

SALAMANDRA

The scholars from all around the country are hurrying to take part in the festival of Litha when the summer solstice comes.

This is a peculiar year. As the Elders foretold it, during those two days of the festival, exceptional magical plants will grow. As a scholar, you must send your apprentices to harvest those leaves, flowers and fruits, all as ephemeral as magical, and restore life to the vegetation of this sacred place. Show yourself worthy to serve the Goddess Salamandra so you can be elected Great Druid for the century to come.

Goal of the game

You have 2 days and 2 nights to strategically place your apprentices, to activate them smartly in order to win Veneration Points (VP in this rulebook) and became the Great Druid!



• Credits •

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Designers' acknowledgment

Johannes would like to thank all the people who helped in any way bringing SALAMANDRA to life. Special thanks to Flo, Céline, Camille and Vee.

And big thank you to all the tireless testers that are Seb and Mat but also Efflam and Amias, and of course Clément who has become almost unbeatable.

Pierre sends love to all who manipulated pieces of cardboard which turned into this game: my Doudou, Anne, Mat and Seb but also David, François, Anna, Antoine, Véronique, Dominique, Claire, my daughters and my dad: a big thank you to Céline and Flo for welcoming me in the gaming world; a big love to the talented Camille and Vee and very special thanks to Joh for dragging me, pushing and supporting me in this adventure.

Game setup

A. Place the Salamander Temple tile in the centre of the game area, shuffle, separately, the 2 decks of Salamander cards then place them on their respective spots.

B. Place, at random, the 4 starting Field tiles, with fields on both side of the tile, all around the Salamander Temple tile as indicated on the diagram.

C. Place the Veneration Points board a part from the tiles placed previously.

D. Shuffle the Grove tiles and place 8 of them at the intersection of at least 2 tiles previously placed in the game area as indicated on the diagram here after. Then make a pile with the remaining tiles face down next to the Veneration Points board.

E. Shuffle the 20 Field tiles and pile them up, face down, next to the Veneration Points board. Then, place 1 tile face up under each notch of the Veneration Points board.

F. Place the secondary Divinities board. Shuffle the Bear Divinity cards and pile them up, face up, on the dedicated spot. Do the same with the Eagle Divinity cards.

G. Shuffle the Spellbook cards and place, face up, the number of cards matching the number of players in the upper notches of the Veneration Points board.

H. Make a stock of Scroll tokens.

I. Make a stock of crystals.

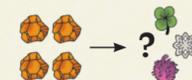
J. Each player takes a player mat, their Druid tile that they place DAY ☀ side up, the Apprentice discs and the two score markers of their colour. Place your Apprentice discs on your player mat, as indicated, then place a score marker on the "0" spot of the score track and another marker in the area next to the "100+" spot.

K. Shuffle and make a pile with the score markers on the "0" spot. The player with their marker on the top of the pile starts the game.



Game setup for 3

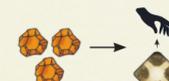
Secondary divinities board and reminder



• At any time during your turn, you can spend 4 crystals to harvest a primary resource of your choice: leaf, flower or fruit.



• At any time during your turn, you may flip one of your active apprentices to take 1 crystal. You do not activate the tile on which the Apprentice is. Receiving a crystal this way does not count as an action.



• Harvesting a Grove costs 3 crystals. This action can be done when you pass your turn as explained in E, page 6.

Key concept

ACTIVE AND INACTIVE APPRENTICE
To differentiate if an Apprentice is active or inactive, refer to the face of your Druid that is currently facing up. If the Apprentice is on the same face as your Druid, they are then active and they can be put to work (see here after). If it is the opposite, they are inactive.



ACTIVE Apprentice
Same symbols



INACTIVE Apprentice
Different symbols

To put to work one of your apprentices, choose one of your active Apprentices (symbol matching the one shown on your Druid) and flip it to do the Billhook, Cauldron or Temple action. Or simply to receive 1 crystal.



Salamandra is played in 4 rounds (one day, one night, one day, one night). You will have, for each round, a set number of Apprentice to place and put to work to generate resources and Veneration Points (VP) which are the victory points of this game.

At the beginning of each round, place your available apprentices on the active round spot and take 2 crystals from the supply.

How to play?

Starting with the player who has the least VP, or on the top of the score markers pile in case of a tie, and clockwise, one after the other, do 1 of those 5 actions listed hereunder:

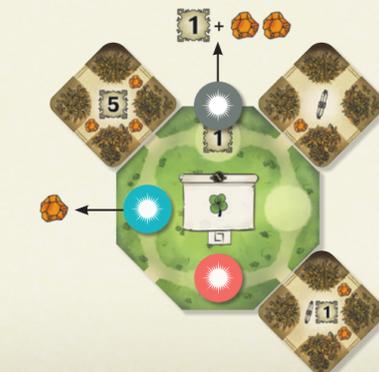
- Place one of your available apprentices on a tile
- Build a new tile by paying its costs
- Activate a Cauldron tile
- Activate the Salamander Temple
- Definitely pass for this phase and harvest one or more Groves

Attention: you can only pass when all your available apprentices for this round have been placed. When all the players have passed, the round ends.

