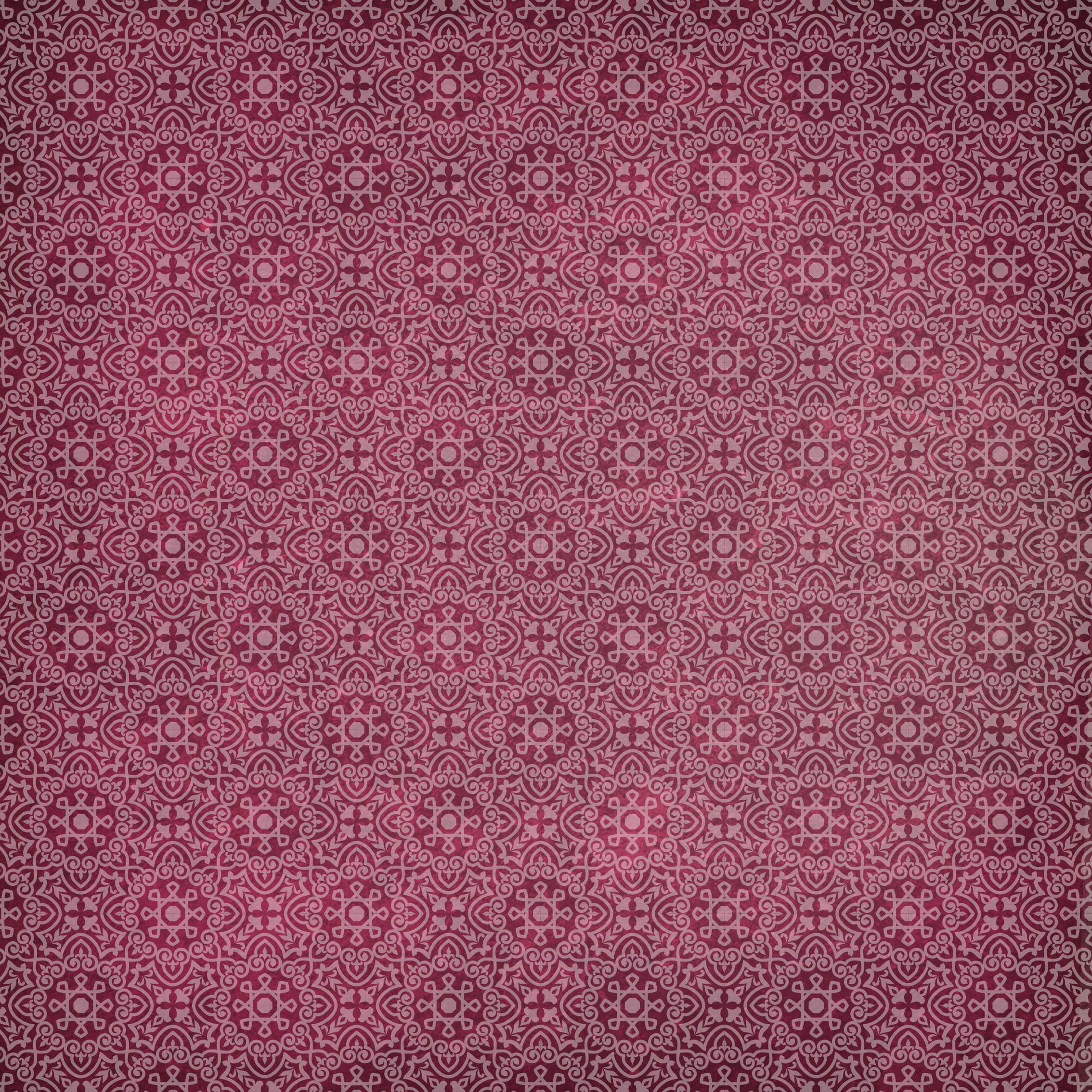


تبریز Tabriz



RANDY FLYNN
WITH ART BY SYD FINI

CRAFTY



تبریز Tabriz

Race to become the most famous carpet weaver in the bustling Persian market city of Tabriz. Start your rise to fame by completing commissions for the commoners and before long the merchants and royals will take notice. Send your assistants around the Grand Bazaar to buy and trade for the materials you need. Fill commissions quickly and efficiently to earn the most prestige and overcome your competition. Only one weaver can be the best, so work fast to secure your reputation as the undisputed master of your craft.

Game Overview

You are a manufacturer and vendor of Persian carpets. Each round you will move 3 assistant meeples around the Grand Bazaar. Hunt for bargains when the shops are full, visit traders to make the most of your inventory, and take your chances at specialty stalls near the edge of the marketplace.

Turn in materials and dyes to fulfill commissions and gain prestige, coin, skill upgrades, and powerful abilities.

The game ends when any player fulfills their 9th commission or gains 14 skill, at which point the most prestigious carpet weaver wins!



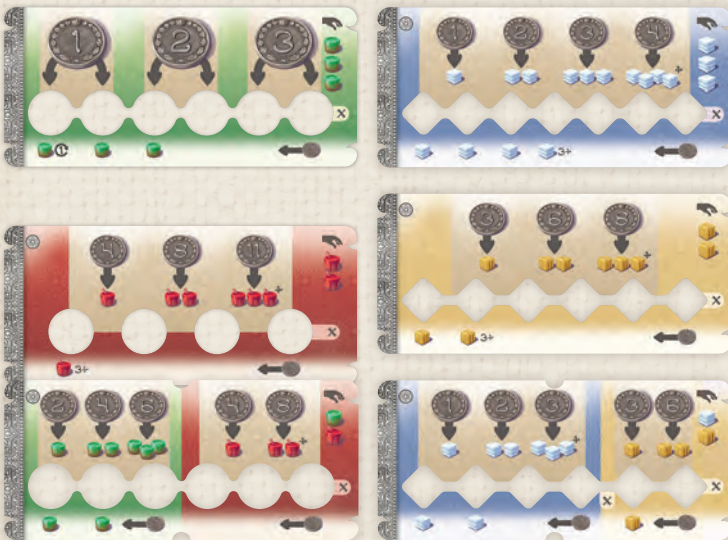
Components



1 Market Board



1 Market Square Tile



6 Shop Tiles



2 Courtyard Tiles



6 Trader Tiles



5 Weaver Mats



27 Common
Commission Cards



27 Merchant
Commission Cards



27 Royal
Commission Cards



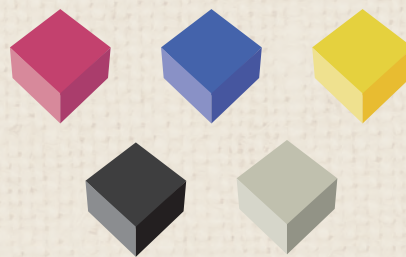
10 Starting
Workshop cards



15 Assistants
(3 in each player color)



5 Skill Markers



5 Prestige Markers
(1 in each player color)



30 Wool Cubes



25 Cotton Cubes



30 Plant Dye Dishes



20 Carmine Dye Dishes



15 Silk Cubes



6 Black Dice



4 Gray Dice



3 White Dice



42 One Coins



14 Five Coins



10 Ten Tiles



1 First Player
Token



2 Prestige
Tokens

Setup

This setup is for 2 to 5 players.
For a solo game, see page 18.

