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# v1

May 2023

Game: **WAYFARERS OF THE SOUTH TIGRIS**

Publisher: **Garphill Games (2023)**

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# WAYFARERS OF THE SOUTH TIGRIS

## SETUP

Place the 3 main board sections together in the middle of the play area. Either side of each board may be used, creating some variety between plays.

Shuffle the townsfolk, space, land, water, and inspiration cards into their separate decks. Place these in their spaces next to the main board, forming 5 facedown draw piles.

Draw the top 4 cards from each draw pile, placing them faceup in the spaces alongside their respective piles.

Shuffle the journal tiles and place 1 faceup onto each of the empty spaces of the journal track.

Place 1 green worker onto each space indicated along the middle of the journal track.

Place all 10 special (pink) upgrade tiles onto their indicated spaces of the main board.

Place 1 of each unique green, black, yellow and blue upgrade tile per player onto their spaces of the main board. Return any excess to the box if playing with fewer than 4 players.

Give each player:

1 player board, dealt at random.

5 dice in their chosen colour: 2 are placed in a reserve near the minarets on the main board; 3 must be rolled and placed alongside their player board.

15 influence in their chosen colour.

1 player marker in their chosen colour, placed onto the far-left end of the main board.

1 yellow worker and 1 blue worker.

Place the silver and provisions alongside the main board, forming the main supply.

Randomly decide on a first player. Give each player their starting provisions, silver and influence in the 3 guilds, based on where they are sitting in clockwise turn order.

1st: 2 provisions, 3 silver, 1 influence in the exploration (blue) guild.

2nd: 2 provisions, 3 silver, 1 influence in the exploration (blue) guild, 1 influence in the (trade) yellow guild.

3rd: 2 provisions, 4 silver, 1 influence in the exploration (blue) guild, 1 influence in the (trade) yellow guild.

4th: 3 provisions, 4 silver, 1 influence in the exploration (blue) guild, 1 influence in the (trade) yellow guild.

Players indicate that they have influence in guilds by placing influence from their supplies onto the corresponding minarets of the main board.

Return any excess player boards, dice, influence, player markers, and workers to the box if playing with fewer than 4 players.

Player boards represent the capital city of Baghdad, and consist of a starting city card, harbour card, star card, and 1 tucked townsfolk card. These elements are all considered to be cards. The middle area features an observatory and library with 4 dice placement space; this is not technically a card.

The top-left third of player boards is the caravan, which dictates what players' dice can be used for. Upgrade tiles can be placed here to provide new abilities and opportunities.

## PLAYER TURNS

Starting with the first player, each player takes a turn, in clockwise order. This continues until the end game is triggered.

On each of your turns, you must either place a die, place a worker, or rest.

## PLACE A DIE

Your dice are always placed onto your own board, or onto cards you have acquired. Dice can only be placed onto spaces where there isn't already a die present.

For each dice placement action, only ever place a single die.

Some dice placement spaces have no assets printed on them, and some may require a particular asset, or multiple assets.

If no assets are shown, any die can be placed there. If any assets are shown, all of them are required.

Cities and harbours have a variety of action spaces, all of which follow the same layout: assets on dice placement spaces, costs to the left of the arrow, and benefits to the right. Some cards and upgrade tiles have inherent costs not shown on these spaces.

Once a die with any required assets has been placed, you may then perform the actions of that space, in any order. Actions are always optional. Some actions have costs associated, which must always be paid in full before taking the action. Townsfolk cards may have abilities that could help in funding an action.

## ASSETS

Assets can be provided by guild abilities, townsfolk cards, or the caravan.

The most common place to have assets is in the caravan, the scroll of paper in the top section of your player board consisting of a grid of 6 columns and 3 rows.

Each column is associated with 1 of the 6 die faces, and begins with a camel in the 1st column and a telescope in the 6th. You can gain upgrade tiles to customize your caravan.

