Tiletum

Game Setup

1. Randomly place the Action Wheel and 1 random Action Tile on each space.
2. Add any Bonus, Contract, and Character Tiles if playing with more than 2 players.
3. Randomly place Bonus Tiles faceup in the following areas:
   - 6 Bonus Tiles onto the Action Tiles.
   - 1 Bonus Tile in the space next to the King Track.
   - 1 Bonus Tile to each space on the Map for the player count.
4. Draw 5 Contract Tiles for the Contract offer.
5. Draw 5 Character Tiles for the Character offer.
6. Place 1 random Construction Cost Tile under each Cathedral spot.
7. Group the Cathedral Tiles by type, stack each group from lowest VP value on the bottom to highest at the top. Then place each stack on their dedicated spaces on the Map.
8. Randomly place 3 Town Tiles and 4 Fair Tiles.
9. Place Fair Order Tiles in the Cities in the order in which the Fairs will take place.
10. Stack the Corruption Tokens facedown next to the King Track. Place 1 facedown on each space next to the stack.
11. Determine the 1st player, they receive the Compass Rose Marker. Turn order is clockwise from this player.
12. Each player chooses a colour and takes:

   1 Player Board
   1 Merchant - place next to the Tiletum Town space on the Map.
   1 Architect - place next to the Tiletum Town space on the Map.
   8 Houses - place 5 on top of the Rooms on your Player Board, and 1 in Tiletum.
   7 Pillars - place 5 on the 5 leftmost Contract spaces on your Player Board.
   5 Bonus Action Point Markers
   3 Markers - place 1 on the '**10**' space on the Score Track.
   - place 1 on the Turn Order Track in turn order.
   - place 1 on the '**0 VP**' space on the King Track, stacked with the 1st player's Marker on the bottom, and the last player's Marker on the top.

13. Each player takes 1 Iron, 1 Wool, 1 Stone, and 1 Food. Then 1st player takes 1 Gold, 2nd takes 3 Gold, 3rd takes 5 Gold, and the 4th takes 6 Gold.
14. **PROMO:** Ignore previous step, each player takes Gold amount equal to turn order. Display the 4 Starting Cards faceup. Starting with the last player and moving counter-clockwise each player chooses 1 and collects all listed benefits.
15. Put 1 die of each of the 5 colours per player in the bag.

Fair tiles

5 ×	Score VP for each Building on your Player Board that is completely filled with Character Tiles (*regardless of whether it has a Crest*).
3 ×	Score VP for each Character Tile you have on floors 2 and 3 of your Buildings (*regardless of whether it has a Crest*).
4 ×	Score VP for each Cathedral Tile you have.
3 ×	Score VP for each fulfilled Contract on your Player Board.
3 ×	Score VP for each Crest Tile you have anywhere on your Player Board.
5 ×	Score VP for each set of 1 fulfilled Contract on your Player Board and 1 Cathedral Tile you have.
6 ×	Score VP for each set of 1 fulfilled Contract and 1 Crest (*anywhere*) on your Player Board.
2 ×	Score VP for each House you have on the Map.
2 ×	Score VP for each Pillar you have on the Map.
6 ×	Score VP for each set of 1 House and 1 Pillar you have on the Map.
3 + x	Score the total VP from this Tile and those printed on the Game Board, and then rescore the King Track as in the previous Phase. It is possible to lose VP when this Tile is evaluated.

Playing the Game

The game takes place over 4 Rounds, each consisting of the following 5 Phases:

- All Tile types go into your Storehouse when gained.
- You must have space in your Storehouse in order to take any Tile.
- You cannot discard Tiles from your Storehouse.

1. Preparation phase

1. Draw and roll **8/11/14** dice for games with **2/3/4** players.
2. Place each die on the Action Tile space matching its value.

2. Action phase

Repeat both of these steps in order 3 times:

1. Reveal the rightmost facedown Corruption Token and move each player's Marker on the King Track that amount.

   - Start with the leftmost Marker.
   - If multiple Markers share a space, maintain their stack order.