1 Build the Marketplace






Lay the Market Playmat within easy reach of all players. Place the Market Square tile in the center space. Separate the other tiles by type (each tile type has different corners or cut-outs). Shuffle all tiles of each type and place one in each space of the same shape on the Market Playmat.

First Game: If this is your first game, we recommend you place all tiles with the ☼ side face up. Otherwise, shuffle the tiles under the table and place each tile with a random side face up.

2 Players: Return the Dual Shop tiles to the box. They will not be used and those Market Playmat spaces will not be accessible. Assistants may not move through these spaces during the game.

2 Resource Supply

Group the resources by type near the Market Playmat. For ease of use, we recommend ordering the resources from cheapest to most expensive, as follows.

-  **Silk** (purple cubes) – *most expensive resource*
-  **Carmin Dye** (red discs)
-  **Camel Hair** (yellow cubes)
-  **Plant Dye** (green discs)
-  **Wool** (white cubes) – *cheapest resource*

3 Dice Pool

Place all dice together near the Market Playmat to form the Dice Pool. Certain tiles will relocate and use dice from this pool.

4 Stock Tiles

Check each Shop in play for resource icons below spaces on the track. Fill each of these spaces with the resource shown. Fill only the spaces where an icon appears directly below a space. Certain tiles may have other icons in this area as well. Ignore these other icons during setup.



Ignore the ☼ icon during setup. ♠

Check each Courtyard Tile & Alley Tile in play for dice spaces. For each of these spaces, roll a die of the color shown and place that die in the space with the result face up.



5 Commission Decks & Discard Piles

There are 3 Commission Decks: Common Commissions (brown), Merchant Commissions (red), and Royal Commissions (blue). Shuffle each deck and place it face down near the Market Playmat. Leave room for a discard pile near each deck.

6 Bank

Separate the coins by value to create a bank supply near the Market Playmat.

7 Bonus Prestige Marker

Place the Bonus Prestige Marker in an easy to spot location. The first player to fulfill 9 Commissions or reach 14 Skill claims this token and adds 2 extra Prestige to their final score.

8 Player Components

Each Player: Choose and take a Weaver Mat. Place it in front of you with the Skill Track side face up (the other side is used for the Rival Solo Mode). Also take the Prestige Marker and 3 Assistants in the same color, and 1 Skill Marker. Place the Skill Marker on the character illustration on your Weaver Mat, and the Prestige Marker on the 0 ☼ space on the Market Playmat. Place your 3 Assistants on the Market Square tile in the center of the Market Playmat.

9 First Player Marker & Starting Coins

The player who most recently stood on a rug is the first player and takes the First Player Marker. Alternatively, choose a first player at random.

Starting with the first player and proceeding clockwise around the table, each player gains the following:



10 Starting Commission Cards

Each Player: Beginning with the first player and proceeding clockwise, draw 4 Commoner Commission cards and keep 2. These are your starting hand and are kept private. Place the unchosen cards in the Commoner Commission discard pile.

Setup for 3 to 5 players



You are now ready to play!

Gameplay

Tabriz is played over a series of rounds. Each round **except the first** begins with a Workshop phase. After the Workshop phase, each player takes 3 turns. These turns are taken in clockwise order beginning with the first player. The first player takes their first turn, then the player to their left takes their first turn, and so on, until all players have taken their first turn. This process then repeats for all players' second turns, and then for their third turns.

The game continues in this fashion **until any player has completed 9 or more commissions, or gained 14 Skill by the end of their turn**. This ends the game. Scores are totaled and the player with the highest Prestige wins, becoming the most accomplished carpet weaver in Tabriz!

Round Overview

Each round has two parts:

- ♦ **Workshop Phase** (skipped in the first round)
- ♦ **Player Turns** (first turns in clockwise player order, then second turns in clockwise player order, then third turns in clockwise player order)

On a player's turn they:

- ♦ **Must** move 1 of their Assistants that has not yet been moved this round.
- ♦ **May** take the action listed on the tile where their Assistant ended their move.
- ♦ **May** complete 1 commission in their hand.

At the end of each round, each player will have moved all 3 of their Assistants, optionally taken up to 3 tile actions, and optionally completed up to 3 commissions in their hand.

Player Turns

The first round of the game begins with player turns (there is no Workshop Phase).

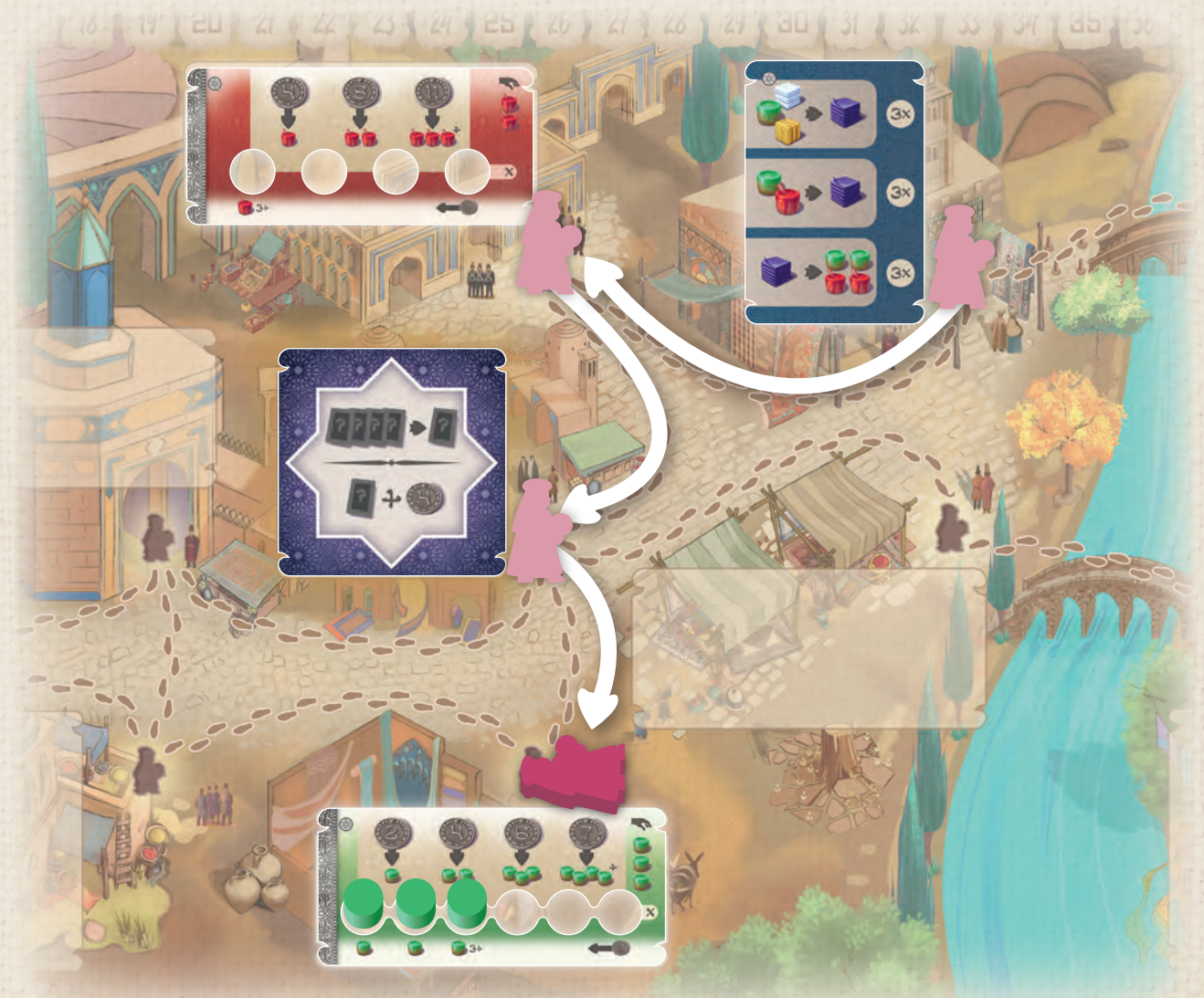
On your turn, follows these steps in order.

