

2026

Board Game

IGHRM

Construction & Strategy

30-40
min



12+

ESBAC

Ecole Supérieure des Beaux-Arts



MOHAMED EL AMERY



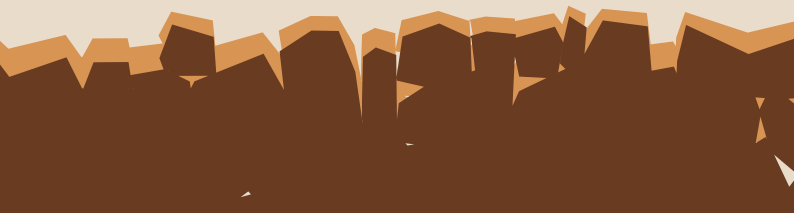
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PRESENTATION AND OBJECTIVE OF THE GAME

At the heart of the Amazigh highlands, you play as a rival tribe leader whose goal is to build the most prosperous and secure Fortified village in the valley.

In this tile-placement strategy game, you must develop your settlement by harmoniously arranging dwellings, mosques, Fields, and collective granaries according to traditional urban planning rules.

By wisely managing your clay and hay resources, hunting pests, and Fulfilling the missions of legendary characters, you will optimize your districts to unlock powerful score multipliers. The player who accumulates the most points by the end of the game wins and is crowned "Amghar", the supreme chief of the unified Ighrem.



2

GAME COMPONENTS

Village Tiles

X7



Dwelling Tiles: Represent traditional terracotta architecture and form the base of population density.



Warrior Tiles: Represent defensive fortresses, military watchtowers, and border protection outposts.



Mosque Tiles: Represent spiritual minarets and vibrant community centers.



Sanctuary Tiles (Zaouias): Represent sacred places and isolated white domes.



Green Field Tiles: Represent fertile agricultural land, oases, and food sources.



Collective Granary Tiles (Igoudar): Represent communal and fortified storage chambers used to preserve harvests.



Empty Plot Tiles: Open and undeveloped spaces used for architectural expansion or as a barter base in the market.



Note: Some tiles have a "Resource to hunt" symbol. You must own a tile with this symbol to be allowed to take the associated tool.

Capture & Harvest Tokens:

X6

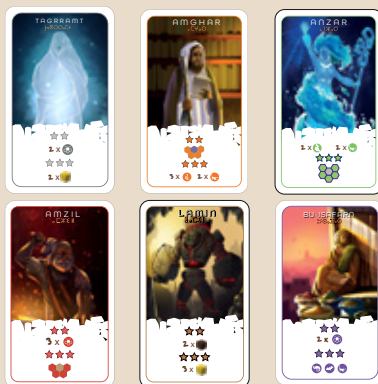


These markers are used to target and lock your actions on the grid. To harvest hay or to "snipe" an insect or pest, you must place this token directly on the corresponding tile to validate the capture or harvest.

Note: The agricultural tile always contains hay. Simply place the token on it to obtain your hay. 

The Six Character Mission Cards:

X6



Large-format cards placed in the center of the table to track the common objectives of the characters (Amghar, the Blacksmith, the Builder, the Sanctuary Woman, the Herbalist, and Anzar). Each card offers two optional mission levels to boost your districts' score.

Legendary Tiles X12



Each character card grants access to their own unique double-tile, which players can earn and place by completing mission levels to strategically expand their districts and maximize their score.

Bricks and General Supply:



Clay Bricks

Clay Bricks: The main economic currency used for bartering and market adjustments.

Hay Bricks: Represent straw and agricultural resources harvested directly from the green fields.



Hay Bales

1. Preparing the Draw Piles

-All Flat Village tiles are thoroughly shuffled.

