

An illustration of two men in traditional Middle Eastern attire working in a workshop. The man on the left, with a white beard and turban, is pointing at a small mechanical bird on a workbench. The man on the right, with a dark beard and turban, is looking at the bird with a serious expression. A third man is visible in the background. The workshop is filled with tools and a large, ornate lamp hangs from the ceiling. The title 'INVENTORS OF THE SOUTH TIGRIS' is written in large, white, stylized letters across the center of the image.

INVENTORS OF THE SOUTH TIGRIS

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INTRODUCTION

Inventors of the South Tigris is set during the height of the Abbasid Caliphate, circa 850 AD. Over the past decades, Baghdad has become home to thousands of mathematicians, astronomers, chemists, and physicians. As inspired innovators, players are eager to develop clever contraptions to impress their peers. Will your ingenious devices adorn the House of Wisdom, or are they destined for dust and decay?

AIM OF THE GAME

The aim of Inventors of the South Tigris is to be the player with the most Victory Points (VP) at the game's end. Points are primarily gained by Inventing, Building, Testing, and Publishing Devices. Players can also score points by training their Craftspeople, developing their Workshops, Researching, and Influencing the 3 scientific Guilds.

COMPONENTS



13 Workers
(3 in each player colour + 1 Black)




4 Royalties Markers
(1 in each player colour)



4 Tent Tiles



8 Pass Tiles




102 Influence
(25 in each player colour + 2 Black)



120 Dice
(45 white, 25 in each other colour)



20 Tower Tiles (4 of each)



27 Invention Tiles
(6 in each player colour + 3 Neutral)



16 Tents
(4 in each player colour)



24 Craftspeople
(4 of each)



27 Research Tiles



42 Workshop Tiles



6 Starting Workshop Tiles



4 Ships
(1 in each player colour)



50 Silver
1 First Player Marker



8 Camel Tiles
(4 of each)



3 Dummy Tokens

COMPONENTS



44 Device Cards



6 Setup Cards



4 Player Aids



1 Reference Card



15 Scheme Cards



6 Dummy Cards



1 Score Pad



18 Device Boards



4 Player Boards



1 Main Board

SETUP: MAIN BOARD

Follow these steps to set up the Main Board area:

- 1 Place the Main Board in the middle of the play area.
- 2 Shuffle all Device Boards, placing them in a facedown Draw Pile near the Main Board.
- 3 From the Device Board Draw Pile, reveal and place 4 faceup in a column below the left end of the Main Board. Then reveal 2 more in a separate column to the right of the first column.
- 4 For each Device Board in the second column, place 1 Black Influence on the Builder slot.
- 5 Shuffle all Device Cards to form facedown Draw Pile near the Main Board, leaving space for a Discard Pile.
- 6 From the Device Card Draw Pile, reveal and place 1 Device Card faceup onto the highest Device Board in the first column. Also reveal and place 1 Device Card on each of the Device Boards in the second column. Device Cards should be placed over the right half of Device Boards so that the artwork lines up.
- 7 Shuffle the 3 Neutral Invention Tiles and place 1 faceup (*the side showing 2 Influence icons*) over the bottom-left corner of the highest Device Board in the first column. Place the other Neutral Invention Tiles facedown in the top-right corner of the Device Boards in the second column (*also covering the tops of the Device Cards there*).
- 8 Place all Silver and Dice into a Main Supply near the Main Board.
- 9 Shuffle all Pass Tiles and place 1 faceup onto each rectangular space in the top-right area of the Main Board. Return the unused Pass Tiles to the box.



SETUP: MAIN BOARD



SETUP CHANGES FOR 2 PLAYERS

- Place only 1 Device Board in the second column. Return the unused Black Influence and Neutral Invention Tile to the box.
- Shuffle the 6 Dummy Cards into a facedown Draw Pile nearby the Main Board. Also place the 3 Dummy Tokens nearby.
- Select an unused player colour. Place the Ship of that colour on the left-most space of the River. Also place 1 of the Tents and 12 Influence of that colour in a nearby Supply. Return all other player components of that colour to the box.

- Place the Envoy (*Black Worker*) in the indicated space to the right of the 4th Pass Tile.
- Separate the Research Tiles by their backs. Shuffle each set separately, placing them in facedown Draw Piles on their matching spaces of the Main Board.
- Set aside the 6 Starting Workshop Tiles (*grey backs*). Shuffle all other Workshop Tiles together, placing 9 of these in a facedown Draw Pile at the far-right end of the Main Board.
- From the remaining Workshop Tiles, place a number of them facedown onto each of the 14 spaces along the River. Take note of the icons on each space for how many Workshop Tiles to place. Some spaces vary based on the player count. Once this is done, turn over all 5 Workshop Tile Draw Piles in the left section of the Main Board. Return all unused Workshop Tiles to the box.



This space should have 2 Tiles with 4 players, and only 1 Tile with fewer than 4.

This space should have 2 Tiles with 3-4 players, and only 1 Tile with fewer than 3.

This space should have 2 Tiles at all player counts.

SETUP: PLAYER BOARDS

Have each player select a player colour, then follow these steps to set up each Player Board area:


- 1 Give each player 1 Player Board and 1 of each Tower Tile. Note the small numbers in the top-right corner of each Tower Tile. The fronts show numbers 1-5, while the backs show numbers 6-10. Have each player place their Tower Tiles over the tower illustration of their Player Board. These should be placed with Tile number 1 in the lowest space, number 2 above that, then 3, and so on.
- 2 If playing with fewer than 4 players, have each player place a Tent Tile over the matching section of their Player Board, with the side faceup showing the correct player count (*note the small numbers in the bottom-right corner*).
- 3 Each player takes 1 of each Camel Tile, placing them on the indicated spaces near the top-right corner of their Player Board. The Tile showing the “plus” icon should be on the left, and the Tile showing the “flip” icon should be on the right.
- 4 Each player places 2 of their Workers near their Player Board, and the other Worker in a reserve near the Main Board.
- 5 Each player places their 25 Influence nearby their Player Board.
- 6 Each player places their 4 Tents on the spaces near the top of their Player Board (*or on their Tent Tile with fewer than 4 players*).
- 7 Each player shuffles their 6 Invention Tiles, placing them faceup randomly across the 6 spaces in the bottom-right corner of their Player Board.
- 8 Place each player’s Ship on the left-most River space of the Main Board. The order in which these are stacked does not matter for Setup.

- 9 Place each player’s Royalties Marker on the “0” space of the green Royalties Track of the Main Board (*not pictured below*). The order in which these are stacked does not matter.
- 10 Randomly determine a starting player, giving them the First Player Marker. Based on turn order (*clockwise around the table*), give each player a number of Device Cards to their hand, and Silver to their Supply, as outlined on the Reference Card. The Reference Card can then be turned over for a reminder of End Game Scoring.
- 11 Give each player 1 Player Aid. Shuffle the 6 Setup Cards, dealing 1 to each player, and returning the rest to the box. Each player then resolves the steps on their Setup Card.
- 12 Each player gains 4 Influence in the indicated Guilds. To do so, move Influence from their Supplies to the matching coloured Minarets on the Main Board.


Based on their Setup Card, this player would gain 1 Blue Influence, 1 Orange Influence, and 2 Charcoal Influence.




SETUP: PLAYER BOARDS

- 13 Each player takes the indicated coloured Die from the Main Supply and places it on the matching colour space at the bottom of the Study  on their Player Board. Its value does not matter.

This player places a Charcoal Die in their Study.

- 14 Each player places the indicated coloured Die and 5 White Dice into the Ready  section of their Player Board. These 6 Dice must now be rolled, as their values will matter.

- 15 Each player places the indicated coloured Die and 3 White Dice into the Exhausted  section of their Player Board. The values of these Dice do not matter.

- 16 Each player takes the indicated Starting Workshop Tile and places it into the left-most space of any chosen row on their Player Board. The value of the coloured Die in their ready section may inform which row they choose to place this in.

This player has chosen to place their Starting Workshop Tile in the middle row.

- 17 Each player takes a set of 6 Craftspeople and places them on their indicated Tower Tiles. Note that the 2 Craftspeople on the 2nd Tower Tile must start Inactive (*placed facedown*).

This player has their Scribe at level 4, their Carpenter and Blacksmith at level 2 (both inactive), and their Weaver, Chandler, and Tiler at level 1.

- 18 Players must now collectively decide if they will play the shorter 3 Round game, or the full 4 Rounds. We highly recommend the 3 Round game for your first game. It may even be preferable for some to always play the 3 Round game when there are 4 players at the table.

If playing the 4 Round game, have all players return their Setup Cards to the box. The game is now ready to begin.


