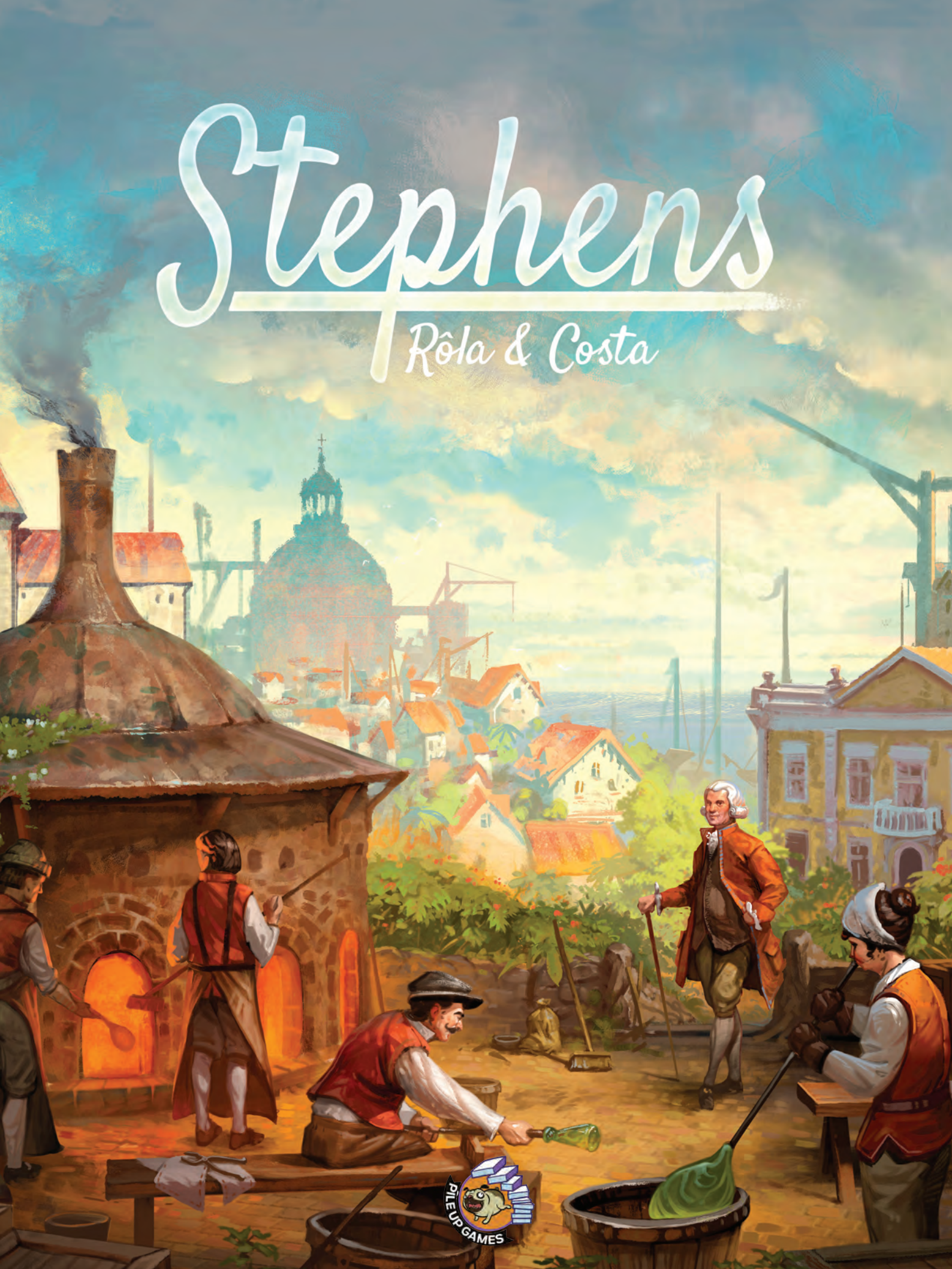


# Stephens

Rôla & Costa







In 1755, with a major earthquake tearing down Lisbon and most of the southern coast of Portugal, it was imperative to rebuild an entire nation. The demand for window glass increased to such an extent that William Stephens, a British businessman, expanded his business to Portugal by investing in the glass industry.

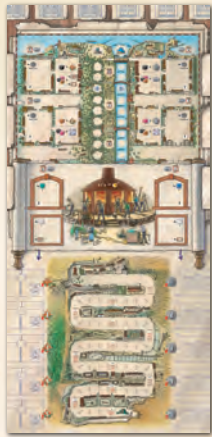
In 1769, Stephens purchased the glass factory located in Marinha Grande, a small town surrounded by a vast pine forest planted in the sand centuries earlier. Thanks to the significant support of the Marquis of Pombal and the protection of King José I, this glass factory grew to the same level as its largest European competitors and became an important factor for development in the region and the entire country.

William and his brother John hired glassmakers from England and Italy, bringing them to work in Portugal. Utilizing their commercial skills and strong civic education, these brothers were able to create an unprecedented industry that provided medical care, education, and culture for the workers and their families.

Their initiative and resilience attracted other Portuguese industrialists to open new factories in the following years, creating new jobs and introducing new resources. Even during the destructive and oppressive French invasion, the town held its ground and, with the momentum of the Royal Glass Factory, returned to the path of being a great industrial center that still exists today.



# Components



1x Game board



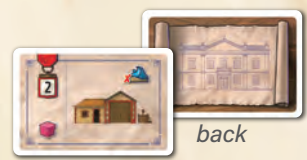
4x Player boards



front

back

39x Contract cards



front

back

32x Investment cards



back

front

23x Red profession cards



front

back

23x Blue profession cards



4x Starting profession cards



32x value 1

16x value 5

48x Escudo\* coins



8x Basketware



8x Crates



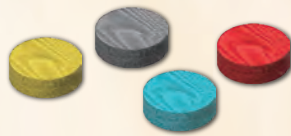
8x Chandeliers



24x Accessory tiles



1x French army marker



84x Wooden disks  
(21 per player)



4x Influence markers  
(1 per player)



60x Translucent cubes  
20x Green (bottles)  
20x Blue (glassware)  
20x White (plate glass)



60x Wooden cubes  
20x Orange (wooden utensils)  
20x Pink (fabrics)  
20x Black (pottery)

## NOTE - Escudo

\* Escudo was the currency in Portugal before the Euro.

## NOTE - Unlimited items

Coins, accessory tiles, translucent cubes, and wooden cubes are considered to be **unlimited**. If there is a shortage during the game, you can use any suitable replacement.

# Overview

In **Stephens**, you take on the role of a master glassmaker working at the famous Stephens' factory, striving to become the most prestigious person in town – second only to William Stephens himself, of course. Through clever planning, you will develop your works, invest in new local businesses, and promote the creation of new jobs.

On your turn, you **must** choose a **single action** to perform from a variety of options using a distinct action selection mechanism; **you either**:



Take a single cube from a factory on the game board into your personal supply and perform the corresponding action.

OR



Take a single disk from your player board to assign a worker to a new profession and unlock a permanent ability for yourself.

While you and the other master glassmakers strive to prosper and grow your personal investments, the French army advances towards the town. **Stephens** is played over an undefined number of sequential turns until the arrival of the French army to the town.



# General setup

**1** Place the **game board** in the center of the table.

**2** Shuffle all **red profession cards** and create a face-up deck, placing it **on the leftmost** space of the 6 spaces for professions above the game board. Draw 2 profession cards from that deck and place them face-up into the next 2 **leftmost** designated spaces.

