

TWILIGHT INSCRIPTION



INSTRUKCJA

The Lazax Empire has fallen. After a bloody rebellion that led to a devastating war and the extermination of the once proud Lazaxes, many races of the galaxy withdrew to their home worlds. Thirsty for stability, they learned to live anew as independent societies. Now they are ready to explore the vast galaxy again. Each race is looking for ways to expand the influence of its great civilization.

Isolation, however, causes distrust. The overthrow of the Lazaxes revealed the unbridled ambitions of the galaxy's greatest players. It's not so easy to forget their cruelty. Each race sees the risk that someone else may seize the throne and rule the galaxy. And neither of them wants to let that happen.

ABOUT THE GAME

In *Twilight Inscription* each player controls 1 of the main races in the universe *Twilight Empire*. Each of them wants to become the most powerful force in the galaxy. It strives for this through expansion, technology development and economic growth and strengthening military strength.

Twilight Inscription is a competitive roll-and-write game for 1 to 8 players. The basic elements of the game are sheets on which players draw and write with dry-erase markers. During the game, players place various markings on the sheets and try to score as many victory points as possible. The player with the most of them wins!

COLONIALISM IN TWILIGHT EMPIRE

Embedding the game in the universe *Twilight Empire* follows the development of the major races as they broke free from the imperial forces that controlled the entire galaxy. The bitter experiences of colonialism made races like the Xxcha and the Naaz-Rokha want to flourish through expansion based on cooperation and respect. Barony Letnev and Necovirus use cruel methods - from exploitative colonization to genocide.

We believe that even a fictional storyline can contribute to the reinforcement of false narratives about colonialism, which is why we do not present it in an idealized way in this universe. We show the invaders and oppressors as such characters, and we describe the violence against the inhabitants of the planet directly. In addition, the game is designed in such a way that players can expand the influence of their races without conquering other societies.



ELEMENTS



instruction and guide
"Quick Start"



32 a
(8 navs, 8 expans
yours)



Mecatol Rex sheet



24 race cards



25 event cards



12 Quest Cards



16 relic cards



12 policy cards



speaker card



8 help cards



8 dry-wipe
markers



3 black dice



3 intensification dice

MARKERS

Before using the markers for the first time, you need to prepare them - **yet before opening** shake them for 20 seconds. Markers should be kept closed.

Abrasive tips come in handy if you need to make minor adjustments. However, the paint must dry for 10 seconds before wiping, so that it does not smudge.

After playing, clean the sheets with **dry** paper towels. A slightly damp paper towel can be used to remove any deposits.

PREPARING FOR THE GAME

To set up the game, follow the steps below. If new players prefer to start the game right away and learn the rules gradually, they can use the Quick Start guide instead of this guide.

