

MINOS

DAWN OF THE BRONZE AGE

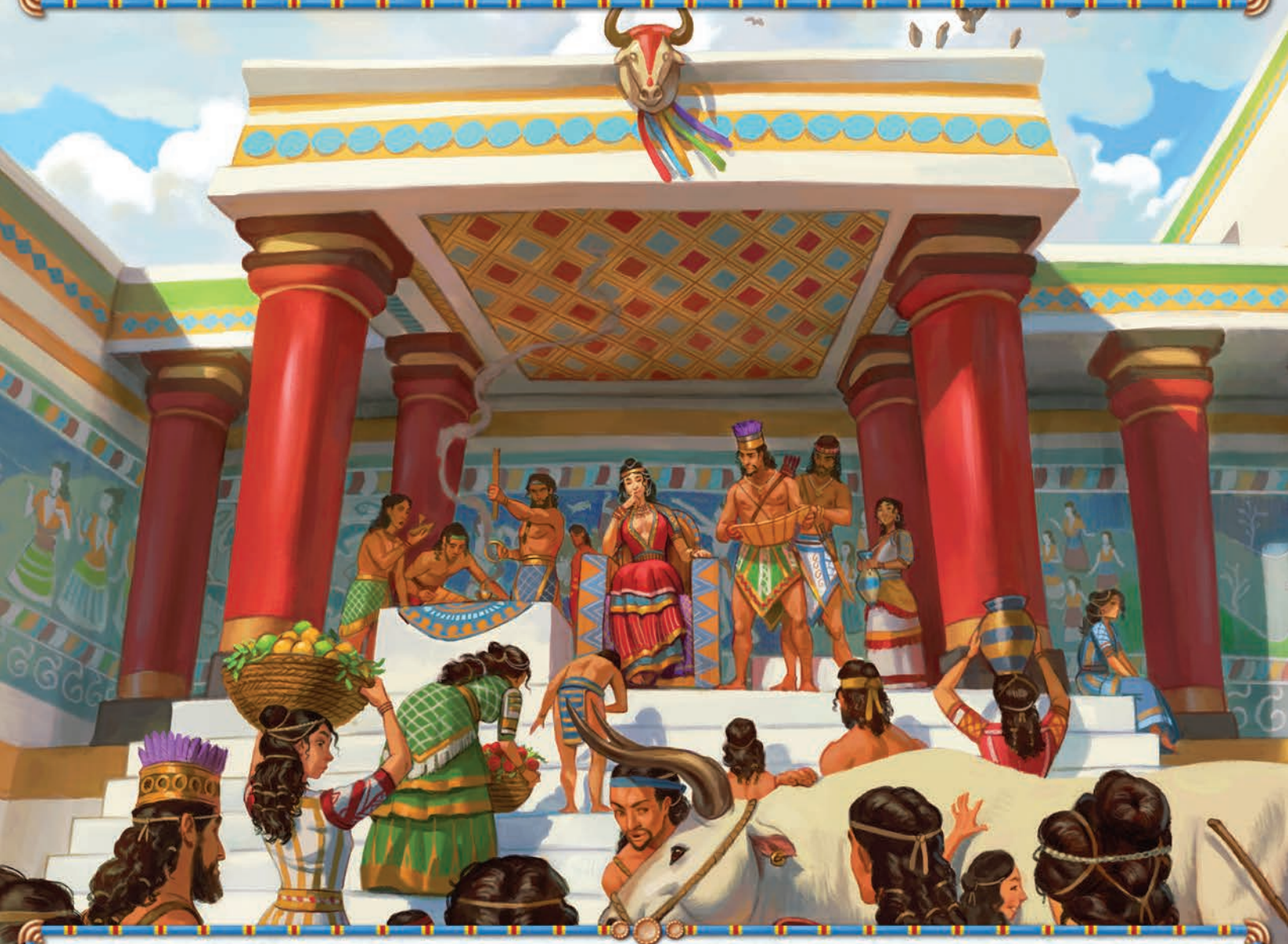


RULEBOOK

INTRODUCTION

In the ancient realm of Crete, amidst the sun-drenched shores and labyrinthine corridors of Knossos, the fate of the Minoan civilization is yet to be determined. As a member of one of the four illustrious Minoan clans, your destiny beckons you to vie for the prestigious title of Minos, the ultimate leader of your people.

But keep in mind – unlike the tumultuous conquests of other civilizations, the Minoans are renowned for their pursuit of peace and prosperity. In this captivating journey, the essence of your quest lies not in the clash of swords, but in the art of governance and the cultivation of your clan's unique identity.



LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor gameplay adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

MISSING OR DAMAGED COMPONENTS

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly and with our sincere apologies.

Customer support:

<https://boardanddice.com/customer-support/>

GAME COMPONENTS



1 double-sided Main board



5 Action board overlays



Map overlay sheet



1 First Player marker



4 +100/+200 VP tiles



4 double layered Player boards



72 Age I Decree cards



72 Age II Decree cards



9 Starting cards



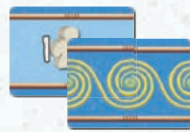
8 player aids



1 Round marker



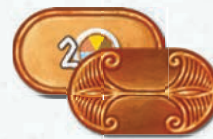
3 double-sided Trade Route tiles



15 Blue Trade Bonus tiles



15 Red Trade Bonus tiles



20 City Foundation tiles



5 Special Ability tiles



12 Vase tiles



54 Goods tiles



54 Temporary Goods tiles



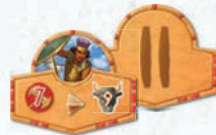
74 Coins (57x1, 17x5)



74 Weaponry tokens (57x1, 17x5)



10 Level I Sea Peoples tiles



10 Level II Sea Peoples tiles



5 Action Bonus tiles



17 dice (4 red, 4 blue, 4 yellow, 5 gray)

IN EACH OF 4 PLAYER COLORS:



3 Cities



3 Towers



3 Ships



4 Farms



10 Warriors



4 die containers



9 Disc markers (1 Income marker, 1 Scoring marker, 1 Ability marker, 3 Progress markers, 3 Objective markers)

SOLO COMPONENTS:



20 Solo cards



1 Solo player aid

Note: Coins and Weaponry tokens are considered unlimited. Should you run out, use any necessary substitute.

SETUP

Before your first game, carefully punch out all cardboard components.

