

TAPESTRY

ARTS & ARCHITECTURE

1-5 players; 90-120 minutes; ages 14+; competitive

an expansion designed by Jamey Stegmaier and Mike Young

art by Andrew Bosley • sculpts by Rom Brown

Choose from a variety of new capital city mats, a new advancement track featuring new types of cards and tiles, plus more civilizations, tapestry cards, tech cards, and landmark cards in this second expansion for Tapestry.

COMPONENTS

5 asymmetric civilization mats



6 advanced capital city mats



5 landmark cards



1 arts track



8 unique, painted landmark miniatures
(5 for landmark cards, 3 for the arts track)



See the box bottom for instructions on how to pack them back in the box.

20 tapestry cards



11 tech cards



20 masterpiece cards



25 player tokens (5 per player)



3 landmark tokens for the arts track



1 twenty-sided science die



20 inspiration tiles (4 per player)



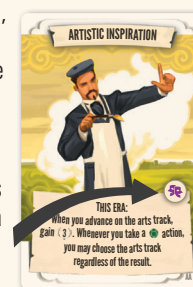
1 reference guide



INITIAL SETUP

Shuffle the new civilization mats, tapestry cards, and tech cards into the original components. If you have another expansion, shuffle all landmark cards together as well. Do not shuffle in the new advanced capital city mats.

When playing future games of Tapestry, if you decide not to include the arts track and inspiration tiles, you don't need to separate any other components. Instead, if a tapestry card, tech card, or civilization mat is drawn that refers to the arts track, immediately discard it and draw another. The tapestry cards unique to the arts track are marked with a special symbol (se) to help you identify them.





SETUP CHANGES

A. Arts Track: When setting up the game board, you may add the arts track to the table. It is a fifth advancement track. Next to it, shuffle the deck of masterpiece cards and reveal 3 cards. Replace the original d12 science die with the new d20 science die.

Optional: Place the 3 landmark tokens on their corresponding spaces on the arts track. These serve as reminder for which landmarks are still available on the arts track and compliment the 12 landmark tokens from the *Plans & Ploys* expansion on the 4 original tracks.



B. Advanced Capital City Mats: During the civilization mat step, each player receives a random advanced capital city mat along with their civilization mats. They may replace their previously selected capital city mat (which determines their starting territory) with the advanced mat if they wish. This selection happens simultaneously with civilization mat selection, as some advanced capital cities may work better with some civilizations than others.

C. During the player tokens step, each player places 1 of their player tokens on the arts track (the other player tokens join their personal supply).

D. Each player keeps a set of the 4 unique inspiration tiles within reach, but not on their income mats.

E. Landmark Cards: After selecting the 1st player at the end of regular setup, the player going last draws landmark cards equal to the number of players (or number of players +1 if playing with *Plans & Ploys*), selects 1, and passes the others counterclockwise for the next person to select. Continue until each player has chosen a landmark card. Each player places the corresponding landmark miniature on or near their selected card. If there are remaining landmark cards, they form the shuffled landmark deck.

Landmark Card Goal: During the game, at the end of a turn when a player accomplishes the goal on their landmark card, they gain the landmark miniature and place it in their capital city.

Setup is now complete!

ARTS TRACK

The arts track is a fifth advancement track. It features a few new icons noted below (others are explained in the next section, *Masterpiece Cards*).



: Gain an income building of your choice.

Create: Gain a masterpiece card (always choose from 1 of the 3 face-up cards or the top card of the deck).

Inspire: Place an inspiration tile on your income mat, covering the relevant income track.

Broadcast: Gain the benefit of 1 of your masterpiece cards.

: You may discard all revealed cards next to the masterpiece deck, then replace them from the deck.

: Score 1 VP for each of your income buildings.

: Gain the benefit of up to 3 different masterpiece cards (yours or your neighbors').

MASTERPIECE CARDS

Whenever you gain the Create benefit, gain a masterpiece card (face-up or from the top of the deck; immediately replenish a face-up card if selected) and place it on the Maker of Fire slot on your income mat. Multiple masterpiece cards can be placed there in a stack, revealing the benefits at the top of each card. *You can place them elsewhere if you'd like, but we've found that this is the best position to prevent players from forgetting to gain masterpiece benefits.*

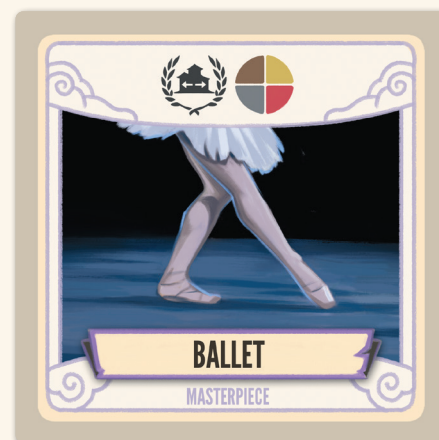
Masterpiece card benefits are gained at the beginning of each of your income turns. Additionally, when you gain the Broadcast benefit (📺), you may gain the benefit of 1 of your masterpiece cards.

Masterpiece cards feature a few new icons:

🏛️ and 🏛️: Gain 1 VP per completed column or row (respectively) in your capital city. This does not count as scoring your capital city (e.g., Swamp and Urban Planners do not trigger their abilities).

