TWILIGHT INSCRIPTION

9-24 PLAYER VARIANT V1.0 SEPTEMBER 15, 2023

This document explains how to use multiple copies of the game to play with up to 24 players! This variant is great for in-store events and convention play.

To play with 9–16 players, two copies of the game are required. To play with 17–24 players, three copies are required.

We recommend having a moderator run the game, especially for very large groups. The moderator (who is not a player) keeps the game flowing smoothly, answers questions, and manages the timer if the event is time-limited.

SETUP

Setup for this variant uses the components from a single copy of the game except as noted below. Follow the normal setup rules with the following changes:

✦ **Optional — Time Limit:** If playing with a time limit (see "Suggestions"), the organizer must announce that limit.

✦ **Step 1, Prepare Player Sheets:** For each sheet type, take the eight sheets from one copy of the game and add random sheets of that type from a second copy of the game (and then from a third copy if necessary) until there is one per player. Then shuffle those sheets and deal one to each player.

✦ **Step 2, Choose Faction:** If playing with 9–12 players, each player is dealt two faction cards to choose from. If playing with 13–24 players, each player is dealt one faction card. If The Nomad is in play, that player should be seated next to the event deck.

✦ **Step 3, Prepare Mecatol Rex Sheet:** If playing with 9–16 players, place a second Mecatol Rex sheet to the right of the first one. If playing with 17–24 players, place a third Mecatol Rex sheet to the right of the second one.

✦ **Step 6, Prepare Other Components:** Take the relic deck from each copy of the game and shuffle each **separately**. Place one relic deck in the center of the table and set aside the others in case they are needed during play. Give one reference card and one marker to each player.

✦ **Step 7, Choose Speaker:** If a moderator is available, they take the role of Speaker.

PLAYING THE GAME

Play the game as normal with the following changes:

✦ **Announcing Mecatol Rex/Objectives:** To minimize interruptions, players **cannot** announce that they have completed an objective or claimed Mecatol Rex until the Speaker asks. The Speaker must ask "Mecatol Rex and objectives?" at the end of steps 2 and 3 of a strategy event and at the end of each non-strategy event.

✦ **Claiming Mecatol Rex:** The side-by-side Mecatol Rex sheets are effectively one large sheet, and the slots are filled from left to right. For example, the second player that claims Mecatol Rex writes their name in the topmost slot of the second Mecatol Rex sheet and gains that slot's rewards.

The Nomad claims Mecatol Rex, taking the next available slot on the Mecatol Rex sheets for 7 ✦ and 4 ✧.

✦ **Empty Relic Deck:** When the last card of the relic deck is drawn, the Speaker takes one of the set-aside relic decks and places it in the center of the table. This is the new relic deck that players draw from.

✦ **Prolonged Objectives:** An objective is not flipped until it is completed in two separate instances. The first time it is completed, all of the players who completed it at that time gain the **higher** ✦ value. Then, rotate the card by 90 degrees (or place a coin or other indicator on it) to denote the first instance. The second time it is completed, all of the players who completed it at that time gain the **higher** ✦ value. Then, flip the card—all subsequent players who complete the objective gain the **lower** ✦ value.

CLARIFICATIONS

This section addresses questions that may arise while playing with this variant.

✦ **Tyrant's Lament relic card:** In the rare instance that multiple players reveal a Tyrant's Lament card at the same time **and** are neighbors or share a neighbor, they must resolve the cards simultaneously after they both have a chance to look at their neighbors' sheets.

✦ **Player with Duplicate Relics:** If a player has two copies of the same relic, they may resolve those copies at the same time but must fully resolve one before resolving the other.

✦ **Argent Flight, Zeal:** This ability still grants one free vote per player to the Argent Flight player. Thus, in a 24-player game, it grants 24 free votes.

✦ **Naaz-Rokha Alliance, Distant Suns:** When the Naaz-Rokha player uses this ability, they shuffle their chosen relic card into whatever cards remain in the current relic deck.

SUGGESTIONS

This section provides recommendations that help to make gameplay with this variant as smooth and organized as possible.

✦ For very large groups or time-limited events, we recommend applying a time limit to steps 2 and 3 of strategy events. We recommend two minutes per step for Stage I–III events, and three minutes per step for Stages IV and V.

   ✧ When a step's time limit is reached, the players lose all remaining resources (regardless of their source) and cannot spend any more assets. If possible, an extra minute should be allowed for players who received a "Play immediately" relic card during the step.

   ✧ If necessary, the Speaker can institute a time limit after the game has started. This should be instituted and announced at the start of a round.

✦ We recommend displaying the dice, event cards, and objective cards on a large monitor or projector. Alternatively, use the extra copies of those components to replicate that information for players who are seated farther away.

✦ If the players cannot be seated in a circle, use numbered placards to ensure that each player knows who their neighbors are.

✦ The Speaker should be prepared to give out relic cards and write faction names on the Mecatol Rex sheet since those components are not within reach of most players.