



THE GREAT LIBRARY

SOLO RULES

Zotikós, the King's favored librarian, moves through Alexandria like a shadow.

He competes for manuscripts, royal favors, and scholarly prestige, methodically building his legacy within the Great Library.

His ambition knows no bounds, and every scroll he gathers brings him closer to immortal glory.

Only one name will echo through history. Will it be yours, or his?

ZOTIKÓS COMPONENTS:



Zotikós' Workshop



Zotikós' Action deck
(9 cards)



Generation deck
(7 cards)



9 Study tiles



4 Harbor tiles

After taking Zotikós components, choose a non player color for Zotikós and gather the following:

- 1 Turn Order marker, 1 Renown marker, 1 Fleet marker, 1 Starting Scribe, 3 Knowledge dice, 3 Academy tokens, 5 Ship Location tiles, 4 Captain tokens, 2 Local Scholars, 4 Invited Scholars, 4 Invited Scholar Location tiles, 12 Seals, 1 Time die.

DIFFICULTY MODIFIERS

Before starting, choose a difficulty modifier. The modifier determines a few extra rules that affect Zotikós actions.

APPRENTICE SCRIBE (EASY):

- When Zotikós gains a Craft tile, place it below his Workshop.
- When his Fleet returns to Alexandria, place his Craft tiles on the lowest numbered empty shelf spaces in his Workshop, and place a Seal on each one. He scores 3 Renown for each craft tile as normal.

CHIEF LIBRARIAN (MEDIUM):

- When Zotikós gains a Craft tile, he immediately places it on the lowest numbered empty shelf space in his Workshop, places a Seal on it, and scores 3 Renown.
- When his Fleet returns to Alexandria, he scores 2 Renown for each Crate resource below his Workshop.

KEEPER OF THE LOST KNOWLEDGE (MEDIUM +)

- Same rules as Chief Librarian, but in addition, he can Fulfill one King's Request (see page 5) as soon as he places it on the lowest numbered empty shelf space in his Workshop, places a Seal on it, and scores 3 Renown. If he does that, he takes the top left card from the Palace and places it on his board.

RIVER OF WISDOM (HARD):

- Same rules as the Keeper of the Lost Knowledge, but when his Fleet returns to Alexandria, he increases the value of the Knowledge die on each of Zotikós' Scribes already in the School by 2. At the end of the game he scores 2 Renown for each Crate resource below his Workshop.




GAME SETUP

Same as the **2-player game** with the following changes:

- A. Zotikós gets **1 Starting King's Request** card at random. Place it face up on the rightmost indicated space in his Workshop. Take a **Starting Manuscript** tile that matches the specialty shown on his King's Request card, placing it on his shelf space numbered '1'. Place one of his Seals on it.
- B. Give Zotikós **2 Pinax tiles** at random. Without looking at them, place them face down on the indicated space in his Workshop.
- C. Place one of the unused **Time dice** to a value of 1 on its proper place on Zotikós' Workshop.

ZOTIKÓS SETUP



1.  Set the **Knowledge die** on Zotikós' Starting Scribe to a value of 2 instead of 1. Place his remaining 2 Knowledge dice as normal.
2. Shuffle Zotikós' 5 **Ship Location tiles**, 4 **Harbor tiles**, and 9 **Study tiles** separately, then place each stack face down in its designated space in his Workshop.
3. Place Zotikós' 4 **Captain tokens** below his Harbor tiles in his Workshop.
4. Shuffle Zotikós' 7 **Generation cards**, and place them face down in one of the indicated spaces to the left of his Workshop.
5. Shuffle Zotikós' 9 **Action cards**, and place them face down in the indicated space in his Workshop. Take the top Action card and, without looking at it, place it face down next to his Workshop (he will not play this card during the first Generation).
6. Shuffle Zotikós' 4 **Invited Scholar Location tiles**, and place them on the indicated space of his Workshop in a face-down stack. Place Zotikós' 4 **Invited Scholars** in their proper spaces below his stack of Invited Scholar Location tiles.
7. Place Zotikós' 2 **Local Scholars** and his remaining 11 **Seals** next to his Workshop.

