Resource Dice are returned; every player should have 1 die of each color.

Pass Zoning Restriction Die

The Zoning Restriction Die is passed to the player on the left, who is now the First Player.

Actions

Get Land

A player can use a Resource Die of any color to get and place a Land Tile. The Land Tile must be placed adjacent to another tile in the player's town. Placement must follow Zoning Restrictions. Players can't take land they can't legally place.

Modifiers

A player can use a Resource Die of any color to get modifiers. On a die value of 1-3, the player gets 2 modifiers. On 4+, the player gets 1 modifier.

Produce

A player can produce resources in one Production Center using a Resource Die of equivalent color. The number of resources produced depends on the Production Center's power: a Level 1 Production Center produces 1 resource by default, and a Level 3 produces 3. Place the resources on the tile.

If the die value is 4 or greater, 1 extra resource is produced.

Move

A player may use a Resource Die to move resources matching the Resource Die color from a Production Center to a Shop. Example: A player may use a red die to move red resources from a Weapon Smithy to a Weapon Shop.

A player can move resources a number of steps equivalent to the die's value, divided any way the player chooses. So if the die has a value of 5, the player may move 1 resource 5 tiles or 5 resources 1 tile. A player can not move a resource through a building or spy. A player can not stop a resource on a land tile.

Spy

A player can use a Resource Die of any color to move their spy to any land tile in any opponent's town. A spy is represented by a single worker.

A player may only have one spy out at a time - if they use the Send Spy action again, they move their previous spy.

Expel

A player can use a Resource Die of any color with a value 4+ to expel a spy from their town. Return the spy to the player who owns it.

Bid

A player may choose a colored Resource Die and place it on any building in the Building Supply matching that Resource. For example, a red (Weapon) Resource Die may be used to bid on a Weapon Shop or Weapon Smithy. Place the Resource Die on the building to indicate a bid.

For special tiles, a player may use any colored Resource Die.

See the "Buildings" section for more details on bidding and resolving building bids.

Attract

A player may use a colored Resource Die to attract any hero among the Visiting Heroes. The hero must have a Need that matches the Resource Die color whether that Need has been met or not.

See the Hero Attraction section for more details.

Production Example
The player uses a green die to produce green (Potion) resources on the Apothecary.

Since the Apothecary is Level 1, it produces 1 resource by default.

Since the player used a die value of 4, an extra resource is produced.

Both Potion resources are placed on the Apothecary.

Movement Example
Those Potion resources need to be in the Potion Shop to be effective. Later, the player uses another green die to move the resources.

Since the player used a die value of 3, they have 3 movement points. They move the first green resource onto the land tile then onto the shop, spending 2 points. The remaining 1 point isn't enough to move the other Potion resource all the way to the shop, so the player must leave it where it is.

Send Spy Example
Another player wants to restrict this player's resource flow.

They use the "Send Spy" action to place a spy on the land tile connecting the Apothecary and Potion Shop. They place a worker on the tile to represent the spy. The die value and color don't matter for this action.

So long as the spy stays there, resources may not flow through that tile.

Expel Spy Example

The player needs a Resource Die with value 4+ to kick out a spy.

The player uses a Resource Die with a value of 3 and adds one modifier to give that die a total value of 4, which is enough to perform the Expel Spy action.

The spy is removed from the town and given back to the owning player.

Resource Die Stealing

During a turn, a player may steal a single Resource Die from another player. To do this, the player must give one of their own Resource Die and also a Dice Modifier to the player from whom they are stealing. They then take a Resource Die of their choice from the target player.

This is not a voluntary trade. The target player has no choice in this transaction.

This is a free action. The player still gets to perform their Resource Die draft as normal.

A player may only do this once per turn but may do it any number of times per round.

Example: Player 1 wants Player 2's red Resource Die. Player 1 gives Player 2 a Modifier and a blue Resource Die and takes the red Resource Die.

Tip: Don't forget about stealing! It's an important tool that can greatly expand a player's options.

Dual Action System

When a player drafts a Resource Die, they actually perform 2 actions with that Resource Die.

