RULEBOOK

HOW TO PLAY

REBIRTH

REINER KNIZIA





SCOTLAND

Following a series of calamities that left civilization in shambles, societies around the world are being rebuilt anew in harmony with nature. Scotland lies in ruins, and the ancient clans have taken it upon themselves to restore the land. As clan leaders, you will compete for strategic control of the land and its prestigious castles.

COMPONENTS

1. **1 Board**
   Scotland Map
2. **32 Mission Cards**
3. **4 Player Aid Cards**
4. **32 Cathedrals**
   8 per player color
5. **56 Castles**
   14 per player color
6. **4 Clan Boards**
   1 per player color
7. **8 Scoring Achievements**
   2 per player color
8. **4 Scoring Counters**
   1 per player color
9. **144 Tiles**
   36 per player color
   Plus 8 spare blank Tiles



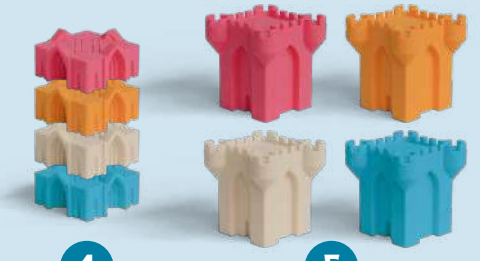
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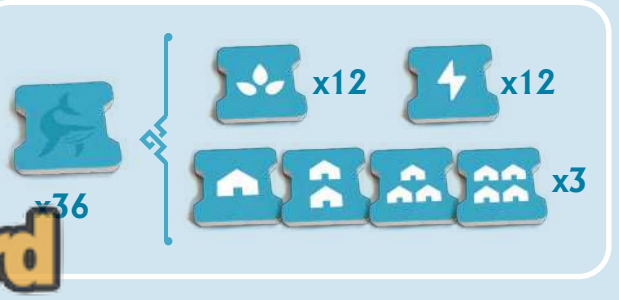
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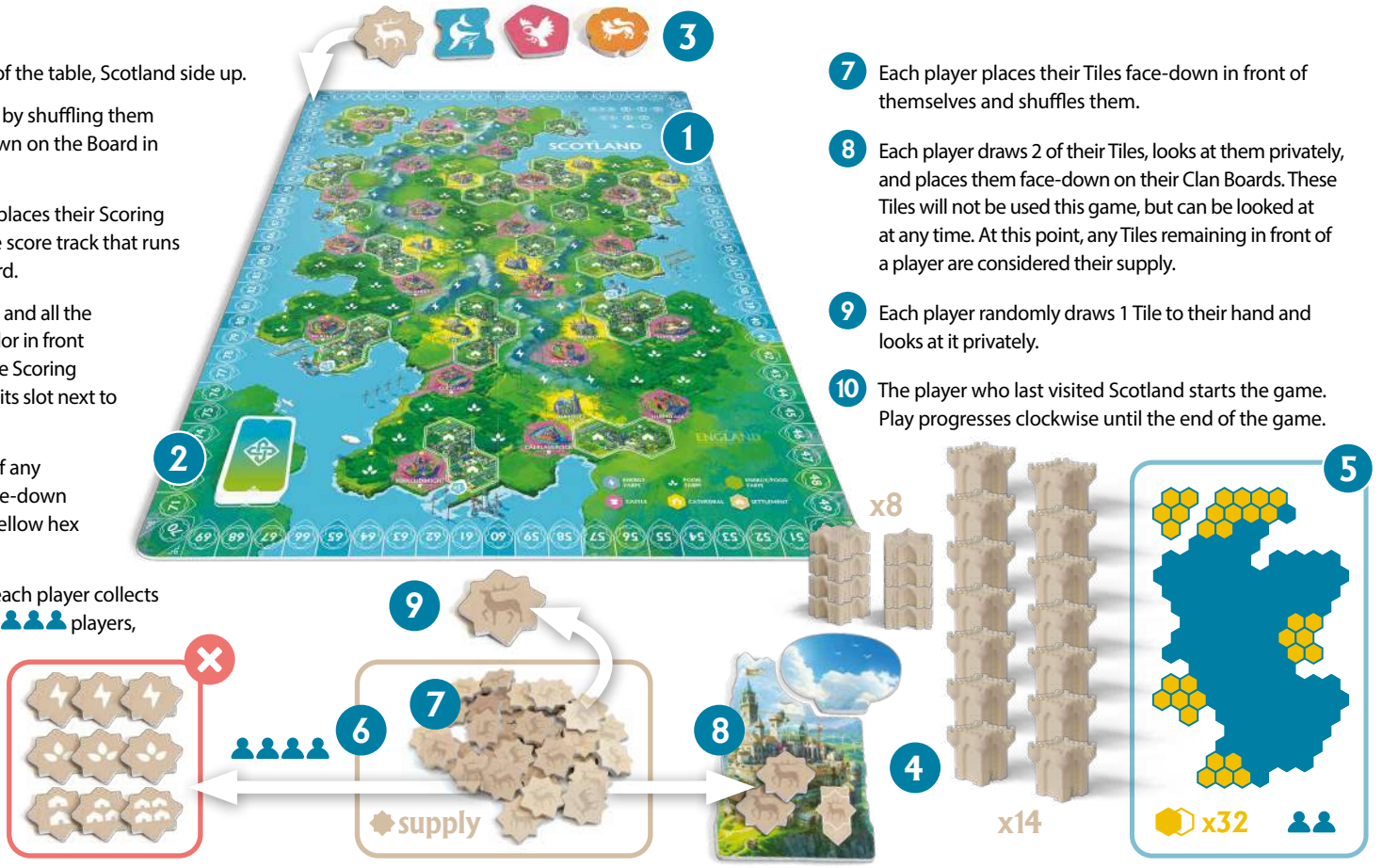
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SETUP

