Tigris and Euphrates

Tigris and Euphrates is a game of civilisation and kingdom building. Players are not identified by colour, but by one of four symbols, Archer, Bull, Lion and Pot. Colours represent different facets of your civilisations, **Settlements**, **Temples**, **Farms** and **Markets**.

Each player has a Leader for each of these facets. Having Leaders on the board allow players to gain points of that Leader's colour. Each Kingdom can only contain a single Leader of each colour, but they can contain Leaders belonging to more than one player.

Placing tiles in these colours helps players to earn points, expand Kingdoms, secure their Leader's hold on a Kingdom and work towards constructing Monuments. Players can expand by deposing other Leaders through Revolts and conquering other Kingdoms through War.

Players territory's are not separate and isolated. A player can make use of a tile or monument that was placed by another player. Players' influence overlaps, both to each other's benefit and detriment.

LEADERS, TILES AND VICTORY POINTS.

King		30 Settlements		1 Bricks	
Trader		30 Markets		1 Goods	
Priest		57 Temples		1 Amulets	
Farmer		36 Farms		1 Crops	

SETUP

1. Choose a Board side, Standard or Advanced.
2. Place a **Temple** on each space marked with a winged beast, then place a Treasure on each **Temple**.
3. Place all remaining Civilisation Tiles in the bag & shuffle them.
4. Each player takes a set of Leaders of four different colours, but of the same shape, and a matching player screen.
5. Each player takes a Unification Tile and two Catastrophe Tiles, placing them in front of their player screen.
6. Each player draws 6 Tiles from the bag, this is their hand, they place them behind their player screen.
7. Choose a starting player at random.

KEY TERMS:

Connected: Tiles and Leaders are connected if there is an unbroken chain of adjacent pieces between them. Adjacency is edge-to-edge. Pieces diagonal to each other are not adjacent.

Region: A group of one or more connected Tiles.

Kingdom: A Region which contains at least one Leader.

Civilisation Tile also referred to as "Tiles" throughout the rules. Other types of tile will be named fully when referenced.

Discard: Remove the Tiles the game.

Withdraw: Return the Leader to its owner's supply.

Treasure: A wild VP that can be assigned to any colour.

Hidden Information: Players' VP tokens and Tiles in hand are always hidden behind their player screens. The exact number of Tiles remaining and the identity of the discarded Tiles are hidden information.

TURN STRUCTURE

Each player, in turn, becomes the Active Player and may take up to two actions. For each action, they choose one of:

- **PLACE/MOVE/WITHDRAW A LEADER**
- **PLACE A CIVILISATION TILE.**
- **PLACE A CATASTROPHE TILE**
- **REPLACE UP TO 6 TILES IN THEIR HAND.**

The following describes carrying out the Actions and what their Possible Outcomes are. Carrying out these Outcomes is described in the next section. Numbered lists are to be carried out in order.

PLACE/MOVE/WITHDRAW A LEADER

The Active Player **Places** one of their Leaders from the supply, **Moves** one of their Leaders already on the board, or **Withdraws** it back to their supply.

Placement Rules

Leader placement must satisfy all of the following:
- Empty Space
- Not on a River
- Adjacent to a **Temple** Tile.
- Will not result in connecting two or more Kingdoms.

You may connect a Kingdom to a Region, or two Regions.

When moving a Leader, if a Kingdom is split by removing the Leader, you can't place it in a way that reconnects that Kingdom.

Possible Outcomes

TRIGGER A REVOLT: If placed in a Kingdom that already contains another Leader of the same colour.

GAIN TREASURES: If placed in a Kingdom that contains more than one Treasure.

PLACE A CIVILISATION TILE

The Active Player Places a Civilisation Tile from their Hand face-up onto the board.

Placement Rules

Tile placement must satisfy all of the following:
- Empty Space
- **Farm Tiles** must be placed on on a River.
- **Settlements**, **Temples** and **Markets** can't be placed on a River.
- Will not result in more than two Kingdoms being united.

Possible Outcomes

UNITE TWO KINGDOMS: If the newly placed Tile connects two Kingdoms. This may also **TRIGGER A WAR**.

GAIN VICTORY POINTS: If two Kingdoms are not united and if an appropriate Leader is present.

Then, after checking for and fully resolving the above:
GAIN TREASURES: If a Kingdom contains more than one Treasure.

CREATE A MONUMENT: If the placed Tile completed a 2x2 square of four tiles of the same colour.

PLACE A CATASTROPHE TILE

The Active Player places a Catastrophe Tiles from their supply onto the board.

Placement Rules:

It can be placed on any space, empty or not, that does not contain a Treasure, Monument or Leader.

If placed on a Tile, discard the Tile underneath.

The Catastrophe Tile blocks the space, the space cannot be used again and connections between pieces are disrupted.

Possible Outcomes

Withdraw any Leader who is now no longer adjacent to a **Temple**.

REPLACE UP TO 6 TILES IN THEIR HAND

The Active Players chooses up to 6 tiles in their hand, discards them, then replaces them by drawing the same number of Tiles from the bag.

