

# TAPESTRY

## A Civilization Game

1-5 players; 90-120 minutes; ages 12+; competitive

designed by Jamey Stegmaier

art by Andrew Bosley • sculpts by Rom Brown

Create the civilization with the most storied history, starting at the beginning of humankind and reaching into the future. The paths you choose will vary greatly from real-world history—your civilization is unique!

In Tapestry, you will advance on advancement tracks to earn progressively better benefits. Along the way, you will also improve your income, build your capital city, leverage your unique abilities, earn victory points, and gain tapestry cards that will tell the story of your civilization.

## FANTASIES & FUTURES

designed by Mike Young and Chris Scaffidi

This booklet contains the integrated rules for the base game and for the expansions, including Fantasies & Futures, which introduces the concept of charm.

**Charmed:** of, or influenced by, a parallel universe

Parallel universes influence our own in many ways. Folklore speaks of “fae” beings, with apparently magical abilities, visiting our world from another plane. Science fiction notes a metaphysical “force” seeping throughout our universe, and it describes traversing shortcuts through space-time via other dimensions. Charm is the lifeblood of humanity’s fantasies and, if all goes well, our future.

**Fun fact:** Each game of Tapestry is a possible history in a parallel reality. Which will you visit today?

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# COMPONENTS


|  | BASE GAME                  | PLANS & PLOYS | ARTS & ARCHITECTURE    | FANTASIES & FUTURES |
|--|----------------------------|---------------|------------------------|---------------------|
| <b>Game board</b><br>                   | 1                          |               |                        |                     |
| <b>Arts Track</b><br>                   |                            |               | 1                      |                     |
| <b>Landmark miniatures</b><br>          | 18                         | 7             | 8                      |                     |
| <b>Income building miniatures</b><br>   | 25 for each of the 4 types |               |                        |                     |
| <b>Outpost miniatures</b><br>           | 10 for each of 5 colors    |               |                        |                     |
| <b>Player tokens (cubes)</b><br>        | 13 for each of 5 colors    |               | 5 for each of 5 colors |                     |
| <b>Resource tokens</b><br>              | 5 for each of the 4 types  |               |                        |                     |
| <b>Dice</b><br>                       | 3                          |               | 1 science*             |                     |
| <b>Civilization mats</b><br>          | 16                         | 10            | 5                      | 10                  |
| <b>Basic capital city mats</b><br>    | 6                          |               |                        |                     |
| <b>Advanced capital city mats</b><br> |                            |               | 6                      | 6                   |
| <b>Income mats</b><br>                | 5                          |               |                        |                     |
| <b>Income mat overlays</b><br>        |                            |               |                        | 5                   |

|   | BASE GAME | PLANS & PLOYS | ARTS & ARCHITECTURE     | FANTASIES & FUTURES |
|---|-----------|---------------|-------------------------|---------------------|
| Tapestry cards     | 50        | 15            | 20                      | 38(+1*)             |
| Tech cards         | 33        |               | 11                      | 12(+1*)             |
| Landmark cards     |           | 5             | 5                       | 3*                  |
| Masterpiece cards  |           |               | 20                      |                     |
| Inspiration tiles  |           |               | 4 for each of 5 players |                     |
| Landmark board     | 1         |               |                         |                     |
| Landmark tokens    |           | 12            | 3                       |                     |
| Space tiles      | 15        | 4(+1*)        |                         |                     |
| Territory tiles  | 48        |               |                         |                     |
| Territory tile exploration draw bag   |           | 1             |                         |                     |
| Rulebook  | 1         | 1             | 1                       | 1*                  |
| Reference guides  | 2         |               | 1                       |                     |

\* Replaces component(s) from base game or earlier expansion

## INITIAL SETUP

Combine mats and cards from the base game and expansion(s). Do not mix the basic capital city mats with the advanced capital city mats.

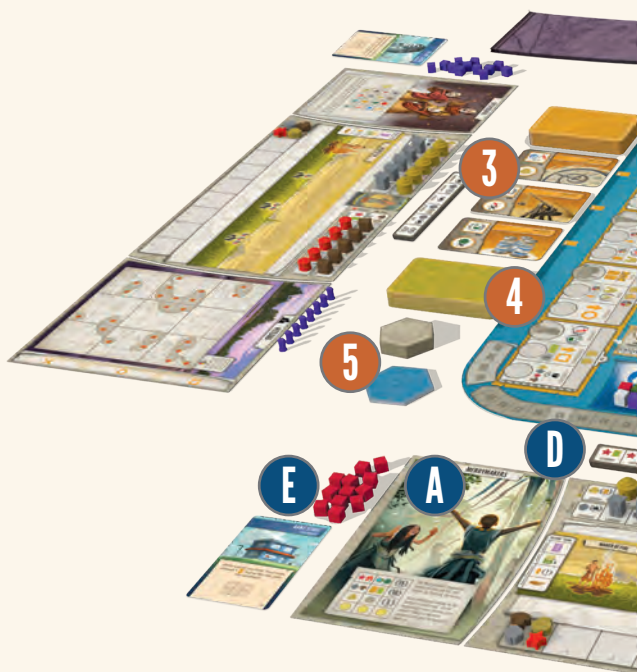
During each game, if you don't have the Arts & Architecture expansion, or if you choose not to use it, you don't need to remove any components. Instead, if you draw a tapestry or tech card containing the arts symbol , you may immediately discard that card and draw another.

The following icons appear in this rulebook beside rules that only apply when playing with each expansion:

-  Plans & Ploys
-  Arts & Architecture
-  Fantasies & Futures



## GLOBAL SETUP

1. **BOARD:** Place the board on the table (big map for 4-5 players; small map on the reverse side for 1-3).
2. **ARTS TRACK AND MASTERPIECES** : Place the arts track beside the board. Shuffle the masterpiece cards. Place the deck face down near the track and reveal 3 cards.
3. **TECH CARDS:** Shuffle the tech cards. Place the deck face down next to the board and reveal 3 cards.
4. **TAPESTRY CARDS:** Shuffle the tapestry cards and place the deck face down next to the board.
5. **TERRITORY AND SPACE TILES:** Shuffle the space tiles and place them in face-down stacks beside the board. Shuffle the territory tiles and place them face down beside the board (use the draw bag instead if you have ).
6. **LANDMARKS:** Place landmark miniatures within easy reach on the table. You may place these on the corresponding spaces on the landmark board.
7. **LANDMARK TOKENS**  : Place the landmark tokens on the corresponding spaces of the advancement tracks.
8. **DICE:** Place the conquer dice near the military track and the science die near the science track ( uses the D20 instead of the D12).






## PLAYER SETUP

- A. CIVILIZATION AND CAPITAL CITY MATS:** Draw 2 civilizations.

In a 4-5 player game, draw 1 basic capital city mat; in a 1-3 player game, pair the basic capital city mats based on the numbers on the board and draw a random pair.   In addition, draw a random advanced capital city mat.

Place 2 outpost tokens on the territory of the map that matches the basic city mat number(s) you drew.

Keep 1 capital city mat and 1 civilization mat, then discard the others. (  We recommend that new players keep a basic capital city mat.) Reshuffle all civilizations not in play, including those just discarded.

- B. INCOME MAT:** Place an income mat between your civilization and city mats. Seed its resource tracks with the corresponding buildings (5 yellow markets, 5 gray houses, 5 brown farms, and 5 red armories). *Leave the leftmost space of each row exposed.* Place 1 token for each of the 4 resources on the 0 space of the resource tracker at the bottom of your income mat.
- C. INCOME MAT OVERLAY** : Place an income mat overlay over the right edge of your income mat, tucking the right side of the overlay beneath your capital city mat.



**D. INSPIRATION TILES** **AA**: Stack your set of 4 inspiration tiles near (not on) your mats.

**E. PLAYER TOKENS**: Place 1 player token on each of the advancement track starting spaces (far-left circles on the board and **AA** arts track). Place 1 token on 0 VP.

Place the remainder of your tokens near your mats.

**F. CIVILIZATION-SPECIFIC SETUP**: Some civilizations direct you to take additional steps before the game begins. Refer to your civilization mat for details.

**G. CIVILIZATION ADJUSTMENT**: For game balance, some civilizations receive adjustments, such as gaining extra resources prior to the game or losing resources at the end of the first income turn. Adjustments appear on the last page of this rulebook (for easy reference).

## FIRST PLAYER

Randomly select the first player.