1. Lay out the Board in the middle of the table, Scotland side up.
2. Create the deck of Mission Cards by shuffling them together. Place the deck face-down on the Board in the designated spot.
3. Each player chooses a color and places their Scoring Counter on the 0 space of the score track that runs around the perimeter of the Board.
4. Each player places the Clan Board and all the Castles and Cathedrals of their color in front of themselves. Then they place the Scoring Achievement with a blank side in its slot next to the Clan Board, blank side up.
5. With 2 players, take 32 Tiles of any unused color and place them face-down on the spaces marked with the yellow hex icon.
6. With 2 and 3 players, each player collects all the Tiles of their color. With 4 players, each player returns the following to the box:
   - 3 Energy Farm Tiles
   - 3 Food Farm Tiles
   - 1 Settlement Tile of each value 2, 3, and 4.
7. Each player places their Tiles face-down in front of themselves and shuffles them.
8. Each player draws 2 of their Tiles, looks at them privately, and places them face-down on their Clan Boards. These Tiles will not be used this game, but can be looked at at any time. At this point, any Tiles remaining in front of a player are considered their supply.
9. Each player randomly draws 1 Tile to their hand and looks at it privately.
10. The player who last visited Scotland starts the game. Play progresses clockwise until the end of the game.



Game Summary

Score the most points by strategically placing Tiles to build Energy Farms, grow Food Farms, and establish Settlements in Scotland. Gain additional points by completing Private Missions collected from Cathedrals, gaining control of Castles, and opening Ports. The game ends when every player has placed all of their Tiles. Players then compare scores to determine the winner.

Turn Summary

On your turn, you do 3 things in the following order:

1. **Place the Tile from your hand on the Board.**
2. **Score the Tile.**
3. **Draw 1 Tile from your supply to your hand.**

GAMEPLAY

1. Placing Tiles

At the start of your turn, you become the active player. Place the Tile in your hand face-up on an unoccupied hexagonal space on the Board that matches the symbol on the Tile (, or). A space with a player's Tile is now considered occupied. You may not place Tiles on Cathedral, Castle and water spaces.

