

Shoppes of Small World

How are you supposed to lead in such a dangerously small world? With all the competing races, scattered lost tribes, and spread out resources, surely there has to be a better way... Wasn't there talk of a dwarven shop at the mine a couple of lands away? Maybe the wizards at the citadel next door have something that can give you an upperhand? Otherwise the caverns are likely to contain merchants from Underground trying to make a quick profit.

Introduction

Shoppes of Small World requires the Leaders of Small World expansion, as it adds new mechanics to leaders. It introduces an item system that depends on new cards/new tokens and adds a shopkeeper aspect to map symbols.

New Rules for Leaders

With great power comes moderate restrictions. When re-deploying your troops, your leader may only re-deploy to a region adjacent to the one they occupied at the start of your redeployment. All other restrictions on leaders (no hiding!) still apply. When scoring your turn, if your leader was removed from the board because she cannot occupy a space due to these restrictions, DISCARD all attached items. If, at the end of ANOTHER PLAYER'S turn, your leader is removed from the board because she cannot occupy a space due to these restrictions, all items remains attached until your next turn, when you can reenter the board with your leader.

Setup

Small World and River World

Each shop has a dedicated set of cards. To begin, separate the cards into the various shop decks, based on the card back. Then remove any cards not appropriate to the game you're playing (see below). Shuffle the remaining cards in each deck to form the item decks for each shop.

Small World Underground

In Small World Underground, all cards are shuffled into a single scavenge deck, rather than individual shop decks. To begin, remove any cards not appropriate to Small World Underground (see below). Then shuffle all the remaining cards into a single deck.

Item Cards



Legend

1. Shop card found at
2. Card cost
3. Card name
4. Card type
5. Card power
6. Card set/number
7. Regions affected
8. Game restrictions

Card Definitions

Shop: The map icon where the card can be purchased from in Small World and River World.

Card Type: This indicates how the card is played:

- **Equipment items** (indicated by the backpack icon and blue, green, red, or yellow background) can only be played before you ready your troops. These items are considered attached to your leader and remain in effect until you lose or sell them.
- **Single use items** (indicated by the flame icon and brown background) can only be played at the beginning of your turn before you ready your troops. These items generally last until the beginning of your next turn, when they are discarded.

Regions Affected: These icons give a quick visual indication of what regions are affected by the card. This will be a mix of 2 different terrain types, map icon specific regions, or a combination of the two.

Game Restrictions: Some cards only affect specific regions which may be scarce, overly abundant, or unavailable in a given game. If a card has any icons next to the card set and number, this indicates the card is only intended for use in those games. If no icons are present, the card can be used regardless of game being played.

Acquiring Items

Purchasing Items and Shops (Small World and River World Only)

Each map symbol is associated with a shopkeeper, as defined below:

- Mine: Weapons and Armor
- Magic Source: Magical Scrolls and Jewels
- Cavern: Beasts and Potions

When a region with one of these icons is conquered by your leader, after scoring, you may select 2 cards from the appropriate deck and purchase one of them with the requisite VPs. Return the rest of the cards to the bottom of the deck.

Scavenging for Items (Small World Underground Only)

Shopkeepers in Underground have found the caverns connected to the surface a safer and more profitable venture. To acquire items in Underground, your leader must scavenge for them. To scavenge, at the end of a turn in which your leader conquered a region with a Lost Tribe icon, you must forfeit your final conquest with the reinforcement die and finish scoring your turn. After scoring, pay 1 VP and roll the reinforcement die to determine the number of cards you can draw. Select one of these and return the rest to the bottom of the scavenging deck. Be careful, scavenging doesn't always pay off.

Stealing Items (All Small World Games)

The last way to acquire an item is by capturing an enemy leader. When captured, collect any equipment that is attached to the leader (face up in front of the player) and place it face-up sideways in front of you. Place your opponent's leader on top of the equipment and complete your conquest for that turn. After scoring, you may choose to equip any captured items to your leader. If you already have an item from the same shop equipped to your leader, trade the items between your leader and your opponent's leader token. On the subsequent turn, your opponent may reclaim their leader by conquering one of your regions, paying 1 VP for the captured leader, and an additional VP for all of the captured items. This reclaimed leader, and any attached items, can be used in conquest on the same turn they are reclaimed. If you still possess items from a captured leader at the start of your turn, follow the rules for selling items to get rid of them all. Players may still reclaim their leader by following the rules above.

