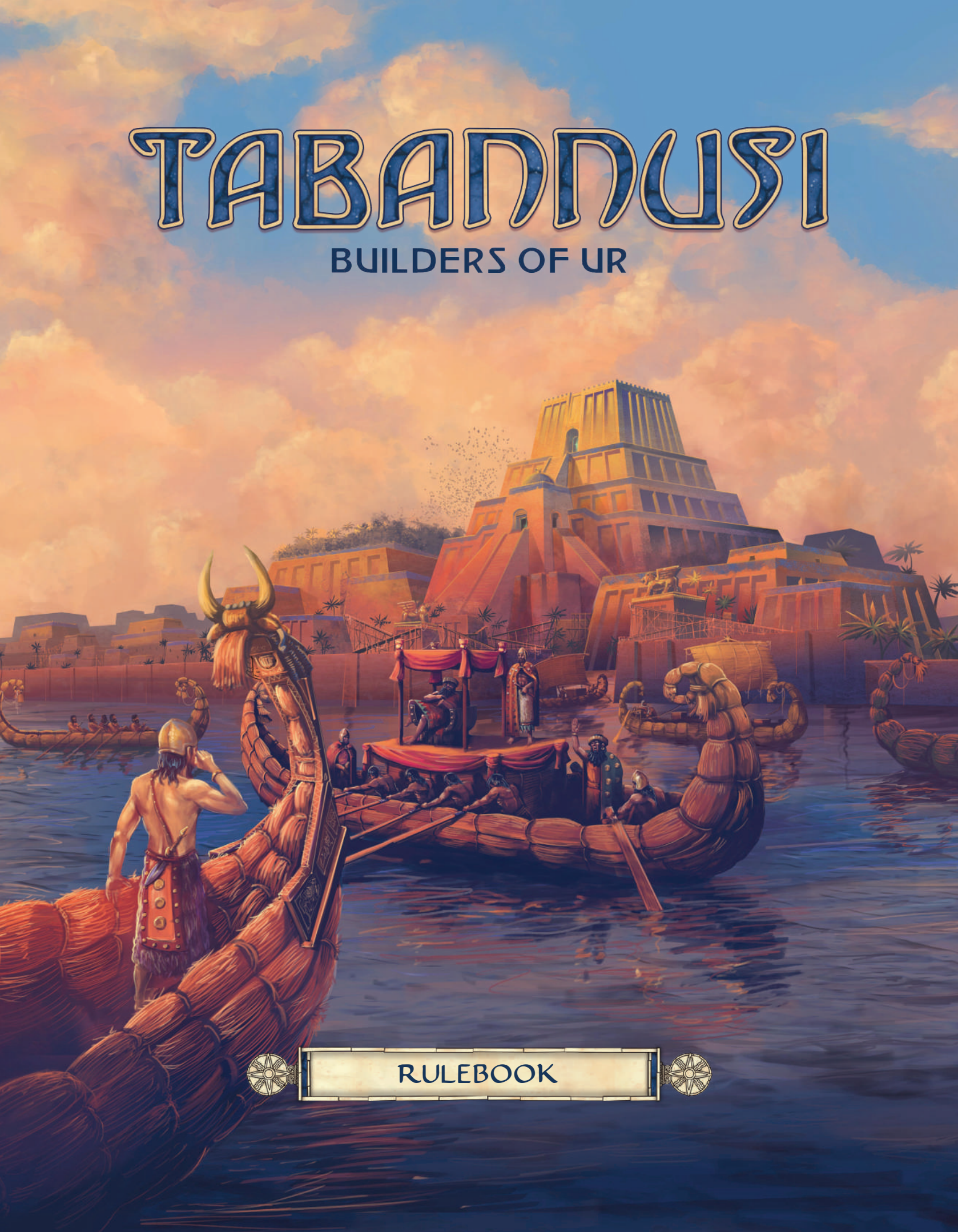
TABANNUSI

BUILDERS OF UR



RULEBOOK

TABANNUSI

BUILDERS OF UR



A STRATEGY GAME FOR 1-IV PLAYERS BY
DAVID SPADA AND DANIELE TASCINI

Welcome to the Great City of Ur, the coastal cradle of civilization! Witness the marvel of the greatest hub of the Late Bronze Age! As a master architect, you will walk the five districts of the city, leaving your mark on the history of humankind. Your hand will mark the location of houses throughout the Artisans', Farmers', and Scribes' Districts, and create great gardens that raise the prestige of the city—and your fame. Control the port in the Merchants' District to gain access to previously impossible riches, or erect shrines on the ziggurats of the luxurious Priests' District to seek the favor of the gods. You will make use of great trading barges coming into the city to secure a constant flow of precious resources, and take advantage of the abilities they provide.

Above all, you must strategize to outsmart your ambitious opponents to become the greatest builder of Ur!

COMPONENTS

Solo components are listed under the Solo Mode section on page 22.

GAME BOARD



1 DOUBLE-SIDED MAIN BOARD

PLAYER BOARDS

4 x



BARGE TILES

(do not use the first time you play the game)



PROPERTY COST TILES

(do not use the first time you play the game)

5 PROPERTY COST TILES



ACTION TILES

6 ACTION TILES



SHIP TILES



5 BROWN SHIP TILES



5 YELLOW SHIP TILES



5 WHITE SHIP TILES

HARBORMASTER TILES

9 x 

PROJECT TILES



20 WHITE PROJECT TILES

20 YELLOW PROJECT TILES

20 BROWN PROJECT TILES

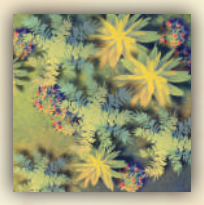
WATER TILES



20 REGULAR WATER TILES

10 SPECIAL WATER TILES

GARDEN TILES

25 x 

DECREE CARDS

16 x 

URBAN CARDS

15 x 

ZIGGURAT TILES

10 x 

CRATE TILES

4 x 
4 x 
4 x 

4 x 
4 x 

GOLD TOKENS

32 x 

CLAIM MARKERS

15 CLAIM MARKERS OF EACH COLOR



MASTERY MARKERS

3 MASTERY MARKERS OF EACH COLOR



SCORING MARKERS



ARCHITECTS

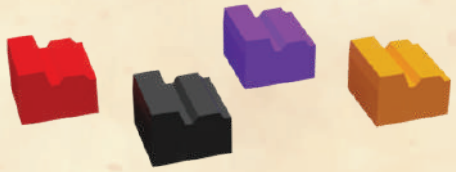


ASSISTANTS



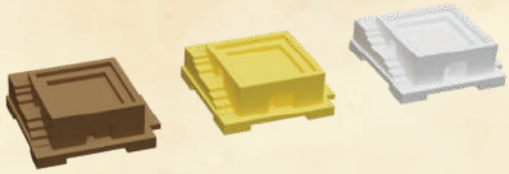
HOUSES

14 HOUSES OF EACH COLOR



BUILDING PIECES

25 BUILDING PIECES OF EACH COLOR



RESOURCE DICE

7 DICE OF EACH COLOR



STARTING PLAYER TOKEN



Gold is considered *unlimited*; should you need additional Gold, use a suitable proxy. Project tiles and all other resources, however, are considered *limited*.

SETUP

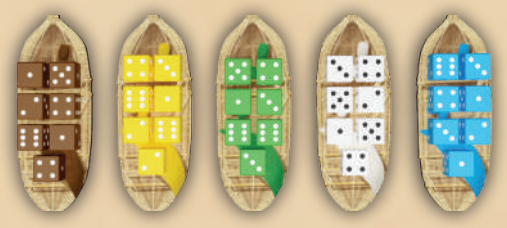
Before your first game of Tabannusi, carefully punch out all cardboard components, tiles, and tokens.

1. Place the Main board in the middle of the table, choosing the appropriate side depending on the number of players.
2. *(If this is your first game, skip this step.)* Shuffle the 5 Barge tiles, and place one at random on top of the printed Barge spaces on the Main board. Then, cover the printed Property Cost tile spaces of each District with the Property Cost tile that matches the color of the District's Barge. When placing the tile, make sure that you place it on the side that matches the image printed in that space.



The color of the dice on the tile and on the Barge must match.

3. Separately for each color, take 5/6/7 Resource dice for a game of 2/3/4 players, roll them, and place them on the Barge of the same color. Return all unused Resource dice to the box.



Dice rolled and placed on Barges of corresponding colors.

4. Place 1 Gold on each space of the Time track. Place all remaining Gold tokens near the Main board.



Time track before the start of the game.

5. Shuffle all Ship tiles, and place one in each of the seven empty Ship spaces on the Main board. Place any unused Ship tiles near the Main board.



6. Shuffle all Harbormaster tiles, and place one in each of the six spaces on the Main board. Place any unused Harbormaster tiles near the Main board.
7. Shuffle all Crate tiles, and place one in each of the six Crate spaces on the Main board. Place the remaining Crate tiles near the Main board.



