2-4

10+

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# Biblios

Steve Finn

## • Introduction

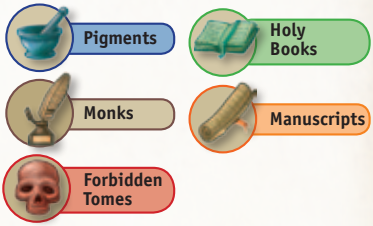
In **Biblios**, you play the part of an abbot at the head of a monastery during the Middle Ages. Seeking to own the most illustrious library, you compete with other abbots to obtain highly treasured holy books and manuscripts. You attain your goal by acquiring the resources necessary for decorative lettering, hiring the best copyists and reproducing the most precious works. You have a limited amount of gold at your disposal to this end. Furthermore, to fulfill your purpose, you must win the bishop's trust and thereby avoid the church's wrath.

## • Contents

- 1 Scriptorium (Category Value Board)
- 5 six-sided dice
- 87 cards

## • Goal

The goal in **Biblios** is to win the most Victory Points. You win Victory Points at the end of the game by having the highest total score in any one of five categories.




At the end of the game, each category is worth from 1 to 6 Victory Points, which will be indicated by the dice on the Scriptorium. At the start of the game, however, all dice start at 3, but these values may change during the game. To win a category, you must have the highest total points in that category (see example on next page).

*The Scriptorium indicates how many Victory Points each of the 5 categories is worth.*



## Winning a Category

The category of a card is indicated by its symbol and its color. Its value in the corresponding category is indicated by the number in the top left corner. The card presented here is worth 2 Manuscripts (orange). At the end of the game, the players add up the values of all their Manuscript cards. The player who has the highest total wins the category and scores as many Victory Points as indicated by the die of the Manuscript category. If two players are tied, the player who has the card with the letter closest to A wins the category. The other four categories are scored in the same way.

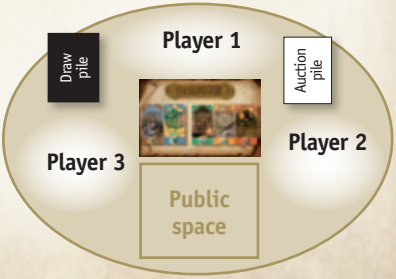



The game is split into two phases:
1) During the **Gift phase**, players receive free cards.
2) During the **Auction phase**, players purchase cards in an auction.
Once these two phases are over, the winner in each category is determined and the corresponding Victory Points are awarded.
The player who scores the most Victory Points wins the game.

## • Setup

Place the Scriptorium at the center of the playing space and put one die on each of the categories with the value "3" showing.
Discard a designated number of cards (see chart on right to determine the exact number to be discarded). Then shuffle the remaining cards into a draw pile and place it face down.

- **2-player game**
Discard 6 Gold cards (2 of each value), and then an additional 21 random cards.
- **3-player game**
Discard 3 Gold cards (1 of each value), and then an additional 12 random cards.
- **4-player game**
Discard 7 random cards.



## • Playing the game

A game is split into 2 phases:
(1) Gifts and (2) Auctions.
Turn order is clockwise.

## • Phase 1: GIFT PHASE

Select the first player through a method of your choice (oldest player, for example). The player taking a turn is called the "active" player.
A turn consists of the active player "allocating" a designated number of cards (see chart below) and then giving the remaining players an opportunity to draw a card from the public space.

***In a 4-player game, the active player allocates 5 cards.***

***In a 3-player game, the active player allocates 4 cards.***

***In a 2-player game, the active player allocated 3 cards.***

To "allocate" a card means to draw a card, look at it, and then place it into one of three locations:

- in front of the active player (face-down)
- into the public space (face-up)
- into the Auction pile (face-down)

The active player must allocate exactly 1 card to the space in front of him/herself and exactly 1 card to the Auction pile. The remaining cards must be allocated to the public space. After a player has allocated the designated number of cards, the public space will always contain one fewer cards than the number of players.

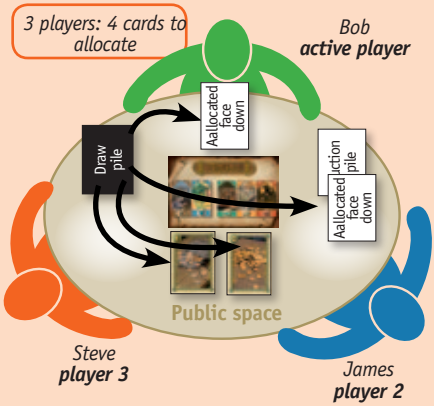
The cards are allocated one at a time. Thus, the active player draws a card, looks at it, and then places it into one of the three locations. The process is repeated, one card at a time, until the active player has drawn and allocated the designated number of cards.

