FERTILITY

Fertility is a game by Cyrille Leroy,
illustrated by Jérémie Fleury,
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FERTILITY

A game designed by Cyrille Leroy
Illustrated by Jérémie Fleury

You are a Nomarch in Ancient Egypt. The Pharaoh put you in charge of a Metropolis and its region. The flooding of the Nile is coming to an end and the lands of the Valley are ready to offer their riches. Organize the collection of resources, build districts with the most lucrative shops, supply them with goods and earn the most Debens for the glory of the Pharaoh. The player who makes the best use of the resources of the Nile Valley wins the game.

OBJECT OF THE GAME

Be the Nomarch with the most Debens earned. To achieve this, you will collect the resources of the Nile Valley. You will use these to build and supply the shops of your Metropolis in order to accumulate more riches than your opponents.

GAME COMPONENTS

Before your first play, take some time to discover the the main elements of the game.

Central board

The central board is made of several Valley boards. This is where the players collect the resources that they need to develop their Metropolis.

Valley tiles

Each Valley tile is composed of 2 scenes, depicting the 4 resources of the game: Alabaster, Bovines, Papyrus flowers and Grapes. By laying Valley tiles on the central board, players can collect the corresponding resources.

Starting tile

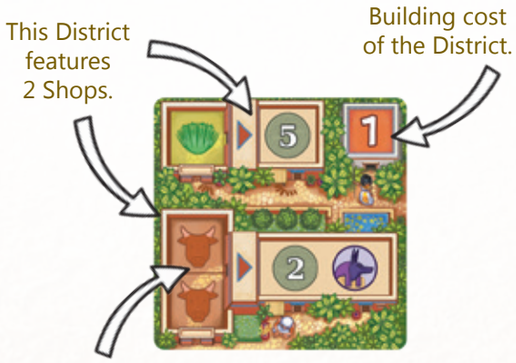
The starting tile features the 4 types of existing scenes. It indicates the game's starting point on the central board.

Resources

There are 4 of them: Alabaster, Bovines, Papyrus flowers and Grapes. The resources are used to build Shops, but also to supply them in order to earn Debens.

District tiles

Each District contains at least 1 and up to 3 Shops. Players earn Debens by supplying their Shops with resources.



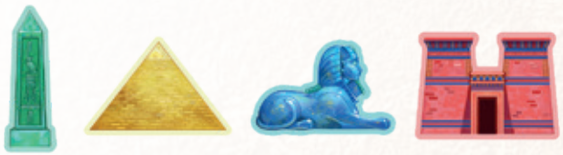
Metropolis boards

Metropolis boards represent each player's city. This is where they will build District tiles.

At the end of the game, use these iconographic reminders to count up your Debens.

Monuments

There are 4 different ones (Obelisk, Pyramid, Sphinx and Temple) that will be put into play by the players throughout the game. During the final scoring, they are worth extra Debens for the players who have played the most.
Note: Before your first play, assemble each player's Monument pawns.



SETUP

Take 3 Valley boards for a 2 or 3 player game, and 4 boards for a 4 player game. In any orientation, place them vertically side by side in order to construct the central board 1. Tie the Valley boards to each other by using the included connectors 2.
Place the starting tile 3 in any orientation ontop of the start symbol that is the closest to the center of the Valley. If two start symbols are equally distanced from the center, freely choose which one to use. **All other start symbols are ignored during the game.** Randomly take a certain amount of Valley tiles, depending on the number of players: **46 with 4 players, 35 with 3 players, 24 with 2 players**. Form a face down pile with these 4, and put the other remaining ones aside into the box: they will not be used during this game. Each player places 3 Valley tiles face up in front of them: it is their Personal Pool 5 .
Reveal 3 Valley tiles out of the draw pile next to the central board, which will be the Common Pool 6.
Each player takes a Metropolis board and places it in front of them 7. They each put a Wheat token on the 0 square of the Wheat Storehouse 8.
The District tiles are shuffled into a face down draw pile, close to the central board. Reveal 4 Districts to arrange face up in a line 9.
Gather the resources close to the board, within reach of all players: this is the Stock 10.
Each player selects a type of Monument and takes its 4 corresponding pawns 11.
Keep the scorepad within reach 12, as it will be used at the end of the game.