The available action pairings are dictated by the current Action Card. Each row has a set of 2 actions side-by-side. The player picks a row and may perform both of those actions in any order.

The Resource Die color and value apply to both actions. If an action is illegal because the wrong die is used, the player may still perform the other action.

💰 BID	MODIFIERS 🎲
💬 ATTRACT	GET LAND 👥
📦 MOVE	EXPEL ⌛
🔨 PRODUCE	SPY 🕵

In the example to the right, the player drafts a green Resource Die to perform both the Move and Spy actions.

Spy actions don't require a specific die value or color, so the player can safely do this.

Move actions require the player to move resources only of the used Resource Die color. Thus, only Potion resources may be moved.

The player can do one or both of the actions in the order of their choosing.

💰 BID	GET LAND 👥
💬 ATTRACT	MODIFIERS 🎲
📦 MOVE	SPY 🕵
🔨 PRODUCE	EXPEL ⌛

In this second example, the player drafts a red Resource Die and adds 2 modifiers then chooses to do a Bid + Produce.

With the Produce, the player can generate red (Weapon) resources in a building that can produce them, but can not generate any other color resources since the die is red.

With the Bid, the player can bid on any building that produces/sells red resources. The Bid value would be a 6 including the modifiers.

The player can perform the Bid even if the Produce isn't possible or vice-versa.

💰 BID	PRODUCE 🔨
💬 ATTRACT	EXPEL ⌛
📦 MOVE	GET LAND 👥
🎲 MODIFIERS	SPY 🕵

Buildings

When using the "Bid" action to bid on a building in the Building Supply, players must use a Resource Die of the same color as what that building produces/sells - for a Weapon Shop, they must use a red die; for an Armor Smithy, they must use a grey die.

When bidding on a building nobody else has bid on, put a worker on that building and the die used next to that worker to indicate the bid.

In the example on the right, the Apothecary produces green Potions, so the player used a green die to bid on it.

At the start of a player's turn, if they still have a bid on an uncontested building (nobody else has any bids on that building), they get the building.

The player removes all workers and dice from the building and takes the building. They can now place it in their town.

Immediately replace the building with another building from the same level building stack. Do nothing if the stack is empty.

When placing a Level 1 building, the following rules must be followed:
- You must place a building next to a tile already in the town
- Two buildings may never be adjacent to each other
- You can only place a building in the direction that the Zoning Restriction Die indicates

When placing a Level 2 or 3 building, the following rules must be followed:
- A Level 2 building may only *replace* a Level 1 building of the same name. Put the replaced tile at the bottom of the building stack of its level, face down.
- A Level 3 building may only *replace* a Level 2 building of the same name. It may *not* replace a Level 1 building.
- Any resources on the tile stay where they are.

Special tiles have slightly different placement rules. See the "Special Tiles" section for more information.

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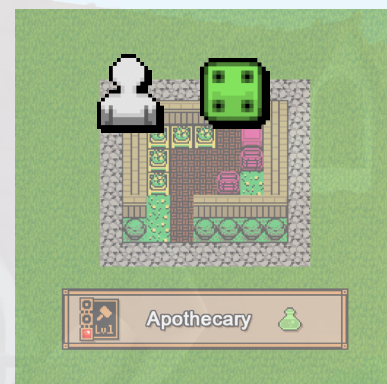
It's possible for other players to try and get a building by outbidding each other.

In this example, Player 1 has used a green Resource Die to bid on the Apothecary.

If someone has a bid on a building, other players can still bid on that building using a "Bid" action. To do this, they must have a die value greater than the sum of the highest die value currently on the building. The die must still be of the appropriate color.

When doing this, the new bid (including any modifiers) should be placed below the previous bid on the tile. This building is now contested.

