TWILIGHT INSCRIPTION™



RULEBOOK

The Lazax empire has fallen. After a bloody rebellion that saw the galaxy aflame with war and the extermination of the once-proud Lazax, the many factions of the galaxy retreated to their homeworlds. Seeking a period of stability, they learned to live again as sovereign peoples. Now, as they emerge once more into the wider galaxy, each faction seeks opportunities to expand their great civilization.

But isolation breeds distrust. The dethroning of the Lazax revealed the unbound ambitions of the galaxy's major powers, and memories of their viciousness do not fade easily. Each faction sees the risk: that someone else may claim the mantle of emperor, asserting their dominion over the galaxy. That possibility is unacceptable.



OVERVIEW

In ***Twilight Inscription***, each player assumes the role of a major faction from the *Twilight Imperium* universe as they expand from their homeworld into the galaxy. Through technological superiority, military power, and industrial zeal, each faction seeks to become the dominant force within the galaxy.

Twilight Inscription is a competitive roll-and-write game for one to eight players. The primary components are sheets that the players write on with dry-erase chalk markers. Throughout play, the players mark their sheets in a variety of ways, trying to collect as many victory points as possible. The player with the most victory points at the end of the game is the winner!

COLONIALISM IN TWILIGHT IMPERIUM

The ***Twilight Imperium*** setting explores the development of major factions after casting off the bridle of galaxy-spanning imperial forces. For factions like the Xxcha and Naaz-Rokha, the bitter legacy of colonialism encourages them to pursue a more cooperative and respectful form of expansion. Conversely, factions like the Barony of Letnev and the Nekro Virus have chosen to employ far harsher methods, from exploitative colonization to genocide.

We believe that even a fictional setting can reinforce the false narratives of colonialism, so our goal is to depict the setting's colonialism without glorifying it. Invaders and oppressors are described as such, and violence against a planet's inhabitants is not couched in softening language. Similarly, the mechanics are designed to allow players to expand their influence without conquering other peoples.

COMPONENTS



1 Rulebook and
1 "Play as You Learn" Guide



32 Player Sheets
(8 Navigation, 8 Expansion, 8 Industry, 8 Warfare)



1 Mecatol Rex Sheet



24 Faction Cards



25 Event Cards



12 Objective Cards



16 Relic Cards



12 Agenda Cards



1 Speaker Card



8 Reference Cards



8 Dry-Erase
Chalk Markers



3 Black Dice



3 Focus Dice

CHALK MARKERS

Before the first game, the markers must be primed by shaking them **with the caps on** for 20 seconds. Markers should be stored with their caps firmly on.

The erasers are ideally suited for small corrections. Before erasing a mark, allow it to dry for 10 seconds to avoid smudging.

To erase the sheets after a game, wipe them with **dry** paper towels. Slightly damp paper towels can be used to remove any residue that builds.

SETUP

Perform the following steps to set up the game. If you want to play the game as you set up and learn the rules, close this rulebook and read the "Play as You Learn" guide instead.

1. **Prepare Player Sheets:** Deal one random Navigation sheet, Expansion sheet, Industry sheet, and Warfare sheet to each player. Each player places their sheets in front of them in the arrangement shown below.

   If the players prefer to have variety and unique opportunities, they should use side A of their sheets, which are all different. For a symmetrical game in which all players have the same opportunities, they should use side B. The side indicator is in the corner next to the name of each sheet.

2. **Choose Factions:** Shuffle the faction cards and deal three to each player. Each player chooses one, places it next to their sheets, and returns the rest to the game box. If a player's chosen faction card has "**Setup:**" text, they resolve that now.

3. **Prepare Mecatol Rex Sheet:** Place the Mecatol Rex sheet in the middle of the table as shown in the diagram on the next page. Shuffle the agenda cards that have the Stage II back and place one facedown below the Mecatol Rex sheet. Return the remaining Stage II agendas to the game box. Repeat for the Stage III and IV agenda cards.

   If playing with one or two players, follow the setup on page 18 to modify this step and to choose a difficulty.



Stage II Agenda



Player Sheets

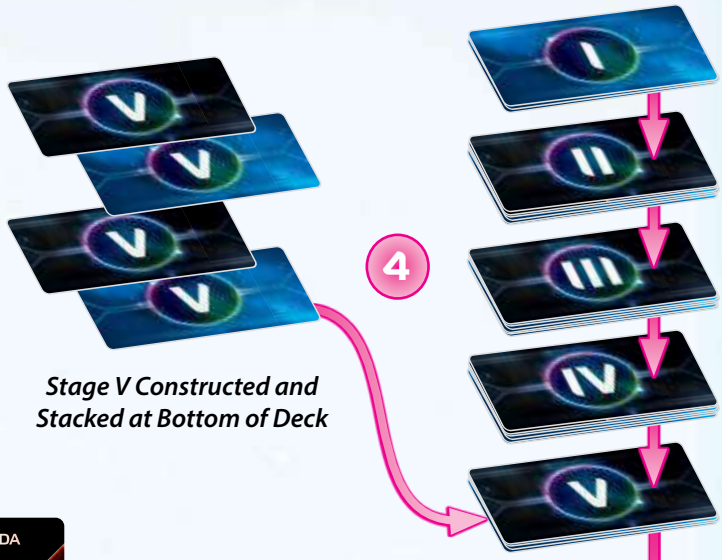
Faction Card

PLAYER SHEET LAYOUT

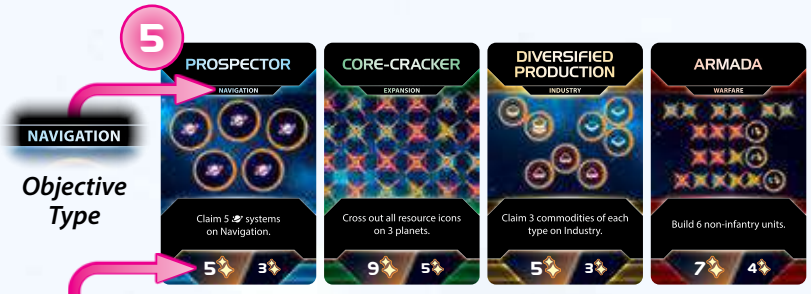
The layout shown above is the recommended layout. However, players can lay out their sheets in any arrangement to suit the needs of their table space, writing habits, etc. Players can also freely move their sheets around during play.

