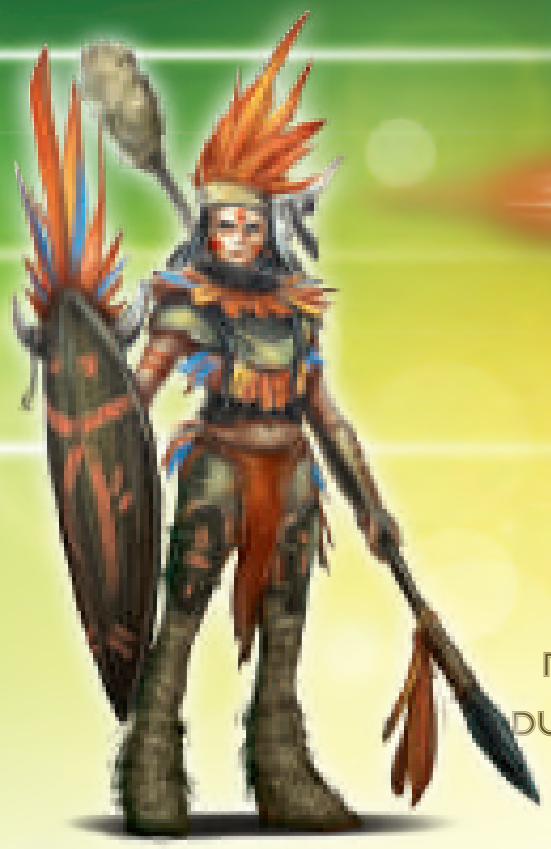


DUNAÏA

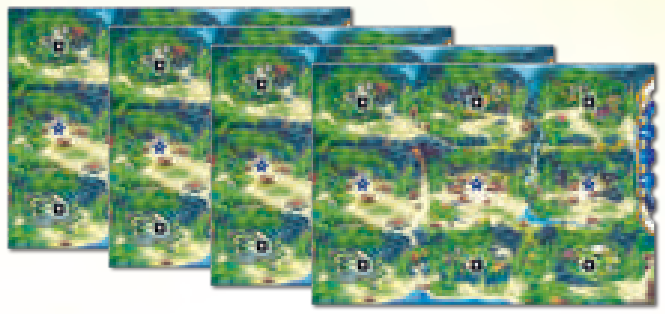
THE DUNAIAS – BEINGS OF STEEL FUELLED BY A MYSTERIOUS ENERGY AND WIELDING COMPLEX POWERS – WERE THE SOURCE OF TERRIBLE CONFLICTS. ANCIENT TRIBES, NOW INFAMOUSLY KNOWN AS THE FALLEN, KILLED EACH OTHER TO CONTROL THEM. AFTER THEIR DEATH, A PROPHECY HERALDING THE COMING OF A NEW CIVILISATION WAS REVEALED. AS THE CHIEF OF A TRIBE, BECOME THE PROTECTOR OF THE DUNAIAS AND PROVE THAT YOUR AIM IS TO START A NEW AGE OF PEACE...

OBJECT OF THE GAME

Each player is a tribal chief. They wish to become the protector of the *Dunaias*. To do so, they must erect *Buildings*, reassemble *Artefacts*, fulfil parts of the *Prophecy* and collect *Metal flowers*.

Each turn, the player chooses a die. With it, they can awaken a Dunaia which triggers the effects of the 2 adjacent squares.
Then, they can place the die on the available Recycling square of a Level 1 *Building* (even if it belongs to another player) or on the dedicated area of the common board to recycle the *Dunaia's* energy.
At the end of a turn, a part of the *Prophecy* has been fulfilled, so the player takes the corresponding tile.
The end of the game is triggered when a player has built their 9th *Building* or retrieved the 3rd and last *Prophecy* tile.

COMPONENTS



4 individual boards



1 common board



40 *Building* tiles



1 First player token



36 *Artefact fragments*



9 dice: 5 black, 1 yellow, 1 red, 1 green, 1 purple



9 Prophecy tiles



6 Elite character tiles



4 sets of 6 *Dunaia* figurines



4 sets of 6 *Memory chips*



12 *Colour* tokens



20 *Metal flowers* with a value of "1"



12 *Metal flowers* with a value of "3"



12 *Metal flowers* with a value of "6"



5 Elder powers



12 *Construction tokens*

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SET-UP

EACH PLAYER RECEIVES:

• 1 individual board. (1)

• 3 *Construction tokens* of the player's colour. (2)

• 2 Metal flowers. (3)

• 1 set of 6 *Memory chips* with different values that they keep next to their board. (4)

• 1 set of 6 *Dunaia* figurines, one of each number. Each figurine is placed between two squares as shown in the picture.. (5)

***Dunaias* are always placed between 2 Buildings squares,** (vertically or horizontally). They can move during the game **but cannot be more than 3 at the same place.**
Small circles indicate where to place your *Dunaias*.

