

Glimmerdeep

Forge your path. Leave your mark.

Rulebook



Far below the surface, where echoes dance around the cavern walls and crystals gleam in the dimness, lies **Glimmerdeep**—a forgotten realm teeming with possibility. Here, critters craft wonders from the earth, burrowing and forging in the shimmering dark.

Objective

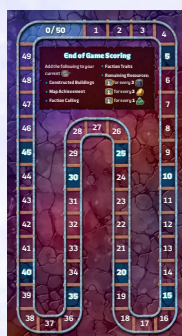
Glimmerdeep is an engine-building game played over 5 rounds. Each round, players will excavate spaces across their map to gather resources and clear space for new buildings, then construct and run workshops and forges to generate more resources and victory points.

At the end of the 5th round, the player with the most victory points (VP) is the winner. Players will gain VP by constructing and running workshops and forges, completing the unique map objective, leveraging their faction's unique calling, and marshalling extra resources.

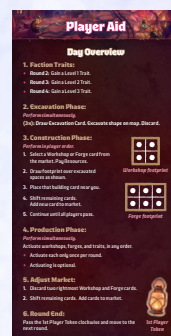
Components



1 market board with round tracker



1 score tracker



4 player aids



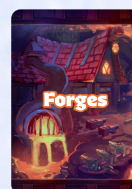
4 decks of 16 excavation cards



35 workshop building cards



35 forge building cards



16 solo mode market cards



8 unique dry-erase map sheets



4 player tokens



1 first player token



4 dry-erase markers



50 gem resource tokens



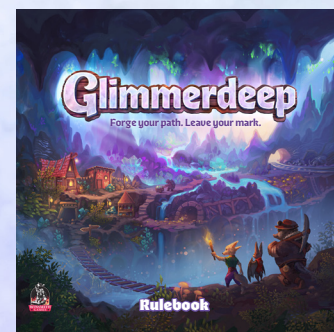
50 gold resource tokens



50 iron resource tokens



8 unique dry-erase faction sheets



1 rulebook

Game Setup



Note: Setup shown is for a 2-player game. Scale your game accordingly.

- 1. Market board:** Place the market board in the middle of the table.
- 2. Round track:** Place a cube on the first round of the round track.
- 3. Score tracker:** Each player places their player token near the score track.
- 4. Workshop cards:** Shuffle the workshop cards into a deck and place it face up on the left side of the market board. Then draw cards from the deck and place them on the open workshop slots on the market board.
- 5. Forge cards:** Shuffle the forge cards into a deck and place it face up on the left side of the market board. Then draw cards from the deck and place them on the open forge slots on the market board.
- 6. Resource tokens:** Place the three types of resource tokens (iron, gold, and gems) in separate piles easily accessible for all players.
- 7. Map:** Players collectively decide which map they want to play. Each player takes a copy of that map and places it in front of them. Put all other maps back in the box.

- 8. Faction:** Each player chooses a faction to play, placing the corresponding faction board in front of them. They also take a deck of 16 excavate cards (four copies of the four excavation shapes), shuffle it and place it face down nearby.

Put any unused factions back in the box.

Faction setup: Players complete any setup steps that are specific to their faction.

- 9. Determine first player:** The player who most recently dug a hole is the first player for the first round. Or you may determine randomly. Give that player the first player token.
- 10. Player materials:** Give each player a dry-erase marker and a player aid card.
- 11. Starting Resources:** Each player starts with one iron, one gold, and one gem.
- 2nd Player:** The second player gains one additional iron.
- 3rd Player:** The third player gains one additional gold.
- 4th Player:** The fourth player gains one additional gem.
- 12. Begin the first round.**

Game Setup

Every round has the following phases:

Faction Trait Phase

Skip this step during Rounds 1 and 5.

In rounds 2, 3, and 4 only, players simultaneously select a faction trait, which provides an extra ability or benefit. Each round, players will choose between two available traits.

- ◆ **Round 2:** Each player marks one Level 1 faction Trait to gain.
- ◆ **Round 3:** Each player marks one Level 2 faction Trait to gain.
- ◆ **Round 4:** Each player marks one Level 3 faction Trait to gain.

