

Introduction

While rebuilding the island of Thera after a volcanic eruption, you learn that the Roman Proconsul has heard of your island's rich wines and beautiful architecture and wants to build his summer home at one of the villages currently being constructed. He wishes to build his summer palace at the most beautiful village in Thera.

Thera is a role selection game where you and your fellow islanders race to construct luxury buildings that earn you Recognition, attracting nobles and the attentions of the Roman envoy to your village. The player that earns the most Recognition when the Proconsul appears will win the game!

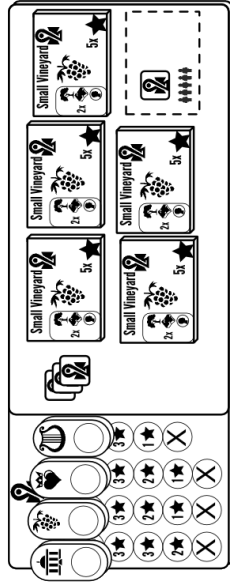
Pieces

- 1 central role wheel, in six interlocking pieces.
- 13 favor tokens
- 1 central sideboard
- 4 novelty tracker tokens
- 5 player island mats
- 5 recognition markers
- 6 divine intervention tokens (For the Divine Intervention variant)
- 1 luxury building bag
- 60 luxury buildings
 - 15 temple luxuries (three of each)
 - 15 vineyard luxuries (three of each)
 - 15 entertainment luxuries (three of each)
 - 15 art luxuries (three of each)
- 10 industry building reference cards
- 39 industry buildings
 - 6 Quarries, Pastures, and Groves
 - 3 each of seven other Industry buildings (For the Advanced Game)
- 30 starting resources tiles (For the Advanced Game)
- 102 resources
 - 30 water (blue)
 - 30 stone (gray)
 - 21 lumber (brown)
 - 21 cloth (white)
- 69 coins
 - 6 ten-drachma coins
 - 15 five-drachma coins
 - 48 one-drachma coins
- 75 roads

First Time?

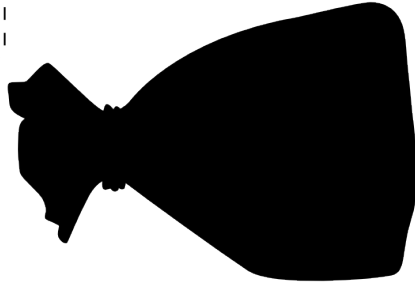
Make sure you play with the Basic Rules your first time playing **Thera**. The setup diagram shows the central setup and a player board for a four player game.

Place the sidebar next to the central role wheel.
Place one novelty tracker token on the highest value spot on each of the four Novelty tracks

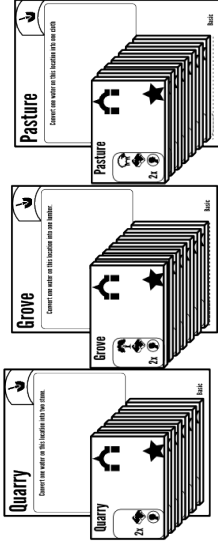


Place all 60 luxury buildings in the bag. Randomly draw and discard tiles according to the table to the right. Then draw one more luxury buildings than there are players from the bag and place them, unbuilt side up, into the luxury pool.

