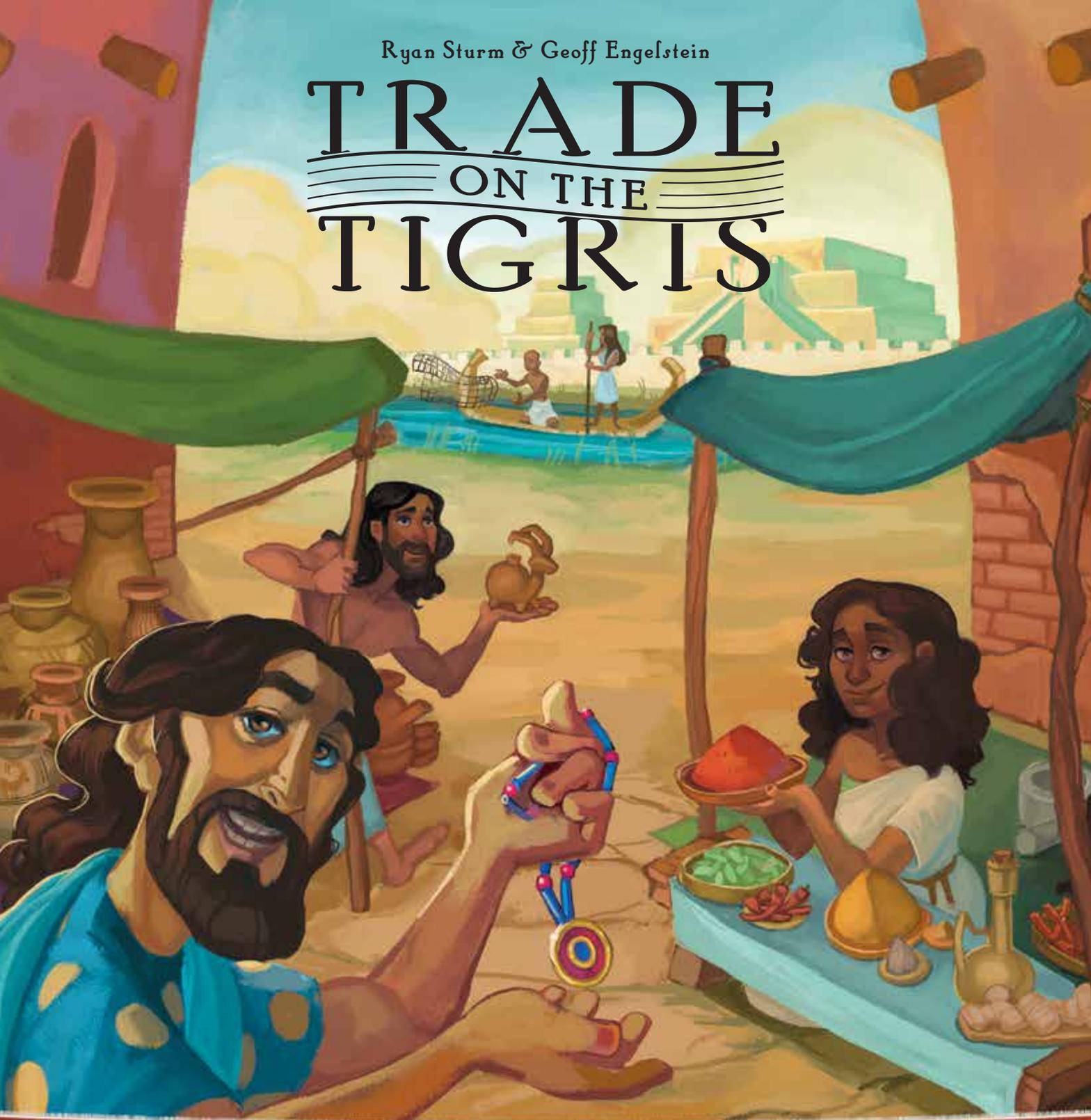


Ryan Sturm & Geoff Engelstein

TRADE ON THE TIGRIS TIGRIS



As a city-state in Ancient Mesopotamia, your goal is to become the most prosperous area on the Tigris River. You will guide your economy by facilitating the exchange of commodities with neighboring regions... but be aware that such exchanges inevitably bring with them the spread of new ideas and philosophies regarding religion, government, and culture.