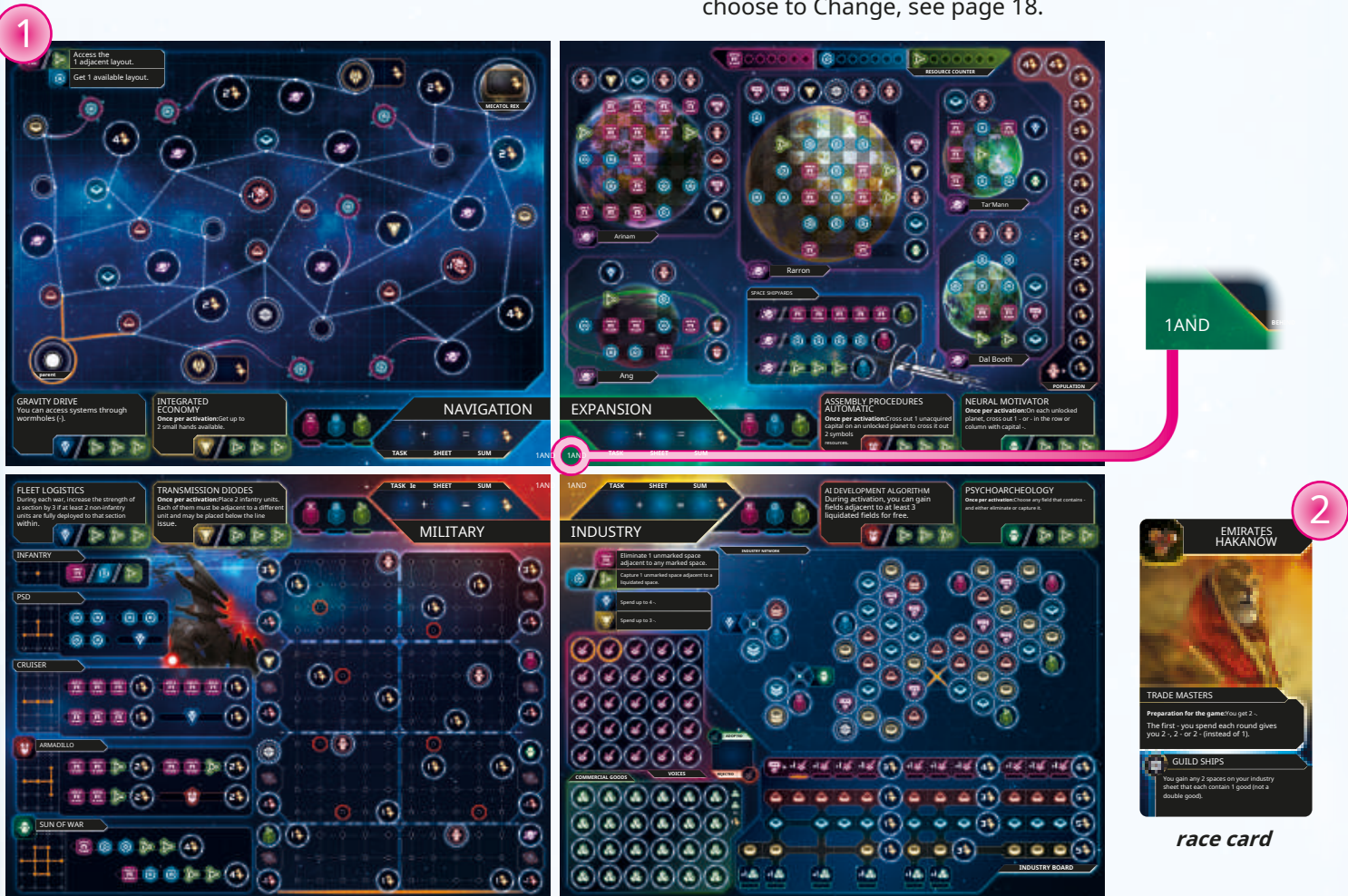
1. Prepare Player Sheets. Randomly distribute 1 navigation, expansion, industry, and military sheet to each player. Each player places the sheets in front of him as shown in the illustration below.

If the players wish, they can introduce asymmetry to the game by using the A side of the sheets - side A looks different on each sheet. Side B allows for a symmetrical game in which all players have the same possibilities. The page designation of each sheet is in the corner near its name.

2. Choice of races. Shuffle the race cards and 3 players. Each player chooses 1 of his sheets, and places the rest in the p of the selected card. There is a section "By now it is necessary to consider the ef. described in it

3. Preparation of the Mecatol Rex sheet. Place the Mecatol Rex cards in the center of the hundred as shown in the illustration on the next page. Shuffle the Phase II policy cards (marked on the back) and place 1 behind the Mecatol Rex sheet. The rest of the cards are put back in the box. Then, prepare the stage policy cards

In a 1-player and 2-player game, this step is different and players also choose to Change, see page 18.



player sheets

race card

PLACING PLAYER SHEETS

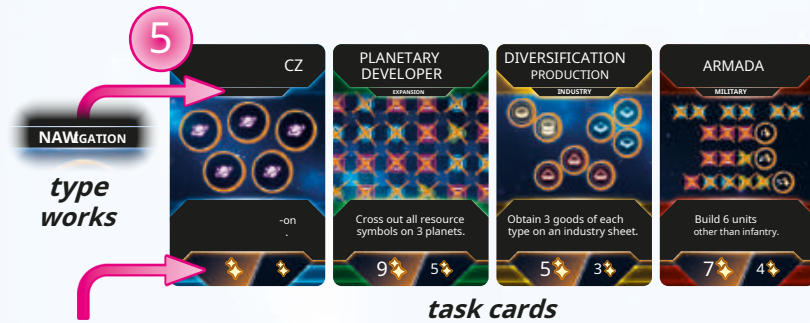
We recommend unfolding the sheets as shown in the illustration. However, players can arrange them in any way, depending on the place on the table, so that it is convenient for them to write. They can also freely change the arrangement of the sheets during the game.

