

Thera Playtest Print and Play

This version of Thera is made so that making and testing this bit-heavy game is as simple as possible. Fortunately, once you've built something in this game, it won't move, so a lot of the movable pieces have been removed in favor of the age old practice of writing things on paper. You'll need to print out a fresh set of player mats and industry building reference for every game, but it's better than giving you files you have to mount on board and the like.

To play Thera, you will need the pdf's in this folder plus the following:

- resource cubes in 4 different colors (blue, gray, brown, white). These represent the 4 different resources used in the game. I suggest having about 8 water/stone per player, and 4 lumber/cloth per player.
- Poker chips or coins to represent drachma. Denominations of 1's, 5's, and 10's work best. Most people will never have more than 20 drachma at any one point, so you don't need many.
- 13 favor tokens to place on the central role wheel.
- 4 Novelty tracker tokens
- a recognition tracker token for each player.

Print and cut the pdf's according to the following:

- **industry-reference.pdf**
 - Print one copy and place it in the center of the table instead of the instructions for "building reference cards and building tiles". If you're playing the basic cards, you'll just be using the top three buildings, but the advanced game will require all ten. When you build an industry building, just mark off one of the boxes to the right of the building cost/reference. That's the number of "copies" of the building available.
- **Building-Reference-sheet**
 - There's a copy of this in the rules, but people should probably be able to reference this if the iconography doesn't make sense. Print out a sheet or three for the group.
- **luxury-buildings-3c.pdf**
 - Print out three copies of this pdf (on thicker paper if you can manage it) and cut out all the luxury buildings. During setup, instead of using a bag and placing the tiles in, just shuffle all the luxuries into a face down deck and use that. When you build a luxury from your hand, instead of placing the tile "built side up" on your mat, just write the name of the building on the location you built it at and slide the piece of paper under your mat. When scoring, just take all the luxuries out from under your mat and score them.
- **luxuryboard.pdf**
 - Just print and cut this out.
- **playermat-5c.pdf**
 - Print out a copy of this for each player. Since you'll be writing on it, either print out multiple copies for each game, or get people to write in pencil and erase it. During play, whenever you build a building (industry or luxury), just write the name of the building on the location you built it in. When you build a road, just mark the printed on road in some way to indicate it's been built.
- **startingtiles.pdf**
 - If you're playing the basic game only, you don't need these. If you are, just print and cut them out (on thicker paper, if possible). The empty starting tiles can be thrown out (They're just part of the grid, and shouldn't be used)
- **wheel.pdf**
 - Just print and cut this out.

Once you've played the game to your satisfaction, I'd appreciate it if you answered the questions in **Playtester Feedback** and emailed them to me (zhoekstra@gmail.com)