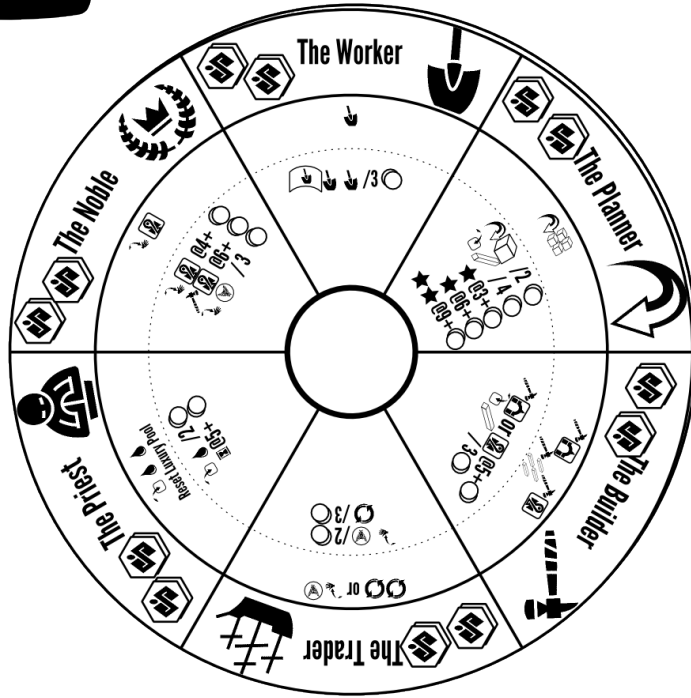
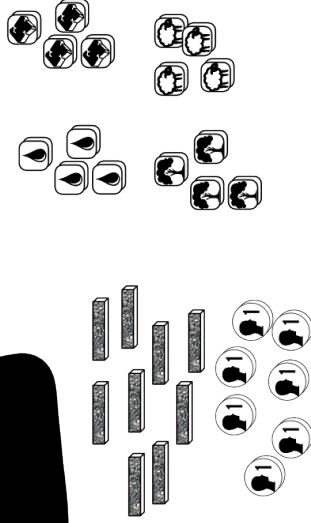
5 Players : 0 luxuries discarded
4 Players : 10 luxuries discarded
3 Players : 20 luxuries discarded
2 Players* : 30 luxuries discarded
*(See 2-Player Variant)



Place the three basic industrial building reference cards (Quarry, Grove, Pasture) in the centre of the table, and place the corresponding building tiles on top of the cards in stacks, "unbuilt" side up. If you are playing the Advanced Game, place the other 7 industrial building reference cards in the centre of the table as well, and place their corresponding building tiles unbuilt side up.

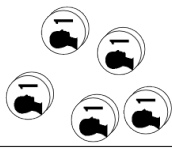
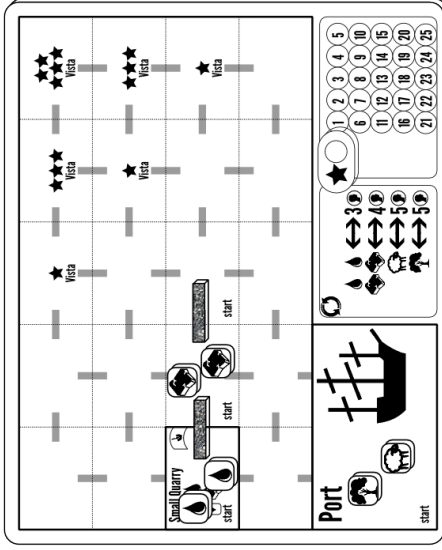


Place the resources, coins and roads in the centre of the table.



Snap the central role wheel together (The roles should read, going clockwise, Priest, Noble, Worker, Planner, Builder, Trader, and back to Priest again), and place it in the center of the table. Place two favor tokens on each of the six roles. Give the 13th favor token to the player who has most recently drunk wine. That person is the start player, and will place the 13th favor token before their first turn.

Every player takes an island mat and places it in front of them.
Every player should also take a Recognition marker and place it on the '0' space of their recognition track. If you are playing the Basic game, place resource cubes and roads onto your island mat and take coins so that it looks like the mat in the setup diagram. If you are playing the advanced version, each player draws 4 starting tiles at random, chooses 2, and places the resources on their mat. (For more details, see Advanced Rules - Starting Tiles)



Core Concepts

Thera is a game with many interlocking mechanics, and requires an understanding of the basic concepts before the detailed rules can be well understood. This is an overview of the concepts and terminology needed to understand the rules. For the detailed rules of the game, start at **Turn Overview (page xx)**.

Recognition



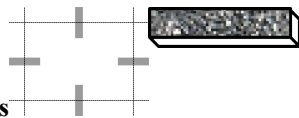
Players race to earn recognition before the Roman proconsul arrives. The player that earns the most recognition wins the game. The main way to earn recognition is by building Luxuries, although there are other ways to earn bonus Recognition.

Roles and Phases



The six roles (Priest, Noble, Worker, Planner, Builder, and Trader) are the key mechanism in **Thera** for performing *actions*. Each turn, one player will choose a role for all players to perform during the role phase. The player who selected the role for this turn is known as the *favoured player*, and will be able to perform additional special actions. In the advanced game, players can also build Industry buildings that grant additional special actions.