4. Prepare the Event Deck. The cards are divided into 10 face-down piles according to their backs (cards of 5 stages of 2 suits). Each pile should be shuffled. Then, arrange the Stage V face-down cards so that the blue and black cards alternate, starting with the blue card at the bottom. The cards for the remaining stages should be arranged in the same way. The stacks you make are then put together into 1 deck with the Stage V cards on the bottom and the Stage I cards on top. The event deck is placed next to the Mecatol Rex sheet.



The ordered stage V cards are placed at the bottom of the deck.

5. Preparation of task cards. Task cards should be sorted by type (navigation, expansion, industry and military) and shuffle each type separately. Then, draw 1 card of each type and place the drawn cards over the Mecatol Rex sheet with the side showing 2 victory point values (-) at the bottom. Return the rest of the quest cards to the box.



task cards



bones

visible card side with 2 PZ values



relic deck

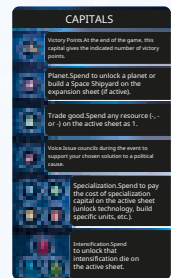


Mecatol Rex sheet



event deck

6. Preparation of the remaining elements. Shuffle the relic deck and place it with the dice next to the Mecatol Rex sheet. Each player receives 1 card help and marker.



help card



marker



policy cards

7. Speaker selection. The speaker card is given the most experienced player - will watch over the course of the game. The speaker begins the 1st round by revealing the top card of the event deck.



speaker card

BASIC TERMS

This section covers the basic concepts related to the rules of the game *Twilight Inscription*.

PLAYER SHEETS

Each player sheet shows his progress towards dominating the galaxy. Each player decides which sheets to focus on, i.e. in which areas they want to develop: discovering galaxy, rearmament, peaceful expansion or industry.



A player can win by concentrating only on certain sheets or by effectively investing in all 4 areas. New players learning the rules of the game are encouraged to focus on navigation and expansion.

A player's sheets belong exclusively to him. Neither player may mark anything on other players' sheets.

CAPITALS

Players place markers on their sheets in an attempt to score capitals. Capitals are symbols surrounded by dots or dashes. You gain capitals differently on each sheet. There are many types of capitals, but players should pay special attention to



capital
punctual

RESOURCES

Players make markings on their sheets primarily by spending resources. There are 3 types of resources in the game: resources (-), influence (-) and research (-). These resources - provided by dice and cards - are spent by players on their sheets.

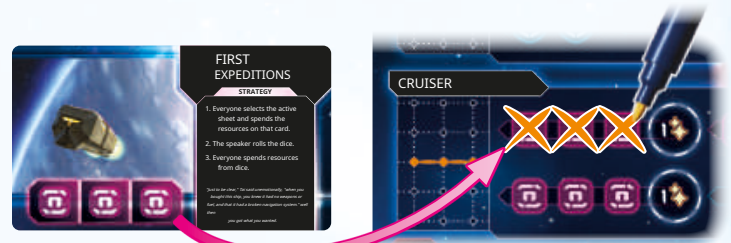


raw material

in

However, there are 2 rules for each resource sheet:

"Cross out the appropriate symbol. G. delete the same symbol.



Spend 3-on ar
to build



Spend 1-on the navigation sheet,
to get a deal.

GAME

The game is played in rounds. Each round, the speaker reveals the top card of the event deck, reads its text aloud, and the players follow the instructions on the card. The card is then placed in the pile next to the deck and the next round begins. The game continues until the players resolve the Stage V "Throne Waits for Overlord" event card, which signifies the end of the game.

There are 4 types of event cards in the game: strategy, war, council, and production. The rules for each of these types of cards are described below.



type of card events

POSTPONING MARKERS

All event cards cause players to place different markings on their sheets at the same time. The speaker watches the players and makes sure that they have all finished typing - if so, he / she signals to the next step. To facilitate the speaker's task, players should show that they have finished entering tags by closing their markers and placing them next to the sheet.