ASSYRIA

BABYLON

LAGASH

NINEVEH

UR

URUK



COMPONENTS & SETUP

Government Track **A** and Religion Track **B**

(Composed of three pieces each.) Assemble these tracks as shown, leaving enough space between the tracks to place stacks of cards.

Over 240 Development Cards **C**

Separate these into 14 stacks based on the backs of the cards. Shuffle each stack separately and place them between the Government and Religion Tracks, next to the number and category on the track which corresponds to the back of the card (as shown in the diagram).

Whenever one of these is discarded, place it on the bottom of the corresponding stack.

6 Government Markers **D**

For each player, place the Government Marker that corresponds to their Player Mat onto the “Start” space of the Government Track. Return any that are left over to the box.

Whenever you are told to resolve the  or  icons, move your Government Marker one space towards the corresponding end of the track for each such symbol.

6 Religion Markers **E**

For each player, place the Religion Marker that corresponds to their Player Mat onto the “Start” space of the Religion Track. Return any that are left over to the box.

Whenever you are told to resolve the  or  icons, move your Religion Marker one space towards the corresponding end of the track for each such symbol.



6 Player Mats **F**

Place 1 of these in front of each player. These include information about the turn structure and cards, as well as warehouse slots where you can store Goods Cards, and an area to store tokens you acquire during the game.

Return any unused Player Mats to the box, they will not be used this game.

30 Starting Worker Development Cards **G**

Place 5 of these in front of each player, next to their Player Mat. Return any that are left over to the box. Whenever one of these is discarded, return it to the box.



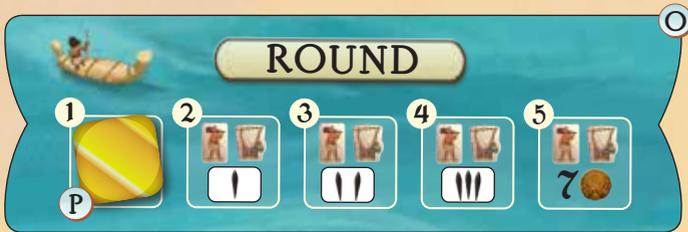
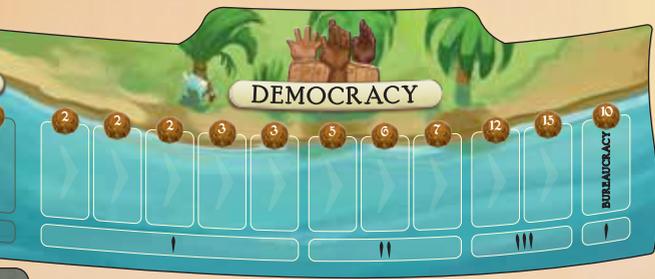
6 Starting Merchant Development Cards **H**

Place 1 of these in front of each player, next to their Starting Worker Development Cards. Return any that are left over to the box. Whenever one of these is discarded, return it to the box.

Lots of Barbarian Tokens **I**

Give each player 3 to place on their Player Mat. Place the rest in a general supply pile beside the Religion Track.

How many Barbarian Tokens you have is always public knowledge, and they should be clearly displayed on your Player Mat.



Lots of Culture Tokens **J**

Give each player 3 to place on their Player Mat. Place the rest in a general supply pile beside the Government Track.

How many Culture Tokens you have is always public knowledge, and they should be clearly displayed on your Player Mat.

Lots of Point Tokens **K**

Place these in a general supply between the Culture and Barbarian Tokens. These come in several denominations; you should make change as needed during the game.

How many points you have is **not** public knowledge.

50 Special Trade Cards **L**

Place these in a stack beside the Government Track. These cards are produced by certain development cards and are numbered so they are easy to find. These numbers are not necessarily sequential.