If playing the 3 Round game, have all players turn over their Setup Cards, and place their left-most Tent onto the top space of the Card. *See page 30 for details on what this adds to the game.* This will do a few things immediately:


- Each player draws 1 more Device Card to their hand, and gains 1 more Silver to their Supply, as indicated by the icons next to where they just placed their Tent.
- If playing with fewer than 4 players, all players return the Camel Tile showing the “plus” icon to the box. This is indicated by the icon revealed below their left-most Tent.





PLAYER BOARD CONCEPTS: DICE

Each player manages their Dice on the left side of their Player Board.

 **Inspired:** Dice in the sky space are available for use, and may be physically increased by up to 5 when being used.

 **Determined:** Dice in the water space are available for use, and may be physically increased by 1 when being used.

 **Ready:** Dice in the sunlit dunes are available for use.

 **Exhausted:** Dice in the darkened dunes are not available for use.



Brightening Dice

Any time players gain an effect to brighten a Die, they can either move 1 Die up into the next landscape space, up 1 space in their Study, or out from their Study into the adjacent landscape space. If players gain more than 1 effect to brighten Dice at the same time, they can use them on the same or different Dice as they please.



When Dice first enter the top 3 landscape spaces (*from Exhausted or from the Study*), they must be rolled.



When a player moves a coloured Die up from Determined to Inspired, they immediately gain 1 Influence of that Die's colour.



Any time players gain a Die to their Study, they must take it from the Main Supply and place it on the bottom Study space of that Die's colour. The value here does not matter. Dice will never enter the Study at a higher level. As indicated on the bottom spaces, this will immediately require the player to remove 1 Die. This may be any Die not on a Camel or in a Workshop. It may even be the same Die that was just placed. However, in most cases, players will want to use this to remove an Exhausted White Die. Removed Dice are returned to the Main Supply.



Once in the Study, players can use brightening effects to either move these Dice up 1 level in the Study, or out into the adjacent landscape spaces. When moving a Die up in the Study, players move it to the next space matching that Die's colour. They immediately resolve the effects printed on that space. When moving Dice out to a landscape space, they must be rolled and placed into that space.

Once at the top space of the Study, the next brighten effect will move a Die out to Inspired. Note that this does not reward players with any Influence, as the Die did not move from Determined to Inspired.

If players gain a Die to their Study, but there is already a Die of that colour in the bottom space, they must instead place the new Die immediately into Exhausted, and remove 1 Die following the rules outlined above. They have essentially lost the chance for it to enter the Study.



All players start the game with 11 Dice. It is possible for them to gain up to 2 additional Dice by moving their Ship along the River. But aside from that, their Dice quantity will remain the same throughout the game.

This effect allows players to swap any 1 of their White Dice (*even those on Camels or in Workshops*) with a coloured Die of their choice from the Main Supply. This new Die retains the value and position of the Die being replaced. This still counts as "gaining a Die" for all intents and purposes.



PLAYER BOARD CONCEPTS: CRAFTSPEOPLE

A number of effects will require players to pay their Craftspeople for their Skills.



This icon indicates that the Weaver must be paid.



This icon indicates that any 1 Craftsperson must be paid.

Any time players are paying Craftspeople for their Skills, they must pay the indicated Silver amount shown on the left of that specific Craftsperson's Tower Tile (*where they currently sit*). Note that this is the number printed on the brown frame, not the green Income bar.

Paying this Weaver or Scribe would cost 3 Silver.

This Carpenter and Blacksmith cannot be used as they are Inactive (*facedown*).

Paying this Tiler would cost 2 Silver. The Chandler cannot be used as they are Inactive (*facedown*).



After paying the required Silver, players must immediately turn that Craftsperson facedown (*to Inactive*) and raise them up 1 level if possible. This represents them gaining more experience in their trade. Note that while a Craftsperson is at the highest visible Tower level, they cannot move any higher. It is usually wasteful to pay them in this position, but players may still do so if they want to.

After being paid, the Tiler above would flip over to their Inactive side, then move up to level 6 alongside the Carpenter and Blacksmith.



Any time players gain this effect, they may raise any 1 Craftsperson up 1 level. Note that this does not cost any Silver. The Craftsperson also maintains their current state of Active or Inactive.

There is no limit for how many Craftspeople may be on the same Tower Tile.

Any time a player has no Craftspeople on their lowest Tower Tile, they must Progress their Tower Tiles. Note how the lowest Tower Tile has a black bar that lines up with the black bar on the Player Board.



When Progressing Tower Tiles, first resolve the effects printed on the black bar of the lowest Tower Tile. All these effects can be found on the last page of this Rulebook.

Then, if the black bar shows a white "x" icon, return that Tower Tile to the box, and slide all remaining Tower Tiles down 1 space.

If the black bar shows a white "flip" icon, pick up that Tower Tile and flip it over. Slide down the other 4 Tower Tiles, and place the Tile that was just flipped in the highest space. Note that the small Tower Tile numbers should always be kept in ascending numerical order from bottom to top. Once they reach Tower Tile number 10, Craftspeople will never move any higher.

For example, this player just paid their Chandler 2 Silver to use their Skill. After turning them Inactive and moving them up 1 level, their lowest Tower Tile was left with no Craftspeople present. They resolved the effect of advancing their Royalties Marker 1 space, then flipped over the Tower Tile, placing it above the other 4 that just slid down.



MAIN BOARD CONCEPTS: SHIP MOVEMENT

There are a number of ways that players can move their Ship during the game. This signifies Inventors travelling along the Tigris to Test and promote their various ingenious Devices. When moving their Ship, players must move it the **exact amount** indicated while adhering to these rules:

- They must skip all spaces that do not have any Workshop Tiles beneath them. Whether or not there is a Research Tile has no impact on this.
- They must stop at the first spaces of each new River section (where the Research Draw Piles sit).

In the example below, Yellow would move to the indicated spaces with 1, 2, or 3 movement. If Red were to move 2 or 3 spaces, they would still only move 2 spaces, as they must stop at the first space of the centre River section.



After finishing their movement, players must resolve the effect of the space where their Ship now sits:



Immediately move all Dice from 1 of their Workshops to Exhausted. Also gain 1 White Die from the Main Supply and roll it into Ready.



Immediately retrieve any 1 of their previously placed Workers to their Supply (this may be the Envoy if they had control of it this Round). Also gain 1 coloured Die of their choice from the Main Supply and roll it into Determined.

Note: Players do not draw a Tile at these spaces.

The first time any player enters a new section of the River, turn all Workshop Tile Draw Piles in that section faceup (flip the entire Pile), much like the Tiles in the left River section were turned over during Setup.



If they stop at a space with a Workshop Tile, they must collect the top Workshop Tile from that space and add it to their Player Board if possible.



If reaching the last space of the River, they choose 1 of the following: Collect the top Workshop Tile from that space and add it to their Player Board, gain 2 Silver, or collect any visible Workshop Tile on a space to the left of their Ship.

Once players reach the last space of the River, they no longer move their Ship. If they would gain an effect to move any number of spaces, they resolve the last space a single time, just as they did when they first moved there.

When gaining a Workshop Tile, players must immediately place it into an available space on their Player Board. If they do not have any spaces remaining, they can no longer collect Workshop Tiles.

Workshop Tiles can be placed into any of the 3 rows, but must always be placed into the left-most empty space of the chosen row. Placing Workshop Tiles into the left-most incomplete column on their Player Board is always free. If players want to place into a column further to the right, they must pay 1 Silver per column beyond this.



Placing in the top row here would be free. The middle row would cost 3 Silver, and the bottom row would cost 1 Silver.

After paying any Silver costs, players immediately resolve any printed effects that they cover on their Player Board.

MAIN BOARD CONCEPTS: ROYALTIES TRACK

There are a number of ways that players can advance their Marker along the Royalties Track during the game. The most common way is by Inventing and Publishing Devices.



When players gain this effect, they must advance their Marker to the next green space on the Royalties Track.



When players advance their Royalties Marker and cross over a blue space, they can raise the level of any 1 Craftsperson.



If players were ever to move beyond 11 on the Royalties Track, they do not move, but instead may either refresh any 1 Craftsperson or gain 1 Silver.



MAIN BOARD CONCEPTS: RESEARCH

There are a number of ways that players can gain the ability to Research during the game (*mostly by placing Workers*). To Research, there must be an available space along the River. Players can only Research on the left-most empty space (*no Workshop Tiles present*) of a chosen River section, or on any space with a Research Tile and exactly 1 Influence not belonging to them.

After selecting an available space, players may need to pay a Silver cost. For each space that the selected space is ahead of their Ship, they must pay 1 Silver. This includes every space, regardless of whether they are empty or not.

In the example below, Red, Blue and Purple would pay no Silver to Research on the space below the Red Ship. This would, however, cost the Yellow player 4 Silver if they chose to Research there.