## LANDMARK CARDS **PP** **AA**

The player sitting to the right of the first player draws landmark cards equal to the number of players (or the number of players + 1 if playing with both **PP** and **AA**).

That player selects 1 landmark card and passes the others **counterclockwise** for the next player to select. Continue until each player has selected a landmark card.

Each player places their landmark card to the left of their civilization mat and may place the corresponding landmark miniature on or near their card.

If there are remaining landmark cards, shuffle them to form a face-down landmark deck.

# GAMEPLAY

On your turn, either take an INCOME TURN to begin a new era or take an ADVANCE TURN to move your player token once on an advancement track by paying the cost and gaining the resulting benefit. **Your first turn must be an income turn.** **PP AA** At the end of your turn, if you have met your landmark card's goal, gain that landmark.

Play proceeds clockwise.

## INCOME TURNS

When you use your turn to collect income, you are beginning a new era for your civilization. You will take a total of 5 income turns during the game. Other than the first income turn to begin the game, players will take their income turns at different times.

During your income turn, you will perform up to 4 steps in order. As shown on the chart to the right (which also appears on your income mat), some steps only apply to some of your income turns. For example, you use your civilization ability on income turns 2-5 but not during income turn 1.



1. Activate Masterpiece(s), then Civilization(s)
2. Play Tapestry Card
3. Upgrade Tech Card & Score VP
4. Gain Income

### 1 ACTIVATE MASTERPIECE(S), THEN CIVILIZATION(S)

**AA** If you have any masterpiece cards, gain their indicated benefits in any order. (See the *Arts*.)

After gaining any masterpiece benefits, activate your civilization abilities. (If you have multiple civilizations, activate them in any order.)

### 2 PLAY TAPESTRY CARD

Play a single tapestry card onto the leftmost blank space on your income mat. You must play a tapestry card from your hand if possible. (If your hand is empty, place the top card of the tapestry deck face down on your income mat.)



If you are the first of your neighbors (players sitting to your left and right) to start a new era, gain resources as shown on the newly covered space of your income mat.

As explained to the right, gain charm bonuses **(FF)** and/or use your tapestry card's ability.



**Teaching Tip:** On the first income turn, you only need to teach how to gain income (step 4).

**Example:** If you are the first of your neighbors to take a second income turn, before you play a tapestry card on top of this icon, gain any 1 resource.

## FF CHARM BONUSES

Some tapestries, reflecting the influence of parallel realities, have tags called “charms” that give bonuses linked to the presence of other tapestries. Charms may appear on the left and/or right side of a card. You may take the indicated charm bonus(es) and the tapestry’s WHEN PLAYED ability (below) in any order.

Gain the left bonus when you play this tapestry card to the right of another tapestry card.

It does not matter if that card to the left is face down or on Maker of Fire or if it has a charm or not. Nor does it matter if this card is being placed on top of other tapestries.

*Note: Only the ability of a tapestry is copied by other cards (e.g., Espionage) and by other civilizations (e.g., Heralds), not charm bonuses.*



Gain the right bonus the first time you place a tapestry card to the right of this tapestry card.

It does not matter if that card to the right is face down or has a charm. However, it does matter whether you are placing that card on top of another tapestry card, because this card’s charm only triggers the first time that you place a card to the right of this card.

## TAPESTRY CARD ABILITIES

- If your tapestry card has a **WHEN PLAYED** ability, use it (before or after any charm bonuses).
- If your tapestry card has a **THIS ERA** ability, it applies immediately until the beginning of your next income turn.
- **AA FF** If your tapestry card has a **CONTINUOUS** ability, it applies immediately until the end of the game. Continuous abilities cannot be copied (e.g., by Espionage).

Under certain circumstances, you may be able to play another tapestry card completely covering an existing tapestry card (e.g., via the Nuclear Bomb advancement). **In this case, only the visible card is active (deactivating any covered cards).**

## FF INCOME TURN 5: USE RESERVED ITEMS BEFORE PROCEEDING TO YOUR UPGRADE STEP

**5** Some tapestry cards have **WHEN PLAYED** abilities that direct you to **place items at the right edge of your income mat.** These items are considered “reserved.” Use reserved items during income turn 5 at the point when you’d ordinarily play a tapestry card (i.e., immediately before upgrading a tech card).



*Example: Move your next farm onto the overlay at the edge of your income mat. This improves the benefits that you gain during income turns. Do not place it into your capital city until income turn 5.*



Items at the right edge of your income mat are reserved. You may not use them until income turn 5 (e.g., you can’t gain the reserved farm in the figure above using the Tunnels advancement). You still get to use reserved items during income turn 5 even if the tapestry card that reserved those items is covered. Charmed tapestry cards are the only cards that may have effects after they are covered.

When reserving a card (e.g., tech) or tile (e.g., space), place it face up.

It is allowable to copy the **WHEN PLAYED** ability of an uncovered tapestry card like the one above. For example, you could use Espionage to copy Microbial Magic, thereby reserving a farm to place on income turn 5.

### 3 UPGRADE TECH CARD & SCORE VP

↑ You may upgrade 1 tech card (see *Technology*), then gain victory points from all exposed VP icons on your income mat tracks. You may have multiple of the same icon; score each of these icons.

🏠 Gain 1 VP for each tech card next to your capital city mat.

🏠 Gain 1 VP for each completed row and column in your capital city (see *Buildings & Capital Cities*).

❓ Gain VP equal to the number shown.

🇸🇵 Gain 1 VP for each territory on the map you currently control.



*Example: Upgrade the Zeppelins tech card to the middle row, then gain the benefit in the circle.*

*Then, looking at the income track example to the right, gain 1 VP for each of your tech cards (x2), 1 VP for each completed row and column in your capital city (x3), and 1 VP for each territory you control (x1).*

### 4 GAIN INCOME

👉 Gain income from all exposed icons. Coins, workers, food and culture are tracked using the tokens at the bottom of your income mat, with a maximum of 8 each. Gain territory tiles and tapestry cards from the general supply.



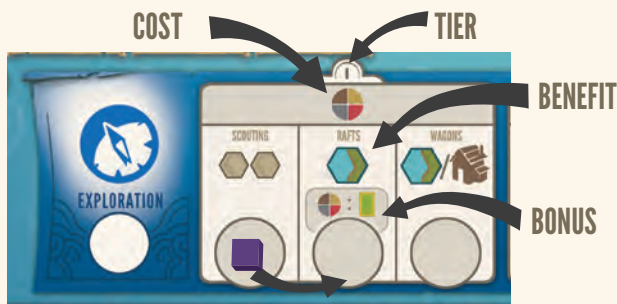
*Example: Gain 3 coins, 4 workers, 1 food, 1 territory tile, 2 culture, and 1 tapestry card.*

## ADVANCE TURNS

Most turns in Tapestry will be used to advance on an advancement track. While each player will take the same number of income turns (5), the number of advance turns will vary.

1. Pay the cost (the resources indicated under the tier of the track into which you're advancing).
2. Move your player token 1 space forward on the track, then gain the **benefit**.
3. If available, you may pay to gain the **bonus** once (e.g., 🇸🇵:🏠 means "pay any 1 resource to gain 1 tapestry card").

Each advancement track is divided into tiers. If you are the first player to advance into a new tier (II-IV) by any means, gain the corresponding landmark and place it in your capital city (see *Buildings & Capital Cities*).



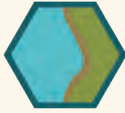
*Pay any 1 resource and advance your player token. Gain an explore benefit, then you may pay any 1 resource to gain 1 tapestry card.*

**IMPORTANT:** You may not activate the same space on an advancement track more than once during your turn.

"Advance turn" and "advancement turn" are used interchangeably throughout Tapestry.



# EXPLORATION



## EXPLORE

First, select 1 territory tile from your supply and place it on an unexplored hex adjacent to a territory you control. When placing a territory tile, you may orient it in any direction.



Second, gain 1 VP for each side of the explored territory tile with at least 1 aligned terrain (**water, mountains, desert, etc**; max 6 VP). Ignore the “rivers” between land terrain and the tile edge—that’s just an aesthetic touch.

*In this example, 2 sides of the newly explored territory have at least 1 aligning terrain (the existing mountains are aligned to the new mountains, but not to the desert, and the waters are aligned, but not the mountains and grassland), so you gain 2 VP.*

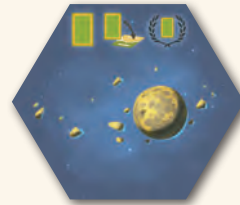


Third, gain the benefit on the territory tile (e.g., 1 culture).

