

PAPURIA

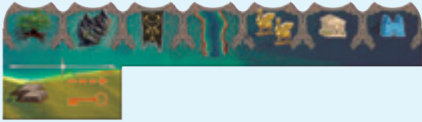
Rulebook



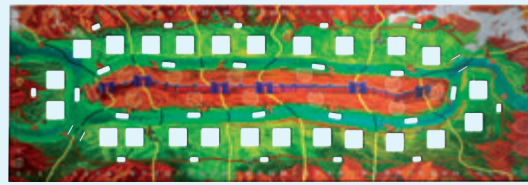
 1-4	 90-120'	 14+
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Components

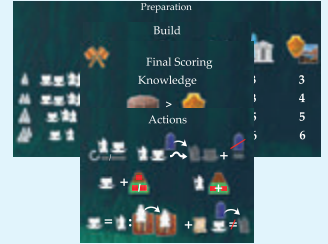
4 Player Bases



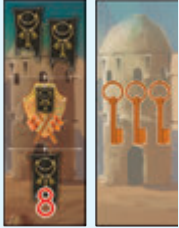
1 Playmat Game Board



5 Player Aids



20 Key Tiles



16 Starting Landscape tiles



42 Landscape tiles



24 Setup Tiles (for the main board)



4 Settlement tiles



20 End-of-Game tiles



50 Scoring tiles



63 Multiplier tiles



4 Stand Pieces (to construct 2 stands)



32 Coat of arms

(1 each of 4 colors + 28 gray)



19 Mines



8 Knowledge markers

(1 each of 4 colors + 4 gray)



12 Temples



4 Priests (1 each of 4 colors)



12 Cities



8 Ships (2 each of 4 colors)



60 Lapis



8 Wanderers

(2 each of 4 colors)



60 Papyrus



Note: Papyrus and Lapis are not limited. If you run out during the game, please use an alternative.

Background

Mesopotamia, around 1500 BC. Along the fertile banks of the Tigris and Euphrates, great cultures flourish as agriculture, trade, and innovation give rise to the first great cities. From the mountains comes the coveted blue stone Lapis Lazuli, while along the rivers the valuable writing material Papyrus is produced.

Game Goal

In Papyria, you guide the destiny of your emerging civilization. Send your wanderers and ships across the land to expand your territory, build temples, cities, and mines, and develop powerful inventions. As your civilization grows, you'll earn points through many different paths, but your knowledge limits how much you can score at once. Balance exploration, growth, and wisdom to lead your civilization to lasting glory.



General Setup

1. Unroll the playmat main board between players.

2. Place a random face-up **Setup tile** in each matching-size cut-out of the board.



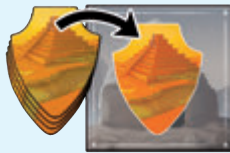
3. Set all **Starting Landscape tiles** (those showing a P) to the side, they are used for player setup only. Do not use them in the next step.



4. Shuffle all (*non-starting*) Landscape tiles. Per player count, place 3, 4, 5, or 6 random tiles in a face-down stack on **each** corresponding Setup tile as shown. Reveal the top tile of all stacks. *Return all unused (non-starting) Landscape tiles to the box.*



5. Shuffle all Scoring tiles in face-down stacks or in a bag. Per player count, place 3, 4, 5, or 6 random Scoring tiles in a face-down stack on **each** corresponding Setup tile as shown. Reveal the top tile of all stacks.



6. Stack the remaining Scoring tiles face down as evenly as possible on the 6 shown spots on the right of the main board. Reveal the top tile of all stacks.