Using Items

Playing Items

As noted above, unless otherwise indicated, an item card can only be played at the start of your turn, before you ready your troops. Single use items played last turn are also discarded at this time. To play an item, lay it face up in front of you. Equipment played in this manner stays in effect as long as it's in play. Single use items last until the beginning of your next turn, when their effects wear off and the card is discarded from the game.

*Note: Items do not need to be attached, but can be held for later use/equipping.
See "Passing the torch" for rules on transferring items to your next race.*

Holding Items

Regardless of how you came by the item, you are only allowed to carry one item from each different shop, whether it's attached to your leader or held in your hand. If you are found holding two items from the same shop on ANOTHER PLAYER'S turn, that player is allowed to choose which of the items you are allowed to keep and discard the other.

Selling Items

At the end of your turn you can sell any items that you no longer want or if you hold two items from the same shop. When an item is sold, collect a number of VP equal to one less than the cost of the item listed on the card (0, 1, or 2). Discard the card, it can no longer be acquired this game.

Special Cases

If for whatever reason you end up with 2 leaders at the same time under your control, they can each have their own items. When a card refers to a leader or race, it only applies to that leader or her race, not the other. When determining shop restrictions, each leader can carry one item from each shop, but all items held in your hand count towards both leaders. If you lose access to the additional leaders, immediately sell items down to the appropriate restrictions. Any items previously attached to your leader must be attached to your remaining leader(s).

Passing the Torch

When it is time for your active race to decline, your hard-fought treasures are not necessarily lost. If you possess the leader of your active race at the time of your decline, you may pass one attached equipment and any items held in hand to your next active race. After putting your active race into decline, place your leader on top of your treasures that are being passed to the next race. Follow the rules for selling items with the remaining cards. If, at the time of decline, you do not possess your leader, discard all items in your possession and collect a single VP.

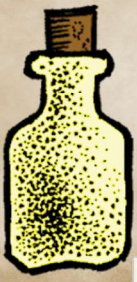
If, at the time of decline, you possess an opponent's leader flip the leader over. They can no longer be reclaimed by your opponent. If you possess treasure associated with a captured leader, follow the rules for selling items with the remaining cards.

When you perform your initial conquest with your next race, you can treat any equipment as being attached to your new leader, and any one-time use cards may be played immediately after entering the board.

Ending the game

On your final turn, score a single VP for all the treasure equipped to your leader and in your hand. For each enemy leader in your possession (face up or down) score 2 VP, as well an additional VP for any treasures attached to each captured leader, but do not discard any equipped items. Your opponents now have one last chance to capture your leader and steal his items or reclaim their lost leader and items.

1 **Elixir of Ambitious Iridesence**



Potion. Gain an additional Victory Coin per Hill or Mine Lost Tribe region occupied this turn.

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1 **Potion of Impersonation**



Potion. At the start of your turn, give the Potion token to any player. You may use the Power ability of that player's active race in addition to your own this turn. Return the card and token to the tray at the start of your next turn.

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1 **Bowl of Primal Venom**



Potion. When an opponent conquers a Forest or Magic Lost Tribe region your active race occupies, they must return a race token to the tray.

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1 **Vessel of Ichorous Haste**



Potion. After your leader conquers a Coastal Farmland or Cavern region, you may immediately ready your leader and one other unit to conquer a region adjacent to the first.

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1 **Life Restoring Decanter**



Potion. At the start of each turn, you may retrieve one race token from the tray, if available.

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1 **Horn of Control**



Potion. Playable only if you do not control an in-decline race. Pay for another race/power combination and begin conquest with it. Each turn, choose which active race will make conquests. If you lose this item, put your most populous race in decline.

