

# Ex Libris

A game for 1 to 4 players by Adam P. McIver. Condensed rules for 2-4 players by Eric Postpischil, <http://edp.org/>.

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## Introduction

**Goal:** Arrange cards (each showing several books) to score end-of-game points.

510 unique books in 6 categories are shown on 152 cards. (The book titles are amusing but not part of game play.)

- The top-left of each card shows the first letter of its books and its position within cards of that letter (e.g., 3 of 7).
- The top of each card shows icons for the categories of books on it, matching the colors of the books.

### Shelving cards:

- Each card after your first must be shelved (played to table) orthogonally adjacent to a previous card.
- Your bookshelf (cards on table) must never be more than three rows tall.

### Resolving Conflicts for Location Tile Effects and Special Assistant Abilities:

- Location tile effects take precedence over special assistant abilities.
  - Special assistant abilities take precedence in order of their arrival at a location tile, oldest first.
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## Setup

**Town board:** Put on table.

**Location tiles:** Shuffle facedown all but Diviner's Hut (1). Put Diviner's Hut on top. Stack by town board.

**First player token:** Give to player who most recently acquired a book. Play order is clockwise.

**Library tiles:** Shuffle. Deal 2 to each player. In reverse player order, each chooses 1. Discard the other from game.

**Assistants:** Each player takes the special assistant of their library and 2 standard assistants in a color they choose.

**Category cards:** Shuffle. Put face-up 1 on Prominent Works space of town board and 1 on Banned Books space. Deal each player 1 facedown. Discard any leftovers from game.

**Book cards:** Shuffle. Deal 6 facedown to each player. Put rest in facedown stack(s) located for player convenience.

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## Play

Play until there are 16/14/12 (for 2/3/4 players) in a player's bookshelf after cleanup. Then play one final round.

### Preparation

Deal 1 location tile per player face-up below town board. (If the location stack is depleted, shuffle the discards.)

Follow any preparation instructions in the top-right of each tile (both new tiles below the board and old tiles on it).

- Splay any dealt cards to reveal vital information.

### Placement

In player order, put 1 available assistant on an unoccupied space on a location tile or on your library tile.

- Spaces marked with a number higher than the number of players are not available.
- If the location has an instant effect (lightning symbol), activate it immediately.
- When playing the special assistant, activate its ability according to the Library & Special Assistant Glossary.

Continue placement until no player has assistants to place.

### Resolution

Resolve each location fully, in numerical order.

- Perform delayed effects (clock symbol). Discard cards remaining on location. Return assistants to their players.

### Cleanup

Move the lowest numbered location tile below town board into the Permanent Locations section on town board.

Discard other locations below town board to a face-up discard pile. Return assistants from home spaces to players.

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## End

Each player **may** flip facedown any cards in their bookshelf (to suppress order violation but also suppress scoring).

Then flip each card that does not follow its preceding card (left to right, top to bottom) by letter and number order.

Score 1 point for each **card** (face-up or facedown) in your largest rectangle that:

- is at least 2 cards wide, 2 cards high, starts on the bottom row, and is full of cards (has no empty spaces).

Score 15/9/4 points for 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> most **books** (not cards) in the Prominent Works category.

- In case of tie, add the next lower award if any and divide the total among tied players, rounding up.

Lose 1 point for each banned **book**.

Score 3 points for each **book** in the category in which you have the fewest, excluding the Banned Books category.

Score 2 points for each **book** in your library's focus category.

If tied, most books in bookshelf wins. If still tied, fewest cards in hand wins. If still tied, fewest Banned Books in bookshelf wins. If still tied, the first player to finish reading a book wins.