OTHER CONTENT:

Common board
Place the main board at the centre of the table. (6)

Elders
Randomly draw 3 *Elder* tokens (7) out of the 5. Randomly place these three tokens on the designated *Elder* space (8) of the common board.
***Note**: For your first game, we recommend you use the 3 following tokens:*



Artefact fragments
Make a pile for each type of *Artefact* fragment and place it on the designated space (9) of the common board.

Flower tokens
Place all Metal flower tokens (10) at the centre of the table.

Prophecy
Randomly draw a *Prophecy* tile of each colour and place them in the corresponding notches at the top of the common board. (11)
***Note**: For your first game, we recommend you use the 3 following* Prophecy *tiles:*



Dice
Take one die of each player's colour and **5 black dice (4 in a three-player game)**.
Roll them and place them at the bottom of the common board under their corresponding value, the coloured dice closest to the board (see illustration). (12)



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Buildings

Shuffle the 16 *Level 1 Building* tiles and pile them with the "under construction" side up (13). Place the first tile of the deck on the designated square (14) of the board. Repeat with the 12 *Level 2 Building* tiles (15) and the 12 *Level 3 Building tiles* (16).

Details on *Buildings*:

Level (1, 2 or 3) and **Type (green, yellow, purple, red).**
3 to 5 construction squares depending on the building.
Effect of the building.



"Under construction" side "Completed" side

When completed, *Buildings* have different effects depending on their level:

A *Level 1 Building* offers you a new recycling square for the dice (see p. 4-5).

A *Level 2 Building* brings you benefits every time you awaken a *Dunaia* located next to it (see p. 4). These benefits increase depending on the number of completed buildings of the same colour adjacent to that building.

A *Level 3 Building*, generally gives you victory points for each adjacent, completed building of a specific colour (see p. 7).
Some *Level 3 Buildings* are multicoloured and considered as having all colours at the same time.

Note: *Awakening a Dunaia next to a completed Level 1 or Level 3 Building has no effect.*

First player

The wisest player starts as the first player.

GAME TURN

Each turn, players must go through the 4 following phases:

1 Choosing the die
2 Awakening the Dunaia
3 Recycling the die
4 Prophecy

Optional: Call on the *Elders*
During their turn, the player can Call on the Elders as often as they want before or after any phase.

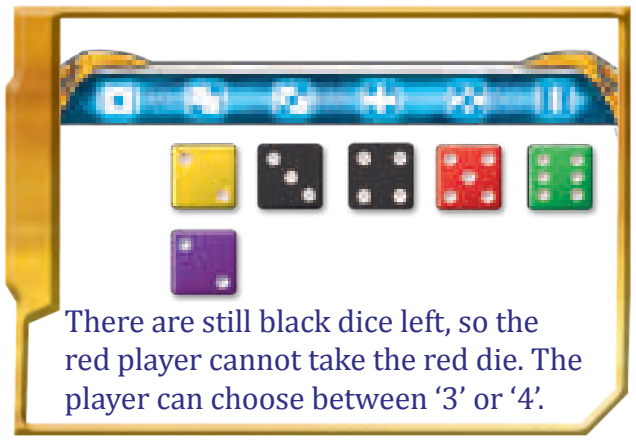
At the end of a player's turn, the next player on the left becomes the active player, starts a turn, and so on until the game ends.

1 Choosing the die

"While wobbly scaffolding is erected around the Dunaias, workers from the tribes bring them the stones that will activate them..."

The active player chooses one of the available black dice. If no black die is available, the active player takes the die of their colour.

Important: *Players cannot take their coloured die if there are still black dice left.*



There are still black dice left, so the red player cannot take the red die. The player can choose between '3' or '4'.

Note: *At the start of a turn, if there are no dice left at the bottom of the main board, the player takes all the dice, rolls them and places them back at the bottom of the board.*



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2 Awakening the Dunaia

"Vibrations shook the ground and the architects looked up as the metallic eyes of the Dunaias were mirroring the fragile hope of a new age..."

