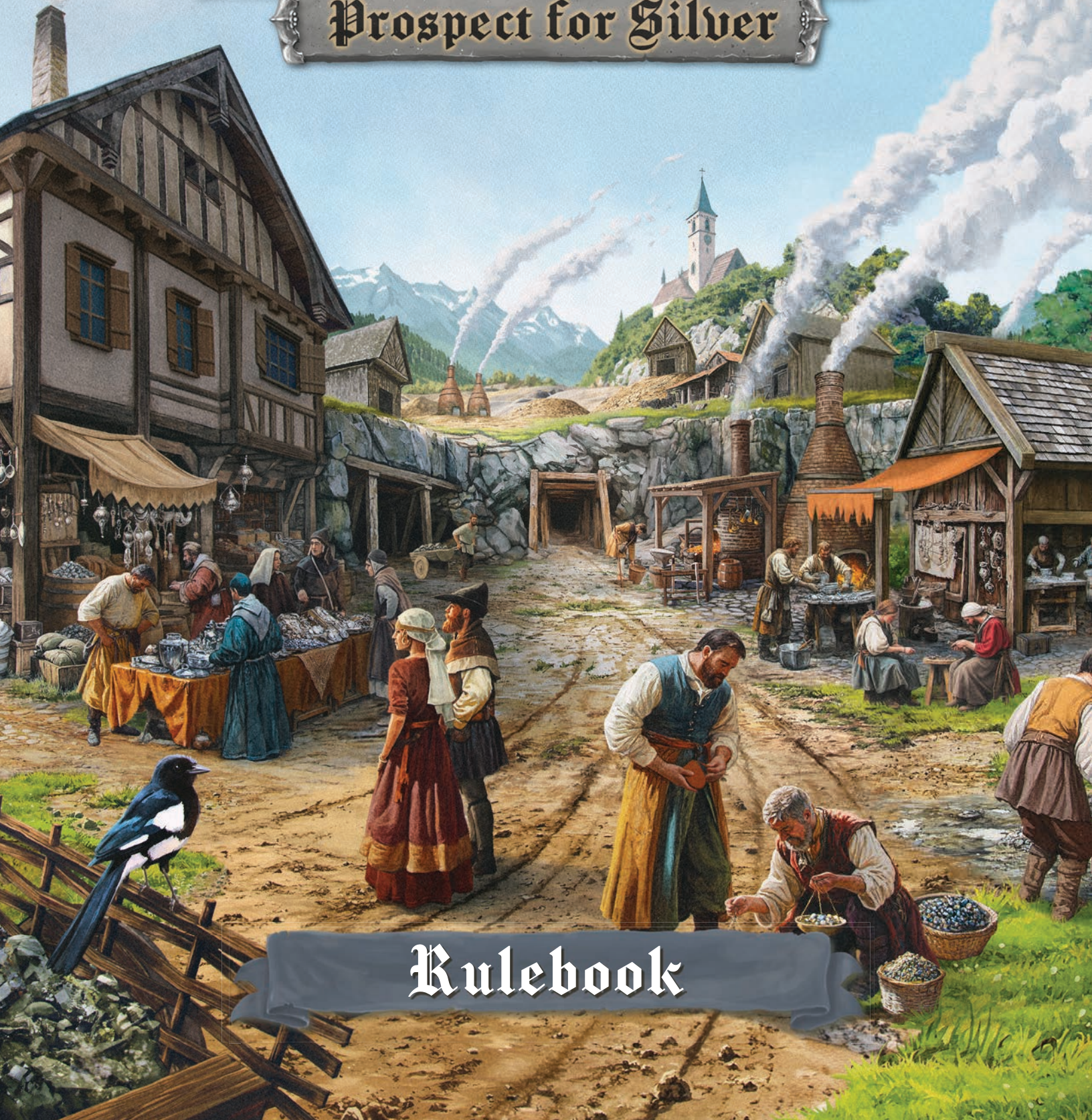




# Tiletum

Prospect for Silver



Rulebook

# Tiletum

## Prospect for Silver

*Welcome to the Renaissance, where merchants' thirst for gold is rivaled only by their desire for silver. As you amass your initial wealth, your first move is to dispatch prospectors to delve into the depths of silver mines, extracting this coveted resource.*

*With silver in hand, you can now invest in the expertise of scholars and artisans, gaining crucial advantages over your rivals. Moreover, you can embark on a mission to improve the harsh conditions of mining by constructing new houses and Cathedrals near the mining areas.*

*But your ambitions know no bounds. As you expand your operations, you venture into new territories, previously beyond your reach, sending your prospectors to uncover even more lucrative mines. Are you ready to navigate the treacherous waters of Renaissance commerce and claim your place among the elite merchants of the era?*

*Tiletum: Prospect for Silver is an expansion for Tiletum, requiring a copy of the base game to play. This expansion introduces a new component, Silver. To gain it, you need to utilize a new type of Action that controls your Prospectors, moving them on Underground maps in search of sources of this precious material. Moreover, Silver allows you to acquire Technologies that vastly enhance your game.*



#### LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

#### Missing or damaged components:

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:

<https://boardanddice.com/customer-support/>



# Game Components

Before your first game of *Tiletum: Prospect for Silver*, carefully punch out all cardboard components, tiles, and tokens.