1. Move 1 Assistant: Choose 1 of your Assistants that has not moved yet this round (that is standing upright). Move this Assistant orthogonally up to 3 tiles, following the footsteps between tile spaces. After moving, lay this Assistant on its side to indicate that it has moved this round. You must move the Assistant to a new tile; it cannot remain at the tile where it starts the turn.

Exception: When moving to the Market Square (the starting tile), your Assistant may move any distance, from any tile. Thus, an Assistant may remain at the Market Square tile and use its action in multiple consecutive rounds.

2. Take the Destination Tile's Action (optional): After laying your Assistant on its side, you may take the action of the tile where the Assistant ended its move (see pages 12–16 for a full description of each tile and its action).

This Assistant moves to a Shop to make a purchase. ♥





3. Complete 1 Commission (optional): If you have acquired enough resources to complete a Commission card in your hand, you may complete that commission. Return the required resources to the supply and claim the commission's rewards. Tuck the completed commission under your Weaver Mat's "Workshop" bar so only the card's bottom strip is visible. You may take any or all actions shown on this strip during the Workshop Phase (see *BLAH*).

♦ **Organizing Your Completed Commissions:**

There is enough room under the Workshop bar for 3 columns of cards — one for each type of commission (Commoner Commissions on the left, Merchant Commissions in the middle, and Royal Commissions on the right).

Note: Completing a commission may leave you with none to work on. Send an Assistant to the Market Square to get more.

Restocking Dual Shops

Certain Shops carry two resources. Though there is no physical break in the spaces between the two sides of these tiles, each side is a separate track. Each side may only be filled to the end of that side's track (to where the color changes in the middle of the tile). Either or both tracks on a Dual Shop may have an **X** icon, indicating that only that side of the track is emptied when that side is overfilled.



The left track empties when a 5th Wool is added to the tile. Independently, the right track empties when a 3rd Camel Hair is added to the tile.

Required Resources



Reward



Workshop Action



4. Workshop Actions: Any players with completed commissions that have Workshop actions, such as additional income or bonus trades, may take these Workshop actions in any order. Each action may be taken only once per Workshop Phase, but you may earn multiple uses of the same action from different commission cards. Workshop actions may be taken in any order.

5. Pass the First Player Marker: The First Player Marker goes to the next player to the left. They are the first player for this round, and take their first turn.

Round End & New Round Start

A round ends once all players have moved all 3 of their Assistants. At this point, if any player has completed 9 or more commissions, or has 14 Skill, then the game ends. Otherwise, a new round begins.

Game End & Scoring

The first player to complete their 9th commission or gain 14 Skill immediately claims the Bonus Prestige token. This token is worth 2 extra Prestige.

Finish the round and total each player's Prestige from the following:

- ♦ Their completed commissions
- ♦ Their Skill Track
- ♦ (If they have the Bonus Prestige token) +2 Prestige

The player with the most Prestige is the winner and becomes renowned as the finest carpet weaver in Tabriz!

If there is a tie, the winner is the tied player with the **most total coins & resources**, with each resource of any type worth 1 coin. If there is still a tie, the tied players share the victory and the renown.

Workshop Phase

Each round **after the first** starts with a Workshop phase.

In the Workshop phase, perform the following steps in order.

- 1. Restock Tiles:** Check the upper right of each tile in play. If a number of resources is shown beneath a hand, add that many resource cubes or discs to spaces on the tile. Fill spaces from left to right. If there are not enough spaces, discard any extra resources. If there is an **X** icon at the end of the track and there are extra resources to place, instead remove ALL resources from the tile. This market location has sold out for the round.



Note: Certain tiles have special rules for this step that may alter how they are restocked.

- 2. Ready Assistants:** Lift all Assistants so they are upright again.

- 3. Roll Dice:** For any tile with dice on it, re-roll the dice and add resources per the tile's specific rules (see pages 15–16 for the full rules for all dice tiles).

Commissions

Each Commission card is a customer order for a specific carpet. There are three levels of commission, each requiring progressively more valuable resources to fulfill and offering progressively better rewards.



Commoner: Initially, only the commoners come to you with new work. These commissions have the least expensive and easiest to obtain resource combinations. They offer the lowest Prestige but more coin on average than Merchant or Royal commissions.



Merchant: Once you reach 2 Skill, the Merchants trust you with their needs. These commissions require moderately expensive resource combinations that may be somewhat harder to secure. As a reward for your effort, you will receive higher Prestige and more frequent Workshop actions & Skill upgrades.



Royal: At 6 Skill and above, the Royals approach you with the most delicate work in the city. These commissions require precise combinations of expensive resources but come with the highest Prestige & Skill upgrades in the game. Workshop actions are common, but coin rewards are not.

All Commission cards have required resources & rewards, as shown *right*. Some cards also have Prestige rewards, Workshop action(s), or both.

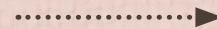
Required Resources: The resources required to complete the commission.

Reward: The immediate reward you receive for fulfilling the commission. You receive each reward only once.

