

A game by William Attia - Artworks by Neriac (game) & Arnaud Demaegd (cover)

Game Rules

In Victorian England, the discovery of Spyrium, a mineral with high energetic efficiency and with remarkable properties, revolutionizes industry...

At the head of an industrial conglomerate, grasp the glorious destiny offered to the Nation. Recruit judiciously, build and improve your factories, patent techniques under the noses and eyes of your rivals. Build a prosperous commercial empire for the greater glory of Her Majesty the Queen!

Box contents



35 workers
(7 of each color)



20 discs
(4 of each color)



about 50 Spyrium crystals



24 tokens, numbered 1, 2,
and 3 (8 of each number)



36 coins of £1, and 10 of £5



10 Bonus tokens
(2 of each color)



1 First player card



5 Start cards
(1 of each color)



7 Event cards



7 Technique cards

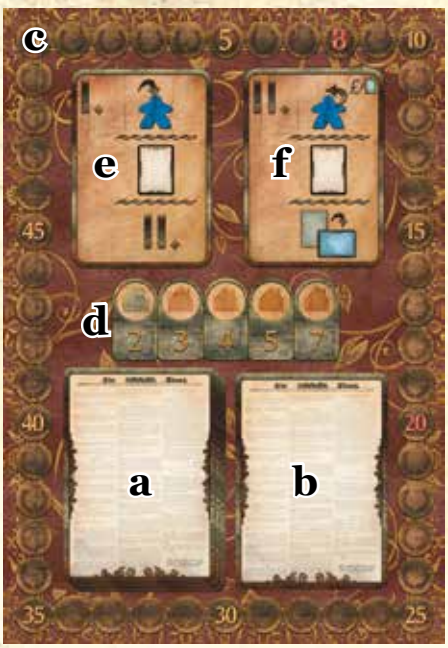


17 Character cards



35 Building cards

Note: the Technique, Character, and Building cards belong to three distinct periods depending on the letter shown on their backs (30 A cards, 20 B cards, and 9 C cards).



1 board

a) Future events

b) Turn's event

c) Score track

d) Residence track

e) Phase I (Placement)

f) Phase II (Activation)

Symbols


Worker


Spyrium


Token


Residence


Building


Technique


Factory


Mine


Research

Goal of the game

Each player leads an industrial conglomerate. During the game, the players will score victory points by constructing buildings, by employing their workers in them, by patenting techniques, and by calling on special characters. At the end of the game, the player who has scored the most points will be declared the winner.

Setup

- The cards from the A, B, and C periods are sorted according to their backs and shuffled accordingly, in order to make 3 face-down decks.
- The Event cards are shuffled to make a face-up deck, which is placed in the Future Event space of the board (a).
- Each player chooses a color and places three discs of that color on the board: one on the 0 space of the score track (c), one on the first space (numbered 2) of the residence track (d), and one on the Phase I space (e).
- Each player gets a Start card, 3 workers of their color, 2 Spyrium crystals, £8, and the last disc of their color, which will be used to indicate whether or not they've used the turn's event. The 4 other workers of each color are not available at the beginning of the game and are placed next to the board.
- The Bonus tokens of the players' colors are placed next to the score track, next to the 8 space, where they'll be used for the first time.
- The numbered tokens are shuffled and placed face-down next to the board. If the top Event card uses a token, place a randomly drawn token face-up on top of it.
- The remaining Spyrium and money (both of which are considered to be unlimited) make up the bank.
- The first player is determined randomly, and gets the First player card.

Game overview

The game lasts for 6 turns, and is divided into 3 periods (A: turns 1 through 3, B: turns 4 and 5, and C: turn 6).

Note: during the game, some cards from the A and B periods will not be used.

Turn overview

1) Beginning of the turn

- Each player gets **revenue** from the bank. The amount gained is indicated by the position of their disc on the residence track. Therefore, on the first turn, each player gets £2.
- The turn's **event** is placed. The card from the top of the *Future events* deck is placed in the space of the *Turn's event*. The next card in the deck is thus visible (this event will only be available on the next turn). If the revealed card uses a token, place a randomly drawn token face-up on top of it.
- The **market** is set up. The 9 first cards of the deck from the current period are placed in a rectangle of 3x3 cards with some space between them. Tokens are then placed on the market cards which show the *Token* symbol (see page 7).
- The workers of each player are made active, meaning they are placed on their Start card.



Example: turn 1 setup. A token is placed on the University card.

2) Placement and Activation

The players perform actions in turn until everyone has passed. The first player begins, then play proceeds in a clockwise fashion. On their turn, a player must choose one of the actions available in their current phase.