MAIN BOARD SETUP

- Place the Main board in the middle of the play area, choosing the side that matches the number of players.
If you are playing with 2 players, cover the Action board part of the Main board with the Action board overlays (1A) and cover the corresponding section of the map with the Map overlay sheet (1B).
- Take all the dice and place them next to the Main board. In a 2-player game return one die of each color to the box. In a 3-player game return one gray die to the box.
- Shuffle all the City Foundation tiles together and randomly place one, face-up in each **non-starting** region. Starting regions are marked with  for 2-player games,  for 3-player games, and  for 4-player games. Return the unused City Foundation tiles to the game box.
- Shuffle all Level II Sea Peoples tiles together and place one, face-up in each non-starting region. Return the unused tiles to the game box. Repeat this process for Level I Sea Peoples tiles but place them on top of the Level II tiles, creating a stack of two tiles in each of those regions.
- Separate the Goods tiles by type. Create stacks of 5 of each individual type and place them face-up on their dedicated spaces of the Main board. Shuffle the remaining Goods and create a face-down pile near the Main board (5A).
- Create a supply with all Temporary Goods, Coins, and Weaponry tokens next to the Main board.
- Place the Round marker on the first space of the Round track.
- Place the 3 Trade Route tiles on the dedicated spaces of the Main board (for your first game, we recommend using the A side of the tiles. For subsequent games, you may choose the set randomly, or create your own). Next to each Trade Route, on the marked spaces on the Main board, place 3/4/5 random face-up Blue Trade Bonus tiles (8A) and 3/4/5 random face-up Red Trade Bonus tiles (8B) in 2/3/4 player game. Return the unused tiles to the game box.
- Shuffle the Age I Decree cards into a deck and place it face-down. Repeat the process for the Age II Decree cards. Place the Age I deck on the dedicated space of the Main board (this is the “active deck”), and reveal 5 cards face-up to create the offer (9A). Place the Age II deck next to the Main board (9B). Reserve a space for the discard pile next to the Main board (9C).
- Shuffle all the Vase tiles together, and start revealing them until you have uncovered 3 different colored Vases. Place these 3 Vase tiles on the dedicated spaces on the Main board, and return the rest to the game box. In a 2-player game, cover 7 VP space on each Vase with Objective markers from an unused player color.
- Select a random Action Bonus tile, place it on its dedicated space, face-up on the Main board, and return the remaining Action Bonus tiles to the game box.





An example of the 3 player game setup

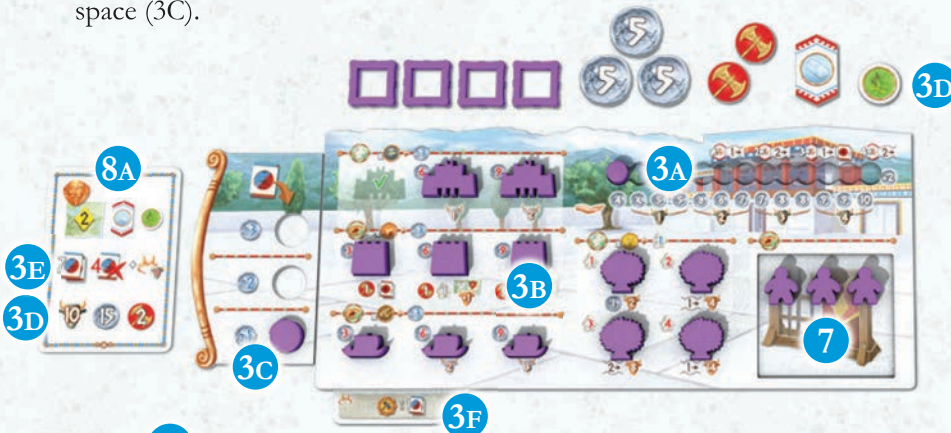
PLAYER SETUP

1. Display the Starting cards corresponding to the player count (indicated on the back of the cards) face up on the table. Then, select as many Special Ability tiles as the number of players, and place them face up next to the Starting cards.



2. Starting with the player who last won the title of the king (or randomly assign a player) and proceeding clockwise around the table, each player must choose either a Starting card or a Special Ability tile. Then in reverse order, players choose again, but this time choosing what they didn't previously (i.e., after choosing an Ability tile, they must choose a Starting card next). Each player ends up with exactly 1 Starting card and exactly 1 Special Ability tile. If this is your first game, we recommend giving each player a random Starting card and a random Special Ability tile.
3. Give each player a Player board and all pieces of their chosen color. Each player sets up their player area as follows:

- Place your Player board in front of you.
- Place your Income marker on the starting (leftmost) space of the Income track on your Player board (3A).
- Place 2 Cities, 3 Towers, 3 Ships, and 4 Farms on their dedicated spaces on your Player board (3B).
- Place your Special Ability tile next to your Player board and place your Ability marker on the starting (bottommost) space (3C).



- Gain Coins, Weaponry tokens, and Victory Points ("VP") according to your Starting card. Take the Goods tile from the face-up stack. If applicable take also the Temporary Goods tiles depicted on your Starting card, and place them next to your Player board (3D).
 - Draw as many cards from the active deck into your hand as indicated by your Starting card (3E). Select a number of them to keep (discard the number of cards indicated by your Starting card). Place the others back into the active deck, then reshuffle it. Slide 1 of the cards from your hand under your Player board so that only the bottom part (the Royal Trait) is visible (3F). The area under your Player board is your "Palace".
 - Take both player aids (3G).
4. Each player places their Progress markers on the starting (bottommost) space of each track on the Main board.
 5. Each player places their Objective marker below each Vase tile.
 6. Each player places their third City on the starting region of the map indicated by their Starting card.
 7. Each player places 3 Warriors in the Reserves area of their Player board, 1 Warrior in their starting region (7A), and the remaining 6 Warriors next to the Main board into the supply.
 - If their Starting card allows them to place 1 more Warrior, they take 1 Warrior from their Reserves and place it on the map in their starting region.
 8. Give the First Player marker to the player whose Starting card indicates they are the first player (8A). If one of the Players chose SA2 Special Ability tile, they should gain 1 Temporary Good of their choice (see page 19).

KEY CONCEPTS

COINS AND WEAPONRY



Minos: Dawn of the Bronze Age uses 2 types of resources: **Coins** and **Weaponry**. You gain and spend them throughout the game. The basic source of Coins is the Income track on your Player board, and the basic source of Weaponry is the Population track. It is also possible to gain both Coins and Weaponry from Towers, Trade Routes, Decree cards, and tiles.

HISTORICAL NOTE: The axe depicted on the Weaponry tokens is known as a Labrys. The Labrys was an ornamental double-bladed axe often depicted with goddesses and female priestesses. It is believed that the word Labrys was connected to the word Labyrinth, which presumably meant “the house of the double axe”.

CITIES, SHIPS, TOWERS, AND FARMS

The **Cities**, **Towers**, and **Farms** you set up on your Player board at the beginning of the game may be placed on the Main board by using Build actions and paying the associated costs in Coins (see page 14).



There may only be **1 City per region**. When you build a City, you must place it on a City Foundation tile in a region where you have at least 1 Warrior (see page 14), and then gain the depicted benefits on the City Foundation tile.



Towers may only be built on the map in the regions where you already have a City. There may only be **1 Tower per region**. Each Tower you build allows your Ship to potentially pass the threshold between the 3rd and 4th space of 1 Trade Route tile.



Farms may also be built on the map using Build actions. There may only be **1 Farm per region**. Farms cost Warriors, and all Warriors used to fulfill the cost must be present in the same region where the Farm is built.



Ships may be sent to and advanced on Trade Routes by using Build actions. There may only be **1 Ship per player on each Trade Route**. Note that you may only build as many Ships as you have Cities. To advance your Ship on a Trade Route tile to the next space, you must also use a Build action and pay the required cost.

As you build Towers and Farms you gain all immediate benefits depicted below them on your Player board. The VP benefits will be awarded for the last built Tower/Farm during the two scorings - after 2nd and after 4th round. Building Cities and building Ships provide the visible VP at the end of the game.