4. **Prepare Event Deck:** Separate the event cards into ten piles according to their backs (stage number and color). Shuffle each pile facedown. Then, stack the Stage V cards facedown, starting with a blue card on the bottom and alternating between blue and black cards. Construct the other stages in the same way. Then, combine the stages into a single deck with Stage V on bottom and Stage I on top. Place the deck next to the Mecatol Rex sheet.

5. **Reveal Objectives:** Separate the objective cards by type (Navigation, Expansion, Industry, and Warfare) and shuffle each type separately. Place one random card of each type above the Mecatol Rex sheet; the side that has two victory point values (✦) at the bottom should be faceup. Return the remaining objectives to the game box.



Stage V Constructed and Stacked at Bottom of Deck



Objective Type

Two VP Values Faceup

Objective Cards



Dice



Event Deck



Relic Deck



Mecatol Rex Sheet

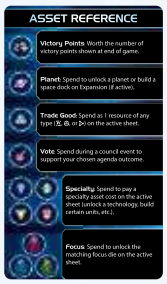


Agenda Cards

6. **Prepare Other Components:** Shuffle the relic deck. Place the relic deck and the dice next to the Mecatol Rex sheet. Give one reference card and one dry-erase marker to each player.



Marker



Reference Card

7. **Choose Speaker:** Give the Speaker card to the most experienced player—the Speaker is responsible for helping to run the game. The Speaker begins the first round by flipping the top card of the event deck.



Speaker Card

FUNDAMENTAL CONCEPTS

This section contains the fundamental concepts for understanding and learning ***Twilight Inscription***.

PLAYER SHEETS



Each player's sheets represent their progress in becoming a dominant force in the galaxy. Each player decides which sheets to invest in, representing their focus as scholarly explorers, war-mongering industrialists, diplomatic expansionists, and more.

A player can win the game by focusing on a few sheets or efficiently investing in all four. New players are encouraged to focus on the Navigation and Expansion sheets while they are learning how the game works.

Each player's sheets are exclusive to that player; they never mark other players' sheets.

ASSETS

The players mark their sheets with the goal of claiming **ASSETS**. Assets are the icons within dotted or dashed circles, and each sheet has a different way to claim its assets. There are many types, but players should particularly pay attention to victory point (✦) assets, which determine scores at the end of the game.



Victory Point Asset

When a player claims an asset, they circle it:



Assets with a **dotted** outline have an effect that the player must resolve immediately. Assets with a **dashed** outline do not have an immediate effect; they can be saved until the player chooses to spend them. To spend an asset, the player crosses it out with a single slash mark.



Spending a ⌄ Asset

The complete list of assets and their effects is described later on page 15.

RESOURCES

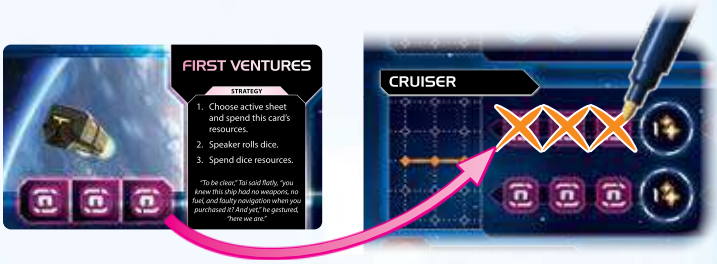
The main way that players mark their sheets is by spending **RESOURCES**. There are three resources: material, influence, and research. Dice and cards provide these resources for players to spend on their sheets.



Material *Influence* *Research*

Each sheet uses resources in a different way, but they follow two principles:

- **Cross Out a Matching Icon:** Players can spend a resource to cross out a matching icon.



Spend 3 on the Warfare sheet to build a cruiser.

- **Use an Icon Legend:** The Navigation and Industry sheets have an icon legend. Players can spend a resource to resolve the effect next to that icon in the legend. They do not mark the icons in the legend.



Spend 1 on the Navigation sheet to claim a system.

The complete rules for marking each sheet are described later.

PLAYING THE GAME

The game is played over a series of rounds. Each round, the Speaker reveals the top card of the event deck, reads it aloud, and the players follow the instructions on the card. Then, the card is discarded near the deck, and a new round begins. Play continues in this way until the players resolve the Stage V event "A Throne for the Taking," which ends the game.

There are four types of event cards: strategy, war, council, and production. The rules of each type are described next.



Event Card Type

MARKERS DOWN

All event cards involve the players simultaneously marking their sheets in some way. The Speaker is responsible for determining when everyone is finished marking so that the game can proceed. To assist the Speaker, players should cap their markers and place them on the table to indicate that they are finished marking their sheets.



Often, players need to remember which of their sheets is "active" after they finish marking it. They can place their marker next to that sheet as a reminder.

STRATEGY EVENT CARDS

Most cards in the event deck are strategy events, which provide the players with the resources they spend to mark their sheets. To resolve a strategy event, the players perform the following steps together:

1. **Choose Active Sheet and Spend Card Resources:** Each player chooses one of their four sheets to be their **ACTIVE SHEET** until the end of the round. Then, they spend the resources provided by the event card to mark that sheet.



Resources on Strategy Event

2. **Speaker Rolls Dice:** The Speaker rolls all six dice.

3. **Spend Dice Resources:** Each player spends the resources provided by the **black dice** to mark their active sheet. If that player has unlocked any focus dice on the active sheet, they can spend the resources from the unlocked dice as well (focus dice are described later on page 16).



Spend on Active Sheet



If Unlocked, Spend on Active Sheet

During strategy events, players can also spend their claimed assets to mark their active sheet. A player can spend assets **from any** of their sheets.

The following restrictions also apply:

- Players **cannot** mark inactive sheets except to cross out a spent asset or if instructed to by a game effect.
- Players **cannot** look at other players' sheets until they have finished marking their own active sheet.

Each sheet has different rules for how it is marked. The rules for marking each sheet are described next.

