

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 laborers and before long the merchants and aristocracy will take notice. Send your apprentices 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 Apprentice 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 Bazaar.

Turn in materials 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!



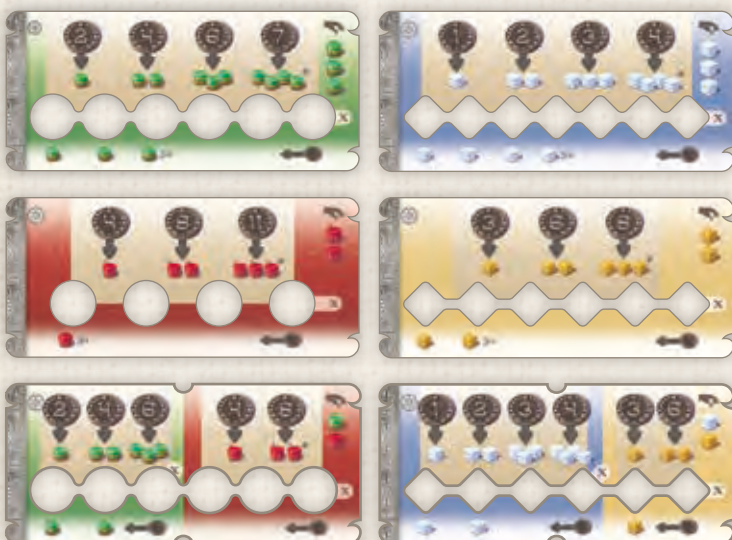
Components



1 Playmat (The Grand Bazaar)



1 Meydan (Market Square) Tile



6 Shop Tiles



2 Courtyard Tiles



6 Trader Tiles



5 Weaver Mats



27 Harmandan (laborer)
Commission Cards



27 Bazaari (Merchant)
Commission Cards



27 Ashraf (Aristocrat)
Commission Cards



10 Advanced
Workshop Cards



15 Apprentices
(3 in each player color)



5 Skill Markers



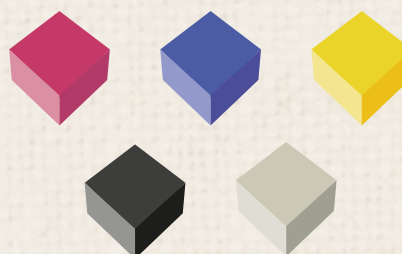
10 Ten Qeran



15 Silk Cubes



15 Apprentices
(3 in each player color)



5 Prestige Markers
(1 in each player color)



14 Five Qeran



20 Carmine
Dye Discs



25 Camel Hair
Cubes



42 One Qeran



30 Plant Dye
Discs



6 Black Dice



4 Gray Dice



3 White Dice



Bonus Prestige
Token



1 First Player
Marker



30 Wool Cubes

Setup

1 Build the Grand Bazaar

Use the playmat side for your number of players, as indicated by the icon in the lower left corner.






2 Player Side: When using this side, return the Dual Shop tiles to the box. They will not be used.

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

Place the Meydan tile in the center space with the ☼ icon face up unless using the Advanced Workshop Mode (see page 14). Separate the other tiles by type (each tile has different corners or cut-outs), and place 1 tile in each matching space on the playmat.

2 Coin & Material Supply

Group the coins by denomination and the materials by type, and place them near the Bazaar. For ease of use, we recommend ordering the materials from cheapest to most expensive, as follows.

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

3 Dice Pool

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

4 Stock Tiles

Check each Shop in play for material icons below spaces on the track. Fill each of these spaces with the material 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. Ignore dice spaces with no icon in them.



5 Commission Decks & Discard Piles

There are 3 Commission Decks: Karmandan Commissions (brown), Bazaari Commissions (red), and Ashraf Commissions (blue). Shuffle each deck and place it face down near the Bazaar. Leave room for a discard pile near each deck.

6 Bonus Prestige Token

Place the Bonus Prestige Token in an easy to spot location.

