Create the civilization with the most storied history, starting at the beginning of humankind and reaching into the future. The paths you choose will vary greatly from real-world history—your civilization is unique!

In Tapestry, you will advance on 4 advancement tracks (science, technology, exploration, and military) to earn progressively better benefits. Along the way, you will also improve your income, build your capital city, leverage your unique abilities, earn victory points, and gain tapestry cards that will tell the story of your civilization.

Randomly select the 1st player and begin. Each player’s first turn is an income turn (see Income).
GAMEPLAY

On your turn, you may either collect INCOME to begin a new era or ADVANCE your player token once on an advancement track (the 4 tracks along the sides of the board) by paying the cost and gaining the resulting benefit. Then play proceeds clockwise.

INCOME

When you use your turn to collect income, you are beginning a new era for your civilization. Other than the first income turn to begin the game, players will end up taking income turns at different times.

Follow these steps in order (the chart on your income mat shows which of these apply to income turns 1-5):

1. Activate civilization abilities (if applicable).
2. Play a tapestry card onto the leftmost blank space on your income mat (if applicable to the current era). You must play a tapestry card from hand.*
   - IMPORTANT: If you are the first of your neighbors to start a new era, gain resources as shown underneath the newly covered space.
   - *In the rare case that you do not have a tapestry card in hand, place the top card of the tapestry deck face down on your income mat.
3. Upgrade 1 tech card (optional; see Technology) and gain victory points from all exposed VP icons on your income mat tracks.
   - Gain 1 VP for each tech card next to your income mat.
   - Gain 1 VP for each completed row and column in your capital city (see Buildings & Capital City).
   - Gain VP equal to the number shown.
   - Gain 1 VP for each territory on the map you currently control.
4. Gain income from all exposed icons for resources, territory tiles, and tapestry cards on your resource tracks. You can have at most 8 of each resource (coins, workers, food, and culture are resources).

ADVANCE

Most turns in Tapestry will be used to advance on an advancement track. Follow these steps in order:

1. Pay the cost (the resources indicated under the tier of the track into which you’re advancing).
2. Move your player token 1 space forward on the track, then gain the benefit.
3. If available, you may pay to gain the bonus once (e.g., means “pay any 1 resource to gain 1 tapestry card”).
   - Pay any 1 resource and advance your player token. Gain an explore benefit, then you may pay any 1 resource to gain 1 tapestry card.
   - Each advancement track is divided into tiers. If you are the first player to advance into a new tier (II-IV) by any means, gain the corresponding landmark and place it in your capital city (see Buildings & Capital City).
   - The core benefits associated with each track are explained on page 3, and all benefits are explained in detail on the reference guide. We recommend teaching new players the core benefits before starting the game, but not the other specific benefits until they’re reached.
First, roll the science die, which will result in an icon that represents an advancement track:

Second, you may advance your player token on the corresponding advancement track for free (you may choose not to advance after seeing the results of the die roll). If you are the first player to advance into a new tier (II-IV), gain the landmark.

If researching would push your player token off the end of a track (beyond the 12th space), nothing happens.

Second, place the card to the right of your capital city mat in the bottom row. There is no limit to the number of tech cards in each row, and there is no immediate benefit from the tech card.

Tech cards provide benefits when they’re upgraded (†). When upgrading, select a tech card in the bottom or middle row and shift it upwards to the next row. Cards in the top row can’t be upgraded.

The benefit gained from upgrading a tech card to the middle row is shown in the circle (e.g., advance on the exploration track without gaining the benefit or the bonus).

The benefit gained from upgrading a tech card to the top row is shown in the square. To upgrade to the top row, you or one of your neighbors must meet the prerequisite noted on the card (e.g., must currently be in or beyond Tier II on the exploration track).

You may make and break deals with opponents (“I won’t conquer you if you won’t conquer me”), but you can’t exchange anything tangible. Once all of your outposts are on the map, you may not conquer any further.
BUILDINGS & CAPITAL CITIES

Buildings are permanently placed in your capital city to help you (1) complete districts to gain instant resources and (2) complete rows and columns to score victory points. You can place buildings on any open plot in your capital city. Certain plots of land are impassable—you cannot build there, but they contribute toward the completion of districts, rows, and columns.

THERE ARE 2 CATEGORIES OF BUILDINGS:

INCOME BUILDINGS (Farm, House, Market, Armory): When you gain a farm, house, market, or armory, pick up the leftmost building of that type from your income mat (revealing improvements to your income) and place it in your capital city.

LANDMARK BUILDINGS: Landmarks show which civilization is the first to advance to a new tier on an advancement track or the first to invent something (i.e., certain tech cards). Each landmark is a specific building miniature with a unique shape that you place in your capital city, aligned with the grid. There is exactly 1 of each landmark, so even if one of you finds a way to gain the same landmark again, you cannot.

OTHER NOTES ABOUT BUILDINGS

• When you complete a district by filling all plots in one of the nine indicated 3x3 areas, immediately gain any 1 resource.
• When scoring your capital city, gain 1 VP for every completed row and column.
• You may gain and place buildings even if they extend outside of your city grid, as they may not always fit in an increasingly crowded city.

OTHER IMPORTANT NOTES

CIVILIZATIONS: It is possible to gain additional civilizations (end of military track, tech cards, etc). If you do, add them to the left of your current civilization mat. If you run out of player tokens, use spare cubes.

OVERLAPPING TURNS: If your turn isn’t impacted by decisions being made by the previous player, you may proceed to take your turn. This is particularly important during a player’s income turn after they’ve played their tapestry card.

OPTIONAL VS MANDATORY REWARDS: All bonuses in the game are optional. Benefits and landmarks are mandatory rewards.

NEIGHBORS ( or ): A few elements of the game have you consider your neighbors. This refers to the players sitting to your immediate left and right.

ACHIEVEMENTS: There are 3 achievements on the board. When you earn each of them for the first time, place a player token on the highest available VP space under that achievement. You cannot lose achievements or earn the same achievement twice.

VICTORY POINT TRACK: If you exceed 100 VP, place your VP token on the 100 space, and place a second player token at 0. If you exceed 200 VP, shift the token over (and so on for 300 and 400).

VARIABLE LENGTH: While each player will take the same number of income turns (5), the number of advance turns will vary.

AI SINGULARITY: This technology track benefit may result in you having multiple player tokens on the same track. Either is eligible for advance turns. When considering the relative position on a track, only look at your most advanced token.

END GAME

The game ends at different times for each player. Your game ends when you finish your final (5th) income turn. Gain benefits from your civilization, 1 upgrade, and victory points as shown on your income mat, but you cannot play a tapestry card or gain income. If other players still have turns after your game has ended, you may still gain victory points from passive civilization abilities, but you cannot gain anything else.

When all players have taken their final income turns, the winner is the player with the most victory points.

In case of a tie, the player with the most total resources remaining is the winner. Otherwise, players share the victory. A great final score is 300 VP.

You may log the win at stonemaiergames.com/games/tapestry. If any cultures emerge as significantly overpowered, this is where we will suggest a starting VP handicap.