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# OPHIR



**STOP**

You can also learn  
how to play by  
watching a video  
at the webpage:  
[ophirgame.com](http://ophirgame.com)

# SETUP

Welcome to Ophir! Carefully follow the setup instructions. If this is your first time playing, you can also copy the setup example diagram on the next page (set up for 3 players).

## 1 PLAYER ITEMS

All players choose one (1) **Player Board**, one (1) **Ship**, and one (1) **Influence Die** of a single color. Each player also receives one (1) **Favor Marker**.

Each player rolls a die. The player with the highest roll is designated the *Starting Player*.

Players set their Influence Die to a value of "1" and place it on the Influence Die space of their Player Board.

**2 Player Setup:** Select an additional Player Board, Influence Die, and Ship of any remaining color. This Ship is the "Rival Ship." Place the Player Board within reach of both players. Set the Influence Die to a value of "4" and place it on the Influence Die space of the Rival Ship's Player Board. The Rival Ship does not receive a Specialist Card or Favor Marker.

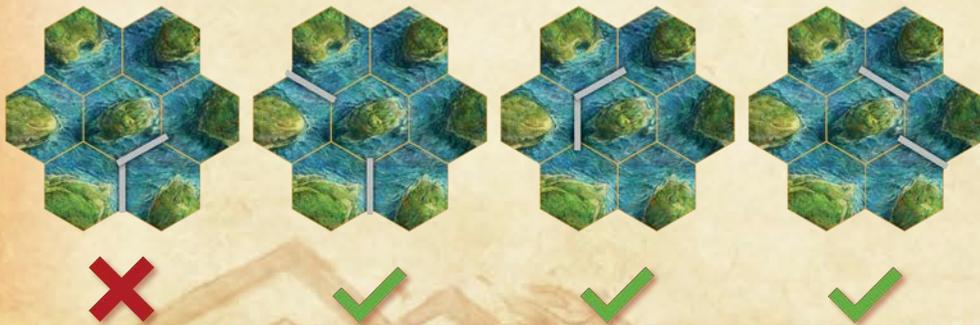
## 2 MAP

Randomly place the (7) **Map Setup Tokens** face-down on the Map (the center section of the **Game Board**).

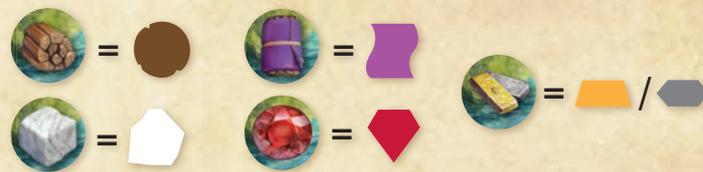
The Starting Player places the (2) **Barriers** on the Map. A Barrier is laid flat on the map, separating two adjacent hexes. Each hex must remain open to at least two other adjacent hexes. After the Barriers have been placed, flip the Map Setup Tokens face-up to reveal the map configuration for this game.

Each player then places their Ship on the Temple hex of the Map.

**2 Player Setup:** Place the Rival Ship on the Market hex of the Map.



Place the (30) **Goods Tokens** on each of their corresponding hex type as indicated by the Map Setup Tokens. **NOTE:** *Basic Goods and Metals are limited to the components included in the game. Coins are not piece-limited.*



**NOTE:** The wooden **Market Token** and **Temple Token** can replace their respective Map Setup Tokens.

## 3 TEMPLE

Place the **Temple Tiers** near the Temple site (the right section of the Game Board).

- For a four player game, all Temple Tiers will be used.
- For a three player game, place the 3/1 Temple Tier on the 2/1 Temple space.
- For a two player game, place the 3/1 Temple Tier on the 2/1 Temple space and remove the 7/4 Temple Tier from play—it will not be used.

**TEMPLE TIERS:** Temple Tiers are designated by the Metal cost in Coins. For example, the "2/1" layer shows Gold with a "2" Coin and Silver with a "1" Coin.

Place the **Victory Point Cards** (1s, 2s, 5s, 10s) near the Temple site.

Place **Cargo Hold Tokens** equal to the number of players near the "2 Coin" Cargo Hold space of the Temple site.

## 4 MARKET

Place the (21) **Coins** near the Market (the left section of the Game Board).

Shuffle the "A" and "B" **Commodity Cards** separately. Randomly select and remove five (5) cards from the "A" deck; remove them from play without revealing them. Place the "A" deck face down on top of the "B" deck to create the *Market Deck*.

Place the Market Deck face-down on the first (far left) rectangular space of the Market. Place three (3) Commodity Cards from the Market Deck face down on the three empty rectangular market

booth spaces. These three Commodity Card spaces represent the *Current Market*.

Randomly place the (1) **Temple Merchant** above one Current Market space, on top of one of the three merchants. Then, randomly place the (3) **Market Modifiers** in the circular spaces below the three Current Market spaces.

