


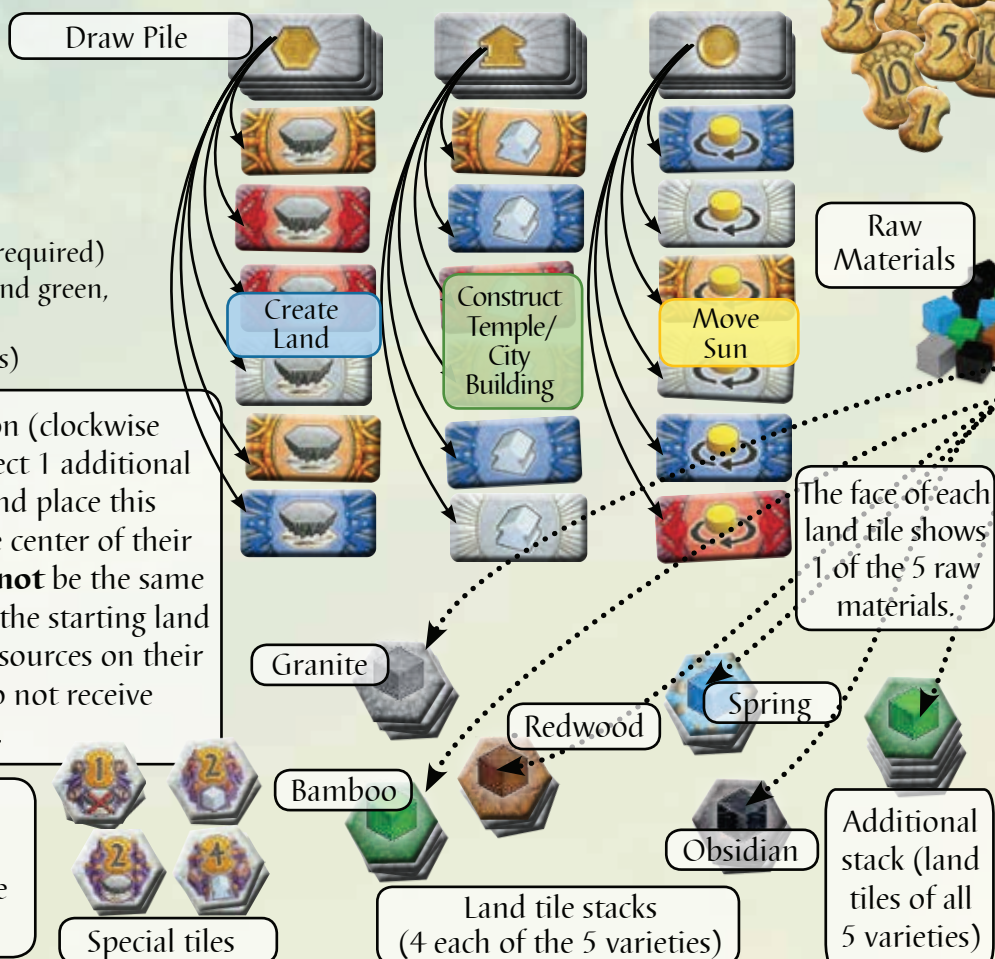
Game Components and Setup

Components

- 48 Action Tiles (16 of each of 3 symbols, in 4 different colors)
- 104 Victory Points Tokens (32x 1 VP, 28x 5 VP, 32x 10 VP, 12x 30 VP)
- 70 wooden Raw Materials cubes (14 each in blue, brown, gray, green and black)
- 30 red Mana Stones
- 35 white wooden Temples/City Buildings
- 8 Character Tiles
- 4 Player Boards
- 4 City Boards
- 4 Summary Cards
- 4 yellow Sun Markers
- 4 yellow Sun Discs
- 4 imprinted Bags
- 2 Starting Player Dragons (only one required)
- 36 Land Tiles (8 each in brown, gray and green, 6 each in blue and black)
- 8 Special Tiles (2x 4 different varieties)






Initial game setup is the same for any number of players.

- 1 The 48 action tiles are sorted by symbol  (not by color). The three stacks are mixed separately and placed in 3 face down stacks. Then, one of the players draws the top 6 action tiles from each of the stacks, and places them face up in 3 columns below each stack. In total, there are 18 available action tiles at the start of the game.



- 8 The players in 3rd and 4th position (clockwise from the starting player) now select 1 additional raw materials cube of their choice, and place this cube on their starting land tile in the center of their player board. This bonus cube must **not** be the same color as the cube already present on the starting land tile. These two players now have 2 resources on their starting land tile. All other players do not receive this bonus. The game can now begin.

- 7 Sort the 8 special tiles by their type and place them face up in 4 stacks, next to the land tiles. There are 2 of each of the 4 types in the game.

- 6 Sort the land tiles by color. Beginning with the starting player, each player selects 1 land tile of his choice. The following tiles may be selected:  brown (redwood),  gray (granite), or  green (bamboo). Since each player may choose any tile type, it is possible that several players start with the same type of land tile.
Note: The  blue (spring) and  black (obsidian) land tiles can **not** be chosen at the start of the game.
After choosing their starting land tile, each player places it on the center space of his player board, and then places a raw materials cube of the same color on top of it.
Next, 4 land tiles of each type are placed face down in 5 separate stacks. All of the remaining land tiles are mixed together and placed face down in another stack (known as the additional stack).
From each of the now 6 stacks of land tiles, the top tile is turned face up on the stack, and a raw materials cube of the corresponding color is placed on each of the face up tiles.