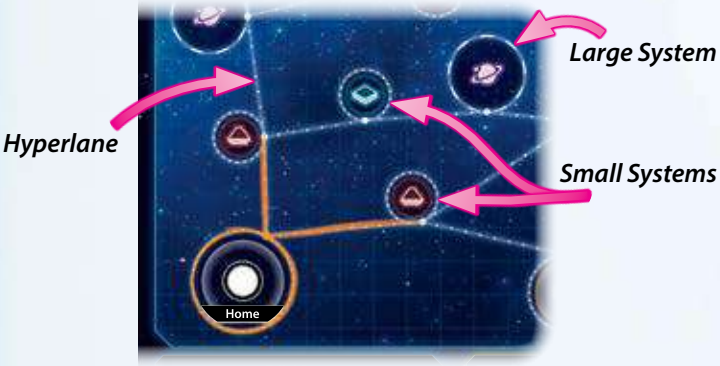
NAVIGATION

Each player's Navigation sheet allows them to explore the galaxy for assets and rediscover Mecatol Rex, the fallen capital of the Lazax Empire. The planet (🪐) assets here are particularly important because they can be spent on the Expansion sheet to unlock planets.



The Navigation sheet is a web of **HYPERLANES**, represented by dotted lines, and **SYSTEMS**, represented by the small and large circles connected to hyperlanes. Most systems contain an asset, but a few are empty systems.

By spending resources, a player can explore and claim systems. A system is explored when a line is traced to it, and it is claimed when it is circled. At the start of the game, each player's home system is already claimed, and the adjacent systems with a preprinted orange line are already explored.



EXPLORING A SYSTEM

To explore a system, the player spends either a material (🏛) or research (🔭) resource as shown in the sheet's icon legend. Then, they trace a solid line over a hyperlane from an explored system to an unexplored system.



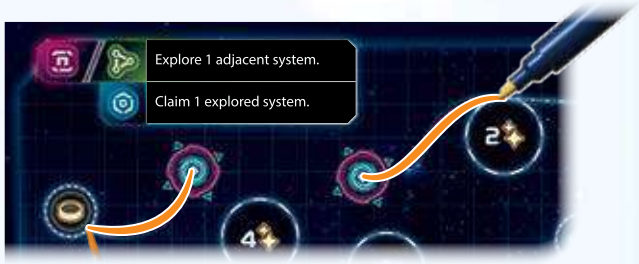
The player spends one 🏛 to explore from the ◆ system to the adjacent 🪐 system.

Some systems are connected to a wormhole (◎). Wormholes offer shortcuts to distant territory and access to rare assets, but players must unlock the Gravity Drive technology before they can explore through wormholes (technologies are described on page 16).



Wormhole

To explore through a wormhole, the player traces a solid line into the wormhole. Then, they choose another wormhole on their sheet and trace a solid line from it to the system connected to it.



The player spends one 🏛 to explore from the ⬭ system to the 2✦ system via a wormhole.

CLAIMING A SYSTEM

To claim an explored system, the player spends an influence (🎯) resource as shown in the icon legend. Then, they trace a circle around the system; if the system contains an asset, that asset is claimed.



The player spends one 🎯 to claim the 🪐 system they explored.

Claiming the Mecatol Rex system provides multiple rewards, particularly for the player who claims it first; the Mecatol Rex system is described in "Mecatol Rex Sheet" on page 16.

EXPANSION

Each player's Expansion sheet provides them with numerous assets that improve the effectiveness of their other sheets. This sheet also provides the main source of population, which can be worth many victory points.



The Expansion sheet contains a variety of **PLANETS**. These planets begin the game locked and are not available for development. To unlock a planet, the player must spend a planet (🪐) asset to cross out the 🪐 icon next to the planet's name.



The player spends one 🪐 asset from the Navigation sheet to unlock the planet Arinam.

To develop an unlocked planet, the player spends resources—for each resource they spend, they cross out any matching icon on that planet. When they cross out all the resource icons in a row or column, they claim the asset shown next to that row or column.



The player spends two and claims the asset because that row is fully developed.

The Expansion sheet also contains three space docks that can be built. To build a space dock, the player **either** spends one planet (🪐) asset **or** spends resources to cross out all the icons in its row. After a space dock is built, the player claims its asset by circling it.



To build the bottom space dock, the player must spend one 🪐 asset or one more resource.

RESOURCE TRACKER

The top of the Expansion sheet has a resource tracker. This portion of the sheet has **no game effect**; it is a tool to help the player keep track of how many resources they have spent during a round. At the end of each round, the player erases all marks on the tracker to reset it for the next round. The tracker can be used regardless of which sheet is active.



INDUSTRY

The Industry sheet represents a faction's investment in infrastructure and economy.



The Industry sheet depicts the faction's industry grid. By spending resources, the player can either scrap (cross out) or claim (circle) grid spaces. A space cannot be marked in both ways; a claimed space cannot be scrapped, and vice versa. Each grid has a scrapped space that is preprinted.

Each grid space contains an asset. Scrapping a space destroys its asset, but that is often a necessary investment—spaces cannot be claimed unless they are adjacent to a scrapped space. Finding a balance between scrapping and claiming is crucial.

Scrapped Spaces ***Claimed Spaces***



The Industry Grid

To scrap a space, the player spends a material ( ) resource as shown in the icon legend. Then, they cross out a space that is adjacent to a **scrapped or claimed** space (in other words, adjacent to any marked space).

To claim a space, the player spends an influence ( ) or research ( ) resource as shown in the icon legend. Then, they circle the asset in a space that is adjacent to a **scrapped** space.

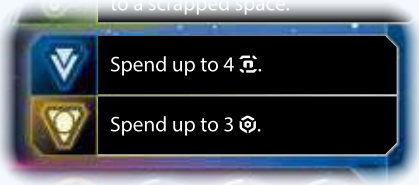


These seven spaces can be scrapped...



...but only five of them can be claimed.

As shown in the icon legend, two specialty assets (and) can be spent as several or resources. These resources are spent one at a time but cannot be interrupted to spend other resources or assets.



Some spaces of the grid have a dotted "X" pattern and a tag showing a specialty asset. These spaces cannot be marked normally. Instead, the player must spend the specialty asset shown in the tag to scrap that space. This can provide quick access to a distant section of the grid, or it can make a detached section accessible.

