

2-4 players • 14+ years • 30-60 min



# criptoria

a game by Fabien Clavel

## 1166 • Dalheim Abbey

*This double monastery welcomes monks and nuns in scriptoria\*, rooms reserved for writing.*

*A mysterious patron has ordered several copies of an ancient text.*


*You are part of the copyists and try to complete the composition of these manuscripts in an almost impossible time.*

*You strive to be the most talented to create the most sublime page of illumination.*

*\* scriptoria : plural of scriptorium, from Latin «to write».*

*It is not only the survival of your abbey that is at stake,  
but also your honour as an artist.*

## Goal of the game

The copyist with the highest number of Illumination points   
wins the game..

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Game development : Florent Cautela

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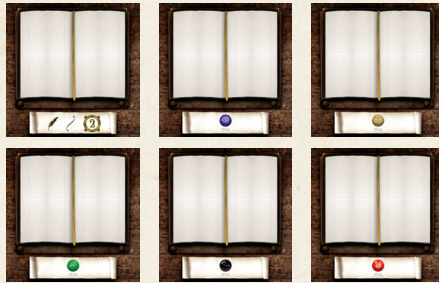
We would like to thank : Anna Maros pour avoir lancé l'idée d'un jeu sur la calligraphie, Soline Lau-Suchet pour avoir suggéré d'ajouter des péchés, Vincent Bonnard pour la variante Maître, à tous les testeurs, Sandra, Annick, Céline, Mariéthé, Anna, Samuel, Loréna, Mathias, Maëlle, Lauriane, Valérie, Flora, Anne-Laurence, Ilya, Michaël, Marion, Laurent, Sylvain

# Contents

- ◆ 1 Scriptorium board



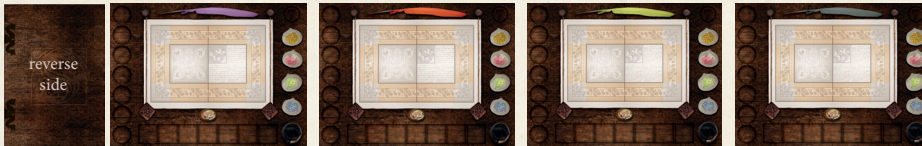
- ◆ 6 Lectern boards



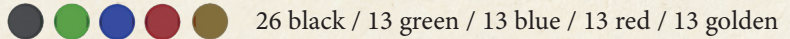
- ◆ 1 Cup board



- ◆ 4 Scroll boards folded



- ◆ 78 Ink beads



- ◆ 140 Sketch tiles

60 borders    26 corners    20 texts    28 miniatures    6 dropcaps



- ◆ 15 Achievement tiles



- ◆ 1 Grimoire piece



- ◆ 4 Copyist pieces :  
gray / orange / light green / purple



- ◆ 1 Quill piece



- ◆ 12 Help tokens



- ◆ 1 Ink bag



- ◆ 1 Sketch bag



Score track

Collective Achievements pile

Collective Sketches pile

Library



Sketches

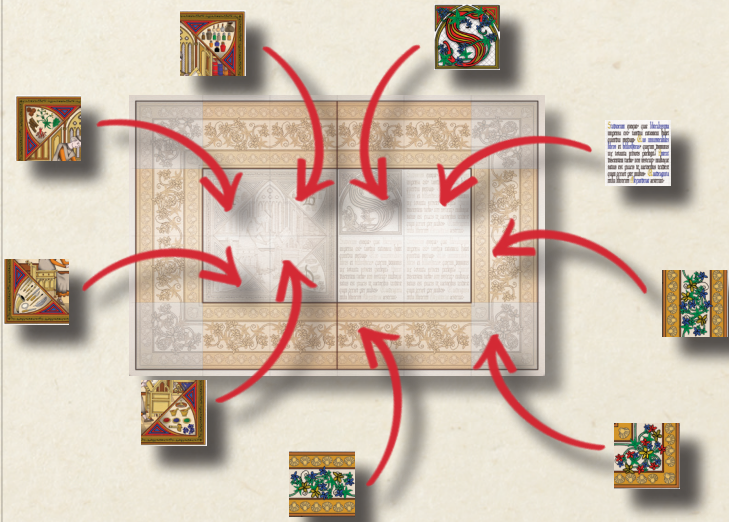
Ink stock

Material (Appendix I)

Help tokens

Sketch Stock

Grimoire piece



Ink

Ink

Ink

Sketch type

Illumination points

Cost in Ink



Nota Bene :The Corner and Border Sketches can be rotated to match any Corner or Border location allocated to them on the Scroll. The Text Sketches can be placed indifferently on all three Text locations on the Scroll.