7. Place 3, 5, or 6 cities, depending on the number of players on **each** corresponding Setup tile as shown. *Return any unused cities to the box.*



8. Place 3, 5, or 6 temples, depending on the number of players, on **each** corresponding Setup tile as shown. *Return any unused temples to the box.*



9. Place 2, 3, 4, or 5 mines, depending on the number of players, on **each** corresponding Setup tile as shown. *Return any unused mines to the box.*



10. Depending on the number of players: Place 3, 4, or 5 multiplier tiles in a face-down stack on **each** corresponding space of the main board. Reveal the top tile of all stacks. *Return any unused multiplier tiles to the box.*



11. Sort all Key tiles into 5 stacks according to their type as shown by their scoring type icons. Depending on player count, some key tiles may be returned to the box:

- **4-player game:** No tiles are returned to the box.
- **3-player game:** Return a "1-key" tile from **each** stack to the box.
- **1-player and 2-player games:** Return a "1-key" and a "2-key" tile from **each** stack to the box.



12. Place the 5 Key tile stacks near the main board. Sort each stack with the most keys on top (*i.e., the Key tile with the most rewards on top of each stack*).

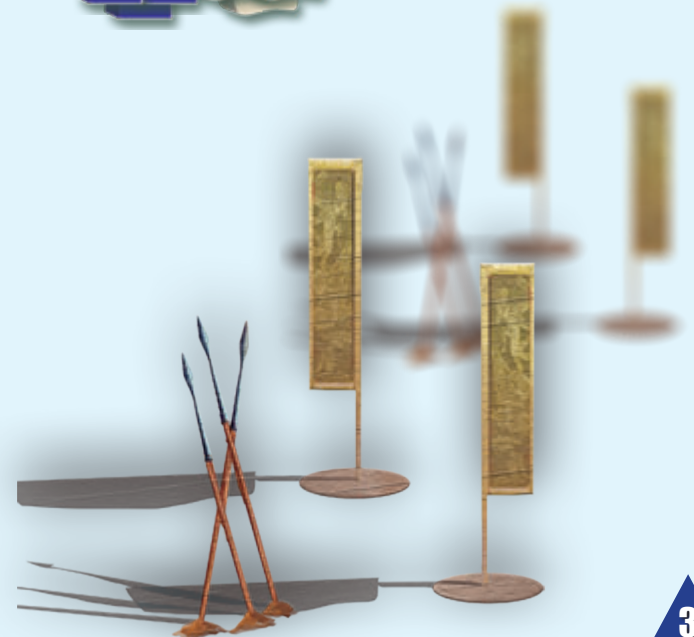
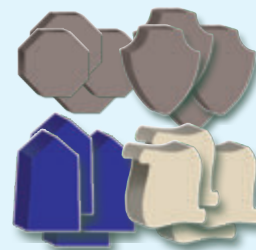
13. Form a face-down pile of **12** randomly-selected end-of-game tiles. Keep it near the main board. *Return the remaining end-of-game tiles to the box.*




14. **Create and place 2 stands:** Put the two matching parts (A + A, B + B) together to form a stand. **Then place them into the indentations on the marked borders ("A" + "B") of the game board.**



15. Place all gray coats of arms, gray knowledge markers, Lapis, and Papyrus in the general supply.




Player Setup

- 


Each player chooses a color and takes the following: 2 ships + 2 wanderers (1 ship + 2 wanderers in a three-player game, 1 ship + 1 wanderer in a four-player game), one coat of arms, one knowledge marker, and a priest. *Return all colored components belonging to unchosen colors to the game box.*



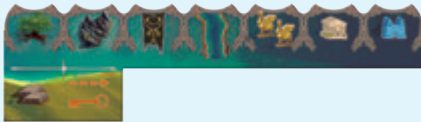
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Place your coat of arms on space "0" of the scoring track.

- Place your knowledge marker on space "5" of the knowledge track.