7 Player Components

Each Player: Choose and take a Weaver Mat. Place it in front of you with the side shown on the next page face up (the other side is used for the Rival Solo Mode). Also take the following:

- ♦ 3 Apprentices in your color
- ♦ Prestige Marker in your color
- ♦ Skill Marker

Place the Skill Marker on the 0 Skill space left of the character illustration, and the Prestige Marker on the 0 ☼ space on the playmat. Place your 3 Apprentices near the Meydan tile in the center of the Bazaar.

8 First Player & Starting Qeran

The player who most recently pet a cat 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:

1st	2nd	3rd	4th	5th
				
				
				

9 Starting Commission Cards

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

1

Courtyard Tiles

Alley Tiles

Traders

Shops

2

2

3

5

6

7

8

9

You are now ready to play!

5



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. Turns start with the first player and continue clockwise.

The game continues **until one or more players have completed 9 or more commissions, or gained 14 Skill by the end of a round**. At that point, each other player takes a turn and then all scores are totaled. The player with the highest Prestige wins, becoming the most accomplished carpet weaver in Tabriz!

Round Overview

In each round, take these steps in order:

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

On your turn, do the following in order:

- ♦ You **must** move 1 of your Apprentices that has not yet moved this round.
- ♦ Take the action listed on the tile where your Apprentice ends its move.
- ♦ You **may** complete 1 commission in your hand.

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

Player Turns

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

On your turn, follow these steps in order.



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

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

You may only visit and use the action of each tile once per round. You may move to a tile where you have an upright Apprentice (one that has not yet moved this round), but not to a tile where you have an Apprentice on its side (one that has already moved this round).

Players do not block each other. Apprentices belonging to any number of players may occupy a tile at the same time, so long as other movement rules are honored.

Exception: When moving to the Meydan (the starting tile), your Apprentice may move any distance, from any tile. Also, an Apprentice may remain at the Meydan tile and use its action in multiple consecutive rounds. Finally, you may move any number of your Apprentices to the Meydan in each round.

2. Take the Destination Tile's Action (optional): After laying your Apprentice on its side, you may take the action of the tile where the Apprentice ended its move (see pages 10–13 for a full description of each tile and its action).





3. Complete 1 Commission (optional): If you have acquired the required materials for a Commission card in your hand, you may complete that commission. Return the required materials 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 in following rounds.

Tip: Completing a commission may leave you with none to work on. Send an Apprentice to the Meydan to get more.

Restocking Dual Shops

Certain Shops carry two materials.

- ♦ When the material icons below the costs are solid, each side of the tile is its own track offering one of the materials. In this case, materials of each type are only placed on the corresponding side of the track. Also, each side of the track is emptied independently when it overfills.
- ♦ When the material icons below the costs are split in halves, the tile has a single track for both materials. Materials are placed into this single track as shown in the upper right of the tile, which generally results in alternating materials that must be purchased in order from right to left. Also, this single track is emptied of all materials when it overfills.

For more information about Dual Shops, see page 11.



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 Materials

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 now. For common icons & abilities, 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.

5. Pass the First Player Marker: The First Player Marker passes to the left. The new first player follows with their first turn.

Round End & New Round Start

A round ends once all players have moved all 3 of their Apprentices. At this point, if any player has completed 9 or more commissions, or has 14 Skill, 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.

Each other player takes a turn and then each player's Prestige is totaled from the following:

- ♦ Their completed commissions
- ♦ Their Skill Track
- ♦ +2 Prestige if they have the Bonus Prestige token

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 Qeran & materials**, with each material of any type worth 1 Qeran. 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 materials is shown beneath a hand, add that many cubes or discs to spaces on the tile. Fill spaces from left to right. If there are not enough spaces, discard any extra materials. If there is an X icon at the end of the track and there are extra materials to place, instead remove ALL materials from the tile. This Shop has sold out for the round.



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

2. Ready Apprentices: Lift all Apprentices so they are upright again.

3. Roll Dice: For any tile with dice on it, re-roll the dice and add materials per the tile's specific rules (see pages 12–13 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 materials to fulfill and offering progressively better rewards.



Karmandan: Initially, only the laborers come to you with new work. These commissions require materials that are cheap and easy to obtain. On average, these commissions offer lower Prestige but more Qeran than Bazaari or Ashraf commissions.