## 5 SPECIALISTS

Every player chooses one (1) **Specialist Card** through the following process:

- 1) Randomly select a number of Specialist Cards equal to the number of players, plus one.
- 2) The player to the right of the Starting Player looks at the cards, selects one Specialist Card, and places it next to their Player Board. The player passes the remaining cards counterclockwise (to the right).
- 3) Players continue to select one card and pass the remaining cards until each player has a Specialist Card. The Starting Player will always choose one of the final two remaining Specialist Cards. Remove the unselected Specialist Card from play.

All players place a Favor Marker at the starting position of the Favor Track on their Specialist Card. Each Specialist card is marked with the starting Favor of that Specialist, indicated by a red outline. If applicable, players adjust their Player Boards according to their Specialist ability (see **SPECIALISTS**).

Before starting the game, reveal the three (3) Current Market Commodity Cards. Also reveal the top (1) card from the Market Deck; the revealed card in this space is the *Future Market*.

Players are now ready to begin. The Starting Player becomes the *Active Player* and takes the first turn. Play continues clockwise until a Game End condition is met.

**ACTIVE PLAYER:** *The Active Player is the player taking their turn.*

<b>A</b> 1 Game Board	<b>G</b> 30 Goods Tokens	<b>M</b> 4 Ships
<b>B</b> 6 Temple Tiers	<b>H</b> 44 Commodity Cards	<b>N</b> 4 Cargo Hold Tokens
<b>C</b> 7 Map Setup Tokens	<b>I</b> 1 Temple Merchant	<b>O</b> 4 Influence Dice
<b>D</b> 2 Barriers	<b>J</b> 3 Market Modifiers	<b>P</b> 8 Specialist Cards
<b>E</b> 1 Temple Token	<b>K</b> 21 Coins	<b>Q</b> 4 Favor Markers
<b>F</b> 1 Market Token	<b>L</b> 4 Player Boards	<b>R</b> 44 Victory Point Cards



## OBJECTIVE

Gain Victory Points (VP) through contributions of gold, silver, and other goods to the Temple. When the construction of the Temple is complete, the game ends immediately. The player with the most Victory Points wins!

## TURN OVERVIEW

**1) NAVIGATION:** The Active Player must either Sail 1 *or* 2 hexes or use Favor to Anchor (remain stationary).

**2) ACTIONS:** After successfully Sailing or Anchoring, the Active Player may take any or all available Actions, corresponding to the final location of their Ship. When the Active Player is done taking—or unable to take—any Actions, play passes to the next player.

## NAVIGATION

The first phase of every turn is Navigation. Navigation is mandatory.

### SAILING

Sailing consists of moving a Ship from one hex to an adjacent hex. Every turn, the Active Player has two (2) available Movement. As a result, players may attempt to Sail a distance of one or two hexes from their Starting Hex.

**STARTING HEX:** *The Starting Hex is the hex that a player's Ship occupies at the start of their turn.*

Sailing to an unoccupied, adjacent hex requires one (1) Movement. An adjacent hex that contains at least one opponent ship is considered "occupied". An attempt to enter an occupied hex requires an Influence Check (see **INFLUENCE CHECK**) before the Active Player may Sail into the Target Hex.

**TARGET HEX:** *The Target Hex is the hex that a player is attempting to move into from their current hex.*

If the Active Player wants to remain at their Ship's Starting Hex, they must Anchor (see **ANCHOR**). Players may not Sail from their Starting Hex and return to it on the same turn.

Ships may not Sail over Barriers; hexes with a Barrier between them are not considered adjacent.



### **INFLUENCE CHECK**

An Influence Check is required every time the Active Player attempts to enter an occupied hex. The Influence Check will either result in a "Success" or "Failure."

To make an Influence Check, the Active Player rolls their Influence Die. After rolling, players compare the new value on the Active Player's die with the value displayed on their opponent's Influence Die.

**Success:** *Greater than or equal to ( $\geq$ ).* If the new value on the Active Player's Influence Die is greater than or equal to ( $\geq$ ) the Influence Die value of the player(s) on the Target Hex, the Influence Check is a success. A successful attempt allows the Active Player to Sail into the Target Hex. This requires one (1) Movement.

**Failure:** *Less than ( $<$ ).* If the new value on the Active Player's Influence Die is less than ( $<$ ) the Influence Die value of the player(s) on the Target Hex, the Influence Check is a failure. The Active Player may not Sail into the Target Hex; their ship remains in their current hex. A failed Influence Check expends one (1) Movement.

When an Influence Check results in a failure, the player(s) with the highest Influence Die value in the Target Hex immediately decrease their Influence Die value by one (-1).

If the Active Player's first Movement results in a failed Influence Check, they may make a second attempt to Sail to the same occupied hex. Alternatively, the Active Player may use their second Movement to Sail to an adjacent unoccupied hex or to a different adjacent occupied hex (resulting in another Influence Check).