***Note:*** *At the start of the game, when the first active player allocates a card to the Auction pile, this will begin the Auction pile. This pile will grow as the Gift Phase continues and these cards will be purchased during the Auction Phase.*

Once the active player has allocated the designated number of cards, the active player picks up the card that was allocated to his/her space and adds it to his/her hand. Then, starting with the player to the left of the active player, each player draws a card from the public space and adds it to his/her hand. After each turn in the Gift Phase, in other words, every player's hand will increase by 1 card. (See example on next page).

***Note:*** *Players may look at the cards in their own hands at any time, but not at the hands of others.*

Once all the cards have been picked from the public space, the active player's turn ends. The player to the left then becomes the active player. Players continue taking turns in the Gift Phase until the draw pile has been exhausted.

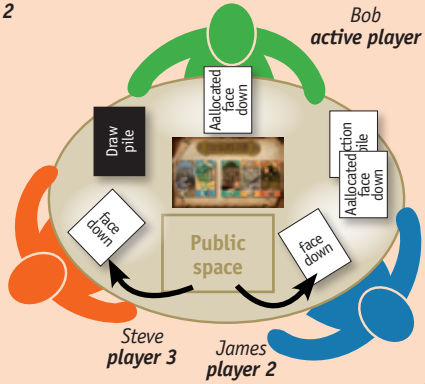



*allocates to the space in front of him. He draws the final card of his turn (a "Gold 2"), which he must allocate to the public space, since the other options are not available.*

*After allocating cards, Bob picks up the card he allocated to himself and adds it to his hand. James, on Bob's left, then chooses the "Gold 2" card from the public space, adds it to his hand, and leaves the "Gold 1" card for Randolph to take and add to his hand." Bob's turn ends and then James must take a turn.*

***Example of a Turn in Gift Phase:***

*Bob is the active player. It is a three-player game, so he must allocate 4 cards. He draws the first card, looks at it (and sees a "Monk 1"). He decides to allocate it to the Auction pile. He places it face-down in the Auction pile, so the other players do not see it. He draws the second card, looks at it, (a "Gold 1") and allocates it to the public space by playing it face-up on the playing surface. He draws a 3rd card is a "Monk 2," which he*




***Note:** the Gift phase is put on hold whenever a player acquires a Church card (see Special Rule – Church Cards).*

## • Phase 2: AUCTION PHASE

After the Gift phase, the Auction pile is shuffled to make up a new draw pile and its cards are auctioned one at a time.

The player who started the game as the first active player is the first active player in this phase. On a turn, the active player reveals the topmost card of the draw pile and lays it face up at the center of the table. Then the players bid for the card, following the rules explained below. Once the card is acquired, the next player (to the left of the active one) becomes the active player.

***Note:** as it is easy to forget who the active player is in this phase, we recommend the active player take the draw pile and place it before him/her.*

### 1) General auction rules

The active player flips the top card of the draw pile to begin an auction for that card. The player to the left of the active player must make a bid or pass. Then, moving clockwise, every other player makes a bid or passes. When bidding, you must bid higher than all prior bids in that particular auction. Once you have passed, you cannot bid again until a new card is being auctioned. Bidding continues in a clockwise fashion until a highest bidder is determined, i.e., the bidding may go around more than once.

***Note:*** *If all the players pass without anyone making a bid, the card is discarded and the active player's turn is over.*

The highest bidder pays the bid amount by discarding a certain number of cards from his/her hand (see specific rules below) and adds the auctioned card to his/her hand. If the player cannot pay the bid amount, that player is penalized.

**Penalty:** The other players each pick a card randomly from that player's reserve and add it to theirs. The auctioned card is auctioned again and the penalized player cannot participate.

**Variant : Medieval bluff**
The penalized player must discard 1 card from his/her hand, to be chosen randomly by the player to the left. The penalized player can't bid during that auction.

The Auction phase continues until all the cards in the draw pile have been auctioned off or discarded.

### 2) Specific auction rules for non-Gold cards

When the active player flips a card that is not a Gold card, i.e. the card is a Pigment, Monk, Forbidden Tomes, Holy Books, Manuscripts or church card, the following rules apply:

- the players bid by announcing how much Gold they are willing to pay

- when paying, a player can use any combination of Gold cards from his/her hand

- a player may be forced to pay more Gold than the bid (e.g., if a player bids 2 Gold, but only has a 3 Gold card)

- the player with the highest bid shows the Gold cards he is using to pay, discards them, and adds the acquired card to his/her hand

- ***Example:*** *in a 3-player game, Bob is the active player. He flips a "Forbidden Tome 2" card. James, at Bob's left, bids 1 Gold. Steve passes. Bob bids 3 Gold. James bids 4 Gold. Bob passes. James pays the bid amount with one "Gold 2" card and one "Gold 3" card, then adds the "Forbidden Tome 2" card to his reserve. As James has no "Gold 1" card, he was unable to pay the exact amount he had bid and so "loses 1 Gold".*



**3) Specific auction rules for Gold cards**

When the active player flips a Gold card to be auctioned, the following rules apply:

• the players bid by announcing the number of *cards*, they wish to pay

• players may pay with any type and combination of cards they wish

• the highest bidder pays by placing the corresponding number of cards face down in the discard pile, without revealing their category or value to the other players.