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



Ashraf: At 6 Skill and above, the aristocracy approaches you with the most delicate work in the city. These commissions require precise combinations of expensive materials but come with the highest Prestige & Skill upgrades in the game. Workshop actions are common and very powerful on these commissions.

All Commission cards have required materials & rewards. Some also have Prestige rewards, Workshop action(s), or both.

Required Materials: The materials 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 7). 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
Materials

Reward

Workshop
Action

Prestige

Common leons



Gain the indicated material(s) from the supply.



Gain the indicated number of Qeran from the supply.



Gain the indicated amount of Skill.



Gain the indicated amount of Prestige. Move your Prestige Marker along the track around the Bazaar.



Pick a die of the indicated color from the Dice Pool. Roll it and gain 1 material from the supply matching your result.



Discard the material(s) to the left of the arrow and gain the material(s) to the right of the arrow.



Discard the material(s) to the left of the arrow and gain the Qeran to the right of the arrow.



Discard the Qeran to the left of the arrow and gain the material(s) to the right of the arrow.



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



Spend 8 Qeran to gain 1 Skill.




Discard 1 Commission card from your hand and pay 4 Qeran 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 Qeran from the supply.

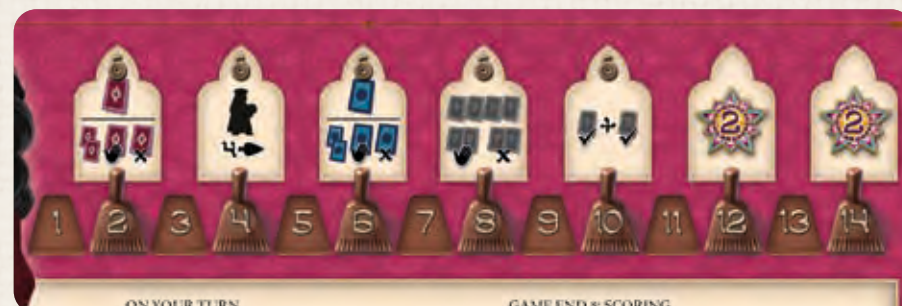


Discard 1 Commission card to gain 1 Carmine Dye from the supply.

Most trades include the  icon. This means you may make the trade once each time you use the action. However, if you gain a trade from multiple sources (e.g. multiple completed commissions), then each trade is independent. In this case you may repeat the trade once per action taken.

The Skill Track

Skill is earned from completing certain commissions, and is tracked on your Weaver Mat, as seen below. 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 Bazaari Commissions, add 1 to your hand, and discard the other. From now on, you may draw each new commission you gain from the Karmandan or Bazaari deck.



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



Immediately draw 2 Ashraf 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 Meydan (Market Square) to draw 4 new commissions, you may keep 2 of these cards instead of 1. This ability has no effect when you draw only 1 commission.



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.

Meydan & Shops

Meydan

All Apprentices begin the game at the Meydan. This is also where you collect new commissions and visit the bank.

When moving an Apprentice, you may return any of your Apprentices to the Meydan from anywhere in the Bazaar. This is the only time you may move farther than your normal movement limit.

ACTION: The Meydan has two actions. When one of your Apprentices ends its move here, choose and take 1 of these actions.

1. Collect Commissions

Draw 4 Commission cards from the Karmandan deck, or any deck(s) you have unlocked through Skill (see page 9). 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 Qeran from the supply. 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 Meydan is used with Advanced Workshop Mode (see page 14).



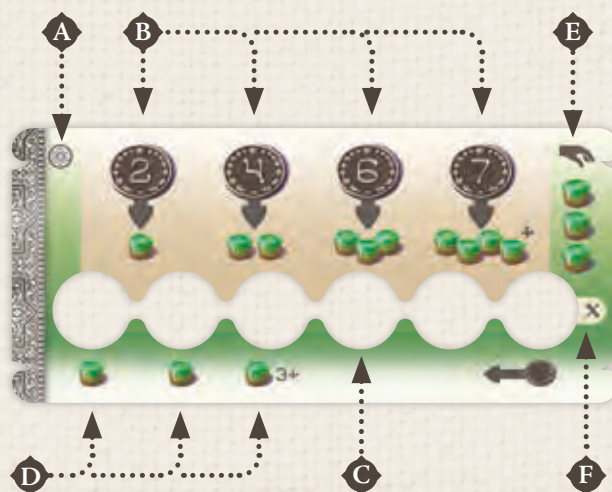
Shops

Shops sell materials for Qeran. There is a “Single Shop” dedicated exclusively to each material and two “Dual Shops” that offer combinations of two materials. Single and Dual Shops have different corners and cut-outs, and are therefore placed on different spaces on the playmat.