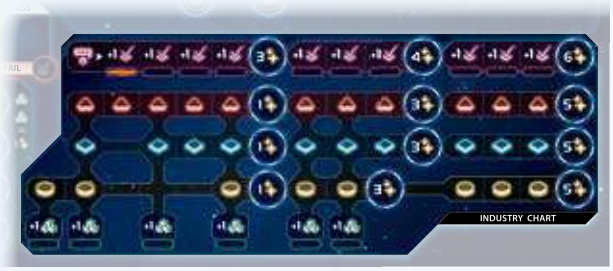


Specialty Cost Tag

The player can spend one asset to scrap the dotted X space.

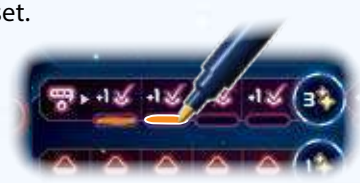
INDUSTRY CHART

This sheet also contains a chart that reflects the number of councilors (🪑) and commodities (⛰, ◆, and ⬭) that the player has claimed.



The Industry Chart

Councilors allow the player to claim votes (🗳) during council events. When a player claims a councilor, regardless of which sheet it was claimed on, they **immediately** unlock the leftmost "+1🗳" icon in the chart by underlining it. If the player unlocks all of the "+1🗳" icons to the left of a victory point (✦) asset, they claim that ✦ asset.



When the player claims a 🪑 asset, they unlock the next "+1🗳" icon in the Industry chart.

Commodities allow the player to claim trade goods (🏭) during production events. There are three types of commodities (⛰, ◆, and ⬭), and each commodity asset is worth one or two of that commodity.



Single and Double Commodities of Each Type

When a player claims a commodity, regardless of which sheet it was claimed on, they **immediately** cross out the leftmost unmarked icon of that type in the chart. If the player crosses out all of the commodity icons to the left of a victory point (✦) asset, they claim that ✦ asset. If they cross out all of the commodity icons above a "+1🏭" icon, they unlock it by underlining it.



The player claims one ⛰ and one ⬭. All of the commodity icons above the second "+1🏭" icon are crossed out, so they unlock it.



WARFARE

The Warfare sheet depicts a player's military forces and the results of conflicts with their two **NEIGHBORS**, the players sitting on either side of them. By spending resources, each player builds and deploys units to fight neighbors and claim war spoils.



BUILDING UNITS

This sheet depicts numerous types of units. Each unit has a cost, a shape, and may have a victory point (✦) asset. The cost and victory point asset of a single unit is shown across a horizontal band (e.g., one cruiser costs three 🔒 and is worth 1✦).



To **BUILD** a unit, the player spends resources to cross out the matching icons in the unit's cost. These can be crossed out in any order. When the final icon in the cost is crossed out, the unit is built—the player claims the unit's victory point (✦) asset and must deploy the unit, which is described next. Infantry cost one of any resource to build and are unlimited, but all other unit types are limited to the number available on the sheet.

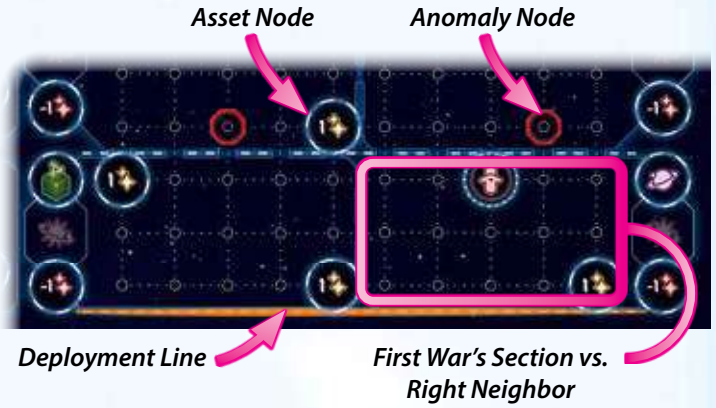
The bottom two unit types, dreadnoughts and war suns, begin the game locked. The player cannot start building these units until they spend the specialty asset (🔱 or 🐾) shown next to the name to cross out that icon.



DEPLOYING UNITS

Units are deployed on the war grid, which is divided into eight **SECTIONS**—four on the left half of the grid and four on the right half. The player deploys units into the left half's sections to oppose the neighbor to their left, and they deploy units in the right half to oppose the neighbor to the right. The bottom two sections are used for the first war event, the next two sections are for the second war event, and so forth.

The bottom line of the grid is the starting **DEPLOYMENT LINE**, which indicates where players begin deploying their units. Units are deployed on the **NODES** of the grid. Some nodes of the grid are assets or **ANOMALIES**.



To **DEPLOY** a unit, the player draws the unit's shape onto the war grid, following these rules:

- The shape can be rotated and flipped.
- The entire shape must be above the deployment line.
- Part of the shape must be in the first row of nodes above the deployment line **or** adjacent to another unit.
- The shape cannot be drawn over an anomaly node or a node occupied by another unit.
- If a unit is drawn over an asset node, that asset is claimed (circled).



The player deploys a PDS. Then, they deploy a cruiser adjacent to the PDS, claiming a 1✦ asset.

During a war, each marked node adds to a player's strength. Wars are resolved when a war event card is drawn, which is described next.

WAR EVENT CARDS

War event cards represent galactic tensions boiling over into open warfare. Each stage of the event deck, except the first stage, contains a war event. When one of these cards is revealed, all players resolve a war against **each of their neighbors**. Winning a war provides a player with a valuable asset, and losing a war costs the player precious victory points.

A player's **STRENGTH** during a war is determined by the marked nodes on their Warfare sheet. Each marked node (including asset nodes) adds one strength to its section.



For the first war event, this player has three strength against their left neighbor and four against their right.

Strength does not carry forward from section to section, so players need to deploy units into each section to maintain their military might.

To resolve a war event card, the players perform the following steps.