**Guild ability: Once per turn, you may spend 1 blue influence to hire a ship.**

This is a temporary effect that can be used when placing a die. If a harbour requires 2 ships, this ability can only be used to fulfill 1 of them; the other would have to come from a townsfolk card or from the caravan.

## DICE MANIPULATIONS

You can use multiple dice manipulation icons on your turn. Dice manipulations may chain, but they do not stack.

Dice values do not wrap: 1's can never be decreased to a 6, and 6's can never be increased to a 1.

**Guild ability: Once per turn, you may spend 1 yellow influence to increase or decrease the value of dice in your supply by 2.**

This can apply to the same die, or to 2 different dice, and can be done before or after using a single chain of dice manipulation on your caravan, but not during.

Any time you gain this ability, you may refresh 1 die. Pick up a die from a previously used space on your player board or card, roll it, and return it to your supply.

This gives you another die to use on your next turn, and also opens up the space that it came from to be used again. You can even use this ability to refresh the same die you just placed that turn.

If you don't have any dice on your player board, or wish not to remove one, you can instead select a die in your supply to reroll.

## PLACE A WORKER

When placing a worker, you must place it onto 1 of the faceup cards around the edges of the main board (excluding space cards).

Resolve the action shown on the edge of the board where the card sits. You cannot place a worker and do nothing.

Once placed, workers become a public resource that all players have access to.

Only 1 green worker may be placed on each townsfolk card.

1 green worker and 1 yellow worker may be placed on each land card.

1 green worker and 1 blue worker may be placed on each water card.

1 green worker, 1 yellow worker, and 1 blue worker may be placed on each inspiration card.

You can never place and retrieve the same worker by any means during a single turn. If a worker was on a card you wished to acquire, you could not choose to acquire that card.

This effect allow you to retrieve a worker from any faceup card.

## REST

If you cannot place a die or worker on their turn, or wish not to, you may instead rest. Count how many dice remain in your supply.

If there are 0-1, activate all your resting abilities. If you have 2 or more dice remaining, no abilities will be activated.

Then, move all dice from your panorama (your player board and attached cards), and roll them back into your supply. If you had any dice still in your supply, you may also reroll them if you wish.

Then, if eligible, resolve all your resting abilities in any order. These are all optional. Resting abilities come from blue-bannered townsfolk (all players start with 1 'tucked' under their player board). Townsfolk cards with these abilities are always tucked under open water cards.

Players journal most times they rest, thanks to their starting 'tucked' townsfolk card.

## END OF THE GAME AND SCORING

The game's end is triggered once a player reaches one of the 5 final spaces on the journal track. After finishing their turn, play continues once more around the table, with all players taking 1 final turn (the triggering player also has 1 final turn).

Each player then adds up their score in these areas:

- Primary land and water tags:** Remember to also count any tags in the caravan.
- Space cards and achieved inspiration cards:** Players with comet cards should check to see if any player has the most comet tags (more than any other single player). Remember to count tags in the caravan.
- The caravan:** All printed VP values on upgrade tiles.
- Guild majorities:** 3VP to the player with the most influence in each guild. If a guild is tied, no player scores its VP.

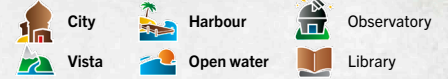
The player with the most total VP is the winner.

On a tie, the tied player with the most black influence is the winner. On a further tie, the tied player with the most yellow influence is the winner. If still tied, the tied player with the most blue influence is the winner. And if still tied, all tied players share the victory.

## TAGS

Players collect a variety of tags. These can be found on player boards, land cards, water cards, space cards, and special upgrade tiles. Tags are often required for scoring VP ( ) and advancing on the journal track.

## LAND AND WATER TAGS



## SPACE TAGS



## PRIMARY TAGS

City, vista, harbour, and open water are primary tags, which score VP in 2 ways:

**Common sets:** Players score each of their 4 primary tag types individually, based on how many they have: 0-1 tags scores OVP; 2-7 tags scores the values shown at the top of your player board. Any tags beyond 7 do not score additional VP.