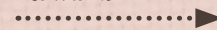
Prestige: Some commissions offer Prestige as part of their reward.

Workshop Action(s): When an action is shown here, you may take it during the Workshop Phase (*see page 9*). Each action may be taken only once per Workshop Phase, but you may earn multiple uses of the same action from different commission cards. Workshop actions may be taken in any order, and may include income, bonus trades, and other effects.

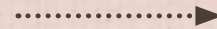
Required Resources



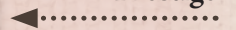
Reward



Workshop Action



Prestige



Common leons



Gain the resource(s) shown from the supply.



Gain the number of coins shown from the supply.



Gain the amount of skill shown.



Gain the amount of Prestige shown. Move your Prestige Marker accordingly on the Market Playmat.



Roll a die of the color shown from the Dice Pool and gain 1 resource from the supply matching your result.



Discard the resource(s) shown to the left of the arrow and gain the resource(s) shown on the right of the arrow.



Discard the resource(s) shown to the left of the arrow and gain the coins shown to the right of the arrow.



Discard the coins shown to the left of the arrow and gain the resource(s) shown to the right of the arrow.



Spend 8 coins to draw 1 Commission card from any unlocked deck (see *The Skill Track, right*).



Spend 8 coins to gain 1 Skill.




Discard 1 Commission card from your hand and pay 4 coins to the supply to draw 1 new Commission card from any unlocked deck (see *The Skill Track, right*).



Discard 1 Commission card to gain 8 coins from the supply.



Discard 1 Commission card to gain 1 (red) Carmine Dye resource from the supply.

When an action includes the  icon, you may take that action only once per activation. Usually, this means you can take the action only once per Workshop Phase. However, if you gain the action from multiple sources (e.g. multiple completed commissions), then each action is independent and may be taken once per activation.

The Skill Track

Skill is earned from completing certain commissions, and is tracked on your Weaver Mat. At lower levels, every 2 Skill unlocks a new ability you may use for the rest of the game. At higher levels, every 2 Skill unlocks bonus Prestige.



Immediately draw 2 Merchant Commissions, add 1 to your hand, and discard the other. From now on, you may draw each new commission you gain from the Commoner or Merchant deck.



When moving an Assistant, you may move up to 4 tiles instead of the usual 3. All other movement rules still apply.



Immediately draw 2 Royal Commissions, add 1 to your hand, and discard the other. From now on, you may draw each new commission you gain from any deck.



When using the Market Square to draw 4 new commissions, you may keep 2 of these cards instead of 1.



You may complete up to 2 commissions at the end of each of your turns. If completing one commission grants you this ability, then you may immediately complete a second commission.

Market Square & Shops

Market Square

All Assistants begin the game at the Market Square. This is also where you collect new commissions to complete, and visit the bank.

When moving an Assistant, you may return any of your Assistants to the Market Square from anywhere on the Market Playmat. This is the only time you may move farther than 3 tiles (or 4 tiles if you have 4 or more Skill).

ACTION: The Market Square has two actions. When one of your Assistants ends its move here, choose & take 1 of these actions.

1. Take New Commissions

Draw 4 Commission cards from the Commoner deck, or any deck(s) you have unlocked through Skill (see page 11). You may split the cards you draw between decks you have unlocked in any combination. Keep 1 of these cards and discard the others. If your Skill is 8 or higher, keep 2 of these cards instead.

OR

2. Visit the Bank

Take 4 coins from the bank. Draw 1 Commission card from any deck you have unlocked.

Note: If a Commission deck ever runs out, shuffle the discard pile to form a new deck.

OTHER SIDE: The other side of the Market Square is used with Advanced Workshop Mode (see page 17).



Shops

Shops sell resources for coin. There is a “Single Shop” dedicated exclusively to each resource and two “Dual Shops” that offer combinations of two resources. Single and Dual Shops have different shapes and are therefore placed in different spots on the Market Playmat.

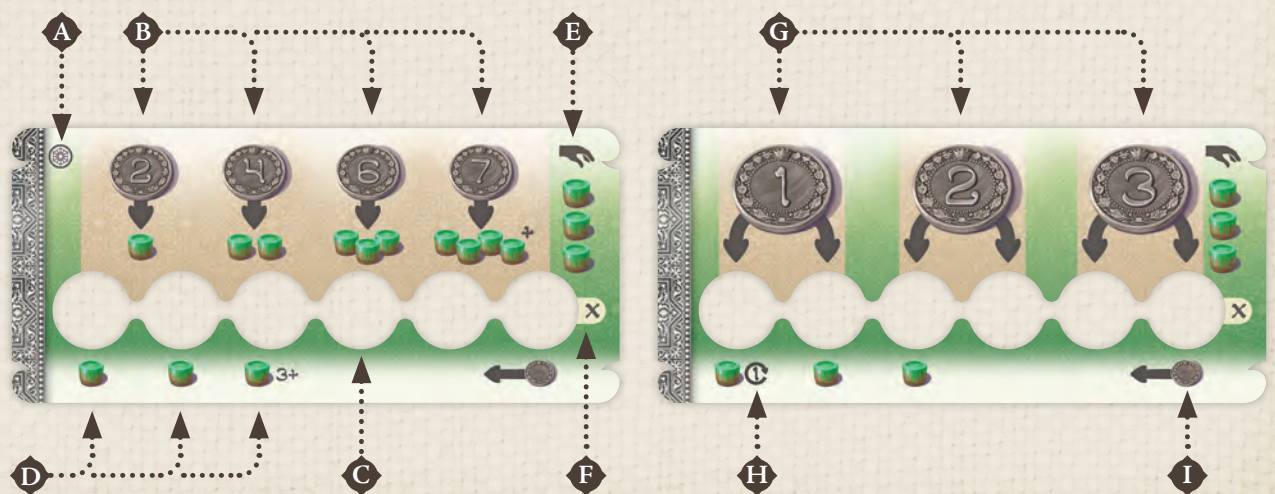
Note: The Silk Shop is a Courtyard Tile (see page 16). There is no Dual Shop that offers Silk.

Single Shops

- A** This side is recommended side for your first game
- B** Pay this number of coins for the resources below the arrow. If a “+” is next to the resources, take all resources in the track, even if there are more than the number of icons shown. A full shop offers the best deal! Resources are always purchased from a Shop’s track from right to left.
- C** Resources are added to the tile from left to right, unless a specific tile icon or rule says otherwise. A tile cannot hold more resources than spaces on this track.
- D** During Step 4 of Setup, add a resource to each space under which an icon appears. When “3+” appears next to an icon, only add this resource if you have 3 or more players.

ACTION: Buy one or more resources available at the Shop. Pay one of the costs shown to the bank and collect the corresponding resources from the tile’s track. You may only buy resources from the tile, never from the supply. Resources are not replaced after a purchase unless the tile has the icon under the first space on its track and the last resource was just purchased. In this case, after the purchase is complete, add 1 resource from the supply to the leftmost space on the track.