Note: The Silk Shop is a Courtyard Tile (see page 13). There is no Dual Shop that offers Silk.



Single Shops

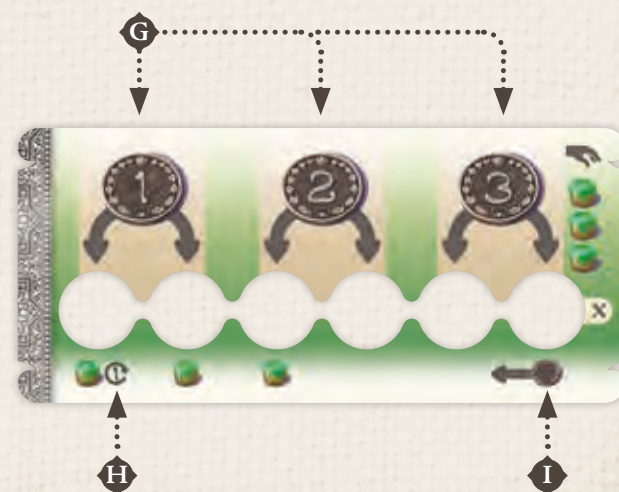
- A** This side is recommended for your first game.
- B** Pay this number of Qeran for the materials below the arrow. If a “+” is next to the materials, take all materials in the track, even if there are more than the number of icons shown. A full shop offers the best deal! Materials are always purchased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



ACTION: Buy one or more materials available at the Shop. Pay one of the costs shown to the supply and collect the corresponding materials from the tile’s track. You may only buy materials from the tile, never from the supply.

Materials are not replaced after a purchase unless the tile has the  icon under the first space on its track and the last material was just purchased. In this case, after the purchase is complete, add 1 material from the supply to the leftmost space on the track.

- E** Add these materials to the track during Step 1 of the Workshop phase (see page 7).
- F** If the  icon appears at the end of the material track, ALL materials are removed from the tile anytime you add more materials than empty spaces on the track. When this happens, the Shop is sold out for the remainder of the round. This icon does not appear on all Shops.
- G** This is an alternate style of Shop. The first two Plant Dye cost 1 Qeran each. The third and fourth cost 2 each, and the fifth and sixth cost 3 each.
- H** The  icon means that when the last material is purchased from this tile, the track immediately refills with the listed number of materials taken from the supply.
- I** As always, available materials must be purchased from right to left.



Dual Shops

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

- A** This Dual Shop has two separate material tracks, each with a different color background: 4 spaces for Wool and 2 spaces for Camel Hair. Each material is added only to the track matching its color.
- B** On Dual Shops, always add materials in the order shown, from top to bottom. This is important for the Shop on the right.
- C** At this Dual Shop, each track can be emptied when too many materials 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 a single material track with one set of prices for both materials. Materials are added to this tile in an alternating fashion, starting with 1 Wool in the first space and 1 Camel Hair in the second space. Each round, 1 Wool and then 1 Camel Hair are added to this single track.



When you buy from this Dual Shop, pay one cost to gain the number of materials shown below, as normal. These materials must be purchased from right to left. For example, if the tile spaces are filled with the materials shown above and you buy 3 materials, you will receive 2 Wool and 1 Camel Hair.

Traders

Traders exchange materials. 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 1 trade shown on the tile to exchange materials with the supply. You may take your chosen trade up to the number of times shown on the right of the tile.

