

Welcome to Sumer! Compete with other nobles to perform rituals and gain the goddess Inanna's favor. The winner will rule by her side!

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1. Controls

	Xbox 360 Controller	**Keyboard**	**Mouse**
MOVE right/left Increase/decrease auction bid	L joystick	Right/left arrows	Left-click destination or desired auction bid
JUMP Hold to fly (with Wings)	A	Up arrow	*(automatic)*
DROP through floors	L joystick down + A	Down arrow	*(automatic)*
USE workshop, altar, bed, storage, Bakery, or Brick Kiln Place/remove building token *Allow overbid (hold button)*	B/X	X	Left-click *Allow overbid: Right-click and hold*
SWAP resources Switch building to be placed	Y	C	Right-click
LOCK first worker's resource when swapping (hold button)	Right Bumper	L Shift	--
PAUSE	Start	Escape	Escape
START/join game (main menu) *Restart (end of game)*	Start	Enter	Left-click *Restart (end of game): Right-click*

2. Objective

The winner is the player with the most **Favor** at the end of the game. Favor is represented by tablets. You earn Favor by performing rituals, building statues, and baking bread and bricks.

Your Favor and goats (currency) are shown at the top right, in the bar with your player symbol.

3. Basic Structure

The game takes place over 2, 4, or 6 years, each consisting of a series of days. A **day** ends either when all players are asleep, or when the sun sets. A **year** ends when both of its rituals are completed.

At the end of each year except the last, there are 6 auctions where players bid goats on various useful things like workshops, statues, and beds.

4. Game Types

There are 3 types of games to choose from. For first-time players, start with the Tutorial, then play the Intro Game before moving on to the Short Game and Full Game.

- The **Intro Game** (accessed through the Tutorial) takes about 10 minutes and consists of 2 years in-game. It's intended to help players get comfortable with playing before moving on.
- The **Short Game** takes about 20 minutes and consists of 4 years in-game. It's aimed at veteran players looking for a quick fix.
- The **Full Game** takes about 30 minutes and consists of 6 years in-game. It's the deepest, most complete Sumer experience!

5. Rituals

Each year, 2 rituals must be performed. These are shown at the top of the ziggurat. Each ritual has a name and a resource requirement. For example, "The Mule's Meal" might require 5 barley.

You earn Favor whenever you contribute to a ritual. To do so, bring an appropriate resource (carried by your workers) up to one of the **altars** at the top of the ziggurat, then use the altar. This does not exhaust the worker for the day; you can give him another task later on.

- You receive some Favor immediately for contributing a resource. The amount of Favor is based on the resource. These values are shown on the altar as reminders.

Resource	*Barley*	*Pots*	*Beer*
Ritual Value	2 Favor	7 Favor	18 Favor

- In addition, you get a **completion bonus** if you finish the ritual. The value of this bonus increases as the game progresses. It is shown on the smaller tablet near the altar.

Note: You can only contribute a resource if there is an unfilled (dark) slot of that resource type in the ritual. Filled slots are shaded with the color of the player who contributed the resource.

At the end of the day when both rituals are completed (i.e. there are no unfilled slots left), the year is over and the rituals score out their majority bonuses.

- The **majority bonus** is awarded to whoever contributed the **most resources** to a ritual. The value of this bonus depends on the ritual. It is shown on the larger tablet near the altar.
    - If you contributed **all** the ritual's resources, your majority bonus is increased by +1 Favor per resource in the ritual.

Note: By default, your Favor is banked at the end of each year, so your visible score will reset to 0 next year. This adds some suspense to the tallying of the final score!

6. Resources and Workshops

Your 2 **workers** can hold 1 resource each. You get resources by placing a worker into an empty workshop, paying the required **goat cost** and/or **resource cost**. At the end of the day, the worker will come back with the resource, which you'll be able to use the next day.

- You may remove your placed workers from shops before the day ends. All costs are refunded.
- **Owner Benefit:** You do not pay the goat cost when using a workshop you own. You must still pay the resource cost, if there is one.

There are 5 resources in the game: barley, clay, pots, beer, and goats. At first, only barley and goats are available; the rest show up later on, once their buildings are sold in the auction.

Barley is used in rituals, to bake bread at the Bakery, and to make beer.

Clay is used to bake bricks at the Brick Kiln, and to make pots.

Pots are made from clay. They are used in rituals and to make beer.

Beer is made from barley brewed in a pot. It is only used for rituals, and only appears in the Full Game.

Resource	*Barley*	*Clay*	*Pots*	*Beer*
Workshop	Barley Field	Clay Pit	Pottery	Brewery
Goat Cost	1 goat	2 goats	3 goats	5 goats
Resource Cost	--	--	1 clay	1 barley + 1 pot
Ritual Value	2 Favor	--	7 Favor	18 Favor

Goats are a special resource that act like currency. Goats are not carried by workers; instead, they are stored automatically and can be spent on other resources or sacrificed during auctions.

- Goats come from Goat Farms, which are free to use and provide 2 goats. If unused, the Goat Farm gains 2 more goats at the end of the day.
- **Owner Benefit:** You get +2 goats when using a Goat Farm you own.
- You start the Short Game and Full Game with 10 goats, and the Intro Game with 15 goats. You also get 5 goats at the start of each new year.

At the end of the final year, your goats and unused resources are converted into Favor.

- Every 3 goats are worth 1 Favor.
- Extra resources are worth half their normal ritual value, rounded up. Clay (which is not sacrificed in rituals) is worth 2 Favor.