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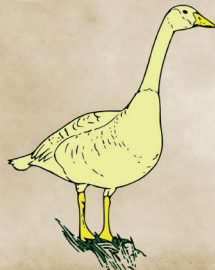
1 **Faith of Loyal Hawks**



Pet. Collect a Hawk token for each Coastal Farmland or Cavern region your active race occupies. These tokens must be accompanied by an active race token, and are the first removed when conquered. When placed in decline, any remaining tokens may be readied when you begin your next conquest.

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1 **Faith of Golden Geese**



Pet. Gain an additional Victory Coin for each of your active race tokens that you remove from the board when your active race goes into decline.

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1 **Sleuth of Serous Bears**



Pet. After your leader conquers a Coastal Forest or Hill region, place a Bear token on that region. Each Bear token provides an additional defense and remains in play as long as the item is in play.

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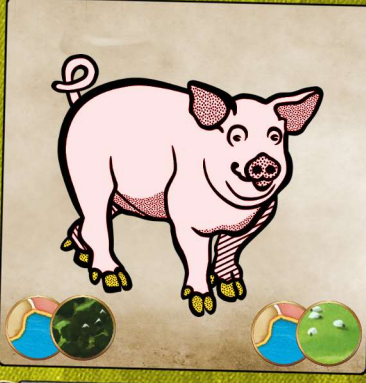
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1 **LITTER OF TRUFFLE PIGS**



Pet. After your leader conquers a Coastal Forest or Hill region, place a Victory Coin on that region. The coin provides an additional Victory Coin each turn and remains in play as long as the item is in play.

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1 **PACK OF TRAINED WOLVES**



Pet. Before readying your troops, you may roll the Reinforcement Die to collect that many Wolf Tokens. These tokens must be accompanied by an active race token, and are removed from the board at the end of your turn.

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1 **MOB OF TRAINED EMUS**



Pet. When redeploying your troops, you may roll the Reinforcement Die to collect that many Emu Tokens. These tokens must be accompanied by an active race token, and are removed from the board at the start of your turn.

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1 **VENERABLE HEX OF WEAKNESS**



Spell. Until end of turn, Hill and Mine Lost Tribe regions require two less to conquer. A minimum of one is still required.

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1 **SCROLL OF AMPHIBIOUS POWER**



Spell. Your leader requires one fewer token to conquer Coastal Magic and Mine regions. A minimum of one is still required.

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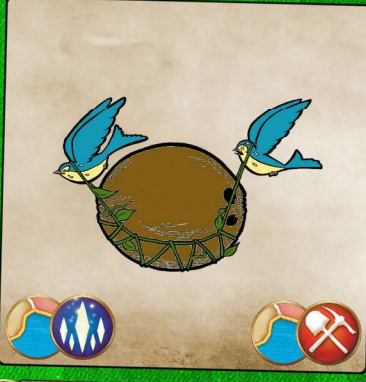
1 **IRIDESCENT CORAL CRYSTAL**



Jewelry. Gain an additional Victory Coin for each Mountain or Swamp region with a Cavern your leader conquers.

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1 **GLASSY SLING OF TELEPORTATION**



Weapon. Your leader treats Coastal Magic and Mine regions as adjacent. All other conquests must be from an adjacent region you occupy.

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1 **GLOOMED ABATIS OF POWER**



Armor. Until start of next turn, Mountain and Swamp regions with a Cavern your races occupy require two more to conquer.

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1 **ANCIENT SCALE ARMOR OF FORTITUDE**



Armor. Forest and Magic Lost Tribe regions your leader occupies require one more token to conquer.

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CORDIAL OF CLOAKED FORTUNE

Potion. Gain an additional Victory Coin per Mountain and Swamp region with a Cavern occupied this turn.

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SQUIRE OF VENERABLE GRIFFINS

Pet. Collect a Griffin token for each Forest or Magic Lost Tribe region your active race occupies. These tokens must be accompanied by an active race token, and are the first removed when conquered. When placed in decline, redeploy any remaining tokens when you begin your next conquest.

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CONGRESS OF SERIOUS GUARDIANS

Pet. After your leader conquers a Coastal Magic or Mine region, place a Guardian token on that region. Guardian tokens provides an additional defense and remains in play as long as the item is in play.

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EVOCATION OF PRIMAL POWER

Spell. Until start of next turn, Hill and Mine Lost Tribe regions your races occupy require two more to conquer.