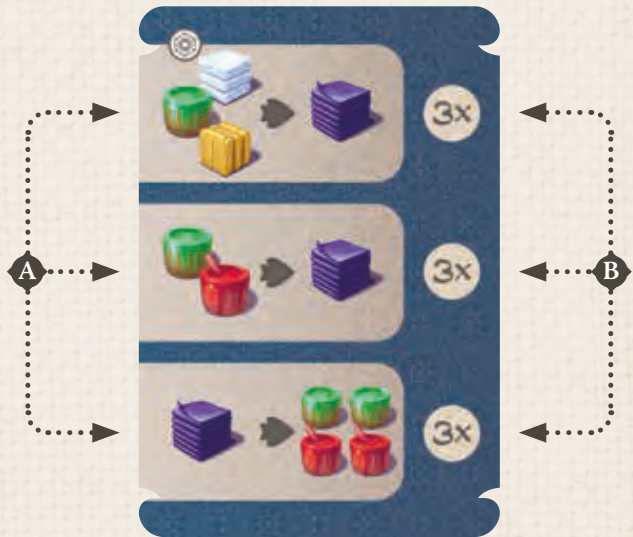
You may not reverse a trade. You may only trade what is on the left from your Weaver Mat for what is on the right from the supply.



At this Trader, you may...

- ♦ (Up to 3 times) Trade 1 of your Carmine Dye for 6 Wool from the supply, **OR**
- ♦ (Up to 6 times) Trade 1 of your Carmine Dye for 3 Plant Dye from the supply, **OR**
- ♦ (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, **OR**
- ♦ (Up to 3 times) Trade 1 of your Plant Dye and 1 of your Carmine Dye for 1 Silk from the supply, **OR**
- ♦ (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, Apprentices may venture into the outer alleys of the Grand Bazaar, seeking more exotic ways to acquire materials. 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, roll & place 1 black die in this space.



At the start of the game, roll & place 1 gray die in this space.



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

Hustler's Alley

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 materials you roll from the supply. Return all dice you rolled to the Pool.



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

Foreign Merchant

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



Camel Hair was chosen and 4 Qeran were paid to the supply:
2 Camel Hair are collected from the supply.

Gita's Warehouse

ACTION: Choose 1 die of any color from the Pool. Roll this die and place it on the tile.

You may purchase the material 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 materials 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 materials rolled or no materials at all.

At no point may you purchase fewer than the total materials 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.



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

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

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





Caravanserai

During Step 4 of Setup, roll a gray die from the Pool and add it to this tile. Also add 1 of the material 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 material rolled.

ACTION: You may keep the die result showing on this tile. Alternately, you may either roll the die on the tile or swap it for a die from the Pool and then roll the new die. If you roll a die, add the material rolled to the tile.

You may then bribe the attendant here to let you have all the materials on the tile. The cost of this bribe is determined by the most expensive material on the tile.

For example, if there are 1 Wool and 1 Camel Hair on the tile, it costs 3 Qeran to claim both materials.

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 gray die was swapped for a white one, which rolled Carmine Dye. Both materials could be collected for 4 Qeran.

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 in the Bazaar. One uses dice, with each side having its own rules. The other is the Silk Shop, which operates mostly like a regular Shop (see page 10).

Haggler's Paradise

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 materials 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 (a newly added die must be rolled).

Third, assign each die to one of the spaces on this tile (1x and 2x).

Finally, you may pay twice the cost of the material on the right die (2x) to gain 2 of that material and 1 of the material on the left die (1x). The material on the left die is free. These materials are taken from the supply.

When you are done, leave the dice on this tile with the most recent results showing.



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 materials 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 materials shown at the reduced prices shown. You may not purchase only some of these materials. You must buy all of them or none.



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

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



Silk Shops

ACTION: The ☸ side of this tile operates exactly like a regular Shop (see page 10). Note that no materials are added to the track at the start of the game.



ACTION: This side of the Silk Shop has several unique behaviors, befitting the most prestigious vendor in the bazaar.

- ♦ The ☸ icon means that when any number of materials is purchased from this Shop, the track immediately refills with the amount of materials purchased + 1.
- ♦ This Shop's track does not clear when it overfills. Instead, fill the track to 4 materials and leave any extras in the supply.
- ♦ During the Workshop Phase, you reset this Shop's track to exactly 1 Silk.