Ship tiles (5), Harbormaster tiles (6), and Crate tiles (7) placed on the Main board.

8. Separate the Water tiles into two stacks: regular (blank on both sides) and special (with a "?" on one side). Shuffle all special Water tiles ("?" side up), and place them on their dedicated space on the Main board (1). Then, place three special Water tiles in the Water tile spaces on the Main board, and flip them to the bonus side (2). Create a stack of all regular Water tiles, and place them on their dedicated space on the Main board (3). Create a stack of all Garden tiles, and place them on their dedicated space on the Main board (4).

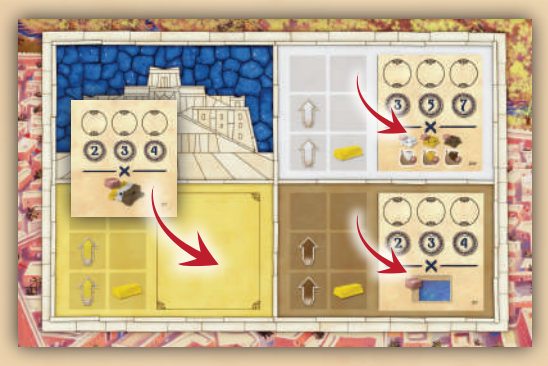


9. Shuffle all 6 Action tiles, and randomly place them on their dedicated spaces on the Main board.



1 random Action tile placed on each empty Action space on the Main board.

10. Shuffle all Ziggurat tiles. Place 1 face up on each Ziggurat tile space on the Main board. Return any unused Ziggurat tiles to the game box.



Ziggurat tiles placed on the Main board.

11. Place as many Decree cards as the number of players onto their dedicated spaced on the Main board. Choose them at random, ensuring that at least one card of each symbol type is present (in a 2-player game, two different types). Return the remaining Decree cards to the game box.



Decree card symbols



For a 4-player game, 4 Decree cards are placed face up on the Main board.

12. Shuffle all Urban cards, and place them near the Main board, forming a draw deck.
13. Separate all Project tiles by color, create three stacks, and place each stack on its dedicated space on the bottom left of the Main board.
14. Place the Building pieces next to the Main board.
15. Each player selects a color and takes the Architect, Assistant, and all markers and Houses in the selected color.

16. Each player places their Houses on their dedicated spaces on their Player board.
17. Each player keeps 5 Claim markers and places the rest near the Main board, forming a supply.
18. Each player receives 2 Gold and 1 random Crate tile and draws 1 Urban card from the draw deck. During the game, you may look at your Urban card whenever you like, but you should keep it secret from your opponents. Return any unused Crate tiles to the game box.



Player board and starting resources before the beginning of the game.

19. Each player places 1 Mastery marker on the bottom space of each of the three Mastery tracks.



Mastery markers prepared for a 4-player game.

20. Place each player's Scoring marker on the "10" space of the Victory Point track (running along the edges of the Main board). During the course of the game, it is possible to lose points, but you may never go below "0".



Scoring markers on the starting space of the Victory Point track at the start of a 4-player game.

21. Using a method of your choosing, determine the starting player, who immediately takes the Starting Player token, keeping it until the end of the game. Starting with the last player (sitting to the right of the starting player) and proceeding counterclockwise around the table, each player takes one Building piece and places it in a common District of their choice, immediately gaining the reward depicted in that space, if any. They also mark it with one of their Houses from their Player board, taken from the leftmost space of the row that matches the color of the Building.



A House taken off the Player board and placed on a yellow Building in a District. For more information on building, check the "Houses and Buildings" (page 9) of the Key Concepts section of these rules.

YOU ARE NOW READY TO PLAY TABANNUSI: BUILDERS OF UR!

KEY CONCEPTS

Before explaining the structure of each turn, a number of key concepts need to be explained.

PLAYER AREA

Your player area consists of your Player board and its immediate surroundings. Whenever you acquire Crate tiles, place them on the dedicated spaces on your Player board. (You may never have more than four Crate tiles.) Keep your Gold, Resource dice, Claim markers, and Garden and Water tiles in your player area.



Your player area mid-game. Gold, Resource dice, Claim markers, Garden and Water tiles, and a Crate—all in your player area, and all in your possession.

CLAIM MARKERS

You start the game with 5 Claim markers in your player area. Over the course of the game, you will use them to mark ownership of Project tiles, Garden tiles, and Ship tiles on the Main board, as well as your position on the Ziggurat tiles. Some game effects allow you to gain Claim markers. Whenever this happens, take a Claim marker in your color from the supply, and place it in your player area.



Claim marker supply at the start of the game.

The Claim marker supply is limited — if no more of your markers remain in the supply, you may not gain another Claim marker until one or more of your Claim markers is returned to it. You may never have a Claim marker of another player color in your player area.

If you have no Claim markers in your player area, you may not perform any actions that require you to place a Claim marker on the Main board.

Remember: Between the Main board and your player area, you are limited to only 15 Claim markers. If all of them are in use on the Main board, you must wait until some of them are returned to your player area or to the supply before you can gain them again.

HOUSES AND BUILDINGS

You have 14 Houses in your player color. Before the start of the game, 13 of them are on your Player board and the other is on one of the Districts on the Main board. A House in your color, no matter where it is placed, always belongs to you.

Buildings are plastic pieces that come in three colors (white, yellow, and brown). A Building always belongs to the player with a House on that Building, regardless of the Building's color.



A yellow Building that belongs to Purple.

Buildings consist of 1, 2, or 3 Building pieces that are connected together. (The maximum size of a Building is 3.) Regardless of its size (1, 2, or 3 pieces), a single Building's ownership is always marked with just 1 House, and it is always counted as one Building.



Three single Buildings: a size 1 white Building belonging to Black, a size 2 yellow Building belonging to Purple, and a size 3 brown Building belonging to Orange.

Anytime you must place a House on a brown/white/yellow Building or Ziggurat tile, you must use a House from the row of the corresponding color on your Player board. If none are available, you may use a House from the bottom (colorless) row. Always take the leftmost building from the row in question. As you place Houses, you may uncover bonuses on your Player board. Take that bonus as soon as your House leaves your Player board (except during Setup). When entire columns of colored Houses on your Player board are empty, you also unlock column bonuses, which you gain immediately.

DISTRICTS

The Main board is divided into 5 Districts (numbered from 1 to 5). Districts 1, 2, and 3 are common Districts, where players are allowed to Construct Buildings. Districts 4 and 5 have different functions: District 4 is a Port, where players may gain access to Ships and acquire Crate tiles, while District 5 is the Ziggurat District, where players gain access to scoring opportunities from the Ziggurat tiles.



District 3 (like 1 and 2) is a common District. Whenever your Assistant is in these Districts, you will be able to place Project tiles, Water and Garden tiles, and Buildings there.



Districts 4 and 5 do not have a building grid. No Buildings may be Constructed there, although players will be able to place their Claim markers and Houses to gain various bonuses.

Each District comes with its own set of 3 or 4 Actions, as well as a Barge holding the District's local Resource dice. Performing actions and gaining Resource dice is explained further in the rules.



Resources and Actions available in District 2.

The District 2 grid is bordered on its right and left sides by a set of Water spaces. Water spaces that create a border between two Districts may be accessed from either of the two adjacent Districts.



These 3 Water spaces between Districts 1 and 2 may be accessed from either of these two Districts.

GRID ADJACENCY

Two spaces are adjacent on a building grid if they share a side. Spaces that share only a corner are not considered adjacent.



Space A is adjacent to all B spaces, but it is not adjacent to any C spaces.

ARCHITECTS, ASSISTANTS, AND PRESENCE

You have two workers at your disposal: an Architect (represented by the larger of two figures in your player color) and an Assistant (represented by the smaller of the two figures in your player color).



Purple's Assistant (left) and Architect (right).

With the exception of the start of the game, the Architect and Assistant remain on the Main board, moving between Districts. These workers must always be placed in such a way that it is perfectly clear in which District a worker is present. On your turn, the position of the Assistant shows the District where you are present and may perform actions. The position of your Architect indicates the District you will move to for your next turn.

At no point during the game is your Architect or Assistant ever restricted from sharing any District with an Architect or Assistant belonging to another player.



Orange is present in District 3. This is where they can perform actions on their turn. On their next turn, they will move to District 4.

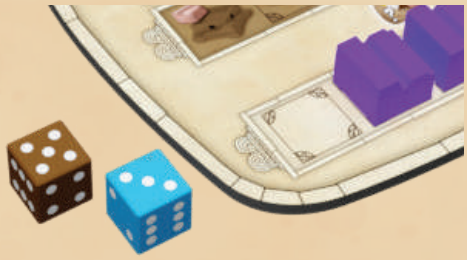


Red is present in District 2. Since their Architect is staying in District 2, then they will spend their next turn in District 2 as well.

Movement between Districts is covered in the Turn Structure section on page 13.