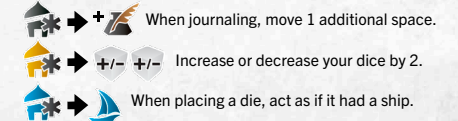
**Unique sets:** Players also score 5VP for each set of 4 unique primary tags (1 of each type).

## GUILDS

The 3 guilds are represented by the 3 coloured minarets on the main board: science (black), trade (yellow), and exploration (blue).

For each guild, the player with the most influence on it will gain 3VP at the end of the game. On a tie, no player gains the 3VP.

Each guild also has a way for players to spend its influence. Players may only use each guild's ability once per turn.



## JOURNALING

Any time you gain the ability to journal, you may move your player marker 1 space to the right on the journal track.

Spaces of the journal track are represented by each individual piece of paper, each connected by 1 or more ink splotches. To move over an ink splotch, you must meet the requirements printed there (the first 2 have no requirements).

If an ink splotch requires you to spend influence, you cannot move past if you do not have the influence to spend.

When moving onto a new space of the journal track, immediately resolve any effects shown there (either from a journal tile or a pre-printed effect). Journal tiles are never removed, and are resolved by each player that moves onto their space.

The first player to move into one of the 2 spaces adjacent to a green worker immediately adds it to their supply.

Any number of players may occupy the same space on the journal track, except for the final right-most spaces, which are limited to 1 player marker each. Once a player reaches one of these 5 final spaces, the end-game is triggered.

When moving into these spaces on the journal track, you must take a new die from the reserve, roll it, and add it to your supply.

## INFLUENCE

**Influence** tokens may be used throughout the game to mark influence on cards or in the 3 guilds.



Any time you gain this ability, you may **place an influence from your supply onto any faceup card** around the edges of the main board that doesn't already have influence on it.

If you want to interact with a card that has an opponent's influence on it, **you first pay them 1 silver or 1 provision from your own supply**. If you cannot pay, you cannot interact with that card.

Interacting with a card includes: acquiring the card for your panorama; placing a worker on the card; or retrieving a worker from the card. Influence on cards is only removed once that card has been acquired (and is returned to its owner's supply).



Any time you gain this ability, you may **place an influence from your supply onto the indicated guild** (the matching coloured minaret on the main board). This icon gives you a choice of which guild to influence, but usually this icon depicts a specific colour.



Any time you gain this ability, you may **move 1 of your influence from 1 guild to a different guild**.



Some effects require you to spend influence from guilds (return it to your supply from the depicted guild). This icon requires black influence to be spent.

When you gain the ability to influence a card or guild, if you have none left in your supply, you may instead *move* an influence from a card or guild.

## ACQUIRING CARDS

When acquiring a card, you must usually take one of the 4 available faceup cards. However, there are some game effects that allow you to take from the tops of the draw piles.

**Land and water** cards have no inherent cost; their cost is always dictated by the action being taken.

**Space** cards cost silver based on which slot they sit above (3-5 silver).

**Inspiration** cards are always free, but acquiring them is quite rare.

**Townfolk** cards have a set price, shown by the silver coins in their top-left (0-3 silver).



Acquire a townfolk card



Acquire a land card



Acquire a water card



Acquire a space card



Acquire an inspiration card



Acquire a townfolk card for free (any influence must still be paid).



Draw the top 3 land cards. Acquire 1, and place the other 2 in either order at the bottom of the land draw pile.



Draw the top 3 water cards. Acquire 1, and place the other 2 in either order at the bottom of the water draw pile.

When acquiring a card with 1 or more workers on it, you also retrieve the workers, placing them into your supply.

On the backs of all land and water cards is a reminder: **any time you use a dice placement action to acquire a land or water card, you have the option to forgo taking a faceup card to instead draw 3 and keep 1**. To do this, you must either have an available pigeon, or spend 1 provision. If you do this, you must acquire 1 of the drawn cards.