The active player awakens the *Dunaia* matching the die value: **they perform the *Awakening effect* (if available) of the two squares next to this *Dunaia*.** The player can choose the order in which the *Awakening effects* are performed.

Effect on an empty square:



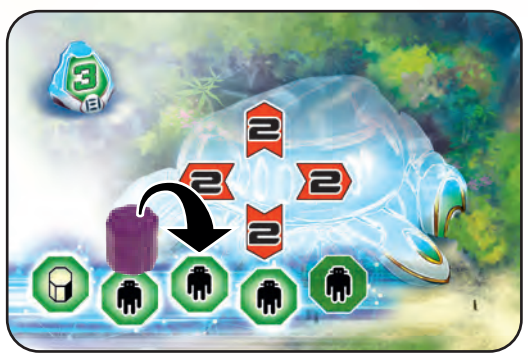
Take a *Metal flower.*



Insert a *Memory chip* of the same value as the awakened *Dunaia* onto the right-hand side of your board.

Effect on a building under construction:

The construction token is moved to the next square of the construction process.



When the token has reached the last square of the process, the *Building* is completed: the construction token is placed back with the other *construction tokens* under the player's board and the *Building* tide is flipped, Completed side up.

Effect on a Level 2 Building:

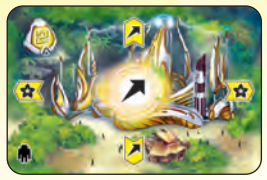
The player benefits from the effect shown at the centre of the tile plus from the effect shown in each arrow pointing to an adjacent, completed building of the same colour.



Take 1 to 5 *Metal flower(s).*



Insert 1 to 3 *Memory chip(s)* of your choice onto the right-hand side of your board and take 0 to 2 *Metal flower(s)*.



Move 1 to 3 *Dunaia*(s) of your choice and take 0 to 2 *Metal flower(s)*.
Note: If your first *Awakening effect* consists of moving your *Dunaia,* do not perform your second *Awakening effect.*

Cecile chose the die 4, so she awakens the *Dunaia* 4. She continues the construction of the *Building* at the bottom (1) and inserts 2 Memory chips of her choice thanks to the Building above (2): one because of the central effect and one because of the Building (3) completed and of the same colour.



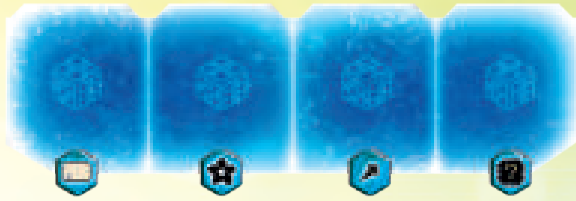
3 Recycling the die

"The energy cycle of the Dunaias has been channelled by the brilliant minds of the tribes. The untapped excess fuel of the steel giants is turned into steam. When it starts raining, the surplus of this powerful and unstable energy is immediately harnessed through a recycling process."

The active players perform an action by placing their die **on a *Recycling* square of the common board or of a completed *Level 1 Building*:**

On the common board:

4 actions are available.
Note: *the number of dice on each square is unlimited.*



Start the construction of a new Building:
Take one of the six *Building* tiles available and pay its price in *Metal flower(s)*. Place the tile on the square of your choice on your board, "Under construction" side up, and place a *construction token* on the first Construction square.
You cannot do that if you do have no *construction tokens* left. Refill the empty space of the common board with the first tile from the corresponding pile if not empty.

Take a *Metal flower.*

Move the *Dunaia* of your choice on an empty space of your board.

Insert one *Memory chip* of your choice onto the right-hand side of your board.

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On a completed Level 1 Building:

The *completed Building* must be die-free.

The player can also place a die on another player's *Building* by giving a *Metal flower* to its owner.



Take 3 *Metal flowers* from the stock.