## » SUCCESSFUL INFLUENCE CHECK

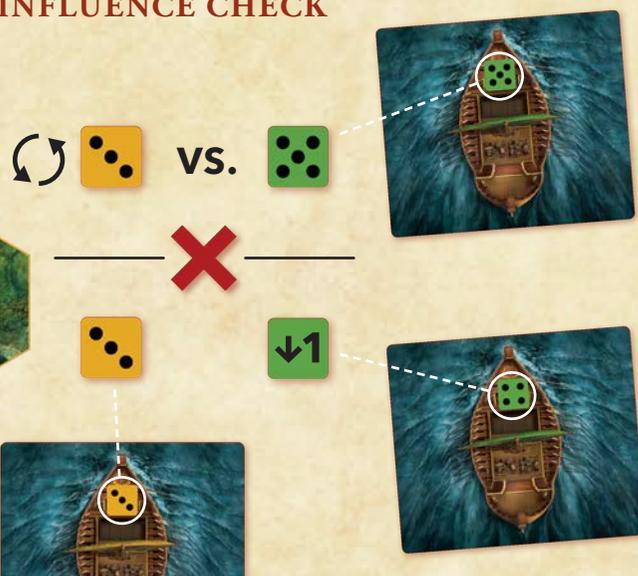
Yellow announces he is Sailing into the center hex, which is occupied by Green. Yellow rolls a 5 on his Influence Die, which is greater than or equal to Green's Influence value of 5, resulting in a success!

Yellow uses 1 Movement to Sail into the center hex. Yellow's new Influence value is now a 5.

Yellow may now use his second Movement to Sail again or he may end his Navigation to take the Action(s) of the current hex.



## » FAILED INFLUENCE CHECK



Yellow announces he is Sailing into the center hex, which is occupied by Green. Yellow rolls a 3, which is less than Green's Influence Value of 5, resulting in a failed attempt.

Yellow's new Influence value is a 3. Green must decrease her Influence Die by 1 for preventing Yellow from Sailing into the center hex. Yellow's expends 1 Movement from the attempt and does not move.

Yellow must use his 1 remaining Movement. He may:

- A: Attempt another Influence Check to Sail into the center hex,
- B: Sail into a different adjacent hex,
- C: Use 1 Favor to perform an Influence Move, or
- D: Use 1 Favor to Anchor.

If the Active Player's first and second Movement result in a failed Influence Check, the Active Player's Ship remains in its current hex and may not take any Actions this turn. Play passes to the next player.

After the Active Player ends their Navigation, their Influence Die is returned to their Player Board. The displayed value becomes the Active Player's new Influence Die value.

As a reminder, a player's Influence Die value will only change if 1) they make an Influence Check as the Active Player, or 2) their Influence Die is reduced as the result of a failed Influence Check on another player's turn.

**NOTE:** When attempting to enter an occupied hex, players may find it beneficial to point their Ship toward their Target Hex.

## INFLUENCE MOVE

An Influence Move allows the Active Player to bypass all Influence Checks during their turn. To take an Influence Move, the Active Player must use (1) Favor (see FAVOR).

An Influence Move may be taken before Sailing or after expending one Movement. Players may not use a Favor to override a failed Influence Check. An Influence Move does not grant any additional Movement or enable Sailing over Barriers.

## (INFLUENCE MOVE, CONT.)

When a player takes an Influence Move, no Influence Dice are rolled or adjusted when Sailing through occupied hexes.



» EXAMPLE: Blue starts at the Gems hex. Blue uses 1 Favor to take an Influence Move, bypassing an Influence Check with Green and Yellow. Blue Sails to the Wood Hex.

## ANCHOR

Anchoring allows the Active Player to remain in their Starting Hex and, subsequently, take the Action(s) of that hex. To Anchor, the Active Player must use one (1) Favor (see FAVOR).

If the Active Player has no Favor, they may not choose to end their turn in their Starting Hex; they must attempt to Sail until they have successfully moved or have no Movement remaining.

A player may choose to Anchor either before Sailing or after one failed Influence Check. Note that after two failed Influence Checks, a player may not Anchor because their Navigation has ended. No Influence Checks are required in order to Anchor in an occupied hex.

When a player chooses to Anchor, they immediately move on to the Actions Phase. No other Navigation is taken.



» EXAMPLE: Yellow begins his turn at the Stone Hex. Instead of Sailing, Yellow chooses to use 1 Favor and Anchor at his Starting Hex.

## ACTIONS

The second phase of every turn is the Actions Phase. Taking Actions is optional. If the Active Player's ship successfully Sails or Anchors, they may take any or all Actions associated with the hex on which they end their Navigation. No other Navigation is taken after taking any Action(s). When the Active Player is done taking—or unable to take—any Actions, play passes to the next player.

There are four types of hexes; each hex type has a different set of available Actions.

### 1) BASIC GOODS



There are four Basic Goods: 1) Wood, 2) Cloth, 3) Stone, and 4) Gems. Basic Goods are acquired at their corresponding hex, indicated by the Map Setup Tokens. The Active Player may acquire a Basic Good by ending their Navigation on the hex of the desired Basic Good and taking an Acquire Basic Good Action. Basic Goods may be sold at the Market in exchange for Coins (see MARKET) or donated to the Temple in exchange for Victory Points and Favor (see TEMPLE).

