



SFYNX



EVERY 25 MOONS, THE MYSTERIOUS SFYNX OPEN A GATEWAY TO THEIR SUNKEN CITY... BUT ONLY THE ADVENTURERS ABLE TO SOLVE 9 RIDDLES BEFORE THE CLEPSYDRA EMPTIES WILL BE GRANTED ACCESS TO ITS VANISHED SPLENDOURS AND FORGOTTEN KNOWLEDGE.

ARE YOU UP TO THE TASK?

Sfynx is a solo/cooperative game for one to four players. You must solve 9 riddles by manipulating tiles on a 5x5 grid (called the Antechamber) so that the positions of the tiles match given patterns shown on the Riddle cards. You'll only have a limited amount of turns, so you'll need to make the best use of your actions.

COMPONENTS

25 CIVILISATION TILES

Double-sided (Cursed/Restored)
3 of them are Sfynx (wild) tiles



Cursed



Restored



1 CLEPSYDRA BOARD

30 RIDDLE CARDS

Divided into 5 decks of increasing difficulty (from  to )



8 BASIC ACTION TILES

Double-sided:
Active/Exhausted

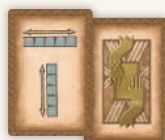


6 SPECIAL ACTION TILES

Double-sided:
Active/Exhausted



12 REWARD CARDS



12 CHALLENGE TOKENS



1 WHIRLPOOL TILE

Double-sided

SETUP

1 Form the Riddle deck

1. Choose a difficulty level from 1 (easy) to 8 (impossible) and set aside the 3 decks (of 6 Riddle cards each) as indicated in the chart.
2. Return the other 2 decks to the box.
3. Separately shuffle each of the 3 set-aside decks, take 3 cards out of each deck and return them to the box, without looking at them.
4. Shuffle the remaining cards together to form a deck of 9 cards (the Riddle deck).
5. Reveal the first 3 cards of the Riddle deck in a row.

Example:

1. You decide to play at level 3, so you take deck , and .
2. You return deck and deck to the box.
3. You shuffle deck , take three cards out of it, and return them (face down) to the box. Then you do the same with deck and deck .
4. You shuffle the 9 remaining cards from deck , and : this is your Riddle deck for the game.
5. Reveal the first 3 cards of this deck: these are the available riddles for the beginning of your game.

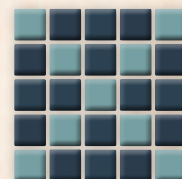
LEVEL	DECKS
1	
2	
3	
4	
5	
6	
7	
8	

2

Shuffle the 25 Civilisation tiles and place them showing their Cursed side in a 5x5 grid ("the Antechamber").

Then flip 9 of them on their Restored side to make an X across the Antechamber.

Make sure all tiles have the triangle on the bottom side.



3

Put the Whirlpool tile on the side showing .

7

Shuffle the 12 Reward cards to form the Reward deck, then reveal the first 3 cards of this deck.

6

Give 2 Basic action tiles to each player and return any unused tiles to the box. Each player starts with their 2 tiles showing their Active side (example of setup for three players).

4

Put the Clepsydra board next to the Antechamber. Shuffle all Challenge tokens and place them face down in the appropriate spots on the Clepsydra board.

5

Shuffle the 6 Special action tiles. Randomly choose 4, place them showing their Active side within reach of all players, and return the remaining 2 back to the box.

GOAL OF GAME

In order to prove yourself worthy of entering the sunken city, you must solve the Sfyx's 9 riddles. These are represented by the Riddle cards.

In order to solve a Riddle card, you must position the Civilisation tiles in the Antechamber in such a way that the tiles showing the symbols represented on the Riddle card are **Restored** and next to each other **in the order shown** on the card, either from **left to right** or **up to down**.

You lose the game either if you haven't solved all 9 riddles by the end of the 12th turn, or if at any time all Civilisation tiles are on their Cursed side.

In order to restore the Civilisation tiles and position them as required by the Riddle cards, you'll have three actions per turn: two Basic actions and one Special action. After your actions, the Sfyx (to make sure you're truly worthy) will meddle, usually making things more challenging.