Excavation Phase

Players simultaneously take the following steps:

1. Flip over the top card of the player's Excavation Deck.
2. Excavate spaces on their map in the shape designated by the card.
3. Discard the card.
4. Repeat these steps two more times, until all players have excavated three times.

When Excavating

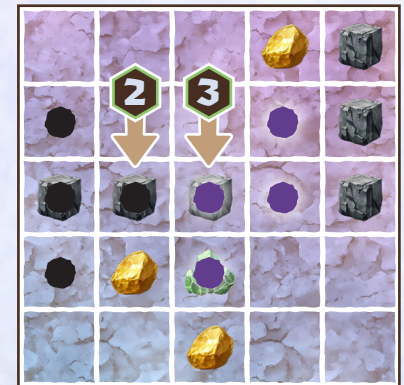
- ◆ Mark spaces that have been excavated with a dot in the center of the space using a dry-erase marker.
- ◆ Gain resources matching the types of spaces excavated. Dirt spaces have no resources. Gold (🟡) spaces contain one gold each, iron (🔩) spaces one iron, and gem (💎) spaces one gem.

Excavating Rules

- ◆ **Adjacent:** The first space must be adjacent to a space that has already been excavated (which can include spaces with a building.) To be adjacent, the spaces must share a side, not just a corner.
- ◆ **Map starting settlement:** All maps start with a settlement building in the center, occupying four spaces already excavated. A player's first excavation must be adjacent to one of those spaces.
- ◆ **Flexible shape:** The excavation shape may be flipped and/or rotated.
- ◆ **Can skip:** You do not have to excavate the entire shape.
- ◆ **Can overlap:** The new excavation can go through spaces already excavated, but players do not gain resources again for spaces previously excavated.
- ◆ **Cap Marker:** When done excavating, players should cap their marker. This not only indicates to other players that they are done excavating, but also helps conserve the marker.



Faction trait example: The Deepdelver player has selected the Level 1 Trait on the right by marking the box in the upper right (1).



Excavation example: Starting adjacent to a previously excavated shape in black (2), the newly excavated spaces shown in purple (3) have been marked in the shape as shown on the Excavation card (4). This excavated shape has been rotated. The player would receive 1 gem resource and 1 iron resource.

Construction Phase

- Starting with the first player, players take turns either constructing a building or passing. When constructing:
 - Select one workshop or forge in the market.
 - Pay the cost printed on the building card, as well as any additional resource cost based on its spot within the market. The spot farthest to the right has no extra cost, but the other three spots require the additional payment of one gold, one iron or one gem.
 - Draw the indicated building footprint over spaces that have been excavated on their map. Workshops cover a four-space square, forges a six-space rectangle.
 - Place the building card near you.
 - Shift the remaining cards in the market to the right to cover any gap.
 - Add a new workshop or forge card to fill the market.
- Play continues in clockwise order, with each player constructing one building per turn or passing until all players have passed.
- There is no limit to the number of buildings a player constructs over the course of the phase, provided they have the necessary resources and excavated spaces.
- Once a player passes, they cannot construct again in that phase.

When Constructing

- Not adjacent:** Buildings cannot be constructed with any sides touching another building. That includes the starting settlement in the center of the map.
- The corners of two buildings may touch, so long as none of the sides are adjacent.
- Requires excavated spaces:** You cannot purchase a building if you do not have the excavated spaces to construct it immediately.

Workshops vs Forges

There are two types of buildings in the base game: workshops and forges. Each type has its own benefit.

Workshops

- Smaller 2x2 footprint, leaving room for more buildings on the map.
- Generally require fewer resources than forges.
- Workshop benefits may include resource production, bonus excavations, and VPs.

Forges

- Larger 2x3 footprint, requiring more excavated spaces to construct.
- Generally require more resources than workshops.
- Forge output benefits may include larger VP rewards and larger bonus excavations.



Construction example 1: Player 2 selects the third card from the workshop. They pay 3 iron, adding the cost of 2 iron of the resource cost in the upper left of the card to the additional resource cost of 1 iron directly above that (5).



Construction example 2: Player 2 draws the shape of the Workshop, a four space square, around excavated spaces in the shape of that building footprint (6). You can also find the two building footprints on your player aid (7).

