
Armonia
Rules
EAGLE-GRYPHON
GAMES
Uwe Rosenberg
David Cochard

Armonia

Rules

2–4 | 45 min. | 8+

A game for 2 – 4 Players by Uwe Rosenberg

Illustrated by David Cochart

Welcome to Armonia ...

... a new game from the Sagani Universe.

What is the question left unanswered by Sagani?

Well obviously it's: "What is the origin of the harmonious melodies forged into the Sound discs that awaken the spirits of nature?"

Armonia answers that question for you as you play the children of nature – cute little gnomes, furry yetis, jumping cyc-hops, and wet but happy octis – and follow various landscapes and Paths through the Wilderness. Along the way you will find the best and most melodious tones and harmonies; and then forge those new-found melodies into Sound discs by completing tasks in the Temple of the Clouds -- where their true Armonious magic unfolds!

Goal of the Game

Each turn you will roll the dice, rolling up to three times.

The dice allow you to move your Sound discs along the paths to the Temple of the Clouds. Your ultimate goal is to complete the final tasks of 4 of the Temple tiles.

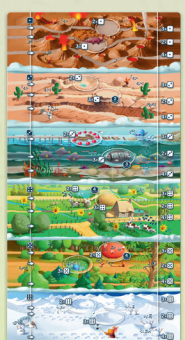
The special attraction of Armonia is that you can initiate and complete several movements and tasks using the results of dice roll.

Whoever is the first to forge four of their six Sound discs on 4 completed sets of Temple tiles wins the game!

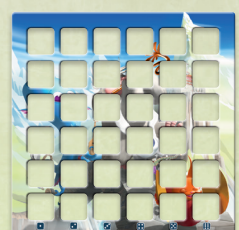
Components:



7 Dice



1 Game Board



1 Dice Board



24 Sound Discs (6 per color)



16 Temple Tiles

Game Setup



- Place the Game Board at the center of the table.
- Shuffle the 16 Temple tiles and place two of them face down to the right of each landscape. These 12 Temple tiles (6 sets of two) to the right of the Game Board, represent the Temple of the Clouds. (**A**).
- The remaining four tiles are returned to the box without any player looking at them (they are not used in this game).
- Set up the Dice Board (**B**).
- The starting player is whoever most recently sung, hummed or whistled like a cute little gnome.
- Each player takes the 6 Sound discs of one color.
- Any remaining Sound discs are not needed and can be placed back in the box.
- Each player now places their Sound discs on the starting positions as indicated on the game board (**C**).
- To balance the starting player advantage, the 2nd and 3rd players in turn order move one of their Sound discs forward as indicated on the game board (**D**). The 4th player moves 2 of their Sound discs forward (**E**).


C
A
D
D
E
E
2×
3×
4×

Playing the Game

You take turns clockwise, begin with the starting player.

1. Rolling the Dice

Roll all seven dice at the beginning of your turn. If you wish, to help chart and keep your progress organized, you can place the dice on the corresponding spaces of the Dice board. Then choose which dice you want to keep; and roll the others again.

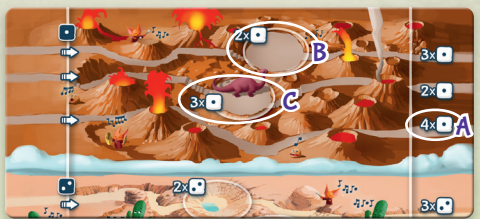
You can also roll all the dice again if you wish. Then you may roll for a third time. Once again, you are free to decide which dice you want to keep, and which you want to roll. Even dice that you had kept out after the first roll can be thrown again on your third roll.

2. Advancing the Sound discs along the Wilderness Paths

Once you have finished rolling the dice, you check which path or paths are best for you to advance on with your Sound discs. The discs always move along paths from left to right. They cannot go backwards, nor can they leave their path.

Important: You can always use your entire dice roll for each path and move all of your discs as far as the tasks allow. You can also always use each die for fulfilling as many Temple tasks as possible (see below).

3. Traveling the Paths to the Temple of the Clouds and Revealing the Temple Tiles



There are two ways to travel the Wilderness Paths shown on the Game Board and reach the Temple of the Clouds (the column of 6 pairs of Temple tiles) at the end of the paths: (**A**) In each of the 6 landscapes shown on the Game Board your goal is to roll multiples of the number shown on those paths. If you manage to do this in one turn (by rolling 4 of the same number), you can use the bottommost path and advance directly to the Temple; or (**B**) If you do not manage to roll four of the same number, and roll only two or three of the number needed,

you have completed the first portion of the path -- and you can advance only part way on that path (to either a group of two or three, it varies depending on the chosen path). You will need to complete this path on a subsequent turn to get to the Temple of the Clouds. When you have made it to the Temple of the Clouds, turn over the leftmost tile of the path you were traveling on.



Note: Make sure that the upturned tile is oriented with the grass and path showing at the bottom of the tile.

4. Completing the Tasks by Forging the Sound discs and Winning the Game

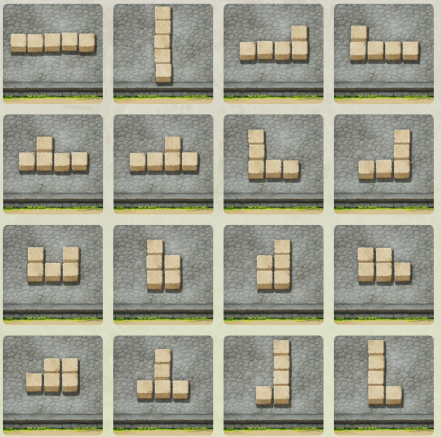
The Temple tile that is turned face up represents the task you have to complete. You complete these tasks by forming the dice you have rolled into the patterns indicated on the Temple tiles. The tasks are represented by the small blocks showing on the Temple tiles. Blocks that are next to each other signify different



numbers of dice in ascending, direct succession. Blocks that are on top of each other signify dice with the same number of pips. Completed tiles remain in the Temple of the Clouds and can still be completed by other players. When you complete the leftmost task (of two) Temple tiles along the path, place your Sound disc on that tile. Then turn face up the second tile of that pair. Complete the task shown on this second tile, either immediately if possible, or on a subsequent turn.

Completion of both tiles in each pair is the goal. You move your Sound disc to the second tile when both tasks have been completed. You have now forged the melody into your Sound disc! You win the game immediately when you have forged 4 of your Sound discs by completing 4 of the 6 pairs of Temple tile tasks.

Temple Tiles in the Game



A 'How to Play' video can found at
www.Eagle-Gryphon.com

Customer Service

We do everything we can to ensure you receive a quality game. If any part of this game is missing or broken, please contact us directly for replacement parts.

info@eagle-gryphon.com

Credits

Designer: Uwe Rosenberg

Illustrations: David Cochard

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The designer and publisher would like to thank all the playtesters.

Many thanks to the Skellig team: Beate, Chrisly, Uwe, Thomas.

CE

Made in EU

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