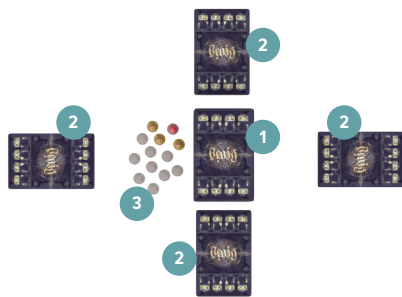


SETUP



- Shuffle all 90 Library cards and place them in a face-down stack to create the Library deck.
- Place 1 card face-down in front of each player to create their active shelf.
- Place all mixture tokens next to the Library deck.
- Each player draws 5 Library cards from the deck and places them into their hand.
- The last player to drink something with a particularly strange taste will become the first player.

GAME FLOW

Starting with the first player, each player will take a turn in clockwise order. On each player's turn they will draw one card and then play cards either to their own shelf or to one of their opponent's shelves. This will continue until one of the game end conditions are met, these are explained on the Game End section.

LIBRARY CARDS



- Book weight
- Positive scoring value
- Negative scoring value



ACTIVE & CLOSED SHELVES



Each shelf consists of one face-down card that potentially has a number of face-up cards stacked on top. Shelves can be stacked into one long column, or multiple columns going from the player's left to right in front of them. The bottom-most or right-most shelf is considered "active" because new cards can be played onto it. A shelf becomes closed once a new face-down card is placed, and that new card begins that player's new active shelf.

MIXTURE TOKENS



All mixtures can be placed onto shelves to increase its scoring multiplier. Mixtures are placed at different times, depending on the type, and always go onto the left-most empty multiplier space on that shelf. The right-most mixture token on a shelf dictates how many times the cards on that shelf will be scored once the game is over.

SHINY MIXTURE TOKENS

These are gained by closing opponent's shelves. Spend them during your turns to close your own active shelf or to increase your active shelf's end-game scoring multiplier.

GOLDEN MIXTURE TOKENS

These are gained by closing opponent's shelves. Immediately spend them to increase the end-game scoring multiplier for any one of your shelves.

RUBEDO MIXTURE TOKEN

This is only gained during final scoring. It goes to the player with the most negative scoring icons and cards left over in their hand, this is explained in detail on the Final Scoring section. Immediately spend them to increase the end-game scoring multiplier for any one of your shelves.

ON YOUR TURN

During each turn you will perform the following three steps in order:

DRAW STEP

Draw one card from the top of the Library deck and place it in your hand. Players can hold any number of cards in their hand at any time during the game.

MIXTURE STEP

Place shiny mixture tokens onto the left-most available multiplier location on the active shelf's starting card. You may place as many shiny mixture tokens as you want.

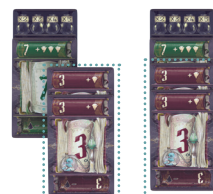
PLAY CARDS STEP

Choose one of the following options:

- Play 1 or 2 cards onto your active shelf
- Play 1 card onto another player's active shelf.
- 2 player game only** - Close your active shelf if its weight is exactly 13 without paying any mixture token.

PLACING CARDS & CLOSING SHELVES

You will be adding one or more cards onto an active shelf during each of your turns. For each card added you must sum together the weight values of all Library cards in the selected active shelf **and** the Library card you are playing. If the overall weight value is 13 or less, then place the new Library card face-up onto the active shelf (so that all previous values are visible). If the overall weight value is greater than 13, then you must close the active shelf by placing the card you just played face-down. This face-down card represents the start of a new active shelf.



When placing two cards, check the selected active shelf's weight with each card placed.

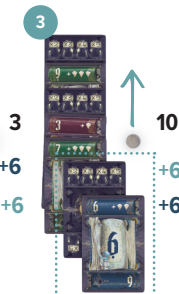
- You may place both face-up.



- You may place the first face-up and the second face-down.



- You may place the first face-down and the second face-up.



PLAYING ONTO YOUR ACTIVE SHELF

You may play one or two cards from your hand onto your active shelf. Two cards can only be played if they are identical.

Rotate all placed cards so that the top edge shows one or more positive scoring icons.



