**GAME CONTENTS**

- 1 pad of scoring sheets
- 1 Harbor Board
- 9 white dice
- 3 yellow dice

**OBJECT OF THE GAME**

A game of Corinth will let you live a few weeks in a harbor in the Ancient World. Play the role of merchants delivering goods and goats and become the most well known among your peers...

By the end of the game (18 turns for 2 or 3-player games, 16 turns for 4-player games) it will be clear to everyone who will be immortalized as the best trader in Corinth! Make sure it’s you!

**GAME SETUP**

1. Put the Harbor Board in the middle of the table and give each player a sheet and a pencil.
2. Select a first player in any way of your choosing and give him the 9 white dice.
3. Leave the yellow dice on the side for now.
4. Each player starts the game with 1 Gold Coin and 1 Goat (circled symbols on the sheets).

In a 4-player game, each player crosses out the 2 leftmost spots on the Turn Track.
HARBOUR PURVEYANCE

The first player crosses out the leftmost available spot on their Turn Track.

They can now purchase up to 3 yellow dice if they want. Each die costs 1 Gold Coin (to spend a Coin, simply cross one of the surrounding symbols out). They also take the 9 white dice and roll them all.

The first player then sorts the dice by value. All dice that show the highest values are put on the Gold District of the Harbour. Place the other dice one group per District on the Harbour, starting with the lowest ones on the Goat District then going up the scale.

Once they have played their turn, if there are still yellow dice on the board, they are removed.

Each player in clockwise order then takes their turn by doing the same thing.

Note: If a player cannot take any action with the dice at their disposal, they still have to choose a group and remove it from the board. If a dice roll leads to less groups than there are players in the game, the leftover players get to take a “move the Steward one step” action in compensation (see below).

The first Steward move starts from the central spot of the market board. If a dice roll leads to less groups than there are players in the game, the leftover players get to take a “move the Steward one step” action in compensation (see below).

Once all players have taken their turn, all remaining dice are removed from the Harbour. If all spots from all players’ Turn Tracks are checked, the game comes to an end and you may then proceed to the scoring.

Note: If a player cannot take any action with the dice at their disposal, they still have to choose a group and remove it from the board. If a dice roll leads to less groups than there are players in the game, the leftover players get to take a “move the Steward one step” action in compensation (see below).

The Harbour purveyance Phase is over.

## ACTIONS DESCRIPTION

### Get Gold or Goats

When a player selects a dice group on the Gold or Goats District, they get as many coins or animals as the number of dice that were in that group (circling that many symbols on their sheet).

Deliver Goods

When a player selects a dice group in one of the 4 other districts, they can deliver Goods to shops in that District. They check as many symbols on their sheet as the number of dice that were in the District. They will score extra points at the end of the game.

You can check symbols in any order in a district, no need to finish shops in a specific order.

On the other hand, it is always mandatory to finish a shop before starting another one.

Move the Steward

As an action, it is possible to move the Steward in the market instead of the regular action of the district where the dice group was taken.

In this case the player must move the Steward by as many steps as the value of the dice in the chosen group.

It is possible to spend Gold Coins to modulate the Steward movement: each Gold Coin spent allows you to increase or decrease the number of steps by one. One of the buildings does the same thing (see below).

### Deliver Goods

When a player selects a dice group on the Gold or Goats District, they get as many coins or animals as the number of dice that were in that group (circling that many symbols on their sheet).

The first time you reach one of these spots, record your points in the adjacent text diamond: 1 point for each circled “+1” spot. For the second or third spot, add the score of the previous test diamond to the points earned by the move between the previous spot and the current one (see the scoring example at the end of the rules).

### Deliver Goods

When a player selects a dice group on the Gold or Goats District, they get as many coins or animals as the number of dice that were in that group (circling that many symbols on their sheet).

The first time you reach one of these spots, record your points in the adjacent text diamond: 1 point for each circled “+1” spot. For the second or third spot, add the score of the previous test diamond to the points earned by the move between the previous spot and the current one (see the scoring example at the end of the rules).
Construct Buildings

At the end of their turn, after taking their action, a player can construct one or more buildings.

To construct a building, spend the number of Gold Coins and/or Goats shown on top of that building on the sheet by crossing out that many circled symbols. Check the box corresponding to that building and you can benefit from its power going forward.

FINAL SCORING

Once all players have taken their turn in the final round (all spots are checked on all players’ Turn Tracks), the game is over and each player proceeds to scoring.

Add up the points from the completed shops, the bonus points from the complete districts, 1 point per group of two remaining Gold Coins, 1 point per group of two remaining Goats, the points from the Steward and the points from the Temple.

The player who scores the most points wins the game.

In case of a tie, the player with more remaining gold coins wins. If still tied, players share victory.

2-PLAYER GAMES

In a 2-player game, a round takes place as follows:

- The first player proceeds to the Harbor Purveyance Phase
- The first player takes a turn then the remaining yellow dice are removed from the harbor
- The second player takes a turn
- The first player takes another turn

Play then goes to the following round, with the second player as the new first player.

CREDITS

Game Design: Sébastien Pauchon

“Yspahan, the Dice Game...It has been quite some time since I got this funny title in my head. So, even if the game is now called Corinth, I would like to thank the DoW Team for believing in this project of mine. There is still a thorny question though...What to do with a roll of 9 identical dice?”

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