A player in their **Placement phase (Phase I)** must perform one of the following actions:

- place a worker,
- use the turn's event,
- start their Activation phase (by moving their disc from the Phase I space to their Phase II space), and **immediately** perform an action from the Activation phase.

A player in their **Activation phase (Phase II)** must perform one of the following actions:

- earn money,
- activate a card,
- use the turn's event,
- use one of their buildings,
- pass.

Some players may be in their Activation phase while others are still in their Placement phase. On their turn, a player chooses their action depending on the phase in which they are, regardless of the phase in which the other players are.

Be careful: a player in their Activation phase can't go back to their Placement phase for that turn.

Once a player has passed, that player can no longer perform actions until the end of the turn; the other players continue to perform their actions normally. The turn isn't over until all the players have passed.

a) Place a worker

This action can only be performed during the Placement phase.

The player takes one of the workers from the Start card and places it in the market **between two adjacent cards or between a card and an empty card space**.

There are no limits to the number of workers which can be placed between any two cards.



Example: Blue wants to place themselves next to the Apprentice. They can do so either in position A, or in position B. The X positions are forbidden as they are outside of the market.

b) Use the turn's event

This action can be taken during the Placement phase or the Activation phase, but each player can only take it once per turn. The player uses the effect of the turn's Event card. They then place the disc of their color on the card to indicate that they've used it and thus won't be able to use it again this turn. Some events have many possible effects; when a player chooses to use such an event, they must choose one of these effects.



Example: Red uses the turn's event. They spend 1 Spyrium crystal and gain £3, then place their disc on the event to show that they've used it this turn.

c) Gain money

This action can only be taken during the Activation phase. The player chooses one of their workers in the market. They choose **a card** adjacent to that worker and gain £1 from the bank for each **other** worker adjacent to that card, no matter which player owns them. The chosen worker is then removed from the market and then placed, inactive, next to the player's Start card. If the two cards adjacent to the chosen worker have been removed, the player gains nothing and the worker is removed from the market and placed, inactive, next to the player's Start card. This is still considered to be an action.



Example: Yellow, who is in Phase II, removes a worker to gain money. They choose the Mine and gain £5 as there are still 5 workers adjacent to it.

d) Activate a card

This action can only be taken during the Activation phase. The player chooses one of their workers in the market. They choose one of the cards adjacent to that worker and activate it:

- if it is a Character card, they call upon that character,
- if it is a Building card, they construct that building,
- if it is a Technique card, they patent that technique.

In all cases, they must pay to the bank:

- the price given in the upper right corner of the activated card,
- £1 extra for each **other** worker adjacent to that card, no matter which player owns them.

The chosen worker is then removed from the market and placed, inactive, next to the player's Start card.

Call upon a character: the player immediately benefits **once** from the character's effect. After the activation, the card remains in place and can be activated by other adjacent workers, including those belonging to the same player.

The effect of some characters depends on the value of a token (see page 7). A player can only call on such a character for as long as there's still at least one token on the card.

In that case, they choose one of the tokens, use its value for the activation, and discard it. The card remains in the market even if there are no more tokens on it.



Example: Black moves on to phase II. They choose to call upon the Apprentice. They remove one of their workers and pay £0 (the cost of the card) + £4 (the number of workers still present). They then spend 1 Spyrium crystal and score 3 victory points (the effect of the Apprentice).

Construct a building: the player constructs the building in their neighborhood and will be able to use it later.

The player takes the card and places it to the right of their Start card, choosing from among the following three possibilities:

- buy a new space to construct the building. This space costs £1 for each building the player already owns, meaning that the space for the first building is free, the second one costs £1, etc.
- replace a building they already have (inclined or not). The old building is discarded and the player does not have to pay for a new space.
- replace a building (inclined or not) which has at least one symbol in common with the new building. The old building is discarded, the player does not pay for a new space, and the price for the new building is reduced by £3 (to a minimum of £0).

The construction of some buildings (see pages 10 and 11) grants the player immediate benefits. Specifically, if the player constructs a building on which a victory point token is placed, these are immediately scored.



Example: Blue constructs a Factory, and pays £6 (its cost) + £2 (2 workers next to the card). To place it, they can either spend £2 to put it in a new space, or spend nothing more if they replace their Working-Class Neighborhood, or else reduce £3 from the cost of the Factory if they replace their Laboratory, which has a symbol in common with the Factory.

Patent a technique: the player discovers a technique which gives them an advantage throughout the game and is worth victory points at the end of the game.

They take the card and place it to the left of their Start card.

Unlike buildings, techniques don't require spaces. There are no limits to the number of techniques a player may own. Once in a player's possession, a technique cannot be lost or discarded.

e) Use a building

This action can only be taken during the Activation phase. The player chooses in their neighborhood a non-inclined building with an effect (if that building has multiple effects, the player must choose the one they wish to use).

