

BIBLIOS (SCRIPTS & SCRIBES): A Game for 2-4 Players

The Game Concept

You are an abbot of a medieval monastery competing with other abbots to amass the greatest library of sacred books. To do so, you need to have both the workers and resources to run a well-functioning scriptorium. To acquire workers and resources, you use a limited supply of donated gold. In addition, you must be on good terms with the powerful bishop, who can help you in your quest.

Contents

- 1 Value Board
- 5 Dice
- 87 Playing Cards
- 1 Reference Card

Preparation

- Place the Value Board to the side of the playing surface.
- Place 1 die on each of the spots on the Value Board.
- Turn each die to “3” (see diagram).
- Remove cards according to the chart below.
- Place the removed random cards *face-down* so no one knows what random cards have been removed from the game.
- Shuffle the deck of remaining cards thoroughly.
- Place the deck *face-down* in the center of the table.

For 4 Players

Remove 7 random cards.

For 3 Players

Remove 3 Gold Cards (1 of each value) and 12 random cards.

For 2 Players

Remove 6 Gold Cards (2 of each value) and 21 random cards.

OUTLINE OF GAME PLAY

The object of the game is to score the most Victory Points. You win Victory Points by winning any of the 5 categories: Illuminators, Scribes, Manuscripts, Scrolls, and Supplies. You win a category by having the highest total number of workers (Scribes, Illuminators) or resources (Manuscripts, Scrolls, Supplies) in that category. This is determined by the number in the upper left corner on the cards (see example below). At the start of the game, each category is worth 3 Victory Points. As the game progresses, the values on the Value Board will change and some categories will become worth more or less Victory Points than others. The game is divided into 2 stages: a “Donation” stage and an “Auction” stage. During the Donation stage, players acquire free cards according to an established plan. In the Auction stage, players purchase cards in auction rounds.

After the two stages, winners of each category are determined and Victory Points awarded. The player with the most Victory Points wins.

The Category Cards (Example)

The number in the upper left corner of the category cards shows how many workers or resources a player acquires by getting the card. This card is worth 2 Scrolls. At the end of the game, players add the numbers on their Scroll cards. The player with the highest total sum wins the Victory Points as shown on the die in the Scrolls category. The letter in the lower corner is used as a tie-breaker. In case of tie, the player with the letter closes to A wins the category.

PLAYING THE GAME

The game has 2 stages: (1) Donation and (2) Auction.

Stage #1: Donation Stage

Decide who takes the first turn. The person taking a turn is the “active” player. On a turn, the active player “assigns” cards. To “assign” a card is to place it in 1 of 3 places: one’s own hand, the common pool, or the auction pile. Assigning of cards must follow these rules:

- The active player must assign 5 cards in a 4-player game, 4 cards in a 3-player game, and 3 cards in a 2-player game.
- To assign a card, draw the top card of the deck, look at it secretly, and place it in 1 of 3 places: the auction pile, your own hand, or the common pool.
- Only 1 card may be drawn and assigned at a time.
- Once a card is assigned, the assignment cannot be changed.
- Only 1 card may be assigned to the auction pile per turn. To do so, place it *face-down* and off to the side of the playing surface (i.e. the “auction pile”). These cards will be auctioned later in the game.
- Only 1 card may be assigned to your own hand per turn. To do so, place it *face-down* in front of you.
- To assign a card to the common pool, place it *face-up* in the middle of the table.

Note: The common pool will be assigned 1 card less than the number of players.

After the active player assigns the appropriate number of cards, each other player chooses a card from the common pool.

- Starting with the player to the left of the active player, and proceeding clockwise, each player (not the active player) takes 1 card from the common pool and adds it to her hand.
- Players’ hands are kept *face-down*. Players may look at their own hands, but not those of others.

After the common pool is exhausted, the active player ends her turn. The player to the left becomes the next active player. The process is repeated until the deck of cards is exhausted. Then this stage ends.

Example: It is a 3 player game. Steve is the active player. He looks at the 1st card (he sees a “1 Scribe” card). He assigns it by placing it face-down into the Auction Pile. He looks at the 2nd card (a “1 Gold” card). He assigns it to the common pool by placing it

face-up in the center of the table. The 3rd card is a “2 Scribes” card, which he assigns by placing it face-down in front of himself. The 4th card (a “2 Gold” card) must be placed in the common pool because he already assigned cards to the other locations. Bill, sitting to Steve’s left, chooses the “2 Gold” card, leaving the “1 Gold” for Wolfe to choose. All 3 players add the cards to their hands, turning them face-down. Steve’s turn ends and now it is Bill’s turn to assign cards.

Note: The Donation Stage may be briefly interrupted because of the Special Bishop Rule (see “Special Bishop Rule” below).