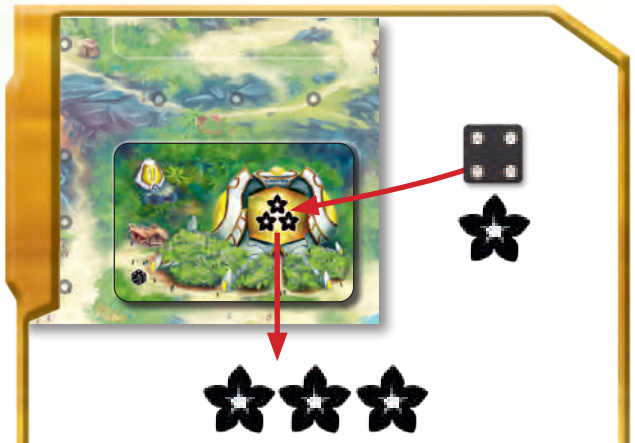
Move up to 3 *Dunaias* of your choice.



Move the construction token of a *Building* of your choice up a square.



Insert 2 *Memory chips* of your choice onto the right-hand side of your board.



After awakening her *Dunaia*, Cecile places her die on another player's building.
She gives a *Metal flower* to its owner and takes 3 from the stock.
This *Building* cannot be used until the dice are rolled again.



When she places her die on the common construction space, Norah can buy a *Building*.

She chooses a *Level 3 Building*, pays 3 *flowers* and place the tile where she wants on her board, *Under construction* side up.

She places her construction token on the first square.

4 Prophecy

"The hologram faded away in the deafening silence of the High Council hut. There was no sound but the crackling of braziers releasing scents of incense. The chiefs eyed each other warily, no one daring to question the word of the past..."

If all requirements of one or several *Prophecy* tokens are met, the player takes them and places them in front of him or her.

When the last Prophecy token is recovered, the end of the game is triggered.



Have 6 *Buildings* completed on your board.



Have 7 *Buildings* completed on your board.



Have 8 *Buildings* completed on your board.



Have12 *Metal flowers.*



Have 2 complete *Artefacts*.



Have 7 *Flowers* and 1 complete *Artefact*.



Have 1 *Building* completed at each corner of the board.



Have 3 completed *Buildings* aligned vertically or horizontally.



Have 1 completed *Building* of each level.

Note: There is no need to discard flowers or Artefacts in order to take a Prophecy token.

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CALL ON THE ELDERS



"The holographic messages left by the thinkers of the Fallen speak of many artefacts disseminated across the world. These relics could give a real advantage to the tribe who manages to reassemble them..."

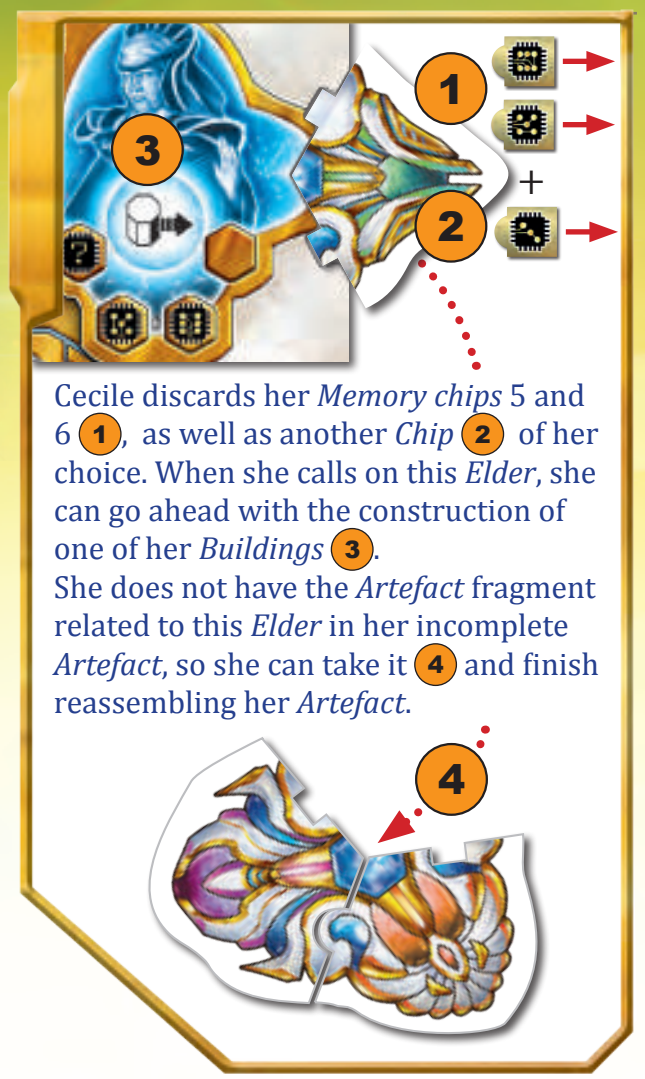
By discarding the necessary *Memory chips* from the side of their board, a player can *Call on the Elders* before or after any phase of their turn.