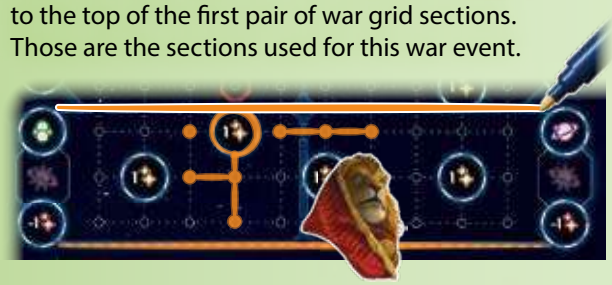
1. **Advance Deployment Line:** Trace a line over the next dashed horizontal line of the war grid. This is the new deployment line.
2. **Total Strength Against Left Neighbor:** Each player counts the number of marked nodes in the left section immediately below the new deployment line. Then, they add any bonuses from other sources (such as the Fleet Logistics technology) and write the total in the box to the left of the section.
3. **Total Strength Against Right Neighbor:** Each player repeats step 2 using the right section immediately below the new deployment line.
4. **Compare Strength to Left Neighbor:** Each player compares the number in their left strength box to the number in the right strength box of the neighbor to their left. If their own strength exceeds the neighbor's strength, they win that war and circle the asset above their left strength box. If their own strength is lower than the neighbor's strength, they lose that war and circle the negative asset below their left strength box. In the case of a tie, the player crosses out both of the left strength box's assets; they neither win nor lose that war.
5. **Compare Strength to Right Neighbor:** Each player repeats step 4 using their right strength box against the left strength box of the neighbor to their right.

After everyone resolves their wars, a new round begins.

WAR EVENT EXAMPLE

The Emirates of Hacan resolve the first wars with their left neighbor, the Titans, and their right neighbor, the Arborec.

1. First, the Hacan advance the deployment line to the top of the first pair of war grid sections. Those are the sections used for this war event.



2. In the left section, the Hacan have six marked nodes, so they write "6" in the left strength box. Their strength in the right section is "2."



3. The Hacan's six strength exceeds the Titans' three strength, so the Hacan win that war. They claim the asset above their strength box and the Titans claim the -1 asset.



4. The Hacan and Arborec have the same strength, so neither wins that war. They cross out both of the assets next to their strength boxes.



PRODUCTION EVENT CARDS

Production event cards represent each faction's economic might coming to fruition. There are three production events during the game (in stages II, III, and IV).

When a production event card is revealed, the players claim trade goods. Each player circles one trade good (🪨) asset on their Industry sheet for each "+1🪨" icon they have unlocked in their Industry chart.

After everyone finishes production, a new round begins.



The player has unlocked two "+1🪨" icons, so they claim two trade goods.



COUNCIL EVENT CARDS

Council events represent the convening of the Galactic Council. During a council event, each player votes on a pressing agenda, hoping to sway the outcome in their favor. There are three council events during the game (in stages II, III, and IV).

When a council event card is revealed, the players claim votes. Each player circles one vote (🗸) asset on their Industry sheet for each "+1🗸" icon they have unlocked in their Industry chart. The first "+1🗸" icon is unlocked by default, so players always claim at least one vote.



The player has unlocked two "+1🗸" icons in the Industry chart, so they claim two 🗸.

After votes are claimed, the Speaker reveals the agenda card indicated by the council event card. Each agenda has a "Pass" outcome and a "Fail" outcome; players can cast votes in support of either outcome or abstain from voting.

To vote on an agenda, the players follow these steps:

1. **Declare Agenda:** The Speaker reads the agenda aloud and the players debate the merits of each outcome.
2. **Cast Votes:** Each player picks up their Industry sheet. In the voting box, each player **secretly** draws a check mark next to "Pass" or "Fail" and writes how many of their votes (🗸) they are casting. If a player abstains, they do not mark anything in the voting box.



3. **Announce Votes:** Starting with the player to the Speaker's left and proceeding clockwise, each player reveals how they voted. The Speaker tallies the votes for each outcome on the Mecatol Rex sheet.
4. **Resolve Outcome:** The Speaker totals the votes cast for each outcome, and the players resolve the outcome that received the most votes. If the vote was tied, the Speaker rolls one black die. On a 🎟 result, the "Pass" outcome is resolved; on a ⚙ or 🏃 result, the "Fail" outcome is resolved.
5. **Spend Votes:** Each player crosses out one claimed vote (🗸) asset for each vote they cast. Then, they erase their voting box and the voting tallies on the Mecatol Rex sheet.



This player cast three votes, so they cross out three claimed vote (🗸) assets.

After everyone spends the votes that they cast, a new round begins.

ADDITIONAL RULES

This section describes additional rules that are necessary to play the game.

ASSETS

Assets are icons in a dotted or dashed outline. Assets with a **dotted** outline have an immediate effect that the player must resolve when they claim the asset. These assets are not spent and thus are not crossed out, though some abilities allow a player to spend a dotted-outline asset for an additional effect.

Assets with a **dashed** outline do not have an immediate effect; they are resolved when the player chooses to spend them during a strategy event. When a player spends an asset, they cross it out with a single slash mark.



The effect of each asset is described here.



Victory Points: This asset is worth victory points at the end of the game equal to the number shown.



Planet: This asset is spent on the Expansion sheet to unlock a planet or to build a space dock.



Trade Good: Players can spend trade goods while resolving a strategy event card. Each trade good a player spends provides a resource of the player's choice (, , or) to spend on their active sheet. When a player is instructed to spend "free" trade goods, they do not claim or cross out any trade good assets.



Vote: Players spend votes to support an outcome of an agenda. When a player is instructed to spend "free" votes, they do not claim or cross out any vote assets.



Specialty: These assets are spent to unlock technologies. Additionally, they are spent on the Warfare sheet to unlock advanced units (dreadnoughts and war suns) or to build certain units. On the Industry sheet, some specialty assets are spent as shown in the icon legend or to scrap specified spaces of the grid.



Focus: When a player spends one of these assets, they unlock the corresponding focus die on the active sheet. This allows the player to spend the resources from that die while that sheet is active.



Commodities: When a player claims a commodity, they immediately cross out the next icon of that type in the Industry chart. By filling rows in the chart, players can claim victory point () assets, and by filling columns in the chart, they can claim more trade goods () during production events.