# Set-up at the beginning of the game

*Set-up for 3 players.*

*Examples also apply for 3 players.*

*At the beginning there was the Verb.*

**1** Place the Scriptorium board and the Cup board on the side of the table. Place the Achievements on the Scriptorium, sorted by category and by decreasing number of Illumination points (5 points, then 3, then 2).

**2** Place all Sketch Tiles in the Sketches bag.

- ◆ For 2 Copyists, draw 20 Sketches
- ◆ For 3 Copyists, draw 12 Sketches
- ◆ For 4 Copyists, skip this step

Stack these Sketches on the Scriptorium board in their allocated spots (Borders on the Border square, Corners on the Corner square, etc.) with the Illumination points facing up.

**3** Each Copyist receives a Scroll board and a Copyist piece of matching colours. The Copyist pieces are placed at the beginning of the score track. Each Copyist then takes the 3 Help tokens and places them on their slot, with the Illumination points facing up.

**4** If you have written a manuscript more recently than the other Copyists, you receive the Quill, become an Archivist and play first.



5

4

1



# Set-up at the beginning of the game

*A game is made of Days (usually seven) divided into Hours.*

*Steps 5 to 7 are repeated at the beginning of each Day.*



**5•** Randomly pick up Lecterns..

- ◆ For 2 Copyists, draw 3 Lecterns
- ◆ For 3 Copyists, draw 4 Lecterns
- ◆ For 4 Copyists, draw 5 Lecterns

Set aside the Lectern or Lecterns that are not used that Day.  
Randomly draw 4 Sketches per Lectern from the Sketches bag  
and lay them out with the Illumination points facing up.

**6•** Place all the Inks in the Ink Bag (except those that might be  
in the Copyists' stocks). Then draw:

- ◆ For 2 Copyists, 11 Inks
- ◆ For 3 Copyists, 17 Inks
- ◆ For 4 Copyists, 23 Inks

Place them on the Cup board in the allocated spots.

**7•** Finally, place the Grimoire in the center of the Cup.

## First Hour: Inks

*It is time to divide up the inks obtained from madder, copper, lapis lazuli, lampblack or gold in a fair manner.*

*Of course, it may be prudent to retire early to study the art of illumination.*

**1.** Starting with the Archivist, and continuing clockwise, each Copyist takes **up to 2 different Inks from the Cup**. **Gold and black Inks can't be taken at the same time**. The Inks are placed in the Stock of one's Scroll.

*Example 1 : There are 2 red Inks left in the Cup. Sister Alexandra can only take one. Sister Anna takes the last one. The first Hour is over.*

*Example 2 : There are 2 gold, 2 black, 1 red and 1 blue Inks left in the Cup. Brother Fabianus takes 1 gold and 1 red. Brother Florentius takes 1 black and 1 blue. There are 1 black and 1 gold left. Brother Philippus must choose one or the other. And the next Copyist takes the remaining Ink. The first Hour is over.*

*Each Copyist takes up to 2 different Inks in turns. One cannot take at the same time a gold ink and a black ink.*



**2.** When it's your turn, you may decide to withdraw to study. You do not take any Ink, but the Grimoire, and do not participate in this Hour any more. The other Copyists continue without you until the Ink runs out.

*Example 3 : There is 1 gold, 1 black, 2 red, 1 green and 1 blue Inks left in the Cup. Sister Anna takes 1 gold and 1 red Inks. Sister Alexandra takes 1 black and 1 blue. There are 1 red and 1 green Inks left. Sister Solina decides to study: she takes the Grimoire. Sister Anna takes the remaining red and green Inks. The first Hour is over.*

*If any Copyist takes the Grimoire, the distribution of Ink skips their turn.*

## Second Hour: Lecterns

Now the Copyists divide up the templates of the sketches, as well as the necessary supplies. Out of charity, we do not choose for ourselves, but for others.

**1**• If you have the Grimoire, you're first to pick your Lectern. You keep this Lectern, which becomes unavailable. If no one has taken the Grimoire, skip this step.

*A copyist who has the Grimoire picks their Lectern before the other Copyists.*



**2**• The Archivist chooses an available Lectern and gives it to another Copyist who still doesn't have a Lectern. Then, the latter repeats the procedure, and so on until every Copyist has **one, and only one**, Lectern. It may happen that a single Copyist gives out two Lecterns during a single Hour. Copyists cannot refuse the given Lectern.

