

AMYITIS

1. Crafts



2. Income



Pass



Recruit



Move the Caravan



Merchant



Peasant



Priest



Engineer



Babylon



Court Cards



Plants



1. Procession



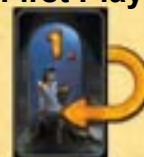
2. Temples



3. Supply



4. First Player



Hints

Amyitis is a very open game. At the start of the game, players are faced with many options (Who should they recruit? Which Court cards should they favor?) and choosing the best one can be tricky. Here are some ideas to start your first games off on the right track.

Timing: to play well, you have to understand the timing of the game. Throughout the game, players collaborate to move the Caravan and build the gardens. By watching what your opponents are doing (Which craft did they choose? Did they move the Caravan? If so, where to?) you can understand their plans and act accordingly.

Money: is only used to recruit, but recruiting is essential! Richer players will have access to more Craft cards and will get to perform more actions than their opponents. Of course, this makes the Banker card tempting, but it is possible to play and win without that card. To win, a penniless player will sometimes have to pass earlier than is desirable or add a cube to the temple of Ishtar. Remember that you can recruit for free, making it possible to play without money!

Camels: are only used to move the Caravan, but even the player who owns the best Caravaneer still needs a camel to advance. This means that you must manage your stock of camels well to avoid running short of them at the worst moment. Again, the temple of Ishtar can be useful!

Resources and Fields: resources are essential for buying items in the cities. However, the way the fields are laid out can make it tricky for players who want to acquire a specific resource. This makes it important to recruit Peasants at the right moment, even if you have to pay a high price for them. Additionally, Wine is an expensive resource that you cannot afford to waste. Finally, Gardeners can be hard to obtain. It is sometimes better to let an opponent get the Wine so that you can claim the Gardener.

Passing: at the right moment is essential, regardless of whether you are rich or poor. Poor players whose opponents still have much to do this round should pass early to earn several talents. On the flipside, rich players should avoid carrying out actions they could safely take in the following round (for instance, moving the Caravan when you are the only player who owns camels), lest your opponents be enriched too much (especially if several of them have already passed). A final consideration is that when one player passes and the next plays, the passing player is already guaranteed his talent, meaning that other players can also play this turn without enriching the passing player.

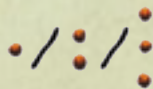
Temples: offer big bonuses. Players should use them to make up for what they are missing. Players should also learn to manage the Procession. This action is very powerful and can be prepared for since players know ahead of time which round they are going to benefit from it. Finally, it is dangerous to leave a player alone in a temple, as they can then take advantage of its effects for several turns without having to make an effort!

Court cards: allow players to direct their strategy. Many combinations are possible (raise your Banker as quickly as possible, take a little bit of everything, take nothing, etc.). Players must learn to manage their strengths and weaknesses. For instance, a player with no Caravaneer will really have to pay attention to his opponents' plans in order to move the Caravan at the right moment.

Irrigation: is a simple and effective way to earn points. Furthermore, it may grant a few extra points thanks to irrigation bonuses. Be careful, though: some irrigations are weaker than others, especially in locations where nothing will be planted.

Plants: choosing plants is important, and it is sometimes better to wait for the right moment instead of planting as soon as possible. Players should expand their resources and choose the plants which suit their strategy. Remember that some plants – those which permit you to gain Amyitis' favour – are worth more than just the value on their card.

Symbols

 These symbols indicate the quality of a plant (1, 2, or 3).

Round symbols represent a token. Shown here : a resource (any kind), a camel, and a talent.



Framed symbols indicate a Court card. Shown here : a Caravaneer, and a Banker.

This symbol indicates a *Court* card chosen by a player Shown here : a Banker, a Caravaneer, the Palace, or a Gardener.



Player supply



Banker Caravaneer Palace Gardener



Cubes



Palm



Barley



Salt



Dates



Wine



Camel



Talent