DECREE CARDS

Decree cards are the cornerstone of *Minos* and may be played using the Develop action and paying the cost depicted on them. Playing Decree cards places them in your player area and gains you their instant effects. Toward the end of each round, during the Income step (see page 11), you may move some of these cards into your Palace, thus unlocking their permanent effects, known as Royal Traits.

Each card has the following anatomy:

The diagram illustrates the anatomy of a Decree card with the following components and their effects:

- VP value:** Gain this if the card is in your Palace at the end of the game.
- Cost in Coins:** Indicated by a red circle with the number 7.
- Discount:** If you have at least 1 Good of each depicted type in your player area.
- Note:** Only 1 Good of each depicted type may be used as a discount for playing a card (as they do not have a multiplier “X” symbol). So it doesn't matter how many Goods of that type you have, the discount is only counted once per depicted good.
- Instant effect:** Which you gain when you play the card.
- Royal Trait:** Enabled when the card is in your Palace.

IMPORTANT: You may acquire the Decree cards from the offer only when using either Prepare or Develop actions. Remaining effects allow you to take cards from the top of the deck and not from the offer.

HISTORICAL NOTE: As far as archaeological evidence suggests, the Minoans did not leave behind written legal codes or decrees in the same manner as some other ancient civilizations, such as the Babylonians or the Hittites. The Minoan writing system, known as Linear A and Linear B, remains mostly undeciphered, which limits our understanding of their written records. While there are no known written decrees from the Minoans, it's possible that they had some form of legal or administrative documentation that has not yet been discovered or deciphered.

YOUR PALACE AND ROYAL TRAITS



Your **Palace** represents your development throughout the game. Every round, you are able to place Decree cards into your Palace (under your Player board) either from your player area (at no cost) or from your hand (at the cost of the VP value of the card). Once a card enters your Palace, its Royal Trait is the only effect that remains in play and is triggered by retrieving dice from a certain action or of a certain value. At the end of the game, you also score a significant amount of VP from cards in your Palace.

Note: During the first few rounds of the game, Royal Traits are very important because you are able to trigger them multiple times. So, prepare your Palace carefully and strategically. In later rounds, the focus turns to the cards' instant effects and their VP values instead; however, even cards played in your final round can still enter your Palace and have their Royal Traits triggered (*see page 17 for more detail*).

HISTORICAL NOTE: Since we are unable to decipher the language of the Minoans, we may never know the true purpose of the palaces. The walls were covered in beautiful frescos, depicting sacred bulls which represented either the economic importance of the cattle, or perhaps the power of a sovereign or noble ruler—but whether this person was what we would call a king, or even a male is unknown.

GOODS AND TEMPORARY GOODS

Goods  and Temporary Goods  provide consistent discounts for various actions and help you build your economy. There are 6 types of Goods (and Temporary Goods): Silver, Stone, Copper, Wood, Grains, and Herbs.



Whenever a Good enters your player area, you gain:

- 1 step on your Income track if this is the 1st Good of that type you gained.
- 2 steps on your Income track if this is the 2nd Good of that type.
- 1 step on your Income track and 1 random card from the Age II deck if this is the 3rd Good of that type.
- 2 steps on your Income track if this is the 4th Good of that type.
- No benefit if this is the 5th or subsequent Good of that type.

IMPORTANT: Good that you take during the setup, do not give you any of the benefits described above

Goods in your player area provide discounts as follows:

- For playing cards, each type of the depicted Good provides a discount of 3 .
- Each Stone () provides a discount of 3  when building a City.
- Each Copper () provides a discount of 3  when building a Tower.
- Each Wood () provides a discount of 3  when building a Ship.
- Each Herb () provides a discount of 1  when advancing a Ship on a Trade Route.
- Each Grain () provides a discount of 1 Warrior in a given region when building a Farm (*see page 14*).

Note: While  only provides discounts for playing cards, it also appears on more cards than any other Good.

You cannot remove Goods from your player area, and game effects never force you to lose them.

IMPORTANT: Discounts cannot lower a cost in Coins below zero.



Temporary Goods act in the exact same way as Goods for discount purposes, except that they **are returned** to the supply near the Main board immediately **after being used to provide a discount**. They also do not provide any steps on the Income tracks. However, **collecting 3 Temporary Goods** may provide an opportunity to **exchange them for a permanent Good tile**.

WARRIORS AND SEA PEOPLES



Warriors allow you to expand on the map, increasing your capabilities to build Cities and Farms. They also allow you to take part in scoring for dominance or presence—you have **dominance** in a region if you alone have the most Warriors in it, and you have **presence** if you have at least 1 Warrior in the region. You only score presence when you do not also have dominance. You start the game with Warriors on the map and in your Reserves, and you can gain more by either advancing on the Population track  or building Towers. You may place and move Warriors using the Expand action (*see page 16*). When Warriors move on the map, they move between adjacent regions; regions are **adjacent** to each other if they share a border (a border is considered the line only, not the points at which the lines meet).

HISTORICAL NOTE: The role and nature of Minoan warriors in ancient Crete remain a subject of scholarly debate, largely due to the scarcity of direct evidence in the archaeological record. Minoan art often depicts scenes of leisure, nature, religious rituals, and everyday life, with very few depictions of warfare or militaristic themes compared to their contemporary cultures like the Mycenaeans.

The **Sea Peoples** that are placed on the map during setup can be battled during the game and at the end of the game. They require the presence of Warriors and Weaponry to be spent and provide a specific benefit and/or VP. Accumulating some Weaponry and spreading your Warriors strategically on the map are the key elements to be able to battle Sea Peoples.

HISTORICAL NOTE: Sea Peoples are another mystery from the Bronze Age. Researchers do not know where they came from or even if they took part in the Minoans' disappearance. What is certain is their role in the collapse of many Bronze Age civilizations.

YOUR SPECIAL ABILITY TILE AND THE PROGRESS TRACKS

You start the game with a **Special Ability** tile. You can make your unique ability more powerful twice during the game by advancing on the Cultural track .

The 3 **Progress tracks** affect Income and scorings as well as provide one-time benefits.

The **Influence track**  governs the number of Decree cards you may add into your Palace during the Income step of each round; it also provides one-time bonuses of Coins, cards, and opportunities to place additional cards into your Palace.

The **Cultural track**  governs the power of your Special Ability tile and additionally provides one-time bonuses of Goods and Build action points.

The **Population track**  governs your Weaponry Income and the number of VP you gain during scoring for having Warriors on the map. Additionally, it provides extra Weaponry and adds Warriors to your Reserves.



PLAYING THE GAME

The game is played over four rounds. Scoring occurs after the 2nd and 4th rounds. Each round follows the same structure detailed below. Player with the most VP after 4th round scoring wins the game. Note that VP may be gained as an immediate effect, during scorings and at the end of the game (see page 21).

ROUND STRUCTURE

ROLL THE DICE

Roll all the dice and sort them by their value. If at least 6 dice show the same value, **reroll all the dice**.

