

Very Challenge 9 : WELCOME TO... TROYES !

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Difficulty:



Enemy armies are at your door. The population is on the lookout... and ready to make any sacrifices to avoid disaster. You are presented with radical decisions; build new walls and get paid for your work, or bribe the enemy and save time for the development of your city... However, as you move through this ocean of new opportunities, always remember this: chaos is a ladder and only your climb matters.



SETUP



PLAYING THE GAME

SPECIAL RULES:

From the 3rd day, before step 2 (Resolve the event) of each half day, you may do one of the following:

- If the black die denotes one of your dice which is not protected by a Fortress, you may immediately perform an action with the black die by paying the total costs of all the other dice in play. For this purpose, the black die functions as a transparent die **only for this action**: it takes the color of the plaza it is on and you may spend resources to modify the color or the value of this die.
- If the black die denotes one of your dice which is protected by a Fortress, you may immediately gain resources corresponding to the cost of the wheel segment where the black die is located.

Note: the fact that the die denoted by the black die has already been destroyed does not matter, only the presence or not of a fortress matters.

Then resume the normal course of the half day by performing Phase 2 (Resolve the Event) as normal.

During Phase 1 (Roll the Dice) of each half day, roll all dice as normal:

	Die 1	Die 2	Die 3	Black die
Morning	?	?	?	?
Evening	?	?	?	?

Scores to beat: (First game/Best score)

Alain : 53/62 ♦ Xavier : 67/84 ♦ Sébastien : 59/59 ♦ Benoit : 59/67