LIST OF COMPONENTS

4 Valley boards 1
6 connectors for assembling the central board 2
1 starting tile 3
50 Valley tiles 4
4 Metropolis boards 7
4 Wheat tokens 8
40 District tiles 9
80 resources (20 of each type) 10
16 Monument pawns (4 of each type) 11
1 scorepad 12

OBJECT OF THE GAME

The youngest player starts the game. Players successively take turns, going clockwise. On their turn, a player resolves the 3 following steps, in following order:

1. **Place a Valley tile and collect resources (mandatory)**
2. **Build a District tile (optional)**
3. **Supply Shops in their Metropolis (optional)**

1 Place a Valley tile and collect resources (mandatory)

The player takes one of the 3 Valley tiles from their Personal Pool and places it on the central board, in any orientation. They must connect it to at least one other tile that is already in play (including the starting tile), by making at least one of the two Scenes of their tile match horizontally or vertically with a Scene that is already in play. Tiles always have to lay on desert squares: it is forbidden to place them either on a Wheat square or on a Water square.
If the player cannot play any tile, they then discard one from their Personal Pool and proceed normally to the next step of their turn.

This a valid play. The Papyrus field Scene is connected to an identical Scene that is already in play.

This move is not valid. Neither of the two Scenes of the tile that is brought into play is connected to an identical scene.

These two plays are not valid. It is forbidden to lay a tile on a Wheat or Water square.

Placing a tile allows the player to collect resources. 4 situations can occur, all of which are cumulative.

A. Connection with another tile

Each Scene of the tile that has just been played earns the player one resource for each identical Scene to which it is connected. The player takes the corresponding resources from the Stock and places them **next to their Metropolis board.**

B. Connection with a Wheat square

The played tile earns the player one Wheat for each Wheat square on the board to which it is connected. For each such earned Wheat, the player's **Wheat token moves up one square on their Metropolis board**.

C. Covering a resource on the board

If a player places a tile ontop of a resource icon, the player earns the corresponding resource. They take this resource from the Stock and place it **next to their Metropolis board**. The Scene covering the icon can be of whichever type.

D. Creation of a Quarry

If a player forms an entirely closed space of an empy square with their tile, they form a Quarry. They can earn one of the four resources from the Stock (Alabaster, Bovine, Papyrus flower or Grapes) and place it **next to their Metropolis board**. They can also choose not to take the resource, and instead they can put one Monument in their color in the Quarry that they just created. The Monuments placed on the central board can be worth Debens at the end of the game (see final scoring section for more details).

2 Build a District tile (optional)

Once they have gathered their resources, the player can build one of the District tiles that are available face up next to the board. They pay the tile's cost, then place it on one of the available spots of their Metropolis board. The cost for building is indicated on the top right of the tile. It can be paid with **any combination of resources**: Alabasters, Bovines, Papyrus flowers, Grapes and Wheats. If the player uses Wheat, they move their Wheat token down on their Wheat Storehouse track from the corresponding amount of Squares. In all other cases, **the resources used must be taken from the ones currently next to the player's Metropolis board. The player can never use any of the resources that have already been placed on their Metropolis board** to pay for the cost of a District tile.

Lisa buys the tile on the right. She has to pay 2 resources of her choice, as indicated at the top-right corner of the tile.

She decides to pay with one Grape and one Wheat. She takes one Grape that was placed next to her board and puts it back into the Stock. Then she moves her Wheat token one square backwards on her Metropolis board.

Lisa then places the District tile that she just bought on a free spot on her Metropolis board.

A player can only build one single District tile on their turn, but this is not required. If they have no remaining free spot on their Metropolis board, they cannot build any new District tiles.

3 Supply Shops in their Metropolis (optional)

Whether they chose to build a District or not, the player can place the resources that are **still available next to their board** ontop of the Shops of their Metropolis. Each District tile can come with 1 to 3 Shops to supply. A Shop can receive **as many of the corresponding resources that it shows icons**. The player is allowed to supply several Shops during a same turn. If a Shop requires more than one resource in order to be supplied, the player does not have to place them on the same turn.

When a Shop has been fully supplied, the player earns the benefits indicated to the right of the arrow. There are several types of benefits a player can claim from the Shop, which ultimately depend on its type.

Examples of Shops

If it is supplied with 1 Papyrus flower, this Shop earns 5 Debens **at the end of the game** (see final scoring section for more details).

This Shop earns 1 Wheat **as soon as it gets supplied** with a Grape. The player moves their Wheat token up one square on their Storehouse track.

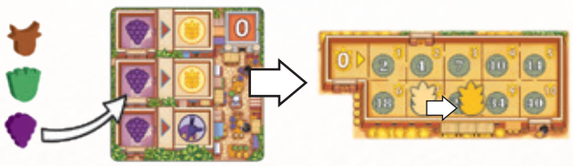
If it is supplied with 1 Alabaster, this Shop earns the Statue of the represented God **at the end of the game** (see final scoring).