**3** Shuffle all **blue profession cards** and create a face-up deck, placing it **on the rightmost** space of the 6 spaces for professions above the game board. Draw 2 profession cards from that deck and place them face-up into the previous 2 **rightmost** designated spaces.

**4** Sort the **accessory tiles** by type and form a general supply within reach of all players.

**5** Place all **Escudo coins** in the general supply, next to the accessory tiles.

**6** Sort the **cubes** by type and color and place them in the general supply. Place 4 **translucent cubes** into each furnace at the Stephens' factory, in the central section of the game board, according to the color depicted on each furnace:

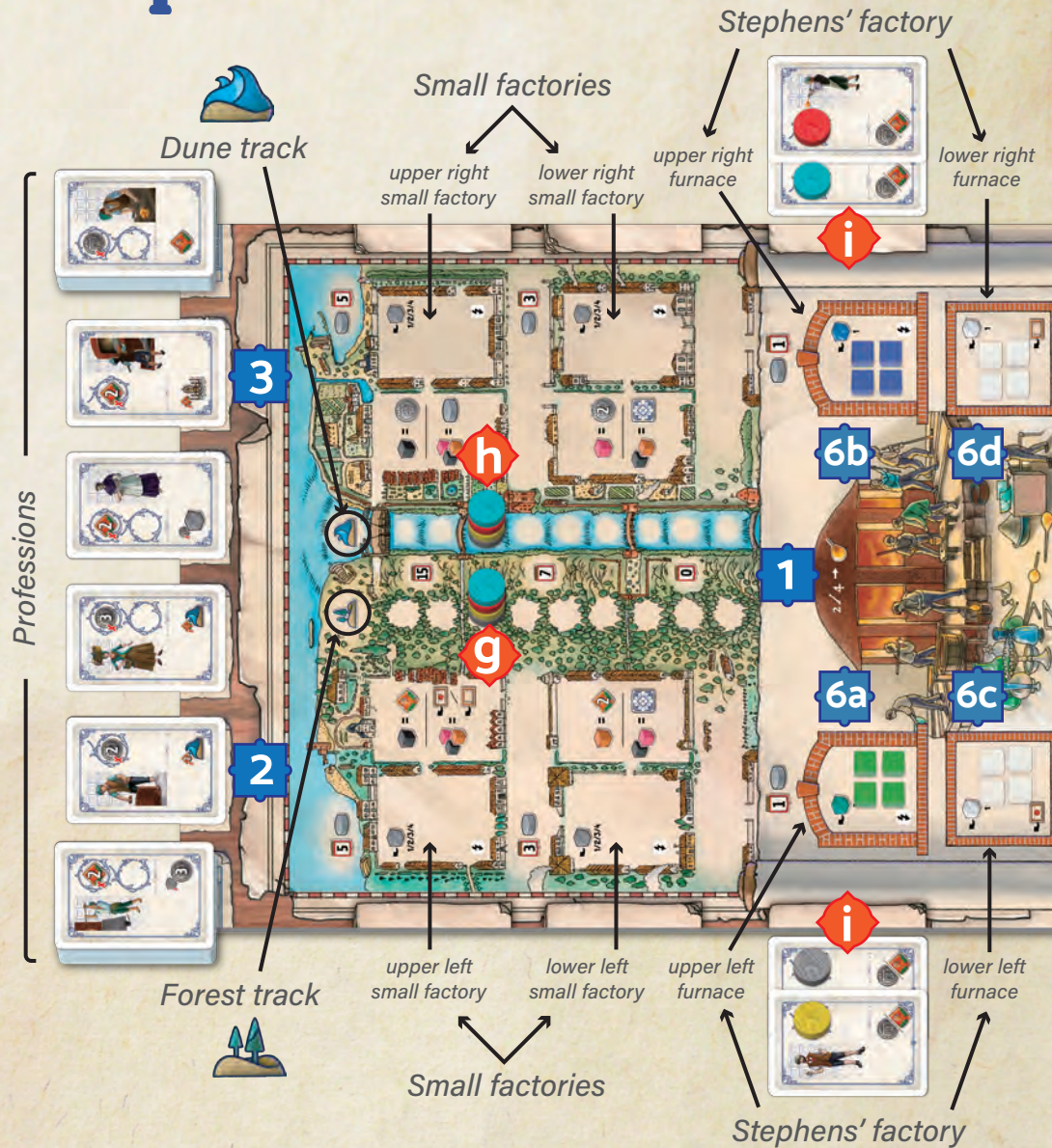
- 6a** 4 Green cubes.
- 6b** 4 Blue cubes.
- 6c** 4 White cubes.
- 6d** 4 White cubes.

**7** Shuffle all **contract cards** and create a face-down deck, placing it below the game board under the 5 spaces for contracts (on the left side). Draw 5 contract cards from that deck and place them face-up into the designated spaces.

**8** Shuffle all **investment cards** and create a face-down deck, placing it below the game board under the 5 spaces for investments (on the right side). Draw 5 investment cards from that deck and place them face-up into the designated spaces.

**9** Place the **French army marker** into the space marked as 55 next to the bicorn hat on the **Scoring track** [see appendix 'Scoring track' – page 23].

**10** Randomly assign each player an individual board, ensuring that the board with the **starting player icon** is in play.





# Player setup

Each player chooses a color and takes the corresponding 21 **wooden disks** and 1 **influence marker**.

**a** Place your **influence marker** into the space marked with the **influence icon** on the **Influence track** on your player board [see appendix 'Influence track' – page 23].


**b** Place 1 disk into each of the spaces marked as 5, 10, 15 and 20 of your **Influence track**.


**c** Place 1 disk into each of the 14 spaces depicting **abilities** in the center of your player board. Some disks depict the icon of a specific ability. When applicable, place the disk in the corresponding ability space. Otherwise, place a generic disk.


**d** Take 1 **accessory tile** of your choice from the general supply into your personal supply.

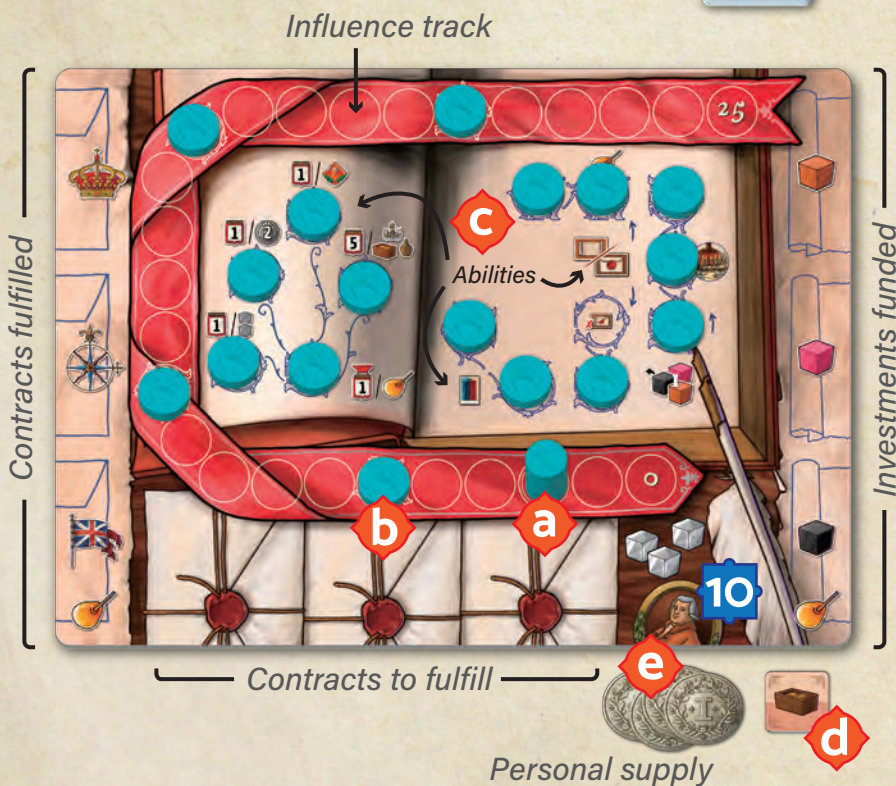
**e** Take 4\$ in **Escudo coins**.