During the game, a player should remember which of his sheets is "active", even when he finishes making markings on it. To avoid mistakes, it's best to put the marker down next to the active sheet.

EVENT CARDS STRATEGIC

Most event cards contain strategic events that provide resources that players spend to introduce on their sheets strategic,

1. Choosing

Each of the games
hisacts
they spend for
introduce



resources on penalties **strategic event**

- **Roll the dice.** The speaker rolls 6 dice.
- **Spend dice resources.** Each player spends the resources provided by **black bones** to enter tags on your active sheet. If a player has unlocked any of the intensification dice on his active sheet, he also spends the resources of those unlocked dice (see intensification dice on page 16).



Spend these resources on the active sheet.



If the bones are there **unlocked, spend additionally these resources on the active sheet.**

During strategic events, players may also spend their earned capitals to enter tags on the active sheet. The player can spend capital on his own **any** sheets.

Limitations:

- " The players **can not** make markings on inactive sheets in addition to crossing out the capital spent or introducing markings resulting from game effects.
- " The players **can not** look at other players' sheets until they have finished entering tags on their active sheet.

Each sheet has different rules for entering the marks. The rules for entering labels on individual sheets are described in the further part of the manual.

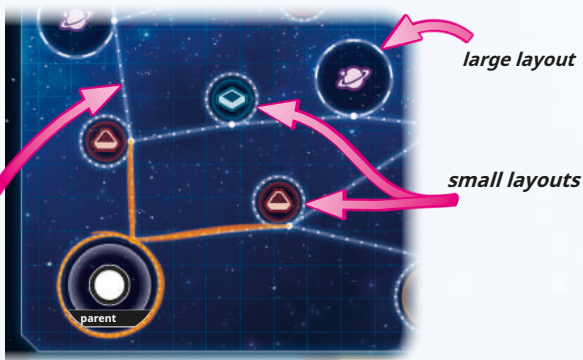
NAVIGATION

The navigation sheet allows the player to explore the galaxy. In this way, the player accumulates capital and has a chance to reach Mecatol Rex, the destroyed capital of the Lazax Empire. Planetary Capitals (-) are especially important on this sheet because they can be spent on the expansion sheet to unlock planets.



Sheet on marked and large o systems

Players in wins a conquered games and some overprints



corridor hyperspace

AVAILABLE

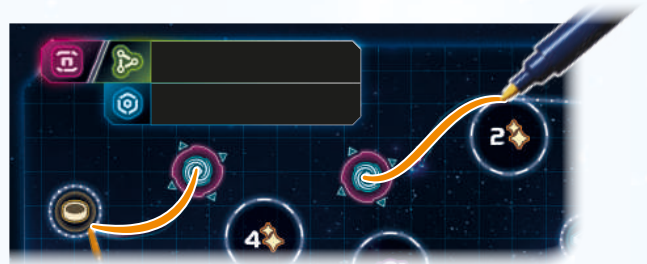
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The next ones on delivery

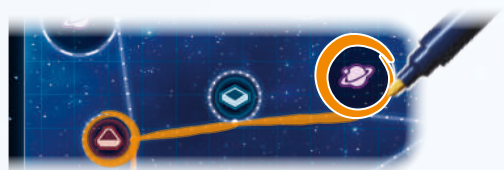


The player spends 1-, to to adjoin

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The player spends 1-, that in which



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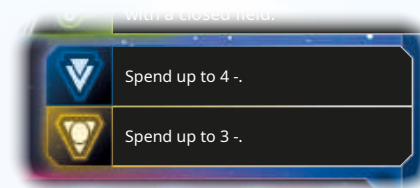
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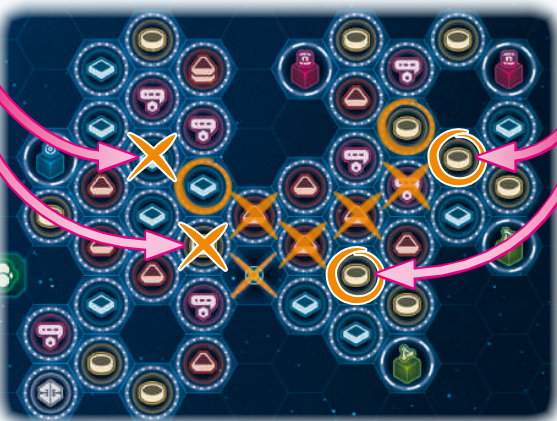
Great