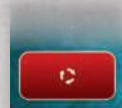


If the space they chose already had exactly 1 opponent's Influence present, the player currently Researching must place 1 of their own Influence on the empty Influence slot (*always worth 1VP*). They immediately gain access to the Research below their Influence.

The second space in the previous example already has a Research Tile present (previously Researched by Red). Yellow could Research here, but it would cost them 2 Silver due to their Ship being 2 spaces behind. Blue and Purple could also Research here at no extra cost. Red could not Research here, as they already have an Influence on that space.

If the space they chose was completely empty of Tiles and Influence, there are a few more steps to follow:

1. They must place 1 of their Influence on the left Influence slot.
2. They then draw the top 3 Research Tiles from that River section's Draw Pile. They select 1 to place faceup below where they just placed their Influence. They return the other 2 Research Tiles to the bottom of that River section's Draw Pile in either order.
3. They immediately gain access to that Research.



Researching on the left River section provides ongoing abilities for the rest of the game.



Researching on the centre River section provides abilities that will trigger each time a player places 1 of their Tents (*once per Round effects*).



Researching on the right River section provides immediate effects that will only trigger once.

There is a complete list of all these effects on page 31.

GAMEPLAY OVERVIEW

Inventors of the South Tigris is played over 3 or 4 Rounds, as selected during Setup. Each Round follows these 3 phases:



Start of Round (page 13)

Players simultaneously gain their Royalties and Income (*this is skipped in the first Round*).



Player Turns (pages 14-23)

Players take turns in clockwise order, beginning with the player holding the First Player Marker.

On each turn, players will take a single main action of either:

- Placing 1-2 Dice on a Camel - *pages 14-18*.
- Placing 1-2 Dice in a Workshop - *page 19*.
- Placing 1 Worker - *page 20*.
- Placing their Tent for the Round - *page 21*.

After placing their Tent, what players can do on each of their future turns in the Round will change - *page 23*.

Players continue taking turns, 1 at a time, until all players have placed their Tent for the Round.

Players can also take any number of free actions at any point during their turn, even during their main action - *page 20*.



End of Round (page 23)

Players simultaneously carry out their Resting actions (*this is mostly skipped in the final Round*).

After the 3 or 4 Rounds are completed, final scoring takes place, and the player with the highest score is the winner.

COMPONENT RESTRICTIONS

- Silver and Dice are considered to be unlimited. Use a substitute if needed.
- Device Boards are limited. If they run out, do not reveal any more.
- Device Cards are limited. If the Draw Pile ever runs out, shuffle all discards to form a new Draw Pile. In the rare case that both Piles run out, players cannot draw Device Cards until more enter the Discard Pile.
- The hand limit is 8 Device Cards. If players ever gain more than 8 they must discard or play the excess immediately.
- Influence is limited. If a player needs to place Influence and has none left in their Supply, they may instead move 1 of their Influence from a Guild (*never from a Device Board*).



RULES AROUND TIMINGS

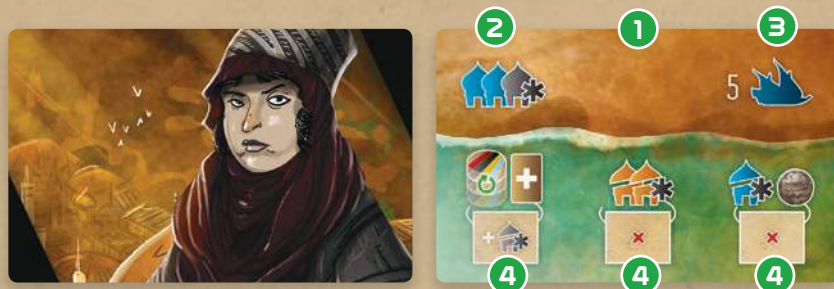
There will be many times during the game that players may have multiple effects to resolve as part of a single action. Players should always adhere to these key rules:

- Costs come before effects. Players cannot pay using future resources they would gain.
- Some costs may provide effects before the full cost of an action is paid. It is permitted to carry out these effects immediately as they happen, or after all costs have been paid.
An example of this is when Craftspeople level up. Paying 1 Craftsperson could lead to Tower Tiles progressing before remaining Craftspeople need to be paid (such as when Building or Publishing).

START OF ROUND: 2 PLAYER ROUND SETUP

If playing with 2 players, a few quick steps need to be resolved for the Dummy Player at the start of each Round:

- 1 Turn over the top Dummy Card from the top of the Draw Pile, placing it on top of any previously drawn Dummy Cards.
- 2 Place Influence of the Dummy Player's colour in the indicated Guilds.
- 3 Move the Dummy's player Ship the indicated number of spaces along the River. Note that it does not collect or reveal Workshop Tiles, and does not skip empty spaces like players do.
- 4 Place the indicated Dummy Tokens on their correct spaces. 2 of these will block spaces for this Round, and the other will make 1 of the spaces cost an extra Influence to use.



START OF ROUND: ROYALTIES AND INCOME

At the start of each Round (*excluding the first Round*), players simultaneously gain their Royalties and Income. They may gain these in either order.

Royalties are gained based on each player's Marker on the Royalties Track of the Main Board. Note that players are allowed to share the same space as other players on the Royalties Track. This does not affect what they gain.

In this example, Red and Yellow are both able to brighten 1 Die and gain 1 Silver. Blue is able to brighten 1 Die and gain 2 Silver. Purple is able to brighten 1 Die and gain 3 Silver.



Income gained is based on the lowest Tower Tile on each player's Board. Note how the lowest Tower Tile has a green bar that lines up with the green bar on the Player Board.

In this example, this player would be able to raise the level of any 1 Craftsperson, and also gain 1 Silver.



In games with 3 or 4 players, the players who are seated in 3rd and 4th position around the table gain an additional Income effect: They both draw 1 Device Card to hand from the top of the Draw Pile. There is a reminder of this on the First Player Marker.



PLAYER TURNS: PLACING DICE ON CAMELS

Players start with 2-3 Camel spaces available along the top of their Player Boards, and have ways to get 1 more Hired Camel each Round (*the right-most Camel space*).

Players permanently unlock their third Camel space after placing their first or second Tent, depending on the player count. When this happens, players must return the Camel Tile showing the “plus” icon to the box. *If playing the 3 Round game with fewer than 4 players, this would have already happened during Setup.*



Camel spaces allow players to place 1-2 Dice to take 1 of the 4 Device-focused main actions in the game:



Regardless of which action is being taken, the same rule applies to all Camel Spaces: Once at least 1 Die has been placed, no further Dice may be placed on that Camel.

Tip for teaching: Take time explaining the quick reference icons.

For each action, there is a quick icon reference along the tops of Player Boards. Each affected component on a Device Board for the chosen action is highlighted in red. There is also a reminder of the Colour Bonuses for Invent, Build, and Publish.

For all 4 actions, players must first place their Dice, pay any costs, and then resolve any effects. Any effects gained after placing Dice and paying costs may be resolved in any order (*see page 12 for a reminder on timings*).

For Invent, Build, and Publish, players are always looking in the same locations on Device Boards for costs and effects.

The costs are always in the top-right corner.



The effects are always in the bottom-left corner.

As Devices are Invented and Built they will have Invention Tiles placed, flipped, and moved on them to change the various costs and effects. Device Boards will also move between columns when Built and Published.

Testing Devices is unique to the other 3 actions, as it is only concerned with the top-left corner of each Device Board.

Reminder: Only Dice in Ready, Determined, and Inspired are considered “available” when placing Dice on Camels.

PLAYER TURNS: INVENT



When choosing to Invent, players must follow these steps in order:

- 1 Place 1-2 of their available Dice onto a Camel space.
- 2 Select which Device Board they will be using to Invent a Device. This must be a Device Board in the left column that hasn't already been Invented. The total value of the Dice they just placed must be equal to or higher than the value required by that Device Board.
- 3 Discard the 0-2 Device Cards indicated on the Device Board.
- 4 Place 1 Device Card from their hand onto the right side of the Device Board. *This cannot be a Device Card that was just discarded.*
- 5 Gain 1 Influence of the indicated colour for each match that they make between the Device Board and Device Card (*this will always 0-2 Influence*).
- 6 Advance their Marker 1 space along the Royalties Track.
- 7 Place 1 of their Invention Tiles over the bottom-left corner of the Device Board and resolve any revealed effects from placing an Invention Tile (*if it was the second Invention Tile from a single column*).

Colour Bonus: At any point during this action, players may draw 1 Device Card from the top of the Draw Pile for each Orange Die that they are using. These may be drawn before step 3 in order to pay the Discard cost. Players can even use a Device Card they just drew as part of the Device they are Inventing.

Note that players cannot Invent if they have no remaining Invention Tiles on their Player Board, or if there are already 4 Invented Devices below the Main Board.