The following rules apply when placing Tiles:

FOOD FARMS

You may only place a Food Farm Tile on a space that features a Food Farm icon or on a blank space (a space with no icons).

ENERGY FARMS

You may only place an Energy Farm Tile on a space that features an Energy Farm icon or on a blank space (a space with no icons).

Exceptions: If you are attempting to place an Energy Farm Tile on your turn but there are no unoccupied Energy Farm spaces or blank spaces available on the Board, you may place the Energy Farm Tile on a Food Farm space. Similarly, if you are attempting to place a Food Farm Tile but all the Food Farm spaces and blank spaces are occupied, you may place the Food Farm Tile on an Energy Farm space.

SETTLEMENTS

You may only place a Settlement Tile on a space that features the Settlement icon . Settlement Tiles each feature 1 , 2 , 3 , or 4 Settlement icons. The number of Settlement icons shown represents how much Influence that Tile will be worth when placed in a Settlement (see Settlements on page 3).



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2. Scoring Tiles

After placing your Tile on the Board, calculate the points you earn from placing that Tile, and immediately move your Scoring Counter along the score track. Tiles score in the following ways:

FOOD FARMS

When you place a Food Farm Tile, score 1 point for each Tile in the cluster of Food Farms you have just created or added to, including the Tile you just placed.

A cluster of Food Farms consists of contiguous Food Farm Tiles of 1 color.

ENERGY FARMS

When you place an Energy Farm Tile, score 1 point for each Tile in the cluster of Energy Farms you have just created or added to, including the Tile you just placed.

A cluster of Energy Farms consists of contiguous Energy Farm Tiles of 1 color.



Note: Although Food Farm Tiles and Energy Farm Tiles score in the same way, they do not create mixed clusters. **Only Tiles of the same type and color create clusters.**

Example A: *Although Blue places their Energy Farm Tile adjacent to a previously placed Energy Farm Tile, the Tiles do not create a cluster because the other Tile belongs to Beige. Blue immediately scores (1).*



Example B: *Beige places another Energy Farm Tile adjacent to 1 of their own Energy Farm Tiles. They have created a cluster of 2 matching Tiles, so they immediately score (2).*



SETTLEMENTS

Settlements are scored when all the spaces that make up that Settlement are occupied. Players are awarded points based on their relative Influence in the Settlement. A player's total Influence in a Settlement is the total number of Settlement icons shown on all the Settlement Tiles of their color in that Settlement.



1 SMALL SETTLEMENTS (1 space with a single outline)

Place a Settlement Tile in the single unoccupied Settlement space to immediately score points equal to the Influence of the Settlement Tile (the number of Settlement icons on the Tile).

2 MEDIUM SETTLEMENTS (2 spaces with a double outline)

When both spaces have been occupied, the player with most Influence in the Settlement immediately scores (5). The other player scores (3). In the event of a tie, the player who completed the settlement loses the tie and earns (3), while the other tied player earns (5). If a single player occupies an entire Medium Settlement with their own Tiles, they score (5) + (3) = (8).

Example: *Pink places a Settlement Tile next to Blue's, meaning both spaces in the Medium Settlement are now occupied. Pink has 2 Influence in the Settlement, and Blue has 1 Influence in the Settlement, so Pink scores (5) for having the most Influence, and Blue scores (3).*



3 LARGE SETTLEMENTS (3 spaces with a triple outline)

When all 3 spaces have been occupied, the player with most Influence in the Settlement scores (8), and the player with the second most Influence scores (5). Other players with less influence score no points. If a player has multiple Tiles in a Settlement, their values are combined to determine their total Influence in the Settlement. If a single player occupies an entire Large Settlement with their own Tiles, they score (8) + (5) = (13). The player who completed the Settlement loses any ties. Further ties favor players in clockwise order from this player.