👤: Conquer an adjacent empty territory.

⬆️: Upgrade a tech card. This tech card cannot be upgraded more than once this turn (so if you upgrade it using this ability, you cannot upgrade it again during the "Upgrade 1 tech card" step of your income turn or via your civilization ability).



INSPIRATION TILES

Each player begins with a set of 4 unique inspiration tiles in their personal supply (1 tile per income track). Whenever you gain the Inspire benefit (💡), choose 1 of your unused inspiration tiles and place it on the corresponding track on your income mat (income buildings remain in their original positions on the tile).

Each of the 4 unique inspiration tiles matches one income track on your income mat, upgrading what is already available. You can't place an inspiration tile on a track that does not match.

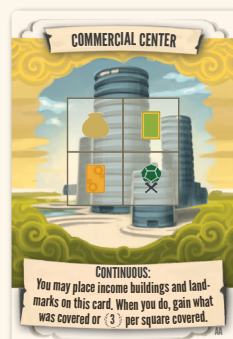


NEW TAPESTRY CARDS

These new tapestry cards are designed to be shuffled in with the others

Several of these new cards have continuous abilities that begin their effect when played and apply throughout the rest of the game, not just the current era. Continuous abilities cannot be copied (e.g., by cards like Espionage).

Some new tapestry cards feature building plots. Buildings may be placed on these cards instead of in your capital city, and score as if they were in your capital city. Landmarks may be placed on these cards, and may extend beyond the card's grid. When a tapestry card is covered, discard all buildings and landmarks on it. Discarded buildings are not scored when looking at the buildings in your capital city.



Dark Ages: This card from the core game tells a player to "Regress once on 3 different advancement tracks if possible, then advance three times on the remaining track. Do not gain any benefits or bonuses." When playing with the arts track, you may choose which one of the 2 remaining tracks to advance on.



NEW TECH CARDS

These new tech cards are designed to be shuffled in with the others.

Among these is a new type of tech card that wants a landmark to be placed on the tech card itself. If there is no landmark on this type of tech card, whenever you gain a landmark, instead of placing the landmark on your capital city, you may place it in the tech card (size doesn't matter) to instantly upgrade it once. The landmark remains on the card for the entire

game (unless you discard the tech card, in which case the landmark on it is also discarded). If you have two such cards, having a landmark on one of them is not sufficient to upgrade both.

🏛️: This card's prerequisite requires it to have a landmark on it.

⬆️: Upgrade 1 tech card twice or 2 tech cards once each, ignoring prerequisites.





NEW CIVILIZATIONS

These new civilization mats are designed to be shuffled in with the others.

Alchemists: If you roll the arts track icon while using this core-game civilization, you may roll again or stop (only the original 4 track icons apply to the Alchemists).

RULES AND CLARIFICATIONS

These apply to all games of Tapestry, with or without this expansion.


- You may not activate the same space on an advancement track more than once during your turn.
- You may not respond to other players (e.g., tapestry cards) after your final income turn. Your active game is over, but you can passively gain victory points from civilization abilities.
- As noted in the *Plans and Ploys* expansion, the new tiebreaker is the player with the tallest landmark in their capital city.
- If you have a set of landmark cards from another expansion, deal out the number of landmarks cards equal to the number of players +1. After all players have chosen, the remaining card is shuffled into the landmark card deck.

ADVANCED CAPITAL CITY MATS

These new capital city mats are designed to be kept separate from the original mats. Read *Setup Changes*, step B, on page 2 for more information.

Archipelago: Islands count as districts.

Cloud City: Clouds count as districts.

Swamp: If you cover a  within a completed district, you don't gain an additional district completion bonus.


CIVILIZATION ADJUSTMENTS

These adjustments are made at the start of all games of Tapestry, with or without this expansion.

No adjustments are made when gaining civilizations during the game.



ALCHEMISTS

When starting the game with the Alchemists, gain  and 10 VP.




ARCHITECTS

When starting the game with the Architects in a game with 3 or more total players, gain 10 VP per opponent.




CRAFTSMEN

When starting the game with the Craftsmen, lose .





ENTERTAINERS

When starting the game with the Entertainers, gain .



FUTURISTS

When starting the game with the Futurists, lose  and  of your choice.




HISTORIANS

When starting the game with the Historians, if playing with the Arts track, lose 5 VP per opponent.




INFILTRATORS

When starting the game with the Infiltrators, lose .




MERRYMAKERS

When starting the game with the Merry-makers, gain .




MYSTICS

When starting the game with the Mystics, gain .



SPIES

When starting the game with the Spies, lose .




THE CHOSEN

When starting the game with the Chosen, gain 15 VP per opponent.




TINKERERS

When starting the game with the Tinkerers, lose .




TRADERS

When starting the game with the Traders, gain  and 10 VP.




TREASURE HUNTERS

When starting the game with the Treasure Hunters, lose .



UTILITIARIANS

When starting the game with the Utilitarians, lose .



ADVISORS, ALIENS, HERALDS, INVENTORS, ISLANDERS, ISOLATIONISTS, LEADERS, MILITANTS, NOMADS, RECYCLERS, RIVERFOLK
no change

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