In this example, Purple has used 1 Die with a value of 6. This is enough to Invent using the selected Device Board. They must discard 2 Device Cards from hand. Before doing so they decided to draw 1 new Device Card, as they used an Orange Die for this action.

They chose a Device Card to play onto the Device Board, Inventing the Robotic Hourglass. This pairing created 2 Influence matches, gaining them 2 Blue Influence.

They advanced 1 space along the Royalties Track, and chose to place their top-centre Invention Tile onto the Device Board. Doing so revealed an immediate effect on their Player Board to brighten 3 Dice.

They also revealed a 3VP icon from the row, but this won't be scored till the game's end.

PLAYER TURNS: BUILD

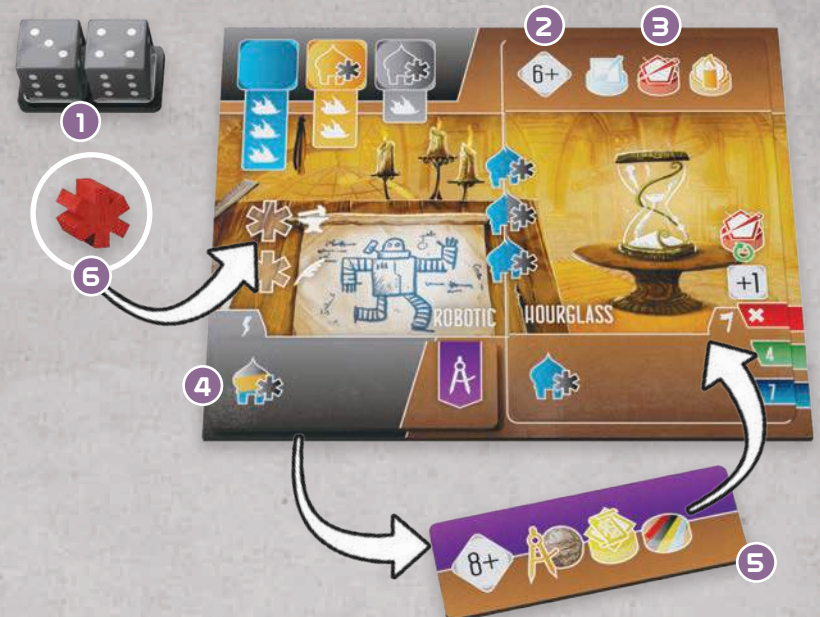
When choosing to Build, players must follow these steps in order:

- 1 Place 1-2 of their available Dice onto a Camel space.
- 2 Select which previously Invented Device in the left column they will Build. The total value of the Dice they just placed must be equal to or higher than the value required by that Device (*on the Device Card*).
- 3 Pay all 3 Craftspeople indicated on the Device, following the rules outlined on page 9.
- 4 Both the Builder and the Inventor (*in that order*) resolve the effect shown on the Invention Tile. If a player is both the Inventor and Builder, they only resolve this effect once.
- 5 Turn over the Invention Tile and place it over the top-right corner of the Device (*covering the Build costs*).
- 6 Place 1 Influence on the Builder slot of the Device Board.
- 7 Move the entire Device Board and all its contents into the next column to the right.

Important Rule: There can never be more than 4 Built Devices in play. If there are already 4 Device Boards in the second column, players cannot Build. It's time to start Publishing all those Built Devices!

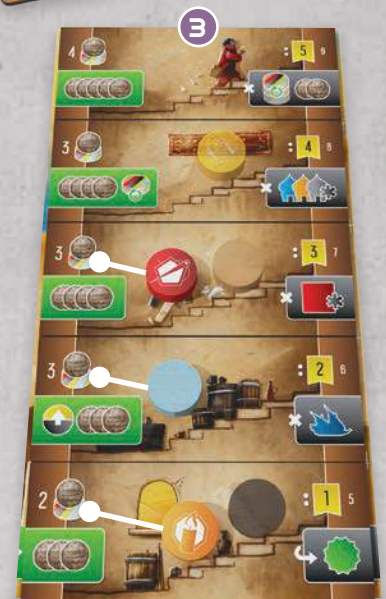
- 8 Reveal and place a new Device Board from the top of the Draw Pile so that there are once again 4 Device Boards in the left column.

Colour Bonus: At any point during this action, players may refresh any 1 Craftsperson for each Charcoal Die they are using. Each Colour Bonus may be resolved before or after using any Craftspeople for this action.



In this example, Red has used Dice with a value of 7, which is enough to Build the selected Device. They must pay their Tiler, Weaver, and Chandler for their Skills.

Their Tiler is currently Inactive, but they could use the Colour Bonus from 1 of their Charcoal Dice to refresh them. They must pay a total of 8 Silver to pay for all 3 Skills. After doing so, all 3 Craftspeople move up 1 level and become Inactive.



Both Red (Builder) and Purple (Inventor) gain 1 Influence of their choice from the Invention Tile. That Tile is then flipped and placed over the Build costs. Red then places their Influence on the Builder slot.

The Device Board is then moved into the next column, and a new Device Board is revealed to replace it. Red also has 1 more Colour Bonus to resolve. They decide to refresh their Tiler.

PLAYER TURNS: TEST



When choosing to Test, players must follow these steps in order:

- 1 Place 1 White Die from the Main Supply onto an available Camel space. Its value does not matter.
- 2 Place 1 of their available coloured Dice onto a Device Board with an empty Die space of the same colour. This may only be on a Built or Published Device (*never a Device Board in the left-most column*). In addition to this, the Die they are placing must be of an equal or greater value than each other individual Die already on that Device Board.
- 3 If the space where they placed their Die on showed an Influence icon, they gain 1 Influence of that colour.
- 4 Move their Ship the exact amount of spaces along the River as indicated by the number of Ship icons below the Die they just placed. They then resolve that space's effect.

Other than the immediate effects players resolve (*gaining Influence and moving their Ships*), Testing also increases how many Victory Points the Builder or Publisher will get for their Devices at the game's end. Players will usually want to Test Devices they have Built or Published, but may decide to Test other players' Devices for more favourable immediate effects.

[See page 10 for a reminder of Ship Movement.](#)



In this example, a player would like to Test the Robotic Hourglass. They first place a White Die from the Main Supply onto 1 of their Camel spaces.

The only remaining Dice spaces on this Device are Blue and Orange. Based on the other Die already there, they would need a Die with a minimum value of 3. Their Orange 4 will suffice. They gain 1 Orange Influence from placing their Die, and move their Ship exactly 2 spaces along the River.

PLAYER TURNS: PUBLISH



When choosing to Publish, players must follow these steps in order:

- 1 Place 1-2 of their available Dice onto a Camel space.
- 2 Select which previously Built Device in the second column they will be Publishing. The total value of the Dice they just placed must be equal to or higher than the value required by that Device (*this is always 8 when Publishing*).
- 3 Pay 1 Silver to the Inventor (or to the Main Supply if it is a Neutral Invention Tile). Players ignore this cost if they are the Inventor. They must then pay their Scribe, plus any 1 other Craftsperson, following the rules outlined on page 9.
- 4 Advance their Marker 1 space along the Royalties Track.
- 5 Place 1 Influence on the Publisher slot of the Device Board.
- 6 Move the entire Device Board and all its contents into the next column to the right.

Important Rule: Unlike Built Devices, there is no limit to how many Published Devices may exist. Published Devices may be arranged in any number of rows and columns, so long as they are kept to the right of the first 2 columns.

Colour Bonus: At any point during this action, players may brighten 1 Die for each Blue Die that they are using. This may even be done before step 3, in order to brighten a Die in their Study. Doing so could gain them the Silver they need or the ability to refresh a Craftsperson.

As an example, brightening this Charcoal Die twice up the Study Track would gain this player 1 Silver and allow them to refresh 1 Craftsperson.



In this example, Blue has used Dice with a total of 8, which is enough to Publish the selected Device. They must pay Purple (Inventor) 1 Silver, and also their Scribe and 1 other Craftsperson.

Their Scribe will cost 3 Silver. They could pay their Carpenter 2 Silver, but they won't be able to raise them up 1 level. They decide to instead pay their Tiler 3 Silver. Their Scribe and Tiler would move up 1 level and become Inactive.

They advance 1 space along the Royalties Track, and place their Influence on the Publisher slot of the Device Board. The Device Board is then moved into the next column.

Unfortunately they didn't use any Blue Dice, and therefore do not gain any Colour Bonuses for this action.





PLAYER TURNS: PLACING DICE IN WORKSHOPS

All Player Boards feature 3 Workshops, each with their own starting ability. While these starting abilities are not technically Workshop Tiles, they are included when talking about Workshop Tiles below. Players can improve their Workshops by adding more Workshop Tiles to each row. Workshop spaces allow players to place 1-2 available Dice to activate all Workshop Tiles in that row. Once at least 1 Die has been placed, no further Dice may be placed in that Workshop.