*Each Copyist in his or her turn assigns a Lectern to another Copyist who in turn assigns a Lectern.*

*Example 4 : Brother Fabianus gives Brother Florentius a Lectern. In turn, Brother Florentius gives Brother Philippus a Lectern. The latter must give Brother Fabianus a Lectern.*

*Example 5 : Sister Alexandra gives Sister Anna a Lectern. In turn, Sister Anna gives Sister Alexandra a Lectern. The latter now must give Sister Solina a Lectern.*

**3**• The Sketches remain on the assigned Lecterns. The last Lectern not to have been attributed is discarded and its Sketches are placed on the Scriptorium.


*The last Lectern is discarded and its Sketches are placed on the Scriptorium.*

## Last Hour: Illuminations

*It is time for the copyists to use their inks and their inkwells to illuminate their pages.*

*They use their fortitude to achieve elements of their Scroll.*

*Temperance prevents them from accumulating Sketches and Inks.*

**1** Starting with the Archivist, and going clockwise, you may accomplish Sketches. You may pick the Sketches from your Lectern or from your personal stock. There is no limit to the number of Sketches you may accomplish within one same turn. **Each Sketch displays with a cost in Ink and a gain in Illumination points** . Sketches must be placed according to the display rules (a Corner in a corner, a Border on a border, etc.) You may place only one Sketch in a same slot of the Scroll.

*Nota Bene : a Corner Sketch can be placed on any free corner among the 4 corner slots of the Scroll. Likewise, a Border Sketch can be placed on any free border among the border slot of the Scroll.*

*Each Copyist accomplishes as many Sketches as they wish while spending the required amount in Ink. The number of points written on each Sketch is scored.*



*Placed tiles*

*Nota Bene : it is advised to place the tiles with the right side up on the Scroll and to place the necessary Inks on top of the tile before counting the Illumination points.*

**2** The Inks that have been used are placed back inside the bag. You may use your Supplies at that moment (see “Appendix I: Supplies”) and benefit from one or more Help tokens (see “Appendix II: Help”).

*Supplies allow not to use the Inks of a certain colour. A Help token allows you to get a Sketch back from the stock Scriptorium or from another Copyist's stock.*

**3** Golden Ink can replace any other Ink while completing your Illumination, **except for black Ink.**

*Golden Ink replaces any other Ink except black Ink..*



## Course of a day

4• For Border Sketches only, you may decide:

- either you spend the necessary Inks and get the Illumination points;
- or you just place the tile without spending the Inks and you don't get the Illumination points.

In any case, these tiles can help you win an Achievement (see "Appendix III: Achievement").

*Example 6 : Brother Fabianus has two Border Sketches. He decides to execute the first one paying the cost in Inks (1 black, 1 golden and 1 green). He thus gets 3 Illumination points. Yet, he doesn't want to pay the cost of the second Border Sketch. He then places it for free on a free spot of his Scroll but doesn't get any points.*



5• Once you are done with your Sketches, place the potential remaining Sketches of your Lectern in your stock.

## End of the day

1• At the end of the day, you may only keep in your stock no more than 7 Inks and 7 Sketches (sometimes less, see "Appendix III: Achievement").

You must discard the extra Inks in the Ink bag. The extra Sketches are discarded on the dedicated spot on the Scriptorium.

2• The Archivist passes the Quill directly on to their left (unless the Quill Supply is being used) and you start over at the First Hour.

*The Border Sketches may either:*

- *be used while spending the requested Inks and getting the indicated amount of points.*
- *be used without spending Ink; in that case the player gets no point.*

*Your stock is limited to:  
7 Inks*

*7 Sketches (sometimes less if you already have Achievements)*



## Appendix I : Supplies

**Nota Bene :** Supplies may only be used during your turn in the Last Hour; you may not save it for later.



The red Inkwell  
you don't spend any red Ink during your turn.



The black Inkwell  
you don't spend any black Ink during your turn.



The blue Inkwell  
you don't spend any blue Ink during your turn.



The gold leaf  
you don't spend any golden Ink when it's your turn (except if it is meant to replace another colour).



The green Inkwell  
you don't spend any green Ink during your turn.




The quill  
you become the Archivist at the beginning of the next Day  
OR you get 2 Illumination points



*Get 2 Illumination points*

## Appendix II : Help

During the last Hour, each Copyist may, when it's their turn, spend one or more Help tokens to receive additional Sketches.