Production Phase

- ◆ Players simultaneously activate their workshops, forges, and unique traits.
- ◆ Buildings typically require the payment of one or more resources to be activated. The input requirement is displayed on the lower left side of the building card, and the activation's output (resources or VP) are on the lower right side.
- ◆ When activating a workshop, forge, or trait:
 - ◇ **Pay input:** If there is an input requirement, the building cannot be activated unless the player pays it. Not all buildings and traits require an input, however.
 - ◇ **Gain Output:** Gain the indicated effects or benefits.
- ◆ **Any order:** Players may activate their buildings and traits in any order.
- ◆ **One time per phase:** Buildings and traits can be activated only once per phase.
- ◆ **Optional:** Players do not have to activate buildings or traits, unless indicated otherwise.
- ◆ **Victory Points:** During the game, when scoring victory points, track them using the score tracker. Additional victory points will be scored at the end of game.

Tip: To help track which buildings and traits have been activated, players can place the inputs paid on the corresponding building cards. Then when they are done activating buildings, they should remove all resources from all of their building cards and traits.

Adjust the Market

1. Discard the two rightmost workshop and forge cards from the market.
2. Shift all other cards to the right two spaces.
3. Add new workshop and forge cards to the market in the leftmost spaces.

Round End

- ◆ **Rounds 1-4:** The player with the first player token passes it to the player on their left, then continue to the next round.
- ◆ **Round 5:** Go to final scoring.



Inputs and Outputs example: In game, the input requirement is on the left side before the arrow (1), and the output benefit is on the right side after the arrow (2). This is the same on workshop cards, forge cards, and some faction traits.



Faction trait example: The trait on the left (3) does not have an input requirement, as there is no arrow to indicate an input and output. However, the faction trait on the right (4) does have input requirements.

End of Game & Final Scoring

After the 5th Round, players total their victory points. Determine final scores by tallying the following:

- ◆ **VP tracker:** VPs on the victory point tracker, which reflects the points each player gained throughout the game from activating selected workshops and forges.
- ◆ **Constructed buildings:** VPs for each constructed workshop and forge, which are denoted in the upper-right corner of the building card.
- ◆ **Remaining resources:**
 - ◇ 1 for every 3
 - ◇ 1 for every 2
 - ◇ 1 for every 1
- ◆ **Map objective:** VPs for achieving the objective specified on the map.
- ◆ **Faction calling:** VPs based on the calling for the player's faction.

The player with the most VPs wins.

- ◆ If there is a tie, the player with the most VPs from the map objective wins.
- ◆ If there is still a tie, the player with the most VPs from their remaining resources wins.

Additional Rules

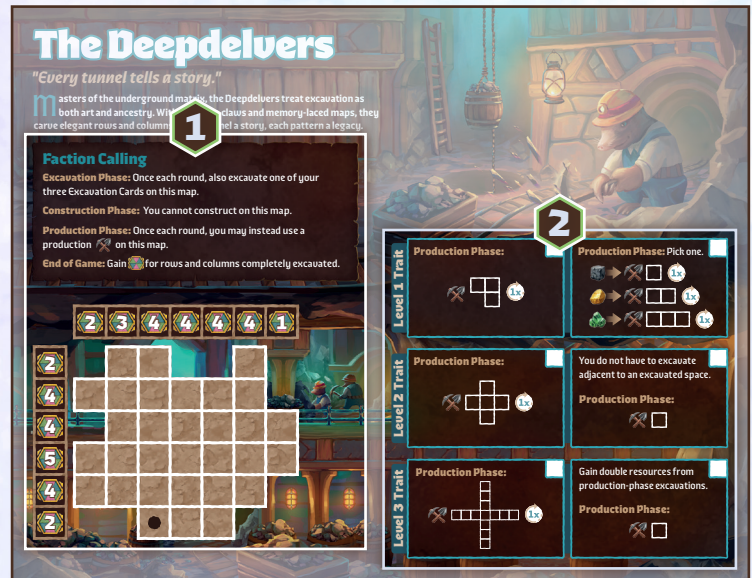
Unlimited Resources

There is no limit to the number of resources a player can have. Nor is the supply of gems, gold and iron limited by the supply of cubes. If players run out of cubes, they may use any suitable substitute.

Can Spend Rarer Resources

Players can spend a rarer resource in place of a more common resource. However, unless otherwise indicated, they do not gain any other benefits for spending the rarer resource.

