ASSYRIA

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FAQ & forum: http://www.ystari.com

Acknowledgements

Barbara Pivetta, Ignazio De Guglielmi, Michele Zannoni, Stefano Rampazzo, Massimo Biasotto, Davide Bernardo, Davide Fauri, Brad Keen, Mike Troxell, Dan Tekely and Tom Powers, Lucio Bonetto and Cinzia, Andrea «Liga» Ligabue & Club TreEmme, Nicola Motterle and Tiziano Stona, as well as all test players at Faidutti's Gathering (in particular Christwart Conrad, Marcel-André Casasola Merkle, Sonso and Jesus), 2008 Buckeye Games Fest.

Contents

- 1 board
- 40 huts in 4 colors
- 16 ziggurat bases (A) in 4 colors
- 16 ziggurat centers (B) in 4 colors
- 16 ziggurat roofs (C) in 4 colors
- 16 discs in 4 colors
- 16 small grey discs (wells)
- 54 cards (40 x *Food*, 9 x *Expansion*, 1 x *Bonus*, 4 x *Plow*)
- This booklet



Once upon a time...

2000 BC. A new empire is about to emerge in the north of Mesopotamia. Nomadic tribes gather under the leadership of Assur, a city-state dedicated to the cult of the powerful mountain god. But life in the desert is precarious, and before ruling the world, one must first learn to survive...

Object of the game

Players take the role of the chiefs of nomadic tribes. They travel the desert to find food and build wells and ziggurats. During the three reigns which make up the game, they try to spread the domination of their tribe over Assyria. At the end of the game, the most prominent tribe wins...

Preparation

Advice: Before playing your first game, read the game board description on page 2.
Note: These rules are for a 4-player game. Adjustments for 2 and 3 players can be found at the end of this leaflet.

● Place the board in the middle of your play surface, then place the 16 wells (grey discs) to the side of the board.

● Each player chooses a color and takes all of the correspondingly-colored pieces as well as a *Plow* card. The player places a disc of their color at the start of the score track (**A**), a disc at the start of the camel track (**B**), and a disc at the start of the offerings track (**C**). Shuffle the remaining discs and place them randomly on the turn order track (**D**).

● Shuffle the *Food* cards and place them face down beside the board. Place the *Bonus* card beside the card. Place one *Expansion* card with a value of 4 in the first expansion space (**E**), then shuffle the remaining *Expansion* cards and place them face down beside the board.

The first player sets up *Food* cards as described under «Farming – Sowing» (see «Game Turn» on page 3), then finish setting up as follows:

● Each player, following the turn order, chooses a starting space among the 4 available spaces (**M**) and places one of their ziggurat bases.

● **Initial draft:** The last player in turn order draws 4 *Food* cards from the deck, chooses one of them, places it face-up in front of them, then passes the remaining cards to the third player, who does the same, and so on. The first player will receive the final card.

Continue the first turn as described under «Farming – Harvest».