- Take one base each and place them in front of you. *Return any remaining to the box.*



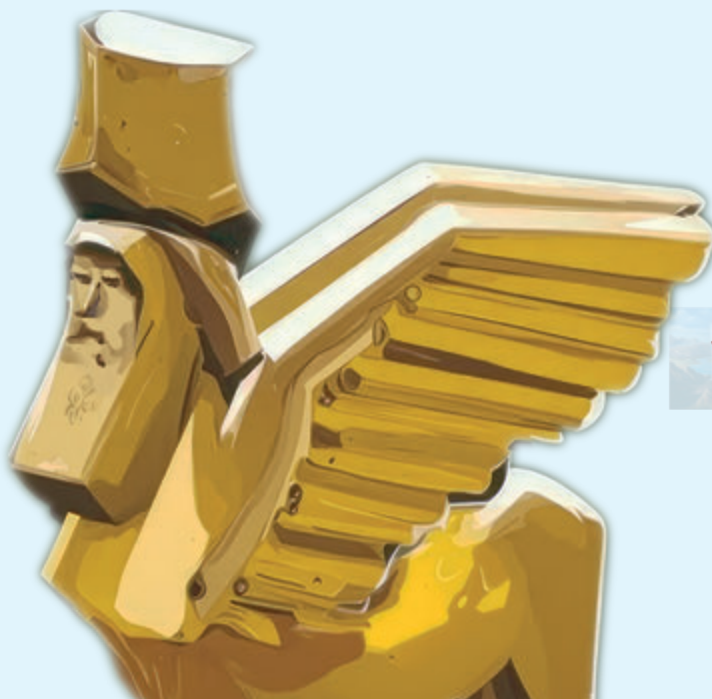
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Shuffle the settlements and deal one to each player, placing them face up in front of you. Make sure that the settlement with the "1" is included, as this indicates the starting player. *Return any remaining to the box.*

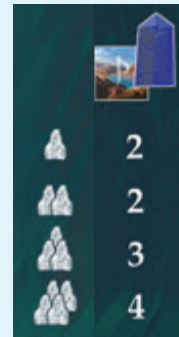
- Place your priest on your settlement so no features of the tile are covered.




- Take a mine from the game box (*not the main board*); place it covering the mountain of your settlement.



- Depending on player count, each player takes 2, 3, or 4 Lapis: they keep it near their base in their supply.



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Draft Starting Landscape tiles
Players draft a number of Starting Landscape tiles until each player has taken 2 (in a two-player game), 3 (in a three-player game), or all 4 (in a four-player game).

- Shuffle the 16 Starting Landscape tiles that were set aside and deal 4 face-down to each player.



- Each player chooses one Starting Landscape and passes the others to your left neighbor.

- Now simultaneously place the chosen Starting Landscape orthogonally adjacent (not diagonally) to the Landscape containing your priest. Your priest then moves to the new Landscape. *All rules of placing a Landscape are found on pg. 7.*

- Repeat the previous two steps until each player has placed 2 (in a two-player game), 3 (in a three-player game), or all 4 (in a four-player game) Landscapes. *Return unused Starting Landscape tiles to the box.*

For example: The first Starting Landscape you draft must be placed orthogonally adjacent (not diagonally) to your Settlement Landscape, then the priest moves to that drafted Starting Landscape. Then the next Starting Landscape you draft goes orthogonally adjacent to the starting Landscape containing your priest, and so on.



Preparation Gameplay Structure

At the start of the game, in clockwise order, and starting with the player with the “1” settlement, each player places **one** of their remaining ships or wanderers onto the board, until **all ships and wanderers** are placed on the board.

After **each** piece is placed, resolve all actions, scoring, etc. as you would during gameplay, then play passes to the next player in clockwise order.

All ships and wanderers must be placed on the board before players can begin taking ‘normal’ turns, which always begin with **1. Move wanderer or ship**.

When placing a piece during preparation, follow all game rules, **treating the placement as “1. Move wanderer or ship”**, with only one exception: There is no “movement range”, you select any spot to ‘move’ to by placing it directly there. This means, in summary, you may displace opponents by paying Lapis, and you resolve main actions. All rules are in effect during this preparation, scoring may occur, and keys may be acquired.