COINS: Coins are used to 1) Buy Metals at the Metal hex and 2) Purchase Cargo Holds at the Temple hex.

#### ACTION: Acquire Basic Good

The Active Player may take **one** Basic Good from the supply and place it in an empty Cargo Hold on their Player Board. Only one Basic Good may be acquired on a turn.

To acquire any Basic Good, players must have one (1) empty Cargo Hold. If a player's Cargo Hold space is exceeded by acquiring a Basic Good, that player may discard another Basic Good of their choice, returning it to the supply.



» EXAMPLE: Yellow ends his Navigation on the Stone hex. Yellow takes 1 Stone from the supply and places it in an empty Cargo Hold on his Player Board.



## 2) MARKET

At the Market hex, Basic Goods are exchanged for Coins through a Market Trade. The Active Player may complete **one** Market Trade per turn after ending their Navigation at the Market hex.

A player may also exchange their Specialist Good for one (1) Coin each at the Market hex (see SPECIALISTS).

### ACTION: Market Trade

- 1) **Select a Commodity Card:** Identify a single Commodity Card in the Current Market. Players may complete a Market Trade if the Basic Good(s) listed on the selected Commodity Card match the goods available in their Cargo Holds. *Players may not select the Future Market Commodity Card for a Market Trade.*
- 2) **Complete Trade:** Return all matching Basic Goods to the supply. In exchange, take Coins from the supply equal to the number indicated at the bottom of the selected Commodity Card. The total amount of Coins may be altered by a Modifier beneath the selected Commodity Card: Add one Coin for a (+1) Modifier; No adjustment is made for a (0) Modifier; Subtract one Coin for a (-1) Modifier.
- 3) **Cycle the Commodity Cards:** After completing a Market Trade, cycle the Commodity Cards one to the right. *Do not remove Commodity Cards directly from the Current Market. Always cycle all Commodity Cards one to the right.*

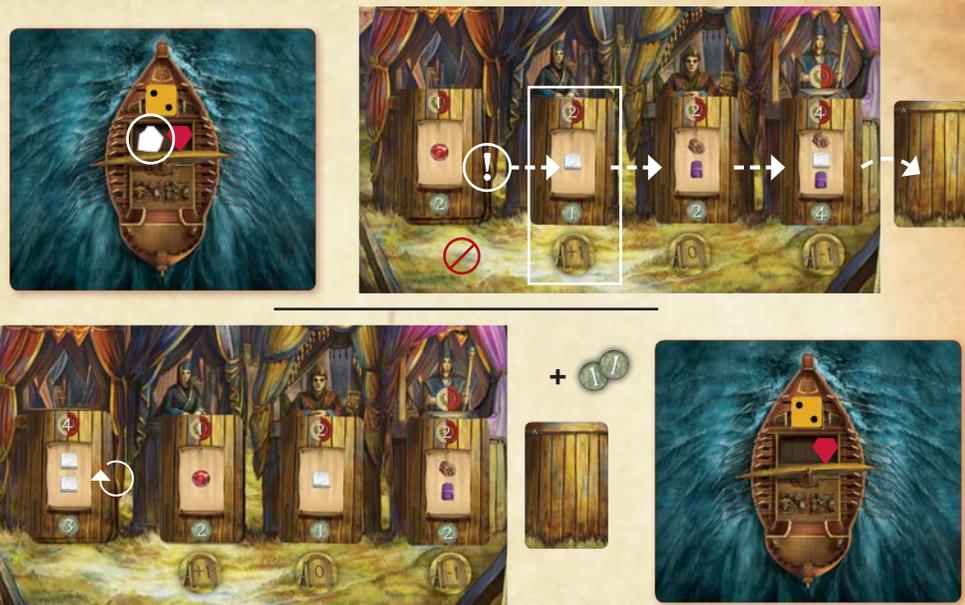
### CYCLE THE COMMODITY CARDS

After a Market Trade *or* Temple Donation is complete, all revealed Commodity Cards move to the right. First, discard the rightmost card. Then, the remaining three (3) revealed cards shift one market booth space to the right, forming a new Current Market. Finally, turn the top card of the Market Deck over to reveal the new Future Market card.



- 1) The value gained in VP **and** Favor for completing a Temple Donation (the Commodity Card must be located under the Temple Merchant).
- 2) The type and quantity of Basic Goods required for a Market Trade or Temple Donation.
- 3) The base value gained in Coins for completing a Market Trade.

## » MARKET TRADE



Yellow ends his Navigation on the Market hex. Yellow has 1 Stone that enables him to complete the single-stone trade in the leftmost space. Yellow returns their 1 Stone to the supply and gains 2 Coins (1 for the base value, plus 1 for the +1 Modifier).

The rightmost card is discarded, and all of the Commodity Cards move one space to the right. A new Future Market Card is revealed before it is the next player's turn.