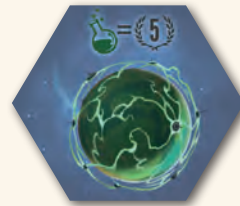


## EXPLORE SPACE

When you reach Tier IV of the exploration track, you will venture beyond Earth. Space tiles offer more powerful benefits than territory tiles. When you explore a space tile, simply place it next to your income mat and gain the benefits on the tile (it doesn't align with other space tiles). There are a limited number of space tiles, so it's possible to run out.



**PP** *One of the space tiles is paired with a specific landmark, the Monolith. Several others, as in the example below, read, “Whenever you advance on the \_\_\_\_\_ track, gain 5 VP.”*



**Teaching Tip:** Before starting a game, only teach new players about the core benefits associated with each track, as explained on pages 9-13. Players can then use the Reference sections on pages 16-31 to look up other information as needed during the game.

# TECHNOLOGY



## INVENT

First, gain a tech card by selecting from the face-up cards or the top of the deck. Replenish a face-up card from the deck immediately after you gain it. If the deck is empty, reshuffle discarded cards to form a new deck.



Second, place the card to the right of your capital city mat in the bottom row. There is no limit to the number of tech cards in each row, and there is no immediate benefit from the tech card.



**Teaching Tip:** Encourage new players to acquire a tech card during the first era so that you can walk them through the upgrade process during income turn 2.

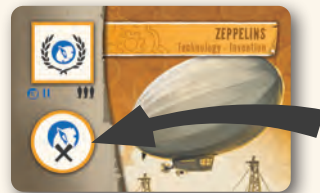


## UPGRADE

Tech cards provide benefits when they're upgraded. Income turns 2-5 each include an upgrade benefit, as do specific advancements on the technology track. When upgrading, select a tech card in the bottom or middle row and shift it upward to the next row. Cards in the top row can't be upgraded.



The benefit gained from upgrading a tech card to the middle row is shown in the **circle** (e.g., advance on the exploration track without gaining the benefit or the bonus).




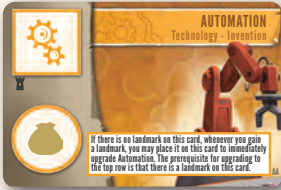
The benefit gained from upgrading a tech card to the top row is shown in the **square**. To upgrade most cards to the top row, you or one of your neighbors (☺☺☺) must meet the prerequisite noted on the card (e.g., must currently be in or beyond Tier II on the exploration track).



For some tech cards (e.g., Barn), the prerequisite is that you or a neighbor must uncover one of the innovations covered by an income building on the income mat.

## AA LANDMARK PREREQUISITES

A tech with a landmark prerequisite  requires a landmark to be placed on the tech card itself.





If there is no landmark on this type of tech card, whenever you gain a landmark, instead of placing the landmark on your capital city, you may place it on the tech card (size doesn't matter) to instantly upgrade it once.

The landmark remains on the card for the entire game (unless you discard the tech card, in which case the landmark on it is also discarded).

If you have two such cards, having a landmark on one of them is not sufficient to upgrade both.

## FF CHARM/INCOME-TURN-5 PREREQUISITES

Techs with the prerequisite / provide futuristic square benefits that you may access early in the game if you have previously placed a charmed tapestry card and, thus, come in contact with parallel realities.



These techs may only upgrade to the top row if you have ever played a charmed tapestry card on your income mat, or if you are on or after your income turn 5.

A charmed tapestry card satisfies this prerequisite even if another tapestry card was placed on top of it, and a single charmed tapestry card satisfies this prerequisite for multiple techs. Whether your neighbors meet this prerequisite is irrelevant.

Some techs, like the one above, have a square benefit that may only be gained once. When gaining such a square benefit, flip the card so you cannot use it again. Include flipped cards when scoring your tech cards.

Other players may not upgrade your single-use tech cards to the top row or use your flipped tech cards (e.g., via the abilities of civilizations or tapestry cards).

# SCIENCE





## RESEARCH

First, roll the science die, which will result in an icon that represents an advancement track:



Second, you may advance your player token on the corresponding advancement track for free (you may choose not to advance after seeing the results of the die roll). If you are the first player to advance into a new tier (II-IV), gain the landmark.

Third, if the research icon has an X on it () do not gain the benefit or the bonus (if any).

If the research icon does not have an X on it () gain the benefit and you may pay to gain the bonus (if any).



## ADVANCE ON TRACK

Similar to research, there are benefits that advance your token on a specific track.

When you gain one of these benefits, advance for free on the corresponding track, then—if there is no X beneath the track icon—gain the benefit, and you may pay to gain the bonus (if any).



For example, the icon to the left requires you to advance on the tech track for free, without gaining the benefit or the bonus.

If researching/advancing would push your player token off the end of the track (beyond the 12th space), then do not advance and do not gain a benefit or bonus.

# MILITARY



## CONQUER

First, place an outpost from your supply onto a territory that has no more than 1 token on it and is adjacent to a territory you control.

**Control** refers to a territory on which your outpost is the only upright outpost. You can't conquer territories you already control.



Second, roll the 2 conquer dice and gain the benefit shown on 1 of them. The red die includes an icon (🎯) that means "1 VP for each territory you control," and the black die includes an icon (🔍) that means "the benefit on the territory tile (if any)."



If you conquer an opponent's territory, **topple** their outpost token (tip it over on its side). Because there are now 2 tokens on the territory, it cannot be conquered again.

You may not conquer a territory that has 2 or more items on it (e.g., outposts, player tokens, or buildings). You may not conquer if you no longer have outposts in your personal supply.

## RESPONSE CARDS

Response cards are tapestry cards that may be discarded for a benefit in response to player actions.

Many response cards are **trap cards**, which an opponent may discard from their hand if you attempt to conquer their territory. If they do this, then they retain control of the territory (toppling your outpost), though you still gain a benefit from the conquer dice.



**PP** Some response cards (e.g., Double Cross) allow you to cancel your opponent's trap card. If you play such a card after theirs, then their outpost is toppled after all, and yours remains upright. These trap-response cards can only be played in response to traps, not other trap-response cards, nor can a trap be played in response to a trap-response. In other words, if a player plays a trap card and a trap-response card is played, then no additional cards may be played for that conquer action.

If an opponent plays a trap card as you attempt to conquer the middle island, and you fail to cancel the trap, then you do not gain the middle-island achievement (see *Achievements* on page 12).

**PP FF** This rule also applies to any response card (e.g., Surprise Party or Gremlins) that your opponent discards in order to topple your outpost.

You may not play response cards after your income turn 5, unless your civilization mat specifically gives you permission to do so.

Each response card also offers the option to be played as a regular tapestry card (e.g., during an income turn).



**CREATE**



Gain a masterpiece card (face-up or from the top of the deck; immediately replenish a face-up card if selected).





Place it on your civilization mat or on the Maker of Fire slot of your income mat. Multiple masterpiece cards can be placed in a splayed stack, revealing the benefits at the top of each card.

**Teaching Tip:** *Players may place masterpiece cards elsewhere if preferred, but these positions tend to be the best for reminding new players to gain their masterpiece benefits before using their civilization abilities, during income turns.*

Certain masterpiece cards feature the following icons:

 and : Gain 1 VP per completed column or row (respectively) in your capital city. This does not count as scoring your capital city (e.g., Swamp and Urban Planners do not trigger their abilities).

: Conquer an adjacent empty territory.

: Upgrade a tech card. This tech card cannot be upgraded more than once this turn. (For example, you cannot upgrade it again during the "Upgrade 1 tech card of your income turn or via your civilization ability.)




**INSPIRE**


Each player begins with a set of 4 unique inspiration tiles in their personal supply (1 tile per income track). Whenever you gain the Inspire benefit, choose 1 of your unused inspiration tiles and place it on the corresponding track on your income mat (income buildings remain in their original positions on the tile).


Each of the 4 unique inspiration tiles matches one income track on your income mat, upgrading what is already available. You cannot place an inspiration tile on a track that does not match.





**OTHER ARTS TRACK BENEFITS**

 You may discard all revealed cards next to the masterpiece deck, then replenish them from the deck. Then gain a masterpiece card.

 Gain the benefit of 1 of your masterpiece cards.

 Gain the benefit of up to 3 different masterpiece cards (yours or your neighbors').

 Gain an income building of your choice.

 Score 1 VP for each of your income buildings.

