RAUHA

· GAME RULES ·

After millennia of aridity, life springs again on Rauha.
As a venerable Shaman, one of its five worlds has been entrusted to you. Your powers are divine and allow you to shape the environment in order to turn this world into a cradle of life energy, keeper of serenity and harmony for the centuries to come.

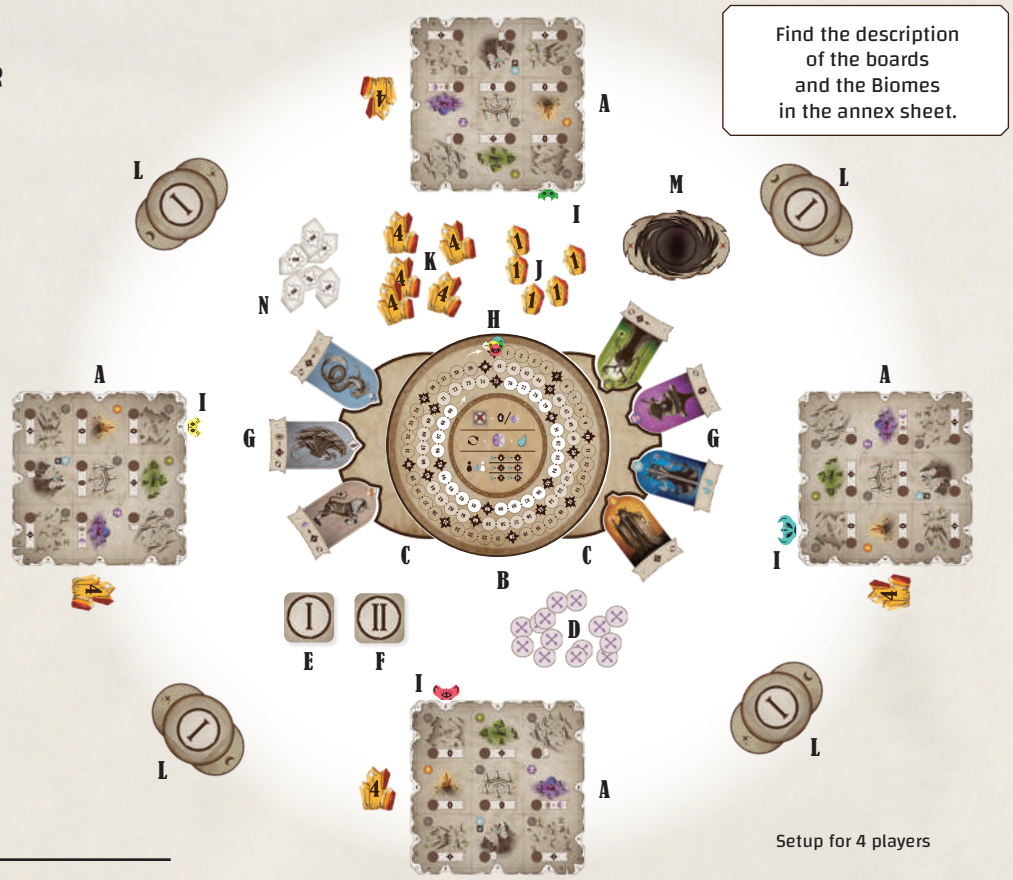
Goal and presentation of the game

You have to obtain the most victory points, thematically represented as Life Energy ✦, to win the game.
You will have 2 Ages to turn your world into the energetic core of Rauha.
Through Age 1, the vegetation, terrain and wildlife will appear.
Through Age 2, civilisations will thrive.

Game components

5 individual boards (A)
1 Central scoring board and game aid (B)
2 side modules (C)
45 Spore tokens (D)
40 Age 1 Biome cards (E)
40 Age 2 Biome cards (F)
7 Divine Entity tiles (G)
5 Energy tokens (H)
5 avatars (I)
37 crystals of value 1 (J)
15 crystals of value 4 (K)
5 Satellite boards (L)
1 Black Hole board (M)
6 +100 tokens (N)

Find the description of the boards and the Biomes in the annex sheet.



Setup for 4 players

Game setup

1. Place the central board at the centre of the table, then the side modules in which you fit the Divine Entity tiles.

2. Make a supply of crystals on the table reachable by everyone.

3. Shuffle the Age 1 and 2 Biome cards separately and place them next to the central board.

4. Put the +100 tokens aside. They will be used if you go further than 99 points of Life Energy.

5. Place a satellite board between each person in order to have a symbol ☾ on your left and a symbol ✦ on your right.

6. Take:
- 1 individual board.
Notes: the boards have a side A and a side B, be sure that everyone uses the same side.
For a first game, we advise you to use the side A.
- 1 avatar of the colour of your choice, to be placed in the top left notch as shown on the illustration above.
- 1 Energy token of the same colour as your avatar, to be placed on the 0 space of the central board.
Note: Pile up the Energy tokens of all players, one above the other randomly.

7. Place the Black Hole board away from the Satellite boards.
Note: it is the board on which you will discard your Biome cards.

8. Receive 4 crystals from the supply.

Turn sequence

The game goes through 4 rounds each divided into 3 turns followed by a scoring phase.

At the beginning of a round, deal 4 Biome cards of the current age, face down, on each Satellite.



Age 1 for the rounds 1 and 2 and Age 2 for the rounds 3 and 4.

A turn is divided into 5 steps:

Step 1: Choose a Biome card

SIMULTANEOUSLY, take the cards from the satellite with the symbol directed towards you that matches the one on the location of your avatar on your board.