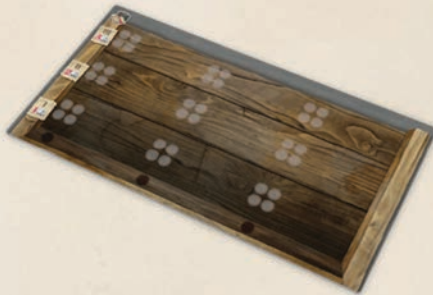
3 double-sided Underground map side boards



1 Main board overlay with a new King track and Action Wheels



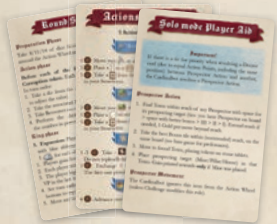
6 Action tiles



1 Technology board



9 Technology tiles (with Action bonus spaces on the back)



9 Player Aids



3 Fair tiles



1 double-sided Scoring overlay



14 Cathedral tiles



14 Bonus tiles



27 Underground Bonus tiles



9 Character tiles



28 Silver tokens



4 Contract tiles



4 Resource Bonus tiles  
(used with Resource Technology)



3 Silver and 3 Gold  
Construction Cost tiles



15 "X" tiles



27 Solo Cards  
(11 Decree cards, 4 Challenge cards,  
12 King's Surprise cards)

### Player specific components (in each player color)



6 Mines



1 Pillar



3 Prospectors



3 Technology markers

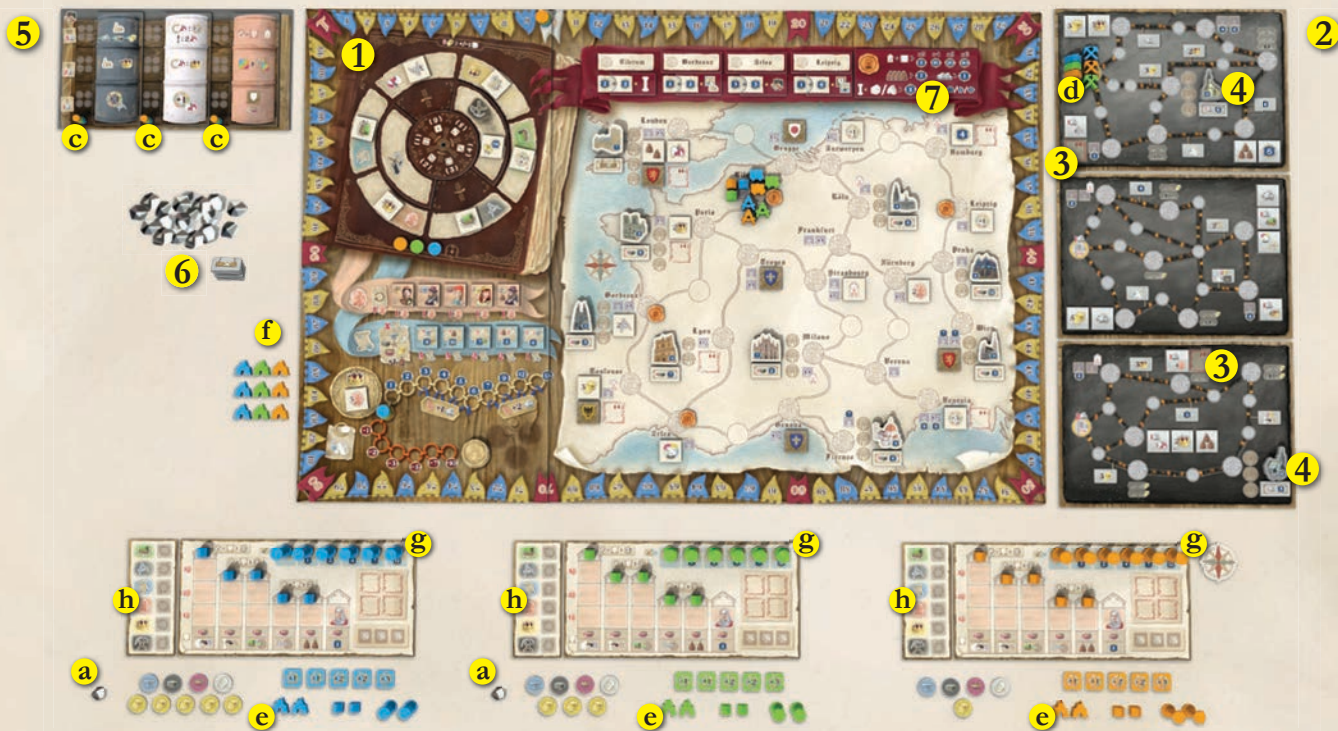


"+300/400"  
Victory Point marker tiles



2 Bonus Action Points  
markers

# Game Setup



Example of game setup for 3 players

Before setting up, add the new **Character tiles**, **Bonus tiles**, and **Fair tiles** to their respective pools.

While playing with the expansion remove this Fair tile.



Before completing the setup described in the base game, do the following:

1. Place the overlay with the new Action Wheels and King track, covering the respective part of the main Game board.
2. Place the 3 Underground map side boards next to the main Game board. Place each of them with a random side up.

For the first game with the expansion, we recommend playing with the A-side of each Underground map.

3. If playing with 3 players, remove all tiles marked with a "4". If playing with 2 players, remove tiles marked with "3+" and "4". Shuffle the remaining tiles and place them close to the Underground maps. Randomly place the Underground Bonus tiles face up on the designated spaces of the Underground maps.
4. Shuffle the Silver and Gold Construction Cost tiles separately and place one randomly under each Cathedral spot of the Underground maps. Always place the tile corresponding to the icon on the Underground Cathedral spot. Group the Underground Cathedral tiles by type, and within each group sort the tiles from the lowest Victory Point value on the bottom to the highest on the top. Place the groups depicted on the chosen maps on their dedicated spots. Return the unused Underground Cathedral tiles back to the box.
5. Place the Technology board next to the main board. Then shuffle the Technology tiles and draw three randomly. Place the drawn



Technology tiles on the Technology board. If you drew the Resource Technology, place 4 Resource Bonus tiles on the first (lowest) step of that Technology tile.

For the first game with the expansion, we recommend the following Technology tiles: Architect Technology, Joker Technology, and Character Technology (see the Appendix on page 17).