Each Workshop Tile requires a certain value and sometimes a particular colour. Note that these colours and values are not spent, just required.

-  This would require a value of 12, and is not concerned about colours.
-  This would require a value of 4 or higher, and needs at least 1 of the Dice being used to be Blue.

After placing their 1-2 Dice on a Workshop space, players may resolve each Workshop Tile in that row in any order. Each of these may only be resolved once, and each of them are treated as a separate task (see page 22). Players may always choose not to resolve a Workshop Tile if they wish.

There is a complete list of all Workshop Tile effects on pages 32-33.



In the example above, this player has a value of 7, with Blue and Charcoal colours. They decide to resolve their Workshop Tiles in this order:

- 1 They gain 1 Blue Influence.
- 2 They draw 1 Device Card, refresh any 1 Craftsperson, and gain 2 Silver.
- 3 They pay their Tiler to collect a Workshop Tile from a space behind their Ship. This turns their Tiler Inactive, and raises them up 1 level. They decide to place the new Workshop Tile in the same row, allowing them to immediately refresh all their Craftspeople (including their Tiler).
- 4 They use their newly acquired Workshop Tile, paying any 1 Craftsperson to increase the value of their Dice for this action by 6 (up to the max of 12).
- 5 They now have the 11 Blue required to activate their final Workshop Tile in this row, advancing their Marker 1 space along the Royalties Track.

Note that if they had not added the new Workshop Tile, they would not have had a high enough value to resolve that final Workshop Tile.

Reminder: Only Dice in Ready, Determined, and Inspired are considered “available” when placing Dice in Workshops.

PLAYER TURNS: PLACING A WORKER

If they have any remaining Workers in their Supply, players may take a main action to place a Worker onto any of the available spaces on the Main Board.

There are 2 types of Worker placement spaces:

- Smaller closed spaces around the Guilds (*the Minarets*). Each of these 12 spaces may only hold a single Worker, and all cost some combination of Influence, Silver, paying Craftspeople, or discarding Device Cards.



To lose Influence, players must return their own Influence Markers from the indicated Guild to their Supply.

There are some Workshop Tiles that require players to lose Influence, but it mostly happens when placing Workers.

- Larger open spaces near the middle of the Main Board. Both of these spaces may hold any number of Workers, and have no cost associated with them.

After paying any required costs, players may then carry out the effects of their chosen space.



Hire a Camel: This player may flip the matching Camel Tile on their Player Board till the end of the Round, and immediately brighten 1 Die.



Refresh all their Craftspeople (*or as many as possible*), and draw 1 Device Card to hand from the Draw Pile.



This player may advance their Ship 1 space along the River (*see page 10 for a reminder of Ship movement*), and gain 1 Silver.

These 3 Worker placement spaces each offer either 1 Research (*see page 11 for a reminder of Research*) or other effects specific to their Guild:



Add a Blue Die to their Study and raise the level of 2 Craftspeople (*this may be the same 1 twice*).



Add an Orange Die to their Study and draw 3 Device Cards to hand from the Draw Pile.



Add a Charcoal Die to their Study, gain their Royalties, and gain 1 additional Silver.

Gaining Royalties from the Charcoal Guild works the same way as during Start of Round. Note that it does not include gaining Income from Player Boards.



Brighten 2 Dice (*this may be the same Die twice*), and increase any 1 available Die by 1.



Draw 1 Device Card to hand from the Draw Pile, refresh any 1 Craftsperson, and increase any 1 available Die by 1.

PLAYER TURNS: PLACING THE ENVOY



Based on where they placed their Tent in a previous Round, a player may have the Envoy (*Black Worker*) in their Supply.

The Envoy functions just like any other Worker with 1 additional benefit: Placing the Envoy costs **1 fewer Influence**.

PLAYER TURNS: PLACING A TENT

At some point during each Round, players may run out of Workers, available Dice, or spaces to place their Dice. Even if they have other actions they could take, players may decide to use their turn to instead place their Tent.

There are 5 spaces on the Main Board where players can place their Tent each Round. Each of these 5 spaces can only hold 1 Tent per Round. When placing their Tent for the Round, players must place the **left-most Tent** still on their Player Board. They then carry out these steps, in any order (*all effects are optional*):

- For each Worker and/or Camel they have not used this Round, they may refresh any 1 Craftsperson and brighten 1 Die.



- Resolve the effects of the Pass Tile next to their placed Tent.



- Resolve any Tent abilities from Research Tiles where they have Influence (*in any order*). It is permitted for players to activate Tent abilities from Research Tiles in the same turn they are acquired, but not retroactively on later turns.



After this they must resolve any effect revealed on their Player Board from where they moved their Tent (*always from left to right*).



In this example, Yellow and Red have already Tented for the Round (it's now Round 2). Purple has decided to place their Tent onto 1 of the 3 remaining spaces.

While they used all of their Camels, they have 1 unused Worker. Because of this they can refresh any 1 Craftsperson and brighten 1 Die.

From their Tent's Pass Tile they are gaining 1 Influence in a Guild of their choice, and can brighten 3 Dice (this could be all on 1 Die, or spread across up to 3 Dice).

They have 2 Research with Tent abilities. They can refresh any 2 Craftspeople, and draw 2 Device Cards to hand from the top of the Draw Pile.

Now that they have carried out all 3 steps, they gain the benefit revealed from the space on their Player Board, unlocking their third Camel Space for the rest of the game.

If playing with the Dummy Player, the first player to Tent each Round must immediately place the Dummy Player's Tent on an available Tent space, denying it for their opponent that Round.

When raising Tents during the End of Round, simply return the Dummy Player's Tent to their Supply.

PLAYER TURNS: FREE ACTIONS

Players can take free actions any number of times, at any point during each of their turns, even during their main action. Players cannot take free actions outside the Player Turns Phase.

1. Playing Device Cards

Players can play a Device Card from their hand to the Discard Pile. Doing so lets them resolve the immediate effects printed on the right edge of the Device Card. This is always the ability to increase 1 available Die by 1, and either the ability to brighten 1 Die or refresh a specific Craftsperson. When taking this free action, players may resolve 1 or both effects.



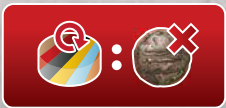
2. Discarding Device Cards

Players may discard any 2 Device Cards to either brighten 1 Die, or refresh any 1 Craftsperson.



3. Using Craftspeople

Players may use a Craftsperson to spend 1 fewer Silver for a task. To use a Craftsperson, turn it facedown from Active to Inactive.



This Chandler is Active and ready for use.



This Chandler is Inactive and needs to be refreshed.

Players can use any number of Craftspeople during a task. For example, they could use 3 different Craftspeople to save 3 Silver on the task they are resolving.

Important Rule: Each Craftsperson can only be used once per task.

As an example, a player could not use their Blacksmith to avoid paying 1 Silver, then play a Device Card to refresh their Blacksmith, and then use them again to avoid paying another Silver for the same task.

While players only take a single main action each turn, that can sometimes result in a number of individual tasks being resolved. Note that the restriction above is per task, not per turn.

Examples of tasks where you might use Craftspeople:

- Paying to Build or Publish a Device
- Paying to Place a Workshop Tile
- Resolving the effect of a Workshop Tile
- Placing a Worker below the Blue or Orange Guild
- Paying to Research beyond a Ship's position
- Resolving the effect of a Research Tile
- Clearing Dice from a Workshop

To be clear, when resolving a task listed above, players may only use each Craftsperson once, either for their Skill, or to spend 1 fewer Silver during that task.



As an example of what is permitted, this player could pay their Chandler to gain an Orange Die to their Study, then refresh the Chandler and gain 1 Silver, then pay their Chandler again to gain an Orange Influence. This is permitted because resolving each Workshop Tile is a separate task.

PLAYER TURNS: ACTIONS AFTER TENTING

Once a player has placed their Tent, they can no longer use any of their Camels or Workers for the Round. On each future turn they may choose from 1 of the following main actions:



- 1 Use 1-2 Dice in a Workshop (see page 19).
- 2 Brighten 1 Die.
- 3 Refresh any 1 Craftsperson.
- 4 Pay any 1 Craftsperson to move all Dice from 1 of their Workshops to Exhausted (making that Workshop available again for use later this Round).

END OF ROUND

Once all players have placed their Tent for the Round, the Round ends. The last player to place their Tent still carries out their Tent placing action in full as normal. After this, all players simultaneously carry out their Resting actions in the following in order (note that steps 1-5 are skipped in the final Round):

1. The player who placed the **left-most Tent** on the Main Board this Round takes the First Player Marker for the next Round.
2. All remaining Dice are brightened in the following order: Determined, Ready, Exhausted, Study. *These should be resolved following all the same rules for brightening Dice as outlined on page 8.*



END OF ROUND

3. All Dice that were used this Round must be placed into Exhausted. This includes all Dice on Camels and in Workshops.

Note: There are a few Workshop Tiles and Research Tiles to pay attention to when carrying out this step. Some abilities can bring back Dice to Ready or Determined, rather than to Exhausted.