Councilor: When a player claims a councilor, they immediately unlock the next "+1" icon in their Industry chart by underlining it. By unlocking these icons, players can claim victory point () assets and can claim more votes () during council events.





Population: When a player claims this asset, they immediately claim the next victory point () asset in the population () track on the Expansion sheet, starting from the bottom of the track.





Faction: When a player claims this asset, they immediately resolve their faction's ability.



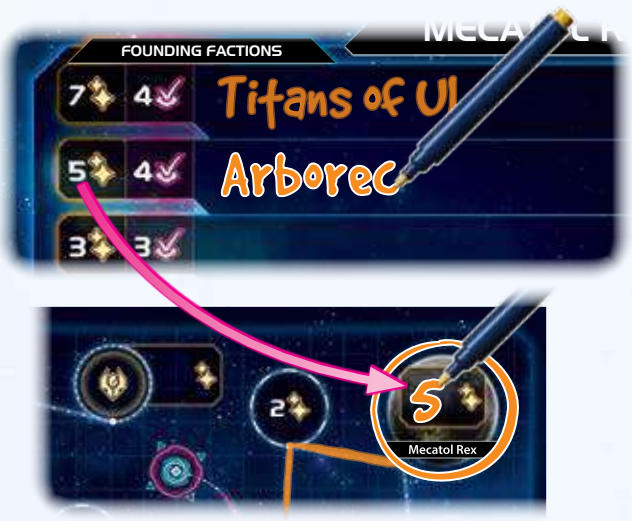
Relic: When a player claims this asset on the Navigation sheet, they immediately draw the top card of the relic deck into their hand and write the victory point () value of that relic in the box next to the system.



Neighbor: Representing a neighbor's territory, this asset adds one strength to all wars against the neighbor in the direction of the icon's arrow (e.g., the upper icon shown here adds one strength against the neighbor to the left). When a player claims this asset, they write "+1" into each strength box on the appropriate half of the war grid as a reminder.

MECATOL REX SHEET

Mecatol Rex is the capital of the fallen Lazax empire and the home of the Galactic Council. When a player claims the Mecatol Rex system on their Navigation sheet, they write their faction's name on the Mecatol Rex sheet in the topmost open slot. They immediately claim the number of votes (✓) shown next to that slot by circling votes on their Industry sheet. Then, they write the number of victory points (✦) for that slot into the empty box next to the Mecatol Rex system.



The Arborec are the second faction to claim the Mecatol Rex system. They claim four votes and five victory points.

If multiple players claim the Mecatol system during the same step of a round, they each write their name as usual, but they each gain the rewards shown for the highest slot that was written into during that step (e.g., if the third and fourth slots are filled during the same step, both of those players gain the three victory points and three votes shown for the third slot).

TECHNOLOGIES

Each sheet has two technologies that can be unlocked. A player can spend research (◆) resources to cross out ◆ icons on their active sheet's technologies; a technology is unlocked when all of its ◆ icons are crossed out. Alternatively, a player can unlock a technology by spending the specialty asset shown in its cost.



The Navigation Sheet's Technologies

Unlocked technologies are resolved as described in the technology's text. If a technology has the "**Per Active:**" header, it can be resolved only a single time each round that that sheet is active.

FOCUS DICE

Focus dice represent a faction's investment in a particular area of their civilization. Each focus die has a single type of resource on it, and two of its faces have two icons instead of one.

Even though the focus dice are rolled during every strategy event, a player cannot use a focus dice unless it is unlocked on the active sheet. To unlock a focus die, the player must spend the matching focus die asset. Then, they underline that die's icon near the name of the active sheet. While that sheet is active, the player can spend the resources rolled on that die (even during the round it was unlocked).



Unlocking a Red (◎) Focus Die

FACTION CARDS

Each player takes the role of a faction from the *Twilight Imperium* setting, which is represented by a faction card. These cards have powerful abilities that provide players with advantages in one or more aspects of the game.



Each player can use the first ability on their faction card from the start of the game, resolving it as described in the ability's text. The second ability is resolved each time the player claims a faction (◆) asset.

RELIC CARDS

Relic cards provide powerful, one-time effects and are also worth victory points. When a player claims a relic (◆) system on the Navigation sheet, they draw a relic card and write the card's victory point value into the empty box next to the ◆ system.



The player draws a relic card worth four victory points, so they write "4" next to the relic system.

Relic cards are played as described on the card. If a relic card does not need to be played immediately, it is kept secret in the player's hand until the player chooses to play it. After a player plays a relic, they place it faceup next to their faction card.

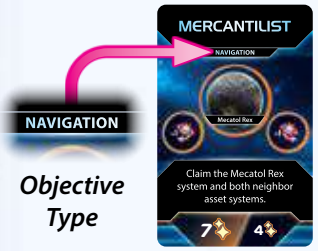
OBJECTIVES

Objectives allow players to claim additional victory points, particularly for the first player who completes the objective.

Each objective corresponds to one of the four player sheets. When a player fulfills the condition on the objective, they announce it and write the victory point value (✦) of the objective in the "Objective" box of the corresponding sheet.

Each objective has two victory point values. The player who completes the objective first gains the greater value; everyone else that completes it gains the lesser value. When an objective is first completed, it is flipped over as a reminder that the greater value is no longer available.

If multiple players are the first to complete an objective during the same step of a round, they both gain the greater value.



Objective Type



This player is the first to fulfill the "Mercantilist" objective, so they write "7" on their Navigation sheet and flip the card.





WINNING THE GAME

The game ends after the players resolve the "A Throne for the Taking" event card, which is a Stage V event card. Then, the players score their sheets.

For each sheet, the player adds up the values of the victory point (✦) assets they claimed on that sheet and writes the total above the "Sheet" box. Then, if they completed that sheet's objective earlier in the game, they add the value they wrote above the "Objective" box and write the total above "Subtotal."





On Navigation, this player claimed 19 victory points (✦). Earlier, they completed the Navigation objective for 9 points, so their Navigation subtotal is 28.

Important: On the Industry sheet, the player adds **one** to their subtotal for every **two** claimed trade goods (☠) they have remaining.