DICE AS RESOURCES

Dice represent Resources. Their values are important only for the purposes of movement between Districts. Once a Resource die is placed in your player area, its value no longer matters.



While in a player area, these dice are considered to be 1 blue and 1 brown Resource. Their values do not have any meaning.

After spending a Resource, do not return it to the Main board. Instead, place it next to the Main board, forming a general Resource supply. Some game effects allow you to take a Resource from that supply.

GOLD IS WILD

Gold is considered a "wild" Resource in the game. You may pay 1 Gold in place of any other Resource. However, no other Resource may be paid in place of Gold.

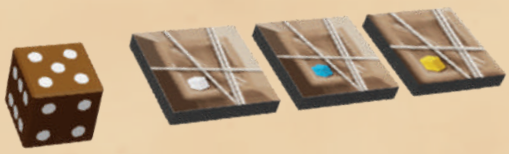
CRATE TILES

Your Player board has spaces for Crate tiles. A Crate tile depicts one of the game's five Resources. Whenever paying any cost of a matching Resource depicted on a Crate tile, you may flip the Crate face down to pay the cost (instead of paying with one of your Resources). Even if you have no physical dice in your area, you can still pay a matching Resource cost using one or more Crates.



For example, instead of spending a yellow resource, you could flip the third Crate tile face down to pay a cost.

Any face-down Crate tile may be flipped face up once per player turn by expending any Resource. (i.e. the Resource does not have to match the color of the Resource on the refreshed Crate tile).

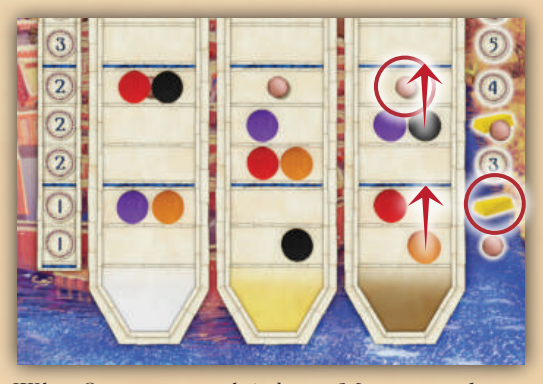


For example, you could spend a brown Resource die to flip face up any one of the white, blue, or yellow Crate tiles.

MASTERY TRACKS

During setup, you place your Mastery markers at the bottom of each Mastery track. As the game progresses, different game effects allow you to move your Mastery markers up the tracks. Some movements come with specific bonuses.

Whenever you move your lowest Mastery marker up a space, you receive the bonus depicted on the **right-hand** side of the track (this may be Gold, Claim markers from the general supply, Victory Points, or nothing at all). Whenever any of your Mastery markers reaches a benefit printed inside a Mastery track space, gain that benefit immediately.



When Orange moves their lowest Mastery marker up, they will immediately receive 1 Gold. When Black moves their brown track marker up, they gain a Claim marker.

You gain the Victory Points printed on the **left-hand** side of the Mastery track during District scorings. These scorings are covered in the "Scoring" section of the rules on page 20.

GAINING RESOURCES

Any time a game effect instructs you to collect a Resource of a specific color, you must take the highest-value die available from the Barge of that color (not from the supply). While a Barge is empty, you may not take a Resource of that specific color.



A game effect allows Purple to gain 1 white Resource. They must take the highest value die present on the white Barge, so they take a die with value 5 into their player area.

When an effect allows you to gain a Resource of any color, it will specify to take a die of that color from the supply instead. You may not select a color that has no die present in the supply.

TURN STRUCTURE

The active player is the player currently taking their turn. The rest of the rules use "you" to refer to the active player.

On your turn, always perform the following steps:

1. Take a Resource die and move your Architect.
2. Perform up to 2 Actions in the District with your Assistant (and certain Free Actions).
3. Check for scoring, then move your Assistant to your Architect's District.

RESOURCE AND MOVEMENT STEP

On your first turn, place both your Architect and Assistant into a District of your choice.

During this step, you must take a single Resource die from the District where your Architect and Assistant are present. Upon taking a Resource, you must immediately move your Architect to the District with the same number as the value of the die.



Red starts their turn in District 3.
Both their Architect and their Assistant are there.



Red takes the value 4 die
and places it in their player area.



They immediately move their Architect to District 4.
Note that Red is still present in District 3, and this is where they will be performing their Actions.

If you take a die of a value equal to the number of your current District, your Architect does not move.

After taking a Resource die but before moving your Architect, you may pay 1 Gold to ignore the value of the die and move your Architect to any District.

If you take a die of value 6, you may move your Architect to any District that is not currently accessible with any other dice on the Barge.



Important: *Red may take a 6 only if they use it to move to District 2, 4, or 5, as there are no Resource dice of these values on the Barge. If Red wants to move their Architect to District 1 or leave their Architect in the same District (District 3), they must take a 1 or 3, respectively.*

Some game effects may change the position of your Architect after the Resource and Movement step of your turn. These are covered in the Appendix.

PERFORM ACTIONS

During this step, you may perform zero, one, or two Actions, chosen from those available in your District (where your Assistant is located). All available Actions are always depicted in the District on the Main board. If you decide to perform two Actions, these may be different or the same.

PLACE A PROJECT TILE IN A COMMON DISTRICT



Place a Project tile in the District where your Assistant is currently present (Districts 1, 2, or 3).

Placing a Project tile follows a six-step procedure:

1. Select a Project tile from the supply. You may choose freely, but you have to select a Project tile that you will be able to place (as per the next points).
2. If there are already 3 Project tiles of your selected color in that District, you may not choose that color.
3. If you selected a Project tile that shares a color with any Project tiles in your District, you must place the new Project tile adjacent to a Project tile of that color.
4. You may not place the selected Project tile adjacent to a Building of the same color.
5. You must place one of your Claim markers on the Project tile. If you do not have an available marker, you may not take this Action.
6. You may gain the bonus (if any) printed on the square that you covered with your Project tile.

Note that there are spaces in the common Districts reserved only for games with 4 players. In games with 3 players, those spaces are not accessible and should be considered out of play. On the flip side of the board, common District spaces are numbered. These numbers are relevant only in solo games.



Red wants to place a brown Project tile in District 3. Since there are already brown Project tiles there, they must place it in an adjacent space (all squares marked with an "A").



They mark it with a Claim marker from their player area. Since they also covered a bonus with their Project tile, they take a white Resource die (see previous picture) with the highest value from the white Barge.

CONSTRUCT A BUILDING IN A COMMON DISTRICT

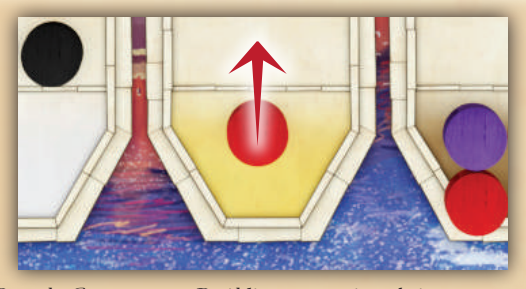


Construct a Building in the District where your Assistant is currently present (Districts 1, 2, or 3).

Constructing a Building follows a seven-step procedure:

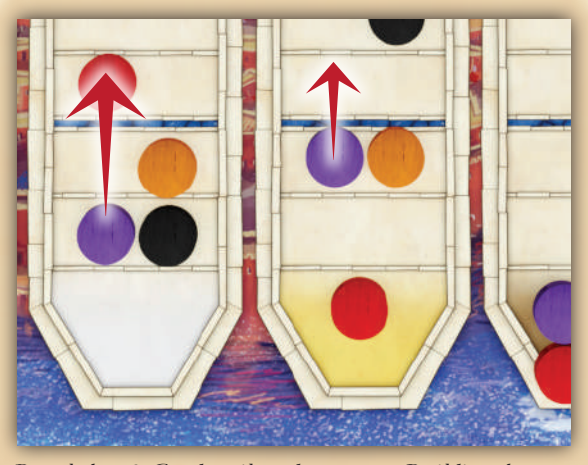
1. Select all Project tiles of a single color in the District. If no Project tiles are present, you may not take this action.
2. Pay 2 local Resources (a "local" Resource is a Resource that matches the color of the Barge in that District; this color is also depicted on the Property Cost action) plus, for each of your Claim markers present on the selected Project tiles, 1 Resource matching the color of the Project.
3. Set aside all Claim markers from the chosen Project tiles.
4. Replace the Project tiles with a Building (made of one or more Building pieces) matching the color and shape of the group of Project tiles. Return the Project tiles to the supply.
5. Place one of your Houses from your Player board on the newly constructed Building: either the leftmost House from the row matching the color of the Building or, if this row is empty, the leftmost House from the bottom (colorless) row. If you uncover any bonus on your Player board, gain it immediately.
6. Return **your own** set-aside Claim markers to the supply.
7. Set-aside Claim markers belonging to **other** players are returned to their respective player areas. These players, as well as any players with Claim markers on adjacent Garden tiles, receive rewards as described below.