Food symbols


Grapes

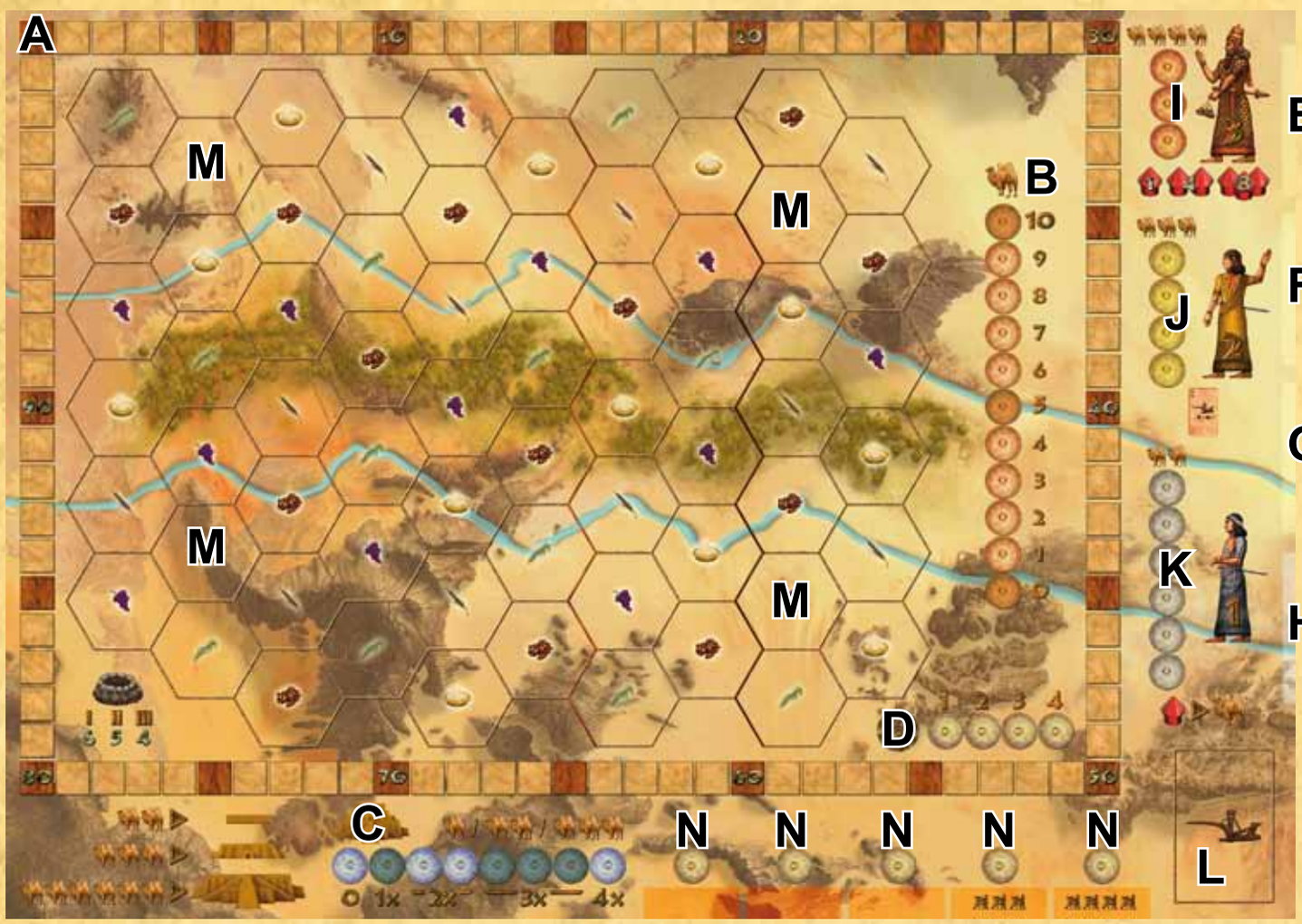

Palm


Salt


Barley


Dates

Board

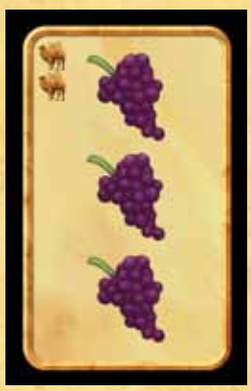


A) Score track	H) Bonus space
B) Camel track	I) Higher dignitary
C) Offerings track	J) Middle dignitary
D) Turn order track	K) Lower dignitary
E) Expansion space 1	L) *Plow* cards space
F) Expansion space 2	M) Starting spaces for the ziggurats
G) Expansion space 3	N) Farming spaces

Cards



Expansion



Food



Food (Wild card)



Plow



Bonus

Order of Play

A game is separated into **3 Reigns**. The **first Reign** lasts **2 turns**, and the **following Reigns each last 3 turns**.

Game turn

I - Farming

A) Sowing

The first player draws 5 *Food* cards one by one and places them under the 5 farming spaces in a line following the instructions below:

- Cards are arranged from left to right in ascending order according to the number of symbols (1 to 3) on them.
- If several cards have the same number of symbols on them, they are arranged by drawing order.
- **Wild cards** are always placed **on the right.**

Once this first line is arranged, the first player draws 5 new cards and places a new line under the first, following the same rules. Thus, 5 columns of 2 cards have been formed.



Sowing: The first player draws 5 cards (1 Wild card, 1 Date, 2 Barley, 1 Grape, 3 Grapes) and arranges them. The cards with 1 symbol are arranged following the draw order. They are followed by the card with 2 Barley and the one with 3 Grapes. The Wild card is placed on the right.

B) Harvest

The first player takes their turn order disc and places it above one of the 5 columns of 2 cards. The player takes the 2 cards of the column and the disc remains where it is. The second player (following the turn order) does the same and so on.

Note: Selected cards are placed face-up, in the player's area. The 2 cards of the unselected column remain untouched for the whole duration of the turn.



Harvest: Red, the first player, places their disc on the third column and takes the two corresponding cards (2 Barley, 3 Grapes). Following the turn order, the other players choose a column and take cards accordingly...

C) New turn order

A new turn order is determined. The player whose disc is the farthest on the left becomes the first player, and so on. The player whose disc is the farthest on the right becomes the last player.