FLOW OF THE GAME

Players take turns in clockwise order. Each turn is divided into two phases:

- Action Phase
- Sfyx Phase

ACTION PHASE

You must perform three actions: two Basic actions and one Special action; you can take those actions in the order of your choice.

Note: You are free to communicate as you wish with the other players, but you have the final say on the actions you want to take during your turn.

Basic action

Perform **one** of the two actions shown on one of your Basic action tiles, then flip this tile to its Exhausted side. You may choose between:

Restore

Flip one Civilisation tile from Cursed to Restored.

Swap

Swap two orthogonally adjacent Civilisation tiles.

Special action

Choose one of the 4 Special action tiles. This tile must show its Active side. Perform the action shown on the tile, then flip it to its Exhausted side. See page 8 for the descriptions of the Special actions.

Important note: For all actions and effects that allow you to swap/move Civilisation tiles, it does not matter whether those tiles are Cursed or Restored.

Solving the riddles

If after an action (Basic action tile, Advanced action tile or Reward card - see below), tiles in the Antechamber correspond to a pattern on a revealed Riddle card, and all those tiles are Restored, immediately solve the riddle, and return the Riddle card to the box.

The Sfyx tiles

A Sfyx tile counts as a wild Civilisation tile and can replace any Civilisation tile to solve a riddle.

Note:

- Only one Sfyx tile can be used per riddle.
- Some Riddle cards show the following symbol:

You may not use a Sfyx tile to solve this riddle, unless you use the following Reward card (see page 8).

Examples of solved and not solved riddles.

This riddle is solved



This riddle is solved



This riddle is not solved
(not all tiles are Restored)



This riddle is not solved
(Sfyx tiles cannot be used
to solve it)



This riddle is not solved
(the tiles are not in the
requested order)

After solving a riddle, the following happens:

- 1) Take one of the three revealed Reward cards, and put this card face up next to the Special Action tiles; then replace the card you just took with the first card from the Reward deck.

Note: You may not have more than 3 Reward cards. If you gain a 4th Reward card, you must immediately return one of the 4 acquired Reward cards to the box (decide if you apply its effects or forfeit them entirely).

During the game, any player will be able to use this Reward card during their turn (after which the card is returned to the box).
The use of a Reward card doesn't cost an action. See page 8 for a description of the Reward cards' effects.

- 2) Replace the Riddle card you just removed:



a. If you solved the riddle next to the Riddle deck, simply replace it with the first card of the deck.



b. If you solved the riddle in the middle, first slide the riddle next to the deck to the middle, then reveal the first card of the deck.



c. If you solved the riddle furthest away from the deck, slide the remaining two riddles, then reveal the first card of the deck.

Exhausted Riddle deck

When there are only 3 Riddle cards left, flip the Whirlpool tile to the side showing : .

No Riddle cards left

You immediately win the game as soon as you solve the last riddle.

Note:

- Solving a riddle does not cost an action.
- You may solve several riddles during the same turn (you may even solve several riddles after the same action).
- You may not solve a riddle in the middle of an action (you have to resolve all the effects of an Advanced action tile or a Reward card).

SFYNX PHASE

Reveal the topmost Challenge token on the Clepsydra board, apply its effect, then set the Challenge token aside.

Exception: If you reveal the 12th and last Challenge token, you don't apply its effect but instead immediately lose the game (.

There are three types of effects on the Challenge tokens: Whirlpool, Curse and Slide. If two symbols are shown on the Challenge token, you must resolve all effects of both symbols, starting with the one on top.

Whirlpool

If the Whirlpool tile is on the side showing : , put the Riddle card that is furthest away from the Riddle deck face down at the bottom of the deck, then slide the remaining Riddle cards and reveal the top card from the Riddle deck.



If the Whirlpool tile is on the side showing : , flip 2 Civilisation tiles from Restored to Cursed. You may choose freely which tiles to flip. If this results in all Civilisation tiles being Cursed, you immediately lose the game.

Curse

Flip Civilisation tiles from Restored to Cursed.

The number of tiles you must flip depends on the position of the Challenge token you just revealed on the Clepsydra board. You may choose freely which tile(s) to flip.

If this results in all Civilisation tiles being Cursed, you immediately lose the game.