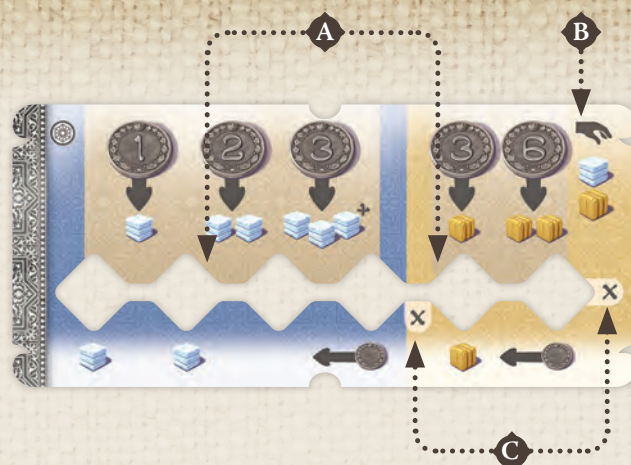
- E** Add these resources to the track during Step 1 of the Workshop phase (see page XX).
- F** Anytime you add more resources than empty spaces on the track, remove ALL resources from the track instead. When this happens, the Shop is sold out for the remainder of the round. This icon does not appear on all Shops.
- G** The first two Plant Dye cost 1 coin each. The third and fourth cost 2 each, and the fifth and sixth cost 3 each.
- H** When the last resource is purchased from this tile, immediately refill this space from the supply.
- I** As always, available resources must be purchased from right to left.



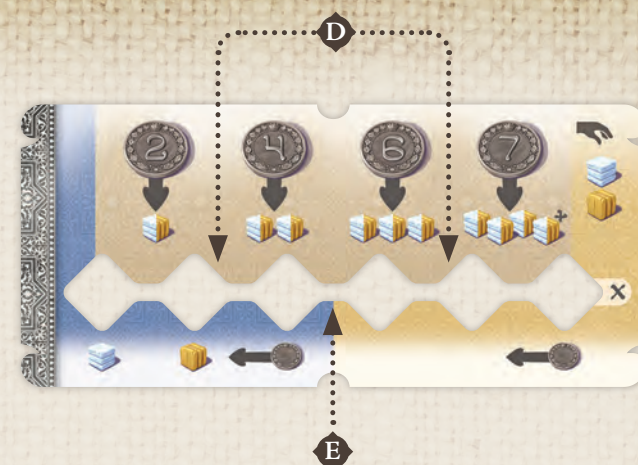
Dual Shops

Dual Shops sell two kinds of resources. They work like Single Shops, but you may buy resources from either or both sides of the Shop as a single action.

- A** This tile has two separate resource tracks, each with a different color background. There are 4 spaces for Wool and 2 spaces for Camel Hair. Each resource is added only to the track matching its color.
- B** On Dual Shops, always add resources in the order shown, from top to bottom.
- C** At this Dual Shop, each track can be emptied when too many resources are added. Each track empties independently. The shop may sell out of Wool but not Camel Hair, or vice-versa.



- D** This Dual Shop has two separate resource tracks, but one set of prices. When you buy from a Dual Shop like this, pay one cost to gain the number of resources shown below, as normal. These resources may come from either or both tracks, as you wish.

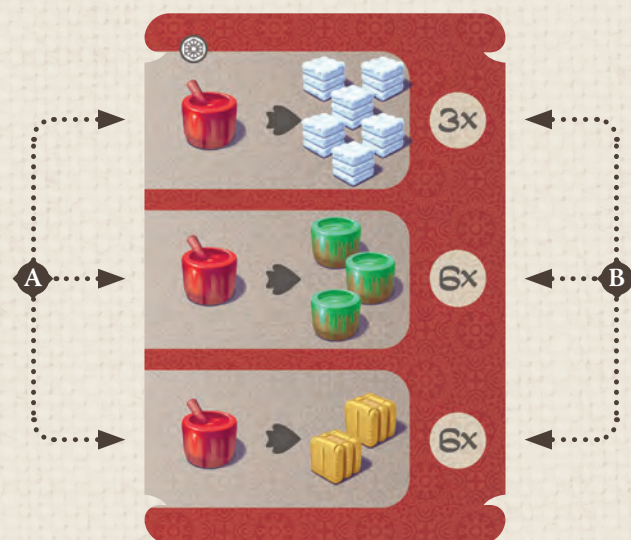


- E** In this Shop, Wool does not sell out if it overflows. The left track remains full until a purchase is made.

Traders

Traders exchange resources. They can be extremely helpful when you're trying to complete a commission and all the Shops are out of what you need.

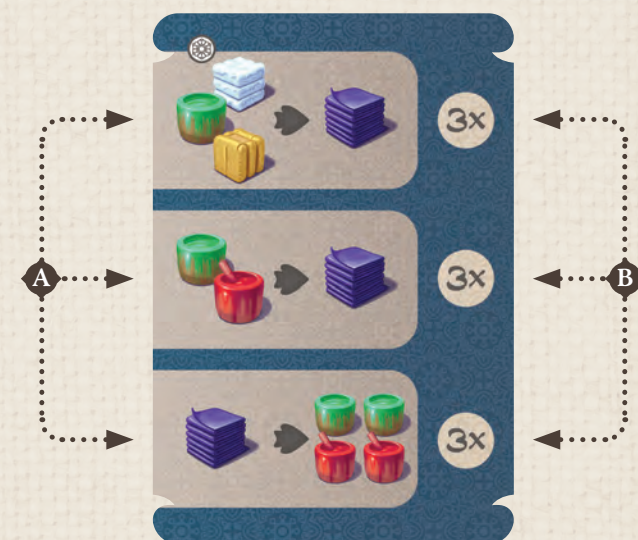
ACTION: Choose one of 3 trades to exchange resources with the supply. You may not reverse these trades (you may only trade what is on the left for what is on the right, not the opposite). You may make your chosen trade up to the number of times shown to the right. Each trade is an independent transaction.



At this Trader, you may...

- ♦ (Up to 3 times) Trade 1 of your Carmine Dye for 5 Wool from the supply.
- ♦ (Up to 6 times) Trade 1 of your Carmine Dye for 3 Plant Dye from the supply.
- ♦ (Up to 6 times) Trade 1 of your Carmine Dye for 2 Camel Hair from the supply.

You may not reverse these trades. For example, you may not use this tile to trade anything you have for Carmine Dye from the supply.




At this Trader, you may...

- ♦ (Up to 3 times) Trade 1 of your Wool, 1 of your Plant Dye, and 1 of your Camel Hair for 1 Silk from the supply.
- ♦ (Up to 3 times) Trade 1 of your Plant Dye and 1 of your Carmine Dye for 1 Silk from the supply.
- ♦ (Up to 3 times) Trade 1 of your Silk for 2 Plant Dye and 2 Carmine Dye from the supply.