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With

removed fields

captured fields



industry network

*capital cost
specialization*

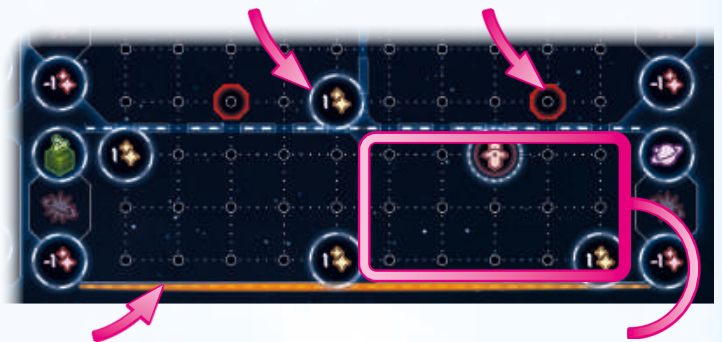




The player scores 1-and 1-. All commodity symbols that appear above the 2nd "+1-"Are now deleted, so the player unlocks this symbol.



Military sheet
 conflicts with him
 its left and work
 to build one
 get loot

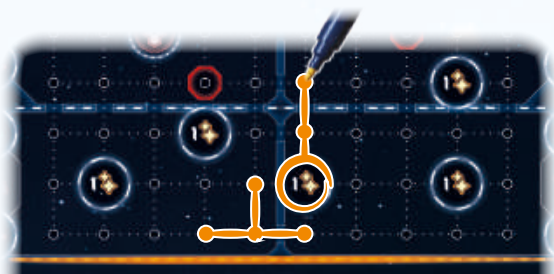
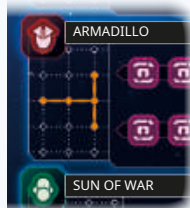


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The two types of the lowest units on the sheet, the battleship and the sun of war, are locked at the beginning of the game. The player can start building them only after he has spent the specialization capital indicated next to the unit name (-or -) and delete its symbol.



The player deploys a planetary defensive system - PSD. Then, he deploys the cruiser adjacent to the PSD, and gains capital 1.

To resolve a War Event card, players must follow these steps.

- 1. Shift of the display line.** Each player draws a solid line on the next dashed line on the war grid. This is a new line of display.
- 2. Total strength against the neighbor on the left.** Each player counts the marked nodes in the left section directly below the new deployment line. He then adds bonuses from other sources (such as Fleet Logistics technology) and writes the total to the left pane of this section.
- 3. Total strength against the neighbor on the right.** Each player repeats step 2 with the right section immediately below the new deployment line.
- 4. Compare strength with that of the neighbor on the left.** Each player compares the strength calculated for the left section of his sheet with the strength of the right section of the player on the left. If his strength is greater





3



The player has unlocked on his Industry Board 2 symbols "+1-"So he scores 2-.



ADDITIONAL Z

This section describes additional rules that are included in the gameplay.

CAPITALS

Capitals are symbols surrounded by dots or ending
Capitals surrounded by **dotted** have an immediate effect



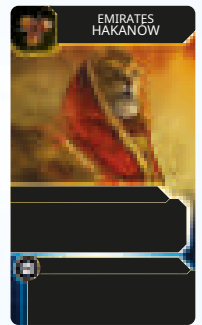
capitals, unlocks the corresponding intensification die on the active sheet. This allows him to spend resources from an unlocked die while this sheet is active.

MECATOL SHEET REX

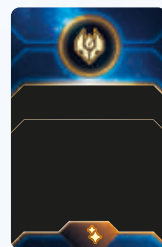
Mecatol Rex is the capital of the fallen Lazax empire and the seat of the Galactic Council. When a player has acquired the Mecatol R layout with his navigation sheet, he enters his race name as ar Mecatol Rex in the first free box from the top. Instantly gains as many votes (-) as indicated by the number next to this rub, he selects by circling the votes for s



red bone shaft intensification (-).



technologies per sheet



He resolves unlocked technologies on the sheets. If in the description of technology "Once per activation", it can be resolved any round in which that sheet is an asset

TASKS



NAW		
9	+	19
TASK SHEET		SUM
		28

4 AND

On the navigation sheet, the player has 19 victory points (-). Earlier, he completed the task related to this sheet for 9 points. The sum for this sheet is therefore 28.