***Note**: This action can be performed several times during a turn.*



After discarding the *Memory chips*:
1 – The player performs the power of the *Elder*.
2 – Then, they take the *Artefact* fragment next to this *Elder*.

***Important**: A player can only start reassembling one Artefact at a time. (It is not possible to take an Artefact fragment that is already used in another incomplete Artefact they have).*



Cecile discards her *Memory chips* 5 and 6 (1), as well as another *Chip* (2) of her choice. When she calls on this *Elder*, she can go ahead with the construction of one of her *Buildings* (3).
She does not have the *Artefact* fragment related to this *Elder* in her incomplete *Artefact*, so she can take it (4) and finish reassembling her *Artefact*.



Once 3 *Fragments* have been assembled, the *Artefact* is complete and will give more points at the end of the game. The player can then start reassembling another one.

***Note**: A player can Call on an Elder even if they cannot take the Artefact fragment. Conversely, they can take the fragment without using the Elder's power.*



Take 2 *Metal flowers*.



Move 2 *Dunaias* of your choice.



Move forward the *construction token* of a *Building* of your choice.



Take whichever *Building* tile you want in the pile of your choice, pay it and place it on a square of your individual board.
Add a *construction token*.
Reshuffle the pile you took the tile from.
***Note**: You do not need to place your die on the building under construction.*



Take a *Colour token* of your choice and place it immediately on a *Building* (completed or under construction).
***Note**: This Building now works as if it was of its initial colour and of the colour of <u>each</u> token placed on it at the same time.*

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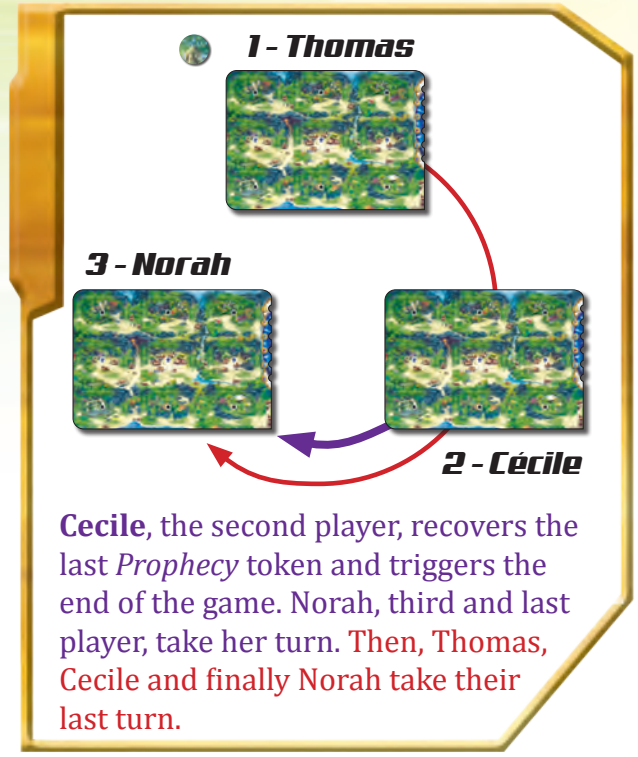
END OF THE GAME

"As time goes by, many buildings will be erected, some of them interconnected, proving the mastery of their builders! Artefact fragments will be recovered, metal flowers collected. At the end of this technological revival, only one tribe will fulfil the prophecy and become the protector of this new age of peace..."

The end of the game is triggered:

• When the last *Prophecy* token is retrieved
or
•When a player finishes the construction of their ninth *Building*.

After finishing the ongoing round, all players take a last turn (if needed, roll the dice).



Cecile, the second player, recovers the last *Prophecy* token and triggers the end of the game. Norah, third and last player, take her turn. Then, Thomas, Cecile and finally Norah take their last turn.

SCORING

Each player removes all <u>uncompleted</u> *Buildings* from their board and totalises:

• the points of each completed *Building* (their level).



• the points of each arrow (on *Level 3 Buildings*) pointing to an adjacent building of the same colour.

These 3 Buildings bring the following victory points:
• 1 point for the **purple Building**
• 1 point for the **green Building**
• 3 points for the **red Building**
+ 2 points for the **left arrow**, of the same colour as the adjacent building.




