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DEWAN

GAME RULES



A new day begins, but our resources are dwindling. We have decided to break camp and explore the surrounding territory to ensure our survival.

Whether at the bend of a river or in the heart of the mountains, we will seek the resources we lack. As we journey through forests and deserts, we will safeguard the precious fire that warms us and illuminates our path.

In response to the ever-increasing pre[illegible]ng tribes, we will stand firm and strive to [illegible]ory.

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GOAL OF THE GAME

To win at Dewan, you will compete against other players to earn the most points. You will do this by strategically placing your Camps to make the best use of terrain and resources so that you can satisfy the requirements found on your Story tiles. Along the way you will also gather Berries and master Fire to earn additional points.

SETUP



1. Place the Scenario tile near the play area.



2. Create the Game Map by randomly assigning a Starting tile to each player. Then randomly take a number of Neutral tiles equal to the number of players. Place the Starting and Neutral tiles (each rotated randomly) as shown at the back of the Scenario tile.

3. Place 2 Berry tokens on each symbol on the Game Map.



4. Each player takes 1 Tribe board and 9 Camps in their chosen color. They place 8 of these Camps on the designated spaces on their Tribe board, then place the 9th Camp in the center of their Starting tile as their starting Camp.



Resources

- Artifact
- Pigment
- Crystal

Others

- Berry
- Fire
- Points

Terrain types

- Badlands
- Mountain
- Desert
- Forest
- Water





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CONTENTS

10 Territory tiles:
- 4 Starting
- 6 Neutral

4 Tribe boards

36 Camps (9 per color)

1 Scenario tile

15 Berry tokens

55 Terrain cards

24 Story tiles

1 Dewan token

1 Score Pad

The contents below will be used for additional scenarios *(see page 10)*. Leave them in the box for your first game.

4 Scenario tiles

1 Volcano Territory tile

1 Downpour Territory tile

8 Lava markers

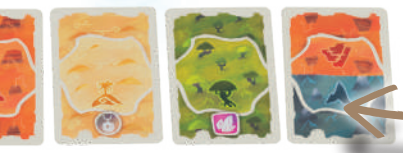
8 Water markers

1 Event tile

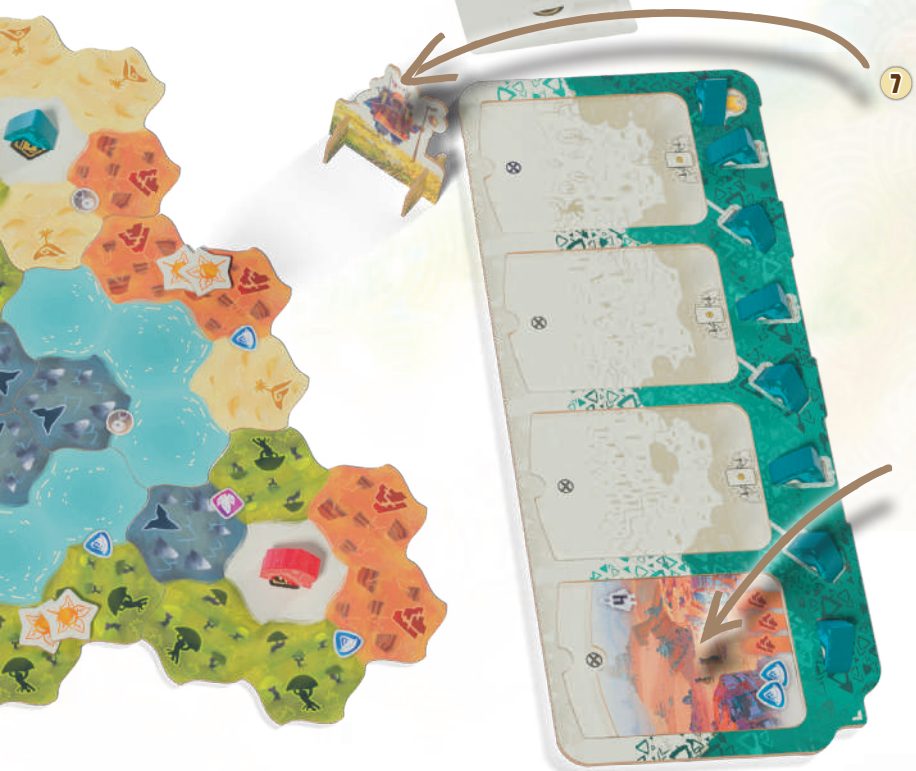
20 Fish tokens



5 Shuffle the Story tiles and draw 5 of them faceup, placing them into a row next to the Game Map. The remaining Story tiles are placed into a facedown stack within reach of the players.



