



ERA of EXPERTS

INVENTORS OF THE SOUTH TIGRIS

INTRODUCTION

In *Inventors of the South Tigris: Era of Experts*, great minds from across the known world continue to make the House of Wisdom their home. It is an age of specialists. Brilliant thinkers and masters of design bring with them new inventions to wow the inhabitants of our great city. For those who wish to leave their mark, the time to create their greatest devices yet, has come.

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SETUP

Before placing their Starting Workshop, deal each player 3 random Character Boards. They must select 1 to keep, placing it to the right of their Player Board. The others can be returned to the box. They also gain their chosen Character's associated Workshop Tile, which they place before or after their Starting Workshop Tile.

These can be in the same row (*paying 1 Silver for placing the second Tile*), or in different rows. All Character-specific rules can be found in the backside of each Character Board.

COMPONENTS



12 Character Boards



12 Workshop Tiles



1 Wild Die Tile



1 Laboratory Tile



6 Grey Invention Tiles



1 Black Tent



1 Apprentice



1 Sponsorship
Marker



1 Musician

GENERAL RULES

Three Rounds

Era of Experts uses the shorter 3 Round version of the game. Rather than placing their left-most Tent on their Setup Card, players must place it onto the top space of their Character Board, carrying out any steps shown there. Setup Cards can be returned to the box after Setup.

1-2 Player Rules

During Setup, reveal 1 additional Dummy Card, moving their Ship and adding the indicated 3 Influence.

1 Player Rules

Follow all the original rules, but reduce the game to 3 Rounds. Also use Goals as described below. Use the increased difficulty rules (*3 additional Silver and 1 more of each Influence during Setup, plus 1 more of each Scheme Card each Round*). Place an opponent Tent on the first space of the centre Tent Area, gaining them 1 Black Influence immediately. Place a Published Device into play with a random Device Card and Neutral Invention Tile. Place your opponent's Influence to indicate them as the Builder and Publisher. Skip Round 1 when forming their Scheme Draw Pile. This means they should be using:

- Round 1 = 6 Dice Schemes + 3 Worker Schemes
- Round 2 = 6 Dice Schemes + 4 Worker Schemes
- Round 3 = 7 Dice Schemes + 4 Worker Schemes

Goal Cards

How Goals are fulfilled has changed slightly. Previously players would move their Tent down on their Goal Card immediately after fulfilling the next Goal. Now players may instead move it down as they please. This should be treated like any other Free Action that they may take on their turn.