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PELAGIC SPELL OF WEAKNESS

Spell. Until end of turn, Coastal Farmland and Cavern regions require two less to conquer. A minimum of one is still required.

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DIVINATION OF DESTINY

Spell. At the start of your turn, you may place your active race into decline, removing your previously in-decline race from the board. Select a new active race and begin their initial conquest as normal.

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CHARM PERSON OR MONSTER

Spell. Convert one lone active race token per player to one of yours from the tray.

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ANCIENT TOME OF TELEPORTATION

Spell. Your leader treats Forest and Magic Lost Tribe regions as adjacent. All other conquests must be from an adjacent region you occupy.

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BOOK OF ICE

Spell. Before you ready your troops, you may return one race tokens from a region that is one region away from the one your leader currently occupies to it's owner.

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1 **Ring of Hypogean Weakness**



Jewelry. Until end of turn, Mountain and Swamp regions with a Cavern require two less to conquer. A minimum of one is still required.

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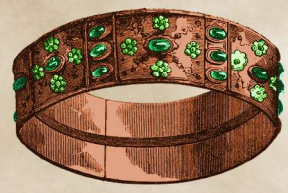
1 **Emerald Ring of Mimery**



Jewelry. At the start of your turn, give the Emerald Ring token to any player. You may use the Racial ability of that player's active race in addition to your own this turn. Return the card and token to the tray at the start of your next turn.

2S

1 **Poisonous Copper Bracelet**



Jewelry. When an opponent conquers a Coastal Farmland or Cavern region your active race occupies, they must return a race token to the tray.

S 3S

1 **Adriatic Jeweled Tiara**



Jewelry. Gain an additional Victory Coin for each Hill or Mine Lost Tribe region your leader conquers.

S R 3S

1 **Onyx Necklace of Impersonation**



Jewelry. At the start of each of your turn, give the Onyx Necklace token to any player with an active race adjacent to your active race. Your leader may use the Power ability of that player's active race at any point during the turn, if applicable.

3S

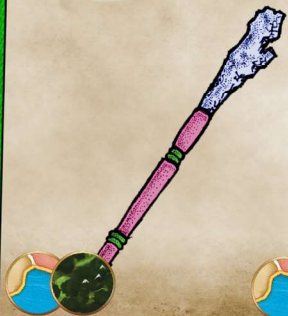
1 **Jade Medallion of Mimery**



Jewelry. At the start of each of your turn, give the Jade Medallion token to any player with an active race adjacent to your active race. Your leader may use the Racial ability of that player's active race at any point during the turn, if applicable.

3S

1 **Ghostwood Staff of Power**



Weapon. Your leader requires one fewer token to conquer Coastal Forest and Hill regions. A minimum of one is still required.

S 3S

1 **Aegis of Ichorous Power**



Armor. Until start of next turn, Coastal Forest and Magic regions your races occupy require two more to conquer.

S 3S

1 **Marine Gloves of Fortitude**



Armor. Coastal Magic and Mine regions your leader occupies require one more token to conquer.

S 3S

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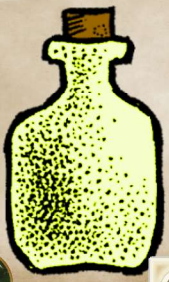
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1 Venerable Iridescent Draught



Potion. Gain an additional Victory Coin per Forest or Magic Lost Tribe region occupied this turn.

S R 37

1 Fleet of Robotic Guard Dogs



Pet. After your leader conquers a Coastal Farmland or Cavern region, place a Robotic Dog token on that region. Robotic Dog tokens provide an additional defense and remain in play as long as the item is in play.

S 36

1 Squadron of Agile Squirrels



Pet. After your leader conquers a Hill or Mine Lost Tribe region, place a Victory Coin on that region. The coin provides an additional Victory Coin each turn and remains in play as long as the item is in play.

S R 39

1 Ancient Oath of Loyal Fealty



Spell. Collect a Banner token for each Hill or Mine Lost Tribe region your active race occupies. These tokens must be accompanied by an active race token, and are the first removed when conquered. When placed in decline, redeploy any remaining tokens when you begin your next conquest.