A. Place an apprentice

Take one of your available apprentices and place it, active face up, on 1 of the free spots of the tile of your choice, then:

- If the chosen spot is the Bonus spot, take the indicated gain,
- If the chosen spot has a connection with one or several paths with 1 crystal, take this number of crystals from the supply and place them next to your player mat.



Example: When placing their apprentice, Gray receives the gain of the Bonus spot and 2 crystals. When placing their apprentice, Blue receives 1 crystal. When placing their apprentice, Red received nothing.

Exceptional case

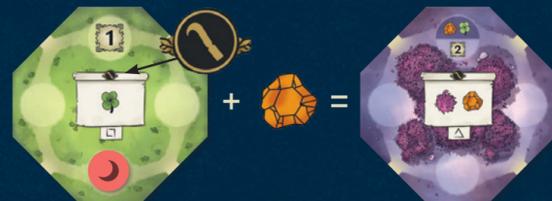
If there are no available spots on the tiles in game to place one of your apprentices, AND, you do not have the possibility to generate resources: you may build one tile for free without earning the gain for its placement and place one of your apprentices on it, as described in the action A.

B. Build a tile

Choose a tile to put in play amongst the 4 tiles face up under the Veneration Points board and pay its cost. In order to do so, discard the crystals that may be required and/or generate the required resources using your apprentices.

To generate a resource, put to work one of your active apprentices on a Billhook tile. This way, you can generate primary resources (leaf, flower, fruit), upgraded resources or crystals.

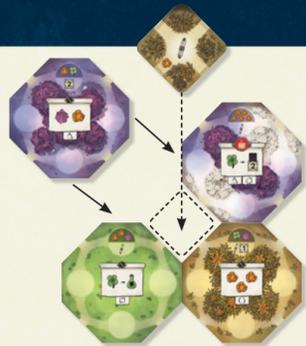
The resources cannot be stored, they must be produced and used in the same turn. **The crystals can be stored** from one turn to the other.



Example: Red flips an apprentice on a Green Field Billhook tile that allows them to harvest 1 leaf resource and spends 1 crystal from their supply to put in play a new Purple Field tile.

Once the cost has been paid, proceed like this:

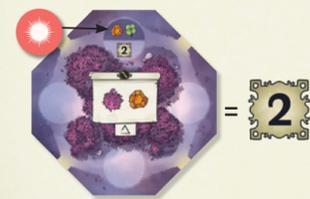
1. Receive the gain indicated on the bonus spot, under the cost.



2. Take the tile and place it in the game area, connected with, at least, one side of a tile already in play.
3. If the placement of the tile creates an empty space in between 4 Field tiles, called a glade, draw a Grove tile and place it immediately in that spot, face up.

4. Then choose one option amongst these 2:

- You immediately place one of your available apprentices on any available spot on the newly placed tile. If you place your apprentice on the Bonus spot, you receive the gain once again.



Note: if you have no more available apprentices, you cannot choose this option.

- If this tile shares a colour with one of the connected tiles, take the secondary Divinity card of your choice (Eagle or Bear). Place it in front of you: the effect of the card has now to be applied for the remainder of the game.

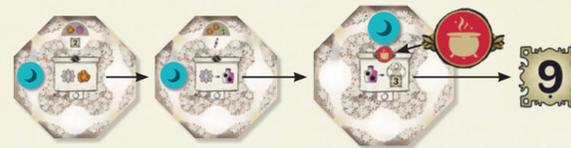


Attention! You can only take one single secondary Divinity card per tile played.

5. Place a new tile, face up, in the available spot under the Veneration Points board.

C. Activate a Cauldron tile

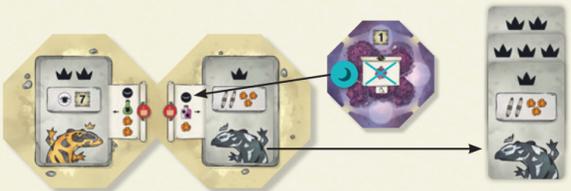
Put to work one of your active apprentices on this tile, pay the required cost, then receive the indicated gain. To generate the required resources, put to work one of your active apprentices placed on a Billhook tile.



Example: The blue Druidess puts to work an apprentice to generate a white ephemeral flower and 1 crystal. She puts to work another apprentice to transform her white flower into a potion, then she puts to work another apprentice to do the following action: spend the potion to generate 3 VP by White Field tile with at least one of her apprentices on it.

D. Activate the temple

Flip one of your active apprentices on any tiles in game on its inactive face, without activating the tile. Pay the required cost from the temple of your choice then take the matching Salamander card and the indicated gain.



Example: Blue wishes to activate the black Salamander temple. To do so, Blue:

- puts to work several apprentices to create a white/purple potion.
- flips one of their still active apprentices without receiving the effect of the Field tile.
- spends 1 crystal.

Therefore, Blue can take the first black Salamander card and place it in its row of Salamander.

Clarification: **if there are no more cards available**, you can activate the temple to receive the gain printed on the tile without receiving a card.