6 Shuffle all the Terrain cards and deal 2 facedown to each player. Then deal 6 cards faceup to form a row next to the Game Map. The remaining Terrain cards are placed into a facedown draw pile within reach of the players.



7 Finally, randomly select the first player and give them the Dewan token.

The player to their right chooses 1 Story tile from among the 5 available tiles. If they do not wish to take any of the available tiles, they may take the top tile from the stack instead. In either case, the chosen tile is placed onto the leftmost space of their Tribe board. Place the tile face up and slide it to the bottom, so that the ⊗ is visible above it. If a tile was taken from the row, replace it with the top tile taken from the stack.

Then, the player on their right chooses a Story tile in the same manner. This process continues until all players have selected 1 Story tile.

The game is now ready to begin!





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PLAYING A ROUND

In each game round, players each take a turn, starting with the player holding the Dewan token and proceeding clockwise. A round is completed when each player has taken a turn, after which a new round begins.

On your turn, you **must** perform 1 of the following 2 actions:

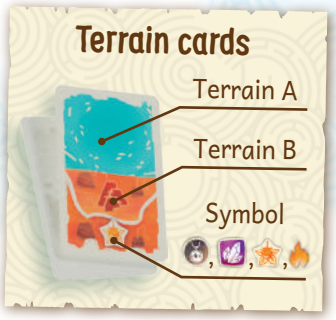
Take 2 cards OR **Place a Camp**

Take 2 cards

Choose 2 Terrain cards from the card row **which are next to each other** and add them to your hand. You **cannot** draw a card from the draw pile. There is no hand limit.

Starting with the card closest to the draw pile, replace the cards you just took with the top 2 cards from the draw pile.

***Note:** If the draw pile is empty when you must replace a card, shuffle all the cards in the discard pile and place them facedown to create a new draw pile.*



On their turn, Charlie takes 2 adjacent Terrain cards, which they add to their hand. They then replace these 2 cards with 2 cards from the draw pile, one after the other.



Place a Camp

Choose a Camp of your color on the Game Map as the starting point, then select a free space (a space without a Camp) as the destination. The destination cannot be a Water space.

Next, discard 1 card face up from your hand corresponding to the Terrain type of each space you cross, including both the starting point and destination. When a card displays 2 Terrain types, choose 1 when discarding it while crossing a space. Make sure to follow these rules:

- If the starting point is your **starting Camp**, the first card you discard can be of any type. If your starting point is not your starting Camp, the first card must match the Terrain type of the selected camp.

  (A) *Charlie begins by discarding 1 card of any type for the starting point and then discards 1 Mountain card, as the next space crossed is a Mountain space.*

- Water zones are crossed differently: By discarding 1 Water card, you can cross **any number** of spaces within a single Water zone.

  (B) *Charlie next discards 1 Water card to cross both spaces within the Water zone.*

- Your route may require you to cross one or more Camps belonging to other players. In this case, give the card you used to cross that space to that opponent instead of discarding it. They will then add it to their hand. (If you cross another player's starting Camp, you must give 1 card of your choice to your opponent.)

  (C) *Charlie gives Billy 1 Badlands card as they cross Billy's camp. Finally, they discard 1 Badlands card to place their Camp on the destination space.*



Once all the required Terrain cards have been discarded (or given to another player), move the leftmost Camp from your Tribe board onto the destination.

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Effects After Placing a Camp



- If the zone where you placed your Camp contains at least 1 Berry, take 1 of those Berries and place it to the left of your Tribe board.

  Note: *Later, if you place another Camp in the same zone, you can take another Berry.*

- Apply the effect indicated by the space the Camp was taken from on your Tribe board as follows:

Zones

A zone consists of 1 or more connected spaces of the same Terrain type.