INAUGURATION ROUND

You perform the steps of the inauguration round, but Zotikós does not. As in a **2-player game**, gain either 7 or 9 Time depending on your position in turn order.



ZOTIKÓS AND HIS SCRIBES



Zotikós ignores the age of his **Scribes** (they are played face down). Each of his Scribes starts with 2 Knowledge and increases by 2 (to a maximum of 6) whenever their Knowledge is increased. Knowledge on his Young Scribes is not doubled.

1. PLANNING PHASE

In reverse turn order, you and Zotikós each take a turn placing 1 of your Local Scholars below a Generation tile on the Generations track. Each time Zotikós' places a Local Scholar, reveal the top card of his Generation deck and place the Local Scholar below the corresponding Generation tile. If there is no space available reveal another card to determine the placement.

- You must pay 2 Time to place a Local Scholar below the same Generation tile as one of Zotikós' Local Scholars.
- If Zotikós places a Local Scholar below the same Generation tile as one of your Local Scholars, you gain 2 Time.

2. EXECUTION PHASE

Note: Zotikós does not gain or pay Time, Crate resources (except gaining them during a Navigation action), Research tokens, Translation Stones, or King's Grace tokens.

ZOTIKÓS' TURN

When it is Zotikós' turn, follow these steps:

1. **Fulfill a King's Request.** If he can fulfill one of his King's Requests, he does so and ends his turn. If not, proceed to step 2.
2. **Perform an Action.** If he still has one or more cards in his Action deck and you have not yet taken the Read action, proceed to step 2a. Otherwise, if he still has one or more Local Scholars below a tile on the Generations track, proceed to step 2b. Otherwise, proceed to step 3.

a.



Reveal an Action card. Reveal the top card of his Action deck. He will attempt to perform the action indicated on it. If he does so, he then ends his turn. If not, he performs the **Navigation** action (see page 7).

b.



Use a Local Scholar. He will use his leftmost Local Scholar on the Generation track to attempt to perform the action of the Generation tile it is below. If not, return his Local Scholar next to his board and he instead performs the **Navigation** action.

3. **Read.** He will perform the Read action and end his turn.

If you have performed the **Read** action during this Generation, you will gain 2 Time for each time when Zotikós performs 1 or 2 above



1. FULFILL A KING'S REQUEST

If Zotikós has enough Manuscript tiles, Great Works, and/or Craft tiles in the shelf spaces of his Workshop to fulfill one of his King's Request cards:

- a. Fulfill the requirements using one tile at the time in **ascending numeric order** from his workshop, and place that in the Great Library.



When placing a tile in the Great Library, check from **top to bottom**, then, **left to right** (i.e. check the leftmost column first).

Place the tile in the first available space where Zotikós can score Renown according to the current Head Librarian tile. If no such space is available, he places the tile in the last available space in the Library.

- If Zotikós places a Great Work or Craft tile on a space that contains a **Library Location** tile, shuffle it into his **Ship Location** tiles stack.
 - If Zotikós scored Renown for one or more of your orthogonally adjacent tiles in the Great Library, gain a **Library token** for each tile as normal.
- b. After placing all required tiles in the Great library, place the fulfilled King's Request card face down in a pile next to his Workshop. Zotikós ignores the Time cost and rewards on the King's Request card.
- c. Then, fill any gaps in his shelf spaces by sliding his remaining Manuscripts, Great Works, and Craft tiles from higher numbered shelf to lower numbered shelf spaces. His turn is now over.

Note: If Zotikós can fulfill more than one of his King's Request cards, he fulfills the leftmost card in his Workshop and then slides the other to the left.

Example:



Zotikós is fulfilling his starting King's Request card, which shows an **Arts** requirement and a requirement of another specialty. He has an **Arts** Manuscript on a shelf

space in his Workshop, so he places it next to the Starting Craft tile in the Great Library, scoring 4 Renown. He also has a **Laws** Manuscript, which he places below his **Arts** Manuscript, scoring 3 more Renown for a total of 7. If he were unable to score his **Laws** Manuscript, he would have placed it in the lower-right corner, the last available space in the Library.

2. PERFORM AN ACTION

While you have not yet performed the **Read** action, Zotikós uses the topmost card in his Action deck to attempt to perform an action, see **2a. Reveal an Action card** (page 6).