You may not reverse these trades. For example, you may not use this tile to trade 1 of your Silk for 1 Wool, 1 Plant Dye, and 1 Camel Hair from the supply.



Alley Tiles

Past the Shops and the Traders, Assistants may venture into the outer alleys of the Grand Bazaar, seeking more exotic ways to acquire the resources you need. Alley Tiles are also double-sided, with the  indicating the recommended side to use during your first game.

Each Alley Tile has special rules. All Alley Tiles use dice in some fashion.

The Dice Pool

At any time, the Dice Pool consists of all dice not currently on tiles. Dice from the Pool will sometimes be rolled for various effects. Dice may also be swapped between tiles and the Dice Pool. Workshop actions and special tile rules will indicate when the Dice Pool is used, and how.

Dice Types

There are three levels of dice that produce the following results:



(Lowest Value)
2 Wool,
2 Plant Dye,
2 Camel Hair



(Middle Value)
2 Plant Dye,
2 Camel Hair,
2 Carmine Dye



(Highest Value)
2 Camel Hair,
2 Carmine Dye,
2 Silk

Dice-Related Icons



A dice space



At the start of the game, place 1 black die in this space.



At the start of the game, place 1 grey die in this space.



During Step 3 of the Workshop Phase, re-roll each die on this tile.

Back Alley Market

ACTION: Purchase up to 5 dice of any color(s) from the Pool. Pay the cost shown for each die purchased. After paying this cost, roll the dice purchased and gain all resources you roll from the supply. Return all dice you rolled to the Pool.

Back Alley Market

Buy up to 5 dice from Pool.
Roll all purchased dice.
Gain all resources rolled.

Four dice were bought at a cost of 13 coins:
1 Wool, 2 Plant Dye, and 1 Silk are collected from the supply.

Foreign Merchant

ACTION: Choose a resource and pay the cost shown. Roll 5 dice of any color(s) from the Pool. For each die that rolls the chosen resource, gain 1 of that resource from the supply. Return all dice you rolled to the Pool.

Foreign Merchant

Choose a resource and pay that resource's cost.
Roll 5 dice from Pool.
Gain 1 resource per matching result.

Camel Hair was chosen and 3 coins were paid to the bank:
2 Camel Hair are collected from the supply.



Gita's Market

ACTION: Choose 1 die of any color from the Pool. Roll this die and place it on the tile. You may purchase the resource rolled from the supply at the cost shown OR you may choose & roll a second die of any color from the Pool. At this point you may purchase both resources rolled, paying both costs, OR choose & roll a third die from the Pool. This process continues until you make a purchase or roll a fifth die from the Pool, at which point you must either purchase all 5 resources rolled or no resources at all. At no point may you purchase fewer than the total resources rolled. If you roll more than you can afford, your action ends and you gain nothing. When you are done, return all dice you rolled to the Pool.

Gita's Market

Roll 1 die from Pool. Buy all resources shown, or roll another die from Pool and repeat. Max 5 dice.

First roll: 1 Plant Dye could have been purchased for 2 coins.

Second roll: 1 Plant Dye & 1 Carmine Dye could have been purchased for 6 coins.

Third roll: 1 Plant Dye, 1 Carmine Dye, and 1 Camel Hair were purchased for 9 coins. A total of 2 more dice could have been rolled.



Courtyard Tiles

At the edge of the Grand Bazaar are the courtyards, where the very finest suppliers and the shrewdest merchants can be found. There are 2 Courtyard Tiles for these outermost spots on the Market Playmat. One uses dice, with each side having its own rules. The other is the Silk Shop, which operates just like a regular Shop (see page XX).

Lost & Found

During Step 4 of Setup, roll a grey die from the Pool & add it to this tile. Also add 1 of the resource rolled.

During the Workshop Phase of each round, roll the die on this tile.

Every time you roll a die on this tile, add 1 of the resource rolled.

ACTION: Either roll the die on the tile or swap it for a die from the Pool and then roll the new die. Add the die and the resource rolled to this tile. You may then bribe the attendant here to let you have all the resources on the tile. This bribe's cost is determined by the most expensive resource on the tile. For example, if there are 1 Wool and 1 Camel Hair on the tile, it costs 3 coins to claim both resources. When you are done, leave the die on this tile with the most recent result showing.



The starting die rolled Camel Hair. When this tile was used, the grey die was swapped for a white one, which rolled Carmine Dye. Both resources could be collected for 4 coins.

Bargain Corner

During Step 4 of Setup, roll 2 black dice from the Pool & add them to this tile.

During the Workshop Phase of each round, roll both dice on this tile.

Do not add resources to this tile when these dice are rolled.

ACTION: First, you may swap either die on this tile for a die of any color from the Pool. Second, you may roll 0, 1, or 2 dice on this tile. Third, assign each die result to one of the spaces on this tile (1x and 2x). Finally, you may pay twice the cost of the resource rolled by the right die (2x) to gain 2 of that resource and 1 of the resource rolled by the left die (1x). The resource rolled by the left die is free. These resources are taken from the supply. When you are done, leave the dice on this tile with the most recent results showing.



The starting black die in the left (x1) space was swapped for a white die, which rolled Silk. At a cost of 6 coins, 2 Camel Hair and 1 Silk may be collected.

Farideh's Deals

During Step 4 of Setup, roll 3 black dice from the Pool & add them to this tile.

During the Workshop Phase of each round, roll all 3 dice on this tile.

Do not add resources to this tile when these dice are rolled.

ACTION: First, you may swap any 1 die on this tile for a die of any color from the Pool. If you do, roll the new die before placing it on the tile. If you do not, you may reroll any 1 die on the tile. Second, you may purchase all 3 resources shown at the reduced prices shown. You may not purchase only some of these resources. You must buy all of them, or none.

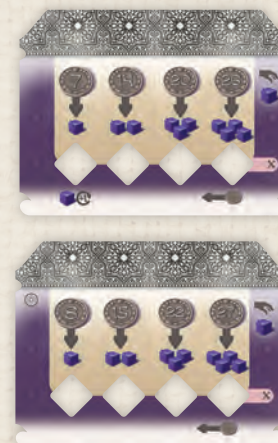


One of the starting black dice was swapped with a grey die, which rolled Plant Dye. At a cost of only 2 coins, 2 Plant Dye and 1 Wool may be collected.

Silk Shops

ACTION: Both sides of the Silk Shop tile operate exactly like a regular Shop (see page XX).

This side begins the game with no resources in the track ▶



Advanced Workshop Mode

After you've played a few times and are comfortable with the rules, try the Advanced Workshop Mode! This variant offers mildly asymmetric play and a somewhat less forgiving economy. You can't visit the bank in this mode, so you have to rely exclusively on completed commissions and your personal Workshop actions to generate income.

