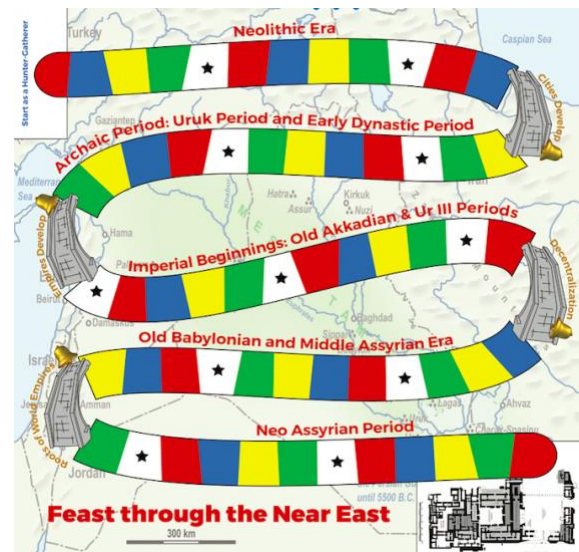


Final Game Treatment

Welcome to Feast Through The Near East!

For 2-4 players/ 40-80 minutes

Note for the curious player: a glossary of historically relevant terms is included on the final page of the document.



Introduction and Game Experience:

In this board game, players will venture through time periods of the ancient Near East and attempt to use their corvee pieces, accumulate feast tokens, and augment their social standing. Players begin as hunter-gatherers, start on the same social level, and progress through the following periods: the Neolithic Era, the Archaic Period comprised of the Uruk and Early Dynastic Periods, the Initial Imperial Phase comprised of the Old Akkadian and Ur III Periods, the Old Babylonian and Middle Assyrian Era, and the Neo-Assyrian Era. Each period will be connected to the next by way of a 'bridge' on which a given societal development, e.g., the advent of cities, will be written.

Throughout the game, a player's social status fluctuates. As players move through different periods, a particular number of feast tokens can be exchanged for an 'upgrade' in societal rank. Players may increase their social status by a single rank before rolling the die on any given turn. As the import and stringency of social stratification varied across the time periods on the gameboard, a different number of feast tokens is required to 'upgrade' one's social standing in distinct eras. There will be a key on the board that, as described below, indicates how many feast tokens must be exchanged to 'upgrade' in echelon in each period. Players interface at 'steal' spaces, as described in the gameplay section below, on which one player can force another player to trade his/her feast tokens for an equal number of corvee pieces belonging to player who lands on the 'steal' space.


Ultimately, players will arrive at the Neo-Assyrian Palace, the end-point of the game path; however, the first player to arrive at the palace does not necessarily win the game. The winner is determined by adding up the number of feast pieces and subtracting the number of corvee pieces after all players have arrived at the palace. The first player to arrive at the palace gets to bestow one of his/her corvee pieces upon each of the other players. The final player to finish the game must collect a corvee piece from each of the other players. Social status also comes into play in ascertaining the winner. The player who completes the game with the highest social status receives an additional feast token. In contrast, the player who finishes the game with the lowest social ranking must return one of his/her feast tokens. Finally, after all of the players have arrived at the palace, the player with greatest difference between feast and corvee tokens wins.

Object: Be the player to arrive at the Neo-Assyrian palace with the greatest number of feast tokens, the least number of corvee tokens, and the highest social ranking.

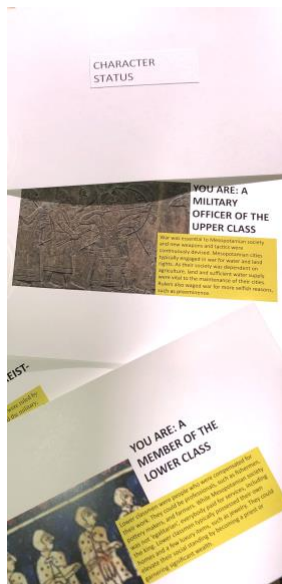
Contents:

1 6-sided die

Gameboard

5 white people-shaped pawns  (decorated with colored stickers so each player can distinguish his/her own pawn)





24 character cards (4 slave cards, 4 lower classman cards, 4 upperclassman cards, 4 noble cards, 4 priest-king cards, 4 king cards)



Enlarged
example:

Example of a character card:

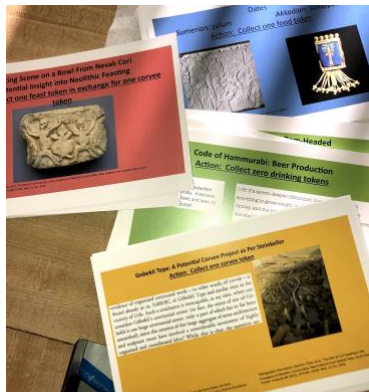


Tokens (75 each): yellow corvee tokens , red feast tokens , blue food tokens , and green drinking tokens 

4 small clay containers (that are either green, yellow, red or blue) to be used to hold the corresponding colored tokens



4 color-coded sets of 20 cards (specific examples depicted below)



4 small bells (to be placed next to 'bridges' on the gameboard)

Setup:

- Open the gameboard and place it on a flat surface.
- Gather the yellow, red, blue, and green cards and place them in four discrete color-coded piles with the blank sides (labeled with corvee, drinking, feast, or food) facing upwards.
- Gather the yellow tokens and place them in the yellow clay container, gather the red tokens and place them in the red clay container, gather the blue tokens and place them in the blue clay container, and gather the green tokens and place them in the green clay container.
- Place each of the 4 bells next to one of the bridges on the board.
- Place the number of white player pieces corresponding to the number of players on the 'Start as a hunter-gatherer' space.
- Place the die on the gameboard.
- Distribute a lower class character card to each player.
- Distribute six yellow corvee tokens to each player.



Gameplay:

The youngest player goes first. Play progresses clockwise from the first player.

All players start as hunter-gatherers and possess the same character cards as members of the lower class at the outset of the game.

On your turn:

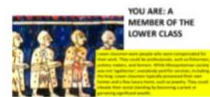
- Before rolling the die, you may augment your social rank according to the key on the gameboard, which specifies the requirements as follows:
 - Number of Feast Tokens to Exchange to Elevate Social Standing:
 - Neolithic Period: 1
 - Archaic Period: 2
 - Imperial Beginnings: 4
 - Old Babylonian and Middle Assyrian Era: 1
 - Neo-Assyrian Period: 6

Social Classes in Feast Through The Near East:

Slaves:



Lowerclassmen:



Upperclassmen:



Nobles:



Priest-Kings:



Kings:



Social Ranks (in Ascending Order)
Present in the Game:
Slaves, lowerclassmen,
upperclassmen, nobles, priest-kings,
and kings.

- Roll the die, and move your white player piece the number of spaces specified.
- *If you cross the 'bridge' from one period to another*
 - Ring the celebratory bell next to the bridge!
 - Collect one red feast token to mark your transition between eras.
- ***If You Land:***
 - **On a Yellow Space:** Select a yellow corvee card from the yellow card pile. Read the information/view the image shown, and take the number of corvee tokens indicated in the 'action' section of the card. Return the card, with the blank labeled side facing upwards, to the bottom of the card pile.

Example of a yellow corvee card:

Corvee During the Ur III Period: Fostering Cultural Identity Through 'Egalitarian' Channels

Action: Collect three corvee tokens

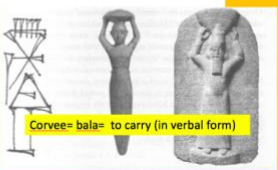
Steinkeller on Ur III Corvee: "National building projects were an extremely important tool of political and cultural integration," a "nation-building" effort (Hudson 4).

Ur III "building narratives emphasize the fact that among the workers employed on such projects 'no one received a higher or a lower wage,' an indication of the...degree of equality that existed among the participants of these undertakings" (Hudson 6).

Corvee= bala= to carry (in verbal form)

Bibliographic Information: Hudson, Michael. How the Organization of Labor shaped Civilization's 'Salvage'. The 23th International Karl Polanyi Conference, "The Enduring Legacy of Karl Polanyi," Concordia University, 6-8 November 2014. Unpublished conference paper: University of Missouri, Kansas City, 2018. Print.

Bibliographic Information: Steinkeller, Peter. "The Employment of Labor in Building Projects in the Ur III Period." Labor in the Ancient World: A Colloquium Held at Strasbourg (Savoy). Glashütte: SLT, 2015. Print.



