

TABANNUSI

BUILDERS OF UR

PLAYER REFERENCE

Game Structure

Play turns continuously until a Scoring occurs from the removal of the last die from a boat.

Scoring Tracker

The Scoring Tracker in the upper left of the board is the time track of the game. For each Scoring a gold is removed. When the last gold is removed, the game end is triggered.

If multiple Scorings occur, the active player chooses the order.

TURN STRUCTURE

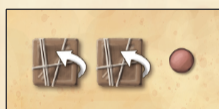
1. Take a die from the boat where your Architect is located then move your Architect to the District per the die's number. The chosen die is now a resource.
2. Perform up to 2 **Actions** (and any number of Free Actions) in the District where your Assistant is.
3. If any boats have 0 dice, perform a Scoring for those Districts. Move your Assistant to your Architect's District.

ACTIONS

Move your Architect to any District and take a resource from the supply.



Unflip 2 Crate tiles and take a marker.



Lose 2 VP and move up on any Mastery track. **You must have 2 or more VP to do this.**



Place Project (Districts 1-3)

1. Select a tile where 2 or less of that color tile are in the District.
2. Place the tile in the District adjacent to any of the same color tiles and not adjacent to Buildings of the same color.
3. If placed on top of a bonus, gain the bonus.
4. Required: Place a marker on the Project tile.



Construct Building (Districts 1-3)

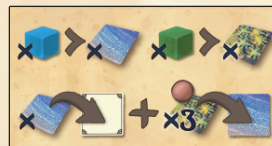
1. Choose all tiles of a single color in the District.
2. Pay 2 resources of the boat/District color. Also, pay 1 resource of the Building's color for each of your own markers on the Project tiles.
3. Remove the tiles and markers. Place the Buildings. Place on top a single House from the building's color row (or colorless if none).
4. Receive any bonuses from the space where the House came from.
5. Discard your markers. Opponents receive their markers back and move up 1 step per marker on the track of the Project color. Other players with adjacent Gardens move up 1 on a track of their choice.
6. **Optional:** Pay 1 gold to claim 1 Ship equal to the Building size.



Gardening

In any order and all optional:

- Purchase Water tiles for 1 blue resource each.
- Purchase Garden tiles for 1 green resource each.
- Place Water tiles in the District adjacent to Water tiles or Gardens. **Do not place markers or gain any bonuses covered.**
- Place up to 3 Garden tiles on existing Water tiles. Gain the bonus of covered tiles. **Required:** Place a marker on each Garden tile.



Gain the Indicated Items/VP

If no special Water tiles exist, take a normal Water tile.



TABANNUSI: BUILDERS OF UR

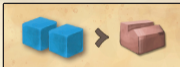
Game Design - David Spada, Daniele Tascini

Artist - Zbigniew Umgelter, Aleksander Zawada

PLAYERADE v1.2 - Tahsin Shamma

Place a House in the Port District

1. Pay 2 resources of the District/boat color.
2. Place one of the Houses from the bottom (colorless) row of your Player board onto one of the House spaces in the Port District. **You may not have 2 houses in both spaces of a single column or row.**
3. If you place on a crate, place it on your player board. If you place on a bonus, gain the bonus.



Claim a Ship in the Port District

1. Pay 2 gold to place a marker on any Ship in the Port District.
2. If you have markers on all 3 Ship tiles in a single row or column, immediately take the Harbormaster tile for that row or column (if still available). Take from both row and column if your marker completes both.
3. Ship tiles with your marker provide ongoing abilities.
4. You can use Harbormaster tiles at any time during your turn. Return them to the game box when used. If not used, they are worth 3 VP at game end.



Place a House in the Ziggurat District

1. Select a space on the brown, white, or yellow Ziggurat.
2. Pay 2 resources of the District/boat color.
3. Take the leftmost House from the row on your Player board matching the Ziggurat section's color (or from the bottom, if empty), and place it on the space. Gain the bonus if there is one.
4. Place a marker in the leftmost claim space of the Ziggurat tile that does not have your marker. (Multiple players can have markers on the same claim space of a Ziggurat tile.)
5. If you are unable to perform any of the above, then you may not perform this Action.