DRAFT AND PLACE THE DICE

In turn order (starting with the first player and proceeding clockwise), each player must select a die, place it in one of their die containers, and then place the die container on an action space of a chosen action row according to the following rules:

- You must place the die container on the leftmost available space of your chosen action's section.
 - If your die is the only die within the action's section, it is placed on the leftmost space.
 - If your die is not the first one placed in the action's section, it moves behind any dice of lower value and in front of all higher-valued dice shifting them if needed, preserving their order.
 - If your die has the same value as another die (or dice), place it behind the last die of the same value in the action's section, shifting higher-valued dice if needed.
- If all action spaces of an action's section are taken, that action cannot be selected.

Repeat the process until all players have chosen and placed 4 dice.



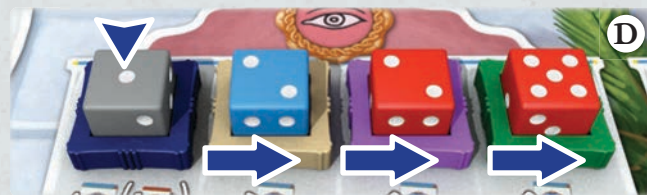
Example: The Green player selects a red die of value 5 and places it on the Prepare action. Since there are no other dice in that row, it takes the leftmost space (A).



The Beige player selects a blue die of value 2 and also places it on the Prepare action. This die pushes the die of value 5 to the right and takes the leftmost space (B).



The Purple player chooses a red die of value 2 and places it on the same action too. This die goes behind the earlier die of value 2 and pushes the die of value 5, thus taking the second space, while the die of value 5 moves to the third space (C).



The Navy player selects a gray die of value 1 and also chooses the Prepare action. This die now takes the leftmost space, while all other dice are shifted back by one space. After this die is placed, all Prepare action spaces are taken, thus no other die can be placed on this action (D).

ADVANCE ON PROGRESS TRACKS

Without removing your dice from the action rows, join them into groups, divided by color, with total values of 9 or more. Groups cannot contain only gray dice but may contain any number of dice of 1 color plus any number of gray dice. You may have multiple groups of the same color, but you may not use the same die in more than 1 group.

For each group created, advance one space on the matching Progress track. This step takes place simultaneously for all players.

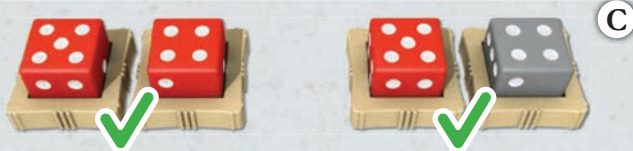
TAKE ACTIONS



Example: The Purple player has selected a red 6, a red 3, a blue 4, and a gray 6. They create two groups—red 6 + red 3 and blue 4 + gray 6—and advance once on the Influence track and once on the Population track (A).



The Green player has selected a yellow 3, a yellow 2, a gray 5, and a gray 4. They can only create one group of all his dice, selecting the yellow 3 + yellow 2 + gray 5 (though any gray dice would be sufficient) and advancing once on the Cultural track (B).



The Beige player has selected a red 5, another red 5, a red 4, and a gray 4. They create a group of red 5 + red 4 and a second group of red 5 + gray 4 to advance twice on the Influence track (C).



The Navy player has selected a blue 2, a blue 3, a yellow 2, and a yellow 4. They cannot create any groups (as the total in each group do not equal at least 9), thus they cannot advance on any Progress track (D).

IMPORTANT: While this step is taken simultaneously, the Cultural track allows players to build. In rare cases when two or more players want to build the same structure in the same region the player with the most Warriors in that region will be the one to build. If there is a tie, the player with the most Weaponry wins the tie, and if there is still a tie, the player who is earlier in turn order wins the tie.



In turn order, starting with the first player and proceeding clockwise, players take turns retrieving their die from the container with the highest-valued die, moving it from the Main board to their player area and gaining the benefits of that action space. If a player has two or more dice of equal value, they choose which one to take.

After taking your die but before resolving any actions, you may instead choose to forfeit your action (and all benefits of that action space) in its entirety to gain 2 instead. For details about each action, see the “Actions” section (page 12).

Each action and die value can trigger additional benefits from your Royal Traits. Benefits from the action space and Royal Traits may be gained in any order throughout the entire turn (before, between, or after actions). Royal Traits trigger even if you forfeit the action.

Additionally, during each of your turns, you may also take any number of **different extra actions** (i.e., you cannot take the same one more than once on the same turn). For details about extra actions, see the “Extra Actions” section (page 12).

After a player finishes their turn, they must also retrieve their empty dice container from the main board.

Continue retrieving dice until all players have retrieved all of their dice from the Main board.

INCOME AND CLEAN-UP



After all players have finished taking their four actions, proceed to the Income step, which is resolved by all players simultaneously, in the following order:

- Gain the amount of Coins and VP according to the position of your Income marker.
- Gain all benefits from your Ships’ current positions on the Trade Route tiles.
- Gain the amount of Weaponry according to the position of your marker on the Population track .
- Place a number of cards from your player area and/or from your hand into your Palace according to the position of your marker on the Influence track .
- Gain the amount of Weaponry according to the position of your Ability marker if you are playing with the SA5 Special Ability.

IMPORTANT: During Income resolve only the highest Income effect shown on each track (i.e. add 2 cards to your Palace if your marker is on the 3rd space of the Influence track).

IMPORTANT: Whenever you place a card from your hand to your Palace as a Royal Trait, you must lose the amount of VP depicted on the card. You can never go below 0 VP, so if you cannot lose the required amount of VP, you cannot place a card from your hand as a Royal Trait. However, there are some effects on cards that allow you to do it without losing the VP.

Finally, return all dice to the pool next to the Main board, pass the First Player marker to the next player in turn order, and continue to the next round.

Note: The cards in your player area remain there for the upcoming rounds!

EXTRA ACTIONS

You may use **each** of the following extra actions **at most once during your turn**:

- Spend 1  to move 1 of your Warriors from a region to an adjacent region.
- Spend 1  to gain 1 Temporary Good of the same type as depicted in a region where you have at least 1 Warrior.
- Use a Trade Bonus tile, gaining all the benefits and then returning it to the game box.
- Discard any number of cards from your hand to gain an equal number of Coins.
- Exchange 3 identical Temporary Goods for 1 Good of the same type from the face-up stack of the Main board and add it to your player area. You gain benefits as usual for gaining Goods.
- Battle Sea Peoples in a region where you have at least 1 Warrior. To do so, spend as much Weaponry as depicted on the visible (topmost) Sea Peoples tile, return 1 Warrior from that region to your Reserves, and gain the depicted benefit. Then, place the Sea Peoples tile next to your Player board.

IMPORTANT: These actions are an important part of the game. **Using them from the very beginning** of the game is **highly recommended**.

IMPORTANT: If any Good is unavailable on the face-up stacks on the Main board, you cannot exchange Temporary Goods of that kind with this extra action.

You are allowed to use extra actions anytime during your turn.

ACTIONS

PREPARE



The Prepare action allows you to gain Decree cards. The spaces in the Prepare section are (from left to right for 4 players):

- Gain 1  and 1 . Gain 4 Prepare action points. During the first two rounds of the game, you may use 1 action point to draw 1 card from the top of the Age II deck.
- Gain 3  and 1 . Gain 3 Prepare action points.
- Advance one space on a Progress track of your choice. Gain 2 Prepare action points.
- Gain the benefit depicted on the Action Bonus tile. Gain 2 Prepare action points.