In the example, Player 2 decides they want the Apothecary. They use a green die with a value of 5. They place their worker and the die to indicate the bid.
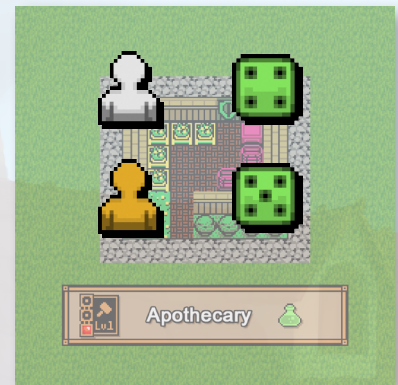
At the start of a player's turn, if they have a bid on a contested building, they have two choices:
1. They can withdraw their bid
2. They can use another "Bid" action to increase their bid

If they withdraw, they remove their worker and their dice from the building and proceed with their turn as normal. The dice are still spent - they can not be used for future actions.

If the player uses another "Bid" action, they may add another die of the appropriate color to the building. The sum total of all dice they've placed must **exceed** the current highest bid.

In the example, Player 1 adds to their bid. Their bid now has a total value of 8, which Player 2 would need to exceed to keep bidding.
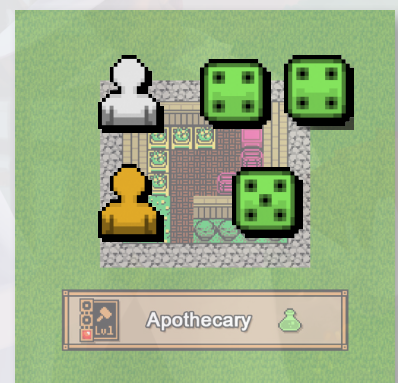
Player 2 now has two choices on their turn: they can withdraw or continue bidding.

In this example, Player 2 will withdraw, removing their worker and die. Player 2 now proceeds with their turn but can't rebid on that building.


At the start of Player 1's turn, since nobody is currently contesting the building bid, Player 1 gets the building. They place the building following normal placement rules and restock the building supply.

Additional Notes about Bidding on Buildings

- Contesting a bid and increasing a bid both use a standard "Bid" action as part of the Dual Action System. When doing this, the player still gets to use the 2nd action on the Action Card (as long as the die color/value is legal for the 2nd action).
- When using Dice Modifiers to augment the value of the used Resource Die, that modification applies to the bid and whatever other action is used as part of the Dual Action System. Place the modifiers next to the used Resource Die when placing it on the building.
- If a player wins a building bid but can't legally place the building, the building stays in the Building Supply.

- Any player is free to contest a bid and increase a bid before the building has been claimed.
- When bidding on special buildings, players can use any die color.
- Be mindful of building levels. Remember that a Level 2 building must replace a Level 1 building of the same name, and a Level 3 building must replace a Level 2 building of the same name.
- A player can not bid on a building if they have the same building already in their town. If the building has the same name but a different level, the player may bid on it.
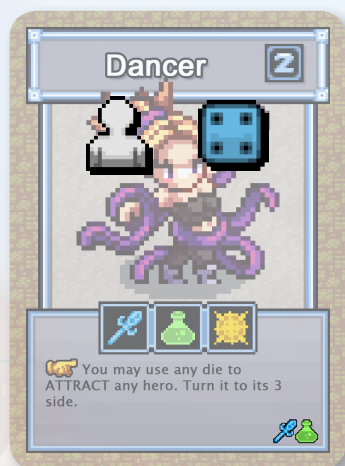
Hero Attraction
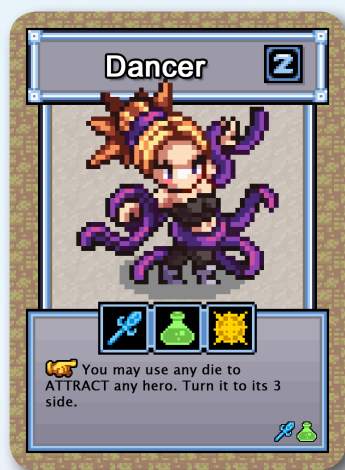
The primary way to gain Victory Points in Hero's Crossing is by selling goods to heroes.

The heroes visible on the game board are the Visiting Heroes. Each visiting hero has things they want - their Needs - which are displayed below the hero's portrait. A hero may want any combination of Weapon, Armor, Magic, Potion, or Wild resources.

In the example hero to the left, the hero wants 1 Magic, 1 Potion, and 1 Wild resource.