Setup

Follow the normal rules for your player count, with changes to the following steps.

1. Build the Marketplace

Use the flip side of the Market Square.



Advanced Workshop Market Square

9. Advanced Workshop Cards & Starting Coins

Players do not gain starting coins from table position. Instead, deal each player 2 Advanced Workshop cards. Each player chooses 1 of these cards to keep and discards the other to the game box, along with all remaining Advanced Workshop cards.



Collect the coins (and possibly a resource) shown at the top of your chosen Advanced Workshop card. Then tuck the card under your Weaver Mat, in the completed Commoner Commissions column.



Setup vs. the Rival

If you are playing the Advanced Workshop and Solo Modes together, The Rival starts the game with 1 Skill (see page 18 for more about the Rival Solo Mode).

Gameplay

Gameplay is unchanged except for the Market Square action, which is now...


ACTION: The Market Square has two actions. When one of your Assistants ends its move here, choose & take 1 of these actions.

1. Take New Commissions

Draw 4 Commission cards from the Commoner deck, or any deck(s) you have unlocked through Skill (see page 11). You may split the cards you draw between decks you have unlocked in any combination. Keep 1 of these cards and discard the others. If your Skill is 8 or higher, keep 2 of these cards instead.

OR

2. Take a Personal Workshop Phase

The  icon indicates that you may take a Personal Workshop Phase. In your Personal Workshop Phase, you collect all income and resources you would normally gain during Step 4 of the regular Workshop Phase, and you may perform any trades that would normally be permitted during that step. Only you gain these benefits, and you gain them immediately when you take this action. If you use multiple Assistants to take this action in a single round, you gain a full Personal Workshop Phase for each Assistant used.

You also draw 1 Commission card from any deck you have unlocked. You may draw this card before or after your Personal Workshop Phase, but not during.

Game End & Scoring

Advanced Workshop cards do not count as one of the 9 Commission cards necessary to trigger the end of the game.

Rival (Solo) Mode

If you're in the market alone, you can compete with a powerful Rival merchant controlled by the game. In this solo mode you play against an AI-controlled Rival that takes actions according to the results of all dice in the Pool. This makes certain Alley & Courtyard Tiles more valuable because they give you a small amount of control over the Rival's upcoming actions.

Each Rival has a different approach and method of scoring Prestige. All Rivals control a set of 3 Assistants, just like you, but their Assistants primarily hamper and sometimes prevent your actions in the market.

Can you defeat the Rival and claim your place as the most accomplished merchant in Tabriz? Even if you do, a rematch could go entirely differently. Tabriz includes multiple Rivals to keep you on your toes!

Setup

Select a Rival merchant to play against. The Rivals are printed on the back of the Weaver Mats. The difficulty of each Rival is shown beside their portrait (1 card for medium, 2 cards for hard, and 3 cards for very hard).

Set up like a 2-player game (see page 6), except the Rival receives no coins or commissions.

Place the Rival's Assistants on the Market Playmat as shown below.



The blue player faces off against the yellow Rival!

After placing dice onto tiles (Step 4), assess each die color in the Pool. If there are more than 3 dice of a color in the Pool, remove dice of that color until there are only 3 dice of that color in the Pool. Place all removed dice into the game box. They will not be used in this game.

and place it under the corresponding column below.

- The Rival never gains the First Player Marker.
- Workshop Phase Step 5: Roll all dice in the Pool. Organize them by color under the columns below.

Resolve actions from top to bottom, as possible. Set dice aside as they are used to take actions. Complete as much of each action as possible before moving on to the next action. Take the default action as described on page 18 of the rulebook.

commissions and your Skill Track.

Total the Rival's Prestige from their Skill Track, and from the conversions above. Ignore remainders.

<ul style="list-style-type: none"> Move all Rival Assistants to the positions of player Assistants. Remove all resources from the tile with the highest number of resources, keep 1. Remove and keep it. Remove, keep 1. Remove, keep 1. Remove and keep all. Remove 3. Remove 2. 	<ul style="list-style-type: none"> Move Rival Assistant closest to Market Square to Market Square. Gain 1. Move Rival Assistant closest to Market Square to closest unoccupied Trader Tile. Gain 1. Swap in the market with one of the dice used to trigger this ability. Remove and keep it. Remove and keep it. Move leftmost Rival Assistant to the unoccupied tile with the highest number of resources. Remove and keep 1 of those resources. 	<ul style="list-style-type: none"> Remove, keep 1. Remove, keep 1. Swap in the market with a die used to trigger this ability. Move leftmost Rival Assistant to the closest unoccupied tile. Move rightmost Rival Assistant to the tile with highest number of resources.
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Roll the remaining dice. Group them by color and place them below the corresponding columns on the Rival Mat.

The First Player Marker always remains with you and never transfers to the Rival.

Gameplay

Gameplay is unchanged except for the following.

Visiting a Tile Occupied by the Rival Assistant

Whenever you end a move at a tile other than the Market Square that is occupied by one or more Rival Assistants, **you must pay 1 coin to the Rival**. If you cannot make this payment, you may not take the tile's action. Your Assistant remains at the tile, but no action is taken.

Swapping Dice into the Pool

Whenever a die is swapped into the Pool, roll that die and place it below the corresponding column on the Rival Mat. The dice below the Rival Mat are the Dice Pool, and are used by both dice tiles and the Rival.

Workshop Phase

The First Player Marker never transfers to the Rival. Instead, as Step 5 of the Workshop Phase, roll all dice in the Pool (below and to the side of the Rival Mat), then organize them by color below the corresponding columns on the Rival Mat.

Rival Turns

The player takes the first turn in each round, then the Rival takes a turn, then the player, then the Rival, and so on, until both have taken 3 turns.

The Rival does not always move Assistants and take tile actions on its turn. Instead, the dice below the 3 columns on the Rival Mat determine the Rival's actions. In each round:

- The Rival's **first turn actions** are determined by the **black dice** below Column 1 on the Rival Mat.
- The Rival's **second turn actions** are determined by the **grey dice** below Column 2 on the Rival Mat.
- The Rival's **third turn actions** are determined by the **white dice** below Column 3 on the Rival Mat.

Each column of the Rival Mat shows a number of possible actions the Rival may take during their turn. Each action consists of a number of dice results on the left and an effect on the right.

On the Rival's turn, it attempts to take actions from top to bottom of the appropriate column. Check first to see if the dice results below the column match the topmost action. If so, the Rival takes that action and the dice showing those results are placed to the side of the Rival Mat.

If the Rival does not have the dice results for the topmost action, or if there are still dice remaining below that column after the action is taken, the Rival attempts to take the second action. If it does, the dice showing those results are placed to the side of the Rival Mat.