In the example above, the highlighted spaces depict 2 distinct Mountain zones.



A No effect.

B When you place your 2nd, 4th, and 6th Camps, you take 1 Story tile from among the 5 faceup tiles in the tile row; or, if none of these tiles suit your needs, you may take the top tile of the stack and reveal it. Either way, place the tile in the leftmost available space on your Tribe board. If you took 1 of the 5 faceup tiles, immediately replace it with the top tile of the stack.

C When you place your 3rd, 5th, and 7th Camps, you may take 1 Terrain card from your hand and slide it underneath your Tribe board in the corresponding spot so that 1 Terrain is visible; the chosen Terrain might also have a symbol on it. If you do not have any cards in your hand, or you choose not to apply this effect, the corresponding spot will remain empty.

D When you place your final Camp, you trigger the end of the game *(see page 8)*. This will give you 1 additional 🔥 during scoring.



Charlie takes the leftmost Camp from their Tribe board and places it on the destination space. Since they placed the Camp in the Badlands zone, which still contains 1 Berry, they collect that token.



Charlie places a Camp on the game map from the 3rd Camp spot. They then choose a card from their hand and slide it underneath that Camp spot.





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Story Tiles

Story tiles are the primary way to score points in the game. To score points from your Story tiles (and to tally their potential at the end of the game), you must satisfy the Terrain and resource requirements depicted on them.

Requirements for each Story tile are checked separately. Each camp and card beneath your player board can be used to satisfy the requirement of multiple Story tiles.

Note: *Starting Camps do not count toward any of the Story requirements.*



- If a Story tile depicts a , , , or multiple times, you must have placed Camps in that many different zones of that Terrain type.
- If the Story tile depicts multiple times, you must have placed Camps **adjacent** to that many different Water zones (a single Camp can be adjacent to more than 1 Water zone).

Charlie has 2 Camps in the same Forest zone and adjacent to the same Water zone.
Charlie has only 1 and 1 . Additionally, they have 1 .



- If a Story tile depicts a , , or multiple times, you must have placed Camps on spaces **adjacent** to that many **different** icons matching that resource.
  Each icon only satisfies 1 requirement of that type, regardless of the number of your Camps adjacent to it.

Alix has 1 and 1 , while Billy has 1 , 1 , and 1 .
Both players can satisfy requirements using the same .
Finally, Charlie has 1 , 1 , 2 , and only 1 .



- Each Terrain card placed underneath your Tribe board counts as 1 zone of the corresponding Terrain type; If the card has a symbol, it also counts as 1 resource of the corresponding type.

Thanks to the cards placed underneath their Tribe board,
Charlie has 1 , 1 , 1 , and 1 .



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End of Turn

At the end of your turn, check to see if you have met the requirements of your Story tiles.

For each Story tile where all requirements have been met, mark it as completed by sliding the tile upward on your Tribe board. Then **draw 1 Terrain card** from the draw pile for each Story tile just completed. The player to your left then takes their turn.

At the end of their turn, Charlie has Camps in 2 different zones and a card with the underneath their board.



They also have a Camp adjacent to 1 and a depicted on the card underneath their board.

Since they have completed all requirements (2 and 3) on their leftmost Story tile, they slide it upward and draw 1 Terrain card. Their turn is now over.



END OF THE GAME

The game ends at the end of a round in which a player places their **final Camp**. Finish the current round so that each player has had an equal number of turns, and then tally each player's points using the Score Pad. Any Story tiles with unsatisfied requirements are immediately discarded.

Scenario tile scoring works as follows:

Add up the points indicated on each of your completed Story tiles.

Score 1 point for each 🔥 you have from your completed Story tiles, the cards below your Tribe board, and 1 extra 🔥 if you placed your final Camp (as depicted on the empty Camp space on your Tribe board). Additionally, the player with the most 🔥 earns 4 additional points; In case of a tie for the most 🔥, all tied players score the 4 points.

Score 4 points for each group of at least 2 connected Camps on the Game Map.