When using the "Attract" action, a player must use a die corresponding in color to one of the resource symbols on the bottom right of the card. In this example, a player may use a blue or green die to attract this hero. Place the die on the hero card and a worker beside it.
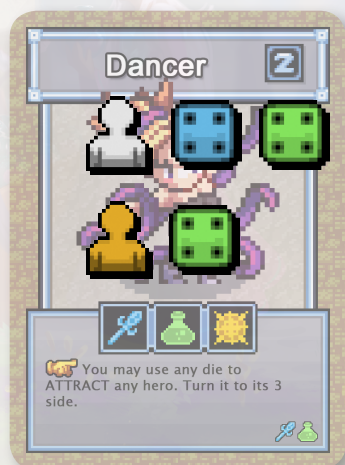
Multiple players can attract the same hero during their turns. When this happens, subsequent players should place their worker and die below previous players on the card. Order matters.

Further, a player may attract a hero multiple times on subsequent turns. This can be useful to increase the total die value, which influences selling order. When this happens, place the new die next to the previous dice corresponding to that player's worker.

In this example, the first player has attracted this hero twice using a blue and green die. The second player has attracted this hero once using a green die.

During the "Resolve Heroes" phase, players who have attracted heroes can now sell those heroes resources from Shops.

Heroes resolve from left to right according to their arrangement in the Visiting Heroes section. When heroes resolve, players may sell to heroes in the following order:
- The player whose dice adds up to the highest value gets to sell first.
- In the event of a tie, the player who is higher on the card (attracted first) sells first.

When resolving, a player may sell a hero any resources that hero currently wants from a Shop - regardless of what dice were used when attracting the hero. To represent this, move the cube from the Shop to cover up the satisfied need on the hero.

That need is considered fulfilled, and no other player may satisfy that need.

The selling player gains Victory Points equal to the Shop level they are selling from. In this example, the first player would gain 1 Victory Point for selling a Magic Resource to the Dancer. Move the worker on the Victory Point Track to indicate Victory Points gained by selling.
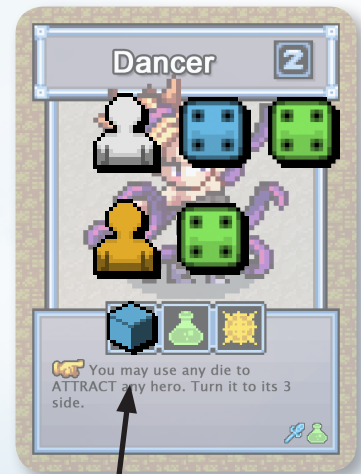
When selling, a player can sell as many resources as the hero wants at a time, not just 1. However, a player may not sell a resource that has already been satisfied.

In this example, it's now player 2's turn to sell. They have both a potion and a weapon in Shops, and they can sell both during this time.

Since the weapon was sold from a level 2 shop, the player gets 2 VP for that sale. The player gets 1 VP for selling the potion from a level 1 shop.

Fighter 1

Add/Subtract 1 to any unused WEAPON die.

Potion Shop
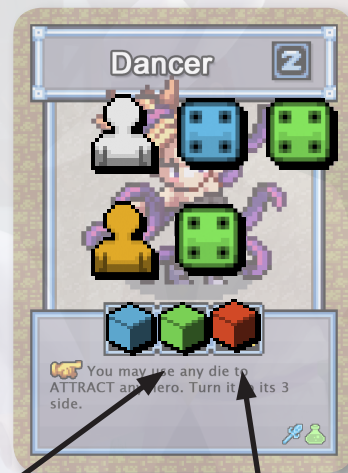
Here's another example. The Fighter wants a Weapon resource and a Wild resource.

Player 1 has used the "Attract" action and has used a red Resource Die to attract the hero. The player could only use a red die, because only the red resource symbol is on the bottom right of the card.

When it comes to the Resolve Heroes phase, the player realizes they don't have any Weapon resources.

However, they have a Potion resource they can use to satisfy the hero's Wild need.

They sell that potion to the hero. Since they are selling from a Level 1 Potion Shop, they get 1 Victory Point.