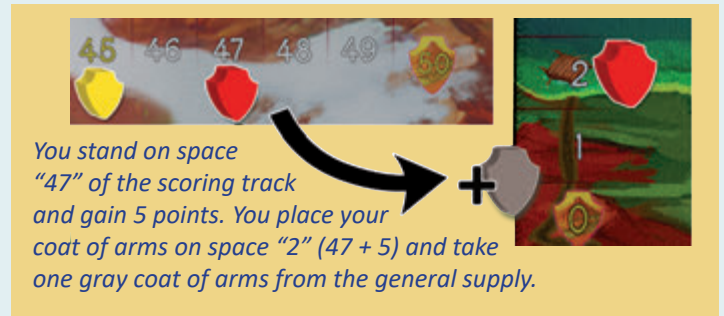
Point/Knowledge Track

The Coat of arms tracks your score; but note, each time you score (pg. 8), the maximum score you can receive for that scoring is **limited by your Knowledge!**

As soon as you exceed space “50” on the point track, start at space “1” and take one of the gray coats of arms from the general supply.

As soon as you exceed space “50” on the knowledge track, start at space “1” and take one of the gray knowledge markers from the general supply.

Coat of arms/knowledge markers are not limited; use any suitable replacement if you run out. Each counts as +50 to their respective value.



Gameplay

1. Move wanderer or ship

On your turn, you move one of your ships or wanderers 1 or 2 spaces forward on the game board in a clockwise direction, then resolve 2 main actions (pg. 6, 7).

Wanderers always move along the outer path, and ships always move along the river.

You skip spaces occupied by other ships/wanderers and do not count them.

You may take additional steps by spending 1 Lapis per space.

Each invention you have showing a ship (see right) allows you to move your ship up to 1 additional space for free.

Each invention you have showing a wanderer (see right) allows you to move your wanderer up to 1 additional space for free.



If you want to occupy a space already occupied by **another** player’s ship/wanderer (*you cannot displace your own*), you must pay 1 Lapis to the owner, who then moves their ship/wanderer to the next unoccupied space in a clockwise direction. *If you do not have any Lapis, you may not displace a ship/wanderer.*



Encounter with another player’s wanderer/ship (trade)

Section: Each section of the board contains a space for a wanderer and a separate space for a ship.

If you land in a section containing **another player’s** wanderer/ship on the other space in that section:

- You **may** pay the other player 1 Lapis; if you do, take 1 Papyrus from the supply.



Encounter with your own wanderer/ship

If you land in a section where **your** own ship/wanderer is already on the other space of this section:

- You **may** move your priest to **any** of your tiles (Landscapes/settlement), doing so any time during your turn.





Before you perform main actions, if you passed a border stand during your movement, you have an immediate opportunity to resolve the action of the stand:



If you move your ship or wanderer across the border with the “**B-Stand**”: Immediately, before performing main actions, you may discard 2 Papyri **once** to take a scoring tile from along the side of the board, gain 0–4 knowledge as shown on the tile, then immediately perform the scoring indicated on the scoring tile (see pg. 8). Then, reveal the next one in the stack, if available.

*Note: You must do this **before** your two main actions if you choose to do so.*



If you move your ship or wanderer across the border with the “**A-Stand**”: Immediately, before performing main actions, you may discard either 1, 2, or 3 Papyri to gain 4, 7, or 9 knowledge.

*Note: You must do this **before** your two main actions if you choose to do so.*

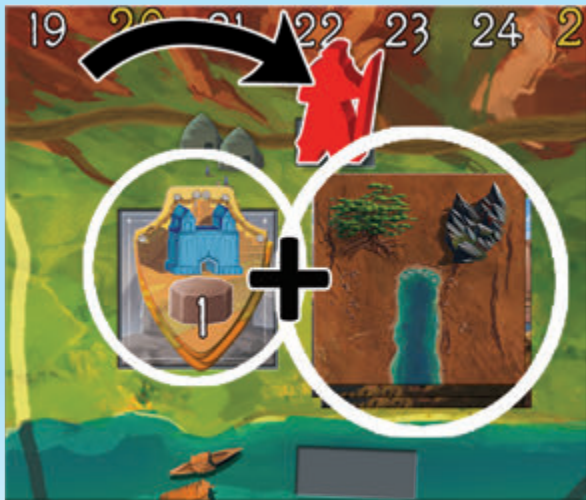
2. Perform main actions

You perform **2 main actions** on the target space (where your ship/wanderer ends its movement), depending on whether you have moved a wanderer or a ship. You are free to choose the order of the main actions.

