

GAME PLAY GUIDE

How a turn works, how regions are built and scored, and the mistakes new players make — with worked examples straight from the board.

INTRODUCTION

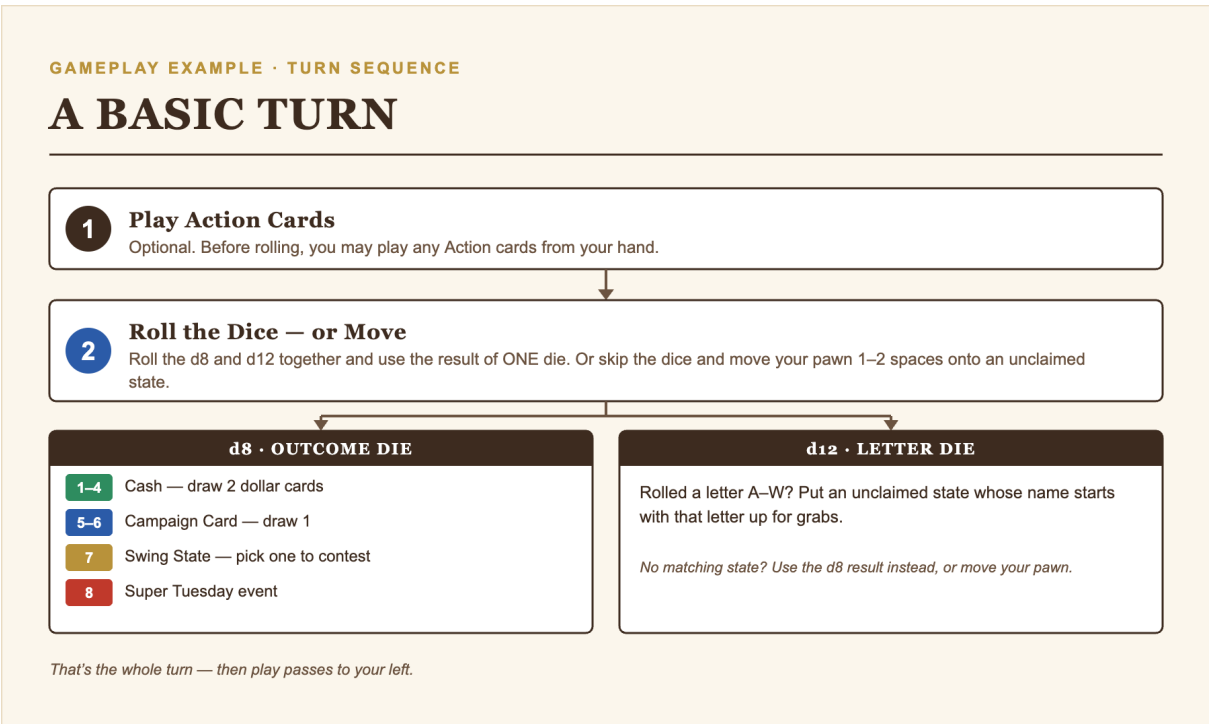
This guide walks through four examples: how a single **turn** plays out, how to build a scoring **region** anchored to your Home State, how to tell a **valid region from an invalid one**, and how opponents can lay **siege** to your border to cut your bonus.

How to read the diagrams. Green chips and hexes are states in your region. The small green cube marks your **Home State**. Red marks an opponent or an invalid move.

EXAMPLE 1 — A BASIC TURN

A turn is short. First, you may optionally play **Action cards** from your hand. Then you **roll the d8 and d12** together and use the result of just one die — or skip the roll and move your pawn 1–2 spaces onto an unclaimed state.

Most results simply hand you resources — cash or a Campaign Card — while a few put a state up for grabs. Then play passes to your left.