Then, each player sums their sheet subtotals to determine their final score, which the Speaker writes on the Mecatol Rex sheet next to that player's faction name. If their name is not on the sheet, the Speaker adds it now, but the player does not gain the slot's rewards.

The player with the most victory points is the new ruler of the galaxy and wins the game!

If players are tied for most victory points, the tied player with the most claimed votes remaining wins the game. If still tied, the tied players establish a coalition and share the victory.

SOLO AND TWO-PLAYER RULES

Twilight Inscription can be played with one or two players by simulating the progress of an AI faction.

The AI faction is represented by the side of the Mecatol Rex sheet shown below. This side has six tracks that each correspond to a face on a focus die. The track and the track determine the AI's strength and votes. The other four tracks are **GOAL TRACKS** that represent the AI's progress toward completing objectives and claiming Mecatol Rex. Over the course of the game, the AI progresses on these tracks based on the focus dice results.



To play with one or two players, incorporate the rules from the following sections. All of the other rules of the game still apply except for changes to setup and council events.

SETUP

Set up the game as normal with the following changes:

- **Prepare Mecatol Rex Sheet:** Place the Mecatol Rex sheet so that the AI side is faceup. Shuffle each agenda deck and place each of those decks below the Mecatol Rex sheet (instead of just one card from each deck).
- **Determine Neighbor (Two-player game only):** The Speaker rolls one black die. On a result, they are the other player's left neighbor for the game. On a or result, they are the other player's right neighbor.
- **Choose Difficulty:** Choose a difficulty level for the AI faction.
  - Easy: No changes.
  - Medium: Cross out the leftmost icon of each goal track. Cross out the leftmost unmarked icon in the Stage II and III sections of the (strength) track.
  - Hard: Cross out the **two** leftmost icons of each goal track. Cross out the leftmost unmarked icon in the Stage II and III sections of the (strength) and (vote) tracks.

STRATEGY EVENTS

After rolling the dice during a strategy event, the Speaker marks the AI's progress on the Mecatol Rex sheet. For each focus die, the Speaker crosses out the leftmost unmarked icon on the track that matches the die's result.



The face is rolled on the green focus dice, so the Speaker crosses out the next icon.

GOAL TRACKS

Each goal track has one or more goals (such as a specific objective) displayed within the track. When all of the icons to the left of a goal are crossed out, the AI claims that goal.



The AI completes the Expansion objective.

If the goal is an objective, the AI completes that objective and flips the objective card if it has not been flipped already. If the goal is Mecatol Rex, the Speaker writes "AI Faction" into the topmost open slot of the Mecatol Rex sheet. The AI faction does not gain anything by achieving goals, but it may prevent players from gaining the best rewards for those goals. If a player achieves a goal during the same **round** as the AI, the player follows the usual resolution for tied players.

If all icons in a goal track are crossed out, the AI treats any additional results of that type as the result shown at the end of the track instead.



WAR EVENTS

During a war event, the AI's strength is used for each war where a player has no neighbor. For one-player games, this means the AI's strength is used for both wars.

The AI's strength is equal to the value above the rightmost crossed-out icon on the track for the indicated war event (e.g., for the Stage II war event, use the Stage II section of the track).

After resolving the war event, draw a line through any unmarked icons in that stage's section of the track. This is the equivalent of advancing the AI's deployment line.



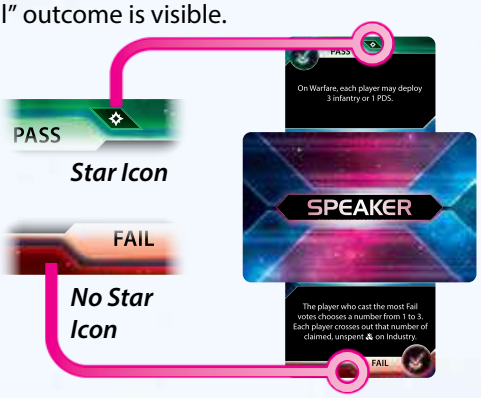
For both of the AI's Stage II wars, it has five strength.

COUNCIL EVENTS

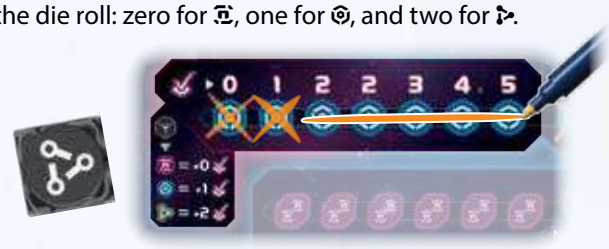
During a council event, the players claim votes as normal. However, the normal process of voting on an agenda is replaced with the process listed below:

1. **Draw First Agenda:** The Speaker draws the top card of the agenda deck for the indicated stage and tucks it faceup under the Speaker card so only the "Pass" outcome is visible.

2. **Draw Counter Agenda:** The Speaker continues to draw agenda cards from that stage until they draw an eligible counter agenda. If the agenda under the Speaker card has a star icon next to "Pass," then agenda cards that do **not** have that icon are eligible, and vice versa. The Speaker tucks the first eligible counter agenda under the Speaker card so only the "Fail" outcome is visible.



3. **Cast Votes:** The players cast their votes, but they do not mark "Pass" or "Fail." Then, the Speaker draws a line through any unmarked ⬡ icons in the corresponding stage of the ⬡ track, **and** they roll one black die. The AI casts votes equal to the number above the rightmost crossed-out icon on the ⬡ track for the corresponding stage, plus additional votes based on the die roll: zero for ⚀, one for ⬡, and two for ✂.



In the Stage II council event, the AI casts three votes: one from the ⬡ track and two from the die roll.

4. **Resolve Outcome:** Each player who cast **more** votes than the AI resolves the outcome that has the star icon, which is a positive outcome. Each player who did **not** cast more votes than the AI must resolve the outcome that does **not** have the star icon, which is a negative outcome. Outcomes are resolved separately and do not affect other players.

5. **Spend Votes:** As usual, each player crosses out one claimed vote (✓) for each vote they cast.

WINNING THE GAME

The player with the most victory points wins the game if their score ranks better than a "Loss" for the selected difficulty in the Solo/Two-Player Rank sidebar to the right.