After performing main actions, the turn passes to the next player in clockwise order.

If you have moved a **wanderer**, perform **both** main actions on the outer path.

If you have moved a **ship**, you take the revealed multiplier from the top of the stack of this section, and then perform **one of the two** main actions on the outer path. Reveal the next multiplier in the stack.



Key Tiles

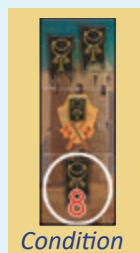
Before taking actions, it's good to know about these, as you can gain them during your turn, even between actions.

At any time during your turn, when you meet the condition on a key tile, immediately take the top remaining key of the stack and place it under your base, in the column of matching type.

You can have a maximum of **one key per type**. You may gain multiple during the same turn.

Key tiles give you 0, 1, or 2 additional multipliers for all subsequent scorings of this type, and an additional scoring at the end of the game.

Each of the 5 different types of key tiles requires a certain condition to be fulfilled: build 3 temples, found 3 cities, connected river spaces over 9 Landscapes, own 8 inventions, and 5 sanctuaries without orthogonally adjacent sanctuaries.



You build your third city.



Take the top key tile multiplier “2” of the corresponding stack and place it under your base.

From now on, your multiplier for each city scoring is $1 + 2 = 3$ ①.

At the end of the game, you also perform a city scoring ②.

Main Actions

1. Take multiplier (river)

You take the top face-up multiplier and place it in the corresponding position on your base. Then you reveal the next multiplier of the stack.



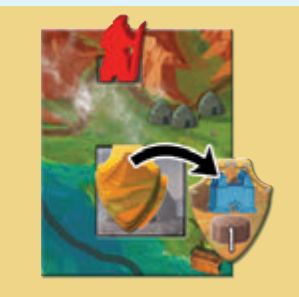
2. Take Landscape (outer path)

Take the topmost face-up Landscape and place it next to one of the other Landscapes in your display. The new Landscape must be placed orthogonally adjacent (not diagonally) to the Landscape on which your priest is located. Your priest then moves to the new Landscape.

With this invention (see back cover), you **may look at one more** tile, and choose which one to take.

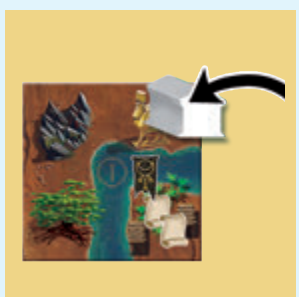


3. Perform scoring (outer path)



You first gain 0–4 knowledge as shown on the tile, then immediately perform the scoring indicated on the scoring tile (see pg. 8). Then you take the scoring tile and reveal the next one in this stack. *The player who collects the most scoring tiles may perform a mountain scoring at game end, pg. 10.*

4. Build a temple (outer path)



You take a temple and use it to cover any sanctuary in your display. This sanctuary is no longer available to you when you score the sanctuaries. Your first temple costs you 1 Lapis, your second temple costs you 2 Lapis, and so on.

5. Found a city (outer path)



You take a city and use it to cover any forest in your display. This forest is no longer available when you score forests. Your first city costs you 1 Lapis, your second city costs you 2 Lapis, and so on.

6. Build mine (outer path)



You take a mine and cover any mountain in your display with it.