**f** Place 1 disk into the starting space of the **Scoring track**, marked as 0.

**g** Place 1 disk into the space marked with the gear icon  on the **Forest track** [see appendix 'Forest track' – page 23].

**h** Place 1 disk into the space marked with the gear icon  on the **Dune track** [see appendix 'Dune track' – page 23].

**i** Starting with the player in possession of the board with the starting player icon and proceeding in a clockwise direction, each player receives 1 random **starting profession**  and immediately attaches it to the Stephens' factory as a new profession [see chapter 'Create a new profession' – page 10]. Return any remaining starting professions to the game box according to the number of players.





# Player's turn

**Stephens** is played over an undefined number of sequential turns, starting with the player in possession of the board with the starting player icon and proceeding in a clockwise direction.



On your turn, you **must** choose a **single action** to perform from a variety of options using a distinct action selection mechanism; **you either**:

Take a single cube from a factory on the game board into your personal supply and perform the corresponding action.



OR

Take a single disk from your player board to assign a worker to a new profession and unlock a permanent ability for yourself.




## Obtain glass from the Stephens' factory

When you choose to **obtain glass from the Stephens' factory**, you **must** take a **single glass product**, represented by a translucent cube, from a furnace at the Stephens' factory into your personal supply.


In addition, you **must** perform the action associated with the place you are getting the glass from, allowing you to **either**:

\$ Commit to a new contract 

OR

\$ Fund a new investment 

OR

\$ Activate professions 

Whenever you obtain glass from a furnace at the Stephens' factory, you need to check if you triggered the requirement for a **reset phase** by the end of your turn [see chapter 'Trigger a reset phase' – page 15].

### NOTE - Stephens' factory

When you **obtain glass from the Stephens' factory**, you **may** have the following options available:

- Green cubes (bottles).
- Blue cubes (glassware).
- White cubes (plate glass).





## Obtain products from a small factory

When you choose to **obtain products from a small factory**, you **must** take a **single product**, represented by a wooden cube, from that factory into your personal supply.

In addition, you **must** activate all the professions in that row [see chapter 'Activate professions' – page 13]. As the game advances, there is an ability that allows you to increase the quantity of products you **may** obtain when performing this action.

### NOTE - Small factories

The small factories start empty, but you will be able to supply them later on. When you **obtain products from a small factory**, you may have the following options available:

- Brown cubes (wooden utensils).
- Pink cubes (fabrics).
- Black cubes (pottery).



## Assign a worker to a new profession

When you choose to **assign a worker to a new profession**, you **must** take a **single worker**, represented by a wooden disk, from your player board and assign it to a profession card to **either**:

§ Create a new profession

OR

§ Reinforce an existing profession

In addition, every time you take a disk from your player board, you unlock a **permanent ability** for yourself.





# § Commit to a new contract

When you choose to **obtain plate glass**, represented by a white cube, from the **lower left** furnace at the Stephens' factory that produces it, besides taking the plate glass to your personal supply, you **may** also **commit to a new contract**.

To **commit to a new contract**, you **must** choose 1 of the 5 face-up contract cards and spend as many **influence points** as indicated to the right of the **contract** you want to acquire, reducing them from the **Influence track** on your player board.

Below your **Influence track**, you will find 3 available spaces to place contract cards that are yet to be fulfilled. After spending the necessary influence points to commit to the contract, place it into one of the designated spaces, as long as that space does not have another contract. Therefore, you **may** only have a **maximum of 3** contracts to fulfill at any time.

To end your turn, slide the remaining cards towards the direction with the lowest cost, if needed. Then, refill the empty space with a new card from the deck.

## Anatomy of a contract card

The **contract cards** that you acquire represent contracts that the Stephens' factory has for fulfillment, and you propose yourself to be in charge of fulfilling them, using your influence alongside Stephens.

- 1** On the **left** side, an illustration is depicted representing the type of contract:
  - 1a Crown:** supply of products for the Portuguese Crown.
  - 1b Compass rose:** supply of products for the Colonies.
  - 1c English flag:** supply of products for the United Kingdom.
- 2** On the **right** side, the required resources to fulfill the contract (possible **during the reset phases**) are depicted, which may be cubes and/or accessories [see chapter 'Fulfill personal contracts' — page 18].




## EXAMPLE: Commit to a new contract

*Ângela, playing with teal, wants to commit to a new contract. She starts her turn by obtaining plate glass from the lower left furnace at the Stephens' factory **A**. Then, in order to acquire the contract with the lowest cost on the display **B**, Ângela reduces 1 influence on her player board as indicated on the game board **C**. To end her turn, she slides the remaining contracts on the display and refills the empty space with a new card from the deck **D**.*



# § Fund a new investment

When you choose to **obtain plate glass**, represented by a white cube, from the **lower right** furnace at the Stephens' factory that produces it, besides taking the plate glass to your personal supply, you **may** also **fund a new investment**.

To **fund a new investment**, you **must** choose 1 of the 5 face-up investment cards and spend as many **coins** as indicated to the left of the **investment** you want to acquire, paying the coins from your personal supply to the general supply. 

On the right side of your player board, you will find 3 available spaces to form 3 rows of investment cards. After spending the necessary coins to fund the investment, place it into one of the designated rows according to the placement rules.

To end your turn, slide the remaining cards towards the direction with the lowest cost, if needed. Then, refill the empty space with a new card from the deck.

## Placement rules

Each row of investment cards **must** only depict cubes of the color marked on your player board for that row. As such, you **may** have:

- 1 row containing **only** investments that **may** provide wooden utensils (orange cubes).
- 1 row containing **only** investments that **may** provide fabrics (pink cubes).
- 1 row containing **only** investments that **may** provide pottery (black cubes).

When placing a new investment card on the right side of your player board, you **must** place it in the leftmost available space of the corresponding row.

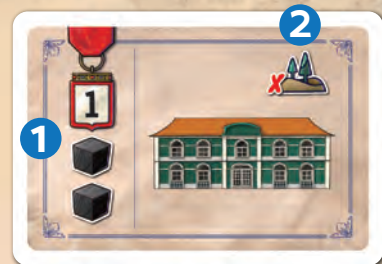
An investment card that **does not** depict cubes of any color **may** be placed into any row **at your choice**. There is **no limit** to the number of investments you **may** fund, as long as they comply with the placement rules.

### Anatomy of an investment card

The **investment cards** that you acquire represent your personal investments from which you intend to collect income.

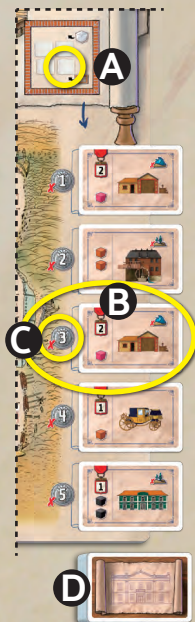
**1** On the **left** side, you **may** find victory points and/or cubes that you **may** gain when you activate that investment **during the reset phases**.