- ◆ You may spend in place of and .
- ◆ You may spend in place of .



Deepdelvers' faction board. 1: Faction calling. 2: Faction traits.

Faction Calling

Every faction has a unique calling, or strategic goal that can earn VPs and possibly extra benefits. The callings may augment or add to the steps that individual players must perform at various phases of the turn. Strategies for individual factions are detailed further in, "Faction Strategies and Traits".

- ◆ Each faction's calling is detailed on the left side of their faction sheet (1 in the faction board example above).
- ◆ Before starting the game, players should read and understand their unique faction calling. They should also remind themselves between rounds of any additional steps they may need or want to perform in the various phases.

Faction Traits

Every faction has unique traits (2 in the faction board example above) that can provide unique production-phase actions, immediate bonuses, or other benefits or abilities. These traits may augment or add to the steps that individual players must perform during various phases of the game. Traits for individual factions are detailed further in, "Faction Strategies and Traits".

- ◆ Players should read and understand their faction traits before play begins.

Faction Strategies & Traits

The Deepdelvers

The Deepdelvers are both artistic and industrious, outpacing the other factions as they carve their elegant rows and columns. But to prevail, they will need to pick their spots well.



Calling

This excavation faction has a secondary, smaller map on their faction sheet. They will earn VPs at the end of game by having rows and columns on this map completely excavated, with larger rows and columns being worth more VPs. However, they will be able to excavate on this map only once each excavation phase, using the shape on one of the three excavation cards they drew.

To maximize their calling VPs, they will need to select and place their excavations effectively on their faction map. This will be done by:

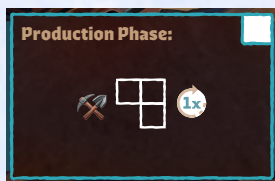
- ◆ Once per excavation phase, the player will also excavate on their faction map. After drawing an excavation card, the player can choose to excavate that shape on both their map sheet and their faction sheet. The choice to excavate on the faction sheet must be made before drawing another excavation card. If the player chose not to excavate on their faction sheet before drawing their third excavation card, they must use the shape on their third excavation card.
- ◆ Once per production phase, when the player would perform a production excavation on their map sheet, they may instead perform it on their faction sheet.
- ◆ **No construction:** The player cannot construct buildings on the faction sheet.

Traits

Before round 2, choose one of these two traits:

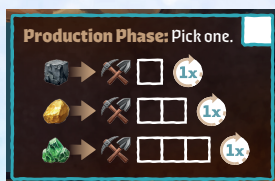
Level 1 trait (left):

- ◆ **Production-phase action:** Excavate the indicated shape.
- ◆ Can be performed only once per game.



Level 1 trait (right):

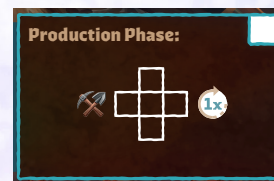
- ◆ Three production-phase actions:
 - ◇ Input (1 Iron): Output (Excavate 1x1)
 - ◇ Input (1 Gold): Output (Excavate 2x1)
 - ◇ Input (1 Gem): Output (Excavate 3x1)
- ◆ Perform only one of these actions per production phase.
- ◆ Each of these actions can be performed only once per game.



Before round 3, choose one of these two traits:

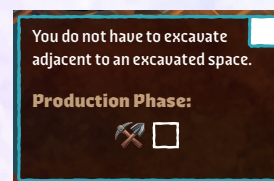
Level 2 trait (left):

- ◆ **Production-phase action:** Excavate the indicated shape.
- ◆ Can be performed only once per game.



Level 2 trait (right):

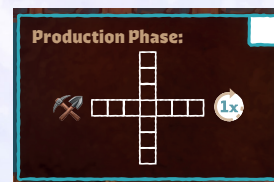
- ◆ Production-phase excavations can be done anywhere on the map.
- ◆ The trait does not apply to the excavation phase.
- ◆ Once the player has excavated a non-contiguous space, subsequent excavations can be adjacent to any excavations.
- ◆ **Production-phase action:** Excavate 1x1



Before round 4, choose one of these two traits:

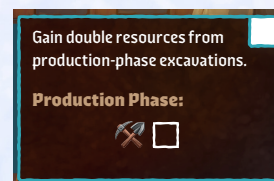
Level 3 trait (left):

- ◆ **Production-phase action:** Excavate the indicated shape.
- ◆ Can be performed only once per game.