# BUILDINGS & CAPITAL CITIES

Buildings are permanently placed in your capital city to help (1) complete districts to gain instant resources and (2) complete rows and columns to score victory points. You may place buildings on any open plot in your capital city. Certain plots of land are **impassable** (●)—you cannot build there, but they contribute toward completion of districts, rows, and columns.

## THERE ARE 2 CATEGORIES OF BUILDINGS:

**INCOME BUILDINGS** (●●●●●●): When you gain a farm, house, market, or armory, pick up the leftmost building of that type from your income mat (revealing improvements to your income) and place it in your capital city.

**LANDMARK BUILDINGS:** Landmarks show which civilization is the first to advance to a new tier on an advancement track or the first to invent something (i.e., certain tech cards). Each landmark is a specific building miniature with a particular shape that you place in your capital city, aligned with the grid. There is exactly 1 of each landmark, so even if someone finds a way to gain the same landmark again, they cannot.



An advancement track landmark is gained and placed into your capital city before taking the benefits and bonuses of that advance, but if the placement doesn't affect your turn, you may place it at the end of your turn to speed up the game.

You may gain and place buildings even if they extend outside of your city grid, as they may not always fit in an increasingly crowded city (AA) except in the case of certain advanced city mats that disallow hanging off the grid. If you have no room to place a building, place it outside of your capital city; it still counts as yours.

## COMPLETING DISTRICTS, ROWS, AND COLUMNS

All basic capital cities and most advanced capital cities are divided into nine 3x3 areas called **districts**. When you complete a district by filling all its 9 plots, immediately gain any 1 resource.

When scoring your capital city (●●●), gain 1 VP for every completed row and 1 VP for every completed column.



*This capital city has 3 complete rows and columns, so each time you score it, you will gain 3 VP.*

## AA FF NOTES ON THE DISTRICTS OF ADVANCED CITY MATS

**Archipelago:** Islands count as districts.

**City in a Bottle:** You have 6 districts that can each generate 1 resource when completed. You may not place landmarks in the city.

**Cloud City:** Clouds count as districts.

**Netherworld:** You have 4 districts, each of which you cover by connecting an imp to the city center. You may coverimps and the city center in any order.

**Polar:** You have 6 districts, each of which is a line of plots that you cover to gain 1 or 2 resource(s). Building outside your 6 districts contributes to scoring rows/columns but does not generate resources.

**Quagmire:** Will-o'-the-wisps and water are impassable. Try not to place landmarks orthogonally adjacent to Will-o'-the-wisps, as shown by reeds on the mat.

**Swamp:** If you cover a lily pad within a completed district, you don't gain an additional district completion bonus.

**Savanna:** You have 6 districts, each of which produces a resource every income turn after covering, but which does not produce a resource immediately at the moment that you complete it. Building outside your 6 districts contributes to scoring rows/columns but does not generate resources.

**Veil:** You have 8 districts, 5 of which are traditional 3x3 districts that produce a resource when covered, and 3 of which are irregularly shaped and yield a different non-resource benefit when covered.

# GENERAL RULES

**CIVILIZATIONS:** It is possible to gain additional civilizations (e.g., via the Mechs advancement). If you do, add them to the left of your current civilization mat.

**PLAYER TOKENS:** If you run out of player tokens, use spare cubes.

**NEIGHBORS (☐☐ or ☐☐):** A few elements of the game have you consider your neighbors. This refers to the players sitting to your immediate left and right. (In a two-player game, you only count your neighbor once.)

**OVERLAPPING TURNS:** If your turn isn't impacted by decisions being made by the previous player, you may proceed to take your turn. This is particularly important during a player's income turn after they've played their tapestry card.

**OPTIONAL VS MANDATORY REWARDS:** All bonuses in the game are optional. Benefits and landmarks are mandatory rewards.

**RE-ACTIVATING ADVANCEMENTS:** You may not activate the same space on an advancement track more than once during your turn.

**MULTIPLE TOKENS PER TRACK:** It is possible to have multiple player tokens on the same track (e.g., due to the AI Singularity advancement). Either is eligible for advance turns. When considering the relative position on a track, only look at your most advanced token.

**PLAYING TAPESTRY CARDS (📜) AFTER ERA 4:** Rarely, you might have the opportunity to play a tapestry card onto your income mat during or after income turn 5 (e.g., if upgrading the Printing Press tech card to the top row on income turn 5). In such a case, play a tapestry card on top of the card from era 4. 🔄 If this tapestry card directs you to reserve an item (📦), immediately use that item.

**VICTORY POINT TRACK:** If you exceed 100 VP, place your VP token on the 100 space, and place a second player token at 0. If you exceed 200 VP, shift the token over from the 100 space (and so on for 300 and 400).

**ACHIEVEMENTS:** There are 3 achievements on the board. When you earn each of them for the first time, place a player token on the highest available VP space under that achievement. You cannot lose achievements or earn the same achievement twice.



**COMPLETE ANY ADVANCEMENT TRACK:** Gain this achievement by having a player token on the last space of an advancement track. You do not need to have gained that space's benefit. If you remove your token via the AI Singularity benefit, the track still counts as complete and you gain the achievement.

**TOPPLE TWO OPPONENT OUTPOSTS:** Gain this achievement by having caused a total of two toppled outposts. These outposts can be the same or different opponents, but they must both be currently toppled to count.

**CONQUER MIDDLE ISLAND:** Gain this achievement by taking the conquer benefit on the middle island. If an opponent successfully plays a trap card as you attempt to conquer the middle island, you do not gain this achievement. You do not gain this achievement by placing tokens on the middle island by any other means than the conquer benefit.

**Teaching Tip:** Boosting resource generation is key to maximizing your total score. Encourage new players to watch for opportunities to generate resources, even if doing so requires sacrificing small scoring opportunities now in exchange for larger opportunities later.

## ENDING THE GAME

The game ends at different times for each player. Your game ends when you finish your final (5th) income turn. During your final income turn, gain benefits from your civilization, 🔄 any reserved items, 1 upgrade, and victory points as shown on your income mat. If other players still have turns after your game has ended, you may still gain victory points from passive civilization abilities, but you cannot gain anything else.

When all players have taken their final income turn, the winner is the player with the most victory points. In case of a tie, the player with the tallest landmark in their capital city is the winner.

We invite you to log your win at [stonemaiergames.com/games/tapestry](http://stonemaiergames.com/games/tapestry)


























# OPTIONAL VARIANTS

















- Before the game, players may agree to remove tapestry cards (e.g., Broker of Peace, Renaissance, Marriage of State, Alliance, and Theocracy) or tech cards (e.g., Radio and Lithium-Ion Battery) that they feel are too powerful or are less interesting than a set of other cards that they'd prefer to use instead.
- **AA** You may choose to roll either Science die.
- **PP AA FF** You may require all players to draw civilizations from the same expansion.
- On income turn 1, draw 2 tapestries instead of 1. Keep 1 and discard the other. (**FF** The Psionics draw 3, keep 1, and discard 2.)
- Whenever drawing a civilization, always draw 2, keep 1, and discard the other. (**FF** The Psionics draw 3, keep 1, and discard 2.)
- When playing with the neoprene edition of the board, gaining the bonus of Nanotechnology requires discarding 2 tech cards (instead of 3). Players may choose to use this modification with the cardboard edition of the board.
- During setup, instead of using the cities to determine starting placement on the map, place your outposts in the center of the island closest to you. With four players, space the starting positions evenly so no player is left without a neighbor.

