



YouTube Video Links:

<https://youtu.be/ffMLIL5gGQg>

<https://youtu.be/m6mnSVFnCQI>

<https://youtu.be/fPOdVWbfKaM>

<https://stonemaiergames.com/games/scythe/videos/> (Additional videos)

Number of Players: 1-5 Players (Best: 4)

Ages: 14 and Up

Play Time: 90-115 minutes

Scythe Description: It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as “The Factory”, which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries.

Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In *Scythe*, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

Each player begins the game with different resources (power, coins, combat acumen, and popularity), a different starting location, and a hidden goal. Starting positions are specially calibrated to contribute to each faction's uniqueness and the asymmetrical nature of the game (each faction always starts in the same place).

Scythe gives players almost complete control over their fate. Other than each player's individual hidden objective card, the only elements of luck or variability are “encounter” cards that players will draw as they interact with the citizens of newly explored lands. Each encounter card provides the player with several options, allowing them to mitigate the luck of the draw through their selection. Combat is also driven by choices, not luck or randomness.

Scythe uses a streamlined action-selection mechanism (no rounds or phases) to keep gameplay moving at a brisk pace and reduce downtime between turns. While there is plenty of direct conflict for players who seek it, there is no player elimination.

Every part of Scythe has an aspect of engine-building to it. Players can upgrade actions to become more efficient, build structures that improve their position on the map, enlist new recruits to enhance character abilities, activate mechs to deter opponents from invading, and expand their borders to reap greater types and quantities of resources. These engine-building aspects create a sense of momentum and progress throughout the game. The order in which players improve their engine adds to the unique feel of each game, even when playing one faction multiple times.

Source: <https://boardgamegeek.com/boardgame/169786/scythe>

Description 2:

Scythe is an engine-building game set in an alternate-history 1920s period. The game is competitive for 1-5 players. The game takes place on a hexagonal-tiled map of Eastern Europe.

Every player represents a character from one of five factions trying to earn a fortune and claim their faction's stake. Scythe is a complex game as you need to conquer territory, enlist new recruits, get resources, build structures, gain villagers and activate monstrous mechanized robots.

The goal of the game is to earn more coins and achievements. These are simple missions like having a fully upgraded mech, or getting all the top action upgrades done, etc.

At the start, each player begins with different resources (power, coins, combat acumen, and popularity), a different starting location, and a hidden goal.

You get 6 wooden stars that will be placed on the central board by completing achievements. i.e. You can build 4 mechs and once you have built them all, you put a star on the board. Win a combat, you get a star. Get your works on the board, you get a star, etc.

In Scythe, the players need also to keep an eye on their popularity. Popularity acts as a score multiplier. The higher you are on the popularity track, the more points you'll get for your stars, hexes, and resources.

Most of the action don't take place on the main board but on the smaller two-part player board. It has a top half called the leader. This tells you a starting location, your special powers and mech upgrades.



The bottom half has details like what kind of society you have. It tells you actions you can do like moving, trading, production and arming your forces. When you do one of these actions, you can do a second action detailed on the bottom, which is either upgrading your actions, building a building or a mech or recruit a villager.

All these bottom actions upgrade your player board and a building or a mech to the main board.

The combat is driven by choices, not luck or randomness. Even though you can have a lot of conflicts between the players, there is no player elimination.

The game ends if a player can claim 6 achievements. The coins are awarded for the achievements, territory, popularity and resources. The player with the most coins wins.

You can earn coins through general play, but a big chunk of your fortune comes from the stars (achievements) you've placed on the board, the hexes you control, and the resources you have produced.

Scythe is a game of exploration, expansion, control and even a little combat. The game offers depth and a lot of replay ability. The players have almost complete control over their fate and the factor luck is limited (only the "encounter" cards that provides the player several options).

The game is also an area control game and a resource management game. Overall, Scythe is a puzzle and a very good one.

Source: <https://www.ultraboardgames.com/scythe/index.php>

Steps to the Access the Complete Rulebook:

- 1) Go to the following link (Rules Page) :
<https://stonemaiergames.com/games/scythe/rules-and-print-play/>
- 2) Click on the highlighted word : here.
- 3) Click on the « Scythe Rules and Translations » folder
- 4) Click on the « Complete Rulebook » folder
- 5) Click on the file in the folder, that is the complete 136 page rulebook.