4. If any players have their Hired Camel flipped at this point (the right-most Camel Tile on their Player Board), they must now flip it back facedown.



5. All players retrieve their Workers. If the Envoy was in play, it is returned to the space beside its Pass Tile.
6. All players raise their Tent up to the left-most space of the Tenting area directly above. If they are the first player to raise a Tent into 1 of the 3 left Tent areas, they gain the indicated Influence that their Tent covers.



If they are raising their Tent into 1 of the other 2 areas they either gain the Envoy into their Supply for the next Round or they get to turn their Hired Camel Tile faceup. Ignore these effects if gained in the final Round.

END OF GAME & SCORING

The game ends immediately after all players have raised their last Tent during the final Round.

The Golden Rule of Tie-Breaks

For all ties in the game, including Guild Majorities and final scoring, the relative position of each player's Ship is used to break ties. Ties are broken in favour of Ships which are further to the right. If they share a space, lower Ships are considered to be ahead.

In this example, the Ship order is Purple, Red, Blue, Yellow.



Players should add up their scores in the following areas:

1. Guild Majorities

As printed above each Guild. The player with the most Influence scores the higher VP amount, and the player with the second most Influence scores the lower VP amount.



If playing with the Dummy Player, they will compete for Guild Majorities, potentially denying players 1st or 2nd place. Their Ship is also used for breaking ties.



Important Rule: Each Tent in the 3 left Tenting areas counts as 2 Influence of the indicated colour for Guild Majority scoring and all end-game purposes.

2. Royalties Track

As printed next to spaces 4 and higher.



3. Research Tiles

Each Influence along the River scores its printed amount.



4. Craftspeople

Each Craftsperson scores the VP amount printed on the right edge of their Tower Tile.



It does not matter if they are Active or Inactive.

5. Workshop Tiles

All VP printed on each collected Workshop Tile.



6. Invention Tiles

Any uncovered VP on Player Boards where Invention Tiles have been removed (each horizontally adjacent pair).



7. Builder & Publisher Influence

For each Built Device: The Builder scores 1VP per Testing Die on that Device.



For each Published Device with 2 different Influence: The Builder scores 3VP, and the Publisher scores 1VP per Testing Die on that Device.



For each Published Device with 2 of the same Influence (1 player is both the Builder and the Publisher): They score 1VP, plus 1VP per Testing Die on that Device.



8. Built and Published Devices

For each Device where players are the Builder or the Publisher, they score 0, 2, or 4VP depending on how well they met the scoring condition of that Device. If 1 player is both the Builder and the Publisher, they score these conditions twice.



9. Remaining Silver & Device Cards

Every 4 in any combination scores 1VP.

The player with the most total Victory Points is the winner!



In this example, Red is the Builder of the Robotic Hourglass, and Blue is the Publisher. The Device has been Tested twice.

As it is a Device with 2 different Influence, Red scores 3VP as the Builder, and Blue scores 2VP as the publisher (1VP per Testing Die).

The scoring condition of the Robotic Hourglass is Blue Influence. They need to have 4 Blue Influence to score 2VP (the green bar), or 7 Blue Influence to score 4VP (the blue bar).

They count up all their Blue Influence, including any Tents in the left-most Tenting area. Red has 5 Blue Influence and scores 2VP. Blue has 12 Blue Influence and scores 4VP.

Need some help tallying up the scores? Download our free Garphill Games Companion App for Android or iOS.

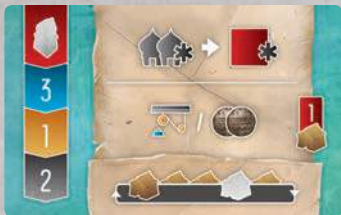
Setup

Set up Inventors as you would for a 4-Round 2-player game (including the Dummy Player), with a few changes. Do not follow the player setup on pages 6-7 for your opponent. Instead, assign them a player colour, giving them only the following items:

- 1. Separate the 15 Scheme Cards by their type. Shuffle all cards of each type into their own facedown Reserve Pile.



Faceup side of
Dice Schemes (9)



Faceup side of
Worker Schemes (6)

- 2. Place their 3 Workers next to their Worker Scheme Reserve Pile, as a reminder for which Reserve Pile is which.
- 3. Place 1 of their Influence into each Guild. Place the rest of their Influence in a Supply nearby.
- 4. Place their 4 Tents nearby, and their Ship on the left-most River space of the Main Board.
- 5. Shuffle their Invention Tiles and place them in a facedown Draw Pile.
- 6. Only reveal 3 Device Boards in the first column. For the solo game, there may never be more than 3 Device Boards in each column.
- 7. Give yourself the First Player Marker.
- 8. Carry out the “Start of Round” phase for your opponent (you still skip this in the first Round).

Gameplay Overview

For the most part, the solo game plays very much like the multiplayer game. Unless stated otherwise, all rules remain the same. You win the game if you score higher than your opponent.

Your turns function exactly the same. On each of your opponent’s turns you will be revealing a Scheme Card and resolving 1 task for them (or giving them 1 Silver if they have Tented).

Your opponent ignores all icons on the Main Board, Device Boards, Device Cards, and Inventions Tiles, unless specifically told otherwise.

If your opponent ever needs to place Influence in a Guild, but have none left in their Supply, they simply place none. If they ever need to place Influence on a Device, but have none, move 1 from the left-most Guild where they have Influence.

Start of Round

During this Phase, add 3 Silver to your opponent’s Supply, and form their Scheme Card Draw Pile. There is a reminder of this on the backs of all Scheme Cards.

As seen here, there are 4 columns of numbers. These columns represent the 4 Rounds of the game from left to right. Each row indicates how many of each Scheme Card type is needed to form their Draw Pile for the Round.



- Round 1 = 4 Dice Schemes + 2 Worker Schemes
- Round 2 = 5 Dice Schemes + 2 Worker Schemes
- Round 3 = 5 Dice Schemes + 3 Worker Schemes
- Round 4 = 6 Dice Schemes + 3 Worker Schemes

Take the required number of Scheme Cards from each Reserve Pile. Shuffle all these Scheme Cards together to form your opponent’s Scheme Card Draw Pile for the Round.

Opponent Turns

On each of their turns, turn over the top Scheme Card from their Draw Pile, and place it faceup into a Discard Pile. Each Scheme Card has 2 options for your opponent. They will always try to do the top option first. If they cannot complete the top option, they will instead take the bottom option. Some options also have 2 possible tasks that they might take. In those cases, they will attempt the left task before the right.



For this Scheme, they would like to pay 3 Silver to Build. If they cannot do that for any reason, they will instead Test if possible, or gain 2 Silver (*in that order*).

If any of these conditions are true, they will move on to the next possible task:

- They cannot afford the Silver or Influence cost of a task.
- They want to Invent, but there are already 3 Invented Devices, or they have already Invented 6 times.
- They want to Build, but there are no Invented Devices, or there are already 3 Built Devices.
- They want to Test, but there are no available Dice spaces on Built and Published Devices.
- They want to Publish, but there are no Built Devices.
- They want to place a Worker, but have none left to place.
- They want to Research, but there are no spaces to add new Research Tiles.

Many tasks will require your opponent to focus. This is done using the numbers and colours down the left side of most Scheme Cards. The numbers show their preference for focusing on a top, middle, or bottom row. *The card above shows their preference to be bottom (1), middle (2), then top (3).* If all 3 options are unavailable, they will move on to the next task on their Scheme card. The colours show their Dice preference when Testing Devices.

Invent

Your opponent will use their number focus to Invent a particular Device. If there is a Device Board available, turn over the top Device Card from the Draw Pile. If placing it would create at least 1 Influence match, place it on that Device Board. If not, discard it and reveal a new Device Card. Keep doing this until there is at least 1 match.

After placing the Device Card, your opponent gains 1 Influence for each match. Take the top Invention Tile from their Draw Pile and place it on the Device. They ignore all other costs and effects that players are usually concerned with.

Build

They must first spend the indicated 3 or 4 Silver on the Scheme Card. Your opponent will use their number focus to Build a previously Invented Device. Turn over and move the Invention Tile as normal. If it was your Invention Tile, you still gain the effect. Place their Influence on the Builder slot of the Device Board, and move it into the highest possible row of the next column.

Test

Your opponent will use their colour focus to decide what colour Die to place. If there are no spaces on Built and Published Devices of that colour, they will look for their next colour preference. Use their number preference to determine which row they will place the coloured Die in. If there is 1 or more available space in that row, they will place it on the left-most Built or Published Device in that row.