## ICON REFERENCE

|   |  |   |   |
|---|--|---|---|
|    | Use abilities from masterpiece card(s), <b>AA</b><br>then civilization mat(s)              |    | Score VP as shown on the revealed spaces<br>of your income mat  |
|    | Gain random civilization mat   |    | Score 1 VP per completed row/column in<br>your capital city   |
|    | Gain tapestry card   |    | Score 1 VP per completed column in your<br>capital city <b>AA</b>   |
|    | Play tapestry card   |    | Score 1 VP per completed row in your<br>capital city <b>AA</b>  |
|    | Score 1 VP per tapestry card; include those<br>in your hand and those on your mat          |    | Refers to landmarks (e.g., on a tech card,<br>indicates a prerequisite that a landmark is<br>sitting on the card) <b>AA</b> |
|   | Refers to you and your neighbors (the<br>players sitting to your left and right)           |  | Score 1 VP per landmark <b>FF</b>   |
|  | Gain income as shown on the revealed<br>spaces of your income mat                          |  | An impassable plot in your capital city   |
|  | Income turn 5 (e.g., use reserved items,<br>immediately before the upgrade step) <b>FF</b> |  | Gain 1 masterpiece card <b>AA</b>   |
|  | Any 1 resource (coin, worker, food, or culture)  |  | You may discard and then replenish the 3<br>revealed masterpiece cards. Then gain 1<br>masterpiece card. <b>AA</b>          |
|  | Any 1 income building (market, house,<br>farm, or armory) <b>AA FF</b>                     |  | Broadcast (repeat masterpiece card effect) <b>AA</b>  |
|  | Gain 1 VP per income building <b>AA FF</b>   |  | Gain 1 inspiration tile <b>AA</b>   |
|  | Advance on any track without benefit or<br>bonus <b>FF</b>                                 |  | Advance on the arts track with benefit (may<br>pay to gain bonus) <b>AA</b>   |
|  | Regress on one of the indicated tracks,<br>with benefit (may pay to gain bonus)            |  | Advance on the arts track without benefit or<br>bonus <b>AA</b>   |
|  | Regress on one of the indicated tracks,<br>without benefit or bonus                        |  | Gain 1 VP per arts track space you've<br>advanced <b>AA</b>   |
|  | Refers to reaching the end of a track.   |   |   |
|  | "would push through the end of a track"  |   |   |



|   |   |
|---|---|
|     | Coin resource   |
|    | Market income building  |
|    | Gain 1 VP per market  |
|    | Invent 1 tech card  |
|    | You may discard and then replenish the 3 revealed tech cards. Then invent 1 tech card   |
|    | Gain 1 VP per tech card   |
|    | Upgrade 1 tech card   |
|    | Upgrade 1 tech card, which you may not upgrade again in this turn <b>AA</b>   |
|    | Perform 2 upgrades, ignoring prerequisites <b>AA</b>  |
|    | Refers to the presence of a charmed tapestry card on your income mat (as a prerequisite for upgrading certain tech cards) <b>FF</b> |
|    | Gain the circle benefit of a tech card in your middle row   |
|    | Gain the square benefit of a tech card in your top row  |
|    | Remove your player token and place it at the start of an advancement track  |
|    | Advance on the technology track with benefit (may pay to gain bonus)  |
|    | Advance on the technology track without benefit or bonus  |
|   | Gain 1 VP per technology track space you've advanced  |
|  | Worker resource   |
|  | House income building   |
|  | Gain 1 VP per house   |
|  | Roll science die, and you may advance on the rolled track with benefit (may pay to gain bonus)                                      |
|  | Roll science die, and you may advance on the rolled track without benefit or bonus  |
|  | Gain the benefit of your current position on any track. (You may pay to gain the bonus.) Use at most 1x/turn.                       |
|  | Advance on the science track with benefit (may pay to gain bonus)   |
|  | Advance on the science track without benefit or bonus   |
|  | Gain 1 VP per science track space you've advanced   |

|   |   |
|---|---|
|     | Food resource   |
|    | Barn income building  |
|    | Gain 1 VP per barn  |
|    | Territory tile  |
|    | Gain 1 VP per territory tile  |
|    | Explore with a territory tile   |
|    | Gain 1 space tile   |
|    | Explore with a space tile   |
|    | Advance on the exploration track with benefit (may pay to gain bonus) |
|    | Advance on the exploration track without benefit or bonus             |
|    | Gain 1 VP per exploration track space you've advanced                 |
|    | Culture resource  |
|    | Armory income building  |
|    | Gain 1 VP per armory  |
|    | Conquer   |
|  | Gain the results of both conquer dice                                 |
|  | Refers to toppling an opponent's outpost                              |
|  | Refers to the resource printed on a territory tile (if any)           |
|  | Gain 1 VP per territory you control                                   |
|  | Advance on the military track with benefit (may pay to gain bonus)    |
|  | Advance on the military track without benefit or bonus                |
|  | Gain 1 VP per military track space you've advanced                    |

# TRACK REFERENCE



## EXPLORATION



Gain 2 territory tiles (always keep territory tiles face up in your supply).

Explore: Place 1 territory tile from your supply on the map, gain 1 VP per aligning side, and gain the benefit on the tile. You may then pay any 1 resource to gain 1 tapestry card.

Explore OR gain 1 farm.

Gain 1 territory tile, then explore.

Gain 1 VP for each territory you control. You may then pay any 1 resource to gain 1 farm.

Gain 1 territory tile and 1 farm. You may then pay any 1 resource to explore.



Gain 2 territory tiles, then explore.

Gain 1 farm, then gain 1 VP for each farm in your capital city. You may then discard 2 territory tiles to gain 5 VP.

Gain 2 territory tiles, then explore anywhere on the map. You may then pay any 1 resource to gain 1 tapestry card.

Gain 1 VP per technology track space you've advanced. You may then discard 3 territory tiles to gain 10 VP.

Gain 3 space tiles, then explore 1 of them (place explored space tiles next to your income mat).

Explore a space tile from your supply (place it next to your income mat). You may then pay any 1 resource to explore another space tile.

### HOW MANY POINTS DO I SCORE WHEN I EXPLORE?

You may score 0-6 VP because your tile has 6 edges. You gain 1 VP for each edge of your tile if that edge partly or fully matches its neighbor.

### WHERE DO I EXPLORE IF THERE ARE NO VACANT SPOTS ADJACENT TO THE TERRITORIES THAT I CONTROL?

In that case, you may not place a tile, and you gain no benefits.

### WHAT HAPPENS IF THE TILES RUN OUT?

Discarded territory and space tiles are not returned to the supply unless explicitly specified. When a tile supply runs out, then nobody may gain that type of tile any longer.



## TECHNOLOGY



**POTTERY**  
Invent: Gain 1 tech card and place it to the right of your capital city mat in the bottom row. If you gained a face-up card, replenish it immediately.

**CARPENTRY**  
Gain 1 tapestry card. You may then pay any 1 resource to gain 1 market.

**STONE TOOLS**  
Invent 1 tech card OR gain 1 market.

**METALLURGY**  
You may discard all 3 face-up tech cards and replenish them. Invent 1 tech card.

**GLASS**  
Gain either a farm, house, or armory. You may then pay any 1 resource to upgrade 1 tech card.

**STEEL**  
Gain 1 VP for each armory in your capital city and gain 1 market. You may then pay any 1 resource to invent 1 tech card.



**RUBBER**  
You may discard all 3 face-up tech cards and replenish them. Invent 2 tech cards (one at a time).

**PLASTIC**  
Gain 1 market, then gain 1 VP for each market in your capital city. You may also pay any 1 resource to upgrade 1 tech card.

**ELECTRONICS**  
In any order, upgrade 1 tech card and gain the circle benefit of 1 tech card in your middle row.

**COMPUTERS**  
Gain 1 VP per military and science track space you've advanced.

**NANOTECHNOLOGY**  
In any order, upgrade 1 tech card & gain the square benefit of 1 tech card in your top row. You may then discard 3 tech cards to gain 10 VP. *The neoprene version of the board changes the bonus cost to 2 tech cards.*

**AI SINGULARITY**  
Remove your player token from the technology track and place it on the starting space of any track. Gain 1 of each resource. This track still counts as complete.

### AFTER USING AI SINGULARITY AND REMOVING MY TOKEN, HOW MANY POINTS DOES GENERATE?

It's as if you have a token on the 12th space of the tech track, so 12 is the number you'd use.














### USING ELECTRONICS, CAN I UPGRADE A TECH CARD FROM THE BOTTOM ROW TO THE MIDDLE AND THEN USE THE CIRCLE BENEFIT OF THE SAME TECH CARD ("DOUBLE-DIPPING")?
























Yes, take the benefit of the upgrade as usual. Also gain a circle benefit of your choice, which could be from the same tech you just upgraded or a different tech card.

### CAN I USE TO REPEAT AI SINGULARITY?

No, without a cube on that space, you can't use other actions to repeat it.