**2** On the **right** side, there is an illustration representing the investment, and you **may** find the symbol for the **Forest track** or the **Dune track**, where you **must** go down whenever you activate the investment, representing your exploitation of the natural resources from the forest and the dunes of the Atlantic Coast [see chapter 'Activate personal investments' — page 17].





## EXAMPLE: Fund a new investment



Maria, playing with yellow, wants to fund a new investment. She starts her turn by obtaining plate glass from the lower right furnace at the Stephens' factory **A**. Then, in order to acquire the investment in the middle on the display **B**, Maria pays 3 coins to the general supply as indicated on the game board **C**. To end her turn, she slides the necessary investments on the display and refills the empty space with a new card from the deck **D**.



## § Create a new profession

When you choose to **create a new profession**, you **must** select 1 of the 6 face-up profession cards and attach it to any factory of your choice, as long as it complies with the placement rules.

Then, you **must** take a single worker, represented by a wooden disk, from your player board, and assign it to the upper worker space of that profession card.

When that space has an icon with a **small red cross**, it represents the cost you **must** pay to place your worker into that space.

To end your turn refill the empty space with a new card from the corresponding deck. In case a profession deck runs out, shuffle the corresponding discard pile and create a new draw deck.

## Placement rules

You **must** attach a new profession to a factory according to its worker illustration position:

- All professions in the **red deck** have the worker **illustration on the left**, meaning that you **must** attach these professions to **factories only on the left side** of the game board. You may overlap the illustrations to save space on the table.
- All professions in the **blue deck** have the worker **illustration on the right**, meaning that you **must** attach these professions to **factories only on the right side** of the game board. You may overlap the illustrations to save space on the table.
- There are **2 left starting professions** and **2 right starting professions**, and you **must** attach them properly, depending on the illustration's position on the card.

Both on the left and right sides of the game board, there are 3 places to choose from when attaching new professions: the upper and lower **small factories** on the upper section of the game board and the **upper furnaces** at the Stephens' factory.



Every time you create a new profession, you **must** consider the current number of professions in the **factory immediately below** the factory where you intend to attach the new profession. Any factory **may** only have **less** professions than the factory immediately below itself, **not the same number or higher**.

In other words, on each side of the board, the upper small factories cannot have the same or more professions than the lower small factories. Similarly, the lower small factories cannot have the same or more professions than the upper furnaces at Stephens' factory. The upper furnaces may have any number of professions attached to them, with no restriction.

Additionally, every time you take a disk from your player board, you unlock a **permanent ability** for yourself.

### Anatomy of a profession card

The **profession cards**, where you assign workers, will provide you with benefits every time someone activates a row of professions where you have workers [see chapter 'Activate professions' — page 13].

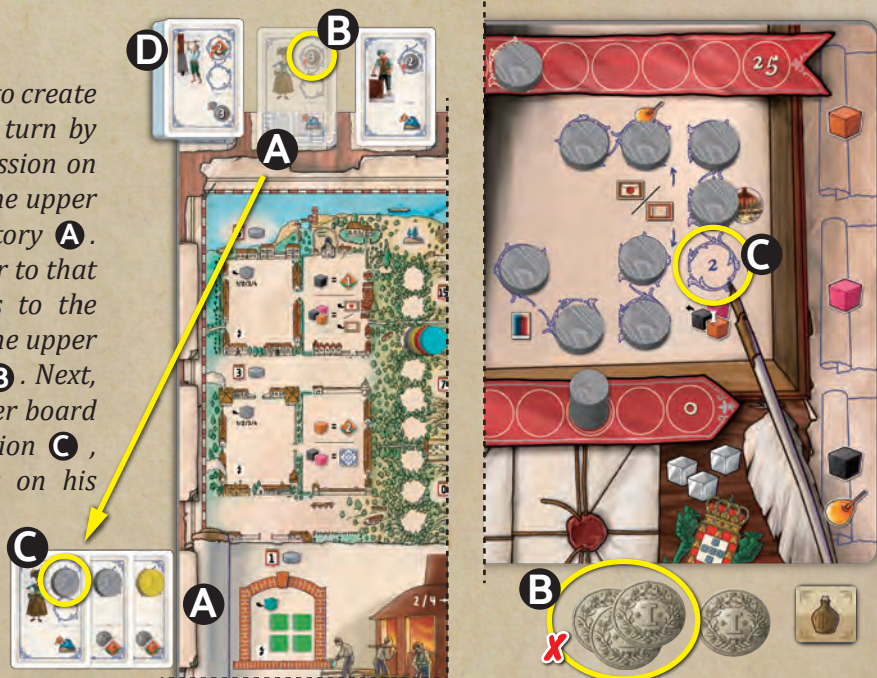
- 1 On the **right/left** side, there is an illustration that represents the profession.
- 2 On the **left/right** side, you may find either **one or two** worker spaces.
  - When a space depicts an icon with a **small red cross**, it represents the cost you **must** pay to place your worker into that space.
- 3 On the **bottom**, there is the benefit you **may** choose to receive **when the profession is activated**. You **do not** receive this benefit immediately upon assigning your worker.
  - Sometimes, the benefit is represented in the form of a trade, where you exchange one thing for another.



### EXAMPLE:

#### Create a new profession

André, playing with gray, wants to create a new profession. He starts his turn by selecting the 2nd leftmost profession on the display and attaching it to the upper left furnace at the Stephens' factory **A**. Then, in order to assign a worker to that profession, André pays 3 coins to the general supply as indicated on the upper space of the chosen profession **B**. Next, he takes a worker from his player board and assigns it to the profession **C**, unlocking a permanent ability on his player board. To end his turn, André refills the empty space on the display with a new card from the leftmost profession deck **D**.





# Master and Apprentice

When **creating a new profession**, you **must** assign a worker to that profession by placing a disk of your choice from your player board into the **upper** designated space of that profession card.

The upper worker assigned to a profession card is always designated as the **master**, and it is placed at the moment you **create a new profession**.



When a profession card shows a second worker space, a worker in this space is always referred to as the **apprentice**, and it is placed when you **reinforce an existing profession**.

When a profession is activated, an **apprentice has the same effect of a master**.

During final scoring, a profession with an apprentice provides 1 victory point **to the master** on the same card (the player who created the profession). **No points** are awarded to the player who reinforced the profession and assigned the apprentice.

In the rare case that you have no more disks on your player board, you cannot perform this action. From that moment on, you may only take cubes from either the Stephens' factory or the small factories.

## § Reinforce an existing profession

When you choose to **reinforce an existing profession**, you **must** select a profession already in play to assign a

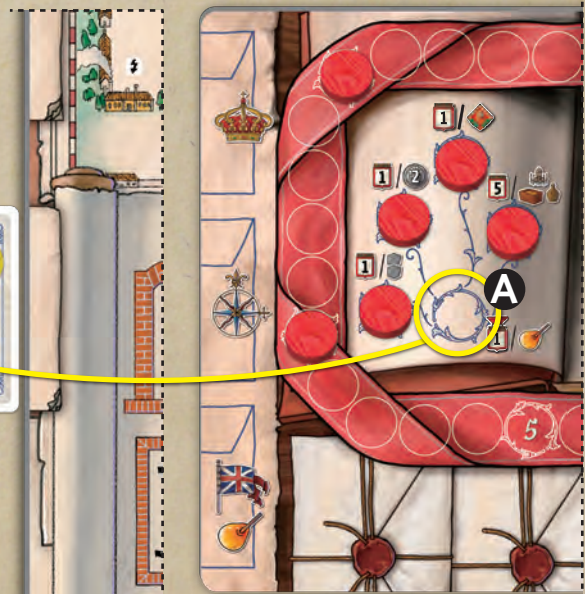
second worker into the lower designated space of that card, as long as it complies with the placement rules.

