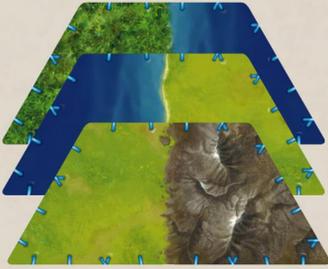




Rule book

Main Components

60 Land tiles



4 Meeples



1 First player token



11 Spire cards



60 Energy tokens



12 Five Energy tokens



Module Components

16 Spire tokens



1 Butterfly token



4 Module rules cards



13 Power cards

12 Objective cards

8 Goal cards



Solo Components

10 Automa cards



Introduction

The young spirits of nature are building a new world together by plucking floating pieces of land from the sky and weaving them together. With each addition, energy flows through the landscape. And the spirits gather this energy and use it to construct massive spires to show off their skill.

It's a friendly competition and the winner gets to name their newly created world.

Set-up

Randomly decide who will be the first player and give them the First player token.

Each player takes a meeples of their choice to represent their nature spirit.

Shuffle all the land tiles and give each player 3 random land tiles, face-down. These are each players' starting hands.

Place the rest of the tiles face-down to the side as the **reserve**.

Take 3 random tiles from the reserve and place these face-up to the side. This is the **sky**.

Place the energy tokens to the side to form the general supply.

Take the 11 spire cards and place them face-up to the side.

You are now ready to set up the world.

Setting up the world

Starting with the first player and proceeding in clockwise order, each player takes the following steps:

1. Look at your 3 land tiles and choose 2 to keep as your **stamina**. Place these face-up in front of you.

2. Place your third land tile face-up in the middle of the table and place your meeples on one of the two spaces on that tile. This land tile is now part of the **world**.

If you are not the first player, your tile must connect to at least one of the other tiles in the world. See **tile placement rules** below.

You are now ready to start playing.



Quick overview

Players will take actions to expand the world, increase their stamina, or build spires. They can also move their meeples around the world to pick up energy that spreads when new land tiles are added to the world.

The game ends when one player has built 3 spires or collected 40 energy.

Turns

Starting with the first player, and proceeding in clockwise order, each player will take turns until the game ends.

A turn consists of 2 phases:

1. Action phase

2. Movement phase

Action Phase

During your action phase, you may take 1 of the following actions:

Increase your stamina

Spend 2 energy to take a tile from the sky and add it to your stamina

Build a spire

Spend 8 energy to take a spire card.

Expand the world

Take a tile from the sky and add it to the world.

Each action is described in detail in the following sections.

action: Increase your stamina

Taking this action costs 2 energy: Take 2 of your own energy tokens and return them to the general supply. If you have less than 2 energy tokens, you cannot take this action.

Choose one of the 3 land tiles from the sky and add it to your stamina. Your stamina determines how much, and where you can move. See the **movement phase** for more details.

action: Build a spire

Taking this action costs 8 energy: Take 8 of your own energy tokens and return them to the general supply. If you have less than 8 energy tokens, you cannot take this action.

Take one spire card with the highest available number from the general supply and place it in front of you.

Spire cards

Spire cards are worth 12, 10 or 9 victory points at the end of the game. There are only two spire cards worth 12 points, so it can be advantageous to try to build one quickly.

When a player builds their third spire, the game will end.



action: Expand the world

Choose one of the 3 land tiles from the sky and connect it to the world (the other land tiles in the middle of the table) using the tile placement rules described below.

After connecting the tile, add energy to the world.

Adding energy

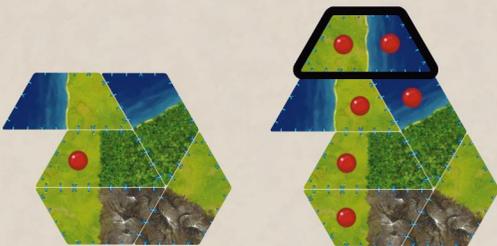
First, place 1 energy token from the general supply on each of the two spaces of the land tile you just placed.

Next, place 1 energy token from the general supply on each other space that forms a continuous landscape, of the same type, with the newly added tile.

Each space can only ever have 1 energy token on it.

If there is a meeple in a space that would get an energy token, that player immediately collects that energy token.

Energy example



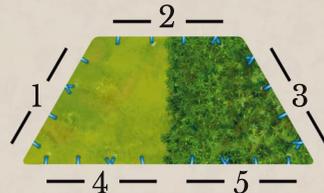
The world is expanded with the land tile outlined in black. Energy tokens are placed on the grass and ocean spaces of the new tile, and also to any grass and ocean spaces that are connected to it, either directly or through other grass and ocean spaces.

Each space can only have one energy token, so nothing happens to the grass space that already had one.

Tile placement rules

When you connect a tile to the world, you may rotate the new land tile in any way, and you may connect it to any part of the world.

Each tile has 5 "edges", 1 on each of the 3 short sides, and 2 on the long side.



When placing the tile, at least one if its 5 edges must line up completely with the edge of an existing tile in the world.