The hero will stay there for future turns until someone satisfies his last need.

Important: The player who satisfies a hero's last unfulfilled need takes the hero card and puts it in front of them. That player gets extra VP at the end of the game equal to the value on the hero card. That hero's power is also available for the player to use in subsequent turns.

Additional notes about selling to heroes

- You do not have to satisfy all of a hero's needs at once. If you only have 1 item to sell to a hero, you can still sell that 1 item individually.
- Heroes who do not have all their needs satisfied stay in the Visiting Heroes section for future turns. Keep the resource cubes on the heroes where they are.

- It's possible that a player will not be able to actually sell things to a hero when it comes time because they don't have resources matching an unfulfilled need. If this happens, the player simply does nothing.
- Hero needs do not have to be satisfied in order.

Hero Powers

When a player satisfies a hero's final need, the hero joins the player's town, and that hero's power is available for the player to use.

The hero cards detail how the powers work. Hero cards may involve violating the rules in this book - in that case, the hero card takes precedence.

Hero powers with the 👉 symbol may only be used once per round and only during the player's turn. When these are used, rotate the card 90 degrees to indicate that the power has been **exhausted**. Players refresh (unrotate) all hero cards during the Cleanup phase to indicate the power is available again.
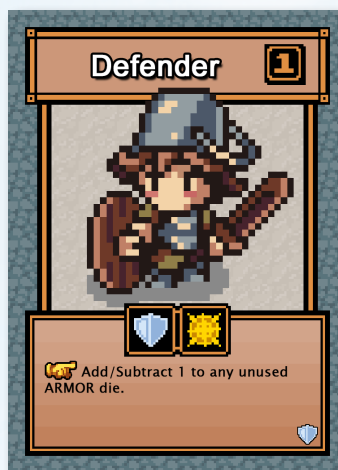
Example: The player owning the Defender card rotates it to use its power, exhausting the hero. The player picks a grey Armor die that hasn't been drafted this round and either increases or decreases its value. That power is then spent and can not be used until the next round.

Free Actions

Dice Modifiers
When a player uses a Resource Die, they may spend any number of modifiers to increase the value of that Resource Die.

Example: if a player is using a Magic die with a value of 2 to Move, normally they would be able to move resources 2 spaces. If they augment the die with 2 modifiers, they may instead have 4 movement points to use.

Modifying a Resource Die applies to both actions taken with that die.

4 for 1 Donation
At any time during their turn, a player can donate 4 resources in their town for 1 Victory Point. Put the resources back in the supply.

These resources do not have to be identical, nor do they have to be in the same location.

This is a free action and can be done an unlimited number of times per turn.

Era Progression

On the turn where the first Level 2 hero has been revealed in the Visiting Heroes play area, the game enters the Level 2 phase. Immediately supply the three Level 2 building spaces with buildings from the appropriate stack. From then on, Level 2 buildings are available for bidding.

On the turn where the first Level 3 hero has been revealed, the game enters the Level 3 phase. Immediately supply the two Level 3 building spaces with buildings from the appropriate stack. From then on, Level 3 buildings are available for bidding.

End Game

When the final hero has been drawn from the stack, the End Game begins. Players complete two more rounds, and after those rounds the game ends. Alternatively, the game immediately ends if all heroes have all their needs fulfilled.

Once the game ends, all players may perform any final 4 for 1 Donations and then apply hero powers which reward Victory Points.

The player with the most Victory Points wins. Be sure to count Wishing Wells and heroes which have gone to players.

In the event of a tie, the player with the most heroes wins. If there is a tie there, the player with the most modifiers wins. If there is a tie there, the tying players share victory.

Special Tiles

Wishing Well

Players get 3 VP at the end of the game for every Wishing Well in their town.

This counts as a land tile, and resources may move through it.

Guarded Land

Spies may never be placed on a Guarded Land tile.

This counts as a land tile, and resources may move through it.

When building this, players may replace an already existing land tile with this or place this in a new space following Zoning Restrictions.

Supply Line

Moving a resource into a Supply Line tile costs 0 movement points.