## 3) METALS

There are two types of Metals: *Gold* and *Silver*. Metals may be acquired at the Metal hex by 1) Paying the cost in Coins, and/or by 2) Using Favor.

### ACTION: Purchase Metals

The Active Player may purchase Metal(s) after ending their Navigation at the Metal hex. The Active Player may purchase multiple Metals on a turn if they have both the required cost and the required Cargo Hold space. Metal(s) may be purchased with Coins or Favor.

- 1) **Purchase Metal(s) with Coins:** The cost in Coins is displayed on the current incomplete Temple Tier (on the Temple section of the Game Board). To purchase one (1) Gold, a player must pay the value in Coins equal to the value on the Coin overlapping the Gold bar.

## (METALS, CONT.)

Similarly, to purchase one (1) Silver, a player must pay the value in Coins equal to the value on the Coin overlapping the Silver bar. Coin(s) used to purchase Metal(s) are returned to the supply.

» **EXAMPLE:** *The starting Temple Tier in a four player game is 2/1. One Gold would cost 2 Coins; one Silver would cost 1 Coin.*

**2) Purchase Metal(s) with Favor:** A player may use Favor to purchase Metal(s) (see FAVOR). The cost to acquire Metal(s) using Favor is fixed. A player must use:

- Three (3) Favor to acquire one (1) Silver.
- Five (5) Favor to acquire one (1) Gold.

A player may purchase multiple Metals on a turn using Coins and Favor, separately. Coins and Favor are not interchangeable and may not be combined in order to purchase a Metal.

Players place purchased Metal(s) in the Cargo Holds on their Player Board. A player must have two (2) empty Cargo Holds on their Player Board in order to purchase one Metal or four (4) empty Cargo Holds on their Player Board in order to purchase two Metals. If a player's Cargo Hold space is exceeded by acquiring Metal(s), that player may discard any Basic Good(s) of their choice, returning them to the supply.



» **EXAMPLE:** *Green ends her Navigation on the Metals hex. Green has 3 Coins and 6 Favor. The current cost in Coins for Metals is 6 for a Gold and 3 for a Silver, as indicated by the Temple Tier. Green pays 3 Coins to acquire a Silver and uses 5 Favor to acquire a Gold. Green discards a Wood to open up the required cargo space and places the Gold and Silver on her Player Board.*

## 4) TEMPLE

At the Temple hex, there are three available Actions. The Active Player may take *any* or *all* Actions available at the Temple hex in any order. Players may:

- 1) *Contribute Metal(s)* to the Temple Tiers to score Victory Points,
- 2) Make a *Temple Donation* to score Victory Points and gain Favor,
- 3) Purchase an additional *Cargo Hold*.

### **ACTION: Contribute Metal(s)**

The Active Player may place any or all Metals on their Player Board on any empty space on the current Temple Tier after ending their Navigation on the Temple hex.

**Victory Points:** After contributing Metal(s), a player immediately takes VP Cards with a value corresponding to their contribution:

- Ten (10) Victory Points for each Gold contributed.
- Five (5) Victory Points for each Silver contributed.

Victory Point Cards are kept face down until Scoring.

As soon as three (3) Metals of *any* type fill the three empty spaces of a Temple Tier, that Tier is complete. Immediately return all Metals on that Temple Tier to the supply and place the next Temple Tier directly on top of the tier that was just completed. If a Temple Tier is filled before a player has contributed all on-board Metals, they may place the additional Metal(s) on the next Temple Tier. If a player places multiple Metals in a single turn, they may choose the order in which to add them to the Temple Tier.

Note that each time a Temple Tier is completed, the cost of Metals in Coins rises.

When the final Temple Tier is filled, the game immediately ends. (see GAME END).

### **ACTION: Temple Donation**

The Active Player may complete *one* Temple Donation per turn after ending their Navigation at the Temple hex. Only one (1) Commodity Card in the Current Market is eligible for a Temple Donation at any given time, indicated by the Temple Merchant. In order to complete a Temple Donation, the Commodity Card that corresponds with the Basic Goods a player wants to donate must be *directly beneath* the Temple Merchant.



## » CONTRIBUTE METALS

Green ends her Navigation on the Temple hex to contribute her Gold and Silver. Green takes the Silver from her Player Board and places it on the last available space of the current Temple Tier. Having completed that tier, she removes the three Metals and returns them to the supply. Green then places her Gold on the new tier.

Green takes a 5 VP card for contributing a Silver and a 10 VP card for contributing a Gold. She places her new Victory Point cards face-down in front of her until the end of the game.



1) **Select a Commodity Card:** Identify the Commodity Card in the Current Market beneath the Temple Merchant. Players may complete a Temple Donation if the Basic Good(s) listed on the selected Commodity Card match the goods available in their Cargo Holds.