### Placement rules

- You **may** only assign a second worker to profession cards that depict **two spaces** to place workers, as long as the lower space is still **without a worker**.
- In addition, if the worker in the upper space of the profession card is of your color, you **may never** assign a second worker to that profession card.

### EXAMPLE: Reinforce an existing profession

*Pedro, playing with red, wants to reinforce an existing profession. He starts his turn by taking a worker from his player board and assigning it to the chosen profession **A**, also unlocking a permanent ability on his player board. Pedro ends his turn without any payment, considering the space designated for the apprentice does not depict a cost.*





## § Activate professions

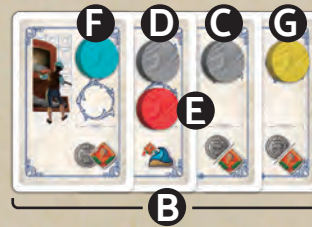
When you choose to **obtain any cube other than a white cube** (plate glass), either from the upper furnaces at the Stephens' factory or from the small factories on the upper section of the game board, you **also allow the activation of all professions** attached to the row immediately to the side of your chosen cube.

Players **may** activate their own professions in any order they choose. Therefore, every time a player activates professions, all players **may** collect the benefits from the professions where they have a master or an apprentice in the preferred order, as long as they are in the row that was activated.

Every profession is activated **individually** and each activation is **optional**, so you **may** choose to collect the benefits from all, some, or none of the activated professions where you have a master or an apprentice.

The master and the apprentice on the same card are from different players and are independent of each other, so the players **may** choose to collect the same or a different benefit when a profession card allows it.

### EXAMPLE: Activate professions



André wants to obtain bottles from the upper left furnace at the Stephens' factory, so he takes 1 green cube to his personal supply **A**. In addition, he activates all professions attached to the left of that furnace **B**. First, André chooses to gain 1 influence **C** and then spends 1 influence to move up 1 space on the Dune track **D**. Secondly, Pedro also spends 1 influence to move up 1 space on the Dune track **E**. Next, Ângela gains 1 coin and 1 influence **F**. Finally, Maria chooses to gain 1 coin **G**.

## Unlock permanent abilities

When you choose to assign a worker to a profession, you take a disk from your player board and assign it to a profession card **either** to create a new profession

or to reinforce an existing one. Every time you take a disk from your player board, **you unlock a permanent ability for yourself.**



### 1 Influence points



You start the game with 2 influence points and you **may** go up to a maximum of 25 influence points. However, you **must unlock** the spaces 5/10/15/20 on your **Influence track** to be able to pass through those spaces with your influence marker.



### 2 Victory points

Your abilities as a master glassmaker are registered in the book depicted on your player board. On the **left page**, the abilities are related to victory points (VP).




The lower ability **2a** **must** be unlocked before the other 4 abilities linked to it. However, the 4 upper abilities **may** be unlocked in any order you choose.

**2a** You gain **1 VP** during each reset phase.  / 

**2b** You gain **1 VP** for each **2 cubes** not spent in your personal supply during final scoring.  / 

### 3 Professions


There are 2 sections on the **right page** of the book on your player board. The left side of this page shows a sector with 2 abilities related to professions and **may** be unlocked in any order you choose.


**3a** At the start of your turn, you **may discard** either the 2 rightmost face-up red professions or the 2 leftmost face-up blue professions and refill the empty spaces with new cards from the corresponding deck. Afterwards, **you may either** create a new profession by selecting one from the display and attaching it to any factory, **or** perform a different action. 



### 4 Contracts and Investments



At the center of the **right page** of your book, there are 2 sectors composed of 2 abilities each, all related to contracts and investments.



↑ **Upper sector:**

**4a** You **may** use **2 cubes of the same color** as a replacement for any other cube of a different color when fulfilling a contract. 


**4b** When you choose to obtain a white cube (plate glass) from the Stephens' factory, you **may** acquire **2 cards** instead of 1 when committing to a new contract or funding a new investment. As usual, you only refill the empty spaces on the display with new cards by the end of your turn. 


**2c** You gain **1 VP** for each **2 coins** not spent in your personal supply during final scoring.  / 

**2d** You gain **1 VP** for each **1 influence point** remaining on your track during final scoring.  / 


**2e** You gain **5 VP** for each set of **3 different accessories** either spent (on your fulfilled contracts) or still in your personal supply during final scoring.  / 


You **may never** discard the topmost card from the deck.

**3b** At the beginning of the game, when creating a new profession you **may** only attach it to a factory when you are not causing that factory to have the same number of professions or higher than the factory immediately below itself. After unlocking this ability you **may** also attach a new profession to a factory even when its number of professions is going to be **the same** than the factory below but **not higher**. 

The 2 sectors **may** be unlocked in any order you choose but within each sector the space closest to the icon **must** be unlocked before the other. 

↓ **Lower sector:**

**4c** You **may discard** the contract or investment card **with the lowest cost** before acquiring the new one. Then, slide the remaining cards towards the direction with the lowest cost and refill the empty space with a new card from the corresponding deck. 

**4d** When acquiring a new contract or investment, you will receive a **discount of 1 influence/coin**. Even if you acquire 2 cards by combining this ability with **4b**, you only receive the discount of 1 influence/coin **on one of the cards**. You **must** pay the full price for the second card. Moreover, you **may never** reduce a cost to 0; always paying a minimum of 1 influence/coin. 



## 5 Small factories

On the right side of the **right page** of your book, there is a sector with 3 abilities related to the quantity of products you **may** obtain from small factories. These **must** be unlocked from **5a** to **5c**.

At the beginning of the game, you **may** only obtain 1 cube from a small factory when performing that action. After unlocking these abilities:

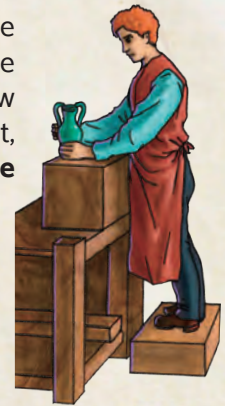


- 5a** You **may** obtain **2 cubes** from the same factory.
- 5b** You **may** obtain **3 cubes** from the same factory.
- 5c** You **may** obtain **4 cubes** from the same factory.

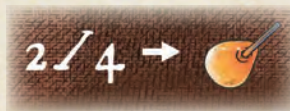
**5\*** When getting **3 or 4 cubes** from the same small factory, using those abilities, you **may** activate the effect of **an empty furnace** at the Stephens' factory **instead of** activating the row of professions attached to the small factory from which you are getting the cubes.



This way, you **may** either activate one row of professions at the Stephens' factory, commit to a new contract, or fund a new investment, depending on the **empty furnace** you choose to activate.



