

On Your Turn

EITHER **Play:** Play one card from your hand.

- If it is a *Map card*, it must connect to another Map card on the board. If there are any other cards surrounding it, the edges must match up. (Only play Map cards if you have no sabotaged tools).
- If it is a *Sabotage card*, you must choose another player to give it to. That player must keep the Sabotage card in front of them where everyone can see it, and cannot play a Map card until the Sabotage card is removed.
- If it is a *Replacement card*, you may use it to remove one Sabotage card of the same type (Solar Compass, Surveyor Chain, or Balloon) in front of any player, including yourself. Both cards go into the discard pile.
- If it is a *Resurvey card*, you may use it to remove one Map card from the board.

OR **Skip:** Discard a card from your hand.

*At the end of every turn (even ones in which you chose to skip), you may pick up another card from the draw pile. (You should always have seven cards).

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Goal for the Union Surveyors:

Create an unbroken path to Richmond.
Try to root out who the Confederate Spies are, and keep them from building dead ends. Once there is an uninterrupted path connecting the Union Encampment to Richmond, your team has won.

Goal for Confederate Spies:

Keep Surveyors from completing the path.
If the cards run out, and there is still no completed path to Richmond, you have won.
Try not to reveal who you are too soon, as the Union Surveyors will probably break your tools.

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