2) **Complete Donation:** Return all matching Basic Goods to the supply. In exchange, the Active Player gains Favor and Victory Points equal to the number indicated at the top of the selected Commodity Card. *Market Modifiers do not apply to Temple Donations.*

3) **Cycle the Commodity Cards:** After completing a Temple Donation, cycle the Commodity Cards one to the right (see MARKET).



## » TEMPLE DONATION

Yellow ends his Navigation on the Temple hex. He identifies the rightmost Commodity Card under the Temple Merchant and turns in the required 1 Stone and 1 Cloth to the supply.

For his donation, Yellow takes a 1 VP card and a 2 VP card for a total of 3 VP. He also gains 3 Favor, moving his Favor Marker from the 1 to the 4 on his Specialist Card.

Yellow cycles the Commodity Cards, just as in a Market Trade, before ending his turn.

### ACTION: Purchase Cargo Hold

The Active Player may purchase an additional Cargo Hold at the cost of two (2) Coins, after ending their Navigation at the Temple. Players may purchase an additional Cargo Hold twice during the game, on two separate turns. Players may not pay four (4) Coins for two Cargo Holds on the same turn. Purchasing a Cargo Hold is optional.

**CARGO HOLD:** Players begin the game with two (2) Cargo Holds on their Player Board. Two Cargo Holds allows a player to hold one to two (1-2) Basic Goods or one (1) Metal. Basic Goods and Metals may be moved freely between available Cargo Holds.

Upon purchasing the first additional Cargo Hold, the Active Player places the single hold side of the token on their Player Board.



### (PURCHASE CARGO HOLD, CONT.)

This permits player to gain and hold one (1) additional Basic Good. After a second Cargo Hold purchase, the Cargo Hold token is flipped over to the double hold side. This permits the player to gain and hold two (2) additional Basic Goods or one (1) additional Metal.



» EXAMPLE: *Yellow starts his turn at the Cloth hex with 4 Coins. Yellow uses 1 Movement to Sail to the Temple hex and ends his Navigation. He returns 2 Coins to the supply in exchange for an additional Cargo Hold, placing the single hold side on his Player Board.*

## FAVOR

Favor grants players the ability to take special Favor Actions. Favor is gained at the Temple through Temple Donations (see **TEMPLE DONATION**). Players are not required to gain Favor at any point in the game.

There are three uses of Favor available to all players: 1) *Influence Move*, 2) *Anchor*, and 3) *Purchase Metals*. Additional uses of Favor may be available to a player through their Specialist Card (see **SPECIALIST**). Favor can be used in multiple ways during a single turn.

Favor is tracked through the Favor Marker on the Favor Track of their Specialist Card. A player's current available Favor is equal to the value of the number underneath the Favor Marker.

To use Favor, players move their Favor Marker down (to the left) on their Favor Track. When gaining Favor, players move their Favor Marker up (to the right) on their Favor Track. The Favor Track has a minimum value of zero (0) and maximum value of six (6). If an event

occurs that would increase a player's total Favor above six (6), the excess Favor is lost. A player may not take any Favor Actions if they have zero (0) Favor.

Players may begin the game with Favor on their Favor Track (see **SPECIALISTS**).

**Anchor:** The Active Player uses one (1) Favor to remain in their Starting Hex and may, subsequently, take the Action(s) of that hex (see **NAVIGATION**).

**Influence Move:** The Active Player uses one (1) Favor to bypass all Influence Checks while Sailing (see **NAVIGATION**).

**Purchase Metal(s):** The Active Player may purchase Metal(s) with Favor after ending their Navigation at the Metal hex (see **METALS**). A player must use:

- Three (3) Favor to acquire one (1) Silver.
- Five (5) Favor to acquire one (1) Gold.

## GAME END & SCORING

The game ends immediately when:

- A) *The last empty space of the final Temple Tier has been filled, or*
- B) *There are not enough Commodity Cards to refill the Current Market.*

## SCORING

After a Game End condition is met, each player exchanges any Metal(s) remaining in their Cargo Holds for Victory Points Cards. For each remaining Gold, a player receives five (5) Victory Points. For each remaining Silver, a player receives three (3) Victory Points. Once all players have received any additional Victory Point Cards from extra Metals, all players reveal their Victory Point Cards for Scoring.

### SCORING

Each player adds up the values listed on every Victory Point Card acquired throughout the game. Individual players compare the final sum of their Victory Point Cards against other players. The player with the most Victory Points is the winner!

In the event of a tie, the player with the most Favor remaining is the winner. If there is still a tie, the player with the most Coins remaining is the winner. If there is still a tie, the player with the most Basic Goods remaining is the winner.

## TWO PLAYER RULES

The Rival Ship begins the game at the Market hex (see **SETUP**). The Rival Ship does not take a turn in the regular clockwise turn order. When the Active Player successfully enters the Rival Ship's hex, the Active Player pauses their turn to Sail the Rival Ship. The Rival Ship also has a unique Market Trade action.

### RIVAL SHIP INTERACTION

An attempt by a player to Sail into the Rival Ship's hex requires an Influence Check (see **INFLUENCE CHECK**). After rolling, the Active Player compares the new value of their Influence die with the die value displayed on the Rival Ship's Influence Die.