## SCIENCE



|   |  |  |  |   |  |
|---|--|--|--|---|--|
| <b>ASTRONOMY</b><br> | <b>MATHEMATICS</b><br><br> | <b>HERBALISM</b><br><br> | <b>MEDICINE</b><br><br><br> | <b>CHEMISTRY</b><br><br><br> | <b>BIOLOGY</b><br><br> |
| <p>Research: Roll the science die to advance for free (don't gain benefit or bonus).</p>              | <p>Gain 1 tapestry card. You may then pay any 1 resource to gain 1 house.</p>  | <p>Research (don't gain benefit or bonus) OR gain 1 house.</p>   | <p>Gain 1 VP for each tech card in your supply; also gain 1 tapestry card.</p>   | <p>Research to gain the benefit &amp; you may pay to gain the bonus (if any). You may then discard 2 tapestry cards from hand to gain 5 VP.</p>   | <p>Research to gain the benefit &amp; you may pay to gain the bonus (if any) OR gain 1 house.</p>  |

|   |   |   |  |  |   |
|---|---|---|--|--|---|
| <b>ACADEMIC RESEARCH</b><br>           | <b>NUTRITION</b><br><br><br> | <b>PHYSICS</b><br><br><br> | <b>NEUROSCIENCE</b><br><br><br> | <b>QUANTUM PHYSICS</b><br><br><br><br><br><br> | <b>ALIEN BIOLOGY</b><br><br><br><br><br><br><br> |
| <p>Gain the benefit &amp; you may pay to gain the bonus (if any) of your current position on any advancement track.</p> | <p>Gain 1 house, then gain 1 VP for each house in your capital city.</p>  | <p>Advance on 1 of these tracks, then gain the benefit &amp; you may pay to gain the bonus (if any).</p>  | <p>Regress on 1 of these tracks, then gain the benefit &amp; you may pay to gain the bonus (if any).</p>   | <p>Advance on 1 of these tracks, then gain the benefit &amp; you may pay to gain the bonus (if any). Then do it again (same or different track).</p>   | <p>Roll 4 science dice to advance (don't gain the benefits or bonuses). Gain 5 VP per die that would push you off a track.</p>  |

### DO I GAIN A LANDMARK IF I ENTER A NEW TIER DUE TO ?

Yes, if you're the first to enter the tier.

### IF I USE THE OF ACADEMIC RESEARCH, MAY I ALSO USE THE OF THE LITHIUM-BATTERY TECH CARD DURING THE SAME TURN?

Yes. Specifically, you may use each  symbol no more than once per turn; moreover, you may activate a given space on an advancement track no more than once during your turn. As long as you comply with these rules, you may use different  symbols on the same turn.



## MILITARY



**ARCHERY**  
Conquer: Place an outpost on a territory adjacent to a territory you control. Roll the 2 conquer dice and pick 1 of the benefits rolled.

**BLADED WEAPONS**  
Gain 1 tapestry card. You may then pay any 1 resource to gain 1 armory.

**WALLS**  
Conquer 1 territory OR gain 1 armory.

**STANDING ARMY**  
Gain 1 worker and gain 1 VP per territory tile in your supply.

**CAVALRY**  
Conquer 1 territory and gain 1 armory.

**GUNPOWDER**  
Conquer 1 territory and gain 1 tapestry card. You may then pay any 1 resource to gain 1 armory.



**TANKS**  
Conquer 1 territory. If that territory was controlled by an opponent, gain the benefits of both conquer dice.

**WARPLANES**  
Conquer 1 territory anywhere on the map. You may then pay any 1 resource to gain 1 tapestry card.

**ANTI-AIRCRAFT DEFENSE**  
Gain 1 armory and gain 1 VP per tapestry card (in hand and on your income mat, including covered cards).

**NUCLEAR BOMB**  
Gain 1 VP per exploration track space you've advanced. Also play a tapestry card on top of your current tapestry. Only the new card is active.

**DRONE ASSASSINS**  
Score your capital city. You may then discard 3 tapestry cards from hand to gain 10 VP.

**MECHS**  
Conquer 1 territory (gain the benefits of both conquer dice). Also gain a random additional civilization.

### WHEN DO I ROLL THE CONQUER DICE?

You roll them when you conquer (🏰), even if your opponent responds with a trap. In most cases, you gain the benefit shown on 1 of the 2 conquer dice.

### WHEN I CONQUER A TERRITORY TILE, WHEN DO I GAIN THE TILE'S BENEFIT?

When conquering, you only gain the benefit printed on the territory if you roll (❓) on the black die.

### CAN I PLAY TRAP CARDS AFTER MY FINAL INCOME TURN?

No, you may not do so unless your civilization mat explicitly gives you permission to do so.

### WHAT HAPPENS ON THE NUCLEAR BOMB SPACE IF I DON'T HAVE ANY TAPESTRY CARDS IN MY HAND?

In that case, score 1 VP per exploration track space that you have advanced (as usual) but do not play a tapestry card. (Do not take a card from the draw pile and play it face down, as you would during an income turn.)



Gain 1 tapestry card.

Gain 5 VP.

You may then pay any 1 resource to gain an income building of your choice.

Create: Gain a masterpiece card (always choose from 1 of the 3 face-up cards or the top card of the deck).

Gain 1 VP per territory tile in your supply and gain 1 VP per tech card in your supply.

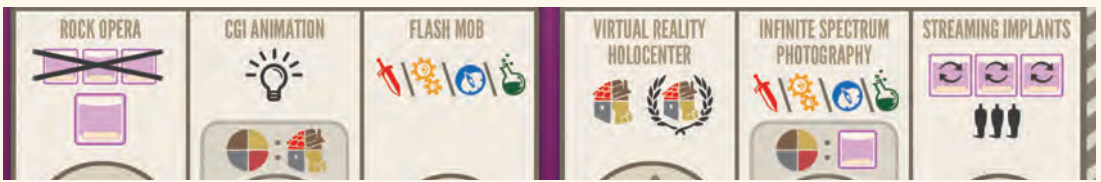
Inspire: Place an inspiration tile on your income mat, covering the relevant income track.

You may then pay any 1 resource to gain a masterpiece card.

Broadcast:  
• Gain the benefit of 1 of your masterpiece cards.

OR

• Gain an income building of your choice.



You may discard all revealed cards next to the masterpiece deck, then replace them from the deck. Lastly, gain 1 masterpiece card.

Inspire: Place an inspiration tile on your income mat, covering the relevant income track.

You may then pay any 1 resource to gain an income building of your choice.

Advance on 1 of these tracks, then gain the benefit & you may pay to gain the bonus (if any).

Gain any 1 income building, then gain 1 VP for every income building in your capital city.

Advance on 1 of these tracks, then gain the benefit & you may pay to gain the bonus (if any).


You may then pay any 1 resource to gain 1 masterpiece card.

Gain the benefit of up to 3 different masterpiece cards (yours or your neighbors').

### WHAT DOES THE COST SYMBOL MEAN FOR TIER II OF THE ARTS TRACK?

You need to spend 2 different resources.

### WHEN I GAIN A SINGLE-USE MASTERPIECE CARD THAT HAS A COST, MAY I PAY TO USE THAT CARD AT ANY TIME?

You may only use your masterpiece cards during the first step of an income turn, or when you gain the broadcast () benefit. Flip your single-use masterpiece card after using it so that you don't accidentally use it again.

# TECH CARD REFERENCE



- Gain 1 house.
- Gain 1 worker.



- Gain 1 VP for each farm in your capital city.
- Gain 1 farm.



- Gain 1 VP for each armory in your capital city.
- Gain 1 armory.



- Gain the circle benefit of 1 tech card in your middle row.
- Gain the square benefit of 1 tech card in your top row.



- Advance on the exploration track. Gain the benefit & you may pay to gain the bonus (if any).
- Gain 1 food.



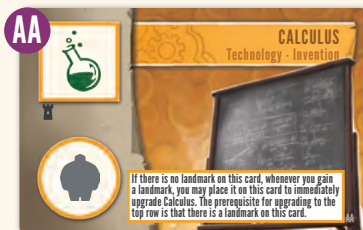
- Advance on the technology track. Gain the benefit & you may pay to gain the bonus (if any).
- Gain 1 coin.



- Place the Bakery in your capital city.
- Gain 4 VP.



- Place the Barn in your capital city.
- Gain 3 VP.



- Advance on the science track. Gain the benefit & you may pay to gain the bonus (if any).
- Gain 1 worker.



- Gain 7 VP.
- Gain 1 culture.



- Gain 7 VP.
- Gain 1 food.



- Gain 1 VP per technology track space you've advanced.
- Advance on the technology track (no benefit/bonus).



- Explore (place 1 territory tile).
- Gain 2 territory tiles.



- Place the Com Tower in your capital city.
- Gain 5 VP.



- Gain 1 VP for each market in your capital city.
- Gain 1 market.



- Upgrade 1 tech card twice or 2 tech cards once each, ignoring prerequisites.
- Gain 1 culture.



- Gain 1 VP for each territory you control.
- Conquer 1 territory.