49 Imported Goods Cards **M**

There are 5 “disaster” cards with harmful effects in this stack. Separate these 5 cards out and set them aside. Shuffle the rest of the Imported Goods Cards, and place them in a stack between the Basic Goods Cards and the Special Trade Cards. During the first Civic Phase, you will shuffle the disaster cards back into the stack. If the stack ever runs out of cards, take any Imported Goods Cards from the discard pile and re-shuffle them to form a new stack.



70 Basic Goods Cards **N**

Shuffle these and place them in a face-down stack beside the Religion Track.

If this stack ever runs out of cards, take any Basic Goods Cards which have been discarded and reshuffle them to form a new stack.



Round Track

Place this near the Religion Track.

Round Marker **P**

Place this on the “1” space of the Round Track.

Is this your first time playing?



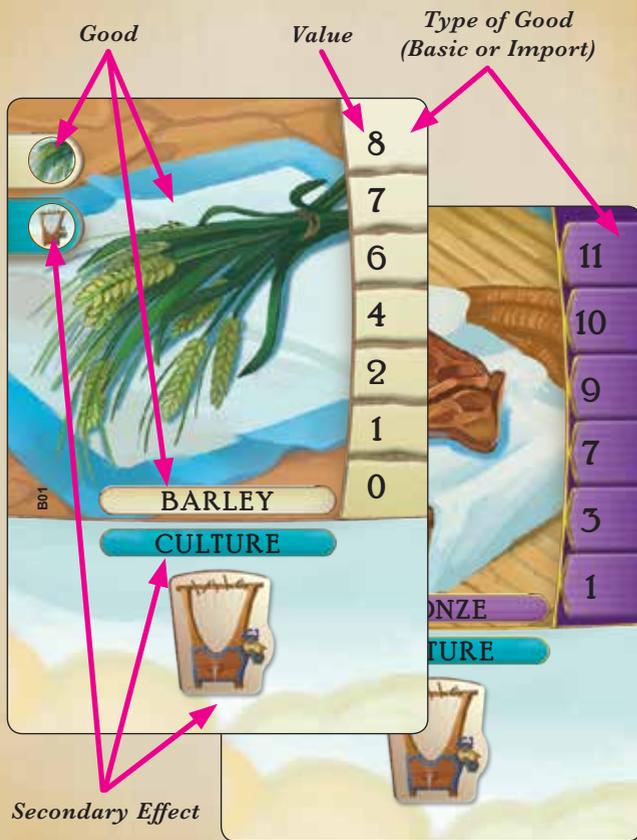
The 5 “disaster” cards in the Imported Goods stack represent the dangers inherent in obtaining things from far-off lands, and are something you should be cautious of if choosing to trade for Imported Goods – but there are enough uncertainties for new merchants on the Tigris.

Return these 5 cards to the box if it’s your first time playing.