Example: *Blue has 2 Tiles, both of 1 Influence. Pink places a Tile worth 3 Influence, meaning all 3 spaces in the Large Settlement are now occupied. Pink has more Influence than Blue, so pink scores (8) and Blue scores (5).*

PORTS:

Whenever a player places a Settlement Tile on a space with a Port, they immediately score (1).

If this space is the only or last space of the Settlement they also trigger the Settlement scoring.



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CASTLES

Players gain control of Castles by occupying the most spaces adjacent to the Castle space. If your Tile is the first Tile placed adjacent to a Castle space, place 1 of your Castles on the Castle space to show that you currently have control of the Castle.

If you are placing a Tile adjacent to a Castle space that already has another player's Castle on it, determine which of you now occupies the most Tiles adjacent to the Castle space. If you now occupy more adjacent spaces, you gain control of the Castle. Return the other player's Castle to them and replace it with 1 of your own. If the number of adjacent occupied spaces is equal, ties are broken in favor of the player with the most Energy and Food Farm Tiles adjacent to the Castle space. If players are tied on Energy and Food Farm Tiles, then ties are resolved against the player currently placing the Tile.



Examples:

A *Blue places an Energy Farm Tile next to a Castle space with Pink's Castle on it. Both players have 1 Tile adjacent to the Castle, so they are tied. Pink maintains control of the Castle.*

If, later in the game, Blue placed another Tile adjacent to the Castle, they would then have the most Tiles adjacent to the Castle and would gain control of the Castle, replacing Pink's Castle with their own.

B *Pink and Blue both have 1 Tile adjacent to the Castle. However, Blue's Tile is an Energy Farm Tile while Pink's is a Settlement Tile, so Blue gains control of the Castle by occupying more spaces adjacent to the Castle with Energy and Food Farm Tiles. Blue replaces Pink's Castle with 1 of their own.*

CATHEDRALS

Placing Tiles adjacent to Cathedral spaces allows you to gain Mission Cards, which contain objectives you can complete to earn points. **The first time you place a Tile adjacent to a Cathedral space, place 1 of your Cathedrals on that Cathedral space.** If there is already a Cathedral on that space, stack yours on top of it. Draw 1 Mission Card from the top of the deck, read it privately to learn your mission, then place the card face-down in front of you so that only you know your mission(s).

You can only gain 1 Mission Card from each Cathedral space. Because there are 8 different Cathedral spaces on the Board, you can obtain a maximum of 8 Mission Cards during the game.



Important: You can satisfy the condition on a Mission Card even if you are tied with other players for the condition shown on the card.

3. Drawing Tiles

After you have scored the Tile you placed, conclude your turn by drawing a Tile from your supply into your hand and looking at it privately. You will place this Tile in your next turn. The next player in clockwise order now takes their turn.

FINAL SCORING

THE GAME ENDS

when all players have placed all the Tiles from their supply onto the Board. Players then gain points from the following sources:



Note: When your score reaches 100, flip your Scoring Achievement. If you go over 200, change your Scoring Achievement to 200 and flip it if you reach 300.

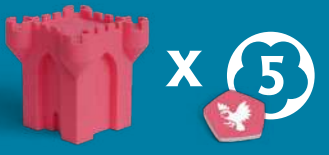
1. Incomplete Settlements

At the end of the game, each Settlement Tile in a Settlement that still has unoccupied spaces is scored as if it were the only Tile in a Small Settlement. In other words, players score points equal to the Influence of the Settlement Tiles they have in incomplete Settlements.



2. Castles

At the end of the game, players score 5 for each Castle they control on the Board.



3. Mission Cards

Finally, players reveal their Mission Cards and score any points they have earned by satisfying their conditions.



Note: Cathedral Bonus Cards score a bonus 3 without needing any condition to be fulfilled.

Once the final scores have been calculated, the player with the most points wins.