Locations and Roads



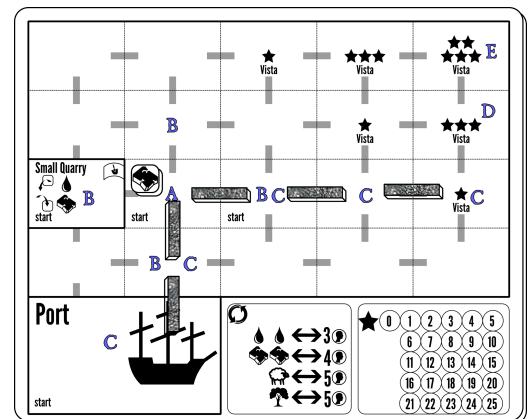
Each player has an island mat with 21 locations (the squares on your mat) and unbuilt roads connecting all of the locations (the gray printed rectangles between the squares). Each location can have up to one building built on it, and can hold any number of resources. Two of your locations start with buildings already built (The Small Quarry and the Port). Roads connect locations, and can be either *unbuilt* (a gray, printed on rectangle) or *built* (with a wooden road piece placed on them). All roads on your island start unbuilt, but can become built during the Builder phase.

The six location in the top right of your island are marked as Vista Locations. These vista location provide bonus recognition when Luxury Buildings are built on them. See **Vista Recognition Bonus (page xx)** for more details.

Adjacent and Connected Locations

A location is *adjacent* to another location if there is a single road (either built or unbuilt) connecting the two. A location is *connected* to another location if there is a unbroken route of built roads between the two locations.

example: In the diagram, the locations marked B are **adjacent** to the location marked A. The locations marked C are **connected** to the location marked A.



Resources



In **Thera**, the roads twist and turn around the buildings in town, and there are few places where someone can easily transport materials. Because of this, resources in **Thera** (water, stone, cloth, and lumber) are not kept in front of you but are placed on locations on your island mat. The resources must then be moved to the desired location before they can be used. Drachma (coins) are the exception to this rule. When you receive drachma, keep them in your hand to the side of your island, and when you spend drachma, simply discard the appropriate amount.

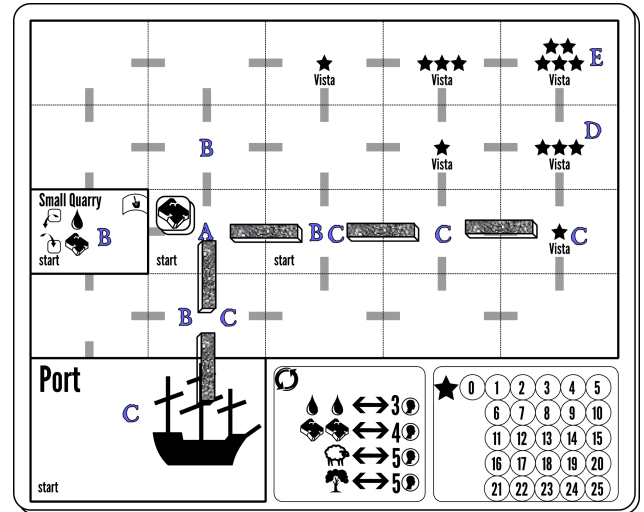
Moving Resources

Resources can be moved around your island during the Planner phase. Moving a resource consists of *either*:

1. Moving a resource to an *adjacent space* (across one unbuilt road)
2. Moving a resource to a *connected space* (across as many built roads as you want)

It is possible through special actions to move a resource multiple times during a single phase. For example, you could move a resource across multiple built roads followed by a second move of the same resource across an unbuilt road.

example: In the diagram, you could use a single move to get the stone in the location marked A to any of the spaces marked B or C. If you wanted to get the resource to the location marked D, you would need two moves - one to move it across the built roads to the farthest location marked C, and another move to get to the location marked D. Getting the stone to the location marked E would require three moves - two moves to get the stone to D, and a third move to get it to the location marked E.

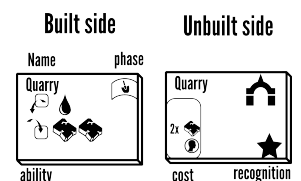


Buildings

Buildings are the driving force behind **Thera** - they provide resources, additional abilities, and Recognition. There are two types of buildings; *Industry Buildings*, which can always be built provided they are available in the central pool, and *Luxury Buildings*, which can only be constructed if you have an unbuilt one in your hand. Regardless of type, buildings have two sides - an *unbuilt* and a *built* side. The unbuilt side contains the cost of the building and the Recognition this building earns you at the end of the game. The built side contains information that is useful when the building is built on your island. You can construct buildings onto empty locations during the Builder phase. In order to construct a building, you must have resources equal to the cost of a building on the building site and enough drachma in your hand. Remove the resources, spend the drachma, and place the building on the building site built side up.

