Game	Tigris and Euphrates
Players & Time	3-4. Best with 4.
Preparation	Choose the basic map (the font of "Tigris and Euphrates" on the map is yellow). Put a temple (red tile) on each of the squares with a flying horse looking dude. Also put a gold on each one of these temples. Everyone takes the leaders (red circles) of their type indicated by the image on the circles. Each player should have 4 different-colored leader. Each player takes a screen, two catastrophe tiles, and a marker for their dynasty. All civilization (colored) tiles are put into the bag. Players draw 6 tiles at random and put them behind their screen to hide them. Assemble the monuments and put them to the side: there should be a monument for each color combination for base and arch. Randomly determine a starting player.
Rules Summary	Tigris & Euphrates is a turn-based game where players are trying to build diverse kingdoms. On each turn, players have exactly 2 actions. Each action can be one of any of the following, and the same action can be taken twice. There is no order to the actions taken. At the end of a player's turn, they draw enough tiles to have 6. **Action – Position (Place, move, or remove) a leader:** One of the player's leaders (wooden circles) can be placed onto the board in one of the empty positions adjacent* to a temple (red tile) face-up. For a leader to remain on the board it must always be adjacent to a temple (red tile). A leader can never be placed such that it unites two kingdoms** and can never be placed on a river. Re-positioning a leader simply moves the leader from one position on the board to another; the same rules and restrictions apply. Removing a leader brings the leader back off the board in front of the player who owns that leader. Positioning or moving leaders may cause internal conflicts. See below. **Action - Placing a Civilization Tile:** A player may play a civilization tile on an open space on the board, with some restrictions. Blue civ tiles can only be placed on rivers; other tiles cannot be placed on rivers. No tiles can be placed on any space that has a catastrophe tile. Normally (unless this tile unites two kingdoms), if there is a leader in a region that corresponds to the color of the tile being placed, then the owner of that leader gets a point in that color (small wooden cube***). A number of things can happen after a civ tile is put down. If the tile unites two kingdoms, the owner of the leader does not collect a point as usual. If the kingdoms being united now contain two leaders of the same color, this causes an external conflict; use a "unifying tile" over the tile that unites the two kingdoms while looking for and resolving conflicts, when done remove it). If the tile being placed makes a 4th tile in a 2x2 array of a single color, these 4 tiles can then be flipped over and used to build a monument. If, after placing a tile, the kingdom is connected to two tiles with treasure on them and a trader (green) leader is in the kingdom, that owner of that leader can take one of those treasures. Note: if one of the treasures is a corner treasure, it must be taken first. **Action - Playing a Catastrophe Tile:** A player may play a catastrophe tile on any space on the board that does not have a treasure on it nor is part of a monument. This space is treated as void: it no longer exists. If this tile was a temple, it might make leader(s) adjacent to it no longer in valid spaces in which case it/they would be returned to their owner. **Action - Swap up to 6 tiles:** A player can swap up to 6 tiles ;-) **Building Monuments:** When a 2x2 array of a single color is built, the player placing the last tile may decide to flip over the four tiles and build a monument. One of the colors in the monument (base or arch) must correspond to the color of the tiles that were flipped. At the end of a player's turn, for each leader that is in a kingdom contains a the monument that matches one of the colors of the monument's base or arch collects a point in that color. Note: the base tiles of the monument no longer count as tiles of the specific color.

	Internal Conflicts: Internal conflicts occur when a player positions a leader in a kingdom that already has a leader of the same color. To resolve the conflict, the attacker and defender add up their strength. The base strength for each player is the number of temple (red) tiles adjacent to the conflicting leader they own. Then, the attacker puts up (uses) a number of red tiles which increase the strength of the attack by one each. The defender then decides whether or not to use temple (red) tiles to defend. Ties are broken in favor of the defender. The used tiles are discarded (removed from the game, not back into the bag). The losing player must remove the leader in conflict. The winning player gets to keep the space and gets 1 red point. **External Conflicts:** External conflicts occur when a two kingdoms are united by a civilization tile and there are conflicting leaders (leaders of the same color) in the new big kingdom. If there is more than one conflict, the active player decides which ones are resolved first. If the active player is involved in the conflict, they are the attacker, otherwise the attacker is the closest one to the active player in clockwise turn order. The base strength for each is the number of tiles in the respective original kingdoms of the color that match the conflicting leaders. The attacker first puts up (uses) a number of tiles in the same color as the external conflict. Then, the defender does the same. Ties are broken in favor of the defender. The loser removes their leader and all the civ tiles in the losing original kingdom of the corresponding color – these tiles are removed from the game. The winner gets to keep his leader on the board, civ tiles in that color, and gets 1 point per tile and leader that the loser lost! (Those points are in the color that match the tiles and leader.)
End & Winner	The game ends at the end of a player's turn when there is only 1 or 2 treasures left on the board or immediately if there are no more tiles in the bag when required to refresh a hand. The winner is the player with the highest number of points in their weakest color (treasures count as wild points). Tie-breaker is second weakest color.
Notes	* Adjacent in T&E means one of the 4 surrounding squares, excluding diagonals. ** In T&E a *region* is group of connected tiles and leaders (not by diagonals). A *kingdom* is a region with at least one leader adjacent to one of the temple tiles in a region. *** The large wooden cubes are worth 5 points and can be exchanged any time the smaller points run out. **** A civ tile may never unite more than 2 kingdoms! Placing a civ tile that does is not allowed.