Ties for the winner are broken in favor of the player who has control of Edinburgh Castle (marked on the map with the White Shamrock Icon). If one of the players tied for first place control Edinburgh Castle, the player in control of Stirling Castle (marked on the map with the White Shamrock Icon) now wins, **even if they were not tied for first place!**

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RULEBOOK

ADVANCED MODE

REBIRTH

REINER KNIZIA

10+ AGE | 2-4 PLAYERS | 60 MIN

MIGHTY BOARDS



IRELAND

As the Scots work to rebuild their homeland, the Irish clans also seek to revive their Celtic community to its former glory. Which clan will have the biggest impact on the restoration of the Emerald Isle?

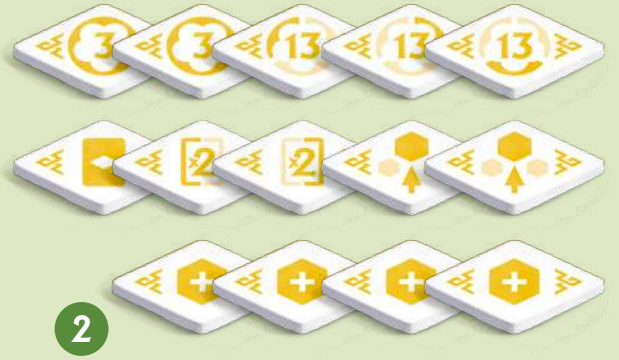
COMPONENTS

The following components are required to play on the Ireland side of the Board.

1. **1 Board**
   Ireland Map
2. **14 Round Tower Bonus Tiles**
   Plus 2 spare blank Tower Tiles
3. **12 Public Mission Cards**
4. **4 Doubling Markers**
   1 per player color



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You will also use these components used in the Scotland version of the game:

- **144 Tiles** - 36 per player color
- **32 Cathedrals** - 8 per player color
- **56 Castles** - 14 per player color
- **4 Clan Boards** - 1 per player color
- **8 Scoring Achievements** - 2 per player color
- **4 Scoring Counters** - 1 per player color
- **4 Player Aid Cards.**

You will not need the Mission Cards used in Scotland.





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SETUP

Points in yellow differ from The Scotland setup (Setup on page 2).

1. Lay out the Board in the middle of the table, Ireland side up.
2. Shuffle the deck of Public Mission Cards, then create a face-up row of these cards above the Board by dealing 8 from the top of the deck. Place the remaining Public Mission Card deck face-down on the Board in the designated spot.
3. Place the Round Tower Bonus Tiles face-down and shuffle them. Then, randomly place 1 Round Tower Bonus Tile on each of the Round Tower spaces on the Board (yellow spaces that feature a Round Tower illustration) and flip them face-up.
4. Each player chooses a color and places their Scoring Counter on the 0 space of the score track that runs around the perimeter of the Board.
5. Each player places the Clan Board and all the Castles and Cathedrals of their color in front of themselves. Then they place the Scoring Achievement with a blank side in its slot next to the Clan Board, blank side up.
6. Each player places the Doubling Marker of their color on their Clan Boards.
7. With 2 players, take 24 Tiles of any unused color and place them face-down on the spaces marked with the yellow hex icon.
8. With 2 and 3 players, each player collects all the Tiles of their color. With 4 players, each player returns the following to the box:
   - 3 Energy Farm Tiles
   - 3 Food Farm Tiles
   - 1 Settlement Tile of each value 1, 2, and 3.
9. Each player places their Tiles face-down and shuffles them.
10. Each player draws 4 of their Tiles, looks at them privately, shuffles them face-down, and places them face-down on their Clan Boards. At this point, any Tiles remaining in front of a player are considered their supply.
11. Each player randomly draws 1 Tile to their hand and looks at it privately.
12. The player who last visited Ireland starts the game. Play progresses clockwise until the end of the game.