Industry Buildings

Industry buildings provide resources and abilities that allow Luxury buildings to be constructed. In the beginner game, only 3 industry buildings exist: the Quarry, the Grove, and the Pasture. In the advanced game, additional buildings will be available that give you additional actions during certain phases. On the built side, an industry building has an action and the phase in which that building provides the action.

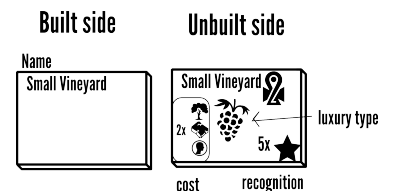


Industry buildings start unbuilt and accessible to all players in the central building pool. You may construct any unbuilt industry building you like during the Builder phase as long as an unbuilt copy is available.

Luxury Buildings

Luxury buildings are the main source of Recognition for your island. Unlike Industry buildings, you must have taken a luxury building during the Noble phase and have it in your hand in order to build it.

All Luxury buildings come in one of four Novelty types; Temples, Vineyards, Entertainment, and Art.



Novelty Recognition Bonuses

As anyone in marketing will tell you, getting your product out before your competition is incredibly important to your success. When constructing a Luxury building, you earn additional Recognition according to the current Novelty value of that type of Luxury, found on the Luxury board. After earning the Recognition, move the Novelty marker for that Luxury type down one space. If multiple people construct a luxury during the same phase, they all earn the full Novelty bonus. The marker is only moved one space down the Novelty track, even if more than one of the same Novelty type was built that phase.



Vista Recognition Bonuses

It helps to have a good view of the Caldera, but only if people can get to your Luxury. When you construct a Luxury building, if it is built on a Vista location *and* the location is connected to your Port, you immediately earn bonus Recognition equal to the value of the Vista location.



Turn Overview

On your turn, choose one of the six roles in the central wheel to be the phase for your turn. The very first player to take their turn places the 13th favor token on the role they chose. Every player, including yourself, performs the normal action/s for the role. You are the *avored player* and receive additional special actions based on how many favor tokens are on the role when it is chosen. You may spend drachma to gain additional temporary favor equal to the amount of drachma you have spent. Turn the coins to the side marked with the favor symbol and place them on the role to remind you of how much favor you have this turn. You may perform actions during a phase in any order that you wish

Most phases and actions can be done by all players at the same time. However, if a situation arises where the order in which players perform actions matters, you (the favored player) performs all of your actions first, followed by the player to your left, and so on clockwise around the table.

Once everyone has performed their actions, check to see if anyone built any luxury buildings this turn. They score the current novelty value of the luxury type for each of the luxury buildings constructed this turn. Move the novelty tracker for any building type built this turn down one space on the Novelty track.

Finally, discard any temporary favor on the role, take all the favor tokens from the action selected and distribute them clockwise around the role wheel. To distribute favor tokens, place one token in the role next to the role you selected, one in the role after that one, and so on until all favor tokens have been redistributed. The player to your left now chooses the role for the next turn.

example: You selected the Planner role while it had three favor tokens on it, and spent three drachma. You have a total of six favor for this role, and receive three extra moves, one extra road, and two bonus recognition overall. After everyone has completed their movement, you discard the extra favor, remove all the favor tokens on the Planner, and place one favor token on the Builder, the Trader, and the Priest.

Endgame

Play continues until the last Luxury building is drawn from the Luxury bag. At that point, every player except the current player gets to take one more turn (the current player gets to take any actions that happen during the phases like normal), and then the game is over. Players flip over all their buildings and add together the Recognition on buildings they have built as well as any bonus recognition they earned during the game. Players also receive $\frac{1}{4}$ Recognition for every drachma they have left. There is no penalty for unbuilt luxury building in your hand. The player with the most Recognition has convinced the Roman proconsul to build his summer palace in their village and wins the game.

Roles and Actions



The Priest

The Priest prays for rain and measures the passing of time. She can also advise the Proconsul to arrive sooner than expected should her favored wish so.