6. Place all Silver tokens and “X” tiles in the general supply.
7. Place the double-sided Scoring overlay on the scoring reminder section in the top right corner of the main Game board, determining the face-up side randomly.

Then, proceed with the setup according to the base game rules.

**After finishing the player setup, each player additionally performs the following steps:**

- a. take 1 Silver, except the first player.
- b. take all new components in their color.
- c. place your Technology marker on the darker space of the Technology board, next to each Technology tile.
- d. place 1 Prospector and 1 Mine on the corresponding spaces of the starting Underground map (the one with the yellow circle, and without any cost on the

- e. starting Prospector space), and keep the remaining two Prospectors in your personal supply.
- e. place 2 Mines in your personal supply.
- f. place the 3 remaining Mines next to the main board close to the King track.
- g. place the additional Pillar on the last Contract space on your Player board.
- h. take one of the unused Technology tiles and place it face down next to your Player board with the Action bonus spaces visible.
- i. if the Character Technology tile is not in play, return the new Bonus Action Points markers to the box.



The back of each Technology tile has all the Actions depicted with spaces for the Bonus Action Points markers. Use them to track which Actions you have upgraded instead of adding the tiles to the Action Wheel.

## New Concepts

The *Prospect for Silver* expansion introduces several new mechanics to the game and modifies a few already existing ones.

### Silver



Silver is represented by the Silver tokens you can collect. **Silver is not considered a Resource** — it cannot be gained by spending 2 Gold (as a Task) or via an exchange as part of the Contract Action. It is mainly used to advance on the Technology board. It may also be spent to build the Cathedral tiles on the Underground maps, and for hiring new Prospectors.

At the end of the game, every 2 remaining Silver in your personal supply are worth 1 VP.

## Technologies

At any time during your turn, as a **Task**, you may spend Silver to advance on any Technology track. Each Technology has 3 tiers. The cost to advance is 1/2/3 Silver for the I/II/III tier. The current effect on the tier where your Technology marker is, and **all the tiers below it**, are always in effect.

For more details, see the Appendix on page 17.



**Example:** Pink has 4 Silver. They decide to spend it all. First, they pay 3 Silver and unlock the III tier of the King Track Technology (move to the top of the leftmost Technology tile). Then they pay 1 Silver to unlock the I tier of the Architect Technology (move to the I tier on the rightmost tile). Pink now has 4 Technologies active: all 3 on the leftmost tile and the lowest one on the rightmost tile.

