

SYNTYMÄ



As life springs again on Rauha, tiny creatures, lurking in the shadows or at the bottom of lakes, are appearing. The ancient divine entities are watching the emergence of new cults related to the Biomes and the fauna that recently made an appearance.

Game Components



7 new Divine Entity tiles










5 double-sided Shaman cards



6 +300 tokens

The components of this expansion are independent. You may choose to add only the new Divine Entities, only the Shaman cards in your games of Rauha or both.

Game Setup

In Step 1 of the Game Setup, choose or pick at random 1 Divine Entity of each Biome , , ,  and for each type of animal , ,  then slot them into the side modules of the central board.



- In step 6, shuffle the 5 Shaman cards out of sight and deal 1 card to each player. Each player:
- picks a side and the associated effects they want to use during the game,
 - picks the avatar of the colour of the card and places it in the top left notch of their board (as in the base game),
 - places the Energy token of their colour on the 0 space of the central board.

The rest of the rules remain unchanged.

RULES CLARIFICATION

- The activation of the Biomes, Divine Entities and Shaman cards effects are always optional.
- When a new Spore is created during a scoring phase, the Biome on which it was placed may be activated during this scoring phase.
- When a Biome/Animal symbol alignment is created, the fact that this alignment is "broken" at any time does not have any consequences: you keep the Divine Entity until another player steals it from you by creating an alignment of the same symbol.
- It is possible to create an alignment and get a Divine Entity by covering one of your Biome cards with a Biome card with the same symbols.

Shaman cards effects

The Shaman cards offer an **ONGOING** effect, that applies during the whole game and a **SCORING** effect, that applies during each of the scoring phases.

WHITE SIDE

• ONGOING:

Each time you receive a Divine Entity, take 2 Crystals from the supply.

• SCORING:

Score 2 Life Energy points for each Mushroom Biome visible on your board.

PUNAINEN



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BLACK SIDE

• ONGOING:

Each time you activate a Biome or a Divine Entity that gives you Crystals without any contributions to activate the tile (= no arrows in the effect), score 2 Life Energy points.

• SCORING:

Take 1 Crystal from the supply for each Mushroom Biome visible on your board.

WHITE SIDE

KELTAINEN



You do not need to respect the placement conditions to place your Biomes. In other words, you can always place your Biomes wherever you want to on your board.

• SCORING:

Score 2 Life Energy points for each Crystal Biome visible on your board.

• ONGOING:

Each time you activate a Biome or a Divine Entity that gives you Life Energy without any contributions to activate the tile (= no arrows in the effect), take 1 Crystal from the supply.





• SCORING:

Score 2 Life Energy points for each Forest Biome visible on your board.

• ONGOING:

Each time you put a Biome with one or more Animal symbols on your board, score 1 Life Energy point for each Animal symbol on that card.

• SCORING:

Take 3 Crystals from the supply for each set of 4 Biomes (= a set with 1 , 1 , 1  and 1 ) visible on your board.

HARMAA



SININEN



• ONGOING:

Each time you add one or more Water Sources to your board (Biomes or with the Divine Entity Vuori I or II), take 1 Crystal from the supply for each of these Water sources.

• SCORING:

Score 2 Life Energy points for each Mountain Biome visible on your board.

BLACK SIDE

• ONGOING:

Each time you activate a "factory" (effect that allows you to transform Crystals into Life Energy points), score 5 additional Life Energy points.

• SCORING:

Take 1 Crystal from the supply for each Crystal Biome visible on your board.

• ONGOING:

Each time you activate a Biome or a Divine Entity that gives you Life Energy without any contributions to activate the tile (= no arrows in the effect), score 3 additional Life Energy points.




• SCORING:

Take 1 Crystal from the supply for each Forest Biome visible on your board.

• ONGOING:

The cost of your Biomes is reduced by 1 Crystal.

• SCORING:

Score 4 Life Energy points for each set of Animals (= a set with 1 , 1  and 1 ) visible on your board.

• ONGOING:

Each time you receive a Divine Entity, score 4 Life Energy points.






















• SCORING:

Take 1 Crystal from the supply for each Mountain Biome visible on your board.

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Effects of the Divine Entities

You receive a Divine Entity when you create a row and/or column of the matching Biomes or Animals symbols.

<p>METSAT II Disciple of the Forest</p> 		<p>When you receive this Divine Entity and in each scoring phase that it is with you: score 3 Life Energy points for each set of Animals (= a set with 1 , 1  and 1 ) visible on your board.</p>
<p>KITEET II Disciple of Crystals</p> 		<p>When you receive this Divine Entity and in each scoring phase that it is with you: you may spend 2 Crystals to score 2 Life Energy points for each Flying Animal symbol visible on your board.</p>
<p>SIENET II Disciple of Mushrooms</p> 		<p>When you receive this Divine Entity and in each scoring phase that it is with you: take 1 Crystal from the supply for each Land Animal Symbol visible on your board.</p>
<p>VUORI II Disciple of Hills and Water</p> 		<p>This Divine Entity has no immediate effect, but continuously adds X Water Sources to your number of Water Sources as long as it is with you. X is worth the number of Marine Animal symbols visible on your board.</p>
<p>TAIVAS II Elder of the Skies</p> 		<p>When you receive this Divine Entity and in each scoring phase that it is with you: count your Crystals and score 1 Life Energy point for 2 Crystals you own. Please note that this is not a transformation "factory" as you do not spend any of your Crystals.</p>
<p>MAA II Elder of the Earth</p> 		<p>When you receive this Divine Entity and in each scoring phase that it is with you: take a Spore from the supply and place it on one of the cost spots of one or your Biomes that does not already have one on it.</p>
<p>MERI II Elder of the Seas</p> 		<p>When you receive this Divine Entity and in each scoring phase that it is with you: choose a type of Biome (, , , ) and score 1 Life Energy point for each matching symbol on your board.</p>

• Crédits •

Game designers Johannes Goupy and Théo Rivière
Illustrator O'lee Graphiste
Graphic design Valériane Holley
Rules GRRRE Games
English Translation Camille Bonnard

Proofreading Arnyanka
Fonts BERNARD MT CONDENSED,
 by Microsoft Corporation
Changa, by Eduardo Tunni
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