If any played cards cause your active shelf to close then you must first pay one shiny mixture token back to the supply. If you do not have a shiny mixture token to spend, then you may not play a card that would close your active shelf.

PLAYING ONTO AN OPPONENT'S ACTIVE SHELF

You may play one card from your hand onto an opponent's active shelf.

Choose the card's rotation so that either positive or negative scoring icons are on top. The sum of the scoring icons on a player's shelf must never be negative so you may be forced to rotate to the positive icons side.

If your played card closes that opponent's active shelf, then that opponent draws one card into their hand from the Library deck. After this, you may take one mixture token from the supply. If there are shiny mixture tokens available you must take one and put it in front of you, otherwise take a golden mixture token and immediately place it onto any of your shelves.

Finally, draw one card from the Library deck into your hand as a bonus for playing onto an opponent's active shelf, unless you closed the shelf and obtained the mixture token instead.



2 PLAYER ONLY - CLOSE YOUR ACTIVE SHELF

If the value of your active shelf is exactly 13 after drawing a card you may spend your turn closing the shelf by playing any Library card from your hand face-down to start a new active shelf. After this, you may take one mixture token from the supply. If there are shiny mixture tokens available you must take one and put it in front of you, otherwise take a golden mixture token and immediately place it onto any of your shelves.

GAME END

Once a player has taken the last golden mixture token or the last Library card, the game ends once that player's turn has completed.

FINAL SCORING

Once the game has ended, players must then check to see who will get the Rubedo mixture token. Each player counts the number of negative scoring icons showing on all of their shelves and then adds the number of cards they still have in their hand to it. The player with the highest result will receive the Rubedo mixture token and immediately place it into the left-most multiplier location on any of their shelf cards. If multiple players tie for this result then the player with the most negative scoring icons will take the Rubedo mixture token. If players still tie then no players will take the Rubedo mixture token.

Players must now calculate their points by scoring each of their shelves, including their active shelf. For each shelf, add the positive and negative icons together and then multiply that number by the right-most multiplier location that has a mixture token.

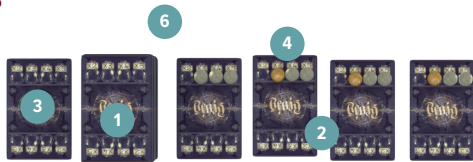
Once each shelf has been scored, add these values together and the player with the highest score will be the winner. In case of a tie, the tied player with the highest number of shelves is the winner. In case of a further tie, the tied players share the victory.



SOLO GAME

In the solo game you will play against an artificial opponent, the Automa player.

SOLO SETUP



Ignore the multiplayer player setup instructions and instead follow these:

- Remove the Rubedo mixture token and all 0 value cards from the game. Shuffle the remaining 81 cards and place them face-down to create the Library deck.
- Place 4 face-down cards to the right of the Library deck. These will be the opponent's shelves.
- Place 1 face-down card to the left of the Library deck. This will be your starting shelf.
- Place the Mixture tokens on top of the opponent's shelves by following this chart, depending on the difficulty level you want to play with:

Level 1 - Regular



Level 2 - Difficult



Level 3 - Master



- Take 4 Library cards from the Library deck into your hand.
- Leave space next to the Library deck for a discard pile.

SOLO GAMEPLAY

When playing against the Automa, the structure of the game is different from the multiplayer game. On each of your turns you will follow these 5 steps and then you will immediately take another turn.

- Draw
- Add to Automa shelf
- Place shiny mixture tokens
- Add to your shelf
- Discard a card

DRAW

Draw cards until you have 4 in your hand. This step is ignored during the first turn of the game.

ADD TO AUTOMA SHELF

At the start of the game the left-most face-down card in the Automa's shelf area is considered active. Place one card from your hand onto the Automa's active shelf with the following restrictions:

- The card must be oriented so that the positive scoring icons are on top.
- First turn of the game - You may play any card.
- Top discarded card is **red** (1,2,3 value) - You must play a **green** card (7,8,9 value).
- Top discarded card is **blue** (4,5,6 value) - You must play a **blue** card (4,5,6 value).
- Top discarded card is **green** (7,8,9 value) - You must play a **red** card (1,2,3 value).

