

Tyros

'Tyros' is a trading and settlement game set in the Mediterranean where players take the part of the ancient Phoenician traders. There are four neutral empires that will expand across the map according to the play of map tiles. Players score points for controlling areas in an empire and establishing cities, with the exact number of points depending on the size of the empires.

The game is for 3 to 4 players.

Components

Rulebook
Map
40 plastic galleys
40 City counters
32 Map tiles
80 Empire counters
60 Empire cards
1 First player tile

Starting the Game

Each player should select a set of galleys and accompanying city counters. Each player should place 2 galleys in Tyre, (between locations 31 and 32).

Basic Set-up:

From the land tiles remove the following and place an Empire tile on each board location as follows:

#7 – Orange, #13 – Yellow, # 23 – Green, and #26 - Purple

Deal out 4 map tiles face down to each player.

Random Set-up:

Shuffle the Map tiles.

Draw 4 tiles and order them numbered lowest to highest. No Empire can start adjacent to another Empire or Tyre. If this situation arises remove the higher number and draw a new tile. From lowest to highest place the following Empire counters in this order: Orange, Yellow, Green, and Purple. All Map tiles used to place Empire tokens are discarded. After establishing the four empires shuffle the remaining Map tiles and deal out 4 to each player.

Playing the Game

The turn sequence is as follows:

1. Deal out cards.
2. Place Map tiles.
3. Player actions.
4. End of turn.

1. Dealing out Cards

Shuffle all the Empire cards together, including any in the discard pile. If there are 3 players deal out 12 cards to each. If there are 4 players deal out 10 cards to each.

2. Place Map Tiles

- In play order, each player must play a Map tile if he is legally able to do so. A player can only play a Map tile that matches a location that is orthogonal to a location containing an Empire counter. When the player plays the tile he takes a counter matching the adjacent Empire and places it in the new location. If a location is orthogonal to more than one empire then the active player decides which empire the location will join with. A location can only contain one Empire counter.
- Once a player has played a Map tile he takes a replacement tile from the stack. If the stack is exhausted then he does not draw a replacement.
- If a player is unable to play a legal Map tile then he shows all of his Map tiles to the other players. He then selects one and places it at the bottom of the pile of Map tiles. He then takes the top Map tile. He does not play a Map tile.
- If an Empire counter is placed in either location 31 or 32, adjacent to Tyre the active player places an identical Empire counter in Tyre. All galleys in Tyre remain there.

Note: In a 3-player game each player should place 2 Map tiles every round. In a 4- player game each player should play 2 Map tiles in the first round and then 1 Map tile in each succeeding round.

3. Player Actions

In player order each player completes one of the following action. Once each player has completed an action then a second round of actions is carried out. Repeat the action round until every player has opted to pass in succession. If a player builds or moves something then he must pay a certain cost in cards. All cards used to pay for an action are discarded after use. The actions are as follows:

BUILD GALLEY
MOVE GALLEY
BUILD CITY
TRADE
EXCHANGE CARDS
PASS

BUILD A GALLEY:

- A player can build a galley in a location where he has a city or in Tyre.
- A location can have no more than 2 galleys stationed in it. (*Exception:* As long as Tyre does not have a city marker on it every player may have two galleys located there.)
- To place one galley in that location the player must pay cards equal to the total number of galleys in that location, including the galley just being placed. In addition, at least one of the cards being played must match the colour of the Empire counter in the location, (unless the location is Tyre and it is still neutral, in which case any colour of cards can be used to pay).
- The city in Italy in location 16 only allows a player to build a galley on the western side of Italy.

MOVE A GALLEY:

- A galley must end its movement at a location that contains an Empire counter.
- A galley can move as far as the owning player wishes as long as he is able to pay for its movement. The cost is the number of locations the galley needs to move through, including the destination location but not the starting location. The player must pay a number of cards equal to the distance moved. All of the cards must match the color of the Empire token in the destination location.
- All movement is orthogonal and must be sea movement. A galley cannot travel across a boundary that is all land, i.e. a galley could not move directly from location 30 to location 29, it would have to travel via 26 and 25. A galley can move through neutral locations but it cannot move through the one location that is all 'sea'.
- A galley may move through a location that contains other galleys.
- A location can have no more than 2 galleys stationed in it. (*Exception:* As long as Tyre does not have a city marker on it every player may have two galleys located there.)
- If a galley ends its movement in a location with a city the galley's owner must give the owner of the city one Empire card. If the galley owner cannot pay then he cannot move his galley there.

Italy is a special case. If a player moves a galley into location 16 from location 17 then he must make it clear whether it is to the east or west of Italy. If it is to the east of Italy then it can only move to locations 15 or 17.

BUILD CITY:

- To place a city counter a player must have sole control of the location in which he wishes to build the city, i.e. he must have at least one galley in the location and no opponents' galleys may be there.
- If the player has one galley in the location then he must pay 5 cards of the color of the Empire counter in the location. If he has 2 galleys then he only has to pay 4 cards.
- Place the city counter on the brown dot in the location.
- After placing the city counter the player removes one of his galleys from the location.
- Each location may only have one city.

TRADE:

A player can attempt to trade cards with another player. He chooses a single player he wishes to trade with. Players may only trade cards they hold. All trades must be carried out honestly. If the player selected to trade with does not want to make the trade then the active player can choose to carry out another action, which may be a trade with another player. If a player does successfully trade with another player then he has completed his action and the next player carries out their action.

EXCHANGE CARDS:

The active player may exchange cards in one of two ways.

- Discard up to 3 cards and draw the same number from the deck, **or**
- Discard 3 cards and take a card of his choice from the discard pile.

If the deck is exhausted then no more cards can be taken from there, (the discard pile is not shuffled to make a new deck).

PASS:

A player can simply pass. He can still perform actions in subsequent action rounds and take part in trades.

4. End of Turn

The turn ends when all players have passed in succession. Players may retain up to 3 cards between turns, and must discard if necessary. Pass the 1st player tile to the next player. He becomes the 1st player and a new turn begins.

Ending the Game

The game ends at the end of a complete turn when at least one player has no more Map tiles ready to play. Players now score Victory Points for the locations they control.

Scoring

- 1) Remove any galleys in locations with cities.
- 2) Remove all galleys in locations that have multiple players' galleys. Note that VPs are awarded for control of a location, not for each galley in a location.

Controlled By	Largest Empire	2 nd Largest	3 rd Largest	Smallest Empire
City	12VPs	10VPs	9VPs	8VPs
Galley	6VPs	5VPs	4VPs	3VPs

In the case of a tie between Empires the order of precedence is as follows:

Orange, Yellow, Green, Purple

Bonus Points:

- 1) The first player to build a city in each of the four empires scores a bonus of 7VPs.
- 2) If a player has more cities in an Empire than any other single player he scores a bonus of 7VPs. This bonus is not earned in the case of a tie.

The player with the most VPs is the winner.