## Reset phase



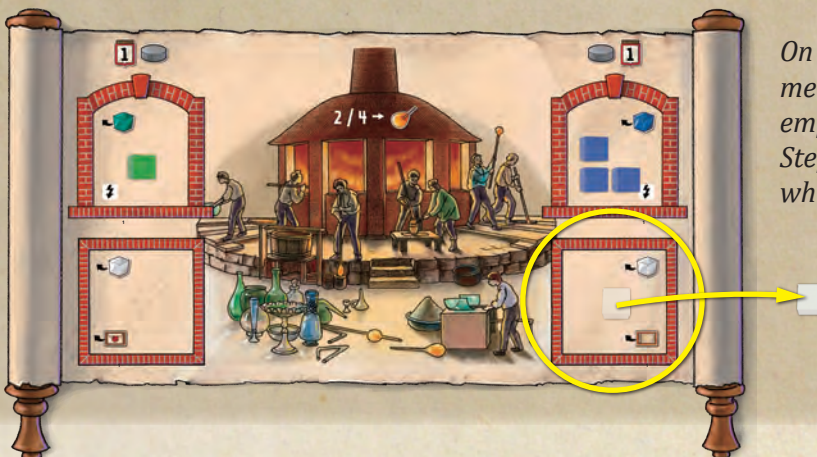
### Trigger a reset phase

Whenever you obtain glass from a furnace at the Stephens' factory, you always need to check if you have triggered the requirement for **a reset phase**.

A **reset phase** is triggered when 2 out of the 4 furnaces at the Stephens' factory are empty by the end of your turn. If this condition is met, all players proceed to the **reset phase** and then return to regular turns, starting with the next player in clockwise order.

A reset phase **must follow** a specific order, with each step occurring after another. In some cases, all players may perform simultaneously, but whenever this may cause any conflict, the resolution **must follow** the turn order, starting with the player who triggered the reset phase.

### EXAMPLE: Trigger a reset phase



*On his turn, Pedro funded a new investment and triggered a reset phase by emptying the 2nd furnace at the Stephens' factory while obtaining the last white cube from the lower right furnace.*



## Advance the French army

The first step during a reset phase is the **advancement of the French army** towards the town, marked by the **French army marker** on the **Scoring track** that advances 5 spaces towards the space 0.



The **French army marker** follows a reverse path on the **Scoring track**, going from the space marked as 55 next to the bicorne hat towards the space 0. The end of the game is triggered when the French army marker **reaches or crosses** the position of any player's scoring marker on the **Scoring track**.



### EXAMPLE: Advance the French army



Continuing the previous example, let's follow the steps of the reset phase. First, the French army marker moves 5 spaces on the Scoring track (from 50 to 45).

## Replenish the furnaces

After the advancement of the French army marker, replenish **only the 2 empty furnaces** at the Stephens' factory, each with the quantity of cubes indicated in the space of the **Scoring track** where the French army marker just stopped. When the space of the track provides multiple values, the indication is for games with 4/3/2 players.



### EXAMPLE: Replenish the furnaces



After the advancement of the French army, the 2 empty furnaces at the Stephens' factories are refilled with 3 cubes each from the general supply, as indicated in the space where the French army marker stopped to a 4-player game.

## Gain 1 victory point from an ability

As mentioned before, every time you take a disk from your player board, you unlock a permanent ability for yourself. There is one particular ability on your player board that provides you with **1 immediate victory point** on the **Scoring track** during each reset phase, as long as you have unlocked it.



### EXAMPLE: Gain 1 VP from an ability



Each player who has unlocked the ability that provides 1 victory point during each reset phase moves forward 1 space on the Scoring track.



## Empty the small factories

During a reset phase, all cubes **still in the small factories** are removed from the game board and returned to the general supply.

## Activate personal investments

Once you fund an investment, it does not give you any immediate benefit, but it **may** provide you with income (victory points and/or products) when activated during the reset phases. However, some of your investments **may** only provide you with income by exploiting your natural resources from the **Forest track** or the **Dune track**.

As mentioned before, whenever you fund investments, you **must** place them into the rows of investments according to the color of cubes depicted, keeping **all** the investments sharing the **same color** of cubes in the **same row**.

Consequently, each **column** of investments **may** be composed of a **maximum** of 3 cards, **all with different colors** of cubes. An investment card showing no cubes **may be** in any row.

During a reset phase, each investment column is activated **individually**. It is **optional** to activate all, some, or none of your investment columns, but you **must activate the entire column at once** if you choose to do so. However, activating a column **does not necessarily require** it to contain 3 cards; it **may** contain only 1 or 2 and be activated.

- You **must spend** immediately the indicated resources from the **Forest track** and the **Dune track**, if any, going down on the corresponding track. In case you are **unable** to spend the indicated resource from a track, you **may not** activate that column to gain any benefits depicted.

## EXAMPLE:

### Empty the small factories



The small factories are emptied, so the 2 remaining orange cubes at the lower right small factory are returned to the general supply.

- You **gain all** victory points depicted, if any, and add them to the **Scoring track**.
- You **gain all** cubes (orange, pink and/or black) depicted, if any, and **reserve** them on top of the corresponding investment cards for usage in the reset phase. You **may never** add cubes that you gain during the reset phase to your personal supply.

This means that every time you choose to activate a specific **column** of investment cards:

- You **either gain and spend everything** that is depicted in **all the cards** in a column.
- Or** you **do not gain and spend anything** that is depicted in **all the cards** in a column.

## EXAMPLE: Activate personal investments



Pedro has 1 column with 3 investments and decides to activate it **A**. First, he moves down 1 space on the Forest track **B** and 1 space on the Dune track **C**. Secondly, he moves forward 3 spaces on the Scoring track **D**. Finally, he gains 1 orange cube **E** and 2 black cubes **F** and reserves them on top of the corresponding investments. All other players also choose which columns of investments they want to activate.



## Supply small factories

After activating your personal investments, you **must** use **all** the cubes you just gained from your personal investments to **supply the small factories** located in the upper section of the game board.

While supplying the small factories, you **may** distribute any quantity and combination of cubes among the different factories, as long as you comply with valid combinations for each factory. As a reward, you **gain the depicted benefit** for each valid combination you provide. A cube provided in a set **does not** give you the same bonus as when it is supplied to the factory individually.

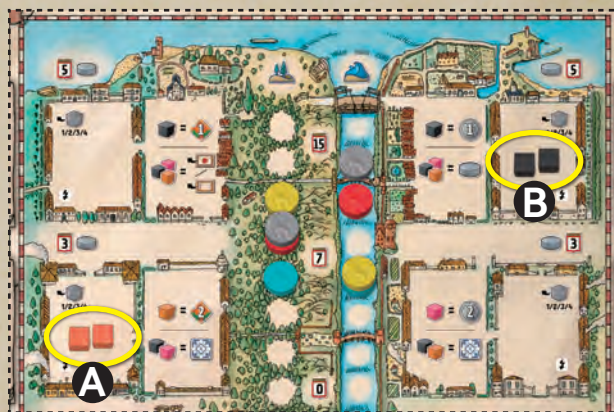
If you wish to, you **may** supply the same factory multiple times in the same reset phase with the same combination of cubes.

## Fulfill personal contracts

The contracts you commit to during the game **may only be fulfilled** during reset phases. It is **optional** to fulfill all, some, or none of the contracts during the reset phases. However, as long as you are able to provide **all** the required resources to fulfill a contract, you **may** do it. Also, you **may never** partially fulfill a contract over time.

To **fulfill a personal contract**, you **must spend all** the required resources indicated to the right of the **contract card** you want to fulfill, paying the resources from your personal supply to the general supply. Once you fulfill a contract, it does not give you any immediate benefit, but it will provide you with victory points during final scoring.

### EXAMPLE: Supply small factories



*Ângela has 2 orange cubes and 2 black cubes and decides to supply 2 orange cubes to the lower left small factory **A** and 2 black cubes to the upper right small factory **B**, obtaining a total of 4 influence and 2 coins. All other players also choose which small factories to supply.*

Some contracts require a specific accessory tile to be returned to the general supply. Whenever a contract requires an accessory but does not specify which one, you choose which accessory to provide and place it on top of the fulfilled contract only for the purpose of scoring accessories.

