



How to Play Teaching Guides: #5 Tigris and Euphrates

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #5 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to the fertile crescent and the dawn of civilization. You are a powerful family in Mesopotamia looking to stamp your mark on History by leading the people in the development of new civilizations. Throughout the game your leaders will earn you points by advancing the people in the four categories of settlement, religion, farming and commerce, represented by the four colors black, red, blue and green respectively.

On your turn you will get to take 2 actions with each action you can either;

- Lay a Tile
- Lay or Move a leader
- Play a catastrophe tile
- Sweep your tiles.

The most common actions you will do on a turn are laying a tile and laying or moving a leader. So on most of your turns you will simply either Lay 2 tiles on the board, Lay a tile and a leader or Lay 2 leaders, collect your points, refresh your tiles up to 6 and your turn is over.

Throughout the game the kingdoms on the board will grow, merge, war and revolt. At the end of the game when all the dust clears the family who has advanced the people the most in all four categories will win the game. To determine a winner each player looks at their four colors of cubes and announces how many cubes they have in the color they have the least of. For example, at the end say I had 12 black cubes, 9 red cubes, 10 blue cubes and 13 green cubes. My final score for the game would be 9.

So the player who develops their civilization the most and the most equally in all 4 colors will be the known throughout history as the greatest ruling dynasty of all time."

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The Meat - How to Play the Game

○ The Basics

1. A look at the components;
 - 1.1 You are a symbol, not a color
 - 1.2 You have 4 leaders, black king, red priest, blue farmer, green trader
 - 1.3 You have a screen to hide your points and tiles
 - 1.4 You will always have 6 tiles of black, red, blue or green
 - 1.5 You have 2 catastrophe tiles you may play during the game
2. The basics of a turn
 - 2.1 Take two actions of four choices, usually laying tiles and leaders
 - 2.2 All players draw up to six tiles
3. Three ways to score points
 - 3.1 Laying tiles to “build a kingdom”
 - 3.2 Being next to monuments
 - 3.3 Winning conflicts
4. What is a kingdom?
 - 4.1 A group of adjacent tiles and leaders with at least one leader
 - 4.2 Adjacency is always orthogonal, not diagonal

○ Building Kingdoms to Score Points

1. Starting a kingdom
 - 1.1 Leader discs must always be played adjacent to a red temple
 - 1.2 Play a leader adjacent to a red temple
 - 1.3 Play a tile of the same color to score a point
 - 1.4 i.e. Play green trader, play a green market tile to score a green point
2. Finer rules of building kingdoms
 - 2.1 Can't play leaders in the river or to connect two kingdoms
 - 2.2 Only blue tiles can be played on the river and only in the river
 - 2.3 Black King leader can score all colors of points
 - 2.4 Green Trader can collect treasures

● **Using Monuments to Score Points**

1. How to Build a Monument
 - 1.1 Build a square of tiles of the same color
 - 1.2 Choose a monument with one color matching the tiles
2. Scoring points with Monuments
 - 2.1 You get a point at the end of every turn you have a matching color leader in a kingdom with a monument
 - 2.2 Can get two points each turn from one monument with two leaders
 - 2.3 Two different players can be scoring from one monument
 - 2.4 You can have multiple monuments of a color to get more points

● **Winning Conflicts to Score Points and take Kingdoms**

1. When a conflict occurs - Two leaders of same color in a kingdom
2. Why start a conflict?
 - 2.1 To take over a kingdom, often to get monument points
 - 2.2 Also winning a conflict scores you points
3. Difference between Conflicts; Revolution (Internal) vs. War (External)
 - 3.1 Two ways to start a conflict, changes how they are fought
 - 3.2 Revolt is started by “dropping in” a leader; fight with red (religion)
 - 3.3 War is started by connecting kingdoms with tiles; fight on color
4. Resolving an Revolution
 - 4.1 Started by a player “dropping in” a leader of the same color
 - 4.2 This is ALWAYS resolved with RED tiles
 - 4.3 Initial strength is adjacent red temple tiles
 - 4.4 Attacker may add red temple tiles from behind screen
 - 4.5 Defender needs to match total score to win
 - 4.6 Losing leader is removed from board, winner gets a red point
5. Resolving a War
 - 5.1 Started by connecting kingdoms with at least one matching colored leader, (no points are scored for tiles that connect kingdoms)
 - 5.2 Use “Handshake Tile” to show where the connection occurred

5.3 Resolved with tiles of the color of the fighting leaders

5.4 Initial strength is tiles on your side that match the fighting color

5.5 Attacker may add tiles of the fighting color to add to his strength

5.6 Defender must at least match attacker's strength to win

5.7 Loser removes leader and tiles of fighting color from kingdom, winner gets one point for each of the fighting color

6. Other rules for Wars

6.1 A connecting tile could start multiple wars

6.2 Connector chooses order that wars occur

6.3 Result of war could prevent other wars from occurring

6.4 You do not have to be in either kingdom to start a war

6.5 The connector is the attacker, if not involved the next player in turn order is the attacker

7. Review of Conflicts

7.1 Revolts - Started by dropping in leader - fight on red - get strength from adjacent temples

7.2 War - Started by connecting kingdoms - fight with leader color - get strength from tiles in your kingdom - losers tiles blow up

7.3 Dont forget to redraw to 6 tiles at the end of all player's turns

Catastrophes, Sweeping and End of Game

1. Catastrophes

1.1 You get two per game used to destroy a tile

1.2 Used to seperate kingdoms, block players and remove leaders

1.3 Cannot be played on treasured tiles, monument tiles

2. Sweeping

2.1 Can sweep up to six tiles to get new ones as an action

2.2 Often used to prepare for a battle or to try to end the game

3. The End of the Game

3.1 Occurs when bag runs out OR two or less treasures are available

3.2 Whoever has the highest score (of their weakest color) wins!

4-3-2-1 The Ten Things you need to Remember

There are FOUR things you can do as the two actions on your turn

1. Lay a tile
2. Lay or move a leader
3. Lay a catastrophe tile
4. Sweep your tiles

There are THREE ways to score points

1. Laying tiles in kingdoms
2. Being adjacent to monuments
3. Winning Conflicts

There are TWO ways to have a conflict

1. **REVOLUTIONS** (internal) - Started by dropping in leader - fight on red - get strength from adjacent temples
2. **WARS** (external) - Started by connecting kingdoms - fight with leader color - get strength from tiles in your kingdom - losers tiles blow up

There is ONE way to win

1. The object of the game is to score the most points, the most evenly, the person with the most cubes in their weakest color will win the game

3 The Hamster - How to Win the Game

Two possible strategies for winning the game;

1. Try to get your leaders solidly positioned next to monuments early in the game and set up good defensible positions
2. Wins some major wars either attacking or defending on the board to take chunks of points, a great board position with lots of tiles and possibly stealing monuments from other players

Credits:

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