Neutral Actions (performed once before any player takes their turn):

- Discard any Luxury buildings that may be left in the Luxury pool and refill the pool with Luxury buildings from the Luxury bag. If the last Luxury building is drawn from the Luxury bag, the game is nearly over (See Endgame).

Normal Actions (performed by every player):

- Take two water from the supply and place them into *any* location on your island. You may place these two water on the same location, or on different locations as you choose.

Favored Actions (performed by the favored player):

- For every two (2) favor on the Priest, place an additional water onto your island. Like the normal action, you may place this water wherever you wish.

- If there are five (5) or more favor on the Priest, you may cause the Roman envoy to appear sooner by drawing and discarding from the Luxury bag one tile for every player in the game, plus one. If the last Luxury building is drawn from the Luxury bag, the game is nearly over (See Endgame).

example: During your turn, you choose the Priest with five favor tokens as your role in a four-player game, starting the Priest phase. First, you discard all the luxury tiles still in the luxury pool, then draw a new set of five luxury buildings to replace them. You then have the option of drawing and discarding a further five luxury buildings from the bag. After this, all other players get two water to place on their island, while you get four water - two for the base plus another two from the favor tokens.



The Noble

The Nobles on the island demand that certain luxuries be built, and can provide funds and time to construct them to their favored.

Normal Actions (performed by every player):

- Take one luxury building from the luxury pool, and add it unbuilt side up to your hand. This action is taken in turn order, so the favored player gets first pick of the available luxuries, and the player to his right gets last pick. If after every player has picked a luxury, there are any luxuries left in the pool, discard them. The luxury pool is only refilled once the Priest has been taken again.

Favored Actions (performed by the favored player):

- If there are four (4) or more favor on the Noble, you may take an additional luxury from the luxury pool and keep it in your hand. This happens before any other player picks a luxury, so you get to pick the first two luxuries.
- If there are six (6) or more favor on the Noble, you may construct a luxury from your hand, provided you have the appropriate resources on an empty location. This can be a luxury you had in your hand prior to the Noble phase, or a luxury you just picked. As with any normal build, if you built this luxury on a Vista that is currently connected to the port, you score the vista recognition bonus for this location.
- For every three (3) favor on the Noble, take a drachma from the supply.


example: during your turn you select the Noble with four favor tokens and spend two drachma to bring the total favor up to six. First, because you have at least four favor, you choose two of the luxury buildings in the luxury pool and take them, unbuilt, into your hand. Then every other player, in clockwise order, chooses and takes a building into their hand. If there was a luxury building left, it would be discarded, but you selected a second luxury so there wasn't. You then receive two drachma and have the option of building a luxury building, provided you have the resources necessary on an empty location.



The Worker

The worker keeps his men hydrated, and generates the resources needed to build buildings and roads. To his favored, he can convince his men to work harder than normal.


Normal Actions (performed by every player):

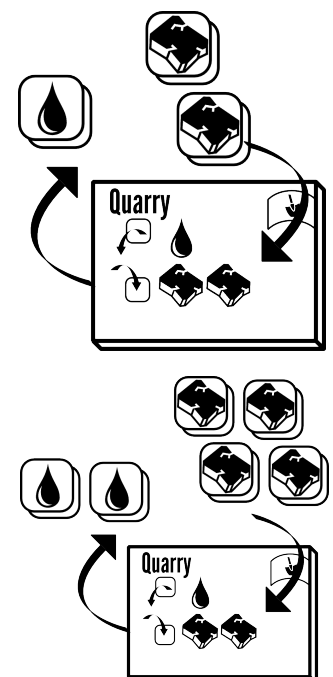
- All Industry buildings with the  symbol activate and provide you with their printed actions. In the basic game, these are all of the Industry buildings. Each basic Worker building removes a water from their location to add the printed resources to their location (ie. the Small Quarry that you start the game with converts one water into one stone, the Quarry converts one water into two stone, the Grove converts one water into one lumber, and the Pasture converts one water into one cloth). If there is no water on the building when it activates, no resources are produced.

Favored Actions (performed by the favored player):

- For every three (3) favor on the Worker, choose a Small Quarry, Quarry, Grove, or Pasture. This building may activate twice this phase instead of only once, converting two water into double the normal resources it would normally. If you gain multiple uses of this action, you must select different buildings for each ability.

example: During your turn, you select the Worker with three favor tokens as your role. Every player's

Industry buildings with the  symbol activates. You choose to activate your Quarry twice this turn, converting two of the water on it into four stone. Your Small Quarry and your Grove each activate once as well, converting one water into one stone and one lumber, respectively.