On the left of your player board, you find 3 available spaces to form 3 rows of contract cards. After spending all the resources to fulfill the contract, place it into one of the designated rows according to the placement rules.

## Placement rules

Each row of contract cards **must** only depict illustrations of the type marked on your player board for that row. As such, you **may** have:

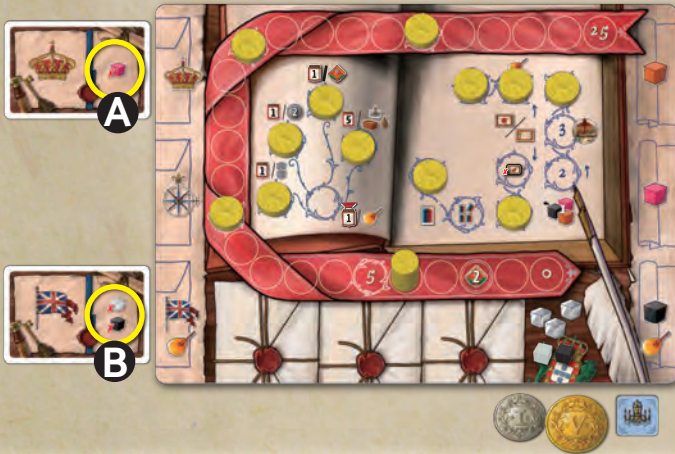
- 1 row containing **only** contracts that supply products for the Portuguese Crown.
- 1 row containing **only** contracts that supply products for the Colonies.
- 1 row containing **only** contracts that supply products for the United Kingdom.

When placing a new contract card on the left side of your player board, you **must** place it in the rightmost available space of the corresponding row.

**There is no limit** to the number of contracts you **may** fulfill, as long as they comply with the placement rules.



## EXAMPLE: Fulfill personal contracts



Maria has 2 personal contracts to fulfill and for which she has all the required resources. First, she returns 1 pink cube to the general supply to fulfill the contract for the Portuguese Crown and moves that contract to the designated space on the left of her player board **A**. Next, she returns 1 white cube and 1 black cube to the general supply to fulfill the contract for the United Kingdom, also moving it to its designated space **B**. All other players also choose which personal contracts to fulfill.

## End of the game

While you and the other master glassmakers strive to prosper and grow your personal investments, the French army advances towards the town. **Stephens** is played over an undefined number of sequential turns until the arrival of the French army to the town.

The end of the game is triggered when the French army marker **reaches or crosses** the position of any player's scoring marker on the **Scoring track**. When this occurs, the remaining players before who holds

the board with the starting player icon perform their turn, so each player has taken an **equal number of turns**. Then, **all players** take one additional turn each.

It is possible that one or multiple reset phases occur during these last turns. In this case, players **must** proceed as usual for a reset phase. After the last player performs their last turn, a **final reset phase takes place**, regardless of how many empty factories there are. Then, proceed to the final scoring.

## Final Scoring

To calculate their final score, each player sums up their victory points (VP) as follows:

**1** VP marked on the **Scoring track** during the game.



**2** VP determined by the position of your disk on the **Forest track**:

- 0/7/15 VP depending on the sector your disk ends.



**3** VP determined by the position of your disk on the **Dune track**:

- 0/7/15 VP depending on the sector your disk ends.

**4** VP for your **master workers** assigned to profession cards, depending on the factory:



**4a** **Stephens' factory**: 1 VP per master.

**4b** **Lower small factories**: 3 VP per master.

**4c** **Upper small factories**: 5 VP per master.

**5** VP for **apprentice workers** assigned to profession cards **with your master**:

- An apprentice always provides 1 VP to **the master**, who is the player that created the profession and receives that 1 VP.




**6** VP calculated for the **fulfilled contracts**:




- **For each column**, multiply the total number of cards in that column by the total number of cubes depicted in the fulfilled contracts in that column.



**7** VP determined by unlocked abilities on your player board, when applicable:

- 7a** 1 VP for each 2 cubes not spent in your personal supply. 
- 7b** 1 VP for each 2 coins not spent in your personal supply. 
- 7c** 1 VP for each 1 influence point marked on the **Influence track** on your player board. 

**7d** 5 VP for each set of 3 different accessories either spent (on your fulfilled contracts) or still in your personal supply. 

The player with the most victory points is the winner. **In case of a tie**, the winner is the tied player with the most remaining influence points. If there is still a tie, the tied player with the most remaining coins wins. If there is still a tie, the tied players share the victory!

## EXAMPLE: Final scoring



Maria calculates her final score:

- 1** 38 VPs from the Scoring track.
- 2** 7 VPs from the Forest track.
- 3** 0 VPs from the Dune track.
- 4** 24 VPs from her master workers:
  - 4a** 2 VPs = 1 VP x 2 master workers at the Stephens' factory.
  - 4b** 12 VPs = 3 VPs x 4 master workers at the lower small factories.
  - 4c** 10 VPs = 5 VPs x 2 master workers at the upper small factories.
- 5** 4 VPs from apprentices with her master workers.
- 6** 12 VPs = 1 column = 3 cards x 4 cubes from her fulfilled contracts.
- 7** 26 VPs from her unlocked abilities.
  - 7a** 7 VPs = 14 cubes / 2.
  - 7b** 5 VPs = 11 coins / 2.
  - 7c** 9 VPs = 9 influence points.
  - 7d** 5 VPs = 1 set of 3 different accessories x 5.

Therefore, Maria ends the game with a total of **111 VPs**.



# Solo Mode

In the **solo mode**, you face off against an **Automa opponent**. The goal is to determine which one of you will ascend to the role of the next master glassmaker, reporting directly to Stephens.

## Components



10x Automa cards



1x Worker supply card



6x Scenario cards



5x Opponent cards



2x Player aid cards



## General setup

Set up the game as usual, but with one modification:

- In each furnace at the Stephens' factory, place **3 translucent cubes instead of 4**.

## Automa's setup

Follow these steps to set up the Automa:

- 1 Shuffle the 10 **Automa cards** and create a face-down deck in the designated Automa play area on the table. Leave room for one revealed card to be placed on its side during the Automa's turns.
- 2 Place the **worker supply card** in the Automa's play area.
- 3 Select one of the **unused player colors** to represent the Automa:
  - 3a Take 10 **wooden disks** of the chosen color and place them on the supply card, with 1 disk per space.
  - 3b Place the remaining disks of the Automa's color in the general supply. These will only be used in rare instances.
- 4 Take 7 **orange cubes**, 7 **pink cubes**, and 7 **black cubes** from the general supply. Place them in a supply near the Automa's play area for use during the reset phase. You may use a bag or other suitable container to keep the supply hidden and to be able to mix the cubes thoroughly.
- 5 Randomly assign 1 **starting profession** to the Automa, attaching it to the Stephens' factory, on the opposite side of the game board from your starting profession. Take the 1st worker, represented by a wooden disk, from the Automa's worker supply card and assign it to that profession card.

## Player's turn

Before your first turn, choose a difficulty level for the specific game, keeping in mind that the mode will influence the game's length. This choice will determine when to initiate the final reset phase, which is based on the French army marker's position on the

**Scoring track:**

**Easy:** Trigger the final reset phase when the French army marker reaches **space 20**.

**Normal:** Trigger the final reset phase when the French army marker reaches **space 25**.

**Hard:** Trigger the final reset phase when the French army marker reaches **space 30**.



You are always the first player and will alternate turns with the Automa, performing your turns as usual. However, there is one additional rule to follow:

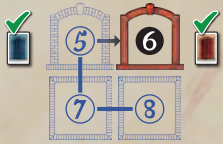
- The total number of your workers (both masters and apprentices) cannot exceed the Automa's number of workers by more than 3. In other words, you **must never** have more than 3 additional workers assigned to professions compared to the Automa.

