ASSYRIA

„FLOW OF PLAY"

Plow Cards

Prep:
- #players = #cards in play
- 1 card for each at the beginning of game

Req:
- Max. 1 one card posessed at any time

End of game
- card = 1 point

Food Cards

Prep:
- initial draft #cards=#players

Sowing:
- 2 rows, each with #cards = #players + 1

Expansion Cards

Prep:
- 1 card 4 value on first field

Flood:
- new expansion card; Bonus card (4p)

Huts Supply

Wells Supply

Prep:
- 2p game = 8 wells
- 3p game = 12 wells
- 4p game = 16 wells

Huts

On river

Camels (for each river):
- 1st Hut = 3 camels
- subsequent huts = 2 camels each

Famine:
- remove unsupplied huts

Flood:
- remove huts

Outside & between rivers

Famine:
- remove unsupplied huts

Points:
- between = 2 points
- outside = 1 point

Camels

Req:
- Max 10 camels per player

End of game:
- each 2 camels = 1 point

Ziggurats

Req:
- Remove hut from space for ziggurat
- Base cost : 6 camels
- Center cost: : 3 camels
- Roof cost : 2 camels

Points:
- 1 tile = 1 point

End of game:
- 1 tile = 1 point

Wells

Req:
- placed at the intersection of 3 hexagons with player hut on each, outside rivers
- can't be built next to a ziggurat.

Points (onetime, during turn they were built):
- 1 Reign = 6 points
- 2 Reign = 5 points
- 3 Reign = 4 points

Dignitaries

Higher

Influences:
- 3 per hut

Bonus:
- 1 hut = 1 point
- 2 huts = 4 points
- 3 huts = 8 points

Middle

Influences:
- 3 per hut

Bonus:
- Plow card (if not posessed)

Lower

Influences:
- 3 per hut

Bonus:
- #huts = #camels

Gods

Req:
- Offerings: 1-3 camels for offerings

Points:
- ziggurats x offering track factor

Influences

Points:
- after each player scoring discard highest expansion card
- player score = sum of remaining epansion cards

Points

Game Turn

I - Farming:
- A) Sowing: the first player draws Food cards and places them in order
- B) Harvest: in turn order, each player chooses one of the 2-card columns
- C) New turn order: depending on the columns that are chosen, a new turn order arises

II - Expansion: each player, in turn order, performs all of the actions below.
- A) New huts: the player places a number of huts corresponding to the value of the Expansion of the current turn
- B) Resupplying: using their cards, the player resupplies their huts
- C) Famine: unsupplied huts are removed from the board
- D) Wells: the player may place wells on the intersection of 3 hexagons on which they have huts
- E) Revenue & prestige: the player earns camels and scores points

III - Actions: each player, in turn order, spends their camels (totally or in part)
- A) Build / extend a ziggurat
- B) Create intrigue in Assur
- C) Make an offering to the gods
- D) Buy a Plow or Food card

END OF TURN: If this is not the end of a Reign, place a new Expansion card. Otherwise, a Flood takes place.

Flood

I) Flooding: each hut located on the river is removed
II) Assur: the players count their influence and score points depending on the Expansion cards of the current Reign
III) Dignitaries: the players score bonuses depending on the dignitaries on whose spaces they are placed
IV) Offerings: the players multiply their position on the offerings tracks with the number of ziggurats they own on the board
V) Next reign : place the Bonus card (4-players); place a new Expansion card.

End of Game

At the end of the 3rd Reign, players score 1 point per ziggurat tile, 1 point per Plow card and 1 point for each group of 2 remaining camels.

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