

Sigmorie

REFERENCE SHEET

HELPERS

HELPERS ACTIVATION - GENERAL RULES:

After a player places a die and performs the main action (Hire, Assignment, or Signoria), he may also activate one or more Helpers placed in the same column (see below for a description of the bonuses).

The player may choose which Helpers to activate, if any, but activation must be in order, from top to bottom.

NOTE: Helpers placed on player boards remain there until the end of the game.

IMPORTANT: The player must always perform 1 of the 3 main actions depicted on the Action slot, so he cannot place a die and only activate the Helpers.

Example: Red takes a value-3 turquoise die from the Game Board, and places it on the turquoise action slot of her Player Board. This costs 2 Florins.

She decides to perform the Assignment Action.

She has 3 Helpers in the turquoise column. She could activate them all, but decides to activate only 2 of them: the ones in the upper and middle Helper slots.



The player performs the depicted action (Diplomatic Mission or Marriage), but he does not take the Alliance tile from the city (even if he could).



Instead, he takes one Alliance tile from the stacks next to the board and, without looking at it, places it face down next to the corresponding row (Career or Marriage) of his Player Board.

Reminder: There is no limit to the number of face-down Alliance tiles that can be placed next to a row.



The player rolls 1 white die and has 1 offspring (see page 10, Offspring).



The player scores 1 VP for each of his male meeples placed in the cities.



The player takes one Alliance tile from the stacks next to the board and, without looking at it, places it face down next to a row of his choice (Career or Marriage).



The player uses up to 3 advancement points on the depicted tracks (Initiative or Career).



The player takes 1 meeple (male or female of his choice) from his General Stock and places it in his available supply.



The player uses 1 to 6 advancement points on the depicted track (Initiative or Career) according to the value of the die he just placed.



The player scores 3 VP.



The player receives 3 Florins.

Example: The player places a value-4 die on the gray action slot. He has a disc on this Helper slot, and he decides to activate it. He may use up to 4 advancement points on the Military Track.



The player performs 1 Assignment action of his choice (of any color). He can perform it once, spending 1 meeple (male or female according to what is depicted on the Assignment slot). An Assignment action which requires more than 1 meeple (Marriage, Mission) cannot be performed. See page 2 of this Reference Sheet.

ASSIGNMENT TILES

REMINDER: When the player performs an Assignment action, he **must choose 1 of the 2 Assignments** shown on the tiles in the Assignment Area of the same color of the die just placed, **spend 1 or more meeples** according to the chosen Assignment, and **perform the bonus action depicted on the chosen Assignment**.

The meeples must be male or female according to what is depicted on the Assignment slot, next to the tile.

The number of meeples required is indicated in the bottom right of the tile.

If the tile depicts "...3", it means that the player may spend 1 to 3 meeples and can perform the depicted bonus action a number of times equal to the meeples spent. Otherwise, the player can perform it only once.

EXAMPLE: The tile currently placed on the upper turquoise Assignment slot gives the player 2 advancement points in the Military Track.

The player can place up to 3 meeples back in his General Stock and use 2 advancement points per meeple used.

It is placed on a female Assignment slot, so the spent meeples must be female.

EXAMPLE: The tile currently placed on the lower turquoise Assignment slot allows the player to perform 1 (and only 1) Marriage action. To do so, he must place 2 meeples back in his General Stock. The tile is placed on a male Assignment slot, so the spent meeples must be male.



The player must spend 1, 2, or 3 meeples and use up to 2, 4, or 6 advancement points on the depicted Career track.



The player is not required to use all the points but he must spend at least 1.



The player must spend 1, 2, or 3 meeples and use up to 2, 4, or 6 advancement points on the Initiative track.



The player must spend 1 meeple, take 1 Alliance tile from the stacks next to the board and, without looking at it, place it face down next to a row of his choice (Career or Marriage).



The player must place 1, 2, or 3 meeples in the threshold space on the Game Board (next to the rewards row). This increases his threshold for the end of the **current** round by 3, 6, or 9.



The player must spend 2 meeples and perform the depicted action (Marriage or Diplomatic Mission).



The player must spend 1, 2, or 3 meeples and take 2, 4, or 6 Florins.



The player must spend 1, 2, or 3 meeples and take 1, 2, or 3 meeples (male or female of his choice) from his General Stock, and place them in his available supply.

REWARDS

NOTE: The Reward bonuses are taken in the newly-determined player order. Eligible players can:



Perform the depicted action (Diplomatic Mission or Marriage).



Take 2 meeples (male or female as depicted on the tile) from his General Stock and place them in his available supply.



Use up to the indicated advancement points on the depicted tracks (Career or Initiative).



Take 1 Alliance tile from the stacks next to the board and, without looking at it, place it face down next to a row of his choice (Career or Marriage).



Place 1 Helper disc free of charge on an empty Helper slot of his choice.



Perform an additional action. Remove all dice from Player Boards. Then, each eligible player takes a die from those remaining from the current round and performs an action (Hire, Assignment, or Signoria).

Placing the die is free of charge regardless of the value on the die and on the action slot. The player may also activate the Helpers placed in that same column.



Score 2 VP for each Helper on his Player Board.



Score 4 VP for each different city with a meeple of his color (male or female as depicted on the tile).



Score 2 VP for each of his meeples in the cities (male or female as depicted on the tile).