Other players whose Claim markers have been removed as a consequence of Constructing a Building move their Mastery markers up one space on the corresponding Mastery track for each of their Claim markers removed.



Purple Constructs a Building, removing their opponent's red Claim marker from a yellow Project tile as a consequence. Red places the Claim marker in their player area and moves their Mastery marker one space up on the yellow Mastery track.

When you construct a Building adjacent to a Garden belonging to another player, that player moves up one space on a Mastery track of their choice.



Purple has 3 Garden tiles adjacent to a Building that was just Constructed by another player, so they may make up to 3 moves up on the Mastery track. They decide to move up twice on the white Mastery track and once on the yellow Mastery track.

Immediately after constructing a Building, you may spend 1 Gold to place one of your Claim markers on a Ship tile. The size of the Building determines the exact size of the Ship that you may claim. You may not place a Claim marker on a Ship smaller or bigger than the size of the Building.



Claiming Ships is described in detail in the "Claiming a Ship" section on page 17.

GARDENING



Acquire and place Water and Garden tiles in the District with your Assistant.

This action allows you to choose any or all of the following options in any order:

- Acquire tiles: You may purchase any number of Garden tiles and/or any number of regular Water tiles. A Garden tile costs 1 green Resource, and a Water tile costs 1 blue Resource. Garden and Water tiles are purchased from the supply.
- Place tiles: You may place any number of Water tiles adjacent to other Water tiles or Garden tiles in the District where your Assistant is currently present. You may also place up to 3 Garden tiles on top of Water tiles in the District where you are currently present. You must place a Claim marker on each Garden tile you place.

You may place a Water tile adjacent to an existing Water or Garden tile—either placed or printed on the board. When placing multiple Water tiles, you may place Water tiles next to ones you have already placed on your turn.



A player's Assistant is present in District 2 (between the printed Water tiles), so they may place a Water tile in any space marked with an "A". They may not place on any of the spaces marked with a "B". While those spaces are adjacent to (printed) Water tiles, they are in District 1.

When you place a Water tile onto a space with a printed bonus, that bonus is ignored.

You may place a Garden tile only on a Water tile in the District in which your Assistant is present. This includes any border Water tiles printed on the board. When you place a Garden tile onto a Water tile with a printed bonus, gain that bonus.



In District 2, a player may place a Garden tile on each of the visible Water tiles. If they place on any of the tiles marked with an "A", they will also receive the bonus printed on that tile. Tiles marked with a "B" do not offer a bonus.

To place a Garden tile, you must be able to place your Claim marker on it.

PLACE A HOUSE IN THE PORT DISTRICT



You may place a House in the Port District if your Assistant is present there.

To place a House in the Port District (District 4), you must pay 2 local Resources and place one of the Houses from the bottom (colorless) row of your Player board onto one of the House spaces in the Port District.



All spaces in the Port District where a House can be placed are marked in this image. Placing on a blue space (left of each pair) allows you to take one of specific bonuses: receiving your Claim markers from the supply, advance on a Mastery track, or gain a Resource from the supply. Every red space (right of each pair) allows you to take a specific Crate tile. You may not select a space already occupied by another House, and you cannot take a space with a Crate tile if you already have four Crate tiles on your Player board.

You are NOT allowed to have Houses in both House spaces of a single row or column.



On their turn, Purple places a House from their Player board in the Port District (where their Assistant is present). To do this, they pay 2 blue Resources (and move them to the supply next to the Main board), place a House from the bottom row of their Player board in one of the House spaces in the Port District, and then take the green Crate tile and place it in one of the Crate spaces on their Player board.

CLAIM A SHIP IN THE PORT DISTRICT



You may place one of your Claim markers on a Ship tile in the Port District, if your Assistant is present there.

You may pay 2 Gold to place one of your Claim markers on any Ship in the Port District. You may place a Claim marker on a Ship tile that already has an opponent's Claim marker on it. After placing a Claim marker on a Ship, if you have Claim markers on all 3 Ship tiles in a single row or column, immediately take the Harbormaster tile for that row or column (if still available). If placing a Claim marker completes both a row and a column, take a Harbormaster tile from both.

Every Ship tile with your Claim marker on it provides an ongoing ability, available to you starting your next turn. Ship tiles are detailed on page 34.



Orange places one of their Claim markers on a Ship tile, being first to have a Claim marker on all Ships in that column. They immediately take the Harbormaster tile and place it in their player area.

You can use a Harbormaster tile at any time during your turn. After you use it, return the Harbormaster tile back to the game box. Each Harbormaster tile that you do not use during the game will be worth 3 Victory Points during Final Scoring (as depicted on the back of the tile).

Remember that you can also claim a Ship tile immediately after Constructing a Building. Claiming your final Ship tile in a row or column this way provides Harbormaster tiles the same way it does when claiming a Ship tile via an Action.

PLACE A HOUSE IN THE ZIGGURAT DISTRICT



You may place a House in the Ziggurat District if your Assistant is present there.

Placing a House in the Ziggurat District (District 5) follows a four-step procedure:

1. Select a space on the brown, white, or yellow section of the Ziggurat.
2. Pay 2 local Resources.
3. Take the leftmost House from the row on your Player board matching the Ziggurat section's color (or from the bottom row, if the color row is empty), and place it on one of the section's six spaces.
4. If the House covers a bonus, gain that bonus immediately.
5. Place a Claim marker in the leftmost claim space of the corresponding Ziggurat tile that does not have your Claim marker. (Multiple players can have markers on the same claim space of a Ziggurat tile.)

If you are unable to perform any of the steps above, then you may not perform this Action.



Purple takes a House from the white row of their Player Board and places it on the bottom-right space of the white Ziggurat. They gain 1 Gold, then places their Claim marker on the first (leftmost) space of the corresponding tile.

OTHER ACTIONS



Gain 2 Victory Points and 2 Claim markers from the supply.



Gain 1 Gold and 1 Claim marker from the supply.



Gain 1 special Water tile (selected from the offer, then replenish immediately), 1 Garden tile, and 1 Claim marker from the supply. If no special Water tiles are left, gain a regular Water tile.



Move your Architect to any District, and gain 1 Resource of your choice from the supply.



Refill (by flipping face up) up to 2 of your Crate tiles, and gain 1 Claim marker from the supply.



Lose 2 Victory Points, and move up 1 space on any Mastery track of your choice. (You can take this action even if you have fewer than 2 Victory Points, but you cannot go below "0.")

FREE ACTIONS

On your turn, you may perform additional free Actions:

- Refill (flip face up) a Crate tile (once per Crate tile per turn), and/or
- Score any number of Decree cards.

To refill a Crate tile, return to the supply any one of your Resources. This die does not have to match the Resource printed on the Crate tile. A Crate tile may not be used to refill another Crate tile.

To score one of the face-up Decree cards, you must demonstrate that you have met all the conditions depicted on that card. Then, take the card off the Main board and gain its bonuses immediately. Finally, place that card in your player area. (See the Appendix on page 36 for detailed card requirements and bonuses.)

You can perform as many free Actions as you like (respecting their limits), in any combination, in any order, and at any point during your turn.

SCORING CHECK AND ASSISTANT MOVEMENT

If any Barge is empty, perform a District Scoring in that District. If more than one Barge becomes empty during your turn, you (the active player) choose the order in which those Districts are scored.

Finally, move your Assistant so that it joins your Architect. Turn now passes to the next player in clockwise order.

SCORING AND GAME END

Whenever you empty a Barge of its last Resource die, its District is scored at the end of your turn. Every District Scoring follows the same general structure, although Districts 4 and 5 (the Port and Ziggurat Districts, respectively) score differently from Districts 1, 2, and 3 (the common Districts).

GENERAL SCORING STRUCTURE

Always perform the following steps in order:

1. You (the active player) receive 1 Gold.
2. All players lose the District's local Resources from their player areas.
3. Players score Victory Points.
4. Local Resources return to the District.

1. ACTIVE PLAYER RECEIVES GOLD

Take 1 Gold from the Time track. If this is the last Gold on the Time track, Game End triggers.

2. LOSING LOCAL RESOURCES

All players must return all local Resources to the supply ("local" to the District being scored). However, losing Resources come with certain rewards.



When losing one or more yellow Resources, move up 1 space on the yellow Mastery track.



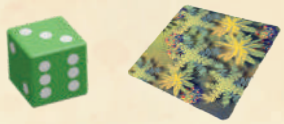
When losing one or more white Resources, move up 1 space on the white Mastery track.



When losing one or more brown Resources, move up 1 space on the brown Mastery track.



When losing one or more blue Resources, gain 1 regular Water tile.



When losing one or more green Resources, gain 1 Garden Tile.