Each Prepare action point allows you to draw up to 1 card from either the offer, or the top of the deck. There is no hand limit; you may hold as many cards as you'd like.

At the end of your turn, if the offer contains fewer than 5 cards, add cards from the active deck to the offer until it is refilled back to 5. Cards in the offer are always face-up.

If the active deck runs out, shuffle the discard pile to create a new deck. If there are no cards in the discard pile, the deck remains empty, but as soon as cards are in the discard pile again, you must create a new draw deck. Keep the discards for Age I and Age II cards separately.

DEVELOP



The Develop action allows you to **play Decree cards**, gaining the instant effects. The spaces in the Develop section are (from left to right for 4 players):

- Gain 3 Develop action points.
- Gain 2 Develop action points.
- Advance one space on a Progress track of your choice. Gain 1 Develop action point.
- Gain the benefit depicted on the Action Bonus tile. Gain 1 Develop action point.

With each Develop point you may play 1 Decree card. To play a Decree card from your hand, you must first pay its depicted cost in Coins. If the card has a printed Good icon under its cost and you have this Good in your player area, you get a discount of 3

once, no matter how many tokens of that Good you have. If you do not have the proper Good, you may use a Temporary Good token instead (if you have one of the type needed) to gain the discount, but you must return it to the supply. If there are two Goods printed you may have one discount from each type of the Goods if you have them. After paying its cost, place the selected card in your player area and resolve its instant effect.

Note: There are Age II cards with 2 under the cost—to gain both discounts you must have at least 2 Good tokens (or spend proper Temporary Goods).

If you have enough Develop action points to play more than 1 card, play them one by one, applying all the instant effects from 1 card before playing the next. If there are multiple instant effects on the same card, you may choose their order.

You may also play a Decree card directly from the offer. To do so, you must first pay an additional 3, then follow the same procedure as if you played it from your hand.

IMPORTANT: Cards played in your player area stay there between rounds (you do not discard them!).



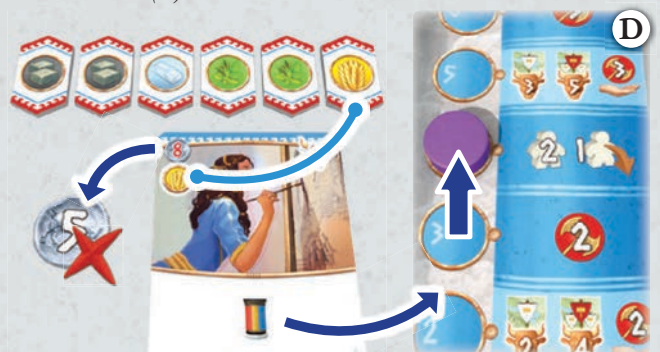
Example: The Purple player is retrieving a die from the leftmost action space in the Develop section, thus being able to play up to 3 Decree cards. They have 5 Goods in their player area (2 Wheat, 1 Cotton, and 2 Corn) and one Temporary Good (1 Gold). The first card they play costs 8. Since they have at least 1 Corn in their player area, they pay only 5 (A).



Then, they place the card in their player area, gain 1 and 1 random Good—in this case they draw a Wheat, which also allows them to advance one space on their Income track (B).



Their second played card costs 10. Since they have the Wheat in their player area (giving them a discount of 3) and they discard the Temporary Good (for an additional discount of 3), they effectively pay 4. The card is placed in their player area and allows them to play one more Decree card. The Purple player has no Farms built, so they can't use the second effect and must pay for the extra card (C).



The additional card costs them 8. Since they now have Wheat in their player area, they pay only 5 and place the card in their player area. Its effect allows them to advance one space on a Progress track of their choice, so they choose to move up on the Population track, gaining 2 Warriors from the supply to their Reserves and placing 1 of those Warriors into the region with their only City (D).



Then, Purple plays a card with a cost of 8. Since they have only 1 in their player area, they get a 3 discount. They must pay 5 but they only have 3 left, so they discard 2 cards to get 2 (as an extra action). They pay the cost, place the card in their player area, and gain the instant benefits: 1 per Warrior they have on the map for a total of 6 and they may pay 5 to place 1 card in their Palace. Purple pays the cost and places the very same card in their Palace (E).



Finally, since Purple already had cards in their Palace, they activate Royal Traits—move 1 Warrior from a region to an adjacent one and gain 1 card from the top of the deck (F).

BUILD



Build actions allow you to **place Cities, Towers, and Farms** on the map and **Build/Advance Ships on Trade Routes**. The spaces in the Build section are (from left to right for 4 players):

- Gain 3 Build action points.
- Gain 2 Build action points.
- Advance one space on a Progress track of your choice. Gain 1 Build action point.
- Gain the benefit depicted on the Action Bonus tile. Gain 1 Build action point.

Each Build action point may be spent to do one of the following:

- **Build a City.** You **must** select a region with no other City (regardless of ownership) and at least 1 of your Warriors, pay the City's printed cost (6 for your second City, and 9 for your third City). For **each** you have, you get a discount of 3. Place your leftmost City on the map onto your chosen region's Foundation tile and gain the benefit from the Foundation tile.
- **Build a Tower.** You **must** select a region with one of your Cities that does not already have a Tower and pay the Tower's printed cost (3 for your first Tower, 6 for your second, and 9 for your third). For **each** you have, you get a discount of 3. Place your leftmost Tower on the map, next to your City in the chosen region, then gain the uncovered benefit from your Player board.

HISTORICAL NOTE: Minoan towers were not the massive fortifications, commonly associated with later civilizations like the Mycenaeans. Those towers were typically smaller, integrated into the overall architectural layout. They served as lookout points, providing vantage points for monitoring the surrounding landscape and sea as well as signaling and communication purposes.

- **Build a Farm.** You **must** select a region with **no Farm and at least one of your Warriors**. If this is the 1st/2nd/3rd/4th Farm you build, return 1/2/3/4 Warriors from this region to your Reserves. For **each** you have, you may return 1 fewer Warrior. Place your top-leftmost Farm on the map and immediately gain the uncovered benefit from your Player board.

HISTORICAL NOTE: Minoans are believed to have cultivated olive trees and produced olive oil. It was a significant aspect of Minoan agriculture, as olives and olive oil were important staples in the Mediterranean diet and economy.

- **Build a Ship.** You **must** have at least one more City than you currently have Ships (since you start with 1 City on the map, you may always build your first Ship). Building your Ship consists of two steps:
 - First, pay the Ship's depicted cost (3 for your first, 6 for your second, 9 for your third). For **each** you have in your player area, you get a discount of 3.
 - Then, select a Trade Route without one of your Ships, and place your leftmost Ship on the lowest space, paying the depicted cost (on the left side of the space). For **each** you have in your player area, you get a discount of 1. If you cannot or do not want to pay the space's cost, you cannot build that Ship.