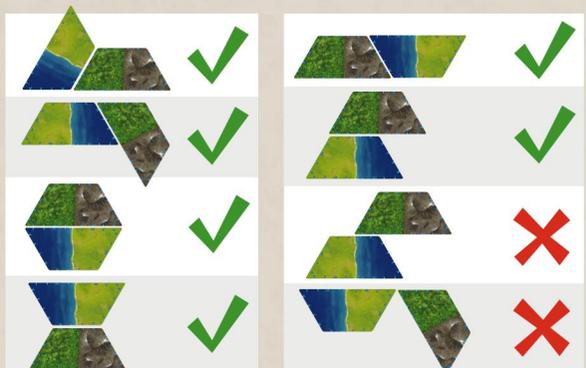
You cannot overlap tiles.

You do not have to match terrain types with existing tiles, but it does help with the spread of energy.

It's possible that little triangular shaped "holes" occur in the world due to tile placement. These are inaccessible spaces..

Some examples of correct and incorrect tile placement.

The terrain type doesn't matter, only the position of the tiles.



Movement phase

After taking your action, your movement phase starts.

You may move your meeple around the world from space to space, however, your movement is limited by your stamina.

Whenever you wish to move to a new space, choose one of your stamina tiles that has the same terrain type as the space you are moving to.

Flip that tile over to show that you used it this turn. You may no longer use that tile for movement this turn.

You may move as many spaces as you have stamina tiles, as long as you can match the spaces you are moving to.

If you move into a space with an energy token on it, collect that energy token.

If you want to move into a space with another meeple, you must give that player 1 energy token from your own supply. If you do not have any energy tokens, you may do so for free.

You cannot end your turn on the same space as another player's meeple.



Example of 2 possible ways to move with the shown stamina. It would also be possible to move up and back down to the space where the player started. It would not be possible to move to the top plains space, because the player only has 2 tiles with plains in their stamina.

End of your turn

Two things happen at the end of your turn:

Flip all your used stamina tiles back face-up. You may use them again for movement during your next turn.

If there are less than 3 land tiles in the sky, take random land tiles from the reserve and add them to the sky, face-up, so that there are 3 land tiles in the sky again.

End of the game

There are 3 things that can trigger the end of the game:

1. A player builds 3 spires.
2. A player has 40 or more energy tokens.
3. There are no land tiles left in the reserve.

After the end has been triggered, finish the round so that each player has taken the same number of turns. (The player to the left of the first player has the last turn)

Scoring

- Your spires are worth 12, 10 or 9 points each.
- Each energy token is worth 1 point.

The player with the most points is the winner and gets to name the new world.

In case of a tie, those players share the victory.

Modules

This game comes with several different modules that you can use to add new elements to the game. Every module can be combined with others, so you can use as many or as few as you want.

How to use modules

At the start of the game, choose which modules you wish to use. Take the module rules cards for those modules and follow the rules on the cards.

Each module rules card has a paragraph for Set-up, Game play and End of the Game, that explains all the additional rules.

Tip: You can also randomly pick modules by shuffling the module rules cards and blindly selecting one or two (or more)

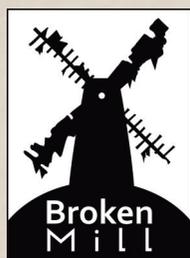


Credits

Game design, development, graphic design: Pepijn van Loon.

Art: Marlies Barends.

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Solo mode

This game can be played completely by yourself, using an automated opponent (Automa) and a few new rules.

Setting up the World

After you complete your own part of setting up the world, choose a meeple for the Automa player and take one random tile from the reserve. Connect that tile to the world and place the Automa meeple on one of the two spaces.

Take the 10 Automa cards and shuffle them to create a face-down Automa deck. You are the starting player.

Start of your turn

At the start of each of your turns, reveal the top card of the Automa deck. (but don't activate the card yet)

End of your turn

At the end of your turn, reveal another card from the Automa deck and then activate both cards in order.

Start with the card revealed at the start of your turn and activate actions from top to bottom. Do the same for the second card, then discard both cards. If there are no cards left in the Automa deck, shuffle the discarded cards to make a new Automa deck.

Modules

You can use modules in solo play. Many Automa cards contain specific actions at the bottom of the card that you only activate when that module is in use.

Difficulty

You can increase the difficulty level by giving the Automa player energy at the start of the game:

Normal: 0 energy, Hard: 2 energy

Very hard: 4 energy, Extreme: 6 energy

Quick Overview

A player's turn consists of 2 phases:

Action phase

Choose one action:

Expand the world

Take a tile from the Sky and connect it to the world. Then add energy.

Increase your stamina

Pay 2 energy to take a tile from the Sky and add it to your stamina

Build a spire

Pay 8 energy to take a spire card from the supply

Movement phase

Move spaces according to your stamina

End of turn

Refill the Sky to 3 tiles

End of the game

When a player has built 3 spires or has a total of 40 energy.

Finish the round so each player took the same amount of turns.

Scoring

Spires are worth points printed on the card.

Each energy is worth 1 point.