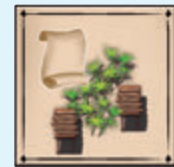
7. Lapis production (outer path)



Take 1 Lapis from the supply for **each mine and Lapis invention** in

your display. *In the example on the left, you take 2 Lapis.*

8. Papyrus production (outer path)



Take 1 Papyrus from the supply for **each Papyrus icon** showing on your

inventions in your display. *In the example on the left, you take 3 Papyri.*

9. End-of-Game tile (outer path or river)

End-of-game tiles only come into play once the last good has been taken from a space (see end of game, pg. 10). First, gain any knowledge shown, then you **may** gain points by handing in Lapis/Papyrus (**once**). The tile shows exactly how many. You then remove the end-of-game tile and immediately place the next end-of-game tile from the stack at this location.

You move forward 10 spaces with your knowledge marker. If you give 2 Papyri and 2 Lapis, you receive 10 points.



Note: If you have to or want to waive an action because it is of no benefit to you, or you cannot pay the cost, the corresponding good (Landscape tile, city, temple, end-of-game tile, or mine) is removed from the game.

Scorings



When you perform a scoring, you first determine the respective value. This is different for the 7 scoring types. The value determined is then multiplied by the number of multipliers you have for this scoring type.

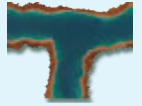
Note: For each individual scoring, you can never score more than your knowledge (current status of the knowledge marker). Any points over your knowledge value are lost.

Mountain Scoring



In the mountain scoring, you determine your largest mountain area. This includes all Landscapes that contain a **mountain, mine, or an invention producing Lapis** and are orthogonally adjacent to each other (not diagonally). Their number determines the value, but **each mine counts as "2."**

River Scoring



In the river scoring, you determine your largest connected river network.

Each Landscape included in this counts as 1.

Your largest contiguous mountain area consists of 2 mountains, 1 mine (counts 2), and 1 invention (① to ⑤). With 3 multipliers for the mountain scoring (see right), you receive 15 points (5×3).

Your largest connected river network consists of 6 Landscapes (① to ⑥). With 2 multipliers for the river scoring (see right), you receive 12 points (6×2).

Forest Scoring



In the forest scoring, you determine your largest forest area. This includes all Landscapes that contain a forest and are orthogonally adjacent to each other (not diagonally). The number of forests determines the value.

Sanctuary Scoring



When scoring sanctuaries, count all sanctuaries in your display that do not contain another sanctuary on one of its 4 neighboring Landscapes (not diagonally).

Your largest contiguous forest area consists of 6 forests (① to ⑥). With one multiplier for forest scoring (see right), you receive 6 points (6×1).

Two sanctuaries are eligible for your sanctuary scoring (① + ②). The sanctuaries ③ + ④ are adjacent and do not count. With 4 multipliers for the sanctuary scoring (see right), you receive 8 points (2×4).

City Scoring



When scoring cities, you count the lowest number of landscapes **between** all your cities plus the number of your cities.



There are 3 Landscapes between your cities + 2 cities (① to ⑤).
With one multiplier for the city scoring (see right), you receive 5 points (5×1).



Invention Scoring



You score your inventions by adding up all the inventions in your display (Banner symbol).



You have 6 inventions in your display on the Landscapes (① to ⑥).
With 2 multipliers for the invention scoring (see right), you receive 12 points (6×2).



Temple Scoring



When scoring temples, you count the lowest number of landscapes **between** all your temples plus the number of your temples.



There are 6 Landscapes between your temples + 3 temples (① to ⑨).
With 5 multipliers for the temple scoring (see right), you receive 45 points (9×5).



Any Scoring



If you take the scoring tile with the "?", you can perform any of the 7 scoring types.



End of Game

As soon as you have taken the last good from a game board space (Landscape, city, mine, temple, scoring tile, or multiplier), immediately reveal the topmost end-of-game tile and place it on the vacated space.

Note: This only applies to game board spaces, not to the additional scoring tiles along the right-hand side of the game board.

With the action (end-of-game tile, pg. 7), this tile can be fulfilled in a later turn.

After the end-of-game tile of a space has been fulfilled and removed, a new one from the end-of-game stack is immediately revealed and placed on the vacated space.