If the green Building had been purple, the red Building would have brought 2 more points.



• 2 to 4 points per *Prophecy* tile.

• Points according to the number of completed *Artefacts*:

ARTEFACTS	1	2	3	4	5	...
POINTS	1	3	6	10	14	+4

• 1 point per set of three *Metal flowers*.

In case of a tie, the player with the most *Prophecy* tiles wins.

If still tied, the player with the most *Metal flower* wins.

If still tied, victory is shared.

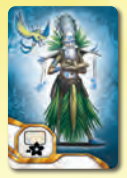
ALTERNATIVE

Setup:
Draw one *Elite character tile* for each player plus one and flip them over at the centre of the table.

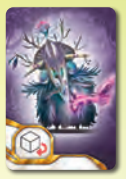
In reverse turn order starting with the last player, each player picks a tile.

Put the remaining tile away.

There are 6 *Elite character tiles*:



• *Buildings* cost one *Metal flower less*.



• When you pick a die, you can turn it on its opposite side.



• Once a turn, you can spend two *Metal flowers* to move forward the construction token of one of your *Buildings*.



• Once a turn, you can discard two *Memory chips* of your choice to move any *Dunaia* of your choice and collect two *Metal flowers*.



• At the end of your turn, you can move the *Dunaia* you have just awakened for free.



• At the end of your turn, you can book one of the six *Buildings* available for purchase: place it next to your *Elite character tile*. When you start a construction, you can purchase the booked *Building* at the lowest price for *Buildings* of this level. You can only book one *Building* at a time.

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Reminder game turn

If there are no more dice left, roll them all again.

1. **Take a black die (or if no more left, the die of your colour)**
2. **Perform the *Awakening effects* around the *Dunaia* associated with the chosen die**
3. **Perform an action by placing your die on a Recycling square.**
4. **Retrieve the tiles of the fulfilled Prophecies**

Before or after any phase of your turn, you can call on one or several *Elder(s)* in order to benefit from their effects and/or get *Artefact* fragments.

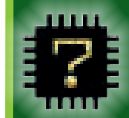
Reminder Symbols



Take a *Metal flower*.



Take the Memory chip associated with the awakened Dunaia.



Take the *Memory chip* of your choice



Move the *Dunaia* of your choice



Buy a *Building*, place it where you want on your board and place a *construction token* on it.



Move forward the *construction token* of the *Building* of your choice.



Place a *Colour token* on the Building of your choice.

KEEP IN MIND!

You cannot have more than three *Buildings* under construction at the same time.

Once constructed, *level 1 and 3 Buildings* do not offer *Awakening effects*.

For *Level 2 Buildings*, the more adjacent completed *Buildings* of the same colour, the stronger the *Awakening effect*.

Three *Metal flowers* give you one victory point at the end of the game.

You can perform your Recycling phase by placing your die on another player's *Level 1 Building* in exchange of 1 *Metal flower*.

You can Call on the *Elders* before or after any phase of your turn, including before choosing your die or after checking *Prophecy* tokens.

You can only have one *Artefact* being assembled at a time, but you can call on an *Elder* without taking the associated fragment.

TIPS

With the black dice, try to move the *Dunaia* corresponding to the die of your colour on a better square if the value of this die was not favourable.

If you regroup several *Dunaias* around a same square, it is more likely that a die enables you to benefit from the *Awakening effect* of that square.

Level 1 and 3 Buildings do not offer Awakening effects.
Once completed, it does not bring you anything to leave your Dunaias next to them.

Each player will play with the same number of dice during the game. When you trigger the end of the game by retrieving the last *Prophecy* tile, do not forget you can still perform an action.



A game by Thomas Dupont,
illustrated by Sébastien Caiveau.

== Acknowledgement ==

"I'd like first to thank Cécile, my sweetheart, for her support, help and numerous tests. Thank you also to my mum and all my friends of GRAL, especially Tony, Julian, Henri, Antoni, Jean and Laurent for their many, many tests. Thanks also to Xavier from l'Heure du Jeu for his friendship and advice, and to Sébastien Caiveau for his beautiful illustrations. Finally, a big thank you to the whole BLAM! team and especially to Simon for the great work we did together, it was a pleasure! Good game!"

Thomas Dupont

FAQ : http://blam-edition.com/en/dunaia

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