



THE SOUTH TIGRIS MOONSAGA

OVERVIEW

Multiplayer Campaign

Embark on an epic journey of scientific discovery in The South Tigris Moonsaga. This campaign provides 2-4 players with the means to play all 3 South Tigris games back-to-back, with special goals and abilities across each game.

Each game offers 3 unique Goal Cards for players to collect. These are awarded to the first player to achieve a particular objective. Gaining these also provide players with various advantages in successive games. Each Goal Card displays 1 or 2 Trinkets. The first player to gain 3 Trinkets of 1 type collects an additional Bonus Goal Card for their efforts. Players can also gain up to 3 Goal Cards for coming first or second in each game. However, Goal Cards collected this way do not award any in-game advantages or Trinkets. Once all 3 games have been played, the player with the most Goal Cards is the overall winner!

Solo Campaign

Also included is a solo-only 6-chapter campaign with branching decisions between each game. This campaign requires the 3 main expansions, as it will have you first play the base game then add the expansion in the following chapter.

To begin a Solo Campaign, open up the first page of the Story Book and follow its instructions.

MULTIPLAYER CAMPAIGN COMPONENTS



6 Wayfarers
Goal Cards



6 Scholars
Goal Cards



6 Inventors
Goal Cards



3 Bonus
Goal Cards



1 Campaign Board

3 Trinket
Tokens

EXPANSIONS AND PROMOS

The multiplayer campaign has been designed to support all expansion and promo content. Players should collectively decide whether or not to add these before beginning the campaign.

MULTIPLAYER CAMPAIGN SETUP

To set up The South Tigris Moonsaga, follow these steps:

1. Place the Campaign Board to the side of the playing area.
2. Place the 3 Bonus Cards and Trinket Tokens nearby the Campaign Board.
3. Shuffle the 6 Goal Cards for the game being played. This should be Wayfarers first, followed by Scholars, and then Inventors. Place 3 of these Goal Cards faceup onto the Campaign Board. Place the remaining 3 Goal Cards facedown nearby.
4. Set up the current game being played, as outlined in its rulebook. All rules still apply.
5. Give compensation rewards. This is a number of Silver to each player, depending on how many total Goal Cards they have. There is a reminder of these numbers on the Campaign Board.

Wayfarers: No players gain any extra Silver.

Scholars: 3 Silver to players with no Goal Cards. 2 Silver to players with exactly 1 Goal Card. 1 Silver to players with 2 or 3 Goal Cards. No extra Silver is given to players with 4 or more Goal Cards.

Inventors: 3 Silver to players with 0, 1 or 2 Goal Cards. 2 Silver to players with exactly 3 Goal Cards. 1 Silver to players with exactly 4 Goal Cards. No extra Silver is given to players with 5 or more Goal Cards.

6. Determine the starting player. Do this randomly for Wayfarers. The winner of Wayfarers will be the first player for Scholars. The winner of Scholars will be the first player for Inventors.

COLLECTING GOAL CARDS

There are 2 ways that players may collect Goal Cards:

1. Objectives

During setup of each game, 3 Goal Cards are placed faceup on the Campaign Board. These may only be collected during the current game. There are also 3 Bonus Goal Cards for players to collect across the entire campaign. As soon as a player achieves an objective, they take the Goal Card, placing it faceup in front of them. No other players may take this Goal Card from them - first in, first served!

Most Goal Cards show its objective along the top, followed by 1-2 Trinkets, and the ability gained for the next game beneath that. Note that the 6 Inventors Goal Cards provide no abilities, as they are gained during the final game of the campaign.

For example, this Wayfarers Goal Card requires a player to have 2 complete sets of Primary Tags in order to collect it. It also comes with 2 different Trinkets.

During the game of Scholars, the player with this Goal Card may increase White Dice by 1 when rolled.



Bonus Goal Cards show 3 Trinkets on them. As soon as a player has the 3 indicated Trinkets (*from faceup Goal Cards or Trinket Tokens*), they collect the Bonus Goal Card. These provide no abilities, but still count for compensation rewards, and final scoring of the campaign.

2. Victories

At the end of each game, players may gain 1 or more of the 3 facedown Goal Cards that were placed alongside the Campaign Board during setup. It is also possible that 1 player may gain a Trinket Token instead. See the next page for how these are distributed.

DISTRIBUTING REWARDS FROM VICTORIES

At the end of each game, first determine if it was a major or minor victory. A player is said to have a major victory if their score is 15VP or higher than the player in second place. Otherwise, it is a minor victory. After determining this, distribute Goal Cards and Trinkets as outlined below. There is also a reminder of these details on the Campaign Board.

Wayfarers and Scholars Major Victory:



1st place gains 2 of the facedown Goal Cards, randomly turning 1 faceup.



2nd place gains the remaining facedown Goal Card.



In games with 3-4 players, 3rd place gains 1 Trinket Token of their choice from those still available alongside the Campaign Board.

Inventors Major Victory:



1st place gains all 3 facedown Goal Cards.



2nd place gains 1 Trinket Token of their choice from those still available alongside the Campaign Board.

Minor Victories:

Follow the same rules as major victories for Wayfarers and Scholars, except that the winning player must keep both their Goal Cards facedown.

If there are ties for first, second or third place, use the tie-break rules in each game's rulebook to determine the victory. In the rare case that a tie cannot be broken by the original rules, the player who was seated later in turn order for that game, wins the tie.

FACEUP VS FACEDOWN

Players must keep Goal Cards in the same state that they were collected (*faceup or facedown*). The only way that they may change state is when a player has a major victory in Wayfarers or Scholars. Faceup Goal Cards provide abilities during their relevant game, as well as 1-2 Trinkets. Facedown Goal Cards provide neither of these benefits. It is possible when distributing Goal Cards for players to gain 1 or more Bonus Goal Cards. To avoid any timing issues, a player with a major victory should turn their random Goal Card faceup to determine if they now qualify for a Bonus Goal Card before a player in third place selects a Trinket Token.

END OF EACH GAME

Players must keep track of their collected Goal Cards and Trinket Tokens between games, being sure that Goal Cards retain their state.

If there are any Goal Cards still faceup on the Campaign Board, return these to the box before setting up the next game. If this was the end of Inventors, it is time to see who has won Moonsaga!

END OF THE CAMPAIGN

Once all 3 games have been played, the campaign is over. Players count all their collected Goal Cards (*both faceup and facedown*). The player with the most Goal Cards wins! In the case of a tie, the tied player with the most faceup Goal Cards is the winner. If still tied, the tied player with the highest score in Inventors is the winner.