Free Actions

- **Flip a Crate tile face up** by returning to the supply any one resource. It does not need to match the crate.
- **Score any number of Decree cards** by demonstrating you meet all the Decree requirements. Place the card next to your board and gain its bonuses.



SCORING



1. The active player gains 1 gold from the Scoring Tracker.
2. All players return all resources of the District color to the supply.
 - a. For any **yellow/brown/white** resources, the player moves up 1 space on the track of that color.
 - b. For any **blue** resources, the player gains 1 Water tile.
 - c. For any **green** resources, the player gains 1 Garden Tile. Regardless of how many resources are lost, the player always only gains 1 advancement or tile.
4. If the District is 1, 2, or 3, players receive VP for their Buildings. Each Building is worth a number of VP equal to its size (1, 2, or 3 spaces) multiplied by the VP value depicted on the left-hand side of the Mastery track where your marker is. Garden tiles orthogonally adjacent to the Building counts as another space occupied by that Building (regardless of owner).
5. If the scored District is the Port District, each player receives 1 VP for each of their markers in the same row or column as one of their Houses. For both row and column with one of their Houses score 2 VP.
6. If the scored District is the Ziggurat District, each player scores each Ziggurat tile containing one or more of their markers. Each player scores the rightmost of their markers on each tile.
7. Gathers all dice for the District from the supply, roll and return them to the respective boat.

Final Scoring

When the last Gold is removed from the Scoring Tracker continue until all players have had an equal number of turns and then play exactly one more turn for each player.

During these turns, an empty Barge does not result in a complete District Scoring. Only perform step 2 and step 7 above.

After this:

1. Every District is scored one final time, following the regular rules.
2. Players reveal Urban cards and score points.

For ties, the tied player with more Gold wins, otherwise players share victory.



ZIGGURAT TILES



When you score the Ziggurat District, you receive VP for your rightmost marker on each Ziggurat tile, as follows:

Z01 - Receive 2/3/4 VP for each of your Houses in the common Districts (Districts 1, 2, and 3).

Z02 - Receive 0/1/2 VP for each of your Houses in the Ziggurat District.

Z03 - Receive 0/1/2 VP for each boundary passed by any of your Mastery markers. This is scored for each marker in its respective Mastery track.

Z04 - Receive 1/2/3 VP for each Ship with your marker on it.

Z05 - Receive 1/2/3 VP for each of your Buildings in the common Districts (Districts 1, 2, and 3) which is adjacent to at least one Garden tile.

Z06 - Receive 1/1/2 VP for each of your Garden tiles.

Z07 - Receive 2/3/4 VP for each of your Houses in the Port District.

Z08 - Receive 0/5/10 VP.

Z09 - Receive 3/5/7 VP for each Urban or Decree card you have completed.

Z10 - Receive 3/5/7 VP for each set of 3 Buildings in different colors with your House on them in the common Districts and for each set of 3 Ships in different colors with your Claim marker.



SHIP TILES



S01 - Whenever you place a marker on a Ship, receive 2 VP.

S02 - Whenever you place a House, receive 2 VP.

S03 - Whenever you spend a Resource to refill (flip face up) a Crate tile, you may refill up to 2 Crate tiles instead.

S04 - Whenever you place a Project tile, receive one regular Water tile.

S05 - Whenever you place a House on the Ziggurat, receive 1 Garden tile or 1 marker from the supply.

S06 - Whenever you construct a Building, receive 2 VP for every marker on the covered Project tile(s) belonging to an opponent.

S07 - Whenever you place a Garden tile, receive 2 VP.

S08 - Whenever you place a House, you may (as a free Action) take a Gardening Action.

S09 - Whenever you place a House in the Port District, you may pay 1 blue resource to take that House from a colored rows (instead of the bottom row) on your Player board.

S10 - Whenever one of your Mastery markers passes a boundary on its Mastery track, receive 3 VP.

S11 - Whenever you place a marker on a Ship in the Port District, you may (only once) pay a blue resource instead of a Gold.

S12 - Whenever you place a Garden tile, you may place a marker from the supply (not from your player area) on it.

S13 - After you place a Project, you may pay any 1 resource to move up once on the Mastery track of the same color as the placed Project. It does not have to be the resource in the same color as a Project.

