



## GAME SETUP

1. Swap all the player boards of the base game (A) with the enclosed player boards (B). Each side of the new player board can be differentiated by a color theme (orange or purple). Determine which side you will play this time, then all player places their board in front of them with that side face up.
2. Swap the scoring board of the base game (C) with the new scoring board (D). Use the same colored-theme side as the player boards.



3. Each player should receive an overlay (E) and place it over their player board (F) so that it aligns perfectly.
4. Insert the scoring board between the top (G) and bottom (H) layers of the scoring board overlay.
5. Swap the scoring markers for the new ones (I) and stack them on the 5<sup>th</sup> space of the scoring track.
6. All other steps are identical to the base game.



## OBJECTIVE

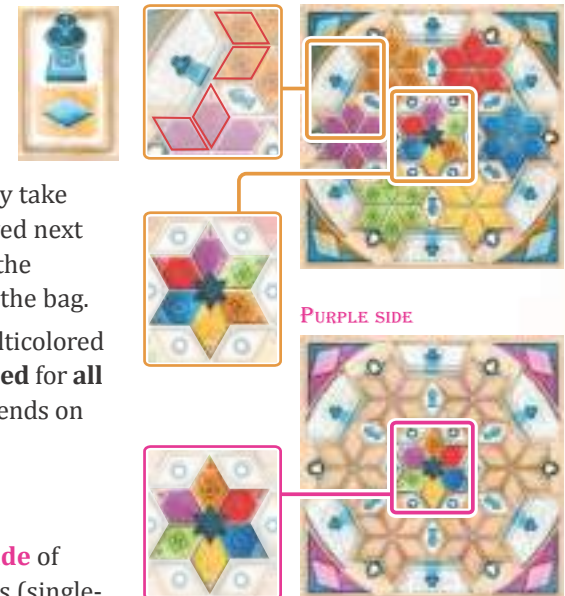
Be the player with the most points at the end of the game. The game ends after 6 rounds have been played and a final scoring has taken place.

## GAMEPLAY

The rules are identical with those of the base game. However, the color-defined diamond-shaped spaces of the star in the center of the player board have to be considered in particular and also the new fountains.

## NEW PLAYER BOARDS

- **An additional scoring bonus**, in the form of an **additional tile** from the **supply spaces** on the scoring board, is received when you surround the 4 adjacent spaces of a **fountain** with tiles. You must then immediately take any **one** tile of your choice. Place the bonus tile you received next to your player board. Before the next player's turn, fill up the empty supply spaces on the scoring board with tiles from the bag.
- **The star in the center** of the player board is not only a multicolored star, but now the color of each tile to be placed is also **defined** for all 6 diamond-shaped spaces. The number of tiles needed depends on which side of the player board you are playing on:
  - **Orange side:** the number of tiles is 1 to 6.
  - **Purple side:** the number of tiles is always 3.
- Similar to the variant play of the base game, the **purple side** of the player board lets you choose the combination of colors (single-colored or multicolored) for each of the 6 outer stars. As before, a multicolored star must have 6 tiles of **different colors**, and a single-colored star must have 6 tiles of the **same color**. More than one star of a single color or more than one multicolored star **may** be completed.



## NEW SCORING BOARD

- The **purple side** of the new scoring board shows a **changed order** for the wild color (starting with orange for the first round). The score for each completed single-colored star has also changed accordingly (e.g.: each completed red star scores 18 points).
- Also, when playing with the **purple side**, the points you score for covering all spaces of a specific number are modified in the following way:
  - If you covered **all 1's**, score 3 points.
  - If you covered **all 2's**, score 6 points.
  - If you covered **all 3's**, score 18 points.
  - If you covered **all 4's**, score 12 points.
- At the end of the game, **each completed set** of 4 different surrounded structures (a pillar, a statue, a window, and a fountain) is worth bonus points the following way:
  - **Purple side**: score 12 points.
  - **Orange side**: score 15 points.Each **single** structure can only be used once in a set.
- You now score 15 points for each completed **multicolored** star.

PURPLE SIDE



ORANGE SIDE



## END OF THE GAME

The game ends after 6 rounds have been played and a final scoring has taken place. Note the modified scoring for the related goals (as explained above).



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