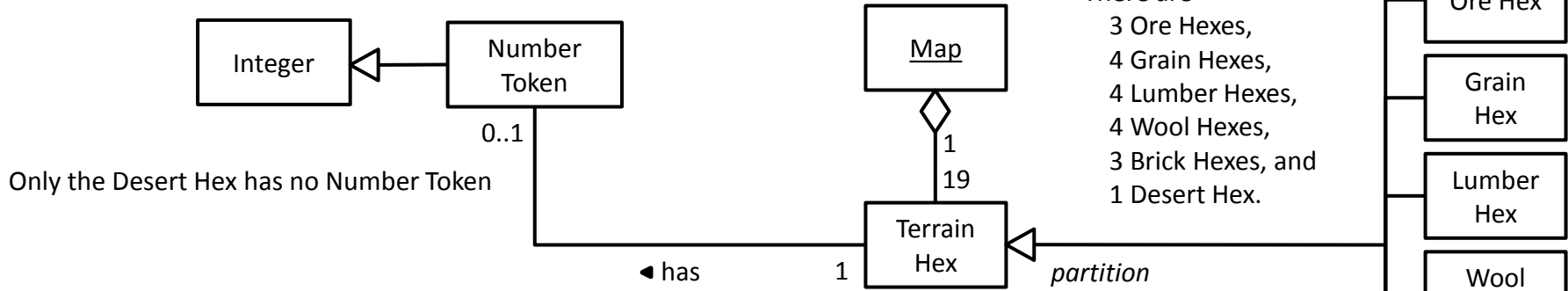


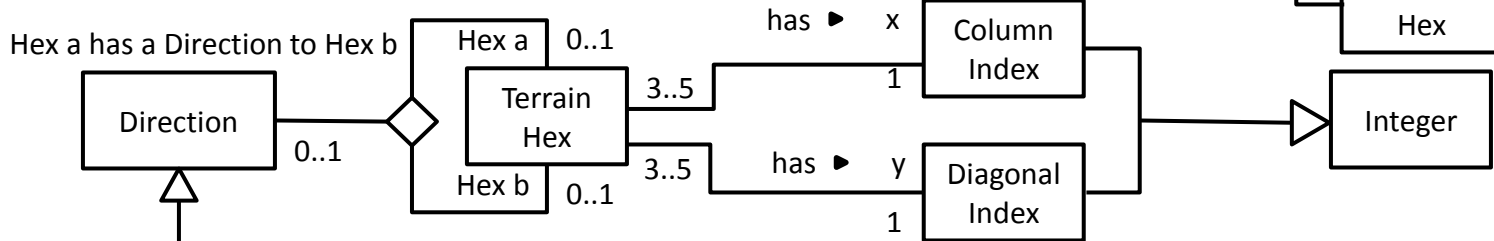
The number tokens are: 2, 3, 3, 4, 4, 5, 5, 6, 6, 8, 8, 9, 9, 10, 10, 11, 11, 12



There are
 3 Ore Hexes,
 4 Grain Hexes,
 4 Lumber Hexes,
 4 Wool Hexes,
 3 Brick Hexes, and
 1 Desert Hex.

Only the Desert Hex has no Number Token

A Terrain Hex a is Above a Terrain Hex b iff $a.x = b.x$ and $a.y = b.y - 1$
 If A Terrain Hex a is Above Terrain Hex b then Terrain Hex b is Below Terrain Hex a
 A Terrain Hex a is to the Upper Right of Terrain Hex b iff $a.x = b.x + 1$ and $a.y = b.y - 1$
 If A Terrain Hex a is to the Upper Right of Terrain Hex b then Terrain Hex b is to the Lower Left of Terrain Hex a
 A Terrain Hex a is to the Upper Left of Terrain Hex b iff $a.x = b.x - 1$ and $a.y = b.y$
 If A Terrain Hex a is to the Upper Left of Terrain Hex b then Terrain Hex b is to the Lower Right of Terrain Hex a

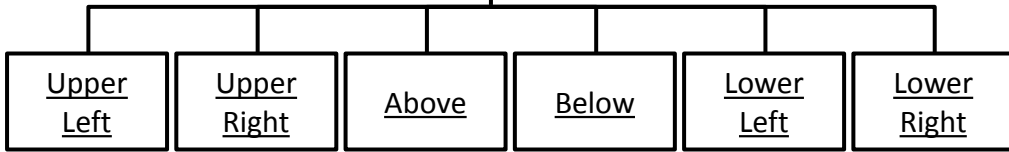


Both the Column Index and Diagonal Index range in value from -2 to 2.