Once you have taken the Read action, or if Zotikós has no more cards remaining in his Action deck, he will use his leftmost Local Scholar below a tile on the Generations track to attempt to perform an action, see **2b. Use a local Scholar** (page 7).

- If he cannot do this either, because he has no Local Scholars remaining on the Generations track, he will perform the **Read** action, see **3. Read** (page 7).

2a. REVEAL AN ACTION CARD

Reveal the top card of Zotikós' Action deck and perform the action indicated on it:



GENERATION CARD

Reveal the top card of Zotikós' Generation deck and attempt the shown action. If he has a Local Scholar below the Generation tile

showing the indicated action:

- If it's the last Local Scholar there, advance the Generation tile.

Place the Scholar on the first empty space at that Location (or beside his Workshop if full), and attempt to perform the Location's action.

- If he is unable to take the action, he performs the **Navigation** action instead.



LOCATION TILE

Reveal the top tile of Zotikós' **Ship Location tiles** stack and attempt to perform the leftmost indicated action (or the only action if it is a

Library Location tile) ignoring any bonuses.

- If he is unable to perform the leftmost action, he attempts to perform the rightmost action instead (if there is one).
- If an Invited Scholar Location tile was revealed, send the matching Invited Scholar to the first empty Scholar space at the Location before resolving the action. Then place the Location tile face down next to his Workshop, and discard the used Location tile.
- If he is unable to take the action, he performs the **Navigation** action instead.



TIME DIE

Zotikós chooses the topmost unused Time die in this order of preference: 1 or 6, then 2 or 5, and finally 3 or 4.

Move the chosen die left to cover its Location. If the die shows 1–3, he targets the top Location; if 4–6, the bottom; or Navigation if he chooses the bottommost die.

- If he is unable to take the action, he performs the **Navigation** action instead.





Example:



The unused Time dice from top to bottom have the values 3, 5, 2, and 4. Zotikós selects the 5-value die (it is the topmost between the 2 and the 5). He moves the die to the left and attempts to perform a Scriptorium action.

2b. USE A LOCAL SCHOLAR

Locate Zotikós' leftmost Local Scholar below a Generation tile on the Generations track.

- If the Local Scholar is the last one below that Generation tile, advance the Generation tile as normal (to the space to the right of the rightmost Generation tile, or by one space if it is already the rightmost).

Place the Local Scholar onto the first empty Scholar space at the Location indicated on the Generation tile. If there are no Scholar spaces at the Location, instead place the Local Scholar beside his Workshop. Attempt to perform the Location's action.

- If he is unable to take the action, he performs the **Navigation** action instead.

2c. READ


When passing, Zotikós always chooses to be first in turn order if it is available.

ZOTIKÓS' ACTIONS



NAVIGATION

Move Zotikós' Fleet marker counter clockwise to the first space where he can perform an action, load crate resources or where he can take a Craft tile.

- If Zotikós ends his movement in the same space as your Fleet, you gain 1 Crate resource of your choice from the general supply. If you end your movement in the same space as his Fleet, you must pay 1 Crate resource to the general supply.
- If he ends his movement in a space with a Craft tile, he gains the Craft tile, placing it either below his Workshop or on a shelf space in his Workshop, depending on your chosen difficulty modifier.
-  If he ends his movement in a space with the left icon take any 2 Crate resources from the general supply and place them below his Workshop.
- If he ends his movement in a space indicating a Location action, and the Merchant ship icon, he takes 1 Crate resource from the general supply and places it below his Workshop, then performs the action. See below for how he performs each of his Location actions.

Note: When moving his Fleet, Zotikós does not receive Research tokens or gain Translation Stones.



Example:



If Zotikós ends his movement in the first space, as it has a loading icon, take any 2 Crate resources from the general supply and place them below his Workshop. He does not gain the Research token benefit of the space. If Zotikós ends his movement in the space in which his Fleet is shown, take any 1 Crate resource from the general supply and place it below his Workshop and then he attempts to perform the Harbor action.