If supplied with one Bovine, this Shop earns the player 1 Deben **at the end of the game** for each Bovine placed on their Metropolis (see final scoring).

This Shop can be supplied with **any one resource coming from the Stock**. It is worth 2 Debens during final scoring (see final scoring).

If it is supplied with 1 Bovine and 1 Grape, this Shop earns the player the Statue of the God of their choice **at the end of the game** (see final scoring).

As soon as it is supplied with 1 Papyrus flower, this Shop earns 1 of the 3 resources indicated to the right. The player takes whichever resource they choose and **immediately places it on another Shop in their Metropolis**.



Lisa collected 1 Bovine, 1 Papyrus flower and 1 Grape. She starts by placing her Grape and instantly moves her Wheat token up one square.

She then uses the Papyrus flower to supply a Shop that will earn her 5 Debens at the end of the game. She places the Bovine in a shop that also requires an Alabaster to be fully supplied. If Lisa does not place the required Alabaster here until the end of the game, this Shop will earn her no benefit.

Important: the resources can never be moved or taken off a Shop that they have been placed on. They stay there until the end of the game.

END OF A PLAYER'S TURN

If the player has any remaining resources next to their board because they have neither used them to build a district, nor placed them on a Shop, they have to be put back into the Stock. The player now completes their Personal Pool by picking a tile of their choice from the Common Pool. A new Valley tile is revealed from the draw pile to be added to the Common Pool, so that there are always 3 available tiles. If the player builds a District tile during this turn, a new District is revealed from the draw pile to replace the one that has been taken. Play then proceeds to the next player, following the turn order.

END OF THE GAME

The end of the game triggers as soon as the Common pool cannot be replenished to 3 tiles. Each player takes a last turn, then all players proceed to the final scoring. Each player will have played 9 turns. Take the scorepad and count up the Debens earned by each player, **as indicated on the next page**. The player with the highest total wins the game. In case of a tie, the player with the least resources on their Metropolis board is the winner. If there is still a tie, the tied players share victory.

2 PLAYER VARIANT

Once acquainted with the game, you may want to use the following variant for your 2 Player games: during setup, take **39 Valley tiles instead of the 24** mentioned in the classic rules. On each turn after completing their Personal Pool, the players removes 1 tile from the game's Common Pool before replenishing it to 3 tiles.

FINAL SCORING

To count how many Debens each player earned, proceed in the following order:

1. Generic Shops
2. Specialized Shops
3. Statues of Gods
4. Monuments
5. Wheat Storehouse

1. Generic Shops

Each fully supplied generic Shop is worth the indicated value in Debens. If a generic Shop is only partly supplied, it is worth nothing.

Lisa has 5 generic Shops in her Metropolis. She fully supplied 4 of these for a total earning of 18 Debens (2 + 4 + 5 + 7). The 5th Shop, which would have a value of 9, is worth nothing because it is not fully supplied.

2. Specialized Shops

At the end of the game, a fully supplied specialized Shop earns 1 or 3 Debens for each copy of the corresponding resource that you have in your Metropolis. Take into account all the tokens of this resource in your Metropolis, regardless of the Shop they are on - fully supplied, partially supplied Shops and this Shop itself.

Lisa supplied her specialized Shop with Grapes, so she earns 3 Debens for each Grapes token in her Metropolis. She takes all of her Grapes into consideration, even the one that she has on a partially supplied Shop. With 7 Grapes, she earns 21 Debens.

3. Statues of Gods

Each player is awarded Debens for the biggest collection of different Statues that they have gathered in their supplied Shops. The bigger the collection, the more Debens the player earns. The scale of earnings is indicated on each Metropolis board.

Lisa supplied 2 Shops, providing a total of 3 different Statues. As indicated on the scale on her Metropolis board, she earns 10 Debens.

4. Monuments

The player who built the most Monuments to their color on the central board is awarded 15 Debens, and the player in second place receives 7 Debens. In case of a tie for first or second place, tied players all earn the corresponding value. If several players place first, the next player in the ranking is granted second place (or all next ranked players if there is also a tie regarding second place). A player is awarded no Deben if they did not build at least one Monument.

With 3 Monuments built during the game, Lisa is the player with the most of them. She earns 15 Debens.

5. Wheat Storehouse

At the end of the game, Wheat token's final placement on the Wheat track indicates the amount of Debens the player earns.

Lisa has gathered 7 Wheats in her Storehouse. She earns 23 Debens.

Lisa earned a total of 87 Debens for this game.

18 + 21 + 10 + 15 + 23 = 87