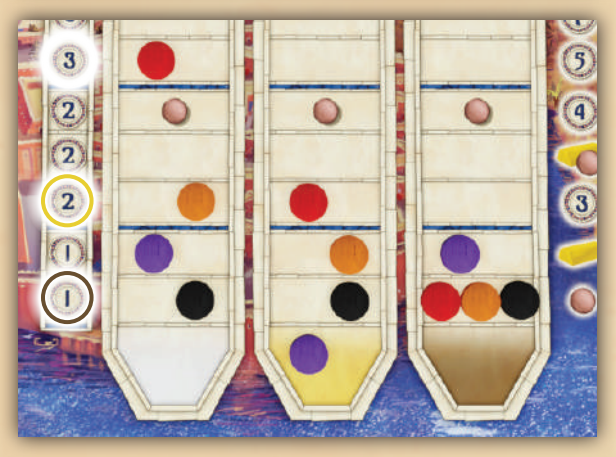
Regardless of how many actual Resources you lose, you always receive only 1 advancement on a Mastery track or 1 Water or Garden tile.

3. SCORING THE DISTRICT

If the scored District is a common District (District 1, 2, or 3), each player receives Victory Points for their Buildings.

Each Building is worth a number of Victory Points equal to its size (1, 2, or 3 spaces) multiplied by the Victory Point value depicted on the left-hand side of the position of your Mastery marker on the Mastery track matching the color of the Building. Every Garden tile adjacent to the Building counts as another space occupied by that Building (regardless of who the Garden belongs to).





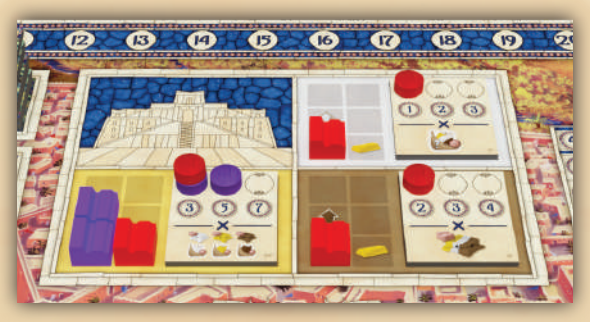
District 3 is being scored, and Red is the only one to have any Buildings there. They score 4 Victory Points for their yellow Building (size 1 plus 1 extra size for 1 adjacent Garden tile) times 2 (the position of the red Mastery marker on the yellow Mastery track). Red also scores 6 Victory Points for their white Building (size 2 times 3) and 6 Victory Points for their brown Buildings (size 2 plus 3 for adjacent Garden tiles plus a Building of size 1, all of that times 1). They score a total of 16 Victory Points.

If the scored District is the Port District (District 4), each player receives 1 Victory Point for each of their Claim markers in the same row or column as one of their Houses. (A Claim marker that shares both a row **and** a column with one of their Houses is worth 2 Victory Points.).



The Port District is scored. Orange receives 6 Victory Points (as 2 of their Claim markers are both in a row and column with their Houses). Purple receives 1 Victory Point. Black receives no Victory Points, as they have no Houses in their marker's row or column.

If the scored District is the Ziggurat District (District 5), each player scores each Ziggurat tile containing one or more of their Claim markers. Each player scores the rightmost of their Claim markers on each tile. Each Ziggurat tile has its own scoring conditions found in the Appendix on page 32.



The Ziggurat District is scored. Purple will receive 5 Victory Points for each set of 3 buildings in different colors and each set of 3 Ships in different colors with their Claim markers. Red will receive 3 Victory Points for each such set, but they will also receive 2 Victory Points for each House they own, as well as 1 Victory Point for each ship with their Claim marker.

4. RETURNING LOCAL RESOURCES TO THE DISTRICT

After the District has been scored, the active player gathers all local Resources from the supply, rolls them, and returns them to the respective Barge.

TRIGGERING GAME END

Game End is triggered when the last Gold is removed from the Time track. Once this happens, continue the game until all players have had an equal number of turns (until the player to the right of the starting player finishes their turn), and then play exactly one more round. After this final round:

1. Each District (from 1 to 5) is scored one final time, following the regular rules.
2. Each player reveals their Urban cards and scores points for the ones they were able to fulfill.

Once the Game End has been triggered, an empty Barge does not result in a complete District Scoring. Ignore points "A) Active player receives Gold" and "C) Scoring the District" from the previous section of the rules, simply perform point B), followed by point D).

The player with the most points is the winner. In case of a tie, the tied player with more Gold wins. In case of a further tie, players share victory.

SOLO MODE

We strongly recommend that you familiarize yourself with the rules of the multiplayer game before attempting to play the solo mode. All of those rules still apply, and the solo rules simply outline the exceptions to them during solo play. Throughout the solo rules, "you" will refer to the single human player, while "the Bot" will refer to the Automa against whom you are competing.

COMPONENTS



4 KING CARDS



4 AUTOMA URBAN CARDS



15 AUTOMA CARDS



3 NUMBER TILES



1 COTTON BAG

SETUP

Choose a King card and take the corresponding Automa Urban card. For your first solo game, we recommend using Gilgabot as your King card.


GILGABOT


SARBOT


BOTMUZI


BOT~BABA

Set up the game for 2 players, following the normal rules but with the following modifications:

- Do not give the Bot its starting Crate and give it the Gold instead (the Bot will start the game with 3 Gold);
- Do not draw Decree cards at random; instead, choose one random Decree from those assigned to the chosen King card:
  - Gilgabot: D04, D08
  - Bot-baba: D05, D06, D07
  - Sarbot: D13, D14, D15, D16
  - Botmuzi: D09, D10, D11, D16

- Then, randomly select one additional Decree from all remaining Decrees. Place both chosen cards in their designated spaces on the Main board.

Set up the Bot's player are as follows:



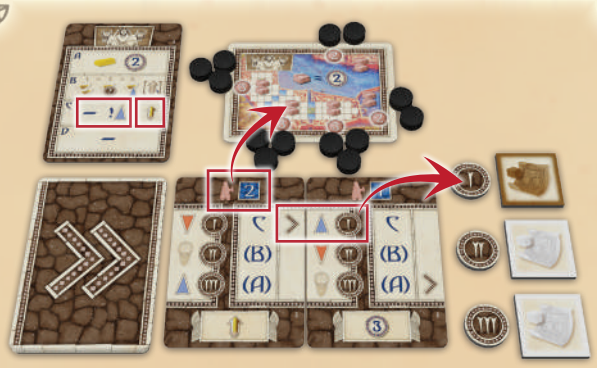
- Place the King card and the Automa Urban card face up at the top part of the solo area. On each of the five Districts depicted on the Automa Urban card is a circle with a number. Place that many Claim markers in the Bot's color on each District on the Automa Urban card.
- Shuffle the 15 Automa cards and form a face-down Automa deck. Draw the first two cards, and place them face up next to each other, to the right of the Automa deck.
- Look at each of the two Decree Cards displayed face up on the Main board, and compare the number of required Buildings in each color. Choose the greater number, and set aside that many Project tiles in the matching color. Place all those Project tiles in the cotton bag, and then add one more of each color. These will be referred to as the Automa Project tiles. Ignore any Garden and Ship requirements on the Decree cards.



The first of the two depicted Decree cards shows 3 white, 3 yellow, and 0 brown Buildings. The second card shows 2 of each color. Therefore, you need to set aside 3 white, 3 yellow, and 2 brown Project tiles. Add those to the bag, then add 1 more of each color, for a total of 4 white, 4 yellow, and 3 brown Project tiles.

- Place the 3 Number tiles to the right of the Automa cards, and draw from the bag 3 random Project tiles, placing one next to each of the Number tiles.
- The Bot is the starting player; therefore, you must place your starting Building first, following the normal rules.

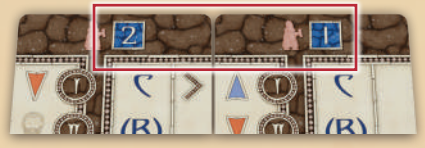
- To determine the District in which the Bot places its first Building, look at the number on the rightmost face-up Automa card (if that is a "0", then treat it as a "3"). Place the Building following the rules below:
  - The Building's color is the one that matches the color of Project tile next to the Number tile that the arrow on the left Automa card is pointing to on the right Automa card.
  - Next, check the arrow on the King card's C action: if the arrow points down, place the Building on the lowest-numbered empty spot in that District; if the arrow points up, choose the highest-numbered empty spot in that District.
  - Then, remove 1 Claim marker from the District on the Bot's Urban card where its Building was placed.
  - Finally, give the Bot the bonus depicted to the right of the King card's C action, regardless of what is depicted on the space on the Main board.



In this case, the Bot would build a Brown Building on the highest-numbered spot of District 2 (removing 1 Claim marker from District 2 of its Urban card), and would go up the Brown Mastery track once.

