

## The Sumerians of Ur, Uruk, Lagash and Nippur

Objective: Complete your city with all the buildings required and at least two buildings not required.

At the beginning of the game each player receives a map of your city, where there is already a FIELD GROWN.

Sequence of play:

The shift is seasonal;

SPRING: 4 tiles are distributed to the player; each player, after seeing the cards, sells a card of his choice to the player on his left.

Each player can choose to:

- Place a tile on the map, or
- Discard a tile
- Try to trade with another player a tile with at least other tile and / or Food cards.

SUMMER: Every player can choose to:

- Place a tile on the map, or
- Discard a tile
- Try to trade with another player a tile with at least other tile and / or Food cards.

Then each player makes COLLECTION of Food.

AUTUMN: Each player can choose to:

- Place a tile on the map, or
- Discard a tile
- Try to trade with another player a tile with at least other one tile and / or Food cards.

WINTER: Each player can choose to:

- Place a tile on the map, or
- Discard a tile
- Try to trade with another player a tile with at least other one tile and / or Food cards.

Then each player takes CONSUMPTION of Food and eventual elimination of the tiles without enough Food.

Warning: If there are no exchanges, the player must decide whether to place or discard a tile.

Tiles:

Each tile represents a building present in the Sumerian city:

There are MANDATORY buildings and buildings not required; all the Mandatory buildings and at least TWO different buildings not required must be constructed (placed on the map) in order to win the game.

MANDATORY Buildings (colored in red):

ROYAL PALACE: it is the king's palace; consumes 2 Food cards (-2).

ZIGGURAT is the main temple; consumes 3 Food cards (-3).

HOUSE RICH is a luxurious home; consumes 2 Food cards (-2);

POOR HOUSE is a home less luxurious; consumes 1 Food cards (-1);

FIELD GROWN is a cultivated field; produces 2 Food cards (2); to complete the city must be build another cultivated field in addition to the one already present in the map.

WALLS: are the city's defences; produces Food 1 (1);

Buildings not required:

Market: is the market of the city; consumes Food 1 card (-1).

Port: is the landing of fishing boats; produces Food 1 (1);  
Rocca is the most defence of the city; produces Food 1 (1);  
Irrigation Canal; allows the irrigation of farmlands; produces 2 Food cards only if together with a cultivated field (one canal for cultivated field) (2).

COLLECTION of Food: every Summer each player calculates how many Food cards can collect, adding the production of any tile present in his city and receives as many Food cards.

Example: The player of Lagash in summer has a field grown (2) and a Harbor (1); he/she collects so 3 Food cards (2 +1).

The player of Uruk in summer has a field grown (2) and a channel (2); he/she collects so 4 Food cards (2 +2)

CONSUMPTION of Food: every Winter each player calculates how many cards are consumed by the tiles present in the city and steals food from the cards in his possession; in the event that the Food cards are not sufficient, he/she shall remove from the map the tiles that did not receive enough food cards.

Example: Ur player has collected 3 Food cards in Summer and he/she has on the map a Ziggurat (-3) and a House Poor (-1); in Winter with its 3 Food cards he/she can give to eat only to the Ziggurat (3 Food cards consumed by Ziggurat) and therefore he/she must discard the Poor House tile, because it has remained without Food cards.

Example: The player of Nippur has collected 5 Food cards in Summer and he/she has on the map a Royal Palace (-2), a House Poor (-1) and Market (-1); in Winter with its 5 Food cards he/she can give food to all buildings (2 cards Food consumed from the Royal Palace, the House Poor 1 and the Market 1), holding a Food card as rest for the next Winter.



Lumaca Games @ 11/2012

Game content:

Regulation

4 maps Sumerian city

108 tiles

Royal Palace 6

Ziggurat 6

Rich Houses 6

Poor Houses 12

Fields planted 12

Market 6

Port 6

Walls 6

Rocca 6

8 Irrigation Canals

Food cards 40