- **On a Red Space:** Select a red feast card from the red card pile. Read the information/view the image shown, and determine if you have the proper number

of corvee tokens that the exchange in the ‘action’ section specifies. Return the card, with the blank labeled side facing upwards, to the bottom of the card pile.

Example of a red feast card:



- If you have the number of corvee tokens needed to obtain the number of feast tokens indicated: perform the exchange.
- If you do not have the number of corvee tokens required to obtain the number of feast tokens indicated: you are in corvee ‘debt’.
 - **Corvee ‘debt’:** If you find yourself in corvee ‘debt’, you must don a triangular hat to mark your unfavorable position.
 - If you are in corvee ‘debt’ on two sequential turns, you are demoted in social rank by one echelon. If this occurs on a third turn, your rank is demoted again. If you possess the lowest status character card, i.e., that corresponding to a slave, your rank will not be reduced any further (as maintaining a slave status is sufficient punishment!).
 - If you do not find yourself in corvee ‘debt’ on your next turn, you can return your hat. You will not be demoted in rank.
 - Players should individually keep corvee ‘debt’ track records (either on a piece of paper or via recollection).
- **On a Blue Space:** Select a blue food card from the blue card pile. Read the information/view the image shown, and take the number of food tokens specified. Return the card, with the blank labeled side facing upwards, to the bottom of the card pile.
 - If gathering the instructed number of food token brings your combined number of food and drinking tokens to 5, you may exchange any assortment of these 5 tokens for a feast token after your turn.

Example of a blue food card:



- **On a Green Space:** Select a green drinking card from the green card pile. Read the information/view the image shown, and take the number of drinking tokens

specified. Return the card, with the blank labeled side facing upwards, to the bottom of the card pile.

- *If gathering the instructed number of drinking token brings your combined number of food and drinking tokens to 5, you may exchange any assortment of these 5 tokens for a feast token after your turn.*

Example of a green drinking card:



- **On a Star/ 'Steal' Space:** You may 'steal' a maximum of three feast tokens from any other player if you have an equivalent number of corvee pieces to give him/her in return.

Movement:

- Always move in the forward direction, i.e., away from the 'start as a hunter-gatherer space' and towards the Neo-Assyrian palace.
- Two or more white player pieces may be on the same space simultaneously.
- Play until all players reach the blueprint of the Neo-Assyrian palace.

Glossary of Historical Terms:

Corvee: Mandated labor exacted in the place of taxes. Typical corvee undertakings include the building of temples, developing the irrigation system, and partaking in the military.

Early Dynastic Period: An era that extended from about 2900 to 2300 BCE and was preceded by the Uruk Period (defined below). The first independent cities (e.g., Uruk) and states were devised during this period, and this era was characterized by small city-states. This advancement promoted the unity of a significant part of Mesopotamia in the setting of Sargon's (i.e., the first ruler of the Akkadian Empire) rule.

Hunter-gatherer: Describes a lifestyle of nomadic tribes who relied on fire, were highly knowledgeable about plants, and devised hunting 'technology'. This nomadic way of life mainly persisted until the Neolithic Era.

Middle Assyrian Era: A period that extended from about 1365 to 1077 BCE and is marked by burgeoning Assyrian power.

Neo-Assyrian Era: A period that extended from about 912 to 612 BCE and is commonly referred to as the first true empire of the world. The Assyrians expanded their territory from the city of Assur to cover a large swath of Mesopotamia.

Neo-Assyrian Palace: An ornate structure constructed under the rule of the Assyrian king Ashurnasirpal II, who ruled from about 883 to 859 BCE.

Neolithic Era: A term that references the last phase of the Stone Age, a term developed in the 19th century CE that includes three eras: the Paleolithic, Mesolithic, and Neolithic. The Neolithic Era is associated with the dissemination of agriculture and the utilization of new stone tools.

Old Akkadian Period: A period that extended from about 2340 to 2200 BCE and is marked by Akkad's domination of the political milieu in the ancient Near East.

Old Babylonian Era: A period that extended from about 2000-1600 BCE and is marked by political flux and decentralization.

Uruk Period: A period that extended from about 4000 to 3000 BCE that features the development of Mesopotamian society. The great city of Uruk in the south and Tell Brak in the north transformed into the first metropolises.

Ur III Empire: A period extending from about 2100 to 2000 BCE linked to the third dynasty of Sumerian kings documented on records found in Ur. Such rulers included Ur-Namma and Shulgi.