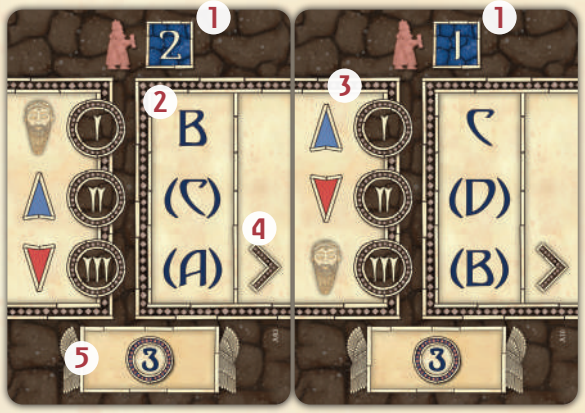
- To determine the placement of the Bot's Architect and Assistant at the start of the game, sum up the numbers at the top of two face-up Automa Cards. Then, starting from District 1, count **counterclockwise** that many Districts. The result determines the starting location for the Bot's Architect and Assistant.

2+1=3

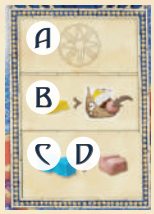


In this case, counting 3 Districts backwards from District 1 (5...4...3...), the Bot's Architect and Assistant would start on District 3.

AUTOMA CARD ANATOMY







1. Numbers used to determine the next District chosen by the Bot.
2. The action the Bot is trying to take as its first action, followed by its alternatives if the top choice is not possible. The letters A, B, C, and D indicate the respective possible actions in the Districts, as shown on the Main Board.
3. Three pairs of one symbol and one number.
4. A large horizontal arrow, pointing at one pair of symbol+number (referred to as **Current Symbol** and **Current Number**, respectively) on the next card, and an action. The Current Symbol determines the position of a Project tile or Building the Bot builds, while the Current Number determines the color of the Project tile or Building. The indicated action determines the **second action** the Bot will take on its turn.
5. The bonus for the Bot that replaces any board bonus for which the Bot may qualify.

GENERAL AUTOMA RULES

The Bot plays according to the multiplayer rules, drafting dice every turn and spending resources when taking actions, but with the following modifications:

- Whenever the Bot picks a die, it does so according to the Die Value Preference rule (below).
- The Bot has an unlimited supply of Claim markers. Whenever it needs to place one, it places it from its supply and at no cost. If Bot's markers ever run out, use additional markers of another color.
- Whenever the Bot must pay resources, it ignores the color of its Resource dice and focuses only on the amount of resources it needs to pay.
  - Gold is still a wild resource, and the Bot pays with Gold only when it runs out of other resources or when Gold is specifically required.
  - When it has to spend resources, it follows the Resource Color Preference rule (below).

Die Value Preference rule:
The Bot's next District (determined by the sum of the numbers at the top of the two face-up Automa cards) > highest value

Resource Color Preference rule:
Color shared by the most of Bot's Resources > blue > green > at random

Ship Preference rule:
One that is both in a row and a column with at least one of its Houses > in a row with at least one of its Houses > in a column with at least one of its Houses > first available space (from top to bottom and right to left)

Current District rule:
The Bot's current District is indicated by its Assistant, the same way as it would be for a human player. Every action or effect it performs affects that District.

GAINING BONUSES

PLAYER BOARD

- Any time the Bot removes a House from its Player board,
  - if the House reveals a Gold bonus, the Bot receives it;
  - if the House reveals a Claim marker bonus, the bonus is ignored; and
  - if the Bot unlocks a column bonus, the Bot receives it.

COMMON DISTRICTS

- Any time the Bot would get a bonus from the Main board by covering a printed space in a common District with a Project tile or by covering a Water space with a Garden tile:
  - If the Current Symbol is not the King symbol, the Bot gains the bonus printed at the bottom of the left Automa card.
  - If the Current Symbol is the King symbol, the Bot gains the bonus in brackets printed to the right of the corresponding action (B for Projects, D for Gardens) on the King card.
- Whenever you construct a Building next to one of the Bot's Gardens, it moves up on a Mastery track picked at random.
- The Bot never takes Water tiles into its supply nor pays for Water tiles. Whenever a Water tile would be required, the Bot takes it from the supply for free and places it according to the Current Symbol.

PORT DISTRICT

- The Bot does not take nor uses Crate tiles. Whenever it would gain a Crate tile, it instead gains a Gold and removes the Crate tile from the game.
- If the Bot places a House on a non-Crate space, it receives the bonus printed at the bottom of the left Automa card.
- The Bot ignores any abilities or benefits provided by Ships. Whenever the Bot needs to place a Claim marker on a Ship, it does so following the Ship Sequence Rule.

- Whenever the Bot would gain a Harbormaster tile, it immediately discards it and gains 3 VP.

ZIGGURAT DISTRICT

- When the Bot places a House, it receives the bonus covered on the Ziggurat space.

MASTERY TRACKS

- The Bot gains bonuses for moving its lowest Mastery marker up a space:
  - If the bonus is Gold or VP, the Bot receives it.
  - If the bonus is a Claim marker, it gains 1 VP instead. (Consider this a general rule for any time the Bot gains a Claim marker in a situation not already specified.)
  - If the bonus is to receive a die from the supply, the Bot ignores the bonus.

AUTOMA TURN SEQUENCE

- Move the left face-up Automa card on top of the right face-up Automa card. Reveal the next Automa card from the top of the Automa deck, and place it face up in the spot just emptied.
- Sum up the numbers at the top of each of the two face-up Automa cards, and move the Bot's Architect that many Districts counterclockwise among those depicted on the Automa Urban card that still have Claim markers.
- Take a die from the Bot's current District, following the Die Value Preference rule.
- **First action:** The Bot performs the top action depicted on the left Automa card. If that action is not possible, continue to the next one, moving down in order, until the Bot can perform that action. If none are possible, the Bot performs an A action instead.
- **Second action:** The arrow on the left Automa card points to an action on the right Automa card. The Bot attempts to perform that action, following the same procedure as for its first action and moving down to the next alternative action until it reaches the bottom of the card. If no action can be performed, the Bot performs an A action instead.
- Check if the Bot meets the conditions for a Decree card. If it does, the Bot claims that Decree card, following the normal rules.
- If a Scoring is triggered, follow the normal scoring rules. After the first and third Scoring, reset the Automa deck and the Automa Project tiles (see next section of the rules).
- Move the Bot's Assistant to the District where its Architect is.

RESETTING THE AUTOMA DECK AND AUTOMA PROJECT TILES

Whenever the Automa deck becomes empty, reset the Automa deck. To reset the Automa deck, shuffle all the Automa cards together, and place them face down to the left of the Automa player area. Then, reveal the top two Automa cards, as in the initial setup.

Whenever the bag becomes empty, reset the Automa Project tiles. To reset the Automa Project tiles, place all Automa Project tiles back in the bag, then draw 3 Project tiles, and place them next to the numbered tiles, as in the initial setup. In the extremely unlikely case that there are fewer than three Automa Project tiles remaining, randomly select a Project tile to fill any empty space next to the Bot's Number tiles.

PLACEMENT AND COLOR OF PROJECTS AND BUILDINGS

Anytime the Bot must place a Project or a Building, check the position of the large arrow on the left Automa card; it points to the Current Symbol and the Current Number on the right Automa card.

- The position is determined as follows:
  - If the Current Symbol is an arrow pointing down, the Bot chooses the lowest-numbered legal spot in that District;
  - if the Current Symbol is an arrow pointing up, the Bot chooses the highest-numbered legal spot in that District; or
  - if the Current Symbol is the King, follow the rules of the action with the corresponding letter on the King card.

- The color is the color of the Automa Project tile next to the Current Number tile (see section "Action B" for details).

ACTION A

Unless the Current Symbol is the King symbol, any A action taken by the Bot is ignored, and the Bot gains 4 Victory Points instead. Otherwise, the Bot takes the A action depicted on the King card.

ACTION B

1. If the Bot acts in a common District, a B action allows the Bot to place a Project tile, following normal rules, with the following modifications:

- If the Current Symbol is not the King symbol:
  - The color of the Project is determined by the Current Number, as described in the "Placement and Color of Projects and Buildings" section. If there are already 3 Project tiles of that color present in the District, the Bot selects the color of the next Number tile, cycling back to "I" as necessary.
  - If there is already a Project tile of that color in the Bot's current District, the Bot must add the new Project to a legal space (adjacent, as per the normal rules), and the chosen position is determined following the "Placement and Color of Projects and Buildings" section.
  - If there is no Project of that color in the Bot's District, the Bot adds the new Project to any empty space, with its position determined following the "Placement and Color of Projects and Buildings" section.
- If the Current Symbol is the King symbol, follow the priority order on the King card.
- The Bot places a Claim marker for free from its supply.
- If the Project tile covers a bonus on the board, the Bot ignores that bonus and claims either
  - a) the bonus depicted at the bottom of the left Automa card, if the Current Symbol is not the King symbol, or
  - b) the bonus in brackets printed on the very right of the B action on the King card, if the Current Symbol is the King symbol.
- After the Bot places a Project, draw a new Automa Project tile from the bag, and place it on top of the one next to the Current Number.