Score 2 points for each Berry token obtained during the game and for each ★ symbol visible on the Terrain cards placed underneath your Tribe board.

The player with the most total points wins the game. In the event of a tie, the winner is the player with the most Terrain cards remaining in their hand. If there is still a tie, the victory is shared.



*Charlie tallies their points. They have completed **3 Story tiles**, but the fourth has unsatisfied requirements, so is ignored and discarded. They score a total of **16 points** from the completed tiles (5 + 7 + 4).*



*They also collected **3 Berry** tokens during the game, and have **1 ★ symbol** showing on one of the Terrain cards placed underneath their board, for a total of 4 Berries; this gives them another **8 points**.*

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*Charlie has formed **two groups of at least 2 connected Camps** on the Game Map, earning them an additional **8 points** (4 points per group).*



*Their **total** tally is 3, which includes 1 from a Story tile, 1 from a card placed underneath their board, and 1 from having placed their final Camp. Since Alix has more symbols than them, Charlie only scores **3 points**, and the 4-point bonus goes to Alix.*



Scenario dedicated scoring (see last page)

*Charlie's **total score** is 16 + 3 + 8 + 8 = **35 points.***

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TEAM PLAY SCENARIO

Place the Scenario tile near the play area. The rules for the team game are identical to those of the basic 4-player game. Players form two teams of two, with team members sitting across from each other, so play will alternate between each team. The game concludes when a player places their final Camp, marking the game will finish at the end of the current round. The points for each team are then totaled.

Your team scores the sum of your Story tiles points.

Your team scores the total number of symbols for both players, each worth 1 point. The team with the most symbols scores 4 additional points. In case of a tie for the most , both teams score the 4 points.

Your team scores 4 points for every group of 2 or more Camps, with at least, one belonging to one team member and the other to the other team member.

Your team scores 4 points for each pair of Berries, with one belonging to one team member and the other to the other team member.

The team with the highest combined score wins the game. In the event of a tie, the winner is the team with the most Terrain cards remaining in their hands. If there is still a tie, the victory is shared.

ADDITIONAL SCENARIOS

Dewan contains 3 additional scenarios. When playing one of these scenarios, use the regular game rules, unless stated otherwise. Scenario-specific rules always take precedence over regular game rules.

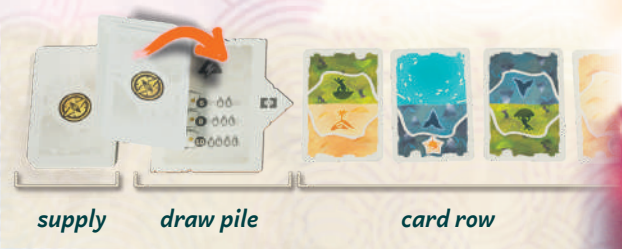
You can find guidelines on how to set up each scenario on the back of the corresponding scenario tile, which you place near the play area instead of the base scenario tile. The following rules apply to each of the different scenarios.

Create the Draw Pile

At the beginning of the game, after setting up the card row, set aside a number of cards at random and create the draw pile. This number depends on the number of players:

- In a 2-player game: 6 cards
- In a 3-player game: 8 cards
- In a 4-player game: 10 cards

Place the draw pile on top of the Event tile. The remaining cards form the supply and should be placed next to the draw pile.



Triggering Events

Each scenario features a specific event. When a player performs the "Take 2 cards" action, the card row is replenished using cards taken from the draw pile.

When the last card is taken from the draw pile, the event is immediately triggered and resolved by the player.

Then a new draw pile is created by taking cards from the supply (with the same number of cards as above).



In a 3-player game, Billy performs the "Take 2 cards" action and replaces them with the last 2 cards of the draw pile. They resolve that event and then create a new draw pile with 8 cards from the supply.

Story Tiles Reward

When a player satisfies the requirements on their Story tile(s), they take the top card(s) from the supply (not the draw pile).

Note: *If the supply is empty when you need to draw a card, shuffle the discarded cards and place them facedown to create a new supply.*

Game Pieces Limit

When an event requires you to place a marker or take a token that is no longer available, ignore that part of the event.