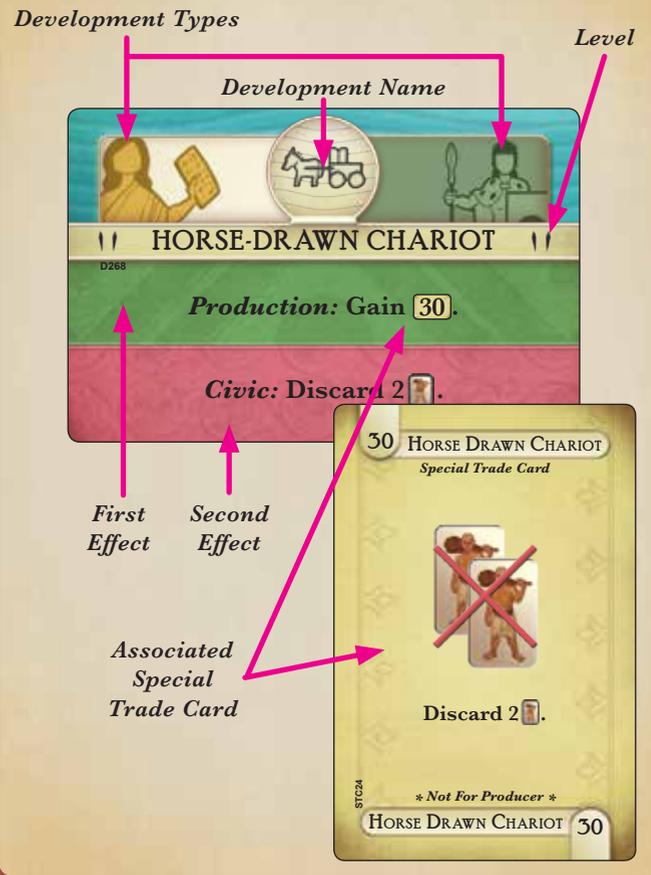


Note: There is not intended to be a limit to any tokens. If you run out during the course of the game, use a suitable substitute.

ANATOMY OF A TRADE CARD



ANATOMY OF A DEVELOPMENT CARD



GAMEPLAY OVERVIEW



Trade on the Tigris is played over 5 rounds. At the end of 5 rounds, the player with the most Point Tokens wins!

Each round has 5 phases, and each phase can be played simultaneously by all players. All players must complete the current phase before moving on to the next one.

Resolve the phases in the following order:



1. Development Phase

Draw 2 Development cards from the Government stack and 2 from the Religion card stack that correspond to your position on those tracks. Choose 1 to keep and 1 to discard of each type.

2. Production Phase

Draw Goods Cards and Special Trade Cards as specified by your Development Card abilities.

3. Trade Phase

Trade Cards and Tokens with other players for 5 minutes.

4. Mercantile Phase

Turn in sets of Goods and Special Trade Cards to gain Point Tokens and adjust your markers on the Government and Religion Tracks.

5. Civic Phase

Resolve Civic Phase abilities.

If you have the most Barbarian Tokens, you will suffer a Barbarian Attack and lose points.

If you have the most Culture Tokens, you will have a Golden Age and get an extra development card.

DEVELOPMENT PHASE

Draw Cards

At the start of each Development Phase, draw 2 Development Cards from the stack which corresponds to the current position of your Religion Marker on the Religion Track.

Also draw 2 Development Cards from the stack which corresponds to the current position of your Government Marker on the Government Track.

You may choose to draw cards from a lower numbered stack. If there are no more cards in the stack corresponding to your current position, you must draw from a lower numbered stack.

Extremists

Please note that if you are at either extreme end of the Religion or Government Track, you are drawing from the “I” stack, because you are considered to be an extremist rather than a strong functioning example of that particular philosophical structure.

Choose Cards

Secretly choose 1 religion development card and 1 government development card to keep, and 1 of each to discard.

Once all players have chosen which cards to keep, reveal which 2 cards each player is keeping simultaneously.

All discarded cards will be shuffled without revealing them and placed on the bottom of their corresponding stacks.

Resolve Cards

Announce and describe the abilities of the developments you have chosen. If you have a Development Card with an “Immediate” ability, resolve that ability now.

Timing

Generally speaking, development card abilities are resolved simultaneously. In the rare situation where abilities need to be resolved in a set order, randomly select which order players will go in to resolve their conflicting abilities.

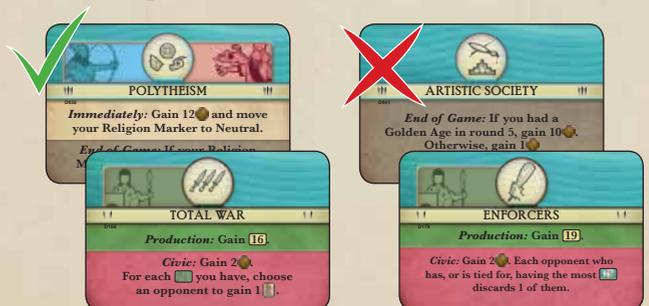
Example



If your Religion Marker is in zone III of the Ashur side of the Religion Track, you draw 2 cards from the Ashur III stack. You may instead choose to draw your cards from either the II or I Ashur stacks or the 0 Religion stack.