2. In turn order, each player takes 1 Turn as follows :

   i. Take 1 die from an Action Tile.

   > **2** 🪙 》 **+/-1** 🎲 You may spend 2 Gold to add or subtract 1 to the value of your chosen die (*this can be done multiple times*), if so move the die to the Action Tile space matching its new value.

   ii. If the chosen Action has a Bonus Tile, you may move it to your Storehouse.
   iii. Take a number of Resources from the supply matching the colour and number of the die you took.
   iv. Take a number of Action Point Tokens equal to the die value, plus any additional Action Points if you have a Bonus Action Points Marker on that Action, then perform the Action with this many Action Points (**AP**).

3. King phase

1. The player furthest on the King Track gains (*or discards*) the Bonus Tile. If there is no Bonus Tile they score 4 VP.
2. All players score/lose VP as indicated by their King Track position.
3. Adjust the Markers on the Turn Order Track according to furthest position on the King Track. Ties are broken to the bottommost Marker.
4. Any Player Markers in the red part of the King Track are moved to '**0**', preserving their respective order (*the previously lowest Marker goes on top of the stack*).

4. Fair phase

You may score the current Fair Tile if you have a House and/or your Merchant is in the Town hosting the Fair.
1. Add the value left of the current Round's Fair Tile to the value on the Tile itself.
2. Multiply that total by how many times you meet the depicted condition. (*unless you're scoring the Fair Tile associated with the King Track.*)
3. Score that many VP.
4. Flip the Fair Tile facedown.

5. Cleanup phase   *Skip this Phase in the final (4th) Round.*

Do the following, in order:

1. Refill empty Bonus Tile spaces on the Action Wheel.
2. Replenish the Bonus Tile on the King Track.
3. Shuffle all Corruption Tokens into a facedown stack next to the King Track. Place 1 facedown on each space next to the stack as in **SETUP**.
4. Return all Dice to the bag.
5. Rotate the Action Wheel 1 step clockwise.
6. Start a new Round.

Final scoring

After the 4th Round, perform Final Scoring as follows:

1. Multiply number of Houses × number of Pillars you have on the Map = VP.
2. Score **0/0/5/10/20/30** VP for completing **1-6** Buildings (*a completed Building contains a Crest and has all of its Rooms filled*).
3. Gain 1 VP for every 4 leftover Resources.

The player with the most VP is the winner.
Ties are broken by turn order.

Actions

- You may perform each Action's options multiple times, in any order, as long as you have Action Points (**AP**).
- Actions triggered by Helpers or other effects do not benefit from bonus **AP** from Action Point Bonus Markers.

Architect Action

1 AP – Move your Architect to an adjacent Town along a road.
1 AP – Add 1 Pillar from your supply to a Cathedral:
- Your Architect must be in that Town.
- There must be an empty Pillar space.
- You cannot already have a Pillar at that Cathedral.

1 AP – Take the Bonus Tile from the Architect's current Town.

Merchant Action

1 AP – Move your Merchant to an adjacent Town along a road.
1 AP – Add 1 House from your supply to a Town, then gain any Building Bonus on that House space.
- Your Merchant must be in that Town.
- There must be an empty House space.
- You cannot already have a House in that Town.

1 AP – Take the Bonus Tile from the Merchant's current Town.

Character Action

1 AP – Take 1 Character Tile from the offer and place it in your Storehouse. Refill the Character offer immediately.
1 AP – Discard all Character Tiles from the offer back into the supply, then refill it.
1/2/3 AP – Move 1 Character Tile from your Storehouse to floor **1/2/3** of your Player Board, then gain the Tile's top-left bonus.
- Each Building can only contain 1 type of Character.
- Once a Character has been placed into a Building, all Characters of that type can only be placed into that same Building.

If you fill a Building, take its House and add it to your supply.