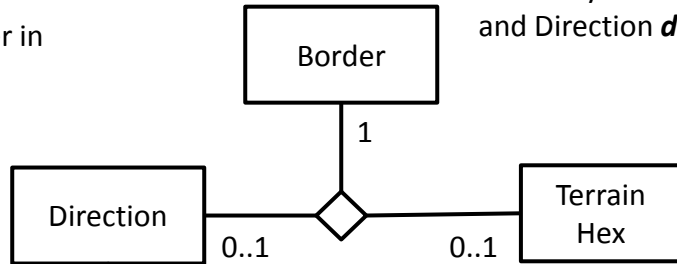
There are 5 Columns and 5 Diagonals.

Hexes only appear on

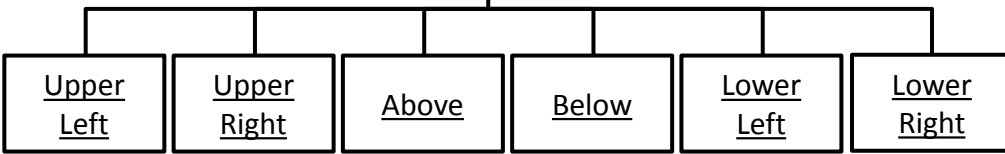
- Column -2 Diagonals 0, 1, and 2 inclusive
- Column -1 Diagonals -1, 0, 1, and 2 inclusive
- Column 0 Diagonals -2, -1, 0, 1, and 2 inclusive
- Column 1 Diagonals -2, -1, 0, and 1 inclusive
- Column 2 Diagonals -2, -1, and 0 inclusive



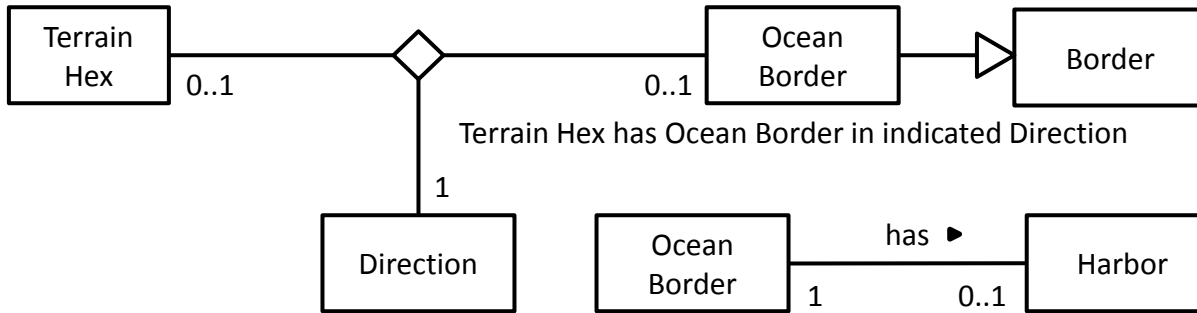
A Terrain Hex has a Border in each of the 6 Directions



A Terrain Hex has a Border in the indicated Direction



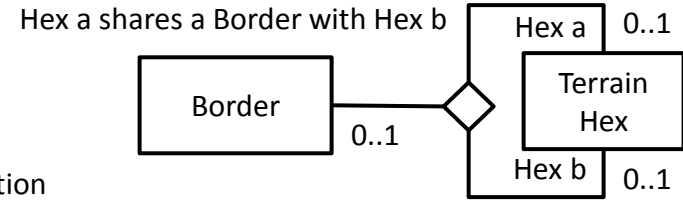
A Border is an Ocean Border, *ob*, iff for all Terrain Hex *a* and Terrain Hex *b* Terrain Hex *a* does not share Border *ob* with Terrain Hex *b*.



Terrain Hex has Ocean Border in indicated Direction

- There is a Harbor on the Border below the Terrain Hex at Column 0 Diagonal 2
- There is a Harbor on the Border to the Lower Right of the Terrain Hex at Column 1 Diagonal 1
- There is a Harbor on the Border to the Lower Right of the Terrain Hex at Column 2 Diagonal 1
- There is a Harbor on the Border to the Upper Right of the Terrain Hex at Column 2 Diagonal -2
- There is a Harbor on the Border above the Terrain Hex at Column 1 Diagonal -2
- There is a Harbor on the Border above the Terrain Hex at Column -1 Diagonal -1
- There is a Harbor on the Border to the Upper Left of the Terrain Hex at Column -2 Diagonal 0
- There is a Harbor on the Border to the Lower Left of the Terrain Hex at Column -2 Diagonal 1
- There is a Harbor on the Border to the Lower Left of the Terrain Hex at Column -1 Diagonal 2

For every Border, *b*, there must exist a Terrain Hex *a* and Direction *d* such that Terrain Hex *a* has Border *b* in the Direction *d*



Hex *a* shares a Border with Hex *b* if and only if Hex *a* has a Direction to Hex *b*.

Note: See previous page for definition of "Hex a has a direction to Hex b".

There are exactly 4 Generic Harbors.