- **Advance your Ship (Repair and Sail).** To do this, you must already have a Ship on a Trade Route, and you must be able to pay the printed cost of the space you are advancing to. For each  you have in your player area, you get a discount of 1 .
- To advance your 1st/2nd/3rd Ship to the fourth space of its Trade Route, you must also already have 1/2/3 Towers on the map.
- Whenever you reach the second space of a Trade Route, choose and take one of its available blue Trade Bonus tiles. Whenever you reach the fourth space, choose and take one of its available red Trade Bonus tiles. If you reach the fifth space, gain the VP depicted on the top space of the Trade Route.

IMPORTANT: You may always check the Trade Bonus tiles available on the Trade Routes. Remember to discard any Temporary Goods tiles you used for a discount while building or advancing your Ship

HISTORICAL NOTE: Minoan civilization was built by maritime trade, with Crete serving as a strategic hub connecting the Aegean with Egypt, the Levant, Anatolia, and beyond. Their ships traversed the Mediterranean, carrying goods such as olive oil, wine, pottery, and luxury items.



They would like to advance their Ship to the 4th space of the Trade Route, but they have no Towers. They use their first Build action point to build a Tower. Not having any , they pay the full cost of 3 , placing a Tower on the map and immediately gaining one random Age II Decree card and 1  (B).



Then, they use their second Build action point to advance their Ship to the 4th space on the Trade Route. The printed cost is 4 , but since they have 2  in their player area and each provides a discount of 1 , they only pay 2 . They also gain one of the Red Trade Bonus tiles (C).



With their third Build action point, Green wants to build a new Ship. They have 2 Cities on the map, thus they are allowed to build the second Ship. It costs 6 , but Green has 1  in their player area (for a discount of 3 ) and they discard 1 Temporary Goods  (for an additional discount of 3 ) , thus reducing the cost of this Ship to 0. They choose another Trade Route, and its first space has a cost of 3 , which is reduced to 1  due to having 2 . Green places the Ship on the first space of the chosen Trade Route (D).



Example: The Green player has 2 Cities on the map, no Towers, and 1 Ship on the 3rd space of one of the Trade Routes. In their player area, they have 5 Goods (1 , 2 , 1 , and 1 ) and two Temporary Goods (1  and 1 ). They retrieve a die from the leftmost Build space, and thus have 3 Build action points (A).



Example: The Purple player has 1 City, 2 Farms, and 4 Warriors on the map (2 Warriors in a region with , 1 Warrior in a region with another player's Farm, and 1 Warrior in a region also with another player's Farm). In their player area, they have 5 Goods (2 , 1 , 1 , and 1 ). They retrieve a die from the second space in the Build section, thus having 2 Build action points (A).



They take an extra action to pick up the Temporary  from the map paying 1 . Purple uses their first Build action point to build their 3rd Farm, with a total cost of 3 Warriors. Since they now have 2  and 1 Temporary  in their player area, they can forego the entire cost by returning the Temporary  to the supply, but they choose not to. They place the Farm in the region with 2 Warriors belonging to them, removing 1 of them. They gain the printed benefit from the Player board, advancing twice on the Income track (B).



They want to use their second Build action point to build their 4th Farm, but in every region where they have a Warrior, there is already a Farm (either Purple's or another player's). They use an extra action (again paying 1 ) to move one of their Warriors to an adjacent region, and in this new region with no Farms decides to build their 4th Farm. The total cost is 4 Warriors, but the 2  and 1 Temporary  in their player area allow them to spend only 1 Warrior from that region and the Temporary , thus placing the 4th Farm and gaining the benefit of advancing one space on their Income track (C).

EXPAND



The Expand actions allow you to place Warriors in regions that have your Cities and to move your Warriors on the map. The spaces in the Expand section are (from left to right for 4 players):

- Gain 6 Expand action points.
- Gain 5 Expand action points.
- Advance one space on a Progress track of your choice. Gain 4 Expand action points.
- Gain the benefit depicted on the Action Bonus tile. Gain 4 Expand action points.

Each Expand action point allows you to do one of the following:

- Place 1 Warrior from your Reserves into any region containing one of your Cities.
- Move 1 Warrior from one region to an adjacent region.

WILD



You can use **Wild actions** as any other action in the game. The spaces in the Wild section are (from left to right for 4 players):

- Gain 2 action points for one action of your choice.
- Gain 1 . Gain 1 action point for one action of your choice.
- Advance one space on a Progress track of your choice. Gain 1 action point for one action of your choice.
- Gain the benefit depicted on the Action Bonus tile. Gain 1 action point for one action of your choice.

You can never split Wild action points into two different actions. The Royal Traits for actions other than Wild are not triggered by this action (i.e., if you choose to Build as your Wild action, you do not trigger the Build action Royal Traits).

TRIGGERING ROYAL TRAITS

Royal Traits are depicted on the bottom of all Decree cards. Once Decree cards are in your Palace, they provide certain benefits when triggered.

There are exactly eight types of triggers among all Royal Traits:

- | | | | |
|--|---|---|---------------|
|  | Prepare action |  | Expand action |
|  | Develop action |  | Wild action |
|  | Build action | | |
|  | Retrieving a die with a value of 1 or 2 | | |
|  | Retrieving a die with a value of 3 or 4 | | |
|  | Retrieving a die with a value of 5 or 6 | | |

When you retrieve a die and thus take an action, it is possible to trigger several Royal Traits. You may resolve them before, between, or after you perform the action and any extra actions of your choice. The only restriction is that you must apply each separate effect in its entirety, before moving on to the next effect.



Example: The Green player has the cards shown above in their Palace. They retrieve a die with a value of 3 to perform a Build action, thus triggering the following Royal Traits:

- Gain 1 , due to performing a Build action (top-left card).
- Gain 1 , due to performing a Build action (middle-left card).
- Gain 1 VP, because they retrieve a die with value of 3 (top-right card).
- Gain 1 Temporary Good (they choose ) because they retrieve a die with a value of 3 (bottom-right card).
- They may discard 3 cards from their hand to advance on the Influence track  (but decide not to), due to performing a Build action (bottom-left card).

VASES (OBJECTIVES)

As soon as you meet the condition depicted on a Vase tile, place one of your Objective markers on it, covering the available space depicting the highest number of VP (and gaining those VP in the process). Once a space is covered, no other player may place their Objective marker on that space. If two or more players meet a condition at the same time (because some steps of each round are performed simultaneously), they all gain the highest amount of VP still available, with each placing their markers in a different space (if possible, covering up two spaces with the highest amounts of VP). In 2-player games 7VP space on each Vase should be covered and is unavailable for the players.



Example: The Purple and Green players have both reached the 8th space of the Cultural track  during the Income and Clean-up step of a round. There is a Vase with this requirement in play, and the top space (10 VP) of that Vase is already occupied, since the Navy player claimed it in a previous round. Purple and Green each gain 7 VP and place their markers on 7 VP and 3 VP respectively. (It does not matter which marker goes to which space). The fourth player cannot gain any points for that Vase now.

SCORING

After the 2nd and 4th rounds, players score for various achievements in the game.

Scoring consists of the following:

- Farm scoring (performed after both the 2nd and 4th rounds).
- Region scoring (performed after both the 2nd and 4th rounds).
- Sea Peoples battles (performed only after the 4th round).
- Resource scoring (performed only after the 4th round).
- Palace scoring (performed only after the 4th round).
- Player board scoring (performed only after the 4th round).

