

## “Tigris & Euphrates” Rules Summary (version 2004-06-29)

(Based on “Euphrat & Tigris Rules Summary” by Brett W. Denner, 2001)

### Definitions

1. “Leaders” (by color); each Dynasty has one of each: King (black) Priest (red) Farmer (blue) Trader (green)
2. Civilization (“Civ”) Tiles (by color): Settlement (black) Temple (red) Farm (blue) Market (green)
3. “Dynasty” (by symbol): Potter (urn) Lion (lion) Bull (bull) Archer (bow & arrow)
4. “Region”: A group of two or more Civ tiles and/or Leaders joined orthogonally (i.e., by abutting edges, not merely corners).
5. “Kingdom”: Any Region that contains at least one Leader.

### Preparation

1. Set up the board by placing a Temple (red) Civ tile onto each of the ten board spaces showing a winged beast, and on top of that a treasure.
2. Each player selects a Dynasty and places the Dynasty’s four Leader disks, two Catastrophe tiles and one Unification tile in front of his screen.
3. Each player draws six Civ tiles from the bag and places them face up behind his screen.
4. Players follow the “Turn Sequence” (see below) clockwise around the table, until a “Game End” condition (see pg 2) exists.

### Turn Sequence

1. The active player for his turn conducts two Actions from the following Action types (the same Action type may be used for both Actions; the player also has the option to pass on one or both of his Actions):
  - A. Position a Leader Action
    1. A Leader may be placed on any empty space (except a river) so long as there is at least one adjacent Temple (red) Civ tile.
    2. A Leader may be removed from the board.
    3. A Leader already on the board may be moved from one space to another (when re-placing the Leader on the board, it is subject to the usual rules for placing Leaders) (note: moving a Leader from one space to another counts as just one Action).
    4. A Leader may not join Kingdoms together (note: a Leader may join one or more non-Kingdom Regions to a Kingdom)
    5. If a Leader is placed in a Kingdom that already contains another Leader of the same color, the Leaders’ owners must resolve an “Internal Conflict” (see below).
    6. When a Leader no longer has at least one Temple (red) Civ tile adjacent to it, the Leader is returned to its owner.
  - B. Place a Civ Tile Action
    1. Settlement (black), Temple (red) and Market (green) Civ tiles may be placed on any empty spaces except river spaces.
    2. Farm (blue) Civ tiles may only be placed on empty river spaces.
    3. If a Civ tile is added to an existing Kingdom, check if a victory point (“VP”) should be awarded:
      - a. If the Kingdom includes a Leader of the same color as the placed Civ tile, award one VP (in the Civ tile’s color) to the owner of that Leader.
      - b. If the Kingdom lacks a Leader of the same color as the placed Civ tile but it does have a King (black Leader), award “by default” one VP (in the Civ tile’s color) to the owner of the King (black Leader).
    4. Notwithstanding the preceding, if a Civ tile combines two Kingdoms, no VPs are awarded. Place the Unification tile on top of the Civ tile and check for “External Conflict” (see pg 2); remove the Unification tile if there is no External Conflict
    5. A Civ tile may not join more than two Kingdoms.
    6. A player may build a “Monument” (see pg 2) if the placed Civ tile completes a square of four like Civ tiles.
  - C. Place a Catastrophe tile Action
    1. A Catastrophe tile may be placed on an empty space or on top of an existing Civ tile (which “destroys” the Civ tile and removes it from the game). The Catastrophe tile remains in place for the rest of the game.
    2. A Catastrophe tile may not be placed on a Leader, on a Monument, or on a Temple (red) Civ tile that contains a treasure.
    3. If a Catastrophe tile destroys the last Temple (red) Civ tile next to a Leader, the Leader is returned to its owner.
    4. A Catastrophe tile disrupts Regions (i.e., does not provide continuity to adjacent tiles) and prevents Civ tiles and Leaders from being played on that space.
  - D. Swap Civ Tiles Action
    1. A player may discard any number of Civ tiles from behind his screen and draw that same number of Civ tiles from the bag (note *Variant* under “Game End” pg 2).
    2. If a player swaps Civ tiles during his first Action, he may use the new Civ tiles in his second Action.
2. At the end of each Action
  - A. If an Action results in a treasure being joined with another treasure (or treasures) in one Kingdom and there exists a Trader (green Leader) in that Kingdom when the joining occurs, the owner of the Trader (green Leader) may claim all but one of the treasures in that Kingdom.
  - B. If any of the four treasures located nearest the corners of the board are among the treasures that may be claimed, they must be taken first.
3. At the end of each turn
  - A. Check to see if any Monuments generate VPs for the player whose turn has ended (see “Monuments” pg 2).
  - B. All players refresh their hands back to 6 Civ tiles by drawing from the bag.
  - C. Check to see if the game is finished (see “Game End” pg 2).

### Internal Conflict

1. Occurs when the active player --the attacker-- places a Leader in a Kingdom that already contains a Leader of that color.
2. Conflict Resolution
  - A. The two players involved in the conflict each count the Temple (red) Civ tiles adjacent to his conflicting Leader.
  - B. The attacker may increase his “Temple count” by adding Temple (red) Civ tiles from behind his screen and placing them next to the board. The defender may then increase his Temple count in the same manner. (See “English Variant” below for an alternate rule.) Each player

may only add Temple (red) Civ tiles once per conflict.