7. Beds and Sleeping

When you're finished placing your workers for the day, you should hurry back to bed and go to sleep! You can wake up again if you have unfinished business, as long as the day hasn't ended yet.

Players receive bonus goats depending on the order in which they went to sleep:

Order	*1st*	*2nd*	*3rd*	*4th*
Goats	3	2	2	1

If you go to sleep, then wake up before the day ends, your place is forfeit. (For example, if you go to sleep 1st, then wake up and eventually go back to sleep after everyone else, you'll get the 4th-place bonus.)

If the sun sets before you go to sleep, the day ends and you get no bonus goats.

In addition to your starting bed, extra beds will sometimes be available in the auction. These are placed in the smaller building slots. You begin each day in whatever bed you slept in, so you can use extra beds to quickly access parts of the ziggurat far away from your home. This is a powerful advantage!

8. Storage

You start the game with a **storage chest** that holds 1 resource. It is located next to your home.

To store a resource, stand in front of your chest and use it. The frontmost worker following you who's holding a resource will store it in the chest.

You can pick up the resource later by standing in front of the chest and using it. Note that you need a worker to pick up a resource – such work is not for noble hands! If the worker has a resource already, he'll store it and take the one in the chest in its place.

- By pressing the **swap** button, you can use your home storage while in bed before the day begins, or while standing in your home during the day.

- If a worker who's already holding a resource gathers a new resource from a workshop, the old resource will go to your storage, and the worker will keep the new resource.

    - If there's no room in storage either, the old resource will turn into Favor equal to the resource's goat cost. Resources in storage are unaffected.

You can also sometimes buy extra storage chests in the auction. They occupy a small slot. Unlike your home storage, you can't use them before the day begins. Use the extra storage space to make big plays when your opponents least expect it!

9. The Bakery and the Brick Kiln

You can earn Favor by baking barley into **bread** at the Bakery, and clay into **bricks** at the Brick Kiln. To contribute barley or clay, bring the resource to the appropriate building and use it.

When the year ends, whoever baked the most, 2nd-most, or 3rd-most bread or bricks receives Favor equal to the largest, 2nd-largest, or 3rd-largest number shown on the Bakery or Brick Kiln.

- Only 3 bread or bricks can be baked each day.
- You can only bake up to 6 bread or bricks in a year. Once you bake your 6th, no other player can bake more than 5 this year. This guarantees the best Favor reward to whoever bakes 6 first.
- **Owner Benefit:** You win ties in the Bakery or Brick Kiln if you own it.

10. The Auctions

At the end of every year except the last, there are **6 auctions** where you bid goats on various blessings.

Once an auction starts, simply move your head right or left to change your bid. The auction ends when the timer bar fills up. If your head is the **farthest to the right** when it ends, you sacrifice the number of goats in your bid, and you get the blessing shown. If you didn't win the bid, you don't lose any goats.

In the Short Game and Full Game, you can **overbid**. This means spending Favor to increase your bid beyond the number of goats you have. To overbid, hold the button and bid more goats than you have! Every 1 overbid Favor is worth 1 goat. (As usual, if you don't win the auction, you don't lose any Favor.)

- You can only overbid with Favor you earned this year. This amount is shown next to your goats.

11. Building Placement

After the 6th auction ends, there is a night for **building placement**. During this night, you can place buildings and Enlil's Decrees you got in the auctions.

To place a building, go to an appropriately sized slot and use it. Workshops, goat farms, and the Bakery and Brick Kiln go in large slots; all other buildings go in small slots. To place Enlil's Decree and claim ownership over a building, go to an unowned (gray) building and use it. You can change what you are going to place next by pressing the swap button.

After placing a building or Enlil's Decree, a token will appear showing your claim. You can use this token to remove it before building placement ends. Each slot can only hold 1 token.

Building placement ends either when all players have placed their buildings and gone to sleep, or when the moon sets. Building tokens turn into buildings, and Enlil's Decree tokens take effect.

You own buildings you placed or used Enlil's Decree on. A building's color indicates its owner. The building's owner receives its **Owner Benefit** and can earn Favor by placing statues near it (see below).

12. Statue Scoring

At the end of the game, you earn Favor from each **statue** you placed. Each of your statues earns you an amount of Favor depending on how many buildings you own directly connected to it in a block (including the statue itself).

Statue Type	*Small*	*Large*	*Epic*
Favor Per Building	1	2	3

For example, say you own a block of 6 connected buildings: 1 small statue, 2 large statues, and 3 other non-statue buildings. The small statue would earn you 6 Favor, and each large statue would earn you 12 Favor, for a total of 30 Favor. Not bad!

13. Other Auction Items

Note: Some items are only available in the Short Game or Full Game.

Enlil's Decree allows you to claim ownership of an unowned (gray) building. In addition to gaining the owner benefits, this can be quite helpful in building large blocks for statue scoring!

The **Hired Hand** is an extra worker you hire for 1 year.

- You must pay the Hired Hand 1, 2, or 3 extra goats when you assign him to a workshop. The current fee is shown on the Hired Hand's auction card.

- At the end of the year, if the Hired Hand is holding a resource, he'll try to give it to one of your other workers or put it in your storage. If there's no room, he takes the resource with him, so another player might actually end up with it later on!

The **Wings** increase your running speed, and also let you fly. This is very handy for getting around the ziggurat quickly. If you get 2 pairs of Wings, you will run and fly even faster – sometimes too fast!

The **Breeding Pen** gives you 1 goat for free every day, no workers required!

The **Golden Ram** makes every 2 goats (instead of every 3) worth 1 Favor at the end of the game.

The legendary **Staff of Anu** allows you to win ties for the majority bonus in the rituals.