The Planner

The Planner decides where resources are best served, moving them to different parts of his island. For his favored, he can pull strings and build the roads needed to move resources to where they are needed sooner than normal.

Normal Actions (performed by every player):

You may move *every* resource on your island mat *once*. Moving a resource consists of *either*

1. Moving a resource to an *adjacent space* (across one unbuilt road)
2. Moving a resource to a *connected space* (across as many built roads as you want)

Favored Actions (performed by the favored player):

- For every two (2) favor on the Planner, you may choose one resource on your island and move it an additional time. If you gain multiple uses of this action, you may split these between resources as you wish.
- For every four (4) favor on the Planner, you may construct a free road by placing a built road onto *any* unbuilt road on your island. You do not pay any stone for roads built this way. This action may be taken before you move resources.
- If there are three (3) or more favor on the Planner, you receive one bonus Recognition.
- If there are six (6) or more favor on the Planner, you receive one bonus Recognition. This is cumulative with the other favored Planner actions that give you bonus Recognition, so you would receive two bonus Recognition overall.
- If there are nine (9) or more favor on the Planner, you receive two bonus Recognition. This is cumulative with the other favored Planner actions that give you bonus Recognition, so you would receive four bonus recognition overall.

example: During your turn, you select the Planner role with three favor tokens, and pay an additional six drachma to bring your total favor for this phase up to nine. Every other player gets to move every resource on their island once. You get to as well, but you also get to choose 4 resources and move them an additional time. You could also, if you wanted, move one resource 2 additional times and two other resource one additional time. You choose to move 2 resources across an unbuilt road so you can build a luxury on a vista sooner. You also get to build 2 free roads wherever you want, before you move any of your goods. In addition to that, you also get four bonus recognition.



The Builder

The Builder uses resources generated by the Worker to build buildings, luxuries, and roads. For his favored, he can build more buildings and roads than normal.

Normal Actions (performed by every player):

- You may construct *one* Industry building from the central pool by spending the cost of the building with resources from an empty space and drachma from your hand. Take the building tile and place it, built side up, on the empty space you removed the resources from.
- You may construct *one* Luxury building from your hand by spending the cost of the building with resources from an empty space and drachma from your hand. Take the building tile and place it, built side up, on the empty space you removed the resources from. If you built this luxury on a Vista that is currently connected to the port, you score the vista recognition bonus for this location.
- You may construct *as many roads as you want*. You construct a road by spending a stone from a location and placing a built road onto an unbuilt road between the space you removed the stone from and an adjacent location.

Favored Actions (performed by the favored player):

- If there are five (5) or more favor on the Builder, you may construct either an additional Industry or Luxury building, using the rules mentioned above on the normal actions section. This allows you to build a second Industry or Luxury building during a single Builder phase.
- For every three (3) favor on the Builder, you may construct a free road by placing a built road onto *any* unbuilt road on your island. You do not pay any stone for roads built this way.

During your turn, you select the Builder role with six favor tokens on it. Every player gets to build one Industry Building, one Luxury building, and as many roads as they want. You do as well, but you may also build an additional building of your choice, and two free roads.



The Trader

The Trader haggles with the merchants in Greece for resources that his island can not yet provide. His favored receive more money and the possibility to buy/sell more resources.

Normal Actions (performed by every player):

- You may either take one free drachma from the supply *or* trade twice. When you trade, you may either sell resource/s by removing it from your Port and taking drachma equal to the trade rate or buy resource/s by spending drachma equal to the trade rate and placing the resource/s on your Port. Each conversion of resource/s to drachma or vice versa is considered a trade. (ex: If you wanted to buy two lumber, you would have to take two trades and spend ten drachma to place two lumber on your Port)

Favored Actions (performed by the favored player):

- For every two (2) favor on the Trader, take one free drachma from the supply.
- For every three (3) favor, you may trade once. You may use these trades even if you took the free drachma during the normal trading action.

example: During your turn, you select the Trader role with three favor tokens on it. Each player may either trade twice or take a single free drachma. You first receive a free drachma just for having favor, and then choose to trade twice. You sell a lumber on your port for five drachma, then buy two stone, placing them on your port, for four drachma. Those were your two normal trade actions, but you have a third. You choose to buy a cloth for five drachma as well.