New turn order: The new turn order is determined.

II - Expansion

Following the new turn order, each player expands their territory by going through all the phases below:

A) New huts

The player takes a number of huts from their stock equal to the value of the *Expansion* card for the **current turn**. If the player doesn't have enough huts, they take all the remaining huts from their stock. Then, the player places those huts on the board according to the following rule:

Huts must be placed on a empty hexagon adjacent to one of the player's own huts or ziggurats.

Note: You can expand progressively by putting a hut next to another you have just placed. Huts can be placed on river hexagons.

Advice: To make the next phase easier, you should place your huts at the bottom of hexagons rather than in the middle of them.



New huts: The Expansion card has a value of 4. Red places 4 new huts on A, B, C and D. From C, Red can't place a hut on X (which is not adjacent), nor can they place one on Y (which is occupied by another player's hut).

B) Resupplying
Each player now uses their *Food* and *Plow* cards to resupply their huts. Ziggurats need no resupplying. Each symbol on a card allows you to resupply **1 hut** located on a hexagon featuring **a symbol corresponding to the card**. So, cards with 2 or 3 symbols allow you to resupply 2 or 3 huts with corresponding symbols. ***Plow* cards and Food Wild cards** allow you to resupply **1 hut, whatever its symbol**.

The player discards their cards one by one and chooses the hut(s) they want to resupply. The player places the hut on top of the symbol corresponding to the card (that is, in the middle of the hexagon) to show that resupplying has taken place. Of course, a player may discard a card featuring several symbols to feed a single village. In such a case, extra symbols are lost. *Plow* cards that are played are not discarded, but placed onto the dedicated space for them on the board.

Note: Resupplying is mandatory. A player can't choose to sacrifice a village if they have the means to resupply it.

If the player has cards left after the resupplying (because the player had a surplus or some of the symbols featured on the cards do not correspond to the hexagons where the player's huts are settled), the cards remain in the player's possession for subsequent turns.

C) Famine
Now the player removes all their huts that have not been resupplied (that is, huts which are not at the center of their hexagon) from the game board. Place these huts back in the player's stock.

D) Wells
The player may now choose to place wells. Wells are placed **at the intersection of 3 hexagons** on which the player currently owns **a hut**. Furthermore :

- You can't build a well next to a ziggurat.
- Wells can't be placed between the two rivers.
- Wells can't be placed on top of other wells.

Notes:
- Building a well is not mandatory.
- A player may build several wells in the same turn.
- Once a well is built, it remains in place until the end of the game.
- The stock of wells is limited, so you cannot build more wells than what the stock contains.

E) Revenue & Prestige
The player now counts their revenue and prestige points.

1) Revenue
For each river, **the first hut placed** by the player yields **3 camels**. **Subsequent huts** placed on the same river yield **2 camels each**.
The player adds up the camels they have received and advances their disc by the appropriate number of spaces along the camel track.

Note: Revenue is limited to 10 camels.
Advice: The camels will be spent in order to expand your empire, so it is important to earn camels each turn !



Resupplying: Red discards their 2 Barley card to resupply hut B, discards their Plow card to resupply hut A and finally discards their 3 Grapes card to resupply hut D. Red's 1 Palm card is useless for the time being, so the player keeps it for another turn.



Famine: Red has not resupplied hut C, which is consequently removed from the board and returned to the player's stock.



Wells: Blue may build a well at the intersection of huts A, B and C; the player places a grey disc there.



Revenue: Green owns 2 huts on the upper river and 1 on the river at the bottom. As a consequence, Green has a revenue of 8 camels (3+2+3).

2) Prestige
The player scores points on the score track:

● Each hut placed **between the two rivers** yields **2 points**.

● Each hut placed **outside the two rivers** yields **1 point**.

Note: Huts placed on a river yield no points.

● Each **ziggurat tile** (base, center, roof) on the board yields **1 point**.

● **Wells** yield a number of points depending on the reign during which they were built. During the **1st Reign**, wells yield **6 points**; during the **2nd Reign**, they yield 5 points; and during the **3rd Reign**, they yield **4 points**.

Note: Wells yield points only during the turn in which they were built!

Once all the players, in turn order, finish the expansion phase, proceed to the next phase.

III - Actions

Each player in turn order may then spend camels to perform actions:

Possibles actions

A) Build / extend a ziggurat
B) Create intrigue in Assur
C) Make an offering to the gods
D) Buy a *Plow* / *Food* card

A) Build / extend a ziggurat
1) Build
The player may build a new ziggurat on the board if they follow the building rules below:

● A ziggurat must be built on a hexagon which is occupied by one of the player's huts.