They then incline the card (this building will thus no longer be able to be used during the current turn).

If the chosen effect requires workers, the player must take workers from their Start card and place them on the building.

If the chosen effect requires Spyrium, the player must pay the cost to the bank.

The effect of the building is immediately resolved.



Example: Green uses their Mine. They can either take 1 Spyrium crystal from the bank, or use an active worker to take 2 crystals. In both cases, the player inclines the Mine, which will not be usable again for this turn.

f) Pass

This action can only be taken during the Activation phase, and only if the player no longer has any workers present in the market (if a player still has any, they must first perform Gain money or Activate a card actions).

Once a player has passed, that player may no longer take any actions during the current turn.

End of the turn

The turn ends when all players have passed.

The cards still present in the market are discarded and will no longer be used during this game.

- The turn's event is also discarded. The players who have used it regain their disc.
- Any inclined buildings in the players' neighborhoods are straightened, as well as any inclined techniques.
- The first player passes the First player card to the player on their left.

End of the game

The game ends after the sixth turn of play. Each player then adds the following victory points to those scored during the game (which are indicated by the score track):

- victory points indicated on the buildings present in their neighborhood (the buildings which have been replaced aren't worth any points),
- victory points indicated on techniques which they've patented, with a maximum of 7 points per technique.

Money, Spyrium, and workers aren't worth any points.



Example: in addition to the points they've scored during the game, Blue scores 13 points for their buildings, and 7 for their Automation technique (they have 8 Spyrium crystals, but a technique can't give more than 7 points).

The player who has the most victory points is the winner. In the case of a tie between players, there are no tie breakers.

Tokens



The cards with the Token symbol use numbered tokens. These tokens, each with a value of 1, 2, or 3, are kept in a reserve, face-down. When a token is discarded (either because it has been used, or at the end of the turn if it hasn't), it is placed in a discard pile which will be reshuffled if required to make a new reserve.

Tokens on buildings: When a building using a token (Mine or University) is placed in the market at the beginning of the turn, a randomly drawn token is placed on it face-up.

When that building is constructed by a player, that player discards the token and takes the number of resources (Mine) or victory points (University) indicated on the token.

Tokens on characters: When a character using a token (Bureaucrat, Miner, Architect, Banker, or Financier) is placed in the market at the beginning of the turn, **one less token than the number of players** are placed (face-up) on it.

When a player calls upon that character, the player discards a token of their choice from the card and takes the corresponding number of victory points (Bureaucrat), or resources (Miner), or pays the corresponding amount (Architect, Banker, or Financier). Once there are no longer any tokens left, the character remains in place, but can no longer be called upon. The card can still be used by an adjacent worker to Gain money, however.

Tokens on events: When a future event using a token is revealed at the beginning of the turn, a token is placed on it (face-up). The value indicated on the token is used by all players who use the event. This token remains in place until the event is discarded.

"Commerce" Technique: The player who has patented the Commerce technique keeps the tokens placed on the market cards they activate instead of discarding them, to a maximum of 7. Each of these tokens will be worth 1 victory point at the end of the game.

Residences



The Residence symbol on some cards means an immediate effect. The player who benefits from it can, at their choice:

- either move their disc on the board's residence track one space to the right,
- or gain as many victory points as the current position of their disc on that track.





Example: Red has just called on an Architect. They discard the value 1 token and then pay £1, which allows them to act on the residence track. As their disc is on space 3 of that track, they can either move it to space 4 on the track, or score 3 victory points. The next player who will call upon the Architect will have to pay £2 to activate its effect with the value 2 token, and then it will be impossible to call upon the character again.

Bonus



As soon as a player reaches or goes over 8 victory points, they immediately gain a bonus of their choice:

- either an extra worker from the reserve, which is placed, active, on their Start card,
- or £5 from the bank.

The token of their color corresponding to the chosen bonus is discarded, and the other token is placed next to space 20 on the score track.

As soon as a player reaches or goes 20 victory points, they immediately gain the other bonus. The corresponding token is then discarded.

Thanks

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Spyrium Logo by Georgie Retzer:
http://illustratorg.deviantart.com

Translation: Eric Harlaux

Revision: Eric Franklin

Events



When this event is revealed, a face-up token is placed on it. The player gains the value of the token in coins, Spyrium crystals, or victory points.



The player spends 1 Spyrium crystal and acts on the residence track (see page 7).



The player either spends £3 to gain 3 victory points, or spends £6 to gain 5 victory points.



The player either spends 1 Spyrium crystal to gain £3 victory points, or spends 3 Spyrium crystals to gain £6.



The player spends £1 to straighten an inclined building and immediately use it again (during the same action). Workers and/or Spyrium required to use the building must be paid again.