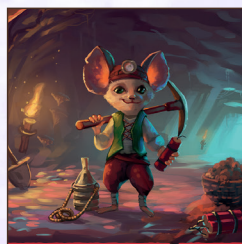
Level 3 trait (right):

- ◆ When the player would gain any resources from bonus excavations during the production phase, they instead gain double resources.
- ◆ They do not gain double resources during the excavation phase.
- ◆ This trait pairs particularly well with the Level 2 trait (right).
- ◆ **Production-phase action:** Excavate 1x1



The Dustwhiskers

The Duskwhiskers do love digging in the dirt! But don't let their affection for the soil get in the way of their need for resources to build their empire.



Calling

At the end of the game, the player will earn VP for their largest cluster of contiguous excavated dirt spaces. Each space in the largest cluster is worth one VP.

- ◆ **Must be dirt and excavated:** To contribute toward the largest cluster of contiguous spaces, a space must be both dirt AND excavated.
 - ◇ Spaces that contain a resource (or Map-unique spaces), as well as spaces that have not been excavated, cannot be included.
- ◆ **Buildings are excavated:** Spaces with a building are considered excavated and can contribute toward the largest contiguous cluster of dirt spaces if they were constructed on dirt spaces.
 - ◇ The player's starting settlement counts as dirt and excavated.



Example: The purple spaces represent the largest cluster of contiguous excavated dirt spaces (spaces with no resources), and the player would gain 7 VPs.

Traits

Before round 2, choose one of these two traits:

Level 1 trait (left):

- ◆ When the player constructs a building over 2 or more dirt spaces, the construction cost is reduced by 1 iron.
 - ◇ The discount applies only once per building.
 - ◇ The trait can reduce either the construction cost printed on the building card or the cost added by the market.

Construction Phase:

When you construct a building on at least 2 dirt spaces, pay 1 fewer .

Level 1 trait (right):

- ◆ **Production-phase action:** Excavate 1 dirt space.

Production Phase:



Before round 3, choose one of these two traits:

Level 2 trait (left):

- ◆ When the player constructs a building over 2 or more dirt spaces, the player may immediately activate the building by paying any input costs. The player gains any output benefits.
 - ◇ This bonus activation is in addition to an activation during the production phase.
 - ◇ This bonus activation is optional.

Construction Phase:

After you construct a building on at least 2 dirt spaces, you may immediately activate it.

Level 2 trait (right):

- ◆ When you would excavate dirt during the production phase, you may instead excavate any 1x1 space.
 - ◇ This trait may be used multiple times in the same production phase.
 - ◇ This trait can be applied to production-phase actions from all sources, including buildings and traits.

Production Phase:

When you  , you may   instead.

Before round 4, choose one of these two traits:

Level 3 trait (left):

- ◆ At the end of the game, the player gains 1 VP for each dirt space they have constructed over.
 - ◇ These VPs are in addition to the ones scored for their largest contiguous cluster of excavated dirt spaces. If a player has a building on dirt spaces that are a part of their largest cluster, each of those building spaces will score VPs twice.
 - ◇ Excavated dirt spaces that have a building constructed on them, but are not within the largest cluster, still score 1 VP.

End of Game:

Gain  for each dirt space you have constructed over.

Level 3 trait (right):

- ◆ Immediately excavate 2x1
 - ◇ This is done immediately after selecting this trait, prior to the excavation phase.
- ◆ During the production phase, when you would excavate 1x1, you may instead excavate 2x1.
 - ◇ This trait can be used multiple times in the same production phase.
 - ◇ This trait can be applied to production-phase actions from all sources, including buildings and traits.
 - ◇ Level 2 trait combo: If the player has this trait and the Level 2 trait (right), then each time they would excavate dirt, they could instead excavate 2x1.

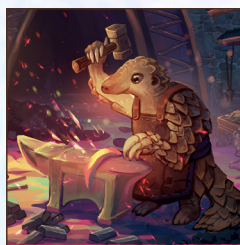
Immediately:

Production Phase:

When you  , you may   instead.