- Gain 1 VP for each of your tech cards.
- Invent 1 tech card.



- Advance on the military track (no benefit/bonus). Then gain 1 VP per military track space you've advanced.
- Score 1 VP per landmark.



- Gain 1 farm.
- Gain 1 food.



- Explore a space tile from your supply.
- Gain 1 space tile.



- Explore using a space tile from your supply. Flip this tech.
- Explore a territory tile or gain a space tile.



- Place the Library in your capital city.
- Gain 3 VP.



- Gain 1 market.
- Gain 1 coin.



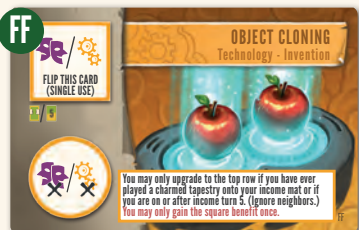
- Gain the benefit & pay to gain the bonus of your current position on any track. Use at most 1x/turn.
- Gain 4 VP.



- Advance on the arts track. Gain the benefit & you may pay to gain the bonus (if any).
- Gain any 1 resource.



- Advance on the science or military track. Gain the benefit & you may pay to gain the bonus (if any). Flip this tech.
- Advance on the science or military track (no benefit/bonus).



- Advance on the arts or technology track. Gain the benefit & you may pay to gain the bonus (if any). Flip this tech.
- Advance on the arts or technology track (no benefit/bonus).



- Gain 1 masterpiece card.
- Gain any 1 resource.



- Gain 1 VP per arts track space you've advanced.
- Advance on the arts track (no benefit/bonus).





- Gain 1 VP for each house in your capital city.
- Gain 1 house.



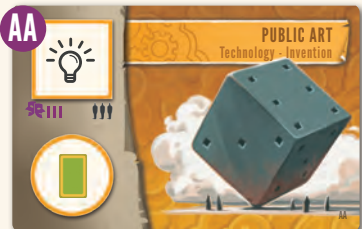
- Gain 5 VP.
- Research (no benefit/bonus).



- Advance on the science or artstrack. Gain the benefit & you may pay to gain the bonus (if any). Flip this tech
- Advance on the science or arts track (no benefit or bonus).



- Play a tapestry card on top of your current tapestry.
- Gain 1 tapestry card.



- Gain 1 inspiration tile.
- Gain 1 tapestry card.



- Score 1 VP per territory controlled, plus 1 VP per army.
- Gain an army.



- Gain a random additional civilization.
- Gain 3 VP.



- Research with benefit (may pay for bonus). Flip this tech.
- Gain a random territory tile. Explore anywhere.



- Gain 1 army.
- Gain 1 culture.



- Gain 1 VP per military track space you've advanced.
- Advance on the military track (no benefit/bonus).



- Place the Stock Market in your capital city.
- Gain 5 VP.



- Gain an income building of your choice.
- Gain 4 VP.



- Advance on the exploration or military track. Gain the benefit & you may pay to gain the bonus (if any). Flip this tech.
- Advance on the exploration or military track (no benefit/bonus).



- Explore twice
- Score 1 VP per territory tile in your supply.



- Advance on the exploration or technology track. Gain the benefit & you may pay to gain the bonus (if any). Flip this tech.
- Advance on the exploration or technology track (no benefit/bonus).



- Gain 1 VP per territory tile in your supply.
- Gain 1 culture and 1 territory tile.



- Gain 1 market, house, or farm.
- Gain 1 tapestry card.



- Regress on 1 of these tracks (no benefit/bonus).
- Gain 1 coin.



- Gain an income building of your choice.
- Invent 1 tech card.



- Gain 1 culture and 4 VP.
- Gain 1 coin.



- Place the Treasury in your capital city.
- Gain 4 VP.



- Gain 1 VP per science track space you've advanced.
- Advance on the science track (no benefit/bonus).



- Advance on the military track. Gain the benefit & you may pay to gain the bonus (if any).
- Gain 1 culture.



- Conquer 1 territory.
- Gain 1 worker.



- Gain the benefit (may buy bonus) of your current position on any track. Flip this tech.
- Explore.



- Gain 1 VP per exploration track space you've advanced.
- Advance on the exploration track (no benefit/bonus).

# AA MASTERPIECE CARD REFERENCE



Gain 1 VP for each of your tech cards. Gain any 1 resource.



Gain an income building of your choice. Gain any 1 resource. After using, flip face down; this may not be used again this game. Opponents may not gain the benefits of this card.



Gain 1 VP for each filled row in your capital city. Gain any 1 resource.



Gain 1 VP for each of your armories and 1 VP for each of your barns. Gain 1 food or 1 culture.



Gain 1 territory tile and any 1 resource.



Upgrade 1 tech card, which you may not upgrade again in this turn.



You may spend any 1 resource to advance on the arts track with benefit. (You may pay to gain the bonus.)



Gain 1 VP for each territory you control. Gain 1 culture.



Gain 1 VP for each of your markets and 1 VP for each of your houses. Gain 1 worker or 1 coin.



Gain 1 VP for each of your tapestry cards. Gain any 1 resource.



Gain 1 VP per military track space you've advanced.



Gain 1 VP per exploration track space you've advanced.



You may spend any 1 resource to gain the benefit of your current position on any track. (You may pay to gain the bonus.) After using, flip face down; this may not be used again this game. Opponents may not gain the benefits of this card.



Gain 1 VP for each filled column in your capital city. Gain any 1 resource.



Gain 1 VP per science track space you've advanced.



Gain 4 VP. Gain any 1 resource.



Gain 1 VP per technology track space you've advanced.



Gain 1 tapestry card. Gain any 1 resource.



Gain 1 VP per arts track space you've advanced.



Conquer 1 territory containing no outposts or any other items.

# FREQUENTLY ASKED QUESTIONS

## INCOME TURNS

**When do I gain the income shown beneath each income building of my mat?**

Moving an item from your income mat does not immediately generate income. Instead, you will gain income during each income turn from spaces of your mat that you have uncovered.

**Should I play a tapestry card onto Maker of Fire during income turn 1?**

Unless otherwise directed by your civilization mat, you do not play a tapestry card during income turn 1.

**Older versions of the game said we could not play a tapestry card in era 5. Now we can? Which is right?**

Income turn 5 did not and does not have a step in which you play a tapestry card onto your mat. With **FF** in use, you will use reserved items during income turn 5 just before you upgrade (i.e., when you'd usually play a tapestry card). Some civilizations—specifically, Merfolk and Elder Ones—may continue playing after income turn 5.

For consistency, regardless of whether **FF** is in play, the rules for all civilizations are now that if you ever have an opportunity to play a tapestry card on or after income turn 5, you may place it on top of your era 4 stack. This is extremely rare unless you have the Merfolk or Elder Ones. In previous versions of the game, you would not have been allowed to play such a tapestry card at all during income turn 5.

**Where do I play a tapestry card as a result of masterpiece or civilization abilities during the first step of an income turn?**

Very rarely, you might get to play a tapestry card during the first step of an income turn, as a result of civilization or **AA** masterpiece abilities. (For example, your civilization might have the ability to upgrade a tech card, and upgrading Printing Press to the top row would then cause you to play a tapestry card.) In that case, because your income turn has started, you have entered the new era, so you would play onto the new era's tapestry spot of your income mat (except in the case of income turn 5, as noted above, you would play onto the era 4 stack).

## TRACKS

**What order do I gain landmarks, benefits, and bonuses?**

The precise order is: (1) If a landmark is gained by advancing, place the landmark first. (2) Gain the benefit(s), which you may do in any order unless the reference guide specifies an order. (3) You may pay for the bonus, if one is offered. Note that if gaining a landmark enables you to finish a district that generates a resource, then you may use that resource to pay for your bonus.

In most cases, the placement of a landmark does not affect how any benefit or bonus plays out. In that case, to keep the game moving, you may defer placing your landmark to the end of your turn, so the next player may start their turn.

**If I arrive at a new tier first on an opponent's turn, or I complete a track on an opponent's turn, do I immediately gain the landmark or score the achievement (respectively)?**

Yes and yes.

**If I complete a second track, may I score the achievement twice? May I at least place a token there to block my opponent from scoring some points?**

No, you may only complete an achievement once.

**May I choose not to use the benefit of a track space?**

No, all benefits are mandatory. All bonuses are optional.

## BUILDINGS AND LANDMARKS

**If I don't have room on my capital city mat, can I still gain a landmark or income building?**

Yes! Gain the building and place it next to your capital city mat (or on a tech card that can hold one).