2. If the Bot acts in the Port District, it claims a Ship, paying the normal cost (2 Gold) and choosing a Ship according to the Ship Sequence rule.
3. If the Bot acts in the Ziggurat District, it takes a C action instead.

ACTION C

1. If the Bot acts in a common District, it constructs a Building, following the normal rules and paying the cost.

If there are multiple options for constructing a Building and the Current Symbol is not the King symbol, the Bot chooses, in priority order:

- the largest Building (consisting of the most Project tiles);
- the Building matching the color of the Bot's most advanced Mastery marker; then
- the color of the Project tile next to the Current Number, as described in the "Placement and Color of Projects and Buildings" section. If no Building can be built in that color, the Bot uses the next Number tile's color, cycling back to "I" as necessary.

If the Current Symbol is the King symbol, follow the priority order listed on the King card.

After constructing the Building, remove a Claim marker from the corresponding District on the Automa Urban card, then return to the supply a Project tile of the same color from the Automa Project tiles (prioritizing the bag over face-up tiles). If the Bot has the required amount of Gold, it claims a Ship, following the Ship Preference rule.

2. If the Bot acts in the Port District, the Bot places a House, following normal rules but with the following modifications:
- To determine the position of the House, sum up the two numbers at the top of the face-up Automa cards. Then,
  - if this is its first House, it counts clockwise from the leftmost bottommost House space as many spaces as the result of the sum (count each pair of House/Crate spaces of a row/column as one single unit) and places its House on that space; or
  - if this is not its first House, it uses the procedure above, counting from its furthest (right-most, top-most) House instead (still counting each House/Crate space of a row/column as a single unit).

The Bot always chooses a Crate space of a row/column before a non-Crate space.

As stated earlier, the Bot does not use Crate tiles. Whenever it would gain a Crate tile, remove the tile from the game and the Bot gains a Gold instead.

After placing a House in the Port District, remove one Claim marker from the Port District on the Automa Urban card.

3. If the Bot acts in the Ziggurat District, it places a House in the Ziggurat, paying its cost and following normal rules but with these modifications:
- The color of the Ziggurat is chosen based on the color of the Project tile next to the Current Number, as described in the "Placement and Color of Projects and Buildings" section; and
- the position is chosen favoring advancing on the Mastery tracks, then gaining Gold.

After building a House in the Ziggurat District, remove one Claim marker from the Ziggurat District on the Automa Urban card.

ACTION D

1. If the Bot acts in a common District and it has no Garden tiles, it cannot perform this action. If it has at least 1 Garden tile, it may place up to 3 Garden tiles, placing the required Water tiles for free and otherwise following normal rules. If it is possible and the Bot has any Resources or Gold and 1 or 2 Gardens tiles, it can buy and place Garden tiles as a part of Gardening action.

If the Current Symbol is not a King symbol, it chooses the placement of each Garden tile as follows, in order:
- on a printed Water space on the board, with the lowest number;
- on a space next to one of its own Buildings, if that space can be reached by placing at most 3 Water tiles (and if multiple spaces are tied, the Bot choose the lowest-numbered space); then
- on the lowest-numbered space accessible by placing a minimum amount of Water tiles.

If the Current Symbol is a King symbol, the Bot follows the placement rules for the D action on the King card.

2. If the Bot acts in the Port District or in the Ziggurat District, treat a D action as a C action.

SCORING AND GAME END

Both scoring and triggering the end of the game occurs as normal, following the multiplayer rules. However, if there is a tie at the end of the game, the Bot wins.

GILGABOT



Action A: The Bot gains 1 Gold and 2 Victory Points.

Action B: The Bot chooses to place a Project tile as follows, in priority order:
- adjacent to the largest cluster of Project tiles,
- of the color indicated by the Current Number, then
- on the highest-numbered space between legal spaces.

If a bonus is covered, it advances its marker on its lowest Mastery track by one.

Action C: The Bot chooses to construct a Building following the usual rules. During setup only, it chooses the highest-numbered space.
If the Bot is able to construct, it advances on the Mastery track of the corresponding color by one.

Action D: The Bot places Garden tiles following normal rules.

SARBOT



Action A: The Bot gains 2 Garden tiles.

Action B: The Bot chooses to place a Project following the normal rules and favoring the lowest-numbered space between legal spaces.
If a bonus is covered, it advances on the Mastery track of the corresponding color by one.

Action C: The Bot chooses to construct a Building following the normal rules. During setup only, it chooses the lowest-numbered space
If the Bot is able to construct, it also gains a Garden tile.

Action D: The Bot chooses to place each Garden tile as follows, in priority order:
- next to its own Building (using at most 3 Water tiles), then
- on the lowest-numbered space (using at most 3 Water tiles).

The Bot builds as many (**NOT** limited to 3) Garden tiles as it can afford.
If any bonus on a Water space is covered as a result, the Bot advances its marker on its lowest Mastery track by one.

BOTMUZI



Action A: The Bot advances its marker on its lowest Mastery track by one.

Action B: The Bot chooses to place a Project following the normal rules and favoring the highest-numbered space between legal spaces.
If a bonus is covered, it gains 1 Gold.

Action C: The Bot chooses to construct a Building following the normal rules. During setup only, it chooses the highest-numbered space.
If the Bot is able to construct, it also gains 1 Gold.

Action D: The Bot places Garden tiles following normal rules.

BOT~BABA



Action A: The Bot advances its marker on its highest Mastery track by one step.

Action B: The Bot chooses to place a Project tile as follows, in priority order:
- of the color shared by the most Automa Project tiles (including those in and out of the Bot's bag),
- of the color indicated by the Current Number, then
- on the highest-numbered space between legal spaces.

If a bonus is covered, the Bot advances its marker on its highest Mastery track by one.

Action C: The Bot chooses to construct a Building as follows, in priority order:
- of the color shared by the most Automa Project tiles,
- the largest possible Building, then
- of the color indicated by the Current Number.

During setup only, it constructs on the lowest-numbered space. As a Bonus, it advances on the Mastery track of the corresponding color by one.

Action D: The Bot chooses to place each Garden tile as follows, in priority order:
- next to its own Building (using at most 3 Water tiles), then
- on the lowest-numbered space (using at most 3 Water tiles).

If any bonus on a Water space is covered as a result, the Bot gains 3 Victory Points.

APPENDIX

SECTION I: COMMON DISTRICT AND SPECIAL WATER TILES BONUSES

Received after placing a Project tile in a common District or Garden tile on Water spaces (but never received after placing a Water tile).

	Receive a Resource of the depicted color from the Main board (from the Barge, not from the supply). You must choose the die with the highest value. Do not move your Architect.
	Receive a Resource of any available color from the general supply. If no Resources are in the supply, this bonus provides nothing.
	Receive 1 Gold.
	Receive a regular Water tile.
	Receive 1 special Water tile (selected from the display, then replenish immediately).
	Receive a Garden tile.
	Move your Architect to any District.
	Refill (flip face up) one of your Crate tiles.
	Receive the depicted number of Claim markers from the supply. If you have fewer than the depicted number remaining, receive what remains (meaning none if none remain).
	Move up once on a Mastery track of your choice.
	Move up once on the Mastery track of the same color as the Project tile placed on this space.
	Immediately place another Project tile of the same color, and gain any bonus it might cover. You may only do this if you can still respect all of the Project tile placement requirements.
	Receive the printed number of Victory Points.
	Pay a white/yellow/brown Resource to move up once on the Mastery track of the same color.

SECTION 2: PORT DISTRICT BONUSES

Received after placing a House.

	Receive 2 Claim markers from the supply. If you have fewer than two remaining in the supply, receive what remains (meaning none if none remain).
	Move up once on a Mastery track of your choice.
	Receive a Resource of any available color from the supply. If no Resources are in the supply, this bonus awards nothing.
	Take a Crate tile occupying this space and place it on your Player board face up. If you do not have enough space on your Player board, you may not place a House on this space.

SECTION 3: ZIGGURAT DISTRICT BONUSES

Received after placing a House in one of the Ziggurat House spaces.

	Place 1 Claim marker on the tile in the Ziggurat section of the same color. The Claim marker is placed on the leftmost space without your Claim marker.
	Place 1 Claim marker on the tile in the Ziggurat section of the same color. The Claim marker is placed on the leftmost space without your Claim marker. Move up once on the Mastery track matching the color of the arrow.
	Place 1 Claim marker on the tile in the Ziggurat section of the same color. The Claim marker is placed on the leftmost space without your Claim marker. Receive 1 Gold.

SECTION 4: ZIGGURAT TILES

When you score the Ziggurat District, you receive Victory Points for your rightmost marker on each Ziggurat tile, as follows:



Z01

Receive 2/3/4 Victory Points for each of your Houses in the common Districts (Districts 1, 2, and 3).



Z02

Receive 0/1/2 Victory Points for each of your Houses in the Ziggurat District.