Important! On the industry sheet, a player adds up to a total of 1 for every 2 trade goods (-) he earns that he did not spend.

Then, each player adds up the sums from each sheet, thus obtaining the final score. The speaker records the players' final scores on the Mecatol Rex sheet next to their race names. If the name of a race is missing from the sheet, the speaker adds it now, but the player does not receive the rewards for that category.

The player with the most victory points becomes the galaxy's new ruler and wins the game!

In the event of a tie, the winner is the tied player with the most unspent votes scored. If the tie remains tied, the players form an alliance and share the victory.



Speaker writes down victory points "7".



1- AND 2-PERSON

Twilight Inscriptio gives the possibility of 1- and 2-person games. The game then simulates the progress of an AI-controlled race.

The SI race is represented by the other side of the Mecatol Rex sheet shown in the image below. There are 6 tracks on this side of the sheet. Each of them corresponds to the side of the intensification die. The Torahs - and - determine the strength and voices of the AI race, respectively. The other 4 lanes are **track of goals**. They reflect the progress of the AI in the implementation of tasks and the pursuit of Mecatol Rex. As the game progresses, she will advance on these tracks depending on the intensification dice she rolls.



In 1-player and 2-player games, the following sections must be considered. All the standards are still in place, only the preparation and handling of council events change.

PREPARATION FOR G

Prepare the game in accordance with the standard with the following changes:

- " **Preparation of the Mecatol Rex sheet.** Place the Mec sheet on the table with the SI side up. Take each policy deck and place them below the Mecatol Rex (instead of just 1 card from each deck)
- " **Identifying a neighbor (only in a 2-player game)** rolls 1 black die. Result - means that all players will be neighbors to each other on the left. Wyn means, however, that they will be neighbors to each other after the law
- " **Difficulty level selection.** Choose a level for the AI race.
 - # Easy. Preparation without changes.
 - # Mediocre. Cross the leftmost symbol on each Objective Track. In addition, on the power track (-), strike out the leftmost undeleted symbol in the Stage II section and in the Stage III section.
 - # Difficult. Cross out the first 2 symbols from the left on each Objective Track. In addition, on the power (-) track and on the voting track (-), strike out the leftmost indefinite symbol in the Stage II and Stage III sections.

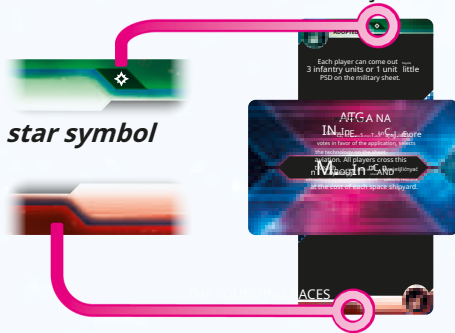
After the chap
level
in this se



COUNCIL EVENTS

During the Council Event, players earn votes as per the standard rules. However, voting takes place in a different way:

1. The speaker draws a card from the current stage y so that it is visible
2. wca continues drawing u until he draws the appropriate card inserted under the "Accepted" writing card, the other card fulfilling this condition, also "Rejected".



3.



Podch

1 according to

4. I will consider no votes symbolo player who must reg resolved individually and do not affect other players.
5. **Issue of votes.** As per the standard rules, each player crosses out 1 gained vote (-) for each vote they cast.

WIN

The player with the most Victory Points wins, provided that his score is better than "Defeat" for the selected difficulty level - see section 4.2. the box "Results ranking for a 1- and 2-player game" to the right.