S R 40

1 Sterling Jeweled Badge



Jewelry. Gain an additional Victory Coin for each Coastal Magic or Mine region your leader conquers.

S U 41

1 Electrum Brooch of Fortune



Jewelry. After your leader conquers a Mountain or Swamp region with a Cavern, place a Victory Coin on that region. The coin provides an additional Victory Coin each turn and remains in play as long as the item is in play.

S R 42

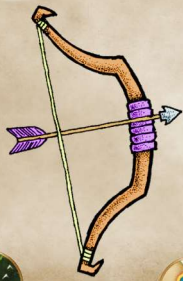
1 Sword of Serous Power



Weapon. Your leader requires one fewer token to conquer Coastal Farmland and Cavern regions. A minimum of one is still required.

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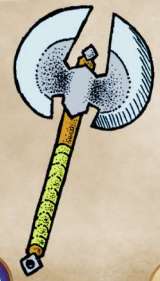
1 Bow of Pelagic Teleportation



Weapon. Your leader treats Coastal Forest and Hill regions as adjacent. All other conquests must be from an adjacent region you occupy.

S 44

1 Glorious Battle Axe of Haste



Weapon. After your leader conquers a Coastal Magic or Mine region, you may immediately ready your leader and one other unit to conquer a region adjacent to the first.

S U 45

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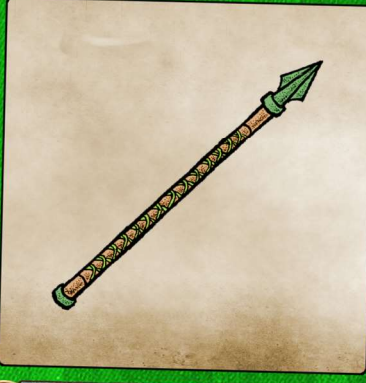
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1 **Venomous Copper Javelin**



Weapon. After your leader conquers a region, you may return one Race token from an adjacent region to it's owner.

1 **Bronze Cheiromballistra**



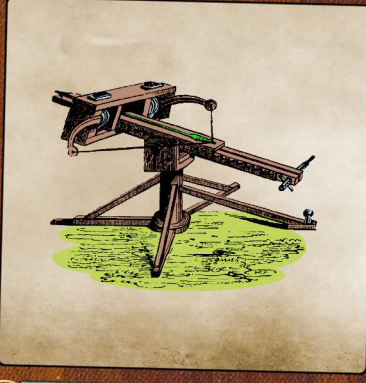
Weapon. Any time you roll the Reinforcement Die, you may add 1 to the result.

1 **Leather Whip of Speed**



Weapon. After you conquer a region, you may roll the Reinforcement Die and immediately ready that many units from the conquered region for your next conquest.

1 **Poisonous Scorpion**



Armor. Until the start of your turn, opponents that conquer a region your active race occupies must return a race token to the tray.

1 **Cloaked Bronze Caltrops**



Armor. When an opponent conquers a Mountain or Swamp region with a Cavern your active race occupies, they must return a race token to the tray.

1 **Marine Plate Armor**



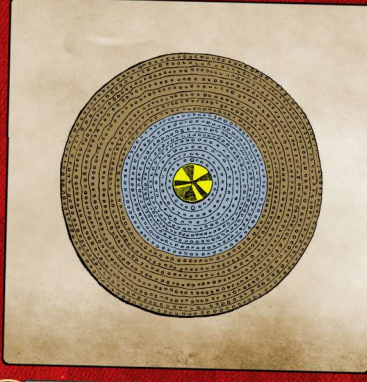
Armor. Coastal Forest and Hill regions your leader occupies require one more token to conquer.

1 **Greaves of Primal Haste**



Armor. After your leader conquers a Forest or Magic Lost Tribe region, you may immediately ready your leader and one other unit to conquer a region adjacent to the first.

1 **Shield of Intimidation**



Armor. When an opponent rolls the Reinforcement Die in any combat involving your races, subtract one from the roll, minimum 0.

1 **Gnomish Leather Cloak**



Armor. The region your leader occupies may not be affected by other players abilities of any kind (powers, racial, items, etc).

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