Take the coloured Die from the Main Supply and roll it. Place it on the indicated Device Board (*it does not matter if the rolled number was lower than other Dice on that Device Board*). If the Die covers an Influence icon, your opponent gains 1 Influence of that colour. Move their Ship the indicated number of spaces, following the same movement rules as you would.

If they stop at a space with a Workshop Tile, place it facedown in their Supply for end-game scoring.



If they stop at the last space of the River, take the top Workshop Tile there. If the Draw Pile has run out, take the right-most Workshop Tile from the River. If there are no Workshop Tiles remaining, they gain 2 Silver.

If they stop at the first space of a new River section, they carry out the following:



Without looking at it, shuffle the top Dice Scheme Card from the Reserve Pile into their Draw Pile.



Without looking at it, shuffle the top Worker Scheme Card from the Reserve Pile into their Draw Pile.

Publish

They must first spend the indicated 3 or 4 Silver on the Scheme Card. Your opponent will use their number focus to Publish a previously Built Device. If you were the Inventor, gain 1 Silver from the Main Supply. Place their Influence on the Publisher slot of the Device Board, and move it into the highest possible row of the next column. Do not slide other Built Devices up if spaces appear above them.

Note: Place Published Devices in columns of 3 Devices high. Once there are 3 in a column, start a new column to the right.

Important Rule: If you Publish a Device that your opponent Invented, you must still pay 1 Silver to their Supply.

Worker Placement

Your opponent will only ever place a Worker when resolving the top option on a Worker Scheme Card.

There are 3 Worker Scheme Cards that show the action below (*1 for each Guild*). In order to take this action, they must be able to place a Worker below that coloured Guild. Their priority for placing in these spaces is left, right, bottom. Regardless of which space they use, they will always need to lose 2 Influence of that Guild's colour. After doing so, they will carry out a Research task.

The other 3 Worker Scheme Cards require them to place a Worker at 1 of the 3 spaces to the right of the Guilds. They use their number focus to place on the top, middle or bottom space of the Main Board.



This will always cost them 1 of each Influence. Regardless of which space they place on, they will carry out the effects at the top of the Scheme Card (*not those on the Main Board*).

The Scheme Card shown above makes them shuffle the top Dice Scheme Card from the Reserve Pile into their Draw Pile (*much like reaching the centre River section with their Ship*). The other 2 Worker Scheme Cards like this make them move their Ship 1 space (*following all the normal rules*), or carry out a Research task.

Important Rule: If your opponent takes the second option on any of the 6 Worker Scheme Cards, they do not place a Worker.

Research

When Researching, they will only carry this out on spaces that are completely empty - no Workshop Tiles or Research Tile. They will always prioritise spaces in the following order:

1. The left-most empty space within the River section where their Ship rests, but not to the right of their Ship.
2. The left-most empty space in the River section to the left of the section where their Ship rests.
3. The left-most empty space on the entire River, even if this is to the right of their Ship.

After selecting a space, place their Influence on the left Influence slot. Reveal the top Research Tile from that River section's Draw pile, and place it faceup on that space. They ignore all icons on Research Tiles.



Tenting

Your opponent will place their Tent when revealing the last Scheme Card from their Draw Pile. They will ignore the other options on the Scheme Card, only looking at the Tent section along the bottom.

The brown Tent icon shows where they want to place their Tent in reference to the 5 spaces of the Main Board. If that space is blocked, they take the next space to the right, wrapping back around to the left if needed.

The white Tent icon shows where they will place the Dummy Player's Tent if they Tent before you.



They can also Tent earlier than expected. If they take the bottom option on their second to last Scheme Card, they will finish that action then immediately reveal their last Scheme Card and place their Tent.

After Tenting, your opponent will simply gain 1 Silver on all future turns that they take in the Round.

End of Round

The First Player Marker will move between you and your opponent based on who placed the left-most Tent each Round. When raising their Tent, they will gain any Influence they cover. If they raise their Tent on either of the right-most Tenting areas, they gain the following bonus instead of gaining the Envoy or a Hired Camel:

- Envoy - Shuffle in 1 more Worker Scheme into their Draw Pile next Round.
- Hired Camel - Shuffle in 1 more Dice Scheme into their Draw Pile next Round.

Before proceeding into the next Round, shuffle all played Scheme Cards back into their respective Reserve Piles.

Scoring

Your opponent scores for the following:

1. Guild Majorities
They score just as you would. Remember to consider opponent Tents when calculating Guild Majorities. The Dummy player will also compete, as outlined on page 24.
2. Research Tiles
Each Influence along the River scores its printed amount.
3. Workshop Tiles
They score 2VP per Workshop Tile they have collected. They ignore all printed VP on those Tiles.
4. Invention Tiles
They score 3VP per Invention Tile they have placed.
5. Builder & Publisher Influence
They score just as you would (see point 7 on page 25).
6. Built and Published Devices
They score 4VP per Influence they have on Device Boards. They ignore all scoring conditions on Device Cards.
7. Remaining Silver
They gain 1VP per Silver remaining in their Supply.

Increased Difficulty

There are a few ways to increase the difficulty. Try these if you want a greater challenge:

1. Give your opponent 3 additional Silver and 1 more of each Influence during Setup.
2. Shuffle in 1 more Dice Scheme each Round.
3. Shuffle in 1 more Worker Scheme each Round.

SETUP CARD – GOALS

When playing the 3 Round game, players each start with 1 of their Tents on the top space of their Setup Card. These provide goals that players can achieve throughout the game. Goals must be achieved in order, from top to bottom. As soon as players achieve the next step, they move their Tent down 1 space and resolve the immediate effect to the right.

If players achieve a lower goal first, they must still fulfill the higher goal before they can move their tent down to the lower space. This can lead to players resolving 2-3 goals 1 after the other, all as a result of a single effect during the game.

For each of the 3 goals, players have the choice to fulfill it by some combination of Inventing, Building, or Publishing, or instead by Researching within a specific River section.



Players place their Tent here during Setup.

Effect: They draw 1 Device Card to hand, and gain 1 Silver.

Goal: Invent, Build, or Publish twice (*the same action twice*), or Research once in the left River section.

Effect: Advance 1 space along the Royalties Track, and raise the level of any 1 Craftsperson.

Goal: Invent, Build, and Publish (*all 3 at least once*), or Research once in the centre River section.

Effect: Remove 1 Invention Tile from their Player Board. Resolve the printed effect on the Tile, then remove it from the game. This may trigger revealed effects on the Player Board, but does not count as an Invention.

Goal: Invent, Build, or Publish 3 times, or Research once in the right River section. Note that the Invention Tile that was removed on the previous goal does not count as 1 of the 3 possible Invents.

Effect: Raise the level of 3 Craftspeople (*this may be the same Craftsperson multiple times*).

RESEARCH TILE REFERENCE



When gaining a Blue Die by any means: Draw 1 Device Card to hand and gain 1 Silver



When gaining an Orange Die by any means: Refresh any 1 Craftsperson and gain 1 Silver



When gaining a Charcoal Die by any means: Draw 1 Device Card to hand, and refresh any 1 Craftsperson



When completing a column of Workshop Tiles: Gain 1 Influence and raise any 1 Craftsperson 1 level



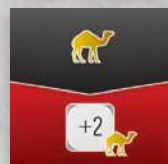
When gaining a Workshop Tile: Brighten 1 Die



When Researching: Gain 1 Silver (*only for future Research*)



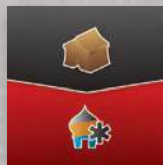
When advancing your Marker along the Royalties Track: Brighten 1 Die



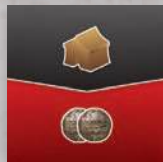
Dice on Camels: The sum of all Dice being used is increased by 2 (*a 7 would be treated as a 9*)



End of Round: All coloured Dice on Camels are rolled and return to Ready, rather than Exhausted



When placing your Tent: Gain 1 Influence



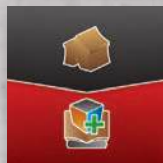
When placing your Tent: Gain 2 Silver



When placing your Tent: Brighten 2 Dice (*or 1 Die twice*)



When placing your Tent: Draw 2 Device Cards to hand



When placing your Tent: Gain 1 Die of any colour to your Study



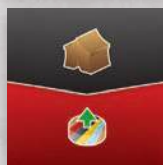
When placing your Tent: Pay 1 Silver to return all Dice from 1 Workshop to Exhausted



When placing your Tent: Pay any 1 Craftsperson to advance your Marker along the Royalties Track



When placing your Tent: Refresh any 2 Craftspeople



When placing your Tent: Raise the level of any 1 Craftsperson



Immediately: Brighten 4 Dice (*or the same Dice multiple times*)