E. Pass and harvest one or several Groves

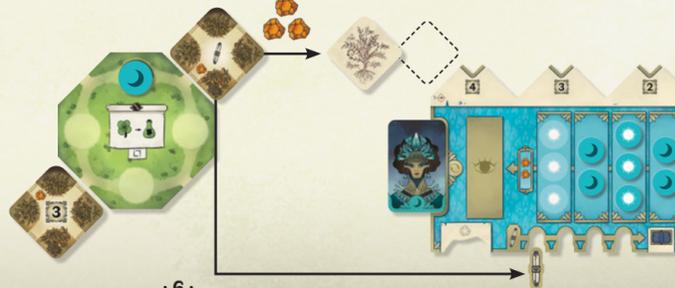
If all your available apprentices of the current round have been placed in game, you may pass. If you have some active apprentices left on Billhook tiles generating crystals, you can put them to work. Then, flip all your remaining active apprentices on their inactive face and generate 1 crystal for each of them.

You may then harvest as many Groves as you wish if:

- You have at least one apprentice connected through a path to this Grove tile,
- You can pay 3 crystals for each harvested Grove tile.

You immediately receive the gain indicated on the Grove tile then, place it, face down, on the upper part of your player mat, on the first available spot, starting from the left and score, if applicable, the VP matching that spot.

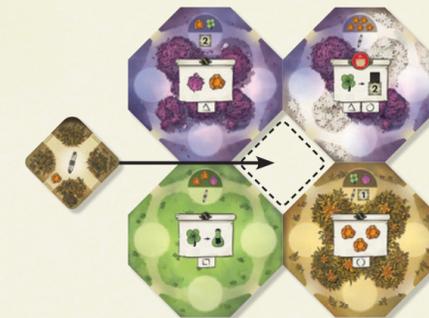
Flip your Druid, which will now show the active face of the apprentices for the next round.



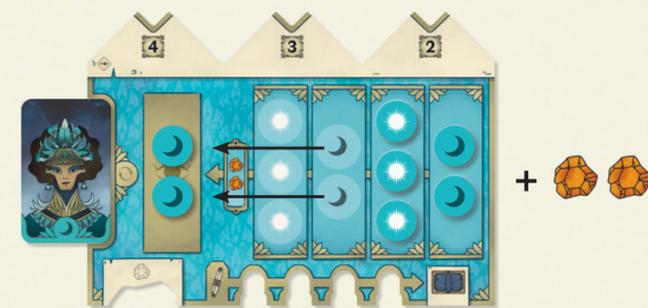
Clarification: The 2nd Grove tile is worth 4 VP, the 4th: 3 VP and the 6th: 2 VP. The 7th tile and afterwards will pile up on the 7th spot without scoring any additional VP.

A new round begins

When everyone has passed, the round ends. Refill all the glades (empty spaces between 4 Field tiles) with a new Grove taken from the supply.



Move your apprentices to the available spot for this round and take 2 crystals.

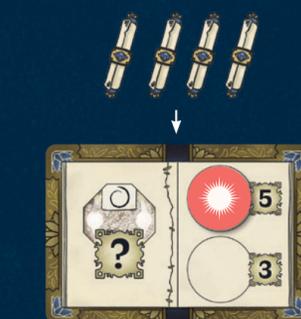


The player with the least VP starts the round. In case of a tie, it is the player with their score marker on the top of the last pile on the score track that starts the round.

Use of Scroll tokens

The Scroll tokens are used to place one apprentice on a Spellbook card. You can receive Scroll tokens in different manners (placement of an apprentice, building, activation of some tiles, Temple action, or from harvesting Groves).

As soon as you receive your 4th scroll, discard them all, then choose one of your apprentices (active or inactive) on a tile in game and place it on an available spot of a Spellbook.



Note: it is possible that an action makes you gain 2 Scroll tokens at once. If you already had 3, you will then have 5. In that case, discard 4 of them then place 1 of your apprentices on a Spellbook as explained above and keep the 5th scroll.

End of the game

At the end of the 4th round, proceed to the final score count:

• THE SPELLBOOKS:
Proceed to the VP count matching the place of your apprentices on the Spellbooks.

• THE FAITH:
Proceed to the VP count generated by the majority of Faith for each Divinity (Bear, Eagle and Salamander).

- In case of a tie with the divinities for the first place of these counts, sum up the points for the first and the second place. The players in the tie score the total of this points divided by the number of players in the tie (rounded down). The other players do not score any points.
- In case of a tie with the divinities for the second place of these counts, the players in the tie score the points for the second place divided by the number of players in the tie (rounded down). Note: you must have at least 1 symbol of Faith of a divinity to have a chance to score any points with this Divinity.

• THE SCROLLS:
The unused Scroll tokens score 1 VP each.

The player with the most VP wins the game. In case of a tie, the players in the tie share the victory.



Example: Gray wins the game with 150 points with a final scoring that scores:

- 20 VP of Spellbooks (5 points for each Purple Field tiles where he is placed)
- 14 VP of Faith (he has the most Faith for the Bear and Eagle divinities and no faith for the Salamander so 8+6+0)
- 2 VP of Scrolls as he has 2 left.