

DEWAN: YOUR TURN

Two actions. Count the whole route.

Original base-game reminder for 2-4 players. The official manual and chosen scenario control play. This is not the complete setup or a substitute for the rules.

Choose ONE action

TAKE: choose two adjacent face-up Terrain cards from the six-card row. The ends do not wrap. Refill the gaps starting nearest the draw pile. No hand limit.

OR PLACE: choose one of your camps on the map as your origin. Pay a legal route to an empty non-Water space. Place the leftmost remaining camp from your Tribe board; the old camp stays put.

Pay for both endpoints and the journey between them

Land: one matching Terrain card per space, including the origin and destination. A dual-terrain card pays for one chosen terrain, not two spaces. **Original starting camp:** its payment can be any one Terrain card. It is not free. **Other origin camp:** match its terrain.

Water: one Water card crosses one connected Water zone. **Opponent camp:** give its owner the card for crossing that space instead of discarding it. Crossing an opponent's original starting camp costs a card of your choice.

Example: original camp, one Mountain, three connected Water spaces, Forest destination = **4 cards:** any + Mountain + Water + Forest. An opponent on the Mountain receives that card; the total remains four.

After placing: Berry, then the revealed slot reward

Collect **one Berry** if the destination's zone contains any. You do not need to land on the Berry symbol itself. Resolve the newly uncovered slot on your Tribe board.

Removable slot 1: no extra reward. **2 / 4 / 6:** choose a Story from the display or draw blind; refill a visible gap. **3 / 5 / 7:** optionally tuck one card from your hand, exposing one terrain and its associated symbol. **8:** final camp; adds one Fire at scoring.

Keep the tuck card in hand **after** route payment. A skipped tuck slot remains empty; it cannot be filled later. These are the eight removable slots, not the original camp already on the map.

After EITHER action: check your Stories

Check each Story separately. Slide newly completed Stories up and draw one Terrain card for each. One qualifying camp or tucked card may help multiple Stories. The evidence is not consumed by completion.

Primary reference: official English rules pp. 4-7. Keep the six-card market and the five-Story display clearly visible.

DEWAN: SCORE & IMPROVE

Useful camps beat impressive hands.

Story check: count distinct zones and icons

A **zone** is connected spaces of the same terrain. Two camps in one Forest zone still supply only one Forest zone. Water requirements use adjacency to distinct Water zones. Resource requirements use distinct icons: two camps beside the same Crystal do not make two Crystals.

The original starting camp does not count for Stories. A tucked Terrain card adds its chosen terrain zone and the associated symbol left visible. Check each Story independently; reuse qualifying evidence across Stories.

End after the current round, with equal turns

When someone places their final camp, finish the **current** round. Players who already acted in that round do not get another turn. With turn order A-B-C-D, if C places the final camp, only D remains. If D triggers it, the round is already complete.

Base-game scoring: five jobs, then the tie-break

1. **Stories:** add points on completed Stories only.
2. **Fire:** one point per Fire on completed Stories, tucked symbols and the final-camp bonus.
3. **Most Fire:** +4 to the leader, including every tied leader.
4. **Camp groups:** +4 for each separate connected group of at least two of your camps. One chain of six camps is one group, not three pairs.
5. **Berries:** two points per Berry token and per visible tucked Berry symbol.

Score tied? Most Terrain cards remaining in hand wins. If still tied, share the win. **Example:** 16 Story points + 4 Fire + 4 tied Fire lead + 8 for two groups + 8 for three Berry tokens and one tucked Berry = **40 points**.

Before choosing a destination, ask five questions

Story: what does it finish? **Route:** what later move becomes cheaper? **Berry:** is one left in this zone? **Group:** will this create or merge a scoring group? **Timing:** can someone occupy the destination first?

A move can accomplish several jobs. Conversely, joining two scoring groups may reduce the group bonus. Compare the whole outcome, not just the number of camps. These are strategy prompts, not extra rules.

The other modes are already in the box

Team Play: exactly four players, two teams. **Downpour:** Water reshapes zones. **Volcano:** Lava closes routes. **Lake Villages:** Water can hold villages and produce Fish. Each changes scoring; do not reuse the base formula blindly. A Lake Village is not adjacent to its own Water zone.

Sources: official rules pp. 6-9; scenario rules pp. 10-12. Original Puzzlewick analysis; not endorsed by Space Cowboys. Full article: puzzlewick.com/guides/dewan-how-to-play-strategy-guide/