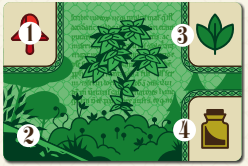

Codex
Naturalis

Components

40 Resource cards

Front



Back



❶ Visible corner
❷ Hidden corner
❸ Resource held by the player as long as the symbol is visible in their play area
❹ Object held by the player as long as the symbol is visible in their play area

40 Gold cards

Front



Back



❶ Resources needed in the play area to be able to place the card
❷ Number of points won when card is placed

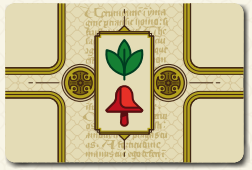
On the back of the cards, there are 4 visible corners and 1 permanent resource in the middle, this resource can never be covered.

6 Starter cards

Front



Back



Resources: Plant kingdom, Animal kingdom, Fungi kingdom, Insect kingdom.

16 Objective cards

Front



Back



Object: Quill, Inkwell, Manuscript.

9 tokens (2 red, 2 blue, 2 green, 2 yellow and 1 black for the 1st player)

1 Score track

Game overview

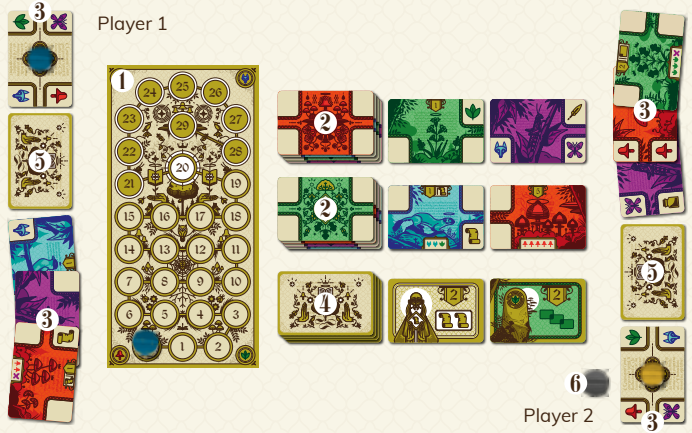
Play and place your cards carefully to benefit from the resources and the objects to:

- Play cards to win immediate points,
- Fulfill endgame objectives.

The first player to reach 20 points triggers the end of the game. Do not hesitate to cover and lose resources to develop your play area.

Game setup

1. Place the **Score track** (board) in the center of the table.
2. Shuffle the **Resource cards** and place them facedown in the center of the table. Draw 2 cards and place them faceup. Do the same for the **Gold cards**.
3. Each player randomly takes one **Starter card** and places it in front of them. They choose which face of the card they want to show and that face will be played. They choose a color, place a token of this color on their Starter card and the other token on "0" on the Score track. Each player draws **2 Resource cards and 1 Gold Card**.
4. Shuffle the **Objective cards** and place them facedown next to the Score track. The first two cards are placed faceup. These are **common objectives**: at the end of the game, all the players may score points if they fulfill the conditions.
5. Each player receives 2 Objective cards, they look at them and choose one of them. This is your **secret objective**: at the end of game, if you fulfill the conditions you will score the points. The other card is discarded to the bottom of the deck.
6. The first player is chosen at random, they place the **first player token** on their Starter card.



Playing the game

A game consists of several rounds that players take one after another in a clockwise direction. In turn, the player must perform the following two actions in order:

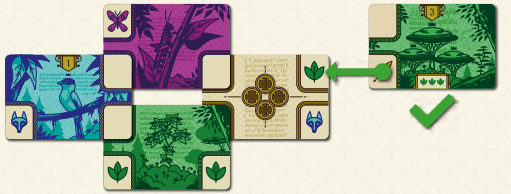
❶ Play a card from their hand
❷ Draw a card

❶ Play a card from their hand
The player chooses one of the 3 cards in their hand and places it intheir play area according to the illustration and respecting these 2 rules:

Placement rule
The card must cover one or several visible corners of cards already present in their play area. It cannot cover more than one corner of the same card. Only the card already present in the play area may contain the necessary visible corners.
Important: if the player does not like the front of the card, they can play it facedown.



Gold cards rule
To place the Gold cards, the player must possess the indicated resources visible in their play area. The ressources must be visible **before** they place the card, but they may be covered afterwards.



Scoring points
If the card placed allows the player to score points, they must be immediately added to the Score track. The cards are detailed later.

❷ **Draw a card**
After placing a card in their play area, the player chooses a new card either **from the four cards** faceup in the center of the table (a new card is then revealed to replace the one just taken), **or the first card** from one of the two decks.

End of game

The end of the game is triggered when a player **reaches 20 points (or more)** or if the **two decks are empty**. Players finish the round and then each have a last turn before the game ends.

Each player counts the points from the **Objective cards** (2 common objectives + the secret objective) and adds them to the points already scored on the Score track.

The player with the most points wins the game. In case of a tie, the player with the most Objective card points wins. If there is still a tie, the players share the victory.

Card details

Resource card



1 point

Gold cards



3 points



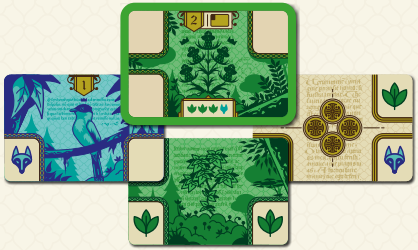
5 points



1 point per visible object in the play area of the player, including this card.
Note: Adding an object later in the play area, does not give the right to win an additional point.



2 points per corner covered by this card.



= 4 points

Objective cards



2 points per pair of identical objects visible in the play area of the player.



3 points per set of 3 different objects visible in the play area of the player.



2 points per set of 3 identical resources visible in the play area of the player.



2 points per identical pattern in the play area of the player.

Important: The player must respect the direction and the colors.



= 2 points



3 points per identical pattern in the play area of the player.

Important: The player must respect the direction and the colors.



= 6 points

Important: When counting the objective points, each Resource or Gold card in the play area may only be counted once.

Game Designer: Thomas Dupont

Artwork: Maxime Morin

Translation: Benjamin Guimbert