**Note:** Any Technology ability that refers to taking an Action refers to the main Action triggered when you take a die. Unless otherwise stated, these abilities do not apply to effects granted by Bonus tiles, Character tile bonuses, etc.

## Underground Maps



Each player starts the game with an initial Mine and a Prospector on the starting Underground map. The Underground maps have Cathedrals, spaces for Houses, and Bonus tiles—all the rules from the base game also apply to them. There are also Stone Tablet spaces and Mine spaces, which are described below.

Adding a new Prospector to one of the remaining Underground maps (that does not have your Prospector yet) is a **Task**. The cost in Silver to place a new Prospector is printed on the starting space of each Underground map.



You do not need to place the Prospectors in cost-order (i.e. your first Task of placement could be on the 2-Silver starting space).

**IMPORTANT:** Houses and Pillars on the Underground maps follow the same rules as on the main Game board. Effects that allow you to place one of these components, may be used to place it on an Underground map, as long as you have a Prospector on a space on the board that would allow a legal placement.



I.e. the Character tile's bonus may be used to place a House or Pillar on an empty Underground map space where your Prospector is. Likewise, the Houses and Pillars in the Underground spaces will count for all scoring checks.

## Prospector Action Wheel



The Prospector Wheel provides 2 new options for players. One of them allows the player to perform a new type of Action: the Prospector Action and other option grants a new Task with the Prospector movement point.

## Prospector Action



When you take a die from a section that has both the Prospector Action and another Action, **you must choose one of the Actions to perform.** Though the two Actions are on the same section, and share a dice pool, they are otherwise entirely separate. Players may not split the Action Points (AP) between the two Actions, and the Bonus tokens are only available if you choose the respective Action. The number of AP is determined by the die value as usual. Note that the Prospector Action is respective for two different die values. A Joker Action **may** be used as a Prospector Action as usual.

When performing the Prospector Action, the following options are available:

- **1 AP:** Move one of your Prospectors on the Underground map from one space to an adjacent one. If, during a move, you cross the Stone Tablet without an “X” tile, immediately resolve its effect, then cover it with an “X” tile.

If you already have more than one Prospector on the Underground maps, each AP may be applied to a different Prospector.

- **1 AP:** Take one Underground Bonus tile from the Town where your Prospector is located (if there are any available) and place it in your Storehouse.
- **1 AP:** Add a Mine from your personal supply to a Town. Your Prospector must be located in the Town with at least one empty Mine space, and you may not already have a Mine in that Town. Immediately receive 1 Silver, and (if applicable) Gold equal to the value depicted next to the Mine you placed.
- **1 AP:** Add a Pillar from your personal supply to a Cathedral. Your Prospector must be located in the Town with at least one empty Pillar space, and you may not already have a Pillar at that Cathedral.

- **1 AP:** Add a House from your personal supply to a Town. Your Prospector must be located in the Town with at least one empty House space, and you may not already have a House in the Town. If the House space contains a Building Bonus, receive it now.



**Example:** *Pink takes a value-3 die and may choose to take either the King Action or Prospector Action. They decide to resolve the Prospector Action to claim the Bonus tile (2 Gold and 2 VP) and 3 Gold from the die.*

*They would have 4 Action Points, however, having unlocked the first tier of the Prospector Technology earlier, Pink now has 5 AP.*



*First, Pink pays 1 Silver to place a new Prospector on the second Underground map. It is a Task, so it does not require spending any Action Points.*

*Then, Pink spends 2 AP to move the new Prospector and 1 more AP to place a House in the reached Town, gaining 2 VP.*


*Next, Pink moves their Prospector again for 1 AP and crosses the Stone Tablet, so they gain 4 VP and cover the reward with an “X” tile.*

*Finally, Pink spends their last AP to place a Mine, immediately gaining 1 Silver and a bonus of 1 Gold.*



## Prospector movement point



On your turn, when you take a die from a section that is aligned with the  icon, you may move your Prospector to an adjacent space as a **Task**.

## King phase



**Before Step 1** of the King phase, all players gain income from the Mines they have on the Underground maps. Each Mine produces 1 Silver (including the one placed on the Underground in setup). Then, proceed with Step 1 with following changes:

- if your marker is on the 0 VP space or higher, place a new Mine from the general supply into your personal supply.
- you receive any additional Silver indicated by the blue ribbon connected to the space with your marker.

Then, proceed to Step 2 as per the regular rules.