Game Summary

Score the most points by strategically placing Tiles to build Energy Farms, grow Food Farms, and establish Settlements. Gain additional points by completing Public Missions for the people of Ireland, gaining control of Castles, and building Offshore Farms. The game ends when every player has placed all their Tiles. Players then compare scores to determine the winner.

Turn Summary

On your turn, you do 3 things in the following order:

1. **Place the Tile from your hand on the Board.**
2. **Score the Tile and check if you have completed a Public Mission.**
3. **Draw 1 tile from your supply to your hand.**

GAMEPLAY

1. Placing Tiles

At the start of your turn, you become the active player. Place the Tile in your hand face-up on an unoccupied space. Follow the rules from the Scotland version of the game for placing Food Farms, Energy Farms, and Settlements (see Placing Tiles on page 2).



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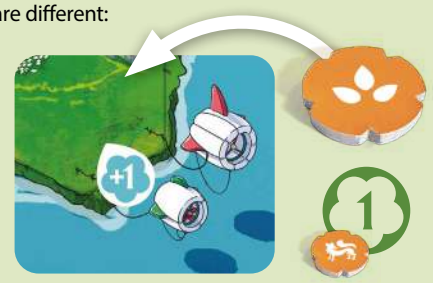
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2. Scoring Tiles

Follow all scoring rules from the Scotland version of the game related to Energy Farms, Food Farms, Settlements, and Castles (see Scoring Tiles on pages 3-4). The following aspects of the Ireland version of the game are different:

OFFSHORE FARMS

These replace Ports from the Scotland version of the game and are scored in the same way. Whenever a player places a Tile on a space featuring a +1, they immediately score 1.



SPRAWLING SETTLEMENTS

Small (single space), Medium (2 spaces), and Large Settlements (3 spaces) all follow the same rules as in the Scotland version of the game (see Scotland page 3). However, Ireland also has Sprawling Settlements marked with a quadruple outline that contain 4 spaces. When all 4 spaces have been occupied, the player with the most Influence in the Settlement scores 12. The player with the second most Influence scores 8. The player with the third most Influence scores 5.



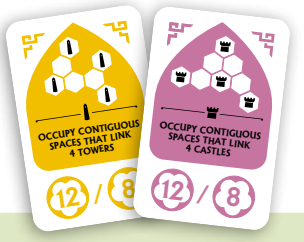
Ties are broken in the same way as in other Settlement types. If there are only 2 players represented in the Sprawling Settlement, the player with the most Influence scores 12 + 5 = 17 and the player with the second most Influence scores 8. If all 4 Tiles in this Settlement belong to a single player they score the total of all the points: 12 + 5 + 8 = 25.



Example: *Blue places the 4th Tile in the Sprawling Settlement and triggers scoring. Since Blue has the highest Influence, Blue scores 12. Pink has the second highest Influence, so scores 8. Orange and Beige are tied, but Beige is sitting closest to Blue (the player who placed the last Tile) in clockwise order, so Beige scores 5 and Orange scores 0.*

PUBLIC MISSION CARDS

When you place a Tile, check if you have completed a mission on 1 or more of the Public Mission Cards in the row above the Board. The first player to complete a mission immediately scores the higher number of points shown on the card, placing 1 of their Cathedrals below the higher number on the card to track this. Any other players who complete that card's mission for the remainder of the game will now score the lower number of points, placing 1 of their Cathedrals below the lower number on the card to show this. While only the first player scores the higher value, any number of players can score the lower value. Each player can satisfy each of the 8 displayed cards only once (no player may have 2 Cathedrals on the same card).



Note: When the condition on a Public Mission Card requires you to link Castles or Round Towers, you do this by occupying a number of contiguous spaces that connect the Round Towers or Castles in question. Castles and Towers themselves do not count as part of the connecting spaces since they can never be occupied by any player.