They are then placed Face down in the center of the table to form four distinct rows. **1**

2. Tile and Tool Setup

- Take and reveal a number of tiles from the draw pile based on the player count to form the public market row. **2**

- Draw an identical number of Tool tokens from the general supply; each market tile receives its own tool token, placed in front of it. **3**

- **Legendary Tiles:** Placed within reach of all players. **★**

3. Setting Up Bags and Mission Cards

- Place the brown, yellow, and red leather bags (containing your clay bricks, hay bricks, and tokens) in the center of the table. **4**

- Arrange the six Character Mission cards face up right next to them to form the public objectives available to all players. **5**

4. Distributing Player Components

- One Player Aid: A handy reference card summarizing all placement rules and the specific geometric conditions for each village tile. **6**

- One Score Card: Placed clearly in view to prepare for final scoring at the end of the game. **7**

- One token distribution card based on the player count. **8**

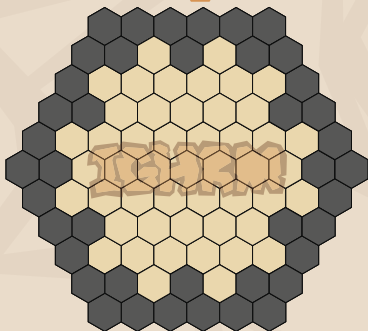
-Tile Placement Grid (Individual Player Board): "Important Note: The dark area represents the border of the board; it is forbidden to place tiles there."

Important Note: The dark area represents the limits of the board. No player may place a tile there **9**

-Depending on the player count, the 3rd and 4th player tiles are added and shuffled into Pile **1** which is divided into four draw piles. **10**

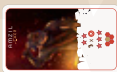
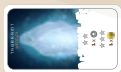
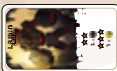
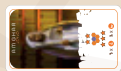
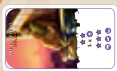
Example for two players

9



6

5



1

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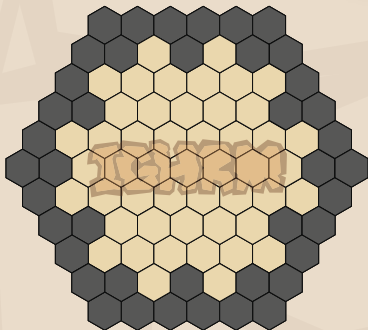
3



4



8



10



6

4

TURN STRUCTURE & MECHANICS

1. Préparation des Pioches

On your turn, you must perform two steps in the following order:

Step 1: Choose and Barter

-Standard Selection: Choose a tile from the public market. You automatically and for free gain the Tool token that is placed on it.

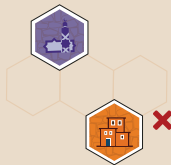


- Barter Option: If the associated tool does not suit you, pay 1 clay brick to the supply to exchange it for a tool of your choice from the general supply.



Step 2: Build and Activate

Place your tile on your playmat. It must be adjacent (side-by-side) to an already built tile. Depending on its placement, it immediately triggers a bonus:



1. Gaining a Brick: If your tile is placed on an Empty Plot space, or if you have 3 Dwelling tiles and one Mosque tile, you immediately gain 1 clay brick.



2. Harvesting Hay: If you place a Green Field tile and use a harvesting tool, immediately gain 1 Hay token. Alternatively, you gain it if you have 3 Green Field tiles.



3. Hunting a Pest: If you use a hunting tool (sniping token), capture the corresponding pest to advance your Mission cards.



4. Limit: Only one token per tile.



End of Round: Market Maintenance

Partial Refill: Tiles that were not chosen during the round remain in place on the table. The market is not cleared: simply draw new tiles and new tools to replace only the items that were taken, in order to complete the row for the next round.



DISTRICT BUILDING RULES & CONDITIONS

To score points at the end of the game, your districts must comply with urban planning standards. Incorrect construction results in a base value of zero points for the affected tile.



Dwelling Tiles: They must form a geographically continuous chain of at least 3 dwellings to secure the district's network of alleys.



Warrior Tiles: To effectively protect the village, they must:
Either directly touch a Collective Granary tile (Igoudar).
Or be built on the outer edges of the player's grid.



Mosque Tiles: They must touch at least one group of dwellings and be spaced at least two tiles apart from any other mosque to avoid overlap.



Sanctuary Tiles (Zaouia): They must maintain absolute spiritual isolation and can under no circumstances touch a Dwelling tile. They must also be spaced apart from other Zaouias or mosques.



Green Field Tiles: Their placement is completely free. They can be built anywhere on the grid to serve as triggers for hay production.



Collective Granary Tiles (Igoudar): Representing the tribe's reserves, they are vulnerable to plundering. They must touch at least one Warrior tile to ensure their protection.