It is the Sfyx Phase of the 6th round, and you reveal a Challenge token with the Curse effect. You must flip two Civilisation tiles from Restored to Cursed. Had you revealed this token on the following turn, you would have had to flip three Civilisation tiles instead.

Slide / / /

Slide all Civilisation tiles in each of the columns/rows (depending on the token) where the 3 Sfyx tiles are up/down/to the left/to the right (depending on the token). Note that this can result in the same row/column sliding two or three times (if several Sfyx tiles are in the same row/column).



After revealing and resolving all the effects of the Challenge token, and before ending your turn:

- Flip your two Basic action tiles back to their Active side.
- If the  symbol is on the Clepsydra board next to the Challenge token you just removed, flip the 3 Special action tiles that were chosen (this turn and the two previous ones) back to their Active side.

ADJUSTING THE DIFFICULTY

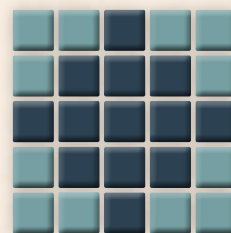
Have you found the difficulty level that suits you almost perfectly, but would like to tweak things just a bit to make the game either easier or harder? You can make the following adjustments:

For a less challenging game

- Start the game with one Reward card (drawn from the top of the Reward deck). This card can be used as if it had been acquired after solving a riddle (it counts towards the 3 Reward card limit, any player can use it and it is returned to the box after use).

and/or

- Set up the Antechamber using the following pattern instead of the one shown on page 3:

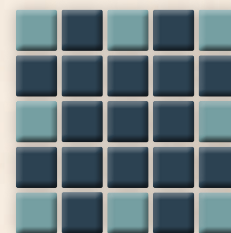


For a more challenging game

- During setup, reveal 2 Rewards cards instead of 3. During the game, you cannot keep more than 2 Reward cards (instead of 3).

and/or

- Set up the Antechamber using the following pattern instead of the one shown on page 3:



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PLAYER AID

TURN STRUCTURE

Action Phase

Perform 3 actions: 2 Basic actions and 1 Special action (flip the tiles to their Exhausted side after use).

Sfynx Phase

Reveal the topmost Challenge token on the Clepsydra board, and apply its effect.

End of turn: Flip your two Basic action tiles to their Active side.

If the  symbol is on the Clepsydra board: Flip all Special action tiles to their Active side.

Basic actions



Flip 1 Civilisation tile from Cursed to Restored.



Swap 2 orthogonally adjacent Civilisation tiles.

Special actions



Flip up to 2 Civilisation tiles from Cursed to Restored.



Horizontally swap 2 adjacent Civilisation tiles. You can do this twice. You do not necessarily have to move the same tile both times.



Vertically swap 2 adjacent Civilisation tiles. You can do this twice. You do not necessarily have to move the same tile both times.



Swap 2 diagonally adjacent Civilisation tiles.



Slide 1 column up or down (the tile at its top becomes the tile at its bottom - or the other way around - and all tiles in between slide accordingly).



Slide 1 row to the left or to the right (the leftmost tile becomes its rightmost - or the other way around - and all tiles in between slide accordingly).

Reward cards



Flip up to 3 Civilisation tiles from Cursed to Restored.



Swap 2 adjacent Civilisation tiles. You can do this up to 3 times. You do not necessarily have to move the same tile each time. For each move, you are free to choose whether you want to swap horizontally or vertically.



Swap 2 diagonally adjacent Civilisation tiles. You can do this twice. You do not necessarily have to move the same tile both times.



Slide 1 row and 1 column (in the order of your choice).



You may use a Sfynx tile to solve a riddle, even if it has the  symbol.



Swap any 2 Civilisation tiles anywhere in the Antechamber.

Note:

- Return the Reward card to the box after use.
- Using a Reward card does not cost an action.
- Any player may use a Reward card on their turn (not only the player who acquired it after solving a riddle).
- A player may use several Reward cards during their turn.
- You may not have more than 3 Reward cards.

Challenge tokens



Put the Riddle card furthest away from the Riddle deck face down at the bottom of the Riddle deck.

OR



Flip 2 Civilisation tiles from Restored to Cursed.



Flip x Civilisation tiles to Cursed (x =  on the Clepsydra board).



Slide the column of each Sfynx tile up/down.



Slide the row of each Sfynx tile left/right.