Example: *Orange has just placed a Food Farm Tile on the Board. They check the row of Public Mission Cards above the Board and notice they just completed a Public Mission Card A. Blue was already the first player to complete this mission at another Tower, so Orange places 1 of their Cathedrals below the lower number 5 and scores that number of points. Orange also notices that their Tile also satisfies another Public Mission Card B. Because they are the first player to have completed this mission, they immediately place 1 of their Cathedrals below the 8 and score that number of points.*

ROUND TOWERS



The first time you occupy a space adjacent to a Round Tower, you may be eligible to activate the associated Round Tower Bonus. Refer to the Round Tower Bonuses table on page 8 for more information on how to activate them. You may activate each Round Tower Bonus once. **Multiple players, however, can activate the same Round Tower Bonus.**

Drawing Tiles

After you have scored the Tile you placed, conclude your turn by drawing a Tile from your supply into your hand and looking at it privately. You will place this Tile in your next turn. The next player in clockwise order now takes their turn.

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ROUND TOWER BONUSES



Place a second Tile (4x)

When you occupy a space adjacent to this Round Tower randomly draw 1 of the 4 Tiles you placed face-down on your Clan Board during setup. Immediately place this Tile, following all rules for placement and scoring.

Important: The "Place a second Tile" ability can only be triggered once per turn. If the second Tile you place in a turn is adjacent to a Tower that grants you this ability, ignore that ability and gain only points for your Tile placement.



Draw 3 Tiles (2x)

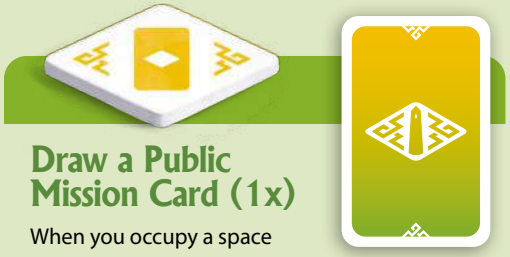
When you occupy a space adjacent to this Round Tower, conclude your turn, then draw 3 new Tiles from your supply (if available) instead of 1. On your next turn, choose 1 Tile as usual, then shuffle the other 2 Tiles back into your supply face down.



Doubling Markers (2x)

When you occupy a space adjacent to both of these Round Towers, place your Doubling Marker above any of the 8 Public Mission Cards that you have **not completed yet**. If you complete this mission later in the game, you score double the points.





Draw a Public Mission Card (1x)

When you occupy a space adjacent to this Round Tower draw the top card of the Public Missions deck, look at it, and place it face-down in front of yourself. This is now considered a Private Mission Card, and only you can score points by completing it. If you are able to complete the mission shown on this card (or have already completed it), you will earn the higher number of points on the card. Only reveal and score your Private Mission at the end of the game.



Score 13 points (3x)

When you occupy a space adjacent to all 3 of these Round Towers, score 13.



Score 3 points (2x)

When you occupy a space adjacent to 1 of these Round Towers, score 3.

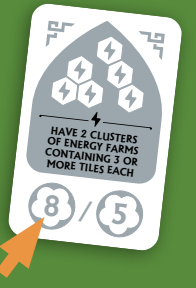
FINAL SCORING

THE GAME ENDS when all players have placed all the Tiles from their supply onto the Board. Players then gain points from the following sources:



1. Incomplete Settlements & Castles

Score Incomplete Settlements and Castles following the rules from the Scotland version of the game (see Final Scoring on page 4).



2. Private Mission Cards

Finally, reveal any Private Mission Cards and score the higher point score shown on the card if you were able to complete the mission.



The player with the most points wins.

Ties are broken in favor of the player who controls Blarney Castle (marked on the map with the White Shamrock Icon ☘). If none of the players tied for first place control Blarney Castle, the player who occupies most spaces adjacent to the Round Tower at the Hill of Tara (marked on the map with the White Shamrock Icon ☘) now wins, **even if they were not tied for first place.** If there is also a tie at the Hill of Tara, then the tied players at the Hill of Tara share the victory.

CREDITS

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