

# SMALL WORLD

Phillippe Keyaerts

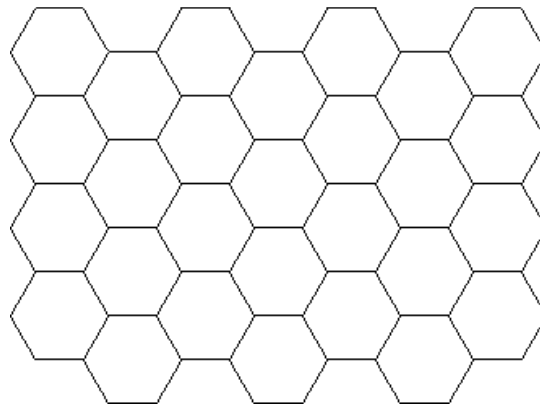
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## Introduction

This variant replaces the game board from Small World with a randomly generated map every time you play. This should provide greater variation in how the various race/power combinations are valued, and result in a wider variety of tactical choices.

## Rule Changes / Notes

The rules for this variant remain unchanged from the standard game, with the following exceptions:

1. Each mountain, hill, forest, farmland, and swamp tile represents one region. It is possible that two or more adjacent regions feature the same terrain type.
2. Conversely, all adjacent water tiles are considered a single region. To differentiate this, water tiles have no border, while all other terrain tiles feature a black border.
3. Although this variant enables playing with 6 players, please note that there are insufficient races included with the game to properly balance a 6-player game (in the late-game, race selection may be limited to only one or two choices). It is therefore advisable that players attempting a 6-player game include 4-5 custom races in addition to the 14 from the base game.

## Set-Up

### 1. Generate a random map.

- a. Depending on the number of players, shuffle together terrain tiles according to the distribution on the following table:

	Mountains	Hills	Farmlands	Forests	Swamps
2 Players	4	4	4	4	4
3 Players	7	5	5	5	5
4 Players	8	7	7	7	7
5 Players	9	9	9	9	9
6 Players	12	10	10	10	10

**Note:** Advanced players may wish to remove the fixed distribution of terrain types in order to increase variety in the random-map variant. To do this, simply draw the same number of tiles as you normally would (16, 27, 36, 45, or 52) from a larger pool of mixed terrain tiles. The larger the pool of tiles, the greater the possible discrepancy in terrain-type distribution.

- b. Divide the shuffled tiles together into 2 (or, for 6 players, 3) piles. Place a number of water tiles on the piles as follows:

- 2 or 3 players: 1 water tile on one pile.
- 4 players: 2 water tiles on one pile.
- 5 players: 3 water tiles on one pile.
- 6 players: 2 water tiles each on two piles.

Stack the 2 (or 3) piles together so that the pile containing no water tiles is on top.

- c. Lay out the tiles to create a single large landmass. You are free to devise whatever shape you like, but you might find the following suggestions useful:

- 2 players: place 6 columns alternating between 3 and 4 tiles to a column.
- 3 players: place 7 columns of 4 tiles each.
- 4 players: place 1 column of 4 tiles, 6 columns of 6 tiles, and 1 column of 4.
- 5 players, place 8 columns of 6 tiles each.
- 6 players, place 8 columns 7 tiles each.

Ensure that water tiles drawn consecutively are adjacent, and that they do not touch the edge of the map. You can do this by swapping the position of the water tile(s) with another (random) tile where necessary.

- d. Place water tiles around the map to create coastal areas:

- 2 players: 2 coastal areas from 3 tiles.
- 3 players: 2 coastal areas from 6 tiles.
- 4 players: 2 coastal areas from 9 tiles.
- 5 players: 2 coastal areas from 10 tiles.
- 6 players: 3 coastal areas from 12 tiles.

The coastal areas can be placed randomly, but should be evenly spaced apart.

## 2. Place magic source, cavern, and mine symbols.

- a. Take 1 mine token (2 if playing with 6 players) and shuffle it together with:
- 2 players: 3 blank symbol tokens.
  - 3 players: 6 blank symbol tokens.
  - 4 players: 7 blank symbol tokens
  - 5 players: 8 blank symbol tokens.
  - 6 players: 10 blank symbol tokens.

Place one token on each mountain. Place one cavern token on each mountain that shows a mine token, and then remove all the blank symbol tokens.

**Note:** *This step replicates a rule implicit in the standard game, that each map must feature one mountain with both a cavern and a mine. If players find this extra step to be bothersome, they may consider revising the rules to skip this step.*

- b. Depending on the number of players, shuffle together symbol tokens according to the distribution on the following table:

	Cavern	Mine	Magic Source	Blank
2 Players	3	3	4	9
3 Players	4	4	5	13
4 Players	6	6	7	16
5 Players	8	8	9	19
6 Players	9	9	11	21

Place one token on each non-water region (skipping any mountains with a cave/mine), then remove all the blank tokens.

## 3. Place lost tribes.

- a. Depending on the number of players, shuffle a number of lost tribe tokens together a number of “no tribe” tokens according to the following distribution:
- 2 players: 9 tribe tokens and 7 “no tribe” tokens.
  - 3 players: 10 tribe tokens and 10 “no tribe” tokens.
  - 4 players: 14 tribe tokens and 14 “no tribe” tokens.
  - 5 players: 17 tribe tokens and 19 “no tribe” tokens.
  - 6 players: 17 tribe tokens and 23 “no tribe” tokens.

- b. Place one token on each non-water and non-mountain region. Then remove all of the “no tribe” tokens, and replace the remaining (“tribe”) tokens with Lost Tribes from the token tray.

**Note:** *This step replicates a rule implicit in the standard game that lost tribes may never occupy a mountain or water region. Players who find this rule to be unnecessary may alter the set-up by including additional “no tribe” tokens for mountain and/or water regions.*



1

2

3

4

5

6

7

8 <sup>5+</sup>

9 <sup>4</sup>

10 <sup>2</sup> <sub>3</sub>

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