The Ironclads

The Ironclads have a fine nose for sturdy metals, and they profit from all the iron they unearth. But be careful not to let their snouts take you off the path to more valuable resources!



Calling

The Iron faction earns VP at the end of the game for each time they excavated multiple iron spaces in a single excavation action.

Starting with the **1st Row**, whenever the player excavates:

- ◆ If they excavate 2 iron spaces, circle the VP bonus in the left column.
- ◆ If they excavate 3 or more iron spaces, circle the VP bonus in the right column.

Note:

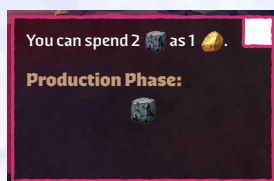
- ◆ For each row, only one VP bonus can be circled. After a player circles one VP bonus for excavating multiple iron spaces, they cross out the other bonus as a reminder.
- ◆ These bonuses can be gained either during the excavation or production phase.

Traits

Before round 2, choose one of these two traits:

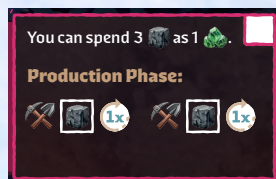
Level 1 trait (left):

- ◆ Whenever the player would need to pay 1 gold, (such as when constructing or activating a building), the player may instead pay 2 iron.
- ◆ This substitution can be done multiple times during the same action.
 - ◇ **Example:** If activating a forge would require 2 gold and 1 gem, the player could instead 2 iron, 1 gold, and 1 gem.
 - ◇ Alternatively, the player could pay 4 iron and 1 gem.
- ◆ **Production-phase action:** Gain 1 iron.



Level 1 trait (right):

- ◆ Whenever the player would need to pay 1 gem, (such as when constructing or activating a building), the player may instead pay 3 iron.
- ◆ This substitution can done multiple times during the same action.
 - ◇ **Example:** If activating a forge would require 1 iron and 2 gems, the player could instead pay 4 iron and 1 gem.
 - ◇ Alternatively, the player could pay 7 iron.

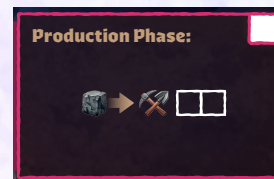


- ◆ Two production-phase actions:
 - ◇ Excavate iron space.
 - ◇ Excavate iron space.
- ◆ Perform only 1 action per production phase.
- ◆ Each production-phase action can be performed only once per game.

Before round 3, choose one of these two traits:

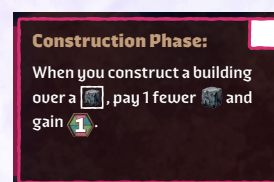
Level 2 trait (left):

- ◆ **Production-phase action:** Input (1 iron): Output (Excavate 2x1)



Level 2 trait (right):

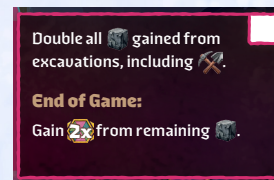
- ◆ When the player constructs a building over at least 1 iron space:
 - ◇ The construction cost is reduced by 1 iron.
 - ◇ They gain 1 VP.
 - ◇ This trait can reduce either the construction cost printed on the Building Card or the cost added by the market.



Before round 4, choose one of these two traits:

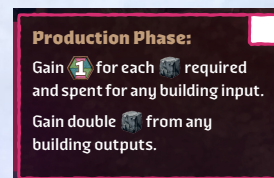
Level 3 trait (left):

- ◆ The player gains double iron from every iron space they excavate.
 - ◇ This trait applies to both the excavation phase and the production phase.
- ◆ End of the game: Double the player's VP from remaining iron resources.
 - ◇ Instead of gaining 1 VP for every 3 Iron, they will gain 2 VP for every 3 Iron.



Level 3 trait (right):

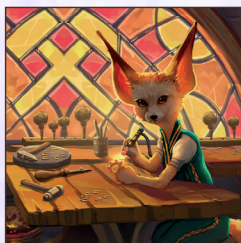
- ◆ When the player spends iron as part of a building activation cost, they gain 1 VP for each iron required by the building card (i.e., the printed input).
 - ◇ They do not gain VP if they use gold or gems to pay for an iron cost.
 - ◇ They do not gain VP for any iron used as an alternative for gold or gems.
 - ◇ **Only buildings:** This ability applies just to building activations. It **does not** affect other abilities, such as faction traits.