Immediately: Flip your Hired Camel, making it available for this Round



Immediately: Gain 1 Die of any colour to your Study, and swap a Die (*see page 8*)



Immediately: Gain 1 of each Influence, and 1 more Influence of your choice



Immediately: Gain 1 Influence, and collect a Workshop Tile from your Ship's space or to its left



Immediately: Advance your Marker along the Royalties Track, then gain your Royalties



Immediately: Raise the level of 2 Craftspeople (*this may be the same 1 twice*)



Immediately: Move your Ship 1 space following the normal movement rules



Immediately: Refresh all your Craftspeople, and gain 2 Silver

WORKSHOP TILE REFERENCE



Pay your Tiler to gain a Blue Die to your Study



Pay your Chandler to gain an Orange Die to your Study



Pay your Blacksmith to gain a Charcoal Die to your Study



Pay your Weaver to gain any coloured Die to your Study



Pay your Carpenter to swap a White Die with a coloured Die from the Main Supply (see page 8)



Pay your Tiler to gain 1 Blue Influence



Pay your Chandler to gain 1 Orange Influence



Pay your Blacksmith to gain 1 Charcoal Influence



Pay your Carpenter to draw 1 Device Card to hand, and gain 1 Influence of your choice



Pay your Chandler to draw 2 Device Cards to hand



Pay your Weaver to brighten 2 Dice (or 1 Die twice)



Pay your Carpenter to advance your Marker along the Royalties Track



Pay your Scribe to Research



Pay your Scribe to refresh all your Craftspeople (including your Scribe)



Pay your Weaver to raise the level of 2 Craftspeople (this may be the same 1 twice, even the Weaver).



Pay your Blacksmith to move your Ship 1 space following the normal movement rules



Pay your Tiler to collect a Workshop Tile from your Ship's space or to its left



Pay any 1 Craftsperson to increase the value of the Dice for this entire action by up to 6



Increase the value of the Dice for this entire action by up to 3



Gain 3 Silver



Gain 2 Silver



Gain 2 Silver



Gain 2 Silver



Brighten 1 Die and gain 1 Silver



Increase 2 available Dice 1 (or 1 Die twice), and gain 1 Silver



Brighten 1 Die, increase 1 available Die by 1, and gain 1 Silver

WORKSHOP TILE REFERENCE



Gain 1 Blue Influence



Gain 1 Orange Influence



Gain 1 Charcoal Influence



Draw 2 Device Cards to hand



Raise the level of any 1 Craftsperson by 1



Refresh any 2 Craftspeople



This Workshop has the Blue colour for all Workshop Tiles that require it



This Workshop has the Orange colour for all Workshop Tiles that require it



This Workshop has the Charcoal colour for all Workshop Tiles that require it



Advance your Marker along the Royalties Track



Collect a Workshop Tile from your Ship's space or to its left



Lose any 1 Influence to move your Ship 1 space following the normal movement rules



Lose any 1 Influence to Research



End of Round: All Dice in this Workshop are rolled and return to Determined, rather than Exhausted



End of Round: All Dice in this Workshop are rolled and return to Determined, rather than Exhausted



End of Round: All Dice in this Workshop are rolled and return to Determined, rather than Exhausted



Gain 1 Silver, and refresh any 1 Craftsperson



Draw 1 Device Card to hand, and refresh any 1 Craftsperson



Brighten 1 Die, and refresh any 1 Craftsperson



End of Round: All Dice in this Workshop are rolled and return to Ready, rather than Exhausted



End of Round: All Dice in this Workshop are rolled and return to Ready, rather than Exhausted



End of Round: All Dice in this Workshop are rolled and return to Ready, rather than Exhausted

Important Reminders:

- Only Dice in Ready, Determined, and Inspired are considered “available”.
- Paying Craftspeople always raises them up 1 level and turns them Inactive.
- Craftspeople can be used to activate Workshop Tile abilities, even if their effects cannot be resolved.
- Players can resolve their Workshop Tiles in any chosen order.
- If the Dice being used to activate a Workshop are removed mid-turn, no further Workshop Tiles in that row may be used.

DEVICE CARD REFERENCE

NAME	SCORES FOR	NAME	SCORES FOR
Astrolabe	Your collected Workshop Tiles that require Orange	Drum	The Tower level of your Scribe
Basin	Your Research Tiles from the left River section	Eyeglasses	Devices you have Built
Basket	Devices that you have both Invented and Built	Flask	Your Research Tiles from the right River section
Beacon	Position of your Royalties Marker	Flute	The Tower level of your Weaver
Beaker	Each row on your Player Board where you have removed 2 or more Invention Tiles	Fountain	Devices that you have both Built and Published
Boat	Each set of 3 different Influence (<i>including Influence from Tents</i>)	Funnel	The Tower level of your highest Craftsperson
Bookshelf	The Tower level of your Tiler	Glider	The number of unique Tent areas where you have Tents (<i>if playing the 3 Round game, your Setup Card counts as a Tent area</i>)
Bowl	The Tower level of your lowest Craftsperson	Goblet	The number of White Dice you own
Chair	Devices you have Published	Grab	Your Charcoal Influence (<i>including Influence from Tents</i>)
Clock	Each set of 3 different coloured Dice you own	Helmet	Each pair of 1 collected Workshop Tile and 1 refreshed Craftsperson
Compass	Your collected Workshop Tiles that have no colour requirements (<i>starting abilities of Workshops do not count</i>)	Hourglass	Your Blue Influence (<i>including Influence from Tents</i>)
Crane	The number of Charcoal Dice you own	Lamp	Each set of 3 Research from different River sections
Dial	Each pair of 1 Charcoal Die and 1 Blue Die that you own	Lantern	Each set of 1 Research and 1 refreshed Craftsperson
Door	Each pair of 1 Orange Die and 1 Charcoal Die that you own	Lens	The Tower level of your Blacksmith

DEVICE CARD REFERENCE

NAME	SCORES FOR
Mill	Your collected Workshop Tiles that require Blue
Needle	Devices that you have both Invented and Published
Pinhole Camera	The number of Orange Dice you own
Pump	Each Workshop row where you have 4 or more Workshop Tiles
Puzzle	The number of Blue Dice you own
Reed Pen	The Tower level of your Chandler
Sail	Each column on your Player Board where you have removed both Invention Tiles
Saw	Your Orange Influence (<i>including Influence from Tents</i>)
Scales	Each individual Device Board where you are either the Inventor, Builder, or Publisher
Statue	Each pair of 1 Blue Die and 1 Orange Die that you own
Table	The Tower level of your Carpenter
Telescope	Your collected Workshop Tiles that require Charcoal
Torch	Each pair of 1 Workshop Tile and 1 Research Tile

NAME	SCORES FOR
Toy	How many spaces your Ship has moved <i>12 = The first space of the right section</i> <i>17 = The last space of the River</i>
Vase	Your Research Tiles from the centre River section
Wheel	Each completed column of Workshop Tiles on your Player Board

PASS TILE REFERENCE

The icons for most Pass Tiles can be found on the next page. This particular Pass Tile may require more clarification:



This allows you to either:

- Collect a Workshop Tile from your Ship’s space or from a space to its left along the River, or
- Discard 1 Device Card to advance your Ship 1 space along the River (*following normal movement rules*).

ICONOGRAPHY

	Blue Die (Merchant)		Inspired: Increase by up to 5		Research		Royalties
	Orange Die (Scientist)		Determined: May increase by 1		Ongoing Research		Gain Royalties
	Charcoal Die (Builder)		Ready		Tent Research		Invent
	Swap a Die (see page 8)		Exhausted		Immediate Research		Build
	White Die		Move Workshop Dice to Exhausted		Workshop Tile		Test
	Remove a Die		Workshop		Workshop Tile at Ship's space or to its left		Publish
	Gain a White Die to Ready		Camel		Draw a Device Card		Any Craftsperson
	Gain a coloured Die to Determined		Unlock 3rd Camel		Discard a Device Card		Refresh any Craftsperson
	Gain a Blue Die in the Study		Hire Camel		Blue Influence		Refresh all Craftspeople
	Gain a Orange Die in the Study		Worker		Orange Influence		Use a Craftsperson
	Gain a Charcoal Die in the Study		Retrieve a Worker		Charcoal Influence		Raise the level of 1 Craftsperson
	Gain a Coloured Die in the Study		Unlock 3rd Worker		Lose Blue Influence		Scribe
	Testing Die		Gain Envoy		Lose Orange Influence		Chandler
	Brighten a Die		Start of Round		Lose Charcoal Influence		Weaver
	Increase an available Die by 1		End of Round		Any Influence		Tiler
	Study		Tent		Ship / Move Ship		Blacksmith
			Victory Points				Carpenter