

TAPESTRY

PLANS AND PLOYS

1-5 players; 90-120 minutes; ages 12+; competitive

an expansion designed by Jamey Stegmaier

art by Andrew Bosley • sculpts by Rom Brown

Choose from a variety of new civilizations, pursue individual achievements to add landmarks to your capital city, and sneakily interact with the opposition in this first expansion for Tapestry.

COMPONENTS

10 asymmetric civilization mats



7 unique, painted landmark miniatures
(5 for landmark cards, 1 for a new tapestry card, and 1 for a new space tile)



See the box bottom for instructions on how to pack them back in the box.

5 landmark cards



15 tapestry cards



4 space tiles and
1 replacement space tile



12 landmark tokens



1 rulebook

1 exploration bag

INITIAL SETUP

Shuffle the new civilization mats and tapestry cards into the original components. Place all original territory tiles in the exploration bag (there aren't any new territory tiles in this expansion). Replace the original space tile with the corrected tile as noted on the punchboard, and shuffle that tile and the 4 new tiles into the original stack of space tiles.

Optional: Place the 12 landmark tokens on their corresponding spaces on the advancement tracks. These serve as reminders for which landmarks are still available.

SETUP CHANGES

Landmark Cards: After selecting the 1st player at the end of regular setup, the player going last draws landmark cards equal to the number of players, selects 1, and places it in their player area. Then they pass the others counterclockwise for the next player to select. Continue until each player has chosen a landmark card. Each player places the corresponding landmark miniature on or near their selected card.

During the game, at the end of one of their turns when a player accomplishes the goal on their landmark card, they gain the landmark and place it in their capital city.

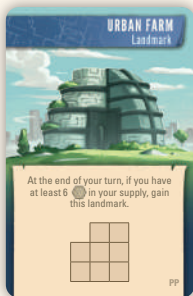
NEW TAPESTRY CARDS

Of the 15 new tapestry cards, 9 are self-explanatory. Among the others, “Entertain the Masses” is the first tapestry card paired with a specific landmark. The remaining 5 are sneaky, trap-like cards that can be played during conquer actions or as regular tapestry cards.

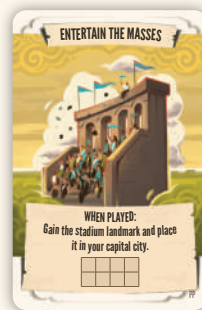


The core game rulebook says that “if an opponent plays a trap card as you attempt to conquer the middle island, you do not gain this achievement,” referencing the “conquer middle island” achievement. This also applies to the new tapestry card “Surprise Party”.

If the tapestry deck ever runs out and there are discarded tapestry cards, shuffle them to form a new deck. Otherwise, if there are no discarded cards, players cannot draw more cards.



Designer's Note: These landmark cards are designed to give each player a short-term goal in the first half of the game (instead of adding variable global achievements). This mechanism scales better for all player counts than other mechanisms I considered for adding new landmarks, and it also enables more landmark cards to be added in the future.

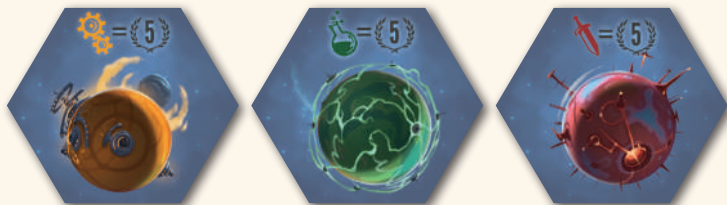


Designer's Note: My goal with these new tapestry cards—beyond adding more cards, because that's fun—was to add a little zest to conquering. Tapestry isn't a combat game, but I still want to give players opportunities to feel sneaky and clever when they're interacting on the map.

NEW SPACE TILES

One of the new space tiles is paired with a specific landmark, the Monolith. The others read, “Whenever you advance on the _____ track, gain 5 VP.”

Note: There are abilities and cards in *Tapestry* that allow you to advance a great distance in a single turn. That still counts as a single “advance.”



Designer’s Note: Some of the constructive criticism I heard about *Tapestry* is that there aren’t enough ongoing benefits. This particularly hit home in terms of the space tiles—you’ve made it all the way to outer space, and all you get is a one-time benefit?! Hence the addition of these 3 tiles. There isn’t a corresponding tile for the exploration track because players typically only gain space tiles at the end of that track, rendering an ongoing benefit largely useless.

NEW CIVILIZATIONS

Like all other new components in this expansion, the new civilization mats are designed to be shuffled in with the original mats. However, there are 10 of them, enough to be used for the initial selection in a 5-player game if you so choose.

Designer’s Note: While some of the new civilizations are simply my attempts to add some twists to *Tapestry*, others have specific goals based on feedback I’ve heard about the core game. For example, the *Treasure Hunters* hopefully address a desire from some players for the terrain types to have more meaning in the game. Most notable are the *Utilitarians*, who can gain ongoing benefits from a few of their landmarks. This is something many players have asked for, though we found in the original playtesting that it is extremely difficult for players to remember to use ongoing benefits. In this way, I welcome players to choose civilizations that match their personalities and preferences, even if this means not choosing them at random.



NEW TIEBREAKER

Replacing the original tiebreaker rule, the new tiebreaker is the player with the tallest landmark miniature in their capital city.

CIVILIZATION ADJUSTMENTS

These adjustments are made at the start of each game, whether you're playing with or without the expansion.
No adjustments are made when gaining civilizations during the game.



ALCHEMISTS

When starting the game with the Alchemists, gain  .



ARCHITECTS

When starting the game with the Architects in a game with 3 or more total players, gain 10 VP per opponent.



CRAFTSMEN

When starting the game with the Craftsmen, gain 1 fewer resource during your first income turn.



FUTURISTS

When starting the game with the Futurist's starting benefits, lose  and  of your choice.



HERALDS

When starting the game with the Heralds, lose 15 VP. Thus, the Heralds start the game with -15 VP.



MERRYMAKERS

When starting the game with the Merrymakers, gain .



THE CHOSEN

When starting the game with The Chosen, gain 15 VP per opponent.



TRADERS

When starting the game with the Traders, gain any  .



**ENTERTAINERS, HISTORIANS,
INVENTORS, ISOLATIONISTS, LEADERS,
MILITANTS, MYSTICS, NOMADS**
no change

These civilization adjustments are subject to change over time;
please see stonemaiergames.com/games/tapestry (and please log your wins there).

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Special thanks to Sam Gray for inspiring the Treasure Hunters civilization and Jeremy Kaemmer for his data analysis assistance.

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