- ◆ The player gains double iron from building activations.
 - ◇ **Only buildings:** This can only double iron gained from building production effects. It *does not* double iron gained from excavations, traits, or other effects that would produce or generate iron.

The Gildtails

The Gildtails covet the gleaming yellow ores in their subterranean realm, and their appetite only grows as the game goes on. But beware! All that glitters is not necessarily the stuff of empire building.



Calling

The Gold faction strives to excavate a lot of gold.

When the player excavates a gold space during any phase:

- ◆ Cross off the left-most uncrossed gold icon for that round.
- ◆ If they excavate more than one gold space in the same excavate action, they cross off a number of gold icons equal to the number of gold spaces excavated.

They earn VP at the end of the game:

- ◆ 3 VP for each round in which they have more gold icons crossed off than the previous round.
- ◆ 3 VP for each round in which they have at least 3 gold icons crossed off.

Traits

Before round 2, choose one of these two traits:

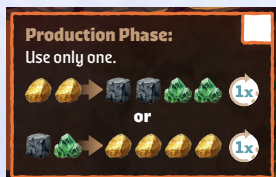
Level 1 trait (left):

- ◆ Two production-phase actions:
 - ◇ Excavate 1 gold space.
 - ◇ Excavate 1 gold space.
- ◆ **Only one:** Perform only one of these actions per production phase.
- ◆ **Only once:** Each of these actions can be performed only once per game.



Level 1 trait (right):

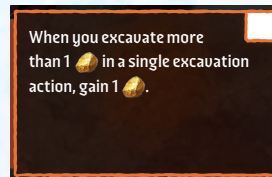
- ◆ Two production-phase actions:
 - ◇ Input (1 iron + 1 gem): Output (4 gold)
 - ◇ Input (2 gold): Output (2 iron + 2 gems)
- ◆ **Only one:** Perform only one of these actions per production phase.
- ◆ **Only once:** Each of these actions can be performed only once per game.



Before round 3, choose one of these two traits:

Level 2 trait (left):

- ◆ When the player excavates at least 2 gold spaces in a single excavate action:
 - ◇ Gain 1 extra gold.
 - ◇ This trait applies during any phase.



Level 2 trait (right):

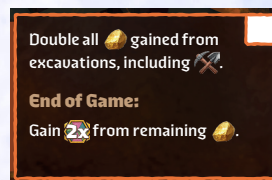
- ◆ **Production-phase action:**
Input (1 gold): Output (Excavate 2x1)



Before round 4, choose one of these two traits:

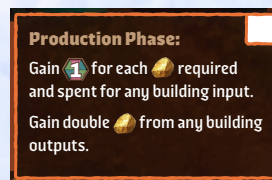
Level 3 trait (left):

- ◆ The player gains double gold from every gold space they excavate.
 - ◇ This includes excavations during the excavation phase and the production phase.
- ◆ End of the game: Double the player's VP from remaining gold resources.
 - ◇ Instead of gaining 1 VP for every 2 gold, they gain 2 VP for every 2 gold.



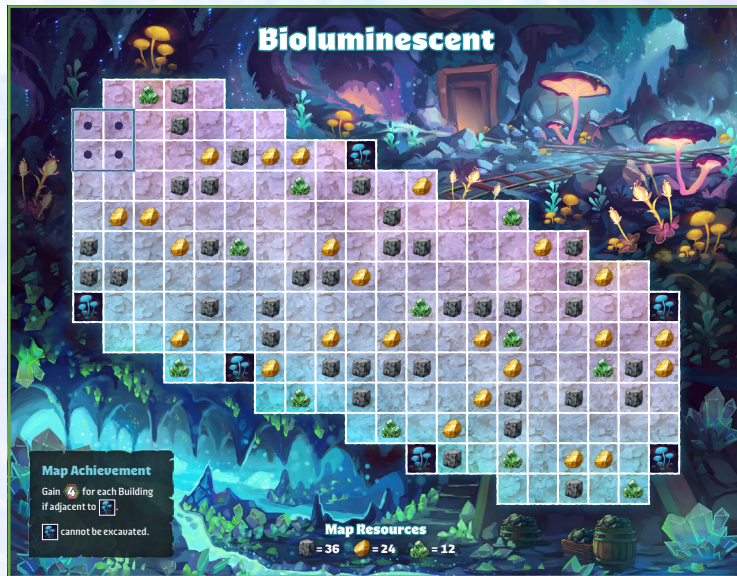
Level 3 trait (right):