Contract Action

1 AP – Take 1 Contract Tile from the Contract offer, spending the amount of Action Points shown below it. Place it in your Storehouse.
- You can not take a new Contract Tile if all 6 Contract spaces on your Player Board are full.

1 AP – Exchange any 1 Resource for another. The 1st time you do this each Turn gain 1 bonus Resource of your choice.

At the end of your Turn slide remaining Contract Tiles in the offer to the right to fill any empty spaces then refill it.

King Action

1 AP – Move 1 step forward on the King Track. If multiple Markers share a space, stack the newest on top.

Joker Action

- Choose any 1 of the 5 other Actions.
- Spend all AP on that Action's options only.

Tasks

You can perform any of the following Tasks at any time during your Turn in the Action Phase, before, after, or inbetween spending Action Points on an Action.

Exchange Gold

2 > Spend 2 Gold to gain 1 Resource of your choice (*Stone, Wool, Iron, or Food*).

Contribute to a Cathedral

If you already have a Pillar in a Cathedral:
1. Spend the required amount of Stone indicated on the Cathedral Tile.
2. Take the topmost Cathedral Tile from the stack.
3. Score the VP on the Construction Cost Tile and the Cathedral Tile.

Each player can contribute to each Cathedral only once.

Use a Helper Tile

Fully resolve the one-time ability of a Helper Bonus Tile in your Storehouse, then remove the Tile from the game.

Fulfil a Contract

1. Spend the Resources shown on the top of a Contract Tile in your Storehouse.
2. Move that Tile to the leftmost available Contract space on your Player Board.
3. Gain:
- The Pillar from that space (*if any*) and add it to your supply.
- Any VP shown on the bottom of the Tile and the Contract space you covered.
- Any bonus printed to the right of the VP on the Contract Tile.

Place a Crest Tile

Spend the indicated amount of Food to move a Crest Tile from your Storehouse to an available Crest space under a Building on your Player Board.
- Each Crest space has a different Food cost and provides an instant bonus when covered.
- You may only have at most 1 Crest of each type anywhere on your Player Board.

6	Place 1 House from your supply on any Town, following normal placement rules.	**4**	Move your Architect to any space on the Map.
6	Place 1 Pillar from your supply on any Cathedral, following normal placement rules.	**3**	Gain any 2 Resources.
5	Move your Merchant to any space on the Map.	**2** / **5**	Score 5 VP.

When you **COMPLETE** a Building on your Player Board by filling all its Rooms with Character Tiles of the same type, and placing a Crest Tile in the space below it:
1. Gain the House from its roof and add it to your supply.
2. Gain 1 permanent Action Point Bonus Marker (*1/2/3 AP depending on the Room*) and place it next to the Action on the Action Wheel associated with the Character.

+1
- Applies each time you select that Action via a die or via a Joker Action.
- Does not apply to **AP** gained from Helpers or other effects.

Wool	Any 1 Resource (*Wool/Stone/Iron/Food/Gold*)	Place 1 House where your Merchant is, following normal placement rules	**2** Take a Contract Action with 2 Action Points		Take an Action of your choice with 1 Action Point
Stone	**1** Score 1 VP	Place 1 Pillar where your Architect is, following normal placement rules	**2** Take a Character Action with 2 Action Points		Take this Character Tile and place in the depicted Room, do not collect its Bonus
Iron	**-1** Lose 1 VP	Gain the bonuses from all Characters in 1 Building on your Player Board	**2** Take a Merchant Action with 2 Action Points		Take this Character Tile and place in the depicted Room, do not collect its Bonus
Food	You may move your Merchant 1 space	**+1** **When choosing a die:** add 1 Action Point to your chosen Action	**2** Take an Architect Action with 2 Action Points		Take 1 random Crest Tile out of the Bonus Tiles and place it in your Storehouse
Gold	You may move your Architect 1 space	**When choosing a die:** take Resources of any 1 type	**2** Take a King Action with 2 Action Points		Take 1 random Contract Tile and place it in your Storehouse