This counts as a land tile, and resources may move through it.

When building this, players may replace an already existing land tile with this or place this in a new space following Zoning Restrictions.

Foundation

A Level 2 or Level 3 building can be built on any Foundation tile instead of the normally required Level 1 or Level 2 building.

This counts as a building tile. It may never be built adjacent to a building or another Foundation.

When replacing a Foundation, put it face down at the botom of the building stick from which it came.

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FAQ / Errata

Q: If a hero power says "Add/Subtract 1 to any die", do I actually change the die physically?
A: Yes. This means you can't increase a die above a 6 or below a 1 using these powers.

Q: Can a modifier increase a die value above a 6?
A: Yes. You can add as many modifiers to a die as you want.

Q: Can I place modifiers on a die which is already on a building bid/hero attraction?
A: No. You may only place modifiers when you initially use a die for your actions.

Q: Can I save buildings/land tiles between turns if I bid on something I couldn't actually place?
A: No.

Q: Do special tiles have levels?
A: No. Though special tiles appear in the leveled building stacks, they do not have levels.

Q: If a hero power tells me to change a die to a specific number for a specific action, does that number apply to both actions taken through the dual action system?
A: Yes. For example, if a hero die says "You may use any color die to perform an ATTRACT action. Turn that die to its 3 side" the die now has a value of 3, and that 3 must be used for whatever other action is performed with that die.

Q: When I replace a tile with another tile, what happens to the resources or spies on that tile?
A: Those resources or spies stay on the new tile.

Q: When I replace a tile with a Guarded Land, what happens to the spy on that tile?
A: The spy stays. The Guarded Land prevents new spies from being placed on the tile.

Q: If I get Dice Modifiers during my first action in a turn, can I use those modifiers for my second action as part of the Dual Action System?
A: No. Dice Modifiers must be used when the Resource Die is initially used.

Q: What do I do if I run out of a certain type of component (resource cubes, workers, etc)?
A: None of the components are intentionally limited. If you run out, use a reasonable substitute to represent what you're missing.

Q: What happens if my starting town contains duplicate buildings?
A: Once the building draft has finished, you should exchange one of the duplicates with a building in the building supply you don't already have.

Q: Is there a limit to how many resource cubes can be on a single tile?
A: No more than 4 resources can be on a single tile at once.

Quick Reference

Round Flow
1. Draw Action Card
2. Roll Zoning Restriction Die
3. Roll Resource Dice
4. Draft Dice
5. Resolve Hero Attraction
6. Cleanup

Cleanup
1. Resolve Final Building Bids
2. Restock Heroes
3. Progress Era
4. Refresh Heroes
5. Return Workers
6. Return Dice
7. Pass Zoning Restriction Die

Resource Die Stealing
Every turn, you may give a player a Resource Die and a Dice Modifier and steal one of that player's Resource Dice.
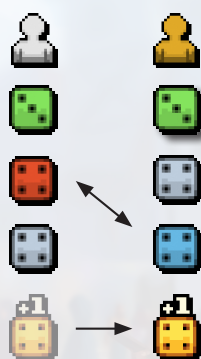
Get Land - Take a land tile and place it in your town.

Get Modifiers - Take a modifier. Get +1 modifier when using a Die Value < 4.

Produce - Generate resources in a single Production Center. Produce +1 resource when using a Die Value > 3.

Move - Move resources a number of spaces equal to the Die Value. Resource color must match die color.

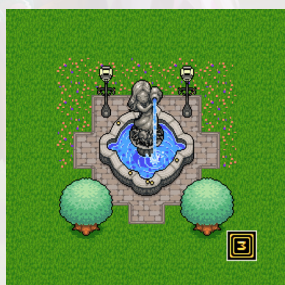**Spy** - Move your spy onto any land tile in any opponent's town.

Expel - Remove a single spy from your town. Requires Die Value > 3.

Bid - Bid on a single building in the building supply.

Attract - Attract a hero to potentially sell resources to that hero.

+3 VP at the end of the game.

Resources move into these spaces for free.

Spies can never be placed on these spaces.

A level 2 or 3 building can replace these.