● A ziggurat can't be built on a river hexagon.

● A ziggurat can't be built on a hexagon next to a well.

To build a ziggurat, the player must spend **6 camels**, then replace 1 of their huts with 1 ziggurat base (return the hut to the player's stock).

2) Extend
The player may extend one of their pre-existing ziggurats if they follow the building rules below:

● A ziggurat can only be extended by one level per turn (however, adding a level to several ziggurats is allowed, as well as building a ziggurat and extending other ziggurats with one tile in the same turn).

● A player may extend a ziggurat only by placing above it a tile of the size which is directly inferior to it (so, a roof tile can only be placed on a center tile and a center tile can only be placed on a base tile).

To extend a ziggurat, the player spends a number of camels depending on the tile to be placed:

● 3 camels for a center tile

● 2 camels for a roof tile



Prestige: Blue scores 11 points.
- 2 points for hut A
- 1 point for hut B
- 1 point for hut C
- 1 point for Blue's ziggurat base
- 6 points for the well that was constructed during this turn.



Build / extend: In the turn, Yellow builds a new ziggurat and extends another. So, Yellow spends 9 camels and places a base tile (the hut goes back to the player's stock) and a center tile on the base tile located in the south.

B) Create intrigue in Assur
The player may attempt to win the favors of the dignitaries of Assur for the next Flood. In order to do that, the player spends camels and places huts from their stock on available spaces corresponding to the dignitaries they choose. There are three dignitaries with increasing influence:

- The higher dignitary costs 4 camels
- The middle dignitary costs 3 camels
- The lower dignitary costs 2 camels

When a player places a hut, they automatically place themselves on the highest space available for the dignitary of their choice.
Note: You can place several huts in the same turn.

C) Make an offering to the gods
The player may offer camels to the gods to win their goodwill for the next Flood. To do that, the player spends from 1 to 3 camels and advances their disc by as many spaces along the offerings track.

D) Buy a Plow / Food card
The player may buy one of the *Food* cards that are still available after the harvest, and a *Plow* card if one is still available and if the player doesn't have one yet. To do that, the player pays the price indicated on the card (1 or 2 camels) and takes the card.
Note: You can't buy two Food cards in the same turn. You also can't own two Plow cards at the same time.

A player **may keep camels from one turn to the next**. When all players have performed their actions, the game turn is over.

End of turn

The turn is now over. If it was the final turn of the reign, a flood now takes place. Otherwise, the first player draws a new *Expansion* card and places it in the slot below the previous card. All players put their huts back at the bottom of their hexagons so that they won't hide the resources. A new turn begins.

Flood

Floods mark the end of a Reign. The first Reign ends after 2 game turns. The second and third Reigns end after 3 turns. The following actions are carried out:

I) Flooding
All the huts located on a river hexagon are removed from the board and go back to their owner's stock.

II) Assur
The players are granted rewards according to their influence with the dignitaries:

- The higher dignitary grants 3 influences per hut
- The middle dignitary grants 2 influences per hut
- The lower dignitary grants 1 influence per hut

Players are ranked according to the influence they have been granted. In case of a tie, the player who has placed more huts wins the tie. If players are still tied, then the tied player with the highest hut on the board wins the tie.

Note: A player who hasn't placed a single hut on any dignitary is not ranked and can't score points.



Intrigue: Red spends 4 camels and places a hut on the first available space of the higher dignitary.



Offering: Blue spends 2 camels and advances their marker by two spaces along the offerings track.



Buying cards: Green spends 2 camels and buys the 3 Dates card.



End of turn: A new Expansion card is placed under the previous one.



Flooding: Huts located along the river are removed from the board.

The player with the highest influence total scores a number of points equal to the sum of *Expansion* cards before discarding the highest *Expansion* card. The next player scores a number of points equal to the new total before discarding the highest remaining *Expansion* card, and so on until no cards remain.
Note: If a player isn't placed on any dignitary, they score no points and the remaining cards are discarded.

III) Dignitaries
In addition to granting players points, each dignitary provides a bonus to the players supporting him.

1) Higher dignitary
The players score a point bonus depending on the number of huts they have placed on this dignitary:

- 1 hut grants 1 point
- 2 huts grant 4 points
- 3 huts grant 8 points

Once the bonuses have been counted, everybody gets their huts back.

2) Middle dignitary
All the players who have placed at least one hut on one of this dignitary's spaces get a *Plow* card from the *Plow* cards deck.
Reminder: A player can't own more than one Plow card.