- If you want to take a Sketch from the **Scriptorium**, turn over one of your still available Help tokens on the Index side. 
- Then, the Sketch goes to your own stock. You may draw it immediately or keep it within the limits of your stock. The Scriptorium's Sketches can be viewed **at any time**.
- **If you take a Sketch** from another Copyist's stock, hand them over one of your still available Help tokens. It will be placed on the other Copyist's Scroll with the Illumination points side up.

**Nota Bene :** you cannot take a Sketch from a Lectern.



## Appendix III : Achievement

During the Last Hour, when you finish a part of your Illumination, you immediately take the first corresponding Achievement tile (the one that's on top of the pile). If you finish several parts within the same turn, you take several Achievement tiles. Each tile gives a bonus in Illumination points that will only be taken into account at the end of the game. The Achievement tile is then placed in the Sketches stock of your Scroll and uses up a spot until the end of the game. If the stock is full, you must discard as many Sketches as necessary to provide space for your Achievements.



left frieze



right frieze



dropcaps + texts




miniature



full manuscript

## End of the game

The game ends at the end of a Day when at least one Illumination has been finished or, less often, if the Sketches bag is empty at the end of a Day.

At the end of the game, starting with the Archivist, the number of Illumination points already gained with Sketches is modified by adding to the score the Illumination points of the Achievement tiles and by adding 2 Illumination points per unused Help token (on the 2 IP side). 

If your Copyist piece exceeds 66, continue to count your points at the beginning of the score track.

If it's your Copyist who has the most Illumination points, you win. In the event of a draw, there are several winners.

*The game ends  
at the end of the Day when:  
- at least one Manuscript  
is completed  
- the Sketches bag is empty*

## Master variant

For increased mastery, you can place on the table the Lecterns that haven't been drawn in the previous turn and randomly complete the number with Lecterns that have already been used during the Day that has just been played.

## Rule with 2 copyists

The rules are the same, with the difference that during the Second Hour, if you have the Grimoire you'll be the first to choose your Lectern. Then the other Copyist chooses their Lectern among the two Lecterns left. If no one has taken the Grimoire you simply follow the usual rules.



## The Hell of the Library

*In order to find out what is hiding behind the black door of the Hell of your Library, you must reach 66 Illumination points. This score is very hard to get. With each new game, the Copyist pieces move forward: 2 points for each game played. When Copyists with different experiences play together, all the pieces are moved forward following the highest level of experience. If any Copyist reaches square 66, you are allowed to enter the Hell of the Library...*

# Reminder of game turn

## Set-up at the beginning of the game

1. Place the Achievements on the Scriptorium in decreasing order
2. Place Sketches on the Scriptorium:  
2 Copyists: 20 Sketches / 3 Copyists: 12 Sketches / 4 Copyists: 0 Sketch
3. Each Copyist takes 3 Help tokens
4. If you have written a manuscript more recently than the others, you become the Archivist and take the Quill piece. You play first.

## Set-up at the beginning of the Day

5. Place 4 Sketches on each Lectern:  
2 Copyists: 3 Lecterns / 3 Copyists: 4 Lecterns / 4 Copyists: 5 Lecterns
6. Place the Inks in the Cup:  
2 Copyists: 11 Inks / 3 Copyists: 17 Inks / 4 Copyists: 23 Inks

## First Hour: Inks

7. Each Copyist takes in turn up to 2 different Inks. It is forbidden to take 1 golden Ink with 1 black Ink.
8. If a Copyist takes the Grimoire in order to study it, they don't participate in the Ink distribution of that Day.

## Second Hour: Lecterns

9. A Copyist with the Grimoire can pick their own Lectern.
10. The Archivist gives a Lectern to another Copyist who doesn't have one and who, in turn, will give another Copyist a Lectern, until each Copyist has one and only one Lectern.
11. The last Lectern is discarded and its Sketches are placed on the Scriptorium.

## Last Hour: Illuminations

12. Each Copyist draws as many Sketches as they want while spending the required amount of Inks.
13. The Supplies allow not to spend Inks of a certain colour.
14. Golden Ink can replace any Ink except black Ink.
15. Border Sketches can be used for free without getting Illumination points.
16. The Ink and Sketches stocks are limited to 7 each at the end of each Day.

## End of the Game

17. The game ends when, at the end of a Day, at least one Manuscript is completed or the Sketches bag is empty.
18. Then the sum of the Illumination points is calculated: the ones already gotten with Sketches, the ones from Achievements and from unspent Help tokens.