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# UniversalHead

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Game: **MESOPOTAMIA**  
Pub: **Mayfair Games (2005)**

Page 1: **Rules summary**

**v1**

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For best results, print on card, laminate and trim to size.

# MESOPOTAMIA

## Setup

Each player selects a color and takes the matching playing pieces, markers, **Mana scale** plus a pawn and beam.

Place the pawn on the 0 space of the **Mana scale** and the beam on the 4 space (indicating you start with a maximum of 3 **Mana**).

Set up the game according to the number of players:

**2 players:** 6 plain tiles and the cards with the '3 head' symbol are removed from the game. In the first game turn the first player has 2 movement points (MP) and the second player has 5.

**3 players:** 4 plain tiles are removed from the game. In the first game turn the first player has 2 MP, the second player has 3 and the third has 4.

**4 players:** In the first game turn the first player has 2 MP, the second player has 3 the third has 4, and the fourth has 5 MP.

Shuffle the remaining tiles and place them in a facedown stack.

Place your **offering markers** facedown in front of you; they are kept secret from other players.

Shuffle the cards and place them in a facedown deck.

## The First Turn

A random player takes the first turn and players take turns in clockwise order. During your turn complete these 3 phases in order:

### 1. Move Your Tribes

**Spend up to 5 MP to move your tribes.**

The points may be divided between your tribes as desired. Entering an adjacent tile costs 1 MP. A tribe may *never* move onto a *volcano* tile. Any points not spent are lost.

Any number of tribes may occupy the same tile.

No resources may be carried through the Temple Tile, though stones may be delivered here.

During movement, a tribe may:

**Carry Resources** Each tribe may pick up and carry 1 wood or 1 stone (only 1 at a time). At any time the resource may be dropped or exchanged. A dropped resource stays on the tile and may be picked up later.

A carried resource is placed on top of the tribe.

**Steal Resources** If you have *more* tribes on a tile than another player, at any point during your move you may take 1 resource from 1 of that player's tribes (if you have a tribe there to carry it).

A tribe may steal only 1 resource from an opposing tribe each turn.

**Build the Temple** A tribe may carry a stone resource to the Temple tile at any point during your move. The stone is removed from the game.

The maximum amount of Mana you may possess is increased by 1 (move the beam 1 space to the right on your Mana scale), and you receive 1 Mana point. If you may already possess the maximum Mana, you still gain 1 Mana point if you are not at your maximum.

**Make an Offering** A tribe may pick up one of your offering markers on the same tile. If brought to the Temple tile, the counter is flipped faceup and you must pay as many Mana points as the number shown.

Place the offering in a stack; each player has a separate offering stack on the tile. The tribe that delivered the offering is now removed from the board and put back in your supply.

You do not have to pick up, carry, and deliver the offering on one turn. A tribe carrying an offering marker may not carry a resource, and the marker may not be stolen.

If you do not have enough Mana you may not deliver the offering; return it and the tribe back to the board from which they entered the temple tile (this does not count as movement).

**Discover New Lands** A tribe may move off the game board; draw the top tile of the stack and place it on the appropriate edge with the tribe on it.

A *volcano* tile can be added to *any* open edge. Then immediately draw another tile for the moving tile (this may happen several times in a row).

If you draw a *forest* tile, place a number of wood resources equal to the number of players on the board: one on the new tile and one on each forest tile on the board. Any surplus is placed on the new tile. If there are not enough resources, the player chooses where they go, but at least one resource must go on the new tile.

If you draw a *quarry* tile, place a number of stone resources equal to the number of players on the board: one on the new tile and one on each quarry tile on the board. Any surplus is placed on the new tile. If there are not enough resources, the player chooses where they go, but at least one resource must go on the new tile.

If you draw a *plains* tile, put it in place.

**You may only discover a maximum of 3 tiles per turn** (Volcanos are not counted).

### 2. Conduct Actions

**Conduct one of the following actions. Any action except drawing a card may be repeated a number of times as long as the requirements are met.**

**Building Huts** Place a **hut** of your color on a *plains* tile if you have 2 tribes and 1 wood resource there. Put the resource back into your supply. Each tile may contain a maximum of 2 huts belonging to any player.

Huts cannot be built on any holy place.

When you build a hut, immediately choose one of your remaining offering markers and place it facedown underneath the hut.

**Erecting a Holy Place** Place a **holy place** of your color on an empty (no huts, holy places or other tribes) *plains* tile if you have 2 tribes and 1 stone resource there. Put the resource back into your supply.

When you build a hut, immediately choose one of your remaining offering markers and place it facedown underneath the hut.

**Population Growth** Place a **tribe** of your color from your supply on a tile if you have 2 tribes and a hut there.

You cannot add a tribe to a tile that has offering markers on it, unless they are already being carried by tribes.

**Drawing One Card (Once per turn only)** Draw the top card from the deck and keep it hidden until you play it at any time during one of your *future* turns.

You may play any number of cards during your turn, and you may hold any number of cards.

Played cards go into a discard pile and reshuffled into a new deck when the deck is exhausted.

**Expulsion card:** a hut may only be moved to another plains tile, and only if that tile does not already contain 2 huts.

**Teleport card:** you may teleport *any* tribe; yours or your opponent's.

### 3. Gain Mana

**You receive:**

1 Mana point from each of your *own* holy places if there is at least 1 of your tribes on the same tile.

1 Mana point from each *opposing players'* holy place if there are at least 2 of your tribes on the same tile.

You may not move your Mana pawn past your maximum allowed number of Mana points.

## Winning the Game

As soon as a player has delivered all 4 of his offering markers to the temple tile, the game ends and he is the winner.

## Variants

**Start With 1 Card** Players are dealt 1 facedown card at the beginning of the game which can be used in the first or any future turn.

**Discard Pile Not Shuffled** All cards played are removed from the game (therefore each card can be used only once).