

TAPESTRY

CIVILIZATION ADJUSTMENTS



ALCHEMISTS

When starting the game with the Alchemists, gain any 2 resources (don't do this if you gain the Alchemists during the game).



FUTURISTS

When starting the game with the Futurist's starting benefits, lose 1 culture and any other 1 resource of your choice.



ISOLATIONISTS

no change



MYSTICS

no change



ARCHITECTS

When starting the game with the Architects with 3 or more total players, gain 10 VP per opponent (don't do this if you gain the Architects during the game).



HERALDS

When starting the game with the Heralds, lose 15 VP. Thus, the Heralds start the game with -15 VP.



LEADERS

no change



NOMADS

no change



CRAFTSMEN

When starting the game with the Craftsmen, gain 1 fewer resource during your first income turn.



HISTORIANS

no change



MERRYMAKERS

When starting the game with the Merry-makers, gain any 1 resource.



THE CHOSEN

When starting the game with The Chosen, gain 15 VP per opponent (The Chosen cannot be gained during the game).



ENTERTAINERS

no change



INVENTORS

no change



MILITANTS

no change



TRADERS

When starting the game with the Traders, gain any 2 resources (don't do this if you gain the Traders during the game).

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These civilization adjustments are subject to change over time; please see stonemaiergames.com/games/tapestry.

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