If your Government Marker is in zone II of the Dictatorship side of the Government Track, you draw 2 cards from the Dictatorship II stack. You may instead choose to draw your cards from either the I Dictatorship stack or the 0 Government stack.



After drawing your 4 development cards, keep 1 religion and 1 government development card. Your other 2 drawn cards are discarded.

Then you resolve the ‘Immediate’ abilities from your development cards, such as from Polytheism.

UNDERSTANDING DEVELOPMENT CARDS

Abilities

Development cards provide abilities, which are described on the cards. Some of these abilities happen only once, as soon as you acquire and reveal the card. Most abilities happen during a specific phase, as indicated in the text and by the pattern/color of box around the ability.

Immediately (DEVELOPMENT PHASE)

Production

Trade

Mercantile

Civic

End of Game

If an ability is optional, it will state you “may” use the ability. Otherwise abilities happen whether you want them to or not. Abilities can only happen once per phase, unless specified otherwise. If you are told to discard, damage, take, or gain more of something than is currently available, do as much as you can. *Remember there is not intended to be a limit to tokens in the general supply.*

Development Types

Development cards also have icons at the top representing a type; Ashur , Marduk , Education , Justice , or Military .

These icons do nothing by themselves, but some abilities may ask you to count or compare how many icons you have of a particular type to assess the strength of the ability.

PRODUCTION PHASE

Resolve Production Abilities

Resolve all Development Card Production abilities now.

Most frequently they will instruct you to draw a Basic Good Card  or Import Good Card .

If the Basic or Import Goods stack runs out while drawing cards, shuffle the discards of that type to form a new stack.

Some cards will list a specific numbered Special Trade Card for you to draw (#). Take the listed card from wherever it is currently and add it to your hand with your Goods Cards.

Warehouse

If you have any cards stored in your warehouse slots from a previous turn, add those cards to your hand now.

Proceed to Trade Phase

Once all players have drawn all the cards they are entitled to, proceed to the Trade Phase.

Example

You have the “Scientific Community” development, which lets you draw a Basic Trade Good card, , every Production Phase. Also at the end of the game it gives you 1 Point Token, , for every Education icon, , on your Development cards.



At the end of the game, you also have Stone Sculptors and Seleucus of Seleucia. Scientific Community would give you 4 Point Tokens; 1 from the Education icon on Scientific Community, 1 from the icon on Stone Sculptors, and 2 from Seleucus of Seleucia because it has 2 Education icons.



Example

All players start the game with 5 Starting Workers and 1 Starting Merchant. This allows each player to draw 5 Basic Goods, , and 1 Import Good, , in Round 1.



TRADE PHASE

Timer

We recommend that you use a 5 minute timer to limit the length of this phase. You could use a sand timer, egg timer, stopwatch, or cell phone to track this. It may not take your group all 5 minutes to complete this phase every time, but we still recommend setting that as a limit. However, this is optional – you do not have to use a time limit if you do not want to.

As soon as the timer begins (or as soon as you enter this Phase, if you are not using a timer), players may begin freely trading cards and Tokens.

You may trade:

Basic Goods Cards, Imported Goods Cards, Special Trade Cards, Culture Tokens, Barbarian Tokens, and Point Tokens

You may NOT trade:

Development Cards

Trading Etiquette

Discuss the trade you would like to perform with the other player(s).

Once two or more players have agreed, transfer the agreed upon cards and tokens between the players.

You may not show the other players your Goods Cards, they will only see them once the trade is completed.

You may trade for something, and then trade it off to another player.

You may make as many trades during the Trade Phase as you would like and are able to within the time limit.

You **must tell the truth about the top** portion of the Goods Cards you are trading unless a card says otherwise.

You **may lie about the bottom** portion of the Goods Cards you are trading.

Fair Trade

Trades do not have to be “even”. For example, you could trade 2 Basic Goods cards for 3 Culture Tokens and 3 Import Goods Cards. You can even give someone something in exchange for nothing, as long as they agree to that “trade”.



Example

You **cannot** say to an opponent that you are going to trade 2 Goats then give them 2 Barley instead.