The player spends £1 for each worker they possess to take a new worker from the bank. This worker is placed on their Start card and is immediately active.



The player immediately places a worker from their Start card in the market, during Phase II (Activation).

Characters

Miner



The player discards a token from the card and gains the number of Spyrium crystals indicated on the token.

Geologist



The player gains 2 Spyrium crystals.

Apprentice



The player spends 1 Spyrium crystal and gains 3 victory points.

Engineer



The player spends 1 Spyrium crystal and gains 4 victory points.

Bureaucrat



The player discards a token from the card and gains the number of victory points indicated on the token.

Adviser



The player gains 3 victory points.

Banker



The player discards a token from the card, pays the price indicated on the token and gains 4 victory points.

Financier



The player discards a token from the card, pays the price indicated on the token and gains 5 victory points.

Architect



The player discards a token from the card, pays the price indicated on the token and acts on the residence track (see page 7).

Note: it's not possible to call on the Banker, Financier, or the Architect without paying the price indicated on the token.

Buildings

Mine



On the left, the player uses 1 worker to gain 1 Spyrium crystal.
In the middle, the player gains 1 Spyrium crystal, or uses 1 worker to gain 2 Spyrium crystals.
On the right, the player gains 1 Spyrium crystal, or uses 1 worker to gain 3 Spyrium crystals. By constructing this building, the player gains a number of Spyrium crystals equal to the value of the token placed on the card.

Workshop



On the left, the player uses 1 worker and 1 Spyrium crystal to gain 3 victory points.
On the right, the player uses 1 worker and 2 Spyrium crystals to gain 5 victory points.

Factory



On the left, the player uses 1 worker and 2 Spyrium crystals to gain 6 victory points, or uses 2 workers and 3 Spyrium crystals to gain 10 victory points.
On the right, the player uses 2 workers and 3 Spyrium crystals to gain 10 victory points, or uses 2 workers and 5 Spyrium crystals to gain 15 victory points.

Laboratory



Note: The Laboratories have the two symbols of Factory and Research, and thus allow the player to benefit from a £3 cost reduction when they replace a Workshop, a Factory, a University, or another Laboratory, or when they are are replaced by these buildings. Replacing a Laboratory by another, however, only grants a total £3 reduction.

On the left, the player uses 1 worker and 1 Spyrium crystal to gain 4 victory points.
In the middle, the player uses 1 worker and 1 Spyrium crystal to gain 5 victory points.
On the right, the player uses 1 worker and 2 Spyrium crystals to gain 7 victory points.

Working-Class Neighborhood



When they construct the building on the left, the player takes 1 new worker from the bank, which they place on their Start card. The worker is immediately active.
When they construct the building on the right, the player takes 2 new workers from the bank, which they place on their Start card. The workers are immediately active.

Note: these buildings have no effect during Phase II, and cannot be used.

Residence



When a player constructs a Residence, they immediately act on the residence track (see page 7).

Note: these buildings have no effect during Phase II, and cannot be used.

University



On the left, the player uses 1 worker to gain 2 victory points.
On the right, the player uses 1 worker to gain 3 victory points, or uses 2 workers to gain 6 victory points.

Note: By constructing a University, the player gains a number of victory points equal to the value of the token placed on the card.

Luxury Home *Mansion* *Palace*



These three buildings are respectively worth 6, 9, and 12 victory points at the end of the game.
Note: these building have no effect during Phase II, and cannot be used.

Techniques

Automation



Each time the player uses a Mine, they don't use a worker.
End of the game: the player scores 1 point for each Spyrium crystal owned.

Capitalization



Each time the player removes a worker to gain money, the player gains £2 more.
End of the game: the player scores 1 point for each £2 owned.

Engineering



Each time the player uses a building with a Factory symbol, they score 1 more point for each worker used.
End of the game: the player scores the value of their buildings with a Factory symbol.

Lobbying



Once per turn, the player can activate a card (Character, Building, or Technique) without paying any extra cost for the workers present around it.
End of the game: the player scores the points indicated by the position of their disc on the residence track.

Crane



Each time the player constructs a building in a new space, they pay £3 less (to a minimum of £0) for that space.
End of the game: the player scores 1 point for each building owned.

Taylorism



Once per turn, the player can straighten an inclined building and immediately use it again (during the same action). Workers and/or Spyrium required to use the building must be paid again.
End of the game: the player scores 1 point for each worker owned.

Commerce



The player keeps the tokens on the market cards they activate instead of discarding them (to a maximum of 7 points). **Once per turn,** when they activate a market card or use an event with a token, the player chooses the value of that token (1, 2, or 3) for themselves.
End of the game: the player scores 1 point for each kept token, whether its value was modified or not.