FARM SCORING

AFTER THE 2ND AND 4TH ROUNDS

Gain 2/4/8/14 VP if you have 1/2/3/4 Farms on the map.

REGION SCORING

AFTER THE 2ND AND 4TH ROUNDS

Score regions in numerical order. In each region, determine which player has achieved dominance (the most Warriors) and which player has presence (at least 1 Warrior, but not the most). According to position on the Population track , players score the rightmost depicted amount of VP for each region where they have achieved dominance and the leftmost depicted amount of VP for each region where they have presence. If players are tied for dominance, they both score only for their presence. If a player has built 2/3 Towers, they score an additional 1/2 VP for each region where they have dominance.



Example: The Purple player's marker is on the 4th space of the Population track , so they gain 4 VP for each region they dominate and 2 VP for each region where they have presence. They dominate one region (they have 3 Warriors there, while the Navy and Green players have 2 Warriors each), and they are present in two other regions (one in which they and the Green player have 1 Warrior each and one in which they have 1 Warrior while the Navy player has 2). The Purple player thus scores 4 VP for dominating one region and 4 VP for being present in two other regions. Additionally, The Purple player built 2 Towers, and for their second Tower, they score 1 VP for each region where they achieved dominance, resulting in 1 VP. In total, they gain 9 VP for their regions.

SEA PEOPLES BATTLES

AFTER THE 4TH ROUND

Remove all the remaining Level I Sea Peoples tiles from the map. For every Sea Peoples tile remaining on the map, proceeding from the lowest to highest region number, the player with the most Warriors in that region may choose to battle those Sea Peoples. If there is a tie, the player with the most Weaponry wins the tie, and if there is still a tie, the player who is earlier in turn order, wins. If the player with the most Warriors cannot or chooses not to battle, the next player with the most Warriors may battle the Sea Peoples, and so on. If no player chooses to or is able to battle the Sea Peoples in a region, that tile is simply returned to the game box.

RESOURCE SCORING

AFTER THE 4TH ROUND

Players add up their remaining Coins, Weaponry, and cards in hand, then divide the total by 5 to determine their points. Then, they score 1 VP for every card they have played but did not add to their Palace.

PALACE SCORING

AFTER THE 4TH ROUND

Sum up the number of VP on all cards in your Palace, and add them to your score.

PLAYER BOARD SCORING

AFTER THE 4TH ROUND

Sum up the number of VP below each City and Ship you built, and add them to your score.

PREPARING FOR AGE II

After the 2nd round's scoring, you must additionally transition to Age II. First, remove the deck of Age I cards, as well as all Age I cards from the offer and the discard pile, and return them to the box. Then, place the Age II deck on the dedicated space of the main board, and reveal 5 cards to create the new offer.

END OF THE GAME

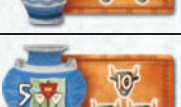
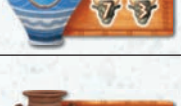
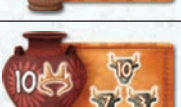
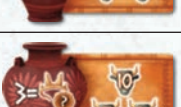
Following the scoring of the 4th round, the game is over, and the player with the most VP wins claiming the title of Minos. In the case of a tie, all tied players share victory.

APPENDIX

SPECIAL ABILITY TILES

	Whenever you play a Decree card, pay 1/2/3  fewer than the printed cost (to a minimum of 0). Regular discounts from Goods still apply.
	At the start of each round, before the dice are rolled, you gain the following: 1 Temporary Good of your choice / 1 random Good / 1 Temporary Good and 1 Good of your choice.
	Whenever you place a City, a Farm, or a Tower on the map and whenever you Build a new Ship: gain 2VP / 2VP and 1  discount / 3VP, 1  discount, and 1 card from the active deck. Important: This ability doesn't work when you advance your Ship. But the Coin discount also works for the cost of building a new Ship on the Trade Route.
	During the Advance on Progress Tracks step of each round, the sum of the values of all the dice in a group needed to advance on a Progress track is reduced to 8/7/6.
	During the game, you may exchange Coins and Weaponry at a ratio of 2:1 / 1:1 / 1:1. When you reach the final space of this tile, at the end of the game you gain 1 VP per the sum of 3 leftover resources and cards in hand (instead of 1 VP for 5 resources like other players). Additionally, during the Income and Clean-up step of each round, you gain 1/2/3  .

VASE TILES

	Reach the last (rightmost) space of your Income track.
	Have 3 or more of same type of Good.
	Reach the top (8 th) space of the Cultural track  .
	Have presence in 7 regions. Regions where you have dominance also count.
	Achieve dominance in 5 regions.
	Reach the top (8 th) space of the Population track  .
	Advance with your Ships a total of 6 or more spaces combined on all Trade Routes. Example: Being on the first space of Trade Route 01 and on the fifth space on Trade Route 02 allows you to complete this Objective.
	Have 3 Towers built.
	Have 3 Ships built.
	Have 10 or more cards in your Palace.
	Have 3 or more cards in your Palace with the same trigger for the Royal Trait.
	Reach the top (8 th) space of the Influence track  .

PROGRESS TRACKS

	Influence track 	Cultural track 	Population track 
	Gain 3 VP.	Gain 3 VP.	Gain 3 VP.
	Gain 3 VP.	Gain 4 VP.	Gain 5 VP.
	Income: Add 4 cards to your Palace.	Perform 1 Build action point, paying no cost.	Income: 4  Presence/Dominance = 4 VP/6 VP.
	Either draw a card from the active deck and a card from the Age II deck OR add 1 card to your Palace.	Perform 1 Build action point.	Gain 3  .
	Income: Add 3 cards to your Palace.	Advance to the third space of your Special Ability tile.	Income: 3  Presence/Dominance = 3 VP/5 VP.
	Gain 5  .	Add 1 chosen Good (from the face-up stack) to your player area (and gain the benefits).	Gain 2 Warriors (to your Reserves). Place 1 Warrior.
	Either draw a card from the active deck and a card from the Age II deck OR add 1 card to your Palace.	Perform 1 Build action point.	Gain 2  .
	Income: Add 2 cards to your Palace.	Advance to the second space of your Special Ability tile.	Income: 2  Presence/Dominance = 2 VP/4 VP.
	Gain 3  .	Add 1 random Good to your player area (and gain the benefits).	Gain 2 Warriors (to your Reserves).
	Income: Add 1 card to your Palace.	-	Income: 1  Presence/Dominance = 1 VP/3 VP.

SYMBOLS

	Gain 1 Coin / Spend 1 Coin.
	Gain 1 Weaponry / Spend 1 Weaponry.
	Gain 1 VP immediately.
	Gain 1 VP at the end of the 2 nd / 4 th round.
	Gain 1 VP at the end of the game.
	Convert. Spend whatever is depicted to the left of the arrow in order to gain whatever is printed to the right of the arrow. Example: <i>Spend 3 Weaponry to gain 4 VP.</i>
	Gain 1 Temporary Good of your choice.
	Gain 1 Good tile from the face-up stack. If the stack is empty, ignore this effect.
	Gain 1 random Good tile. You must take it from the Goods pile. If the pile is empty, ignore this effect.
	Play 1 Decree card. This is NOT a trigger for Royal Traits.
	Play 1 Decree card, ignoring all costs. You may even play a Decree card directly from the offer, paying no cost. This is NOT a trigger for Royal Traits.
	Draw 1 Decree card from the offer or from the active deck.
	Draw a random Decree card from the active deck.

