

Codex Naturalis

Objective: Players race to assemble the most valuable manuscript by the end of the game is triggered

Setup

1. Place the Score board in the middle of the table.
2. Shuffle the Resource cards, Gold cards, and Objective cards separately into three face-down piles, and then place them in a column in the middle of the table, next to the Score board.
3. Draw the top 2 cards of the Resource deck and the top 2 cards of the Gold deck and place them alongside their respective decks, face-up.
4. Each player takes a random Starter card and places it in front of them, choosing the side they wish to use.
 - Each player should leave plenty of space around the card as they will be placing cards around the card during the course of the game.
5. Each player chooses a colour and takes the 2 discs of that colour; each player places one disc on their Starter card and the other on the 'O' space of the Score board.
6. Each player draws 2 Resource cards and 1 Gold card from their respective decks to form their starting hand.
7. Draw the top 2 cards of the Objective deck and place them face-up alongside the deck.
 - The 2 face-up cards are common objectives that all players can score at the end of the game if they fulfil the conditions on the cards.
8. Each player draws 2 Objective cards from the Objective deck, looks at them and chooses one to keep; the other card is placed face-down on the bottom of the Objective deck.
 - The card the player keeps is their secret objective that they can score at the end of the game if they fulfil the conditions on the card.
9. Randomly select a player and give them the First Player token (●).

End of Game

The end of the game is triggered in the following situations:

- When the end of the game is triggered, the current round is completed and then each player has one final turn before the game ends.

Points: A player reaches 20 or more points.

Empty Decks: If both the Resource and Gold decks are emptied.

Each player adds any points they have received from completed public Objective cards and their private Objective card to the points they have on the Score board.

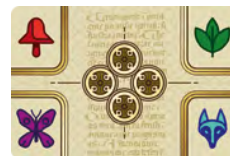
- When counting points for Objective cards, each Resource card or Gold card in the player's play area may only be counted once per objective.

The player with the most points wins the game.

Tie-breaker: In the event of a tie, the player that received the most points from Objective cards wins the game and if the tie remains, the tied players share the win.

Card Anatomy

Starter Cards: Each player starts the game with one Starter card with which to build their manuscript from.



Front



Back

Objective Cards: Objective cards provide players the depicted number of points shown on the top of the card if the player fulfils the criteria (*i.e. sets of the depicted icons or card patterns*).

- If the card shows a card pattern, the direction and colours must match those shown on the Objective card.
- A player can score the same Objective card multiple times if they fulfil the criteria multiple times.



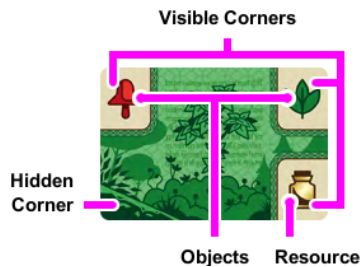
Front



Back

Resource Cards & Gold Cards: Players use Resource and Gold cards to build their manuscripts.

- Gold cards can be differentiated from Resource cards by the gold foil on the card backs and the Resource requirements on the front of the cards.
- Both Resource and Gold cards provide a player the depicted Resources and/or Objects as long as the symbols are visible in that player's play area.
- Cards can be played by using either their front or back side; the back side provides 4 visible corners and a permanent Resource that can never be covered up.



Resource Card Front



Gold Card Front



Gold Card Back

Gold Cards: In order for a player to place a Gold card front side facing up in their play area, the player must have the depicted symbols showing in their play area; when the card is placed they immediately gain the points depicted on top of the card.

- Points are only gained from a Gold card when they are placed; cards added later do not provide more points for a previously placed Gold card.

Examples



The player gains 3 points.



The player gains 1 point for each feather symbol in their play area, including symbols on this card.



The player gains 2 points for each corner covered by this card.

Turn Order (Single player turns in clockwise order)

On a player's turn, they must perform the following steps in order:

1. **Play a Card:** The player chooses one of the 3 cards from their hand and places it in their play area, respecting the following rules:

- If the card placed allows the player to score points, they immediately add it to their score on the Score board.

Placement Rule: The card being placed must cover one or more visible corners on cards already present in the player's play area.

- The card cannot cover more than one corner of the same card.
- The visible corners on the card being placed do not matter during placement, only those of the cards it is being placed on.
- The player may instead place one of the cards from their hand using the back side of the card.

Gold Cards Rule: To be able to place a Gold card in their play area, the player must have the indicated Resources visible in their play area.

- The Resources must be visible prior to placing the card but the player may cover a required Resource after placing the card.

2. **Draw a Card:** The player takes a Resource card or Gold card from the middle the table and adds it to their hand; the player can either choose one of the four available face-up cards or the top card of one of the decks.

- If the player takes one of the face-up cards, they refill the empty space with the top card from the respective deck.