- C. The player with the greater Temple count wins the conflict; in case of a tie, the defender wins.
- D. Consequences
  1. The losing player removes his defeated Leader from the board and places it back in front of his screen.
  2. All Temple (red) Civ tiles played from behind the screens (i.e., those placed next to board) are discarded.
  3. The winner is awarded one red VP.

### External Conflict

1. Occurs when a Civ tile is placed that joins two Kingdoms, and the new (joined) Kingdom contains Leaders of the same color(s).
2. Conflict Resolution
  - A. If there are conflicts between two or more Leader colors, the active player decides which conflict is resolved first.
  - B. If one of the active player's Leaders is involved in the conflict, then the active player is the attacker; otherwise, the first player around the table (in clockwise order) from the active player who has a Leader involved in that conflict becomes the attacker.
  - C. Each player involved in the conflict counts his conflicting Leader's "supporters", which are the Civ tiles in such Leader's color residing in the Leader's Kingdom prior to unification (remember, the Civ tile that joined the two Kingdoms into one Kingdom (i) has the Unification tile placed on top of it and (ii) does not count as a supporter for external conflicts during the Action in which it was placed).
  - D. The attacker and defender may add support by taking Civ tiles in the conflicting Leaders' color from behind their screens; like in Internal Conflicts, (i) the attacker adds first (placing the Civ tiles beside the board), then the defender (see "English Variant" below for an alternate rule), and (ii) each player may only add Civ tiles once per conflict.
  - E. Whichever player has more support (supporters plus added support) is the winner; in case of a tie, the defender wins.
  - F. Consequences
    1. The losing player removes his defeated Leader and supporters from the board (see *Exception* below). The removed Leader is placed back in front of its owner's screen; removed supporters are discarded.
    2. The winner is awarded a VP (in the corresponding color) for the removed Leader and for each removed supporter.
    3. All Civ tiles played from behind the screens in support are discarded (no VPs are awarded with respect to them).
    4. *Exception:* If the conflict was between Priests (red Leaders), then Temple (red) Civ tiles which contain a treasure or which are adjacent to any remaining Leader are not removed and do not contribute VPs to the conflict winner.
3. If the Kingdom is divided by the outcome of an External Conflict (as a result of a defeated Leader and/or supporters being removed from the board) and the resulting Kingdoms contain no Leaders in conflict with each other, the Unification tile is removed (revealing the Civ tile below); otherwise, the active player chooses the next conflict to be resolved. Continue in a likewise fashion until there are no remaining conflicts.

### Monuments

1. If the active player places a Civ tile that completes a "2x2 square" of four like-colored Civ tiles, he may elect to turn them facedown and place an available Monument on the 2x2 square so long as one of the Monuments two colors match the color of the face-down Civ tiles.
2. Any External Conflicts that are initiated when a 2x2 square is completed must be resolved before a Monument can be built; if the 2x2 square remains after resolution, the Monument may be built.
3. A Monument can only be built as part of the same Action that created the 2x2 square (i.e., if the active player chooses not to build it, the established 2x2 square cannot be used to build a Monument at some later time).
4. The face-down Civ tiles still function as part of a Kingdom (i.e., provide continuity), but no longer provide support to Leaders.
5. Monuments (and the face-down Civ tiles under them) cannot be destroyed.
6. When a Monument is built
  - A. A treasure on top of one of the Monument's four Civ tiles remains on top of that Civ tile after it is turned facedown.
  - B. If as a result of Temple (red) Civ tiles being turned facedown a Leader is no longer adjacent to any Temple (red) Civ tiles, the Leader is returned to its player.
7. The active player receives one VP (in the corresponding color) for each Leader-Monument "pairing" that exists at the end of his turn. A pairing occurs where the color of a Leader owned by the active player matches either color of a Monument in such Leader's Kingdom (note: it is possible for a given Leader to pair with more than one Monument and thus generate more than one VP). Kings (black Leaders) can only earn black VPs from Monuments; they cannot receive by default non-black VPs from Monuments.

### Game End

1. The game ends when either of these conditions exist at the end of a player's completed turn:
  - A. There are only one or two treasures left on the board.
  - B. Any player is unable to refresh his hand from the bag back to 6 Civ tiles.
2. *Variant:* In addition to the above, the game may also end immediately if the active player is unable to draw the same number of tiles discarded in a Swap Civ Tiles Action (note: This variation implied (inadvertently?) by the current (as of April 2004) rules supplied with the Mayfair edition).
3. Determining the winner:
  - A. Each player sums his VPs in each of the four colors separately (treasures act as "wild" VPs and can be allocated to any color(s)).
  - B. The player's lowest VP total among the four colors represents his "game score".
  - C. The player with the highest game score is the winner. (Ties are broken by comparing each player's next lowest VP total --continue to make such comparisons until the tie is broken.)

**English Variant (for Conflicts):** An attacker may increase his Temple count or support, as the case may be, if his total would then exceed the current strength of the defender. If he has no chance of winning the conflict, he may not add extra Civ tiles from behind his screen. The defender may only add enough extra strength to win by establishing a tie. (This rule prevents players dumping tiles that have no bearing on a conflict.)