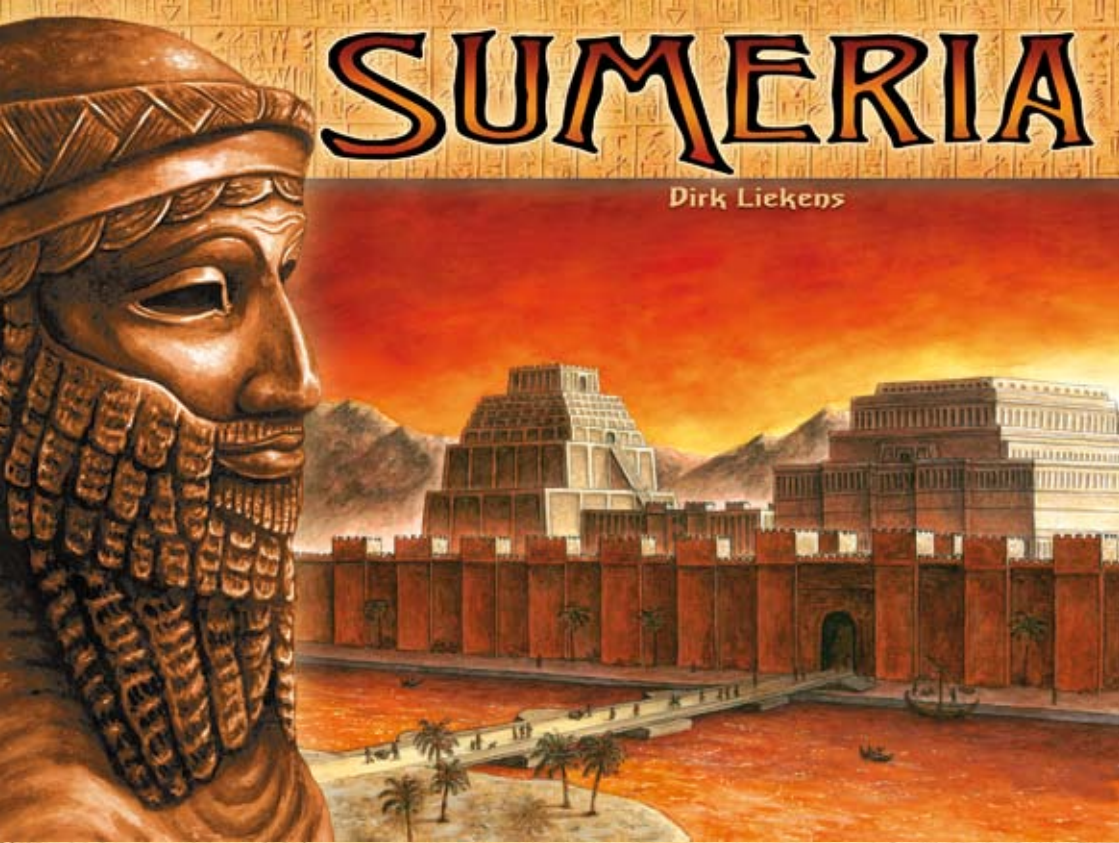


# SUMERIA

Dirk Liekens



## 2-PLAYER EXPANSION – ENGLISH RULES

2 players  
30 minutes  
Ages 10+



The two player expansion to Sumeria consists of additional pieces to allow you to play the game with only two players. It is not a complete game and cannot be played without the base game.

## COMPONENTS

- A sticker to attach to the turn track on the game board, showing a fourth player turn (only used in the two-player game)
- 24 trader markers (6 each in the 4 player colours)
- This rulebook

**SETUP** (to amend board for two players)  
Attach the sticker to the board as shown below:



## AMENDMENTS TO RULES

In the two-player game, players take all twenty trader markers in the colour of their choice. The trader markers for the other colours are returned to the box and will not be used.

The game is played in the same way as the base game with the following changes made to the rules for a two-player game:

During setup, when players add their traders to settlements, this is repeated until each player has added 10 pieces to the board.

Each game still consists of six rounds but, in the two-player game, each player takes four turns per round instead of three.

When claiming influence counters at the end of a round, scoring for the 1st and 3rd city-states remains the same as in the base game. However, in the two-player game, scoring for the 2nd city-state is different: The winner of this state chooses one of the two influence counters available and adds it to their collection. The remaining influence counter is discarded. The player who came second in that city-state gets nothing.

## ACKNOWLEDGEMENTS

All acknowledgements are the same as the base game.

## WARNING

Small parts are not suitable for children under three as they may be inhaled or swallowed.