3) Lower dignitary
For each hut placed on one of this dignitary's spaces, the players advance their disc by one space along the camel track.

IV) Offerings
The players score points depending on their offerings to the gods. Each player scores a number of points equal to the number of ziggurat sites they own on the board, multiplied by the number indicated by their disc on the offerings track. Each player's offering disc then goes back to the initial space of the track.
Note: All ziggurat sites are counted even if the building is unfinished (no center or no roof).

V) Next Reign
Before the start of the 2nd and 3rd Reigns, place the *Bonus* card in its spot on the board. During the next Floods, add its value to the sum of the Expansion cards on display.
Note : The Bonus card is used only for 4-player games.
The first player draws a new *Expansion* card and places it in the first Expansion slot. All players put their huts back at the bottom of their hexagons so that they won't hide the food symbols. A new turn begins.

End of game

The game is over at the end of the 3rd Reign (after the flood). Players score a certain number of bonus points:

- Each player scores 1 point per ziggurat tile they have built
- Each player scores 1 point per *Plow* card
- Each player scores 1 point for each group of two remaining camels

The most advanced player along the score track takes control of Assur and wins the game. In case of a tie for first place, all tied players win. They will share the nascent empire!

Assur: The players count their influence. Red comes first with 7 (3+3+1). Green (1+1) and Yellow (2) are tied with 2 points, but Green, having placed 2 huts, comes first. Red scores 10 points and discards the highest card (a 4). Green scores the 6 remaining points and discards the highest card (a 4). Yellow scores the 2 remaining points and discards the last card.



Dignitaries: The players count their bonuses. Green has 2 huts on the lower dignitary and consequently earns 2 camels. Yellow has 1 hut on the middle dignitary and earns a Plow card. Red has 2 huts on the higher dignitary and 1 hut on the lower dignitary; the player scores 4 points and earns a camel.

Offerings: Yellow has 3 ziggurats on the board and their disc is on the x3 space of the offerings track. Yellow thus scores 9 points.

Assyria with 3 players

The game is the same as in the 4-player version except:
● The players play on a cropped version of the game board with different starting places (the locations marked with a ziggurat in the picture below).
● The players use 12 wells instead of 16 and 3 *Plow* cards instead of 4.
● During the preparation 3 *Food* cards (instead of 4) are used for the inital draft.
● During the farming phase, the player draws 4 *Food* cards twice for the sowing.

Assyria with 2 players

The game is the same as in the 4-player version except:
● The players play on a cropped version of the game board with different starting places (the locations marked with a ziggurat in the picture below). From the 4 starting places, each player may choose one.
● The players use 8 wells instead of 16 and 2 *Plow* cards instead of 4.
● During the preparation 2 *Food* cards (instead of 4) are used for the inital draft.
● During the farming phase, the player draws 3 *Food* cards twice for the sowing.
● When counting in Assur, the player with the most influence wins all the points. The second player wins nothing in the 1st Reign, and the value of the lowest card in the other 2 Reigns.



Assyria with 3 players



Assyria with 2 players

Summary of the game

GAME TURN

I - Farming:

A) Sowing: the first player draws 5 *Food* cards twice and places them in order
B) Harvest: in turn order, each player chooses one of the 2-card columns
C) New turn order: depending on the columns that are chosen, a new turn order arises

II - Expansion: each player, in turn order, performs all of the actions below.

A) New huts: the player places a number of huts corresponding to the value of the *Expansion* of the current turn
B) Resupplying: using their cards, the player resupplies their huts
C) Famine: unsupplied huts are removed from the board
D) Wells: the player may place wells on the intersection of 3 hexagons on which they have huts
E) Revenue & prestige: the player earns camels and scores points

III - Actions: each player, in turn order, spends their camels (totally or in part)

A) Build / extend a ziggurat
B) Create intrigue in Assur
C) Make an offering to the gods
D) Buy a *Plow* or *Food* card

End of turn: If this is not the end of a Reign, place a new *Expansion* card. Otherwise, a Flood takes place.

FLOOD

I) Flooding: each hut located on the river is removed
II) Assur: the players count their influence and score points depending on the *Expansion* cards of the current Reign
III) Dignitaries: the players score bonuses depending on the dignitaries on whose spaces they are placed
IV) Offerings: the players multiply their position on the offerings tracks with the number of ziggurats they own on the board
V) Next reign : place the *Bonus* card (4-players); place a new *Expansion* card.

END OF GAME

At the end of the 3rd Reign, players score 1 point per ziggurat tile, 1 point per *Plow* card and 1 point for each group of 2 remaining camels.