Faceup cards are only refreshed at the end of each player's turn. If a card was acquired, slide all faceup cards in the direction listed below to fill empty card slots before revealing new cards from the tops of the draw piles. Any workers or influence must remain on cards when sliding them.

Townfolk and land cards slide to the right space, water cards slide to the left, and inspiration cards slide downwards.

**Other than resolving their immediate effects, the benefits of cards can never be activated in the same turn that they were acquired.** This rule is primarily to avoid any timing issues for some townfolk and vista cards.

## CARDS



### LAND CARDS

**Land cards must be placed to the left of your player board.** The 2 primary tags are cities and vistas:



**Cities** provide you with new dice placement spaces. They can also come with 2 secondary tags:



**Observatories** are cities that mostly interact with space cards and upgrade tiles.



**Libraries** are cities (or harbours) that usually provide more effective ways of journaling on the main board.



**Vistas** provide you with ongoing benefits when gaining other cards or upgrade tiles throughout the game.

Some land cards also feature one-time **immediate effects** on their left side (above the blue bar with a lightning bolt). You gain these effects after adding a land card to your panorama.



### WATER CARDS

**Water cards must be placed to the right of your player board.** The 2 primary tags are harbours and open waters:



**Harbours** provide you with new dice placement spaces. They can also come with 1 secondary tag:



**Libraries** are harbours (or cities) that usually provide more effective ways of journaling on the main board.



**Open waters** provide you with one-time immediate benefits.

Water cards can also provide additional immediate effects through **connection links**, the 4 bars down the sides of each water card. These are always one-time effects that are resolved when adding a water card to your panorama.



### SPACE CARDS

**Water cards must be placed above land or water cards** and can never have an empty card slot below them. The 5 tags are sun, moon, planet, comet, and stars:



There is only 1 **sun card** and 1 **moon card**. Alone these are only worth 3VP. If you have both cards, they are each worth 7VP (14VP for the pair).



There are 5 **planet cards**. These score 1VP, plus 1 additional VP per planet tag (including its own tag).



There are 5 **comet cards**, each worth 1-3VP (the lower value in the top-left corner). If you have more comet tags than each individual opponent, your comet cards are instead worth 4VP.



There are 21 **star cards**, which score VPs for a variety of different conditions: collecting other tags, upgrade tiles, or for having influence in the guilds.

Some space cards also feature one-time **immediate effects** on the right side (below the blue bar with a lightning bolt). You gain these effects when adding a space card to your panorama.



## INSPIRATION CARDS

**Water cards must be tucked above space cards.** Each space card can have only a single tucked inspiration card.

They do not provide tags, and do not require any to be acquired, but many require certain tags or other items in order to earn VPs.

When you gain an inspiration card, you may tuck it above any of your space cards that don't already have an inspiration card.

If you have no space cards available, or if you don't wish to gain an inspiration card (because you don't think you can achieve its goal), **you may instead discard it for an immediate effect from the worker placement spot that the card was adjacent to**. Place cards discarded this way facedown under the inspiration card draw pile.

All tucked inspiration cards provide you with a **goal**. If you achieve this goal, double the VPs of the space card the card is tucked above. If a tucked inspiration card's goal is not achieved by the end of the game, it does not double the space card's VPs. There are no other negative effects for failing to achieve a goal.

Two more unique star cards, and how they score:



1VP per set of 1 townfolk card, 1 space card, 1 land card, and 1 water card.



3VP per set of 1 comet tag, 1 planet tag, and 1 star tag.



### TOWNSFOLK CARDS

**Townfolk cards must be tucked underneath land or water cards.**

They do not provide tags, but do require specific tags to be acquired. To the right of their name, each townfolk card shows 1 or more tags. **They may only be tucked under a land or water card featuring at least 1 of the required tags.**

Once tucked, townfolk cards either increase the usefulness of the card they are underneath, or provide another benefit. Each land or water card can only have a single tucked townfolk card.

Townfolk abilities can be resolved before or after the land or water card's ability.