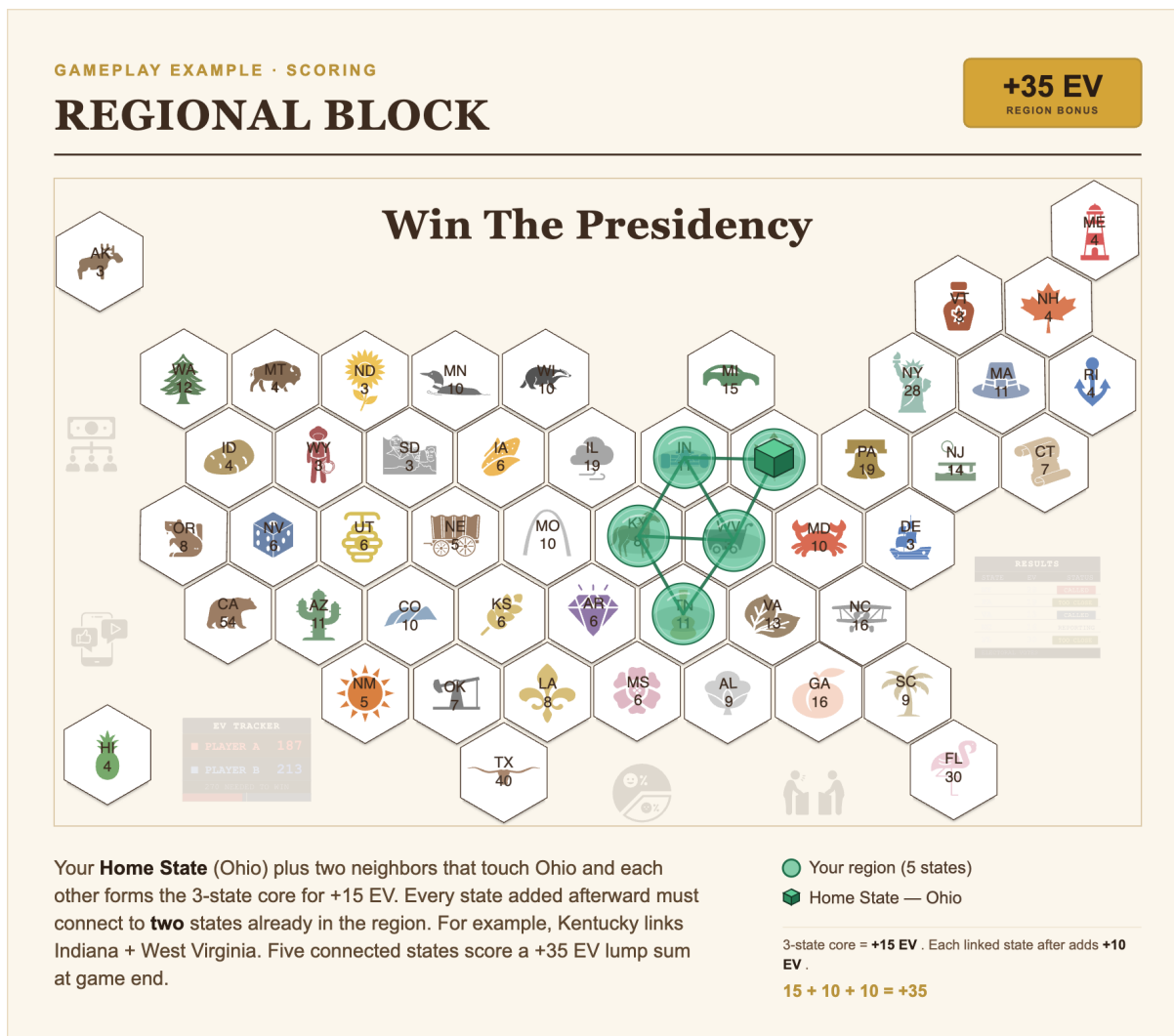


A Basic Turn — optional cards, then one die result (or a move). That's the whole turn.

EXAMPLE 2 — BUILDING A REGIONAL BLOCK

Your **Home State** (Ohio) plus two neighbors that touch Ohio *and* each other forms the **3-state core** for **+15 EV**. Every state added afterward must connect to **two** states already in the region — Kentucky links Indiana and West Virginia; Tennessee links Kentucky and West Virginia.

A state touching only the Home State — like Pennsylvania here — does **not** qualify. Five connected states score a **+35 EV** lump sum: 15 for the core, then +10 for each added linked state (15 + 10 + 10 = 35).



Regional Block — Ohio core expanded to a five-state region for +35 EV.

EXAMPLE 3 — WHAT COUNTS AS A REGION

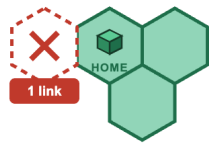
The rule that trips up new players: after the core, **every added state must share an edge with two states already in your region**. The two panels below use the *same four states* — only the position of the fourth changes. On the left it borders the Home State alone (one link) and scores nothing; move it below, where it also touches a core state (two links), and it counts.

GAMEPLAY EXAMPLE · COMMON MISTAKE

WHAT COUNTS AS A REGION

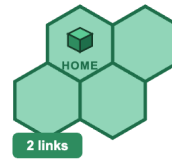
After the 3-state core, every state you add must share an edge with TWO states already in your region.

✗ THE WRONG WAY



Pennsylvania borders only the Home State. One link is not enough — it adds nothing, even though you own it.

✓ THE RIGHT WAY



Move that fourth state below, where it touches the Home State and a core state. Two links — it counts.