HARBOR

Reveal the top tile of Zotikós' Harbor stack and place one of his Captain tokens on the indicated space in the Harbor. For the spaces to the right of the dotted line, place the token on the single cost space if it is available, or on the double cost space otherwise. Place the Harbor tile face down next to his Workshop.

1. Place the Captain token on the space to the left of the line showing 3 Time symbols.
 2. Place the Captain token on a space to the right of the line that costs 1 or 2 of the indicated Crate resource or Time.
- If he cannot place the token on an indicated space, he performs the **Navigation** action instead.



PALACE

Take the top King's Request card from the deck in the toprightmost space of the Palace display. Zotikós may only have at most two King's Request cards.

- If he already has two King's Request cards, he performs the **Navigation** action instead.



SCHOOL

Increase the value of the Knowledge die on each of Zotikós' Scribes already in the School by 2.

- If Zotikós has fewer than 3 Scribes in the School, roll his Time die to determine which Scribe Zotikós will place in the School from the Residence, where 1 indicates the leftmost Scribe and so on up to 6 being the rightmost. Then, repeat this step one more time. If he rolls the same number, re-roll until he rolls a different number.
1. Place each Scribe face down on the space matching their specialty. If that space already has a Scribe in it, instead place them on the first empty non-specialist space (from left to right).
 2. Place one of Zotikós' dice on each Scribe he placed in the school, set to a value of 2 (regardless of the Scribe's age).
 3. Refill each empty Scribe space in the Residence in the normal way from the stacks next to the Main board.



- If Zotikós is not able to increase the total Knowledge of his Scribes in any way (by increasing the value of a Knowledge die value or placing a new Scribe), If he is unable to perform the action, he performs the **Navigation** action instead.



SCRIPTORIUM

Move up to 2 of Zotikós' Scribes from the School to the Scriptorium. Prioritize Scribes with a higher value Knowledge die over those with a lower value die, from

left to right in case of a tie. Place these Scribes in the leftmost empty space(s) in the Scriptorium.

Zotikós translates Manuscripts that match these Scribes' specialties up to their total Knowledge value.

When choosing which Manuscripts to translate, he will always prioritize translating the most Manuscripts he can over every other consideration. Once you have determined the highest number of Manuscripts he can translate, choose these Manuscripts one at a time according to the following order of priorities:

1. **Higher Renown:** He will prioritize a Manuscript with a higher Renown.
2. **Matching King's Request:** He will prioritize a Manuscript that matches any of the specialties shown on his King's Request card(s).
3. **Fewest of:** Next, he will prioritize a Manuscript of the specialty he has the fewest Manuscripts of.

4. **Rightmost two spaces:** Then, he prioritizes a Manuscript in the rightmost two spaces in the Scriptorium.

- If any of his Scribes in the Scriptorium have unused Knowledge, that is lost.

For each translated manuscript, place it on Zotikós' board, left to right and mark it with one of his seals. Award Renown for each newly placed manuscript.

- If Zotikós does not have any Scribes available or is not able to translate any Manuscripts, he performs the **Navigation** action instead.

Example:



*Zotikós visits the Scriptorium. In the School he has three Scribes with Knowledge values 4 (**Arts**), 5 (**Medicine**), and 2 (**Laws**). He moves the two with the highest values, the **Arts** (5) and **Medicine** (4) Scribes to the Scriptorium, placing them in the leftmost empty spaces.*

*Among the Manuscripts on display, Zotikós first determines that he can translate a maximum of 2 with 9 Knowledge. Following his priorities, he takes the **Medicine** (5) Manuscript first because it*



matches a King's Request, then claims the Arts (4) manuscripts to maximize his total translations.



He translates two manuscripts, spending all 9 Knowledge, and gains 5 Renown. He places the tiles on his board from left to right and marks each with one of his Seals. Any unused

Knowledge would be lost, but in this case none remains.

GARDEN



Just like a player, Zotikós must have Manuscripts and / or Great Works or Crafts in the Library shown on the Scholar card in order to take it. If

there is more than one Scholar card he can take, he takes the bottom most Scholar card. Then:

1. Shuffle the top tile from his Invited Scholar Location stack into the Ship location tiles stack. It's now available to draw.
2. Place the Scholar card net to his board.
3. Immediately move the related Invited Scholar to the first (leftmost or topmost) empty Scholar space at the Location indicated on the Invited Scholar card and perform the action. If he is unable to perform

this action, he performs his Alternate Action (Navigation) instead.