- ◆ When the player spends gold as part of a building activation cost, they gain 1 VP for each gold required by building card (i.e., the printed input).
 - ◇ They do not gain VP if they use iron or gems to pay for a gold cost.
 - ◇ They do not gain VP for the gold they use as an alternative for other resources.
 - ◇ **Only buildings:** This ability applies only to building activations. It does not apply to other abilities, such as faction traits.
- ◆ The player gains double gold from building activation outputs.
 - ◇ **Only buildings:** This bonus applies only to gold gained from building activations. It does not double gold gained from excavations, traits, or other effects that would produce or generate gold.



Explanations of Map Objectives

Bioluminescent Map



Certain spaces on the map are bioluminescent, as indicated by the icon to the right.

- ◆ These spaces cannot be excavated.
- ◆ At the end of the game, gain 4 VP for each building adjacent to a bioluminescent space.
- ◆ If you have multiple buildings adjacent to a bioluminescent space, gain 4 VP for each building.



Bioluminescent Space

Trade Routes Map



Six "Trade Route" outposts are located around the edges of the map.

- ◆ For each Trade Route outpost to which a player has excavated an uninterrupted path (i.e., a path excavated to a space adjacent to the building):
 - ◇ During the production phase, the player may activate that Trade Route outpost once. To activate a Trade Route outpost, pay the required resource input and receive the listed output.
 - ◇ At the end of the game, gain VP based on the number of Trade Routes outposts that are connected in a continuous path of excavated spaces.

Example: In the 'Trade Routes' map above, there are three uninterrupted paths (marked in purple) to three "Trade Routes". This player would receive 6 UPs at the end of the game.

Additional Map Rules

- ◆ **No adjacent buildings:** Players cannot construct workshops or forges adjacent to the Trade Route outposts. However, players can still construct buildings that only touch corners of the outposts.
- ◆ **Not player buildings:** The Trade Routes outposts are not considered buildings that the player constructed. Any bonuses or effects that would trigger or affect buildings constructed by the player do not apply to the outposts.

Example: The gold and iron Level 3 traits that generate VP or extra resources based on activating buildings are not triggered by activating the Trade Route outposts.

Solo Variant

When playing solo, follow normal setup and gameplay rules, with two exceptions, noted below.

Setup

Solo market cards

During setup, shuffle the solo market cards into a deck and place it face down near the market board. These will be used during the Construction Phase to remove building cards between constructions, simulating other players taking cards from the market.

Starting Resources

Start with one iron, one gold, and one gem. There are no additional starting resources when playing solo.

During the Construction Phase

Immediately after your first construction each round, before you shift remaining Market Cards:

- ◆ Reveal the top solo market card so that “MARKET” is on the top.
- ◆ Remove cards from the market that align with the indicated shape.
- ◆ Shift the remaining cards to the right to cover any gap.
- ◆ Add new cards to fill the market.
- ◆ Discard the solo market card.

Solo Scoring Tiers

When playing solo, instead of comparing your score against other players, compare it to the following scoring tier:

◆ **Score > 125: Flicker of Promise**

Your lantern glows faintly, casting timid light into the depths. The caverns stir — you’ve begun to understand their rhythm.

◆ **Score > 150: Glowtouched Explorer**

Bioluminescent trails respond to your presence. You’ve mapped the winding paths and earned the respect of the Glimmerdeep.

◆ **Score >175: Warden of the Glimmerdeep**

The depths bloom in radiant hues at your arrival. Secrets once hidden now shimmer openly — you belong to the deep.

Credits

Game Design
David Smith

Illustration
Johanna Rupprecht

Graphic Design
David Richards

Solo Design
Mike Mullins

Development
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Editing
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Playtesting: Special thanks to Travis Winstead, Matt Anderson, Jacob Simmons, David Arrapetian, and the DC Area Game Designers for numerous playtesting.

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