Z03

Receive 0/1/2 Victory Points for each boundary passed by any of your Mastery markers. This is scored for each marker in its respective Mastery track.



Z04

Receive 1/2/3 Victory Points for each Ship with your marker on it.



Z05

Receive 1/2/3 Victory Points for each of your Buildings in the common Districts (Districts 1, 2, and 3) which is adjacent to at least one Garden tile.



Z06

Receive 1/1/2 Victory Points for each of your Garden tiles.



Z07

Receive 2/3/4 Victory Points for each of your Houses in the Port District.



Z08

Receive 0/5/10 Victory Points.



Z09

Receive 3/5/7 Victory Points for each Urban or Decree card you have completed.



Z10

Receive 3/5/7 Victory Points for each set of 3 Buildings in different colors with your House on them in the common Districts and for each set of 3 Ships in different colors with your Claim marker.

SECTION 5: SHIP TILES

Ship tiles offer special abilities to players that claim them.

Size 1 Ships



S01

Whenever you place your Claim marker on a Ship, receive 2 Victory Points.



S02

Whenever you place a House, receive 2 Victory Points.



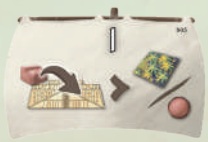
S03

Whenever you spend a Resource to refill (flip face up) a Crate tile, you may refill up to 2 Crate tiles instead.



S04

Whenever you place a Project tile, receive one regular Water tile.



S05

Whenever you place a House on the Ziggurat, receive 1 Garden tile or 1 Claim marker from the supply.



S06

Whenever you construct a Building, receive 2 Victory Points for every Claim marker on the covered Project tile(s) belonging to an opponent.

Size 2 Ships



S07

Whenever you place a Garden tile, receive 2 Victory Points.



S08

Whenever you place a House, you may (as a free Action) take a Gardening Action.



S09

Whenever you place a House in the Port District, you may pay 1 blue Resource to take that House from one of the colored rows (instead of the bottom row) on your Player board.



S10

Whenever one of your Mastery markers passes a boundary on its Mastery track, receive 3 Victory Points.



S11

Whenever you place a Claim marker on a Ship in the Port District, you may (only once) pay a blue Resource instead of a Gold.



S12

Whenever you place a Garden tile, you may place a Claim marker from the supply (not from your player area) on it.

Size 3 Ships



S13

After you place a Project, you may pay any 1 Resource to move up once on the Mastery track of the same color as the placed Project. It does not have to be the Resource in the same color as a Project.



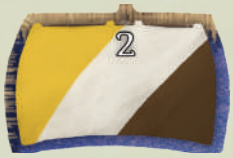
S14

Whenever you Construct a Building, for each Claim marker belonging to an opponent, you may pay any 1 Resource to move your Mastery marker once up the Mastery track of the same color as the Building.



S15

Whenever you place a Claim marker on a Ship tile, move your Mastery marker once up the Mastery track of the same color as the Ship.



These Ship tiles, printed on the Main Board, have no special ability; however, each of them counts as one Ship in the color of your choice.

SECTION 6: URBAN CARDS

When you score Urban cards, to gain the printed amount of Victory Points, you must meet the condition depicted on the card: a specific number of your Houses in each of 3 separate Districts. The color or size of the Buildings on which your Houses rest does not matter. In the case of the Port District, simply count your Houses there. Urban cards never require you to have Houses in the Ziggurat District.

If you have more than one Urban card in your hand, you may score any or all of them, but each House can only ever contribute to the requirements of a single Urban card. (This can be tracked however you like—we recommend turning the House onto its side.)



Gain 10 Victory points if you have 3 Buildings in District 1, 1 Building in District 2, and 1 Building in District 3.

SECTION 7: DECREE CARDS

To score one of the face-up Decree cards, you must demonstrate that you have met the conditions depicted on the card. Then, take the card off the Main board, gain its bonuses, and place the card in your player area.

Card image	Requirements	Bonus
 D01	Have at least 3 white Buildings and 3 brown Buildings anywhere in the common Districts.	Immediately place a House in the Port District, paying no cost but gaining the bonus. Gain 8 Victory Points.
 D02	Have at least 3 white Buildings and 3 yellow Buildings anywhere in the common Districts.	Refresh up to 3 Crates. Receive 1 Claim marker. Gain 10 Victory Points.
 D03	Have at least 3 yellow Buildings and 3 brown Buildings anywhere in the common Districts.	Advance on a single Mastery track twice. Gain 8 Victory Points.

Card image	Requirements	Bonus
 D04	Have at least 2 white Buildings, 2 yellow Buildings, and 2 brown Buildings anywhere in the common Districts.	Gain 2 Gold. Gain 10 Victory Points.
 D05	Have at least 5 white Buildings and 1 brown Building anywhere in the common Districts or Houses (in the corresponding spaces) in the Ziggurat District.	Draw 2 Urban cards, keep 1, and place the other card at the bottom of the deck. At the end of the game, you may ignore 1 required House from each Urban card you score. Gain 8 Victory Points.
 D06	Have at least 5 yellow Buildings and 1 white Building anywhere in the common Districts or Houses (in the corresponding spaces) in the Ziggurat District.	Receive 1 Claim marker. Place a Claim marker on a Ziggurat tile of your choice (following the usual rules). Do not place a House. Gain 10 Victory Points.
 D07	Have at least 5 brown Buildings and 1 yellow Building anywhere in the common Districts or Houses (in the corresponding spaces) in the Ziggurat District.	Receive 1 Claim marker. Place a Claim marker on any one Ship tile. Gain 10 Victory Points.
 D08	Have at least 1 white Building, 1 yellow Building, and 1 brown Building anywhere in the common Districts. Have a Claim marker on each Ziggurat tile.	Gain 12 Victory Points.
 D09	Have at least 3 brown Buildings anywhere in the common Districts. Have a Claim marker on at least 2 white and 2 yellow Ships.	Gain 1 Gold. Move up once on a Mastery track of your choice. Gain 8 Victory Points.
 D10	Have at least 3 white Buildings anywhere in the common Districts. Have a Claim marker on at least 2 yellow and 2 brown Ships.	You may move up to 2 Houses on your Player board from the colored rows to the bottom row (gaining any applicable bonuses). Gain 10 Victory Points.

Card image	Requirements	Bonus
 D11	Have at least 3 yellow Buildings anywhere in the common Districts. Have a Claim marker on at least 2 white and 2 brown Ships.	Take 2 special Water tiles (selected from the display, then replenish immediately), and 1 Garden tile. Gain 8 Victory Points.
 D12	Have at least 1 white Building, 1 yellow Building, and 1 brown Building anywhere in the common Districts. Have 4 Houses in the Port District.	Gain 12 Victory Points.
 D13	Have at least 6 Garden tiles adjacent to any of your Buildings. Have 2 Houses in the Port District.	Move up once on two different Mastery tracks. Gain 10 Victory Points.
 D14	Have Claim markers on at least 1 white, 1 yellow, and 1 brown Ship. Have at least 1 white Building, 1 yellow Building, and 1 brown Building anywhere in the common Districts, each adjacent to a Garden tile.	Receive 2 Claim markers. Gain 2 Resources of your choice from the supply (if any). Gain 10 Victory Points.
 D15	Have Claim markers on at least 8 Garden tiles.	Gain a random Harbormaster tile (from the ones not used in the Port District during setup). Gain 10 Victory Points.
 D16	Have a Claim marker on at least 2 white, 2 yellow, and 2 brown Ships. Have Claim markers on at least 2 Garden tiles.	Gain 12 Victory Points.

SECTION 8: HARBORMASTER TILES



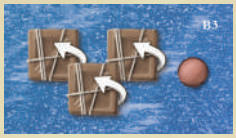
B1

Move up on a single Mastery track twice or on two Mastery tracks once.



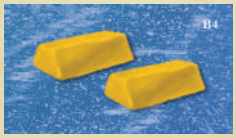
B2

Receive 1 Special Water tile (selected from the display, then replenish immediately), 1 Garden tile, and 2 Claim markers.



B3

Refill (flip face up) up to 3 Crate tiles, and receive 1 Claim marker.



B4

Receive 2 Gold.



B5

Perform any one action depicted on an Action tile.



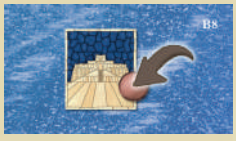
B6

Place a Claim marker on any Ship tile.



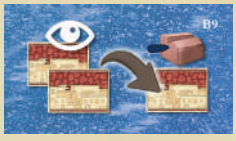
B7

You may pay 1 Resource fewer when placing a House in a common District..



B8

Place a Claim marker on a Ziggurat tile (on the leftmost space that does not yet have your Claim marker). Do not place a House.



B9

Draw 2 Urban cards, keep 1, and place the other card at the bottom of the deck. At the end of the game, you may ignore 1 required House from each Urban card you score.

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