**Success:** Upon a successful Influence Check against the Rival Ship, the Active Player enters the Target Hex. Then, the Active Player *immediately* moves the Rival Ship. The Active Player must Sail the Rival Ship a distance of one (1) or two (2) hexes from the Rival Ship's current location. *After* the Rival Ship has moved, the Active Player rolls the Rival Ship's Influence Die. The result is placed on the Rival Ship's Player Board and becomes the Rival Ship's new Influence Die value in that hex.

*The Rival Ship may never Sail into the hex currently occupied by the other player. The Rival Ship may not Anchor or Sail over Barriers.*

**Failure:** Upon a failed Influence Check, the Active Player may not enter the Target Hex occupied by the Rival Ship. The Active Player decreases the Rival Ship's Influence Die value by one (-1). The failed Influence Check expends one (1) Movement for the Active Player, as usual.

Players may take an Influence Move to enter the Rival Ship's hex. The Active Player still moves the Rival Ship as soon as the Active Player's Ship enters the Rival Ship's hex.

A player may not Sail into a hex occupied by the Rival Ship twice in one turn.

### RIVAL SHIP MARKET TRADE

If the Rival Ship's Navigation ends at Market hex, the Active Player may cycle the Commodity Cards as if the Rival Ship had completed a Market Trade (see **MARKET**). No Basic Goods or Metals are ever gained by the Rival Ship, and no goods are required to take this Action. Taking this Action is optional.

## » SUCCESSFUL RIVAL SHIP INTERACTION



*Blue succeeds in an Influence Check against the Rival Ship (Gray), allowing him to enter the Cloth hex. Blue immediately moves the Rival Ship, choosing to move it one hex into the Market hex. Blue rolls a 1 on the Rival Ship's Influence Die and places it back on Gray's Player Board.*

*Blue uses the Rival Ship's optional ability to cycle the Commodity Cards. Blue uses his second Movement to Sail to the Stone hex and picks up a Stone to end his turn.*

# SPECIALISTS

Each player chooses one (1) Specialist Card at the beginning of the game (see **SETUP**). Specialist Cards are kept for the entire game. Each Specialist Card provides a unique ability that may only be used by the player who chose it. Using a Specialist ability is optional. Unless an ability is specifically used through paying a cost, it may be used freely and without limit. Specialist Cards may also include a Basic Good next to the Specialist's title, called a Specialist Good, that a player may exchange for one (1) Coin each at the Market hex.



- 1 SPECIALIST TITLE:** *The player role name.*
- 2 SPECIALIST GOOD:** *A type of Basic Good that can always be exchanged for 1 Coin at the Market hex.*
- 3 ABILITY:** *The unique ability of the Specialist.*
- 4 STARTING FAVOR:** *The starting position of the Favor Marker.*

## SPECIALIST GOOD

When ending their Navigation at the Market hex, the Active Player may sell (exchange) any number of Specialist Goods on their Player Board for one (1) Coin each. Any Specialist Good(s) exchanged for Coin(s) are returned to the supply. Players are not required to take a Market Trade Action in order to exchange their Specialist Good(s) for Coin(s). If no Market Trade Action is taken when the Active Player sells any Specialist Good(s), players do not cycle the Commodity Cards.

The Active Player may also sell any number of Specialist Goods for one (1) Coin during the same turn they take a Market Trade Action. This is done during the *Complete Trade* phase of the Market Trade (see **MARKET**). Specialist Goods are sold separately from any Basic Goods exchanged for Coin(s) during a Market Trade and are not affected by Modifiers. After completing the Market Trade, cycle the Commodity Cards, like normal.

Specialist Goods may not be added onto a Temple Donation.

## » SPECIALIST GOOD



*Blue ends his Navigation on the Market hex. Blue has 2 Stone. Blue's Specialist Good is Stone, allowing him to exchange them both for a total of 2 Coins. However, 1 Stone enables Blue to take the single-stone trade in the leftmost space, which he completes in exchange for 2 Coins (1 for the base value, plus 1 for the +1 Modifier). Blue also decides to sell his remaining 1 Stone and gains an additional 1 Coin.*

*After returning both of his goods to the supply, Blue cycles the Commodity Cards because he completed a Market Trade.*



## ADVISOR

**Starts with: 1 Favor**

**Specialist Good: Cloth**

*May complete a Temple Donation for any of the three Current Market Commodity Cards.*

The Advisor may complete one (1) Temple Donation for any Current Market Commodity Card when ending their Navigation at the Temple hex. The Advisor is not limited to the single Commodity Card beneath the Temple Merchant in order to complete a Temple Donation.