Advanced Workshop Mode

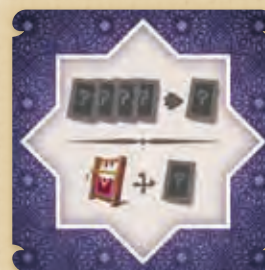
After you've played a few times and are comfortable with the rules, try the Advanced Workshop Mode! This variant offers mildly asymmetric play and a somewhat less forgiving economy. You can't visit the bank in this mode, so you have to rely exclusively on completed commissions and your personal Workshop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

Setup

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

1. Build the Grand Bazaar

Use the flip side of the Meydan tile.



Advanced Workshop

Meydan Tile

8. Advanced Workshop Cards & Starting Qeran

Players do not gain starting Qeran or materials 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 Qeran (and possibly a material) shown at the top of your chosen Advanced Workshop card. Then tuck the card under your Weaver Mat's Workshop bar.



Setup vs. the Rival

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

Gameplay

Gameplay is unchanged except for the Meydan action, which is now...

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

1. Collect Commissions

Draw 4 Commission cards from the Karmandan deck, or any deck(s) you have unlocked through Skill (see page 9). 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 materials 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 Apprentices to take this action in a single round, you gain a full Personal Workshop Phase for each Apprentice 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. These cards are easily identified by the unique background for the Workshop ability.

Credits

Game Design

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Development

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Thematic Development

Alex Flagg

Rival (Solo) Mode

John Brieger

Production & Editing

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Art Direction & Graphic Design

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Special Thanks

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Pronunciation Guide

Ashraf: ash ROFF

Bazaari: bah ZAR ee

Caravanserai: KEH ruh VAN sr EYE

Karmandan: CAR man DAWN

Meydan: MAY dawn

Qeran: KEH ron

Tabriz: ta BREEZ

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Luck



Learning Ease



Strategy



Interaction



Play Guide

Rounds & Turns (pages 6–7)

Workshop Phase (skipped in first round)

- ◆ Restock Tiles
- ◆ Ready Apprentices
- ◆ Roll Dice
- ◆ Workshop Actions
- ◆ Pass the First Player Marker

Player Turns

- ◆ Move 1 upright Apprentice and lay it down.
- ◆ Take the tile action where you end the move.
- ◆ If you can, complete 1 commission.

Game End & Scoring (page 7)

First player to 9 completed commissions or 14 Skill claims the Bonus Prestige Token. Each other player takes a turn. Score total Prestige. Highest Prestige wins!











- ◆ Completed commissions
- ◆ Skill Track
- ◆ +2 Prestige with Bonus Prestige Token

Icon Reference:

-  Prestige (victory points).
-  Skill.
-  Add these materials to the track in the Workshop Phase.
-  When the last material is purchased, add 1 material to the track.
-  After any purchase, fill the track with the number of materials purchased + 1.
-  When the track overfills, remove all materials.
-  Purchase materials from right to left.
-  Trade.
-  Trade (max 1 time).

Component Reference

Materials

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

Dice

-  (Lowest Value)
2 Wool,
2 Plant Dye,
2 Camel Hair
-  (Middle Value)
2 Plant Dye,
2 Camel Hair,
2 Carmin Dye
-  (Highest Value)
2 Camel Hair,
2 Carmin Dye,
2 Silk

Commission Decks (page 8)



Coins



-  Use this side of the tile in your first game.
-  Draw 1 commission.
-  Discard 1 commission.
-  Dice space.
-  Dice space. Starts with rolled black die.
-  Dice space. Starts with rolled gray die.
-  Re-roll all dice on the tile in the Workshop Phase.
-  Take a Personal Workshop Phase.

-  Bazaari / Merchant cards unlocked. Draw 2 and keep 1.
-  Move up to 4 instead of up to 3.
-  Ashraf / Aristocrat cards unlocked. Draw 2 and keep 1.
-  When drawing 4 new commissions at the Meydan, keep 2 instead of 1.
-  Complete up to 2 commissions per turn instead of 1.