**Example:** During the King phase the situation is as follows:

Orange has 2 Mines and is on the 3 VP space of King track. This means, they gain 3 VP, 2 Silver for the Mines, and 1 Silver for the bonus from the King track. They also gain the Bonus tile, because their marker is the highest on the track.

Pink has also 2 Mines, so they gain 2 Silver, but they lose 1 VP.

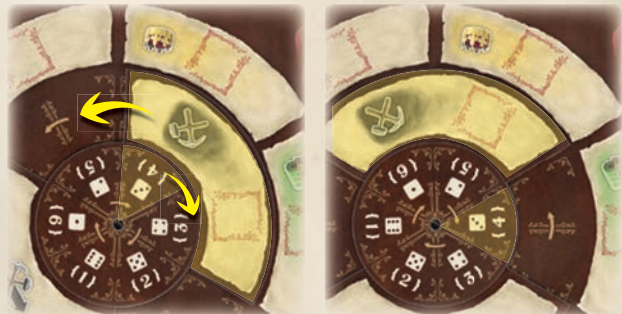
Green has only 1 Mine, so they gain 1 Silver and lose 3 VP.

Only Orange gains a new Mine to their personal supply since they are on the 0 VP space or higher.

## Cleanup phase

The Cleanup phase is resolved as normal, but with the following additions:

- Step 1: replenish the Bonus tile on the Prospector Action. As with the main Game board, the Bonus tiles on the Underground maps are not replenished.
- Step 4: after you rotate the Action Wheel clockwise, additionally rotate the Prospector Action Wheel counterclockwise one step (separately, so it does not move the Action Wheel back).



## Final Scoring

Modified Final Scoring has the following steps:

- Count the number of Completed Buildings you have, meaning those containing both a Crest and all (1, 2, or 3) Rooms filled with Characters. For 1/2/3/4/5/6 of them, gain 0/0/5/10/20/30 VP.
- Depending on which side of the scoring overlay is in play:



Multiply the number of Houses **OR** Mines you have on the maps by the number of Pillars you have on the maps and gain that many VP.



Multiply the number of Pillars **OR** Mines you have on the maps by the number of Houses you have on the maps and gain that many VP.

- For every 4 Resources left in your personal supply, gain 1 VP.
- Every 2 Silver remaining in your personal supply are worth 1 VP.
- Each tier you advanced on the Technology board is worth VP equal to the cost (tier I is worth 1 VP, tier II is 2 VP and tier III is 3VP).

## Solo mode - Cardinal of Silver

*While various merchants venture for silver, the cunning Cardinal allies himself with the Crown on a much larger scale. The Church regards the new technologies that are being developed with suspicion and prefers to rely on the tradition and power of the kings. Their support pleases the Renaissance rulers, who gladly shower the Cardinal with unexpected gifts and benefits. You need to be sly and quick if you want to increase your wealth and outsmart this coalition before it takes over all the silver mines of the land.*

### Setup

1. Set up the game per core and expansion rules.
2. Before setting up the solo components, replace the following Decree cards with their indicated replacements: *Glorious Spires*, *Proud Pillars*, *Noblesse Oblige*, *Mercantile Empire*, *Buildings are Forever*, *Church Communities*. Add the three new Decrees to the Decree deck. Add the 4 new challenges to those of the base game.
3. Instead of using *Everlasting Fame* as the fifth Decree card during setup, use either *Pillars of History* or *Houses of Destiny*, depending on the end game scoring shown on the Main board overlay.
4. Shuffle the 12 King's Surprise cards, and place them in a face-down deck in the Cardinalbot's play area.
5. Place 1 Prospector and 1 Mine of the Cardinalbot on the corresponding spaces of the starting Underground map (the one without any cost on the starting Prospector space). Keep the remaining two Prospectors and **all** five Mines near its Player board.
6. Do not place the Cardinalbot's markers on the Technology tracks.
7. Otherwise, set up the solo components identical to the steps described in the base game solo rules. When choosing the **hard difficulty** for the Cardinalbot, in addition to 5 Challenge cards, give the Cardinalbot 1 Silver and place its scoring marker on 30 VP.



## Changes to the Flow of Play

### Preparation phase

In Round 2, place the Cardinalbot's second Prospector on the 1-Silver cost starting space without paying Silver. In Round 3, place the Cardinalbot's third Prospector on the 2-Silver cost starting space without paying Silver.

### Action phase

No changes.

### King phase

The King phase is performed normally as described in the expansion rules and base game solo rules (including gaining Silver income from Mines, scoring positive or negative VP, and gaining bonus Silver from the track) for both you and the Cardinalbot, with the following exceptions:

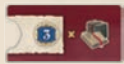
- The Cardinalbot does not unlock additional Mines in this phase, as all of its Mines are already available. You unlock Mines normally.