## • Special Rule for Church Cards

At any time during the game, as soon as a player acquires a Church card, the game is immediately put on hold while the Church card is played and then discarded.




***Note:*** *A Church card is acquired when a player chooses it during the Gift phase or wins it during the Auction phase. During the Gift Phase, in other words, a Church card is* ***not acquired*** *when it is drawn, but when the active player keeps it for himself or when another player chooses it from the public space. A Church card placed in the Auction pile is not played at that point.*

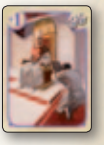
A Church card gives its owner the power to modify the number of Victory Points by adjusting one or more dice on the Scriptorium.
A player who acquires a Church card may decide not to use it, in which case it is discarded.



• a "+1" church card with one die allows the player to increase the value of one category die by 1 point.



• a "-1" card with one die allows the player to decrease the value of one category die by 1 point.



• a "+1" card with two dice allows the player to increase the value of two category dice by 1 point.



• a "-1" card with two dice allows the player to decrease the value of two category dice by 1 point.

• a card with both the "+1" and the "-1" symbol allows the player to increase or decrease the value of one category die by 1 point.



***Note:*** *the power provided by a Church card with two dice has to be used on two separate categories or none. You may not modify only one category value by two.*

Once its effects are applied, the Church card is discarded.

• ***Example:*** *During the Gift Phase, Bob acquires a Church card by allocating the first card (a " Church -1 with two dice") to himself. He temporarily stops allocating cards in order to use the power of the Church card. He decides to decrease the value of the Holy Books from 2 to 1 and the value of the Pigments from 3 to 2. He adjusts the two dice accordingly and then resumes his turn.*

## • Winning the game

Once all the cards in the draw pile have been purchased or discarded, the players determine their points in each of the five categories

The players group their cards by category and add up the points in each. The player with the highest number of points in a given category wins the Victory Points for that category and takes the corresponding die from the Scriptorium and places it in front of himself/herself.

***Note:*** *the numbers on the cards are not Victory Points, they are simply used to determine who wins in each category.*

If two players are tied in a category, the player with the card in that category closest to the letter "A" (in the alphabetical order) wins the category. When the winner of each category has been determined, the players add the numbers on their dice. The player with the most Victory Points wins the game. If two or more players have the same total on their dice, the player with the most Gold wins the game. If there is still a tie, the player who won the Monk category is the winner.

• ***Example:*** *The players determine their points in each category, starting with Monks. Bob has 3 Monk cards (2, 3, 4), for a total of 9 Monks.*
*Steve also has Monk cards for a total of 9. Steve however has a "B" card whereas Bob only has a "C " card.*
*So Steve wins the category. He takes the Monk die from the Scriptorium; the die earns him 5 Victory Points.*
*The procedure is the same for the other categories. At the end, Bob wins 3 categories. His dice show 2, 2 and 4 for a total of 8 Victory Points. Steve's dice show 5 and 3 for a total of 8 Points too. But Steve has more Gold so, even though they have the same number of Victory Points, Steve wins the game.*

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# Biblios



Carefully choose ***your Category cards*** during the ***Gift phase*** in an attempt to win one or more categories

Use ***the Church cards*** change the dice and affect the values of the categories









***The dice*** on the Scriptorium show the respective values of each category

***The Scriptorium*** lets everyone keep track of the changes in values for each category



***To win***, you must have the most Victory Points and you win Victory Points by winning a ***Categories***

**Biblios is a card game by Steve Finn.**

As head of a monastery during the Middle Ages, you compete against the other monasteries to become the one with the most wonderful library. In order to assemble your collection, you need to acquire the necessary pigments for decorative lettering, hire the best copyists and reproduce the most precious works. You have a limited amount of gold at your disposal to this end. The trick is to part with the items of your collection at just the right time and to pay the lowest price for those which others will envy you. Finally, to fulfill your purpose, you have to take the fancies of the bishops into account.


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309 BD DES TECHNOLOGIES
54710 LUDRES - FRANCE
**www.iello.info**



**Designer:** Steve Finn
**Illustrator:** David Palumbo
**Publisher:** Iello - **Packager:** Origames


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**WARNING:**
This game contains magnets or magnetic components. Magnets sticking together or becoming attached to a metallic object inside the human body can cause serious or fatal injury. Seek immediate medical help if magnets are swallowed or inhaled.


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Visuals are not binding, color and detail may vary