**If I do have room on my capital city mat, can I gain a landmark or income building but choose to set it aside rather than place it somewhere?**

No, if you gain a landmark or an income building you must use it if you can do so (on your capital city mat or **AA** on another location made possible by the tech and tapestry cards).

**If I get to gain a landmark, and that landmark is already taken, may I choose another?**

No, a landmark may be gained only once, and they may not be substituted for one another.

**If I get to gain an income building of a certain type, and I have already placed all of that type, may I choose another?**

No, income building types may not be substituted for one another.

## SPECIFIC CIVILIZATION MATS

**Some civilization adjustments require losing a resource. How is this possible?**

You lose the resource at the end of income turn 1.

**Suppose you are the Inventors and have a token on a tech card in an opponent's middle row, and the opponent upgrades it to the top row. What happens?**

Your opponent gets the square benefit, then you do, and finally you move the card to your bottom row. **FF**  
If the stolen card is a "SINGLE-USE" card, then you must flip it and may not further upgrade it.

**Does the middle island count as a wildcard type when scoring the Isolationists' continuous landmass?**

No, a continuous landmass must be directly connected. The center island is surrounded by water.

**May the Heralds copy covered cards?**

No, the Heralds must place a token on the card to be copied, which means they may only copy topmost cards.

**PP Can the Recyclers immediately recycle a tech card back down to the bottom row?**

Moving a tech from the Recyclers' top row to the bottom row takes a separate upgrade action. That means if you upgrade a tech to the top row, you must then have a second upgrade available to move it from the top row to the bottom row.

**AA When the Urban Planners set aside a landmark for future use, may they use those landmarks at any time? Can they use 2 landmarks on the same turn?**

Yes and yes.

**FF How does the Scouting advancement combine with Psionics?**

Psionics get 1 additional option for each tile they draw. So instead of just drawing 2 tiles, you draw 2 and keep 1, then draw 2 and keep 1. Shuffle each leftover tile back into the supply.

**FF When the Werefolk use their civilization ability, and the tile lands face up, may the Werefolk "regress" on a track using a player token that is on the track's starting spot?**

No, the intent is that you only explore with the space tile if a player token actually moves back 1 space on its track.

## SPECIFIC TAPESTRY CARDS

**Do the Marriage of State and Espionage tapestry cards create an infinite loop?**

Thematically, a particular “marriage of state” can only happen once. So if a copy of Marriage of State ever comes into play (through Espionage or any other civilization or tapestry interaction) while another Marriage of State is still active, the copy must choose a different track. This prevents an infinite loop.

**What happens if you use a special benefit/ability to play Technocracy on top of a “this era” card?**

When you play it, if nobody else is in the era, you gain the big benefit. Otherwise, gain the small benefit.

**Does Plague make you lose your starting benefits when you lose a civilization mat?**

No, you don’t lose anything you’ve already gained.

**If my opponent plays Dictatorship, which stops people from moving on a track, may I use Socialism to move on that track?**

No. You may play Socialism. However, Dictatorship prevents movement, and Socialism (played after Dictatorship) does not remove that restriction. Therefore, playing Socialism will not enable you to move on the restricted track.

**Does Colonialism let you gain resources from the middle island?**

No, the card specifically refers to territory tiles. The territories printed on the map are not tiles.

**If I use Revolution to stand one of my outposts upright, can I take away another player’s 2 Toppled Outposts achievement?**

No, you cannot take away an achievement that has been gained. However, if you use Revolution before the achievement is gained, then your newly-upright outpost would no longer count as toppled, making it more difficult for your opponent to gain the achievement in the future.

**PP Can a trap card, Double Cross, and a Retreat all be played on the same turn?**

No. When the first trap is played, the conquer action fails. Then the Double Cross causes the trap to fail. You wouldn’t then have an option of playing Retreat because a Retreat can only be played in response to a conquer action and you’ve already “moved on” from the conquer.

**AA When National Parks is in effect, do I get to roll both dice and pick a benefit, or do I have to pick a die to roll first?**

You choose a die, roll it, and gain that benefit.

**AA If I use Espionage on an opponent’s Entertain the Masses card, do I steal the stadium landmark?**

No. A landmark may be gained only once.

**AA What does it mean to put a landmark on a tapestry card (e.g., Commercial Center)?**

Some tapestry cards feature building plots. Buildings may be placed on these cards instead of in your capital city.



- Landmarks may be placed on these cards, and may extend beyond the card’s grid.
- Income buildings may also be placed on these cards instead of in your capital city; when counting income buildings to score them, include any sitting on tapestry cards.

When placing a building on a tapestry card, follow the instructions on the card. You either gain a benefit after the whole plot is covered, or you gain a benefit for each space you covered with the newly placed building. For example, each of the four spaces of Commercial Center provides you with a benefit when covered.

**AA How does Dark Ages work with the arts track?**

This card from the base game tells a player to “Regress once on 3 different advancement tracks if possible, then advance three times on the remaining track. Do not gain any benefits or bonuses.” When playing with the arts track, you may choose which 1 of the 2 remaining tracks to advance on three times.

**FF If it’s era 5, and I play a tapestry card that reserves an item, may I use that item immediately?**

Yes.

**FF How does Age of Sail combine with Psionics?**

Psionics get 1 additional option for each tile they draw. So instead of just drawing 3 tiles, you draw 2 and keep 1, then draw 2 and keep 1, and finally draw 2 and keep 1. Shuffle each leftover back into the supply. (Most players won’t mind if you draw 6, keep 3 and return 3, if doing so enables you to finish your turn faster.)

## OTHER GENERAL QUESTIONS

### Are alliances or trades allowed?

You may make and break deals with opponents (e.g., “I won’t advance on exploration if you don’t advance on military,” or “I won’t conquer you if you won’t conquer me”), but you can’t exchange anything tangible. And beware: It is possible that your opponent will betray your agreement!

### What happens if we run out of tech or tapestry cards?

Shuffle the discards to rebuild the draw pile. If there are no discards—literally all are in use or in players’ hands—then nobody may draw further cards of that type (and you have either made mistakes while playing, or we congratulate you on playing the Greatest Game of All Time).

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# CIVILIZATION ADJUSTMENTS

As we complete this expansion, a thorough review of all data for civilization adjustments--some more than just a starting resource/VP change—is in progress. When that review is complete (potentially including data from this expansion), we will release final updated civilization mats. For now, these adjustments are made at the start of all games of Tapestry with any combination of the base game and/or expansions. No adjustments are made when gaining civilizations during the game.



## ALCHEMISTS

When starting the game with the Alchemists, gain and 10 VP.



## ARCHITECTS

When starting the game with the Architects, place 1 cube per opponent on your capital city to create an impassable plot. Each cube must be placed in a different district.



## COLLECTORS

If you start the game with the Collectors, gain .



## ENTERTAINERS

When starting the game with the Entertainers, gain and 10 VP.



## FUTURISTS

When starting the game with the Futurists, lose and of your choice.



ADVISORS, ALIENS, CRAFTSMEN, GAMBLERS, HERALDS, INVENTORS, ISLANDERS, LEADERS, MILITANTS, NOMADS, RELENTLESS, RENEGADES, TREASURE HUNTERS  
no change



## HISTORIANS

When starting the game with the Historians, at the end of your first income turn, draw tapestry cards until you find a "When Played" or "Continuous" card. Discard the others, and you may play a "When Played" or "Continuous" tapestry card on top of Maker of Fire. The Heralds may not play the Renaissance card over Maker of Fire.



## INFILTRATORS

When starting the game with the Infiltrators, do not gain .



## ISOLATIONISTS

When starting the game with the Isolationists, also gain .



## MERRYMAKERS

When starting the game with the Merry-makers, gain .



## MYSTICS

When starting the game with the Mystics, gain .



## RECYCLERS

When starting the game with the Recyclers, upgrade a tech card.



## RIVERFOLK

When starting the game with the Riverfolk, you may not choose the Cloud City.



## SPIES

When starting the game with the Spies, lose .



## THE CHOSEN

When starting the game with the Chosen, gain 15 VP per opponent.



## TINKERERS

When starting the game with the Tinkerers, each opponent gains a tapestry card and a tech card from the deck.



## TRADERS

When starting the game with the Traders, gain and 10 VP.



## URBAN PLANNERS

When starting the game with the Urban Planners, gain in 1-3 player games or any in 4-5 player games.



## UTILITIARIANS

When starting the game with the Utilitarians, lose .

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