**KING'S SURPRISE:** In **Rounds 1-3**, after the King phase is concluded (including resetting the markers if necessary), the Cardinalbot checks its Silver supply to see if it can activate a King's Surprise: it spends 1, 3 or 5 Silver to activate the King's Surprise.

- a. Spend 1/3/5 Silver to draw 1/2/3 card(s) from the King's Surprise deck, **perform the depicted actions and gain VP**. The Cardinalbot keeps all unspent Silver.
- b. If the Cardinalbot cannot perform any action from the card, ignore it, and keep resolving all other effects.
- c. Then, place the resolved new King's Surprise card(s) face down, tucked under the Cardinalbot's Player board.

### Fair phase

The scoring conditions apply to the Cardinalbot the same way as they do to you. The only exception is this Fair tile:



count the King's Surprise cards tucked under Cardinalbot's Player board.

## On the Cardinalbot's turn

There are no changes to the resolution of the Cardinalbot's turn compared to the original solo rules. The Cardinalbot ignores the Prospector movement icon on the Wheel (this can be changed by a Challenge). The Cardinalbot ignores the Technology tracks entirely. During the Cathedral building Task, the Cardinalbot obeys the new requirements as you would (it must pay Gold or Silver for certain Cathedrals).

## Prospector Action

**SUMMARY:** **Reach to Relocate** (possibly extending reach) and **Reach Bonus, Place Mine/House/Pillar**.

If the Decree card triggering this action explicitly named one or two building types to **prospect for**, ignore any empty spaces belonging to the remaining type(s). *For example*, when *prospecting for Pillars*, it will not place a Mine or a House, and when *prospecting for Mines > Houses*, it will place a Mine or a House, and if both are possible within reach, it will choose a Mine (but will not place a Pillar).

1. Find a Town with an empty space for a Mine/Pillar/House (depending on the priority) within the reach of the Cardinalbot's Prospector. If options exist on multiple Underground maps, use the following tiebreakers:
  - a map where you also have a Prospector,
  - a space with a printed bonus,
  - higher level Underground map (III > II > I).

If no such Towns are within reach, extend its reach until a place is found. It prefers to extend its reach as little as possible, and if necessary, use the above tiebreakers to choose between maps.

2. On the same map where the Town was found in step 1, find a Bonus tile within the reach of the Cardinalbot's Prospector. The Cardinalbot takes that tile, resolving it immediately (as per the base game solo rules and Challenge cards in play). If multiple Bonus tiles are available, it takes the best one (*see*



table on page 13) without moving there and without spending an Action Point. If no tiles are available within its reach on that map, the Cardinalbot does not take a tile.

3. Move the Cardinalbot's Prospector (using the shortest path) to the Town selected in step 1. If multiple equal length routes exist, choose the one with more Stone Tablets (without an "X" tile). The Cardinalbot does not trigger any effects on Stone Tablets (this can be changed by a Challenge), but does place "X" tiles if it passes them.
4. The Cardinalbot places a Mine or House or Pillar in the selected Town. This does not cost an Action Point. For Mines, it receives both the Silver for placing a Mine as well as any Gold reward printed on the Mine space. When placing a House it ignores all rewards except Victory Points, similarly to the Merchant action.
5. In the rare situation, when the Cardinalbot cannot perform a Prospector action, due to all Mine/Pillar/House spaces on the Underground maps with its Prospectors being already taken or it attempts to place a Mine when all 6 of its Mines have already been built, draw a King's Surprise card and perform the effects depicted on it the same way you would in the King's Surprise step of the King phase.

**IMPORTANT:** If there is a tie for priority when resolving a Decree card (due to equal Action Points, including the same position) between Actions, the Cardinalbot resolves a Prospector Action if able.



**Example:** The Cardinalbot takes a Prospector action and the card says it is prospecting for Pillars. It has only one Prospector and a reach of 3.

There is a Cathedral in reach **a**.

The Cardinalbot takes the Bonus tile (a Contract) **b** and discards it, since the "Very Special Friends" Challenge card is not in play.



Then, it moves the Prospector and places a Pillar **c**.

## Final Scoring

You score normally.

The Cardinalbot scores as described in the original solo rules—but per the expansion rules, if it has more Mines built than Pillars/Houses (whichever is indicated on the Scoring overlay) it counts the Mines instead. It does not score for the Technologies. Finally, after attempting to fulfill all remaining Contracts, it scores 1 VP for each remaining Silver it has (you score 1 VP for every 2 Silver, normally).



