

## GAMEPLAY

### PLANNING PHASE (P.9)



1. Take 2 rounds starting with the last player;
2. Send 1 local Scholar to an action tile - 2 rounds;
3. Gain Time = to the number of tiles and spaces ahead your Scholar's position.

### EXECUTIVE PHASE (P.9)

Take rounds in clockwise order until everyone **Reads**. First, you may take both **Executive actions** once each, then choose one **Main Action**: **1.** Use a **Location tile** (p.11); **2.** Take a **Time action** on the Time board (p.11); **3.** Use an available **Scholar** (Local or Invited) (p.12); **4.** Fulfill a **King's Request** (p.13); **5.** **Read** (p.13).

### EXECUTIVE ACTIONS (P.10)

1. Take a **Library bonus**;
2. Move an available **Invited Scholar** to an **Executive space**.

### END GENERATION PHASE (P.21)

1. Discard Scribes from Scriptorium;
2. Change Head Librarian tile;
3. Roll Time actions dice;
4. Return Scholars back to your board;
5. Replace Invited Scholar cards (only at the End of Generation Phase 2 & 3).

## END GAME TRIGGERED

1. If the **last Event** happens, finish the round, play 1 more round, then score (p.21 & p.22);
2. As soon as **2 empty spaces** remain in the Library, finish the round and immediately score (Library Location tiles are considered empty spaces) (p.9).

## SYMBOLS

### MANUSCRIPTS

Arts & Satire



Laws & Oratory



Medicine & Philosophy



### RESOURCES



Kings' Grace



Research token



Time



Ink



Papyrus



Silver

### SCHOLAR VALUE AND COSTS



### EXECUTIVE SPACES



Time discount



Offer Goods

### EXCHANGES



### OTHER SYMBOLS

Knowledge



Crafts



Renown



## LOCATIONS



**A. NAVIGATION** - Get Crafts/Resources/Actions - **Cost:** **per 2 Moves** (p.14).

*In Alexandria:* Unload your cargo and send a Manuscript to the Scriptorium, if you have a Scholar in an Executive space, may offer resources to the *Muses of Creativity*.



**B. HARBOR** - Expand your Merchant / Royal Fleet - **Cost:** 2 (p.16).

Unlock Ship location tile. If Palace ship, get the benefit. If Merchant ship, pay the cost before get the benefit.



**C. PALACE** - Get a King's Request card - **Cost:** 2 (p.16).

Pay 1 if taken from the 2 top most spaces.



**D. SCHOOL** - Teach Scribes - **Cost:** 1 **per** (p.17) .

**Elderly Scribes:** start on 2 increase up to 6 ; **Middle-Aged scribes:** Start on 1 then increase to 3, 5, 6 ;

**Young Scribes:** Must Spend at least 1 if taken from residence. Increase up to 4 ;

**Starting Scribes:** 1 for free when visit the school - Increase up to 6 .



**E. SCRIPTORIUM** - Translate Manuscripts - **Cost:** 1 **per** (p.18).

**Young Scribes:** equals 2x die value.



**F. GARDEN** - Invite 1 Scholar - **Cost:** 3 + (p.19).

If taken from the top deck cost 1 .



**G. ACADEMY** - Translate Great Works - **Cost:** 1 + **per move** (p.20).

## END GAME SCORING

Add to the Renown (R) track, 1R per each 3 ( + + ) plus 2R per Translation Stone you have on your ships and supply; 1R per each 2 from your Scribes; 3/6/10/15R from Seals matching Pinax tiles; 1/3/5R per Scholar card in your Workshop (p.22).