	Gain 1 random Decree card from the Age II deck. If the game play has reached the 3 rd round, this effect becomes “Draw a random Decree card from the active deck.”
	Discard 1 card from your hand. This is always a cost, followed by a condition and a benefit.
	Perform 1 Build action point (If it is not the effect from the Main board, do not trigger Royal Traits).
	Place 1 Warrior from your Reserves onto a region with your City. If you do not have any Warriors in your Reserves, ignore this effect.
	Move 1 Warrior from a region to an adjacent region. If you do not have any Warriors on the map, ignore this effect.
	Gain 1 Wild action point. This is NOT a trigger for Royal Traits.
	Advance one space on the Influence track  . If you are already at the top (8 th) space, gain 3 VP instead.
	Advance one space on the Cultural track  . If you are already at the top (8 th) space, gain 3 VP instead.
	Advance one space on the Population track  . If you are already at the top (8 th) space, gain 3 VP instead.
	Advance one space on a Progress track of your choice. If you are already at the top (8 th) space of that track, gain 3 VP instead.
	Advance one space on your lowest Progress track (the one track on which your marker is lowest). If there is a tie, you may choose between the tied markers. If you are already at the top (8 th) space on all Progress tracks, gain 3 VP instead.

	Place a Decree card into your Palace. If you select a card from your player area, there is no cost. If you select a card from your hand, you must lose the amount of VP printed on that card; if you cannot do so (because you can never go below 0 VP), then you cannot place a card from your hand in your Palace.
	Place a Decree card into your Palace, from your player area or from your hand for free. If you select a card from your hand, you do not lose any VP.
	The “Instead” effect: if you meet the condition on the second part of the instant effect of a Decree card, ignore the first part and apply the second effect instead.
	Have 2 or more Towers on the map. This is a condition, always followed by a benefit.
	Have 2 or more Farms on the map. This is a condition, always followed by a benefit.
	Have 2 or more Cities on the map. This is a condition, always followed by a benefit.
	Gain the Income from a Trade Route of your choice, according to the position of your Ship.
	Have 2 or more (defeated) Sea Peoples tiles in your player area. This is a condition, always followed by a benefit.
	Be on space 5 or higher on the Influence track  . This is a condition, always followed by a benefit.
	Be on space 5 or higher on the Cultural track  . This is a condition, always followed by a benefit.
	Be on space 5 or higher on the Population track  . This is a condition, always followed by a benefit.
	Have 10 or more cards in your Palace. This is a condition, always followed by a benefit.
	Have 4 or more cards in your player area (not Palace). This is a condition, always followed by a benefit.

	Be on space 3 or higher on all Progress tracks. This is a condition, always followed by a benefit.
	Have one of your Ships on space 4 or higher on a Trade Route. This is a condition, always followed by a benefit.
	Have 6 or more Warriors on the map. This is a condition, always followed by a benefit.
	Have presence/dominance in four or more regions. This is a condition, always followed by a benefit.
	Gain the depicted benefit to the left of “per” for every card in your player area (not in your Palace).
	Gain the depicted benefit to the left of “per” for every card in your Palace.
	Gain the depicted benefit to the left of “per” for every City you have on the map.
	Gain the depicted benefit to the left of “per” for each Tower you have on the map.
	Gain the depicted benefit to the left of “per” for every Farm you have on the map.
	Gain the depicted benefit to the left of “per” for every region where you have presence on the map.
	Gain the depicted benefit to the left of “per” for every Sea Peoples tile in your player area.
	Gain the depicted benefit to the left of “per” for every step you took on your lowest Progress track.
	Gain the depicted benefit to the left of “per” for every Warrior you have on the map.
	Gain the depicted benefit to the left of “per” for every space you have reached on every Trade Route.
	You may resolve the effect marked with “?” any number of times you want (and are able to).

	Whenever you perform a Prepare action.
	Whenever you perform a Develop action.
	Whenever you perform a Build action.
	Whenever you perform an Expand action.
	Whenever you perform a Wild action.
	Whenever you retrieve a die of value 1 or 2.
	Whenever you retrieve a die of value 3 or 4.
	Whenever you retrieve a die of value 5 or 6.

HISTORICAL NOTE: While much has been uncovered about the Minoans through archaeology and research, many questions remain unanswered. The biggest mystery is their disappearance.

The exact reasons for the decline of the Minoan civilization are not fully understood, though likely include factors such as natural disasters, invasion, or influence from mainland Greece. The eruption of the Thera volcano is often cited as a significant event that may have contributed to their downfall, though there's evidence that they continued to thrive for some time after this event and even constructed buildings to withstand earthquakes and such events.

Despite their eventual decline, the legacy of the Minoans endures through their art, architecture, and the influence they had on other cultures in the Aegean region. They laid the foundations for the development of later Greek civilizations and continue to fascinate archeologists, historians, and art enthusiasts to this day.

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SYMBOLS



Gain 1 Coin



Gain 1 Weaponry



Gain 1 Victory Point



Gain 1 VP at the end of the 2nd/4th round



Gain 1 VP at the end of the game



Gain 1 Temporary Good



Gain 1 Good of your choice



Gain 1 random Good



Draw 1 Decree card from the offer or from the active deck



Draw 1 Decree card from active deck



Draw 1 Decree card from the Age II deck



Play 1 Decree card



Discard 1 Decree card from your hand



Gain 1 Warrior (to your Reserves)



Place 1 Warrior (from your Reserves)



Move 1 Warrior (to an adjacent region)



Perform 1 Build action



Perform 1 Wild action



Convert (spend what is on the left of the arrow to gain what is on the right of the arrow)



Advance on the Influence track



Advance on the Cultural track



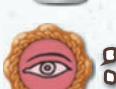
Advance on the Population track



Advance on any track



Advance on your lowest track



Whenever you perform a Prepare action, then...



Whenever you perform a Develop action, then...



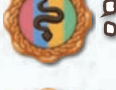
Whenever you perform a Build action, then...



Whenever you perform a Expand action, then...



Whenever you perform a Wild action, then...



Whenever you retrieve a die of value 1 or 2, then...



Whenever you retrieve a die of value 3 or 4, then...



Whenever you retrieve a die of value 5 or 6, then...



Place 1 card into your Palace



Place 1 card into your Palace without the VP cost



Gain income from 1 Trade Route



If you have 6 Warriors on the map, then...



If you have presence/dominance in 4 regions, then...



If you have at least 2 Cities built, then...



If you advanced to the fifth space or higher on the Influence track, then...



If you advanced to the third space or higher on the lowest of your tracks, then...



If you advanced to the 4th space or higher on one of the Trade Routes, then...



If you have 10 or more cards in your Palace, then...



If you 4 or more cards played in your player area (not in Palace), then...



If you have 2 or more Sea Peoples defeated, then...



Gain the benefit on the left of the "X" and multiply it the amount of Warriors you have on the map.