S14 - Whenever you Construct a Building, for each marker belonging to an opponent, you may pay any 1 resource to move your Mastery marker once up the Mastery track of the same color as the Building.

S15 - Whenever you place a marker on a Ship tile, move your Mastery marker once up the Mastery track of the same color as the Ship.



DECREE CARDS



D01

Requirement: Have at least 3 white Buildings and 3 brown Buildings anywhere in the common Districts.

Bonus: Immediately place a House in the Port District, paying no cost but gaining the bonus. Gain 8 VP.

D02

Requirement: Have at least 3 white Buildings and 3 yellow Buildings anywhere in the common Districts.

Bonus: Refresh up to 3 Crates. Receive 1 Claim marker. Gain 10 VP.

D03

Requirement: Have at least 3 yellow Buildings and 3 brown Buildings anywhere in the common Districts.

Bonus: Advance on a single Mastery track twice. Gain 8 VP.

D04

Requirement: Have at least 2 white Buildings, 2 yellow Buildings, and 2 brown Buildings anywhere in the common Districts.

Bonus: Gain 2 Gold. Gain 10 VP.

D05

Requirement: Have at least 5 white Buildings and 1 brown Building anywhere in the common Districts or Houses (in the corresponding spaces) in the Ziggurat District.

Bonus: Draw 2 Urban cards, keep 1, and place the other card at the bottom of the deck. At the end of the game, you may ignore 1 required House from each Urban card you score. Gain 8 VP.

D06

Requirement: Have at least 5 yellow Buildings and 1 white Building anywhere in the common Districts or Houses (in the corresponding spaces) in the Ziggurat District.

Bonus: Receive 1 Claim marker. Place a Claim marker on a Ziggurat tile of your choice (following the usual rules). Do not place a House. Gain 10 VP.

D07

Requirement: Have at least 5 brown Buildings and 1 yellow Building anywhere in the common Districts or Houses (in the corresponding spaces) in the Ziggurat District.

Bonus: Receive 1 Claim marker. Place a Claim marker on any one Ship tile. Gain 10 VP.

D08

Requirement: Have at least 1 white Building, 1 yellow Building, and 1 brown Building anywhere in the common Districts. Have a Claim marker on each Ziggurat tile.

Bonus: Gain 12 VP.

D09

Requirement: Have at least 3 brown Buildings anywhere in the common Districts. Have a Claim marker on at least 2 white and 2 yellow Ships.

Bonus: Gain 1 Gold. Move up once on a Mastery track of your choice. Gain 8 VP.

D10

Requirement: Have at least 3 white Buildings anywhere in the common Districts. Have a Claim marker on at least 2 yellow and 2 brown Ships.

Bonus: You may move up to 2 Houses on your Player board from the colored rows to the bottom row (gaining any applicable bonuses). Gain 10 VP.

D11

Requirement: Have at least 3 yellow Buildings anywhere in the common Districts. Have a Claim marker on at least 2 white and 2 brown Ships.

Bonus: Take 2 special Water tiles (selected from the display, then replenish immediately), and 1 Garden tile. Gain 8 VP.

D12

Requirement: Have at least 1 white Building, 1 yellow Building, and 1 brown Building anywhere in the common Districts. Have 4 Houses in the Port District.

Bonus: Gain 12 VP.

D13

Requirement: Have at least 6 Garden tiles adjacent to any of your Buildings. Have 2 Houses in the Port District.

Bonus: Move up once on two different Mastery tracks. Gain 10 VP.

D14

Requirement: Have Claim markers on at least 1 white, 1 yellow, and 1 brown Ship. Have at least 1 white Building, 1 yellow Building, and 1 brown Building anywhere in the common Districts, each adjacent to a Garden tile.

Bonus: Receive 2 Claim markers. Gain 2 Resources of your choice from the supply (if any). Gain 10 VP.

D15

Requirement: Have Claim markers on at least 8 Garden tiles.

Bonus: Gain a random Harbormaster tile (from the ones not used in the Port District during setup). Gain 10 VP.

D16

Requirement: Have a Claim marker on at least 2 white, 2 yellow, and 2 brown Ships. Have Claim markers on at least 2 Garden tiles.

Bonus: Gain 12 Victory Points.