As soon as no new end-of-game tile can be placed because the stack is exhausted, the game ends with the turn of the final player, which is the player sitting to the right of the starting player (settlement "1").

Final Scoring + Winner

As soon as the end of the game is reached, you perform the following final scorings (each individual scoring is limited by your knowledge):

Key scoring

For each key tile in your display, you perform the corresponding scoring for yourself.

Perform the corresponding scoring for your 3 key tiles: **invention scoring** with a multiplier of 4 ①, **river scoring** with a multiplier of 3 ② and the **city scoring** with a multiplier of 1 ③.

After the final scoring, you count the gray coats of arms you have collected. Each coat of arms is worth 50 points, plus the points scored by the coat of arms track.

Whoever has the most points wins.

Yellow collected 5 coats of arms (= 250 points) + 29 points on the track = 279 points ①.
Red collected 4 coats of arms (= 200 points) + 42 points on the track = 242 points ②.
Yellow wins!

Majority scoring

The player with the most cities and the most temples may perform a forest scoring for each of these majorities.

The player with the largest river network and the most collected scoring tiles may perform a mountain scoring for each of these majorities.

In the event of a tie, **each of the tied players** may perform this scoring.

For the most cities or temples, you perform one forest scoring with a multiplier of 1 ①.
For the most scoring tiles collected or the largest river network, you perform one mountain scoring with a multiplier of 3 ②.



Playing Solo

Your aim is to score as many points as possible and defeat your opponents.

Preparation

You carry out the game preparation for the solo game as shown on the overview board.

Changes in setup:

→ pg. 3, #6: You only place 1 random scoring tile on each of the 6 shown spots for additional scoring (remove the rest).

→ pg. 4, #9: Draw 4 of the face-down starting Landscapes, place one of them next to your settlement, and remove the others. Then draw another 3 face-down starting Landscapes, place one of them next to your settlement, and remove the others. As usual, your priest moves to the newly placed Landscape.

Additional scoring:

If you pay 2 Papyri to perform an additional scoring with a scoring tile, you immediately remove **one** other scoring tile.

Key tiles:

If you fulfill a key tile, you immediately remove the key tile underneath it (if still available), as well as another key tile with as many keys as possible.

End of the game + final scoring

The game ends as usual as soon as no new end-of-game tile can be placed. You carry out the key scoring as usual.

The majority-scoring changes are as follows:

- If you have built 4 or more cities, you may perform a forest scoring.
- If you have built 4 or more temples, you may perform a forest scoring.



Gameplay

The gameplay (movement + actions) remains identical. Please note the following changes: There are 3 action spaces in each sector. You perform 2 of the main actions where your ship/wanderer lands. For the third, unused main action of this sector, you remove the corresponding good.

Note: If the Lapis/Papyrus production was unused, remove any good from the game board.

You take the multiplier ① and produce Papyrus ②. The top scoring tile ③ is removed from the game. If you were to take and use the scoring tile, you would have to remove any good from another space.



- If you have collected 12 or more scoring tiles, you may perform a mountain scoring.
- If your largest contiguous river network is 12 or more Landscapes in size, you may perform a mountain scoring.



You beat your opponent if you have more points than they do:

- Aziz: 260 points
- Hammurabi: 290 points
- Lilith: 320 points
- Ishtar: 350 points
- Gilgamesh: 380 points
- Tiamat: 400 points



You can enter your score in the BoardGameGeek — Forum here



Inventions



All Inventions are mentioned when relevant throughout the rulebook, but here is a quick reference.



When you produce Lapis, **each of these** produces 1 Lapis.



When you produce Papyrus, **each Papyrus icon** produces 1 Papyrus.



When moving your wanderer, you **may move one** extra step.



When moving your ship, you **may move one** extra step.



When you take a Landscape from a pile, you **may look at one more**, i.e., the face-down Landscape below it in the pile, and choose one of them. Put the other(s) (if you have this invention more than once) back on the pile in any order, whereby the topmost Landscape is always placed face-up.



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