- If Zotikós is not able to take an Invited Scholar card, he performs the **Navigation** action instead.



ACADEMY

Reveal the top tile of Zotikós' Study stack and advance his Academy marker on the corresponding Knowledge track to the space just before the next Breakthrough space.

- If Zotikós' Academy marker is in a zone that gives him a Great Work:

He takes the one matching the specialty of that track. Place it in numeric order on a shelf space in his Workshop, place a Seal on it, and give him Renown for it.

- If the zone also grants a King's Request card (when taking a Great Work from zone I), he takes the topmost, leftmost King's Request card. If he already has 2 King's Request cards, he ignores this benefit.
- If the zone also grants a Pinax tile (when taking a Great Work from zone II), he takes the topmost available Pinax tile from the Time and Pinax board. Place it face down next to his Workshop.
- If the Great work he needs to take is no longer available, he just takes what he can, (the Palace card or the Pinax tile) and then he performs the Navigation action.



- If he takes the Great work, reset his corresponding Academy marker to the leftmost (starting) space.

Example:






*Zotikos takes an Academy Action. His Academy marker is to the left of Zone 1 breakthrough. Since a **Laws Great Work** is in stack 1,*

Zotikós takes it along with a King's Request card, and then resets his Academy marker.

3. THE END OF GENERATION PHASE

1. Return Zotikós' Fleet marker to Alexandria.
Chief Librarian, Keeper of the Lost Knowledge, or River of Wisdom difficulty modifier: He scores 2 Renown for each Crate resource below his Workshop and returns the resources to the general supply.
2. Reveal the top tile of his Study stack and take the indicated Manuscript from the Harbor and place it below the Lighthouse space in the Scriptorium. Place it below the Lighthouse space with the fewest Manuscripts (leftmost if tied).
3. If you have any Local Scholars still below Generation tiles, return them and advance the Generation tile in the normal way, gaining the bonus or triggering the Event tile of the space it is moved into.
4. Return all of yours and Zotikós Scholars from Executive and Main Action Spaces (yours to their normal place, Zotikos' next to his Workshop).
5. Shuffle Zotikós' discarded Generation cards back into his Generation deck.
6. Shuffle Zotikós' discarded Action cards and the set-aside face-down Action card back into Zotikós' Action deck. Take the top Action card and, without looking at it, place it face down next to his Workshop (he will not play this card during the next Generation).
7. Take the topmost Head Librarian tile from the stack on the right side of the Great Library and place it face up on the stack on the left side of the Library.
8. Discard all Scribe tiles in the Scriptorium face up to 3 separate discard piles (depending on their specialty), next to the matching face-down Scribe stacks. Starting Scribe tiles in the Scriptorium are removed from the game.



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9. Remove all Time dice from the Time board. Then, for each of the actions on the Time board, roll a Time die and place it to the right of the action.

10. At the end of the 2nd Generation, remove any 'A' Invited Scholar cards in the bottom 3 spaces in the Garden from the game.

At the end of the 3rd Generation, remove any 'B' Invited Scholar cards in the bottom 3 spaces in the Garden from the game.

Refill empty spaces in the Garden by sliding each card above it down into that space. Then refill each remaining space, from bottom to top, by placing the topmost card from the deck in that space.

11. Move the leftmost Generation tile on the Generations track onto the space to the right of the rightmost Generation tile. If the space it is moved to contains an Event tile, trigger it (see Triggering an Event).

FINAL SCORING:

The player scores as normal. Zotikós scores as follows:

- Score the Knowledge dice on his Scribes in the School (1 Renown for every 2 total Knowledge).
- Reveal Zotikós' Pinax tiles one at a time and score them for as much Renown as possible. Each tile in the Great Library may only be used to score only 1 Pinax (remove his Seal from each tile as it is scored).
- Score Renown equal to the value shown on his Invited Scholar cards.
- If you are playing the *Keeper of the Lost Knowledge* or *River of Wisdom* difficulty modifier: Score 2 Renown for each Crate resource below his Workshop.