## Automa's turn

When the Automa takes a turn, start by revealing the next card in their deck, then follow the instructions on the card. If the Automa exhausts their face-down deck, take all their cards from the revealed pile, shuffle them, and create a new face-down deck. Then, proceed as usual.



Remove 1 cube from the indicated furnace at the Stephens' factory. If there are no more cubes there, follow the arrow's direction until you are able to remove a cube from a furnace. When the Automa removes a cube from the upper furnaces, activate your own professions attached to the same row.

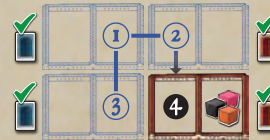


Take the indicated profession from the display and attach it to the topmost profession row where the Automa may comply with the placement rules. Then, take the next worker from the Automa's worker supply card and assign it to the upper space of that profession card.

After removing a white cube from one of the lower furnaces at the Stephens' factory, remove the indicated contracts or investments from the display based on their costs.



Remove a certain number of cubes from the indicated small factory, based on the highest number visible on the Automa's worker supply card. If there are no cubes there, follow the arrow's direction until you are able to remove at least one cube from a small factory. If all small factories are out of cubes, follow the arrow's direction to remove a single cube from the furnaces at the Stephens' factory. You always choose which cubes to remove.



**Note:** The Automa *never* activates their own workers, only yours.

## Reset phase

During the reset phase, follow the usual steps, with one modification:

- In the final step, supply small factories, the Automa performs their own supply step before you supply the small factories with cubes gained from activating your personal investments. The Automa's supply step is described below.

### Automa's supply step

Refer to the lower section of the topmost visible Automa card, which is the last card they played, and follow its instructions:



**1 Randomly** take a number of cubes from the Automa's supply as indicated on the card, **one at a time**. Place each cube in a different small factory, **starting at the specified small factory** and **following the direction of the arrow**.

- In the unlikely event that the Automa exhausts all the cubes from their supply, they do not add any more cubes for the rest of the game.

**2** If the card displays a disk placement symbol, take the next worker from the Automa's worker supply card. Assign this worker to any available apprentice space on a profession card with your master.

## End of the game

You and the Automa take turns over an undefined number of rounds until the French army marker reaches a certain space on the **Scoring track**. This is based on the game mode you chose at the beginning of the game, which triggers the final reset phase.

**If the Automa triggers the final reset phase**, you still perform one final turn after resolving the reset phase. **If you trigger the final reset phase**, both the Automa and you perform one final turn after resolving the reset phase. Regardless, you **always** perform the last turn of the game.

## Final scoring

To calculate your final score, sum up your victory points (VP). Validate your final score according to the difficulty level you selected at the beginning of the game.

RANK	EASY	NORMAL	HARD
Apprentice	≤ 140 VP	≤ 120 VP	≤ 100 VP
Artisan	141 - 179 VP	121 - 159 VP	101 - 139 VP
Glassblower	≥ 180 VP	≥ 160 VP	≥ 140 VP

## Opponent variant

For an additional challenge, you **may choose one of the various opponent cards** to compete against or select one randomly. Before your first turn, choose a difficulty level.



Easy (100 VP)



Normal (130 VP)



Hard (160 VP)



These opponents may introduce unique setup rules or impose limitations during gameplay, which always take precedence over the regular rules.



During setup, place your disks 2 spaces lower on both the Forest and Dune tracks.



You may only acquire a duplicate accessory after completing the previous set of 3 different ones.



During setup, place all 4 disks on your Influence track stacked in the space marked as 10.



During setup, do not place the Contract and the Investment in the spaces costing 5. These spaces are unavailable throughout the game.



The indicated benefit is unavailable to you throughout the game. Do not use the worker covering that space on your player board.



Trigger the final reset phase when the French army marker reaches space 25.

For additional solo variants and campaign scenarios, you may [download a digital version from the Pile Up website](#).

## Appendix

### Scoring track

The **Scoring track** is depicted in the center of the lower section of the game board and serves 2 purposes:

- The **French army marker** follows a path on the track from space 55 to space 0, marking the advancement of the French army towards the town.



- The **scoring markers** follow a path on the track from space 0 to space 55, marking the current victory points of all players throughout the game.

The end of the game is triggered when the French army marker **reaches or crosses** the position of any player's scoring marker on the track, or vice versa, hence the use of a multi-purpose track.



### Influence track

The **Influence track** is depicted on your player board and marks your current influence points during the game, representing your influence as a master glassmaker alongside William Stephens.



Influence points **may** be spent when committing to new contracts and **may** also be used in trades when you are activating professions to collect benefits.

### Forest track

The **Forest track** is depicted in the center of the upper section of the game board, to the left of the **Dune track**, and represents your exploitation of natural resources from the forest. For example, the wood was used to heat the furnaces.

This track is divided into 3 different sectors, and you **may** spend resources from it when activating your investments during the reset phase. During final scoring, the sector where your disk is positioned **may** provide you with 0/7/15 victory points.



### Dune track

Similarly to the **Forest track** on its left, the **Dune track** represents your exploitation of natural resources from the dune. For example, the sand was used to produce glass.

This track is divided into 3 different sectors, and you **may** spend resources from it when activating your investments during the reset phase. During final scoring, the sector where your disk is positioned **may** provide you with 0/7/15 victory points.



# Iconography

Whenever an icon depicts a number, it indicates the quantity you gain or pay (in the case there is a red cross).  
When the icon does not depict any number, you gain or pay 1.

 Reset phase.	 Depicted in the starting spaces on both the Forest and Dune tracks, and in the starting profession cards.
 Victory points provided during final scoring.	 Victory points advanced immediately on the <b>Scoring track</b> .
 Advance 1 space on your <b>Influence track</b> .	 Receive 1 coin from the general supply.
 Advance 1 space on the <b>Dune track</b> .	 Receive any 1 translucent/wooden cube from the general supply.
 Advance 1 space on the <b>Forest track</b> .	 Receive any 1 accessory from the general supply.
 Pay the indicated cost to the general supply, to gain the indicated benefit.	 <b>Example:</b> pay any 1 translucent/wooden cube to the general supply and advance 3 spaces on your <b>Influence track</b> .









## Permanent abilities

Description of all permanent abilities [see chapter 'Unlock Permanent Abilities' – page 13].

Victory points provided by the abilities during final scoring [see chapter 'Final Scoring' – page 20].

## Small factories

Bonuses provided while replenishing the small factories during the reset phases.

 Deliver 1 black cube to advance 1 space on your <b>Influence track</b> .	 Deliver 1 black cube to receive 1 coin from the general supply.
 Deliver 1 black, 1 pink, and 1 orange cube to acquire 1 Contract/Investment, paying its cost.	 Deliver 1 black, 1 pink, and 1 orange cube to assign a master/apprentice to a profession, complying with the placement rules.
 Deliver 1 orange cube to advance 2 spaces on your <b>Influence track</b> .	 Deliver 1 pink cube to receive 2 coins from the general supply.
 Deliver 1 black, and 1 pink cube to receive any 1 accessory from the general supply.	 Deliver 1 black, and 1 orange cube to receive any 1 accessory from the general supply.

## Credits

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**Rules Revision:** Rôla & Costa

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