For the first turn, your avatar is in front of the symbol ☾, therefore take the cards from the satellite which has ☾ directed towards you.

Look at them, keep one and put the remaining cards face down back on the satellite you took them from.
Once everyone has chosen a card, go to the next step.

Precision: During the last turn of a round, you will be choosing amongst two cards. Pick one and discard the other face down onto the Black Hole board.

ONE AT A TIME, clockwise, proceed to the steps 2, 3 and 4 below.
Carry out the 3 steps in a row then pass onto the next person.
When all players have taken these 3 steps, proceed to step 5.



Starting with the person who has the most advanced Energy token on the Life Energy track, or at the top of the most advanced pile in case of a tie.

Step 2: Place or discard the chosen Biome card

Place your card on any square of your board by paying its cost if necessary.

Costs examples:



Crystals: this Biome costs 3 Crystals to be played.



Free with constraints to be played: this Biome does not cost any Crystals but must be played in one of the 4 corners of your board.



Free without any constraints: this Biome may be placed wherever you want on your board.

Precisions:
- You do not have to play the card in the column or line matching the location of your avatar.
- You may cover another Biome (previously played or printed on the board).

OR

Discard the chosen card on the Black Hole board, to:

Take  from the supply.

OR



Take 1 Spore from the supply and place it on one of your Biomes that does not already have one on it.

Step 3: Welcome Divine Entity

If the Biome card you have just played completes a line and/or column of Animals and/or Biome symbols of the same type, take the matching Divine Entity and place it next to your board.



Example 1



Example 2

Precisions:
- You get the Divine Entity no matter where it is: from the side modules of the central board or in front of another player.
- You may welcome several Divine Entities in the same turn.
- If you have completed a line or a column but you already have the matching Divine Entity, nothing happens.
- You keep your Divine Entities until another person takes one of them from you by completing a line or column of the matching symbols on their board.

Step 4: Activate your avatar and your Divine Entities

Activate, in the order of your choice:
- your Biomes from the line or column matching the location of your avatar,
- ϟ: the Divine Entities you have welcomed during the step 3 of this turn.

At the 2nd turn of the 1st round:



Energy point and crystal earned with the activation of the column by the avatar.



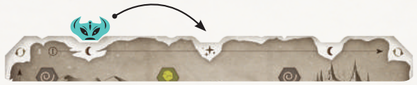
Energy point earned by the activation of the Divine Entity welcomed this turn ϟ.

Precisions:
- You may activate the Biome's effects from the line or column facing your avatar's location in the order of your choice.
- You may alternate between the activation of the Biome's effects in the matching line or column and of the Divine Entities you have welcomed this turn.
- If you do not wish or cannot apply the effect of a Biome or a Divine Entity, do not do it.
- Do not activate the Divine Entities you have welcomed in the previous turns.

Step 5: Move your avatar

SIMULTANEOUSLY, move your avatar one notch clockwise on your board.
If the avatar reaches a scoring corner ↻ in one angle of the board, proceed, all together, to a scoring phase (cf. here after). Otherwise, start a new turn with step 1.

Note: Your avatars move at the same pace. Therefore, they all must be on the same place of your boards.



Scoring ↻ :

ONE AT A TIME, clockwise:

- Activate all your biomes with a Spore and all your Divine Entities in the order of your choice. You may alternate between the effects of your Biomes and Divine Entities.

Example: Jack activates two Biomes who have spores on them as well as KITEET and earns 2 crystals and 5 Life Energy points.



- Compare the number of Water Sources with the person who has the least and, eventually, score Life Energy points.

Example: Esther has 5 Water Sources on his board and Theo has only 3, he has the least among the other players. So, there is a difference of 2 Water Sources between Esther and Theo. She scores 3 Life Energy points.



Move your avatar one notch clockwise and proceed to the next round if this was not the final scoring at the end of the 4th round.

End of the game

At the end of the scoring of the 4th round, the person who has the most Life Energy points wins the game!
In case of a tie, victory is shared.

The Spores

Spores are obtained thanks to the powers of some Biomes or when you decide to discard a Biome card rather than putting one into play (cf. Step 2, p.2). Place this Spore on the Cost spot of the Biome of your choice.

Example: Esther activates the column matching the location of her avatar. She earns 1 Life Energy point for her Forest Biome and chooses to pay 3 crystals to place a Spore on the Desert Biome.



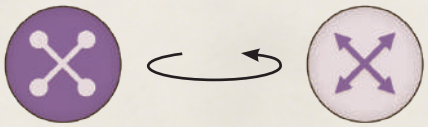


Important:
- There can be only one Spore per Biome.
- If you cover a Biome with a Spore, place the Spore on the newly played Biome.

Note: To put a Spore on a Biome with no effect may be useful in some Spore strategies in which you earn Life Energy points according to the number of Spores you have on your board.

Spores and Divine Entity Scoring aid

The Spores have a side that is different from the other side.



When you add a Spore on a Biome on your board, we advise you to put it on the same side as the other Spores. Therefore, during the scoring phases, you may flip the spores onto their opposite side to recall the ones you already activated during this scoring.

The Divine Entities have a coloured side and a dark side.



During scoring, you may place them on their dark side to indicate that you have already activated them during this scoring.

• Credits •

Designers Johannes Goupy et Théo Rivière
Illustrator O'lee Graphiste
Graphic Design Valériane Holley
Rules Writing GRRRE Games
English translation Camille Bonnard
Fonts BERNARD MT CONDENSED, by Microsoft Corporation
Changa, by Eduardo Tunni

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