Stage #2: Auction Stage

After the Donation Stage, the Auction Pile is shuffled and the cards in it are auctioned off 1 at a time. The first active player in the Donation Stage starts this stage too. On a turn, the active player flips the top card in the Auction Pile and places it *face-up* in the middle of the table. Players then bid for the card, abiding by the Auction Rules below. Players take turns as active player in a clockwise manner.

Note: For ease of play, the active player should take the deck and place it in front of herself. It is easy to forget who the active player is during this stage.

General Auction Rules

These general rules must be followed during each auction:

- The player to the left of the active player bids first.
- In some cases, players bid Gold. In others, they bid cards (see “Specific Auction Rules” below).
- Bidding moves clockwise and may continue through all players more than once.
- One must either bid higher than a previous bid or pass.
- If a player passes, she must wait for the next auction.
- The highest bidder pays the bid, wins the card, and places it *face-down* in her hand.
- If a player is unable to pay the stated bid, the player is penalized. *The penalty:* each other player randomly draws a card from the penalized player’s hand and adds it to her own. The auction for the card is started again. The penalized player cannot bid on that card.
- If everyone passes, the card is removed from the game and the current active player’s turn ends.
- The Auction Stage continues until all cards are auctioned.

Specific Auction Rules for Non-Gold Cards

If the card being auctioned is any card *except a Gold Card*, the following specific rules apply:

- Players bid by stating how much *Gold* they are willing to pay for the card.
- Any combination of Gold Cards may be used to meet a bid.
- Players cannot make change, but must pay bids with the Gold Cards in hand.
- A player may pay more Gold than was bid.
- The highest bidder shows his Gold Cards, discards them, and then takes the auctioned card into his hand, turning it *face-down*.

Specific Auction Rules for Gold Cards

If a *Gold Card* is being auctioned, the following rules apply:

- Players bid by stating how many *cards* they will pay.
- Players may use any combination of any cards.
- The highest bidder pays the bid by placing the cards *face-down* into the discard pile. The highest bidder shows only the number of cards paid, not what type.

Example: It is a 3 player game, Steve is the active player. He flips a “2 Scribes” card. Bill, sitting to Steve’s left, bids 2 gold. Wolfe passes. Steve bids 4 gold. Bill responds with a bid of 5 gold. Steve passes. Bill pays his bid with a “2 Gold” and a “3 Gold” and takes the “2 Scribes” into his hand.

The Special Bishop Rule

Any time during the game, whenever one *acquires* a Bishop Card, the game is immediately interrupted and the Bishop Card is played. The Bishop is *acquired* when a player takes it into her hand. However, a player is not allowed to keep a Bishop in her hand, but it must be played immediately and then discarded.

Playing the Bishop Card

- A Bishop Card gives its holder the power to adjust value(s) on the Value Board.
- When adjusting values, the player turns 1 (or more) of the dice on the Value Board.
- A “+1” Bishop allows a player to adjust 1 value up 1 point. A “-1” card allows a player to adjust 1 value down 1 point.
- A card with both (+) and (-) signs allows one to adjust a value *up or down* 1 point.
- A “+2” card allows the player to adjust 2 different category values up 1 point. A “-2” card allows the player to adjust 2 different category values down 1 point.
- Any “2” Bishop Card must be divided between categories, if it is used. It must be used completely or not used at all.
- The Bishop Card is discarded after use.
- A player may decide to discard a Bishop Card and not use it.

Example: In the Donation Stage, Steve assigns the first card (a “-2 Bishop”) to himself. His assigning of cards temporarily stops, so he can play the Bishop Card. He decides to adjust the Manuscripts’ Value from 2 to 1 and the Scribes’ Value from 3 to 2. He changes both dice and then continues with his turn.

SCORING

After all the cards are auctioned, each category is scored.

- A player wins a category by having the highest total number of workers/resources in a category as indicated by the numbers in the upper left corner of the cards (see example on previous page). *Note:* The numbers on the cards are not Victory Points, but are used to determine the category winner.
- The category winner takes the corresponding die from the Value Board to show Victory Points won.

- If there is a tie in a category, the player having the card with the letter closest to “A” wins the category.
- Players add up their dice and whoever has the highest total Victory Points wins the game.
- If there is a tie for the game, the player with the most Gold wins. If there is a tie in gold, the player who won the Illuminator Category is the game winner.

Example: *The players score each category beginning with the Illuminators. Steve has 3 Illuminator cards (2, 3, 4) worth a total of 9 Illuminators. Wolfe also has Illuminator cards totaling 9. Wolfe, however, has a “B” card, while Steve has a “C” card. Wolfe, therefore, wins the category. He takes the die from the Illuminator spot on the Value Board; it is showing 5 Victory Points. The players score the other categories in a similar way. At the end, Steve wins 3 categories. His dice show 2, 2, 4 for a total of 8 Victory Points. Wolfe’s dice show 5, 3, for a total of 8 Victory Points. Although they tie in Victory Points, Wolfe wins the game because he has more Gold than Steve.*