» EXAMPLE: *The Advisor ends his Navigation on the Temple Hex. The Advisor identifies a Commodity Card (that shows 1 Wood and 1 Stone) that is not beneath the Temple Merchant. The Advisor returns 1 Wood and 1 Stone to the supply from his Player Board to complete a Temple Donation. The Advisor receives 3 Favor and 3 VP just as if he had completed a legal Temple Donation.*



## CHANCELLOR

**Starts with: 1 Favor**

**Specialist Good: Gem**

*May use Favor as any Basic Good at a 1:1 ratio to complete a Market Trade.*

The Chancellor may use Favor in the place of any Basic Good to complete a Market Trade when ending their Navigation at the Market hex. Multiple Favor may be used to complete a single Market Trade. This ability cannot be used to complete a Temple Donation.

» EXAMPLE: *The Chancellor ends her Navigation at the Market hex. An available Commodity Card shows three goods: one Gem and two Cloth. The Chancellor only has one Cloth. She uses 2 Favor and her one Cloth to complete the Market Trade and collect Coins.*



## AMBASSADOR

**Starts with: 0 Favor**

**Specialist Good: None**

*Start the game with four Cargo Holds.*

Before the game begins, at the end of Setup, the Ambassador adds a double Cargo Hold to their Player Board (at no cost). This increases the player's available Cargo Hold space to the maximum total of four (4).

» EXAMPLE: *Yellow chooses the Ambassador Specialist Card during game setup. She takes one Cargo Hold token from the Temple section of the board. She flips it to the double Cargo Hold side and places it on her Player Board. Yellow will begin the game with all four available Cargo Holds.*



## HARBORMASTER

**Starts with: 2 Favor**

**Specialist Good: Stone**

*When taking an Influence Move, may take Actions of all hexes entered.*

The Harbormaster may take all available Actions of two separate hexes in one turn when they spend one (1) Favor to Influence Move. The Harbormaster completes taking any or all Actions on a single hex before continuing to Sail for their second Movement. Entering an occupied hex during the Influence Move is not required to use this ability.

» EXAMPLE: *The Harbormaster uses 1 Favor to take an Influence Move. First, he sails to the adjacent, occupied Wood hex, bypassing the Influence Check. He picks up 1 Wood as his action. Next, he Sails to the adjacent, unoccupied Temple hex. He chooses to make a Temple Donation and purchase an extra Cargo Hold with 2 Coins before ending his turn.*



## MONEYCHANGER

**Starts with: 2 Favor**

**Specialist Good: Cloth**

*May complete a Market Trade at the Temple.*

The Moneychanger may complete one (1) Market Trade when ending their Navigation at the Temple hex. This ability cannot be used in the same turn as a Temple Donation. The Moneychanger may combine this ability with other available Temple Actions.

» EXAMPLE: *The Moneychanger ends her Navigation at the Temple hex. An available Commodity Card shows one Gem. The Moneychanger returns 1 Gem to the supply to complete a Market Trade, gaining 2 Coins, as if she were at the Market hex. The Moneychanger cycles the Commodity Cards as normal. Before ending her turn, the Moneychanger contributes a Gold to the Temple and spends 2 Coin to add a Cargo Hold.*



## PRIEST

**Starts with: 2 Favor**

**Specialist Good: Stone**

*Increase your Favor by one (+1) when ending Navigation at the Temple.*

The Priest gains one (+1) Favor whenever they successfully end their Navigation at the Temple hex. A success includes both Sailing to and Anchoring at the Temple.

» EXAMPLE: *The Priest uses his Movement to Sail from the Metals hex to the Temple hex. The Priest ends his Navigation at the Temple hex and moves his Favor Marker from 4 to 5. The Priest takes his Actions at the Temple hex before ending his turn.*



## NAVIGATOR

**Starts with: 1 Favor**

**Specialist Good: Wood**

*May Sail freely over Barriers. When Sailing over a Barrier, treat an occupied hex as unoccupied.*

The Navigator may treat two hexes separated by a Barrier as adjacent. When the Navigator Sails over a Barrier in this way, they treat their Target Hex as unoccupied. As a result, no Influence Check occurs.

» EXAMPLE: *The Temple hex and the Wood hex are not adjacent because there is a Barrier between them. The Navigator, during his Navigation Phase, moves from the Temple hex to the occupied Wood hex, bypassing the Barrier between them and ignoring the Influence Check. The Navigator takes the Action and picks up 1 Wood.*



## TEMPLE GUARD

**Starts with: 2 Favor**

**Specialist Good: Wood**

*Manually increase all Influence Die rolls by one (+1).*

The Temple Guard increases the value of all Influence Die rolls by one (+1). Manually adjust the Influence Die after each roll; the adjusted value becomes the Temple Guard's new Influence Die value (maximum value of 6).

» EXAMPLE: *The Temple Guard wants to move into the Temple hex, which is occupied by Green. The Temple Guard rolls his Influence Die against Green's Influence value of 3. The Temple Guard rolls a 2. He adds 1 to his Influence Die, changing the value to a 3. The Temple Guard's Influence is now equal to Green's Influence Die value, resulting in a successful Influence Check. The Temple Guard places his Influence Die (value of 3) on his Player Board before Sailing to the Temple hex.*

# CREDITS

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