If they cannot refill their hand to 6 they do not finish their turn and the **game ends immediately.**

END OF TURN

1. Gain Points from Monuments.
2. Draw Tiles to Refill Hands.
3. End Game Check.

Resolving Outcomes

Gain Victory Points

If the Tile was placed in a Kingdom containing a Leader of the same colour, the player who controls that Leader gains 1 VP of the matching colour.

If there is no Leader of the Matching colour, but there is a **King**: The player who controls the **King** gains 1 VP of the matching colour.

No VP are gained if the Tile united two Kingdoms.

Revolt

If a Leader is placed in a Kingdom that already contains a Leader of the same colour, a Revolt is triggered. The Active Player is the Attacker, the other player is the Defender.

1. Each player counts the number of **Temples** adjacent to their Leader. A **Temple** adjacent to both Leaders is counted by both players.
2. The Attacker may add **Temples** by placing **Temples** from their hand in front of their player screen.
3. The Defender may add **Temples** similarly.
4. Player with the most **Temples** wins. If tied the Defender wins.

Result
1. Loser Withdraws their Leader.
2. Winner gains 1 **Amulet VP**.
3. Discard the **Temples** added from players' hands.

Join Two Kingdoms:

If two Kingdoms are connected by the newly placed Tile:
- Place a Unification Tile on it, then check to see if it triggers any Wars and resolve them if so.
- No VP are gained from placing a Tile if it unites two Kingdoms.

Trigger a War

If there is a pair of Leaders of the same colour in the unified Kingdom, a War is triggered.
- Each War between a pair of Leaders is resolved individually and is resolved completely before starting to resolve the next.
- The Active Player decides which War to resolve first.

Resolving a War between a Pair of Leaders

The Active Player is the Attacker. Or, if neither Leader is controlled by the Active Player, the next player in turn order from the Active Player who has a Leader involved is the Attacker. The other player is the Defender.

1. Count Supporters on the board: The Attacker and Defender count the Tiles of matching colour in the Kingdom on their side of the Unification Tile. *The Tile under the Unification Tile is not counted.*
2. The Attacker may add Supporters by placing Tiles of the matching colour from their hand in front of their player screen.
3. The Defender may add Supporters similarly.
4. Player with the most Supporters wins. If tied, Defender wins.

Result
1. Loser Withdraws their Leader and discards all their Supporters from the Kingdom.
   Do not remove **Temples** which have a Treasure on them or that are adjacent to another Leader.
2. Winner Gains 1 VP of matching colour for each Tile and Leader that the loser removed from the board.
   Supporters from hand do not count for VP.
3. If, after removing tiles, there is still at least one pair of leaders of the same colour in the Kingdom, continue resolving Wars, with the Active Player deciding which War to resolve next.
4. If there are no pairs of Leaders of the same colour in the Kingdom remove the Unification Tile and complete the rest of the outcomes of the Action, as above.

Gain a Treasure

If a Kingdom contains a **Trader Leader** and more than one Treasure at the end of the Active Player's action:
The player whose **Trader Leader** is present may take all but one of these Treasures. If any of the Treasures are on a space with a Special Border they must choose from those first, otherwise, they may choose from any of the treasures in the Kingdom.

Create a Monument

If the placed Tile completed a 2x2 square of four Tiles of the same colour, the Active Player may build a Monument.

1. They choose a Monument that has one colour matching the Tiles.
2. Flip the four tiles facedown and place the Monument atop the Tiles.

- *If there are no Monuments with a matching colour remaining, a Monument cannot be placed.*
- *If a Monument is not placed the Tiles remain face-up.*
- *The Monument can only be placed during the Action that the square is completed.*

Consequences
- Monuments and face-down Tiles are still part of connected Regions and Kingdoms, and Tiles and Leaders can still be connected through them.
- Face-down Tiles do not count in Revolts nor do they count as Supporters in Conflicts.
- Leaders cannot use face-down **Temples** as a **Temple** for placement rules and any Leaders that are no longer adjacent to a face-up **Temple** are Withdrawn.
- If there is a Treasure on one of the Tiles, it remains on the Tile after it is flipped over and can be collected following the normal rules.

End of Turn:

1. **Monument Scoring:** Each of the Active Player's Leaders earns them 1 VP of the Leader's colour for each Monument in its Kingdom that contains the matching colour.
   Eg: If they have a Farmer and a King in a Kingdom with Black/Blue and Black/Red Monuments they earn 1 Crops and 2 Bricks
2. **Draw Tiles:** Starting with the Active Player, in turn order, each player who does not have 6 tiles in hand draws tiles from the bag until they do.
3. **End Game Check:** If a player cannot refill their hand to a full 6 Tiles, or if there are only one or two Treasures remaining on the board, **the game ends immediately.**

End Game Scoring

1. Each player sorts their VP by colour and allocates any Treasures they have to the colours of their choice.
2. The colour a player has the fewest VP of is their Scoring Colour.
3. The player with the highest score in their Scoring Colour wins.
   I.e. The player with the most complete sets of four colours wins.
4. *If tied, the tied player with the highest score in their second lowest colour wins.*
5. *If still tied, the tied player with the highest score in their third lowest colour wins, etc.*

Reminder of Each Colour's Unique Attributes

King - Can be used to earn VP from any colour Tile.

Temple - Needed by Leaders and used in Revolts.

Farms - Can only be built on Rivers.

Trader - Needed to gain Treasures.