

Tigris & Euphrates

A game for 3 to 4 players by Reiner Knizia. Condensed rules by Eric Postpischil, <http://edp.org>.
These rules incorporate the FAQ at <http://freespace.virgin.net/chris.lawson/rk/e-t/faq.htm>.

Introduction.

Goal: Get the highest score. Your score is the number of victory points in the color you have the fewest of.

Victory Points:

- Victory Points come in red, blue, green, and black cubes. Uncolored cubes are wild and are called **treasures**.
- Small cubes are one point. Large cubes are five points.
- Once awarded, victory points are kept hidden behind players' screens.

Dynasties:

- Each player has a dynasty marked by an urn, a lion, a bull, or an archer. Players are not marked by color.
- Each dynasty has four leaders (wooden disks): a black king, a red priest, a blue farmer, and a green trader.

Civilization Tiles: There are 153 civilization tiles:

- 57 red temples. 36 blue farms. 30 green markets. 30 black settlements.
- (Mnemonics: Red for blood sacrifice, blue for water, green for money, black for construction stones.)

Catastrophe Tiles: Catastrophe tiles (desiccated head lying in sand) mark board spaces that can no longer be used.

Monuments: There are six monuments, one of each combination of two colors.

- Which color is which part of the monument is irrelevant.

Kingdoms: A kingdom is an orthogonally connected group with at least one leader and any number of tiles.

Setup.

Put a red temple and one treasure onto each of the ten board spaces marked by a winged beast.

Put all remaining civilization tiles into the bag.

Give each player the pieces of one dynasty, with all pieces in view of all players except the six civilization tiles:

- One unification tile (two hands clasped).
- Two catastrophe tiles.
- The screen and the dynasty tile (blue brick background) bearing the dynastic symbol.
- The four leaders (wooden disks) of the dynasty.
- Six civilization tiles drawn from the bag (hidden behind screen).

Choose the starting player randomly. (The dynasty tiles are useful for this.)

Turns.

The active player performs up to two actions on each turn. Each action may be any of:

- Move a leader.
- Place a civilization tile.
- Place a catastrophe tile.
- Swap up to six tiles.

If any kingdom contains more than one treasure at the end of an action and has a green trader:

- The possessor of the green trader in that kingdom takes all but one of the treasures in the kingdom.
- They must take the treasures on the corner temples first but may freely choose after that.

After the actions, give the active player victory points for monuments:

- For each leader matching a color on a monument, give the player one point of that color for each monument.
- (A monument may generate one point in each of its two colors. Black does not collect for absent leaders.)

At the end of any player's turn, each player refreshes their hand to six tiles by drawing from the bag.

Move a leader.

Move one of your leaders off the board or (from off the board or from any space) to an empty non-river space next to a red temple, provided it does not join two kingdoms.

- (A leader may join a kingdom to other tiles, including a temple.)
- (A leader may not be removed to form two separate kingdoms and placed to rejoin them in a single move.)

If the leader is put into a kingdom that already has a leader of that color, the new leader attacks the old leader:

- The attacking player may move any number of red temples from behind their screen to beside the board.
- Then the defending player may move any number of temples from behind their screen to beside of the board.
- The attacker wins if the number of temples next to their leader plus the number they added beside the board exceeds the number of temples next to the defender's leader plus the number they added.

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- Give one red victory point to the winner.
- Move the losing leader off the board.
- Discard all temples from the sides of the board.

Place a civilization tile.

Put a tile from behind your screen onto an empty space that does not join three or more kingdoms.

- River tiles may be placed only on river spaces. Non-river tiles may be placed only on non-river spaces.

If the tile does not join two kingdoms, distribute one victory point in the color of the tile:

- If the tile is in a kingdom with a leader of the tile's color, give the point to that leader's player.
- Otherwise, if the tile is in a kingdom with a black leader, give the point to that leader's player.
- Otherwise, do not distribute the victory point.

If the tile joins two kingdoms, put a unification tile on it and resolve conflicts between leaders of the same color:

- If there are multiple colors for which both kingdoms have a leader, the active player chooses the order.
- The attacker is the active player if involved or the next involved player in clockwise order.
 - The attacker may move any number of tiles of the conflict color from behind their screen to beside the board.
 - Then the defender may move any number of tiles of that color from behind their screen to beside the board.
 - The attacker wins if the number of tiles of that color in their kingdom and that they added beside the board exceeds the number of tiles of that color in the defender's kingdom and that the defender added.
 - Move the losing leader off the board and give the winner one victory point of that color.
 - Discard each tile of the conflict color from the losing kingdom and give the winner a point for each of them.
 - Except, do not remove red temples that support a treasure or have another leader next to them, and do not award victory points for them.
 - (Discarding tiles may split the kingdom and eliminate conflicts in other colors.)
 - Discard all tiles from the sides of the board.
- Remove the unification tile. (Do not distribute a victory point as for normal placement of a tile.)

If the new tile formed a square of four like-colored tiles, the player may build a monument:

- Turn the four tiles facedown. (If a treasure is on a tile, leave it on the facedown tile.)
- Put a monument sharing a color with the facedown tiles on the four tiles.
- (If the monument is not built on these four tiles now, it never can be.)
- The facedown tiles and monument are still part of the kingdom but no longer support leaders in any way.
 - If this leaves a leader no longer next to a red temple, move the leader off the board.

Place a catastrophe tile.

Play a catastrophe tile on any space that is empty or has a tile, but not on a tile with a treasure or a monument.

- That space is permanently empty.
- If this leaves a leader no longer next to a red temple, move the leader off the board.

Swap up to six tiles.

Discard facedown any number of tiles from behind your screen and refresh that many from the bag.

Game End.

The game ends at the end of a player's turn when:

- There are only one or two treasures on the board.
- A player would draw a tile, but the bag is empty. (Players may get an idea of how many remain but not count.)