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The Downpour



Setup the game as usual, except the Downpour Territory tile should be placed as indicated on the back of the Scenario tile. Place the Water markers near the Game Map. Before building the stack of Story tiles, remove the 5 Story tiles displaying the Water symbol.

Each time the event is triggered, the active player places 1 Water marker onto any free non-Water space that is adjacent to an existing Water space; that space is now considered to be a Water space. If this causes a zone to be split into two, move all Berries there into the larger zone. If both zones are of equal size, divide the berries evenly between the two zones, placing the odd berry (if any) randomly in one of the two zones.



Score points from the completed Story tiles and symbols as usual.



Score 3 points for each Forest or Mountain zone where you have placed at least 1 Camp.



Score 4 points for each pair consisting of 1 and 1 symbol you acquired during the game.



Billy triggered the event, and must place a Water marker. The above image highlights the 6 eligible spaces: They are free, not Water, and are adjacent to a Water space (including the previously-placed Water marker).

The Volcano

Setup the game as usual, except the Volcano Territory tile should be placed as indicated on the back of the Scenario tile. Place the Lava markers near the Game Map.

Each time the event is triggered, the active player places 1 Lava marker onto any free non-Water space that is adjacent to either the volcano or another Lava marker. If this causes a zone to be split into two, move all Berries there into the larger zone. If both zones are of equal size, divide the berries evenly between the two zones, placing the odd berry (if any) randomly in one of the two zones.

When placing a Camp, you cannot cross a space containing a Lava marker or the volcano.



Score points from the completed Story tiles and symbols as usual (including for being adjacent to the volcano).



Score 2 points for each Water zone which has at least 1 of your Camps next to it. Score 2 points for each Camp next to the center of an opponent's Starting tile.



Score 3 points for each pair consisting of 1 and 1 symbol you acquired during the game.



Billy triggered the event, and must place a Lava marker. The above image highlights the 4 eligible spaces: They are free, not Water, and are adjacent to either the volcano or another Lava marker. Billy has 1 for being adjacent to the volcano.

Lake Villages

Setup the game as usual. Place the Fish tokens near the Game Map.

When you perform the "Place a Camp" action, you can choose to place your Camp on a Water space. Designate any space in a Water zone as the destination. The final card you discard must be a Water card.

Each Water zone can only contain 1 Camp, which is now a Lake Village. Once a Water zone contains 1 Lake Village, no other Camp can be placed in this Water zone.

Your Lake Village can be used as a starting point. In this case, the first card discarded must be a Water card. The next card discarded can be of any Terrain matching a space adjacent to the starting Water zone.

If an opponent crosses a Water zone containing your Lake Village, they must give you a Water card instead of discarding it.

Important: A Lake Village is NOT considered adjacent to the Water zone it occupies.

When the event is triggered, each player with at least 1 Lake Village may discard exactly 1 Terrain card (of any kind) from their hand.

Then, they take 1 Fish token for each Lake Village they have.

Fish tokens are taken in turn order, starting with the player who triggered the event.

Dana has placed a Lake Village in Water zone A and another in Water zone B, while Charlie has placed one in Water zone C. Each time the event is resolved, they can both discard any 1 card from their hand; if they do, Dana takes 2 Fish tokens, and Charlie takes 1 Fish token.



Score points from the completed Story tiles and 🔥 symbols as usual.

For each Water zone, award 6 points to the player with the most Camps adjacent to that zone. In case of a tie, each tied player is awarded 3 points instead.

Lake Villages are NOT adjacent to their Water zones so they are not taken into account for Water requests on Story tiles or Camp adjacency for scoring.

Score 3 points for each pair consisting of 1 ⭐ and 1 💧 symbol you acquired during the game.

Score 3 points for each Fish token acquired during the game.

At the end of the game, points are awarded for each Water zone as follows:

-ZONE A: *Dana has 4 Camps adjacent to this zone (Lake Village does not count). While Billy has only 2 adjacent Camps and Charlie has only 1. Dana scores 6 points.*

-ZONE B: *Billy and Charlie are tied, each with 2 Camps adjacent to this zone, so they both score 3 points each.*

-ZONE C: *Dana and Billy are tied, each with 3 Camps adjacent to this zone, so they each score 3 points.*

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