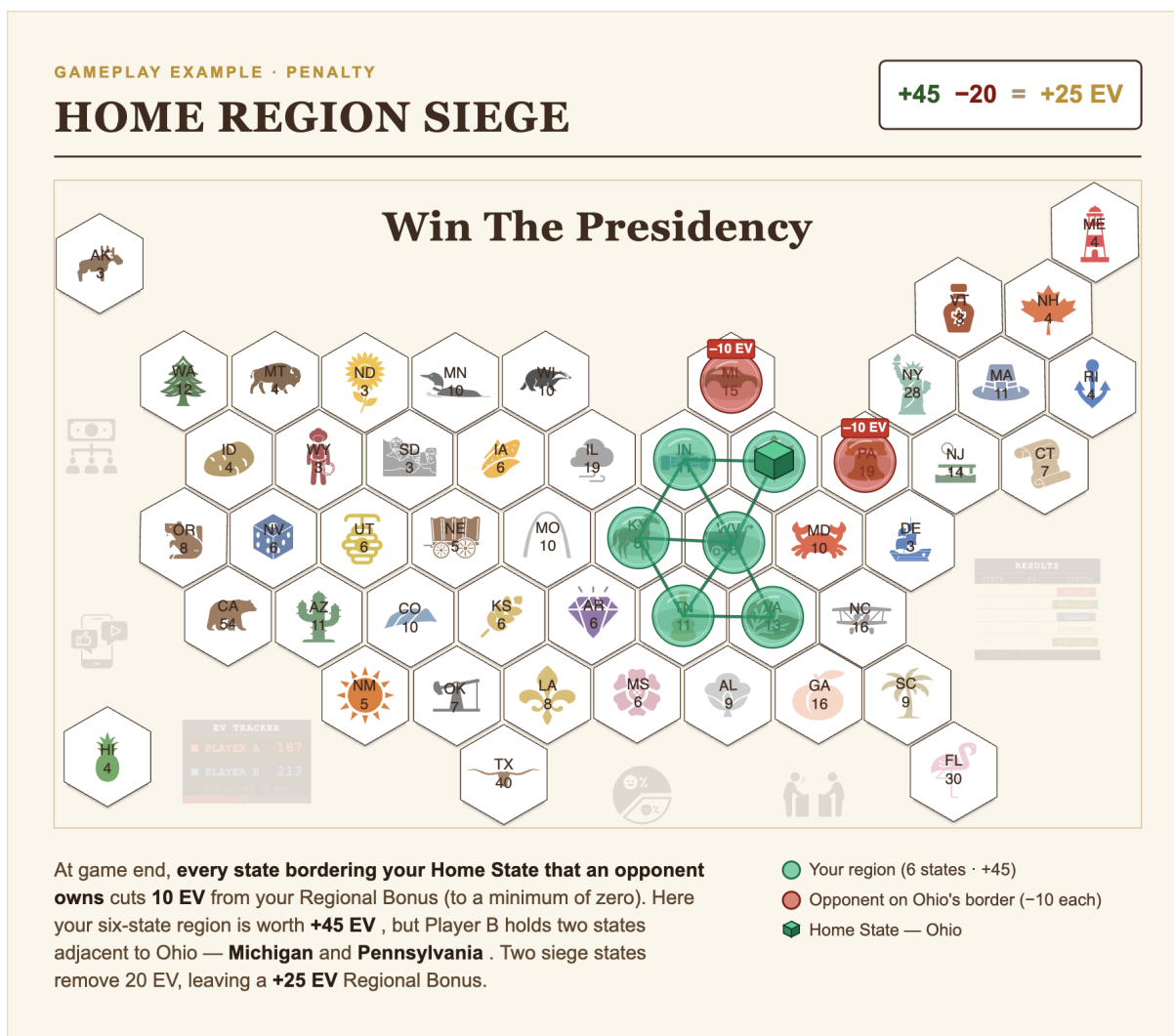
Same four states — only the position of the fourth changed. Compact regions score; loose ones don't.

What Counts as a Region — the wrong placement (left) versus the right one (right).

EXAMPLE 4 — THE HOME REGION SIEGE

A big region paints a target on your back. At game end, **every state bordering your Home State that an opponent controls** cuts **10 EV** from your Regional Bonus, to a minimum of zero.

Here your six-state region would be worth **+45 EV**, but Player B holds two states adjacent to Ohio — **Michigan** and **Pennsylvania**. Two siege states remove 20 EV, leaving a **+25 EV** Regional Bonus (45 – 20 = 25).



Home Region Siege — two opponent-held border states reduce a +45 bonus to +25.