Though you **can** choose to not tell the truth about the bottom part of the cards; which could have undesirable effects.



For example, you might tell an opponent that your 2 Goat cards will help advance towards Democracy, but they actually move towards Dictatorship and have Prosperity which will gain them a Barbarian token.



TRADE PHASE CONTINUED

End of Trading

Once the time limit expires, all discussion about trades must stop. If the time limit expires in the middle of a trade, the trade can only be completed if both parties are clear about what is being offered and wish to finalize the trade (for example, if both players are holding out the items to be traded to each other). The players may choose to complete such a trade or not, but they cannot alter what they are offering after the time expires.

Warehouse

After the time limit expires (or all players have made all the trades that they would like), you may store up to 3 Goods cards face-down in the three slots below your player mat. The stored cards may be used or traded in a future round. You may not store a card with a Disaster, , on any part of the card.

Keep in mind that Special Trade Cards will get pulled out of your warehouse by their respective development cards, so you may store them in order to avoid playing them, but you won't have them after the production phase next round.

Proceed to Mercantile Phase

Once all players have chosen which cards they are storing or not storing, proceed to the Mercantile Phase.

Special Trade Cards

Special Trade Cards are double sided, so what they provide is always public knowledge.

In fact you often want to specifically advertise their abilities!



Is this your first time playing?

If this is any player's first game, you may want to say that you also cannot lie about what is on the bottom of cards you are trading.

You may choose to say nothing, but you cannot say something that is not true, unless a card you have says otherwise.

MERCANTILE PHASE

Reveal

Reveal all Basic Goods Cards, Import Goods Cards, and Special Trade Cards which are in your hand now.

Do not reveal or resolve cards stored in your warehouse.

Resolve

Resolve what is printed on each of your cards. Then turn them in by placing them in discard piles next to their corresponding card stacks.

You must resolve everything that is printed on the cards you reveal, and you cannot choose to hold back any cards not stored in your warehouse.

- For each type of Goods that you reveal (Barley, Flax, Clay, Fish, Goats, Bronze, Silver, Lapis Lazuli, and Spices), gain Point Tokens based on how many cards of that type of Good you have. The number of Point Tokens you can gain are shown in a scale along the right side of the card. If you turn in more of one type of good than there are boxes in the scale, you only gain the top amount. Having extra goods beyond that does not gain you additional benefit.

- For each , , or  on cards you reveal, take 1 token of that type.
- For every card with a , move your Religion Marker one space towards the extreme end of the Marduk side of the Religion Track. For every card with a , move your Religion Marker one space towards the extreme end of the Ashur side of the Religion Track.
- Similarly, for every card with a , move your Government Marker one space towards the extreme end of the Democracy side of the Government Track. For every card with a , move your Government Marker one space towards the extreme end of the Dictatorship side of the Government Track. If you would move past the end of a track, stop on the last space of the track.

If you gain lots of symbols for a particular track at the same time, you should combine them to determine the result, and move the number of spaces in the direction of the symbol you had more of equal to the difference between the two.

MERCANTILE PHASE CONTINUED

- Some cards have disasters printed on the lower part of the card, which resolve now. Follow the instructions printed on the cards.
- Special Trade Cards and Development Cards with Mercantile phase abilities also resolve during this phase, as described on the cards.

'Ignore' abilities

Some Special Trade Cards and Development Cards state that you should "Ignore" certain things, which means that the specified thing does not affect you (whether positively or negatively) this turn.

'Not for Producer'

All Special Trade Cards say "* Not for producer *" on the bottom. If you have the Development Card which produced the Special Trade Card during the Produce Phase, you can NOT use the ability printed on that particular Special Trade Card. You may reveal the card, but it has no effect.

If you received a Special Trade Card in a trade, and do not have the Development card that produced it, you can resolve its ability as normal.

Proceed to Civic Phase

After resolving all of your cards and Mercantile Phase abilities, place all the Goods Cards that were revealed this turn into face-up discard piles beside their corresponding stacks (do not discard cards stored in your warehouse). Then proceed to the Civic Phase.

