

introduce a
Commander
famed for being...

Jovial

2♣ 5♥

Calculating

3♠ 3♦

portray a
Town
full of...

Alchemy

4♥ 3♣

Wonder

4♦ 5♠

Parties

2♥ 3♠

introduce a
Commander
famed for being...

Stunning

3♦ 3♥

Concerned

4♠ 5♣

portray a
Town
full of...

Heresy

4♣ 3♠

Parties

2♣ 3♠

Anger

2♦ 5♥

tell a
Story
featuring...

Romance

4♣ 3♥

describe a
Locale
known for its...

Sculpture

4♣ 2♦

Research

3♠ 5♦

tell a
Story
featuring...

Creation

3♣ 5♠

describe a
Locale
known for its...

Horses

4♥ 3♦

Defeat

2♠ 3♣

Schemes

3♥ 5♦

Religion

4♦ 2♥

introduce a
Commander
famed for being...

Resourceful

4♣ 2♦

Cowardly

3♦ 5♣

portray a
Town
full of...

Loathing

3♥ 5♠

feasts

2♥ 3♠

Secrets

4♥ 3♣

introduce a
Commander
famed for being...

Strong

4♠ 3♦

Tyrannical

2♦ 5♠

portray a
Town
full of...

Accusations

2♠ 3♦

Chaos

4♦ 3♠

Animals

3♠ 5♦

tell a
Story
featuring...

Mortality

2♣ 5♦

Gods

3♦ 3♠

Bravery

4♠ 5♥

describe a
Locale
known for its...

Wealth

2♠ 3♥

Poverty

4♦ 3♣

tell a
Story
featuring...

Heroism

4♥ 2♣

Betrayal

4♣ 5♥

Trust

3♥ 3♣

describe a
Locale
known for its...

Literature

3♥ 5♣

Weather

2♥ 3♠

III

IV

introduce a
Commander
famed for being...

Trustworthy

3♦ 3♠

Triumphant

4♦ 2♠

portray a
Town
full of...

Gumption

4♠ 5♦

fear

3♣ 5♥

Truth

2♣ 3♥

introduce a
Commander
famed for being...

Deceitful

2♦ 3♥

Cunning

4♥ 3♦

portray a
Town
full of...

Evil

2♣ 3♠

Joy

3♥ 3♦

Rebellion

4♦ 5♥

tell a
Story
featuring...

Dungeons

4♥ 3♣

describe a
Locale
known for its...

Architecture

4♣ 3♥

Murals

3♦ 5♠

tell a
Story
featuring...

Dragons

3♣ 5♠

Courardice

2♥ 5♦

Destruction

4♠ 3♣

describe a
Locale
known for its...

Levity

4♣ 2♠

Music

3♠ 5♣

V

VI

Castle

Unclaimed Create a new stronghold.

Claimed Capture the stronghold.

Landmark

Unclaimed Create a new landmark.

Claimed Capture the landmark.

Terrain

Unclaimed Create a new type of terrain.

Claimed Create a new terrain of the same type.

Surplus

Unclaimed Add a surplus die to anything on the table.

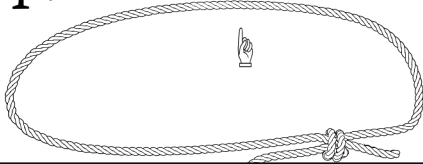
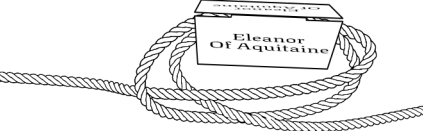
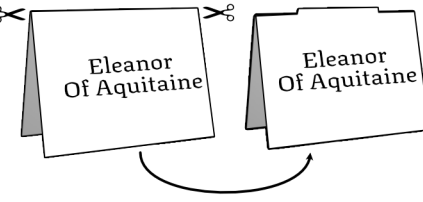
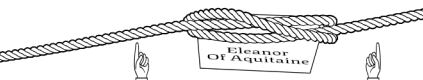
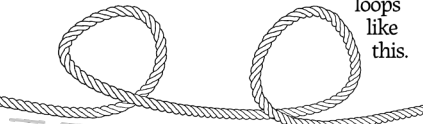
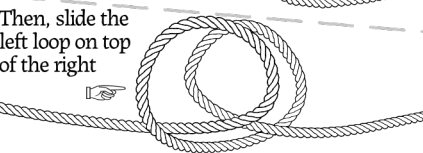
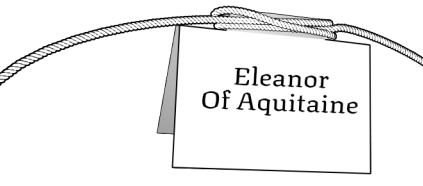
Claimed Adjust the surplus by the result of a die.

R

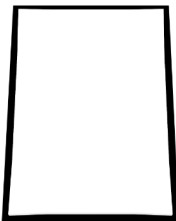
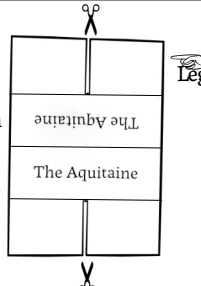
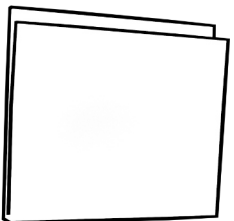
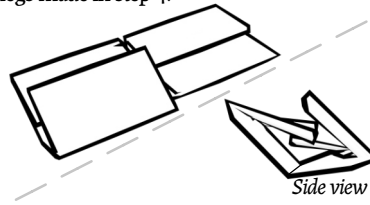
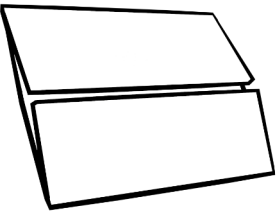
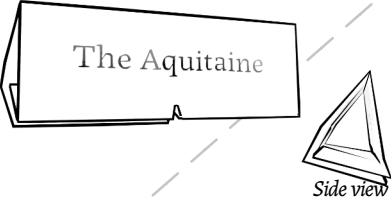
Fisherman's Knot

- Grab a ball of yarn and pull a bunch of slack out. Make the loop and the tail much longer than you see in the images.
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-
-
-
-
-
- Tighten the knot by pulling these two sides through the knot
- Add slack to your loop by pulling this side through the knot
- Remove slack from your loop by pulling this side through the knot

Attaching Commanders

<p>1 Choose part of your border to attach your commander to.</p> 	<p>4 Set your commander so it straddles the top of the bight (both of the loops). One of the commander's "feet" should be inside the loops, the other should be outside.</p> 
<p>2 Fold commander notecard & cut slits into both edges of the crease.</p> 	<p>5 Tighten the hitch until it cinches into the slits you cut in step 2.</p> 
<p>3 Create a clove hitch on a bight. First, lay your yarn on the table. Then, create two loops like this.</p>  <p>Then, slide the left loop on top of the right</p> 	<p>6 Finished! Your commander is now firmly attached to your border.</p> 

Folding Castles

<p>1 Start with a blank notecard.</p> 	<p>4 Unfold and add your castle's name to the two center regions of the card. Then, cut slits from the center of each short edge to the crease made in step 3 to make 4 legs.</p> 
<p>2 Fold the notecard in half hamburger style</p> 	<p>5 Create a triangular prism by folding on the crease made in step 2 and interlocking the legs made in step 4.</p>  <p>Side view</p>
<p>3 Unfold, then fold the edges to the center crease.</p> 	<p>6 Squish it a bit until it stands on its own. Your castle is finished!</p>  <p>Side view</p>