CREDITS

Game Design and Development: James Kniffen
Additional Development: Philip D. Henry
Producer: Jason Walden
Fiction: Dane Beltrami and Daniel Lovat Clark
Technical Editing: Adam Baker
Editing and Proofreading: Mark Pollard
Board Game Manager: Chris Winebrenner-Palo
***Twilight Imperium* Story Review:** MJ Newman
Cultural and Sensitivity Review: The members of the FFG Cultural Sensitivity Panel
Creative Director of Story and Setting: Katrina Ostrander
Graphic Design: Christopher Hosch with Michael Silsby and Laurence Smith
Graphic Design Manager: Mercedes Opheim
Cover Art: Anders Finér
Interior Art: Anders Finér, Tomasz Jedruszek, Alex Kim, and Stephen Somers
Art Direction: Jeff Lee Johnson
Managing Art Director: Tony Bradt
Quality Assurance Specialist: Zach Tewalthomas
Production Management: Justin Anger and Austin Litzler
Visual Creative Director: Brian Schomburg
Senior Project Manager: John Franz-Wichlacz
Product Strategy Director: Jim Cartwright
Executive Game Designer: Nate French
Head of Studio: Chris Gerber

PLAYTESTERS

Alex Antosh, Rita Asangarani, Craig Bishell, Bryan Block, Frank Brooks, Michael Carney, Federico Castelo, Kara Centell-Dunk, Ryann Collins, Paul "Robofish" Couch, Aaron Creller, Samuel Devine, Ben DiFrancesco, Ricardo Basílio Donoso, Robert Evans, Tony Fanchi, Tyler Finck, Grant Flesland, Alex Garcia , Gary Garitson, Chris Haycroft, Elizabeth Hildick, Robin Hildick, Rory Hildick, Emma Hunt, Paul Klecker, Nate Koski, Billy Krueger, José Anselmo Lapini Jr., Michael Laska, Micah Leininger, Josh Massey, Travis Milam, Erik Miller, Jacob Miller, Spencer Miller, Mark Miltenburg, Roderick Mitchell Jr, Matt Murtaugh, Kandice Nelson, John Price, Jim Roberts, Bryan Robertson, Matt Ryan, Peter Schumacher, Patrick Smalley, Rodrigo Marques de Souza, Rithvik Subramanya, Anna Svítilová, Kevin Van Sloun, Sam Vaughn, Ronnie Weissbard, and Kevin Wickland

Special thanks to all of our beta testers.

SOLO/TWO-PLAYER RANK

Easy	Medium	Hard	
Loss	Loss	Loss	Lost in the Dark Years
40	Loss	Loss	Footnote in Galactic History
60	60	Loss	Fledgling Domain
80	80	80	Galactic Power
-	100	100	Ascendant Authority
-	-	120	Surpassed the Lazax

CLARIFICATIONS

This section answers questions that may arise during play.

ABILITIES/EFFECTS

- If a card effect contradicts the rulebook, the card takes precedence.
- Card effects that use the term "may" are optional.
- When a player resolves a card effect, they must resolve it as completely as possible.
- An ability that resolves when a sheet "becomes active" must be resolved before resources and assets are spent.
- An ability that can affect "any" thing (sheet, space, etc.) supersedes any normal restrictions on the choice of that thing. It also affects only one of the indicated thing unless otherwise specified. For example, "spend 3 ⚙ on any sheet" requires all three ⚙ resources be spent on a single sheet, but that sheet could be an inactive sheet.

ASSETS

- Assets that have a dashed outline can be spent during the same step that they are claimed.
- Votes (✓) and trade goods (🛍) are limited to the number available on the Industry sheet.

COUNCIL EVENTS

- If an outcome has a choice for the player who cast the most votes and there are multiple tied players, each tied player rolls a black die until only one rolls an ⚙ icon. That player makes the choice.

EXPANSION

- If a card effect instructs a player to build a space dock, they can cross out either of that space dock's costs.
- The effect of Neural Motivators applies to a row or column that has a ⬆ asset even if that asset has been crossed out.

HIDDEN INFORMATION

- Relic cards are secret while they are in a player's hand.
- Players can look at each other's sheets except when they could be marking their own sheets. In other words, players can look at each other's sheets while all markers are down.
- A player can wait to declare that they have completed an objective, or that they have claimed the Mecatol Rex system, until the end of the current step of the round. In this way, they do not affect how other players spend their resources.
  - If a player forgets to declare they have completed an objective or claimed the Mecatol Rex system, they can declare it at a later time, but they are treated as having completed that goal at that later time.

INDUSTRY

- Hexes in the grid that do not contain either an asset or a dotted "X" are not spaces and cannot be scrapped or claimed.

NAVIGATION

- Players can explore from explored, unclaimed systems.
- If a system is crossed out by a card effect before it is claimed, it cannot be claimed.
- A wormhole cannot be explored through more than once.

RESOURCES

- Players cannot choose to not spend resources.

TECHNOLOGIES

- Technologies can be used during the same round that they are unlocked.
- If a card effect instructs a player to unlock a technology, they can cross out either of that technology's costs.

WAR EVENTS/WARFARE

- Some abilities allow anomaly nodes to be marked. Marked anomalies add to their section's strength like other nodes.
- A war event card triggers two wars (one against the left neighbor, one against the right). An effect that resolves during/after a war can resolve for each of those wars.
- Strength totals cannot be changed after step 3 of a war event unless an ability explicitly states otherwise.
- Players can partially build units during one round and finish building them during another round. They can even partially build multiple units of the same type.
- If a card effect instructs a player to deploy a unit, that unit is deployed to the war grid without being built. It does not count against the unit limit for that unit type, and its unit type does not need to be unlocked.
- Units must be deployed entirely within the war grid.
- If a unit cannot be deployed when it is built, it is still built and the player claims its ✦ asset.
- When an ability grants a player additional strength for future wars, they can write "+1" into the appropriate strength boxes as a reminder. If they already have a bonus value there, they add the new bonus value (e.g., a "+1" would become "+2").
- It is possible to have a negative victory-point total on the Warfare sheet at the end of the game.