Helpful Tip

First, group your cards based on their Goods type and collect your Point Tokens.

Then regroup your cards based on the information at the bottom, and move your Religion and Government Markers as appropriate.

You will save time by collecting all your points at once, and then doing all your track movements.

Example

After you reveal these 3 Barley cards you would gain 2 Point Tokens, because the 3rd box from the bottom in the scale has the number "2" in it.



If you had revealed 5 Barley cards, you would gain 6 Point Tokens, because the 5th box from the bottom has the number "6" in it.

Then you gain 1 Point Token and 1 Barbarian from Prosperity.

Also you move your religion marker 1 space towards Marduk and your government marker 1 space toward Democracy.

Example

After you reveal the following goods card:



You can combine the 5 Ashur symbols and 3 Marduk symbols, then end up moving 2 spaces towards the Ashur end of the track. (5 Ashur - 3 Marduk)

CIVIC PHASE

Resolve

Resolve all of your Development Card with Civic phase abilities now. Often the abilities in this phase affect other players.

If this is the first round of the game, shuffle the “disaster” cards you set aside at the beginning of the game into the Imported Goods stack, advance the Round Marker 1 space on the Round Track, and begin the next round starting with the Development Phase.

If this is round 2, 3, 4, or 5, check for Barbarian attacks and Golden Ages as described below before moving on to the next round.

Barbarian Attack

After resolving Development Card abilities, count your Barbarian Tokens. If you have the most (or are tied for having the most) among all players, you suffer a Barbarian Attack and must discard Point Tokens equal to your Barbarian Tokens. Then discard Barbarian Tokens until you only have 2 left.

Golden Age

Now count your Culture Tokens. If you have the most (or are tied for having the most) amongst all players, your society is having a Golden Age this round and immediately receives a free Development Card or Point Tokens depending on what round it is:

- If you have a Golden Age in round 2:
Choose ANY “I” Development Card stack, draw the top 2 cards from it, and choose 1 to keep and 1 to discard.
- If you have a Golden Age in round 3:
Choose ANY “II” Development Card stack, draw the top 2 cards from it, and choose 1 to keep and 1 to discard.
- If you have a Golden Age in round 4:
Choose ANY “III” Development Card stack, draw the top 2 cards from it, and choose 1 to keep and 1 to discard.
- If you have a Golden Age in round 5:
Gain 7 value in Point Tokens.

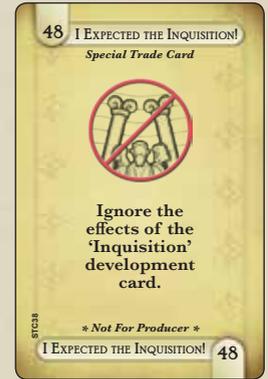
Then, if your society just had a Golden Age this round, discard Culture Tokens until you only have 2 left.

Proceed to Next Round or End of Game

After the Civic Phase of round 5, the game is over and you should proceed to Final Scoring. If it is not round 5, advance the Round Marker 1 space on the Round Track and begin the next round, starting with the Development Phase.

Example

You have the “Inquisition” Development card, during the Production Phase it causes you to gain Special Trade Card #48, which provides protection from the Inquisition’s Civic Phase ability. You trade that card to another player during the Trade Phase.



During the Civic Phase, you move your religion marker 2 spaces towards the extreme end of the Marduk side of the Religion Track.



Then you count how many Ashur icons, , other players have on their Developments.

The player that you traded card #48 to has several, but that doesn’t matter this round since card #48 allows them to ignore this ability.

One of the other players has no cards with the  so also suffers no loss of Point Tokens.

However, the 4th player has three , and so loses 3  from your Inquisition’s Civic Phase ability.



END OF GAME

Final Scoring

After the 5th round of the game, look at your position on the Government and Religion Tracks and gain the value shown above each in Point Tokens.

If you have Development Cards which do something at “End of Game” (such as gaining Point Tokens for meeting certain conditions), those resolve now.

Then reveal all your Point Tokens and total their value.

The player with the highest total value in Point Tokens, wins!