CREATORS

Game design and development: James Kniffen **Additional study:** Philip D. Henry
Producer: Jason Walden
Plot: Dane Beltrami and Daniel Lovat Clark
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Head of the board games department: Chris Winebrenner-Palo
Consultation of the Twilight Imperium plot: MJ Newman
Consultation of sensitive content: FFG's sensitive content team
Creative Director of Story and Universe: Katrina Ostrander **Graphic design:** Christopher Hosch and Michael Silsby and Laurence Smith
Graphic design manager: Mercedes Opheim
Illustration on the box: Anders Finér
Illustrations on the game elements: Anders Finér, Tomasz Jedruszek, Alex Kim and Stephen Somers
Art director: Jeff Lee Johnson

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Block, Frank
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RANKING OF RESULTS			
IN A 1-PLAYER AND 2-PLAYER GAME			
Easy	Medium	Difficult	
40	Failure	Failure	The seed of civilization
60	60	Failure	Emerging Power
80	80	80	Galactic might
-	100	100	Dominant civilization
-	-	120	More powerful than the Lazax

EXPLANATIONS

This section provides answers to questions that may arise during the game.

EXPANSION

- " If a card effect allows a player to build a space dock, the player may cross any of the shipyard's costs.
- " The 'Neural Motivator' technology effect applies to a column or row with capital - even if that capital is deleted.

CLASSIFIED INFORMATION

- " The player does not show the other players any relic cards he has not yet played.
- " A player may not look at other players' sheets while he is still making tags on his sheet. In other words, players can view other players' sheets when they have all put down their markers.
- " The player may wait to announce that he has completed the task or that he has earned the Mecatol Rex system until the end of the current round step. This way, it won't affect how other players spend resources.
- # If a player forgets to announce that he has completed a task or earned a Mecatol Rex system, he may do so later. However, he is treated as if he has completed the task or won the Mecatol Rex system when he announces it.

CAPITALS

- " The dashed capital can be spent during the same step in which it was acquired.
- " The number of votes (-) and trade goods (-) is limited to those available on the industry sheet.

NAVIGATION

- " Even if an available layout is not captured yet, another layout can be accessed from it.
- " If as a result of a card effect a system is crossed out before it is won, it can no longer be gained.
- " Each wormhole can only be used once.

INDUSTRY

- " Hexagonal areas of the Industry Network that do not contain capital or a dotted "X" are not squares and cannot be liquidated or captured.

TECHNOLOGIES

- " Technologies can be used in the same round in which they were unlocked.
- " If a card effect allows a player to unlock a technology, the player may cancel any of that technology's costs.

COUNCIL EVENTS

- " If the player with the most votes has a choice, as stated in the solution on the policy card, and several players are tied, each tied player rolls a black die. Players keep rolling until only 1 of them has a result of -. This player makes a choice.

WAR EVENTS / / MILITARY

- " Some abilities allow you to mark nodes with anomalies. The marked anomalies are added to the section strength just like other nodes.
- " When a War Event card is drawn, each player resolves 2 wars (1 with a neighbor on the left and 1 with a neighbor on the right). An effect that is resolved during / after the war can be resolved against both of these wars.
- " During a war event after step 3, the calculated power of each section may no longer change unless an ability explicitly states otherwise.
- " Players can start building units in one round and finish in another round. They may even start building several units of the same type.
- " If a card effect allows a player to deploy a unit, the player places that unit on the war grid without building. This unit does not count towards the unit type limit, and the unit type does not need to be unlocked.
- " The units on display must fit entirely within the war grid.
- " If a unit cannot be deployed after being built, it is built anyway and the player gains the point capital it provided (-).
- " If an ability gives a player additional strength in future wars, they may enter "+1" in the appropriate power boxes to keep this in mind. If a bonus is already entered there, the player adds up their values (eg "+1" changes to "+2").
- " You can get a negative number of victory points on the military sheet at the end of the game.

RESOURCES

- "Players cannot opt out of resource spending.

ABILITIES / EFFECTS

- " If a card effect conflicts with the instructions, the card effect takes precedence.
- " If a card effect includes the word "may / may," resolving that effect is optional.
- " When a player resolves a card effect, he must resolve it as far as possible.
- " An ability that includes the condition "when you activate the sheet" must be resolved before spending resources and capital.
- " If an ability can affect "any" item (sheet, field, etc.), ignore the standard restrictions on selecting that item. Additionally, this ability affects only 1 element of the indicated type, unless otherwise noted. For example, the ability "spend 3 - on any sheet" means that a player must spend all 3 resources - on 1 sheet, but it can be an inactive sheet.