6 CHARACTER MISSIONS & SCORE MULTIPLIERS

To boost your score, Fulfill the objectives on the Character cards. Each character increases the score multiplier for their own district.

Important Rule: You must successfully complete Level 1 (x2 multiplier) before you can attempt Level 2 (x3 multiplier).

Taggramt

Lvl 1 (x2): Capture 2 bees with the beehive.

Lvl 2 (x3): Push 2 yellow cubes and place them on the card.



Amghar

Lvl 1 (x2): Surround the Mosque tile with 4 Mosque tiles.

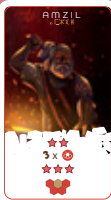
Lvl 2 (x3): Eliminate 2 scorpions and 3 snakes



Amzil

Lvl 1 (x2): Capture 2 bees with the beehive.

Lvl 2 (x3): Surround the Agadir with 4 soldiers (Warriors).



Anzar

Lvl 1 (x2): Eliminate 2 scorpions and 2 snakes

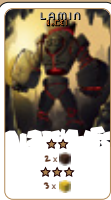
Lvl 2 (x3): Surround the mausoleum with 4 fields.



Lamine

Lvl 1 (x2): Push 2 brown cubes and place them on the card.

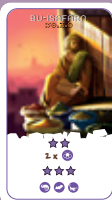
Lvl 2 (x3): Push 3 yellow cubes and place them on the card.



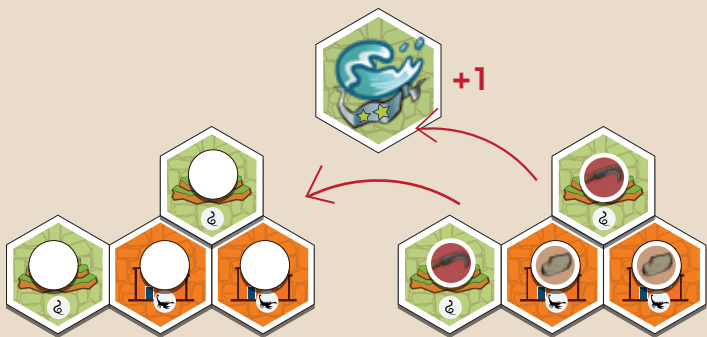
Bu-isaFarn

Lvl 1 (x2): Capture 2 bees with the beehive.

Lvl 2 (x3): Capture 1 lizard, 1 bat, and 1 scorpion.



Important Rule: As soon as a card's effect is activated, you must flip over the required tokens to indicate that they have been consumed. A consumed token can no longer be used to fulfill the conditions of another card.





END OF GAME & FINAL SCORING

The game ends immediately as soon as the central tile draw pile is completely empty. Each player then calculates their points on their score card.

1. Base Value of Tiles

The base value of a tile depends on its rarity and its placement difficulty (**reminder:** a tile that does not respect its placement conditions yields 0 points):



3 points



2 points



2 points



1 points



2 points



1 points



0 points

2. Scoring Formula per District

The points for each district are evaluated separately according to the following formula:

District points = (sum of base points of valid tiles in the district) × (Highest multiplier)

Note : If you have not fulfilled any character objective for a specific district, its default multiplier remains 1x.

Bonus : Each remaining clay brick and hay bale in a player's possession and not used yields 1 point.

Remaining Resources : Excess pest/creature tokens in your personal supply do not score any points and lose all value.

The player who obtains the highest total score is officially crowned supreme chief of the unified Ighrem, and wins the game!

Score Pad : To easily calculate the points of each district, the multipliers, and the bonuses during the final scoring.


scorepad

				
	x	x	x	x
	x	x	x	x
	x	x	x	x
	x	x	x	x
	x	x	x	x
	x	x	x	x
				
				
				
				
				
				
				
				
				



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ANZAR

The Force of nature is essential for the inhabitants to be able to exploit it to their advantage. This is why Anzar, or the rain, is considered a crucial natural force for agricultural production within the game.



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LAMIN

He is no ordinary citizen, but rather the guardian of the Agadir bank. He is the one who decides who deserves to occupy the largest space in the Agadir, and he is the one who will hand you the keys based on your skills. He is one of the most important pillars of society: rigorous, faithful to his profession, and extremely vigilant, not to mention his physical strength.



