

















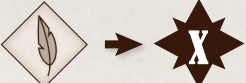






## Effects of the Divine Entities

You welcome a Divine Entity by completing a line and/or column of the matching Biome or Animals symbol.

|   |   |   |
|---|---|---|
| <p><b>METSAT</b><br/>Disciple<br/>of the Forest</p>          |    | <p>When you welcome this Divine Entity and at each scoring if she is still with you: choose a type of animals (Flying, Land or Marine) and score 1 Life Energy point per matching symbol on your board.</p> |
| <p><b>KITEET</b><br/>Disciple<br/>of the Crystals</p>        |    | <p>When you welcome this Divine Entity and at each scoring if she is still with you: score 3 Life Energy points.</p>  |
| <p><b>SIENET</b><br/>Disciple<br/>of the Mushrooms</p>       |    | <p>When you welcome this Divine Entity and at each scoring if she is still with you: take 3 crystals from the supply.</p>   |
| <p><b>VUORI</b><br/>Disciple of the Hills<br/>and Water</p>  |    | <p>This Divine Entity has no immediate effect, but continuously adds 2 Water Sources to your number of Water Sources as long as she is with you.</p>  |
| <p><b>TAIVAS</b><br/>Elder of Skies</p>                    |   | <p>When you welcome this Divine Entity and at each scoring if she is still with you: spend 4 crystals to score 7 Life Energy points.</p>  |
| <p><b>MAA</b><br/>Elder of Earths</p>                      |  | <p>When you welcome this Divine Entity and at each scoring if she is still with you: score 1 Life Energy point for each Spore on your board.</p>  |
| <p><b>MERI</b><br/>Elder of Seas</p>                       |  | <p>When you welcome this Divine Entity and at each scoring if she is still with you: score 1 Life Energy point for each Water Source on your board.</p>   |

## Biomes effects

They apply when your avatar triggers a line or a column in which they are and during scoring thanks to Spores.

|   |  |
|---|--|
|    | <p>Take X crystals from the supply.</p>  |
|    | <p>Score X Life Energy points.</p>   |
|    | <p>For each visible Flying Animals symbol on your board, score X Life Energy points.</p>                                       |
|    | <p>For each visible Land Animals symbol on your board, score X Life Energy points.</p>   |
|    | <p>For each visible Marine Animals symbol on your board, score X Life Energy points.</p>                                       |
|    | <p>For each visible Spore on your board, score X Life Energy points.</p>   |
|  | <p>For each visible Water Source on your board and on the Divine Entity VUORI, if you have her, score X Life Energy point.</p> |
|  | <p>Spend X crystals to score X Life Energy points.</p>   |
|  | <p>Spend X crystals to put a Spore on one of your Biome cards that does not already have one.</p>                              |

### Precisions:

- As soon as an effect allows you to score Life Energy points, move your Energy token for the required number of spaces on the central board.
- If you land on a space occupied by an Energy token of another player, place yours on top of it.

If you go further than 99, take a +100 token and place it on the top left corner of your board and keep moving your Energy token from the beginning of the score track.







## Description of the Biomes

### Biome Symbols:

- Forest
- Mountain
- Crystal
- Mushroom
- Desert

- There are some cards with 2 Biome symbols.  
- The Desert Biome is only present in some starting squares of the board. There are no Age 1 or 2 Biome cards nor Divine Entities of this type.

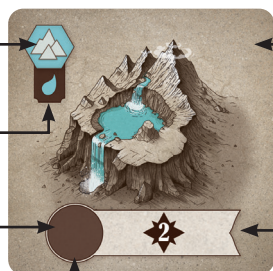
### Animals Symbols:

- Flying
- Land
- Marine

**Water source:**  
Only present on the Mountain Biomes.

### Costs:

- Crystals
- Free with constraints to be played
- Free without any constraints



This area is also the area to put Spores.

**Biome effect.**  
If this frame is wrapped, the Biome has no effect.

## Description of the boards

### Round 1

Location of your avatar during the scoring of the 4<sup>th</sup> round and last scoring of the game.

Indication of the Age of the Biome cards to be used. The Age 1 Biome cards are used through rounds 1 and 2.

Location of your avatar through the turns 1, 2 and 3 of the 1<sup>st</sup> round.

Location of your avatar during the scoring of the 1<sup>st</sup> round.



Round 4

Round 2

### Round 3

The Age 2 Biome cards are used through rounds 3 and 4.

The board is made of 9 Biome squares, some of them already with effects.

## Overview of a game turn

· SIMULTANEOUSLY ·

### Step 1: Choose a Biome Card

Look at the Biome cards of the Satellite matching the location of your avatar and keep one.

· ONE AT A TIME, clockwise ·

### Step 2: Place or discard the chosen Biome card

Place the chosen Biome card on your board or discard it to earn 4 crystals or to put 1 Spore on one of your Biomes that does not already have one.

### Step 3: Welcome Divine Entities

If, when playing your Biome card, you complete a line and/or column of Animals or Biome Symbols, place the matching Divine Entity next to your board.

### Step 4: Activate your avatar and Divine Entities ⚡

Activate in the order of your choice the effects of the Biomes in the line or column of your avatar and the Divine Entities you have welcomed this turn.

· SIMULTANEOUSLY ·

### Step 5: Move your avatar

Move your avatar one notch clockwise. If it reaches a scoring corner , proceed to a scoring phase. Otherwise, start a new turn with step 1.

### Scoring

· ONE AT A TIME, clockwise ·

- Activate your Biomes with a Spore on them and your Divine Entities.
- Compare your Water Sources with the person who has the least.



Note: The scoring of the 4<sup>th</sup> round is also the last one.