The Assyrian

Components



The Assyrian



36 Poison Tokens



1 Six-sided Die

How to Play

Place the Assyrian and the 36 poison tokens to the side of the board.

When playing the Assyrian expansion, the following additional rules come into effect:

- The Assyrian starts the game off the board.
- At the end of their turn, each player must roll the six-sided die.

- If the Assyrian is off the board:
  - On a roll of 6, the current player must place the Assyrian on a base tile terrace.
  - Otherwise, the Assyrian remains off the board.

- If the Assyrian is on the board:

  - On a roll of 1 to 5, the current player may move the Assyrian.
    - The Assyrian may be moved up to a number of times equal to the die roll.
    - The player may choose not to move the Assyrian.
    - The Assyrian moves the same way as a gardener: from terrace to terrace between adjacent tiles, following legal pathways.
    - The Assyrian can move laterally from one base tile to an adjacent base tile, even if there is no archway or tile connecting the base tiles (gardeners cannot do this).
    - The Assyrian may move past unplanted tiles (unlike gardeners who must stop).
    - Other gardeners have no effect on the Assyrian's movement; moving in the shadows, the Assyrian passes completely unnoticed.



  - On a roll of 6, the tile occupied by the Assyrian becomes poisoned.
    - Place a poison token in the poisoned tile's pond.
    - If there is already a seed planted there, remove the seed from the game. The seed is now destroyed and does not get returned to its owner's hand.
    - When the Assyrian poisons a pond, the current player must cascade as far down and in as many directions as possible. These cascades also destroy any seeds cascaded on, including the current player's!
    - Poison tokens on the board remain until the end of the game and cannot be removed by any means.
    - Gardeners may move past poisoned tiles without stopping; the poisoned water in the pond no longer entices them.
    - Gardeners still receive a movement boost if they meet an allied gardener on a poisoned tile.

SOLO RULES

ROLLING THE DIE

In solo mode, the player rolls the die for the Assyrian on both their turn and the king's turn.

PLACEMENT

When a 6 is rolled for the first time, the Assyrian must be placed on the 7th base tile from the left in a full game, or the 5th base tile from the left in a quick game.

MOVEMENT

On the player's turn, the current player is the player themselves. On the king's turn, the current player is the king. The current player must always move the Assyrian according to specific criteria outlined below.

TILE SELECTION RULES

When moving the Assyrian, the current player must choose a ziggurat tile, within the Assyrian's movement range, using the following rules (in order):

1. The closest reachable tile that is planted with their opponent's seed.

2. If no such tile exists, the closest reachable unplanted tile.

3. If no such tile exists, the least valuable reachable tile that is planted with the current player's seed.

4. If no such tile exists, the most valuable reachable tile that has been poisoned.

In each case, the selected tile may be the tile the Assyrian is currently on.

TIE-BREAKER RULES

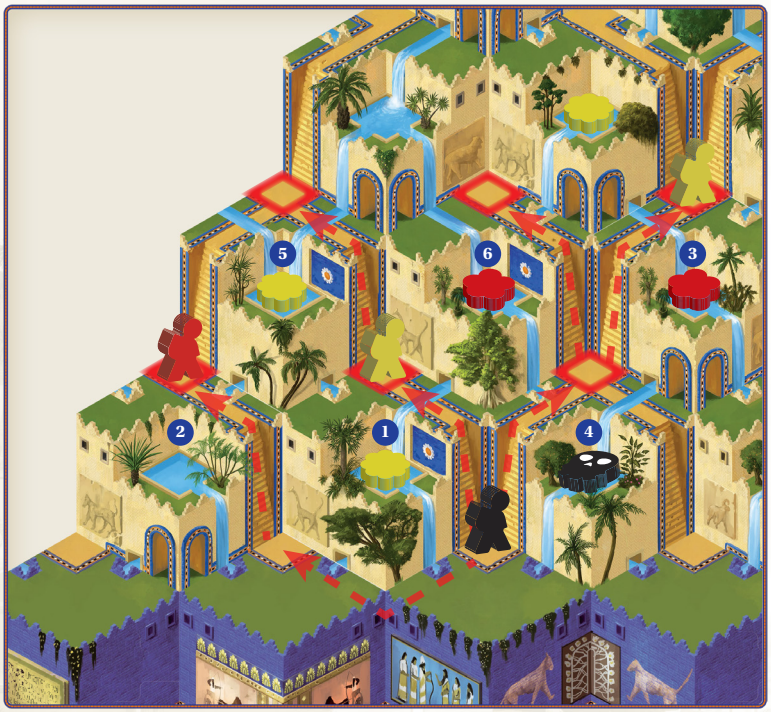
If more than one tile meets the first matching selection rule, the following tie-breaker rules are used (in order):

i. The tile that is worth the most points.

ii. If more than one such tile exists, the tile on the highest row.

iii. If more than one such tile exists, the tile closest to the horizontal middle of the ziggurat.

iv. If more than one such tile exists, a tile is selected at random.



In this example, the red player has rolled a 2 on the Assyrian die.

There are six reachable ziggurat tiles:

1. *The closest reachable tile that is planted with their opponent's seed. This is the tile the Assyrian will move to.*
2. *The closest reachable unplanted tile.*
3. *The least valuable reachable tile that is planted with the current player's seed.*
4. *The most valuable reachable tile that has been poisoned.*

Tiles 5 and 6 fail all selection rules.