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AMZIL

Master of the Forge and village armorer, he **makes** both weapons for the soldiers and agricultural tools (sickle, axe). An expert in locksmithing, he is the man of absolute trust to the Amine.



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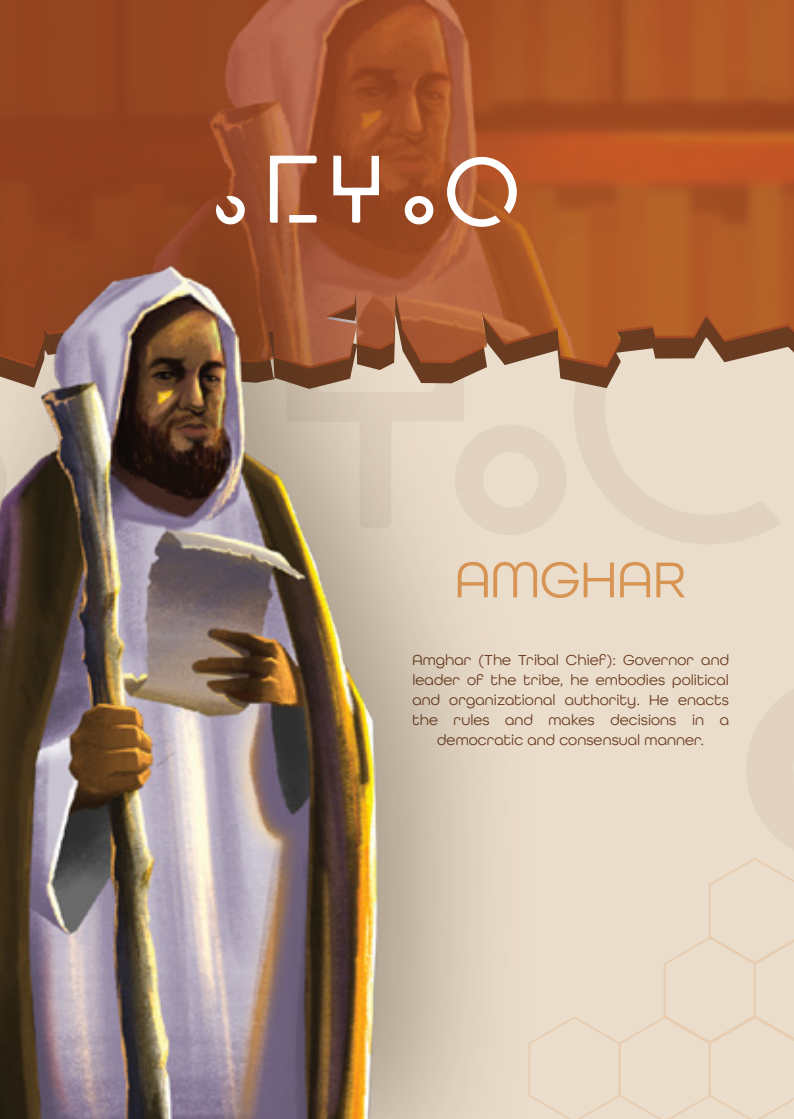
TAGRRAMT

The Mausoleum (The Sanctuary) is much more than a monument: it is the place where the soul of Tagrramt rests. It stands as a true community crossroads where the inhabitants gather and share the Walima (the banquet). It is also a haven of meditation, serving as a traditional therapy for the mind.



BU-ISAFARN

Bu-isafarn (The Herbalist): Much more than a simple seller of traditional remedies, he is the official provider of knowledge. In addition to his medicinal plants, one finds on his stall the essential tools of the Msid: wooden tablets for writing, Samgh (traditional ink), and the calame (reed pen). He embodies the link between the healing of the body and the preservation of memory.

An illustration of a tribal chief, Amghar, wearing a white robe and a white head covering. He has a dark beard and is holding a long, dark staff in his right hand and a piece of parchment or a scroll in his left hand. The background is a warm, orange-brown color with a large, faint, stylized letter 'A' and a gear-like shape. In the bottom right corner, there are several hexagonal shapes arranged in a honeycomb pattern.

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AMGHAR

Amghar (The Tribal Chief): Governor and leader of the tribe, he embodies political and organizational authority. He enacts the rules and makes decisions in a democratic and consensual manner.



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