Townfolk score VPs from your starting star card on your player board. For each pair of 1 townfolk card and 1 upgrade tile (any type), you score 1CP at the end of the game. You are allowed to tuck an inspiration card above this starting star card to double its scoring effect.

## UPGRADE TILES



Players can gain **upgrade tiles** for their caravan. The 5 types all function the same way, but their unique icons are referenced on cards for abilities or scoring.



Land



Space



Water



Basic

The costs for land, water, space, and basic upgrade tiles are shown alongside where they are kept on the main board.

**Special** upgrade tiles do not have a cost, but are harder to acquire (usually by advancing along the journal track).

When placing upgrade tiles, they must fit into your **caravan**. Tiles cannot cover other tiles, and must not sit off the edge of the illustrated paper. Tiles can be flipped (only relevant for land and water upgrades), but can never be rotated (all icons must be up the right way). Once placed, upgrade tiles can never be moved or removed.

**Spaces on the caravan showing pre-printed icons are immediate effects that you gain when you cover them with upgrade tiles.**

Upgrade tiles with VPs printed on them are purely for end-game scoring, and have no other impact during the game.

Special (pink) upgrade tiles also feature **tags**. These function exactly as they do on cards, so will activate any vistas referencing them, help with journaling, earn VPs for associated star cards, and contribute towards achieving goals on inspiration cards.

Primary tags (city, vista, harbour, open water) on special upgrade tiles also contribute towards scoring tags at the game's end.

Upgrade tiles may feature 1 or more **assets**, used when taking dice placement actions. The caravan starts with a camel in the 1st column, and a telescope in the 6th column.



Camel



Telescope



Ship



Pigeon



Some upgrade tiles feature a provision or silver **discount**. When placing a die with a discount icon shown in its column of the caravan, that die's entire action is discounted by 1 of the depicted resource.



Some upgrade tiles also feature dice manipulation, and allow dice faces to be altered before being placed.

# WAYFARERS

## OF THE SOUTH TIGRIS

### ICONOGRAPHY

#### RESOURCES

- Provision
- Silver
- Negate depicted cost

#### TAGS

- City
- Vista
- Harbour
- Open water
- Observatory

- Library
- Stars
- Planet
- Sun
- Moon
- Comet

- Camel
- Ship
- Telescope
- Pigeon

#### UPGRADE TILES

Upgrade tiles may be flipped, but not rotated.

- Land upgrade tile
- Water upgrade tile
- Space upgrade tile
- Basic upgrade tile
- Special upgrade tile
- Any upgrade tile

#### INFLUENCE

- Place an influence in depicted guild
- Spend an influence from depicted guild
- Place an influence in any guild
- Move an influence from 1 guild to another
- Place an influence on a faceup card

#### WORKERS

After placing a worker, you may not take any action that would result in you retrieving that same worker in the same turn.

- Green worker
- Green/yellow worker
- Green/blue worker
- Any worker
- Retrieve any worker from a faceup card

#### DICE

- Dice placement space
- Increase/decrease a die
- Refresh a die
- You must gain a new die from the reserve

#### JOURNAL

- Journal
- Extra journal (max once per turn)

#### REST

- Resting ability

#### GUILD ABILITIES

You may only use each guild's ability once per turn.



**Science:** When journaling, move 1 additional space.



**Trade:** Increase or decrease your dice by 2.



**Exploration:** When placing a die, act as if it had a ship.

#### CARDS

Townfolk/vista abilities cannot be activated during the same turn that they are acquired.

- Land card
- Water card
- Space card
- Townfolk card
- Inspiration card
- Acquire a townfolk card
- Acquire a land card
- Acquire a water card
- Acquire a space card
- Acquire an inspiration card

- Acquire a townfolk card for free (influence must still be paid).

- Draw the top 3 land cards. Take 1, place the other 2 in any order at the bottom of the land draw pile.

- Draw the top 3 water cards. Take 1, place the other 2 in any order at the bottom of the water draw pile.

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