If you do not have any legal cards to play, then instead take the top card from the discard pile and play that onto the Automa's active shelf.

If the played Library card brings the Automa's active shelf weight to above 13 then you must place the played card face-down onto that shelf. This closes that shelf and makes the next shelf to the right the Automa's active shelf. This means the Automa player's shelves are closed once there is a face-down card at the top and bottom of the shelf stack.

You can no longer count the number of relentless days you've spent diluting solvents and heating liquid mixtures in vials. The walls of this dank laboratory are stacked with old and overused books, a library too vast to read through in one lifetime. Your fellow Alchemists are working to find the perfect transmutation, but the tiredness after all the hours spent working and the weak candlelight distract you from your research and you start doubting. Was your experiment compromised by others while you had your guard down?

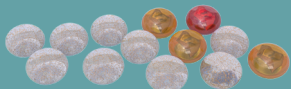
ABOUT

Rebis is a 1-4 player card game where you must play the correct cards into the correct areas at the correct time to best your opponents. Pretty simple!

COMPONENTS



90 Library cards (numbered 0 - 9)



13 Mixture tokens (9 shiny, 3 golden, & 1 rubedo)

CREDITS

Game Design: Gaetano Cavallaro
 Illustrator: Paolo Voto
 Publisher: ThunderGryph Games
 PM: Gonzalo Aguirre Bisi
 Game Editor and Art Direction: Pierpaolo Paoletti
 Rulebook Author: Jonathan Cox
 Rules Proofing: Cristina Aguirre Bisi
 Graphic Design: Daniel Tosco
 Mockups: Erick Tosco
 Thanks to the Support of: Cristina Bisi and Luis González

LANGUAGES



Digital rulebook available at thundergryph.com/matchbox

www.thundergryph.com
 ThunderGryph SLU, Avda. República Argentina, 24 - 2º,
 41011 Sevilla, España - support@thundergryph.com
 © 2020 ThunderGryph Games, All rights reserved.

PLACE SHINY MIXTURE TOKENS

If you have any shiny mixture tokens near your shelves then you may now place any of them onto your active shelf card following the multiplayer rules. Note: You are not allowed to place golden mixture tokens onto your shelves, they will instead be placed onto the Automa's shelves during final scoring.

ADD TO YOUR SHELF

Play 1 or 2 cards from your hand onto your active shelf by following the multiplayer (3 & 4 player) game rules with the following exceptions:

- You do not have to pay 1 shiny mixture token when closing your own active shelf.
- If your played card causes the sum of your active shelf to be exactly 13 then you immediately close the shelf by placing the top face-down card from the Library deck onto your shelf stack.

Every time you close your active shelf, take a mixture token from the Automa's active shelf and place it near your shelves. You always take the token associated with the highest multiplier available. If the Automa does not have an active shelf, because the game is about to end, then you do not gain any mixture tokens.

Note: When playing in the solo mode you either use one column for all of your shelves, or create new columns to the left of your previous shelves (unlike the multiplayer game where you move to the right).

DISCARD A CARD

Discard one card from your hand onto the discard pile face-up. Keep in mind that this card will restrict your options for what card you can play onto the Automa's active shelf on your next turn.

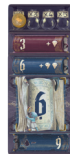
SOLO GAME END

Once all four of the Automa player's shelves are closed, the game will end after the current turn. This means you will be able to play onto your own active shelf one last time before the game is over.

The game will also come to an end if the draw deck becomes empty. Proceed with your turn and play as many steps as possible with the cards you have before moving on to scoring.

SOLO SCORING

Once the game is over you must place all golden mixture tokens back onto any Automa player's shelves following these rules:



- If there are no mixture tokens on the selected shelf then place the golden mixture token onto the left-most multiplier (x2).



- If the selected shelf has at least one token on it then place it onto the left-most empty **non-x2 multiplier** location.

Proceed to score the Automa player's shelves following the multiplayer rules, with one exception: The Automa player scores the multiplier associated with the right-most mixture token on that shelf even if the x2 location is empty.

Now score your shelves following the multiplayer rules and then compare the scores. If you have **more** points than the Automa player, you win!



$$18 + 20 + 18 + 20 = 76$$



Rebis