

Family Game

Place the resource markers (wood, crystal, gold), tableaux, single tiles, monuments and all cards back in the box.

All regular rules of Pandoria are the same without using spells, buildings or monuments.

Every resource symbol is worth 1 point.

You may place your leader at any time.

When a region is closed, every resource in that region is scored only as points.

1. You must place a double tile or a castle → remove figures if in a closed region
2. You may place or remove one figure or pass
3. Score closed regions
4. Draw a double tile



The Region with the 3 Crystals is scored. Player red earns 9 Points (3 Crystals x 3 Figures - the Leader counts as 2 Figures) and blue 3 Points.

Family Game With Spells

Use all cards with the following spells: Astral Ship, Clone, Enchanted Castle, Muster, Rage, Teleport and Terrain. Shuffle those cards and place in a face-down deck. Shuffle and stack the single tiles face-down.

Whenever a region is scored, **each player** who is involved in the scoring may, instead of taking points, draw a card from the deck and add it to their hand.

During your turn, you may play 1 card as a spell after you have placed your tile and placed or removed a figure, and before you score any regions closed. Then discard the Spell card.

1. You must place a double tile or a castle → remove figures if in a closed region
2. You may place or remove one figure or pass
3. Play one card from your hand as a spell
4. Score closed regions → take point(s) or draw one card
5. Draw a double tile