## New Bonus Tiles

	<p>Any Bonus tile with a cost is treated as a <i>Resource/Action Helper</i> tile by the Cardinalbot (as appropriate based on the reward), and is considered to have no cost for its purposes. By default, it is removed from the game with no effect, or resolved according to the Challenge cards in play.</p>
	<p>The Bonus tile unlocking a new Mine is treated as a <i>Miscellaneous Helper</i> tile. The similar Bonus tile with a cost is treated the same, with the cost ignored.</p>
	<p>The Bonus tile showing a Color changing and an extra Action Point effect is treated as a <i>Miscellaneous Helper</i> tile for priority, but is treated as an <i>Action Helper</i> tile by the Challenges <i>Whispers in the King's Ear</i> and <i>Ecclesiastical Income</i>.</p>






## King's Surprises

	<p>Random Crest it does not have (taken from the box, from unused tiles) + 5 VP</p>
	<p>2 AP Character action + 2 AP King action + 8 VP</p>




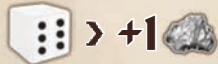


	<p>3 AP Character action + 1 AP King action + 6 VP</p>
	<p>4 AP King action + 3 of the most required Resource + 4 VP</p>
	<p>+ 2 AP Prospector action Place a Prospector on the 3rd Underground map for free / if not possible gain 6 VP</p>
	<p>Place a House in any Town with a Fair (the earliest to score if possible) + 2 AP Architect action + 6 VP</p>
	<p>Place a Pillar on the lowest VP Cathedral on the Main board where it does not have one yet + 2 AP Merchant action + 4 VP</p>



	<p>3 AP Contract action + 2 AP King action +4 VP</p>
	<p>5 Gold + 2 AP Contract action + 5 VP</p>
	<p>2 Silver + 3 VP per built Mine</p>
	<p>2 AP Contract action + 2 of the most required Resource + 6 VP</p>
	<p>2 AP King action + 4 of the most required Resource + 6 VP</p>



## Challenges

<p><b>Prospector's Guild</b></p> 	<p>When taking a die from the section lining up to a Prospector movement icon, immediately resolve a Prospector action with 1 AP. Its priority is Mine &gt; Pillar &gt; House.</p>
<p><b>Snowball's Chance</b></p> 	<p>When taking a die with a value 6, it also gains 1 Silver.</p>
<p><b>All that glitters</b></p> 	<p>When constructing a Cathedral: Gold, Silver, and Stone are interchangeable. It prefers to spend Stone &gt; Gold &gt; Silver</p>
<p><b>News of Travellers</b></p> 	<p>When placing an "X" token on a Stone Tablet during a Prospector action, immediately resolve the covered effect.</p> <ul style="list-style-type: none"><li>• Instead of unlocking a Mine or Technology, it gains 1 Silver.</li><li>• When it can place a Pillar anywhere, it places it on the highest VP Cathedral on the Main board where it does not have one yet.<ul style="list-style-type: none"><li>• When it can place a House, it places it in a space with highest VP bonus where it does not have a House yet.</li></ul></li><li>• When it can place a Mine, it places it on a Underground map with one of its Prospectors in a space with highest Gold bonus where it does not have a Mine yet.</li></ul>





# Appendix



## Bonus Tiles

	Take a Prospector Action with 2 Action Points.
	Pay 2 Gold to gain 1 Silver / Pay 2 Gold to gain a Mine (take it from the general supply and place it into your personal supply).
	Pay 1 Silver to gain 5 identical Resources.
	Gain 1 Silver.
	Gain 1 Mine (take it from the general supply and place it into your personal supply).
	Pay 4 Wool / 4 Iron to gain 6 VP and take a Prospector Action with 1 Action Point.



	<p>Pay 1 Silver to take the depicted Action with 4 Action Points.</p>
	<p>Pay 1 Silver to take an Action of your choice with 3 Action Points.</p>
	<p>Use when choosing a die. Choose one type of Resource. Take Resources of that type instead of the type that matches the color of your chosen die. Add 1 Action Point to the current Action.</p>



## Crests

	<p>This expansion introduces a new type of Crest. Reminder: you may only have one of each Crest; you may never take a Crest you already have.</p>
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## Character tiles

	Gain 2 Gold / 1 Silver and 1 Gold.
	Take a Prospector Action with 1 Action Point.
	Take a King Action with 1/2 Action Points.
	Unlock 1 Mine (take it from the general supply and place it into your personal supply).

## Fair tiles

	Score VP for the Mines you have on the maps.
	Score VP for the sum of the current tiers of all of your Technologies.
	Score VP for each pair of Mine and Underground Pillar/House. (Each Mine may be paired with a Pillar or a House you do not need to choose only Pillars or only Houses).