This process continues from top to bottom in that column until all dice below that column have been set to the side of the Rival Mat. This may result in the Rival taking multiple actions in a single turn.

Dice to the side of the Rival Mat are still part of the Dice Pool and the player may still use them with Workshop actions & tile effects. However, any dice swapped into the Dice Pool are rolled and placed below the corresponding column of the Rival Mat, even if the Rival has already taken the corresponding turn in this round.

Rival Actions

“Remove” & “Keep” Resources: Whenever a Rival action removes resources, return any that are not kept to the supply. Kept resources are placed beside the Rival Mat and used for end game scoring.

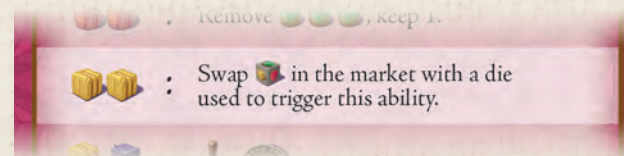
Spent Coins & Resources: Any coins and resources the Rival spends or trades are returned to the supply.

Swapping Dice: When a Rival action swaps a die in the market with “one of these dice,” swap one of the Rival dice results used to trigger the action.

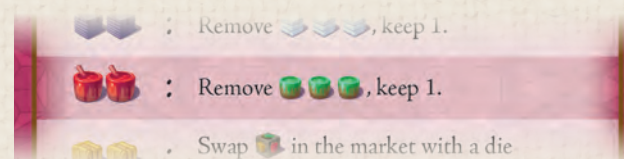
Moving Rival Assistants: When determining whether a Rival Assistant is closest to another tile, do not count any Assistants on that tile.

Ties and Options: Whenever the Rival must make a decision, or a Rival action presents a tie, you decide

for the Rival or break the tie. For example, when the following action is taken and there are multiple grey dice in the market, you choose which grey die is swapped.



Partial Actions: If a Rival action can only be partly completed, complete as much of the action as possible. For example, if the following action is taken and there is only 1 Carmine Dye in the market, that 1 Carmine Dye is claimed and placed near the Rival Mat.



Default Action: The bottom action in each column has no dice requirement. This is a default action that is only taken if either of the following occurs:

- ◆ If there are no dice below the column when the Rival takes the corresponding turn
- ◆ If the Rival would take an action in the column, but that action is not even partly possible



Additionally, the Rival takes the default action once for each die below the column that isn't used for any actions in the column, after all actions have been checked as described under “Rival Turns.”



Rival Skill

Many Rival actions increase their Skill. Keep track of a Rival's Skill with the track at the top of the Rival Mat. Skill awards the Rival extra resources, bonus Prestige, and special abilities.

- ◆ Resources awarded by Skill are taken from the supply and placed next to the Rival Mat.
- ◆ Prestige awarded by Skill is added to the Rival's score at the end of the game.

Special abilities are described below.

  : Once the Rival gains this ability, you must pay 2 coins each time you visit a tile occupied by a Rival Assistant.

  : Once the Rival gains this ability, you must pay 3 coins each time you visit a tile occupied by a Rival Assistant.





Example: A Rival's First Round

Kat is playing against this Rival...



After setup, 4 black dice, 3 grey dice, and 2 white dice remain in the Dice Pool. One of the black dice is removed to the game box and the other 8 dice are rolled and placed below the corresponding columns on the Rival Mat.



After Kat's first turn, the Rival resolves actions in its left  column. The die results below this column do not match any of the top four actions, so those actions are skipped. The fifth action matches 2 of the die results, so Kat removes any 2  from the market, placing 1 next to the Rival's Mat and returning the other to the supply. Kat then removes any 2  from the market, placing 1 next to the Rival's Mat and returning the other to the supply. Kat moves the 2 black dice with  results to the side of the Rival Mat.



Only 1 die remains under the black die column. Its result does not match the next 2 actions. It does match the last die action in the column, but none of that action is possible because the Rival does not have 2 to trade. Instead, the Rival uses the default action in the column and gains 1 Skill. Kat moves the last black die to the side of the Rival Mat.



This completes the Rival's first turn. Kat takes her second turn and then returns to the Rival Mat. This time she resolves the column, where the results are . These do not match the top action, but trigger the second action. Both of the Rival's Assistants are 1 away from the Market Square, so Kat chooses one to move to the Market Square.



The Rival also gains 1 Skill, which brings it to a total of 2 Skill. The reward on the Rival's Skill track is 1 , which Kat takes from the supply and places next to the Rival Mat, along with the 2 dice that triggered this action.

The remaining result under the column matches the second to last action in the column. Kat removes 1 from anywhere in the market and places it next to the Rival Mat, along with the last die from under this column.

Finally, after Kat's last turn, the Rival resolves its column, where it has . This triggers the third action in the column. Kat swaps a grey die in the market with one of the white dice used to trigger this action. Kat then moves both dice to the side of the Rival Mat.

commissions and your Skill Track.

Total the Rival's Prestige from their Skill Track, and from the conversions above. Ignore remainders.

- : Remove , keep 1.
- : Remove , keep 1.
- : Swap in the market with a die used to trigger this ability.
- :
- : Move leftmost Rival Assistant to the closest unoccupied tile.
- : Move rightmost Rival Assistant to the tile with highest number of resources.
- :
- :

To the Market ← ← From the Market

This ends the Rival's turn, and the round.

Game End & Scoring

The game ends in one of two ways:

- ◆ If you complete your 9th commission or gain 14 Skill **before** the Rival gains 14 Skill, you claim the Bonus Prestige token.
- ◆ If the Rival gains 14 Skill **before** you complete your 9th commission or gain 14 Skill, the Rival claims the Bonus Prestige token.
- ◆ In either case, finish the round and total your Prestige normally from the following:
 - ◆ Your completed commissions
 - ◆ Your Skill Track
 - ◆ (If they have the Bonus Prestige token) +2 Prestige

The Rival scores Prestige from its Skill Track, and from coin & resource conversions shown *to the right of the portrait* on the Rival Mat. Convert as many of the Rival's coins & resources as possible, ignoring any remainder. Some examples:



: The Rival gains 1 Prestige for every 2 coins it's collected. Any leftover coin is ignored.



: The Rival gains 1 Prestige for every 2 Plant Dye and 1 Camel Hair it's collected. Any leftover Plant Dye and Camel Hair that do not form this exact set are ignored.

Certain resources a Rival has collected may not convert into Prestige. For example, the following Rival does not score Prestige from collected Wool.



If you have the most Prestige, you win and become the most accomplished carpet weaver in Tabriz! Otherwise, the Rival wins and pushes you out of the marketplace. Better luck next time!

If there is a tie, you win if you have the **most total coins & resources**, with each resource of any type worth 1 coin. If there is still a tie, it's a draw and you share the marketplace — for now.



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