Advanced Game

It is highly suggested that you play the beginner game at least once before playing the Advanced game. Certain concepts and abilities in the Advanced game are difficult to grasp unless you understand the flow and strategy of the overall game.



Starting Resource Tiles

Instead of starting with the beginner setup, shuffle the starting resource tiles and give four tiles at random to each player. Select two of your tiles and take the buildings, resources, and drachma on those tiles.

- Buildings must be placed on one of the two empty locations with the “start” symbol. You may not place two buildings in the same location.
- Resources must be placed on the four locations labeled with the “start” symbol. You may allocate resources to a space with a building, either one of the starting buildings or a building you have received through a starting tile.
- Drachma is taken from the supply and kept in your hand.

Advanced Industrial Buildings

In the advanced game, seven additional Industry buildings may be built in addition to the Quarry, Grove, and Pasture. Each of these buildings has an action that the owner of the building may perform during the phase shown in the banner icon. Each building may perform its action once when its phase has been selected. However, if you have built multiple building of the same type, you can take the action multiple times.

Building Reference

The Priest:

- *Spring*: You may take two water from the supply. Place this water on location/s adjacent to the Spring.
- *Customs House*: After the Luxury pool has been refilled, you may swap an unbuilt luxury building in your hand with a luxury building from the pool. If multiple people have built the Customs house, they perform this action in turn order.

The Noble:

- No Industry buildings exist for this phase... yet.

The Worker:

- *Small Quarry*: Convert one water on this location into one stone.
- *Quarry*: Convert one water on this location into two stone.
- *Grove*: Convert one water on this location into one lumber.
- *Pasture*: Convert one water on this location into one cloth.
- *Housing*: All adjacent Small Quarries, Quarries, Pastures, and Groves may activate twice during the Worker phase instead of once, consuming two water and doubling its normal output. Like the regular favored ability, you cannot double a building this way more than once.

The Planner:

- *Crossroads*: You may move every resource on or adjacent to this location once. You may activate this building before or after any other movement effects you may perform.

The Builder:

- *Architect*: You may construct a Luxury building in an empty location adjacent to this location. Like a normal construction action, you must have the resources available in the empty location in order to construct there.

The Trader:

- *Tradehouse*: You may trade once. This trade can be taken even if you took a free drachma during your normal trader action. In addition, whenever you buy resources with *any* trade, not just the trade you receive as part of this building, the resources cost one less drachma than they would normally.
- *Bank*: Take two free drachma from the supply.
- *Port*: When you buy resources with a trade, the resources are placed on your port. When you sell resources with a trade, the resources must be at your port.

Variants

Two Player Thera

Two Player Thera plays almost exactly like regular Thera, except with one rule difference.

While taking your turn, make a note of the role that the last Favor token lands on while being redistributed. After your normal turn, that role’s phase is started, with you and your opponent taking the normal actions, special actions, and building actions associated with that role. Neither player gets any favored actions. After you and your opponent are done taking that phases actions, redistribute the favor tokens on that action as normal. It is now your opponents turn. In this way, each player will activate two phases - one that they select normally, and one that is determined by the number of favor tokens on the first. Spending drachma for temporary favor does not change what role is selected after the first.

Divine Intervention

When playing against a new or inexperienced player, they will often find that their resources are not quite in the right place to keep up with the rest of the players. As a handicap, you may give new or inexperienced players one or two *Divine Intervention* tokens. At any point in the game, before the owner of the token performs the normal actions of the phase that was chosen, they may discard a Divine Intervention token to move every resource on their island once.



Different/Randomized Role Wheel

Normally, the role wheel needs to be fit together so that the roles are in the following order; Priest, Noble, Worker, Planner, Builder, Trader. If you desire a stranger game, change or randomize the order of the actions. This produces a wilder, less predictable game.

Longer/Shorter Games

If you desire a longer/shorter game, change the number of Luxury buildings that are discarded from the bag. The “Short Game” is a fast, frantic race to be the first to construct luxury buildings and where role selection is critical. The “Long game” is a more methodical game where building an efficient engine is more important to winning the game. There are not enough luxury buildings to play the Long game with 5 players.

Players	2	3	4	5
Short Game: # luxuries discarded	36	28	20	12
Long Game: # luxuries discarded	24	12	0	N/A