## Stone Tablets

	Place your Prospector on any Underground map without one of your Prospectors for free.
	Take a King Action with 1 Action Point. You may pay 1 Silver to gain 5 VP.
	Gain 5 VP. You may pay 1 Silver to take a King Action with 3 Action Points.
	Take a King Action with 1 Action Point. You may pay 1 Silver to take another King Action with 3 Action Points.
	Pay 2 Gold to place your Mine on any legal space on an Underground map with any of your Prospectors present.
	Advance on any Technology track paying 2 Silver less (to a minimum of 1).
	Pay 2 Gold to place your Pillar on any legal space on the Main board or any Underground map with your Prospector.
	Pay 2 Gold to place your House on any legal space on the Main board or any Underground map with your Prospector.



## New Contracts

	Pay 2 Wool and 3 identical Resources to gain 4 VP and 1 Silver.
	Pay 2 Iron and 3 identical Resources to gain 6 VP and take a Prospector Action with 1 Action Point.
	Pay 2 Wool and 2 Iron to gain 4 VP and take a Prospector Action with 1 Action Point.

## Technology tiles

	<p><b>Character Technology</b></p> <p>Top to bottom:</p> <ul style="list-style-type: none"> <li>• Whenever you complete a Building (either by placing a final Character, or placing a Crest) you gain the bonuses from each Character in that Building.</li> <li>• All your Bonus Action Points markers gain +1 Action Point. Replace all Bonus Action Points markers with the ones with the higher value.</li> <li>• Placing a Crest costs you 1 Food less.</li> </ul>
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### Die Manipulation Technology

Top to bottom:

- Forfeit one of the Resources gained from the die to take 1 Silver.
- When you take a unique die (a different color and value than other dice on your Player board) you may move your Merchant or Architect or Prospector once. Note that your first die each round also meets the criteria.
- Adding or subtracting 3 to the value of your chosen die only costs 2 Gold.



### King Technology

Top to bottom:

- When you take the King Action, you may reveal 2 Underground Bonus tiles from the supply, keep one and discard the other to the bottom of the stack.
- Immediately take the King Action with 2 Action Points. At the end of each King phase, take a King Action with 2 Action Points.
- When you take the King Action, receive 2 Gold.



### Merchant Technology

Top to bottom:

- Immediately, and when taking income during King phase, gain 1 VP for each of your Houses on the main Game board and Underground maps.
- When you place a House you may gain the bonus of any Character tile in any of the Buildings on your Player board.
- When you take the Merchant Action, you gain 1 bonus Action Point.



### Prospector Technology

Top to bottom:

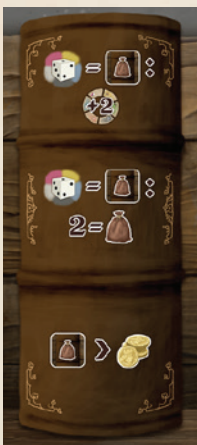
- The bonus movement point from the Prospector Action Wheel is treated as 2 Prospector Action Points.
- Whenever you place a Mine, gain 3 identical Resources.
- When you take a Prospector Action, you gain 1 bonus Action Point.



### Contract Technology

Top to bottom:


- During each Resource exchange, you receive one extra Resource of your choice (in addition to the one bonus Resource you receive without this Technology).
- Reveal 3 Contracts from the pile, you may take any of them for 2 Action Points each. Return the Contracts you did not take to the bottom of the stack.
- All Contracts require one Resource fewer to fulfill (to a minimum of 1).



### Resource Technology

Top to bottom:

- When you choose a die matching the color of your Resource Bonus tile, you gain 2 bonus Action Points for the selected Action.
- When you choose a die matching the color of your Resource Bonus tile, you gain 2 bonus Resources of the same type.
- Choose a Resource Bonus tile that has not already been selected by another player. From now on, you may treat that Resource as Gold.

**Note:** The effects of this Technology also apply if you choose to change the dice color tile using  to a type matching your Resource Bonus.



### Joker Technology

Top to bottom:

- You may use your Action Points from the Joker Action to perform two different Actions.  
**Immediately:** Perform a Joker Action with 2 Action Points (the same as you would using a Helper tile).
- When you take the Joker Action, take a King Action with 1 Action Point.
- When you take the Joker Action, you gain 1 bonus Action Point.



### Architect Technology

Top to bottom:

- When you contribute to the building of a Cathedral, you may pay 1 Silver or 2 Gold/Stone fewer (to a minimum of 1).
- When you contribute to the building of a Cathedral, take a King Action with 2 Action Points.
- When you take the Architect Action, you gain 1 bonus Action Point.

## Credits

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