Ties

If there is a tie for most Points, any tied player that suffered a Barbarian Attack during the last round loses the tie. If there is still a tie, the tied player with the fewest Barbarian Tokens wins the tie. If still tied, the tied player with the most Culture Tokens wins. If there is still a tie, the tied players simultaneously rejoice and complain about their shared victory.

Example

At the end of the game you have the following Development Cards:



Your Religion Marker is at the far end of the Ashur Track, so Polytheism’s end-of-game ability provides no extra Point Tokens.

Ashurian Society provides 13 more Point Tokens. (8 for the 4 Ashur icons, , on your Developments; 2 for the 2 Education icons, ); and 3 for the 3 Justice icons, .)

At the end of the game you only have 2 Culture Tokens, , so are forced to discard 5 Point Tokens from Poetry.

Hammurabi the Just scores you another 3 points for your Justice icons, .

Egalitarian Society gives you a further 6 Point Tokens from your Justice icons, , as well as 1 more because while you have several Ashur, Marduk, and Education icons, you only have one Military icon, , so you only have a single complete set of those 4 icons. All totaled your Developments provided $13 - 5 + 3 + 7 = 18$ Point Tokens.

You add these to the 37 point tokens you accrued during the game, and your final score is 55.

Credits and Thanks

Game Design:
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Special thanks to the following dedicated playtesters for their feedback on multiple versions of the game: Mark Augustyniak, Joe Geerkin, Andrew LaFica, Paul Moukperian, Michael Lee, Rob Leveille, Philip Migas, Paul Paella, Andy Warta and Kevin Wojtaszczyk.

Special thanks also to one of our game design heroes Francis Tresham. The trading experience from his seminal game *Civilization* provided the inception for this design.

Finally, thanks to the listeners of the Ludology podcast, who followed and supported this project since its infancy.



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COMMON TERMS

Box

Goods Cards have a scale along the side indicating how many points you gain for turning them in during the Mercantile Phase. These points are displayed in boxes on the scale. For example, if you turned in 3 Fish, you would gain the points printed in the 3rd box from the bottom in the scale. If you had an ability that said Fish are worth 1 more Box to you, turning in 3 Fish would get you the points shown in the 4th box from the bottom of the scale instead.

Damage

Turn the specified Development Card sideways. Its abilities are ignored by all players until the beginning of the Mercantile Phase next turn. This most frequently means it does not produce anything during the next Production Phase. At the beginning of the next Mercantile Phase, turn the card right-side-up again to show it is no longer damaged.

Discard

Return one of the indicated things that you have to the general supply or the bottom of the stack from which it came.

Gain

Acquire the appropriate thing (Token or Card) from the corresponding general supply pile or stack of cards. It belongs to you now.

End of Game

This ability is resolved during Final Scoring at the end of the game.

Ignore

do not perform the action you would normally perform for something you are ignoring. For example, if you are told to Ignore gaining Barbarian Tokens from trade cards, you would pretend as if all your trade cards had no Barbarian Tokens printed on them, but still resolve any other effects. If you are ignoring an effect that counts icons belonging to multiple players, it neither counts the icons you have, nor affects you with the resulting ability – its affect is applied as if you were not in the game.

Immediately

As soon as this card is gained and revealed, resolve this effect. You do not resolve “Immediately” effects when you take a card from someone else.

Is Neutral

This references the position of your Religion or Government Marker on the corresponding track. If your marker is on the space marked ‘Start’ or one of the spaces immediately adjacent to it, that marker is considered to be neutral. If you are told to move ‘towards Start’, that means you should move towards the marked space in the center of the Neutral area.

Take

Acquire the indicated thing directly from another player. They lose it, and it now belongs to you.

COMMON ICONS



Point token



Basic Trade card



Move towards Marduk



Barbarian token



Import Trade card



Move towards Ashur



Culture token



Import with Disaster card



Move towards Dictatorship



Starting Worker card



Special Trade card (i.e.#25)



Move towards Democracy

Development Types

Ashur



Marduk



Education



Justice



Military

