Olith

Rule Book

This represents a work in progress. All aspects of the game are subject to change.

90 minutes

min age 12+

2-4 players

INTRODUCTION

Recent expeditions have unearthed the Book of Olith which describe an ancient land created and inhabited by ancient beings. These gods and goddesses come from another realm and are credited of the creation of our world. Thousands of years ago, conflict erupted between the Devisees and they haven't been seen in the human realm since.

After learning of the Book of Olith, you assembled a group of loyalists following the teachings of one of these Devisees. You journey to the land of Olith to learn more and seize control of this ancient place. Will you bring peace and order, or will war and chaos reign supreme?
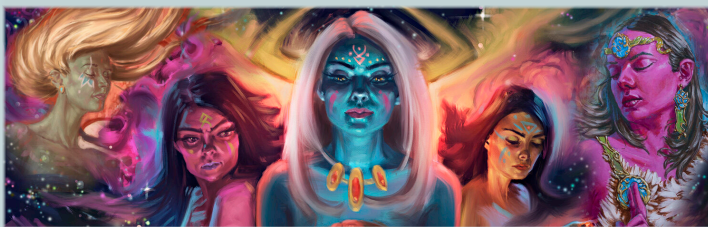
Each player represents a group of explorers loyal to one God or Goddess. Player's can choose one of four colors to play as, each with a select pool of loyalty cards to choose from.

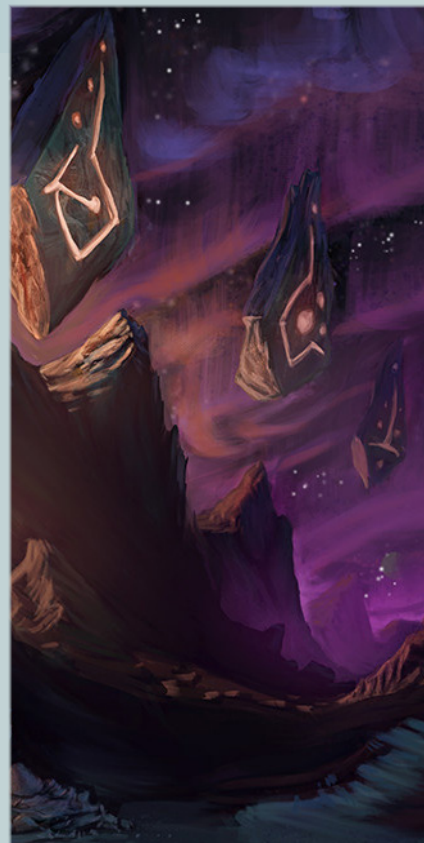| Soul | Shadow | Power | Wisdom |

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CREDITS

Game Design
Jarin Eastman

Art and Story
Chase Henson

Graphic Design
Emily Engstrom

COMPONENTS

1 X Main Board

4 X Player Mats

20 X Player Cards
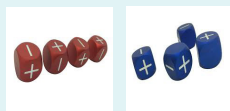(5 of each color)

Soul   Shadow   Power   Wisdom

15 X Shop Cards
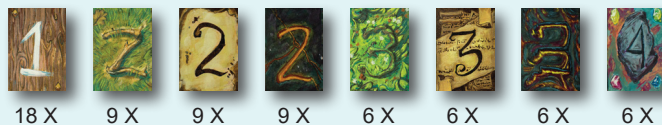
8 X Combat Dice

2 X Active Region Dice

3 X Crystals

69 X Artifact Cards

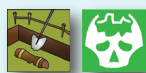18 X   9 X   9 X   9 X   6 X   6 X   6 X   6 X

16 X Basic Units
(4 of each color)

6 X Mercenaries

?? X Excavated/Corrupted Tokens

12 X Mana Cubes
(4 of each color)

32 X Victory Tokens
(8 of each color)

12 X Atlas Tokens

1 X Fate Wheel Marker

4 X Combat Markers

Winning the Game

The first player to get all 8 of their Victory Tokens on the board immediately win the game. If no one has one placed all of their Victory Tokens by the end of the last round on the Fate Wheel, whoever has the most Victory Tokens on the board wins. In case of a tie I haven't decided what happens in a tie. I'm thinking some kind of final battle, but I need to figure out how to make that fun and balanced for people who played in different styles.

BOARD SETUP

1. Place the Main Board in the center of the table.

2. Place Combat Dice, Mercenaries, and Excavated/Corrupted Tokens where all players can reach them.

3. Shuffle each deck of Artifact Cards and place them face down across the bottom of the board.

4. Shuffle the Shop deck and place it near the top left of the board. Draw the top three cards and place them face up.

5. Place the Fate Wheel Marker on the first space of the Fate Wheel.

6. Randomly place the Crystals on the three crystal spaces of the Fate Wheel.

7. Roll the Active Region Dice and place them in the lower left of the board.

8. Each player places a Combat Marker of their color on the Combat Track.
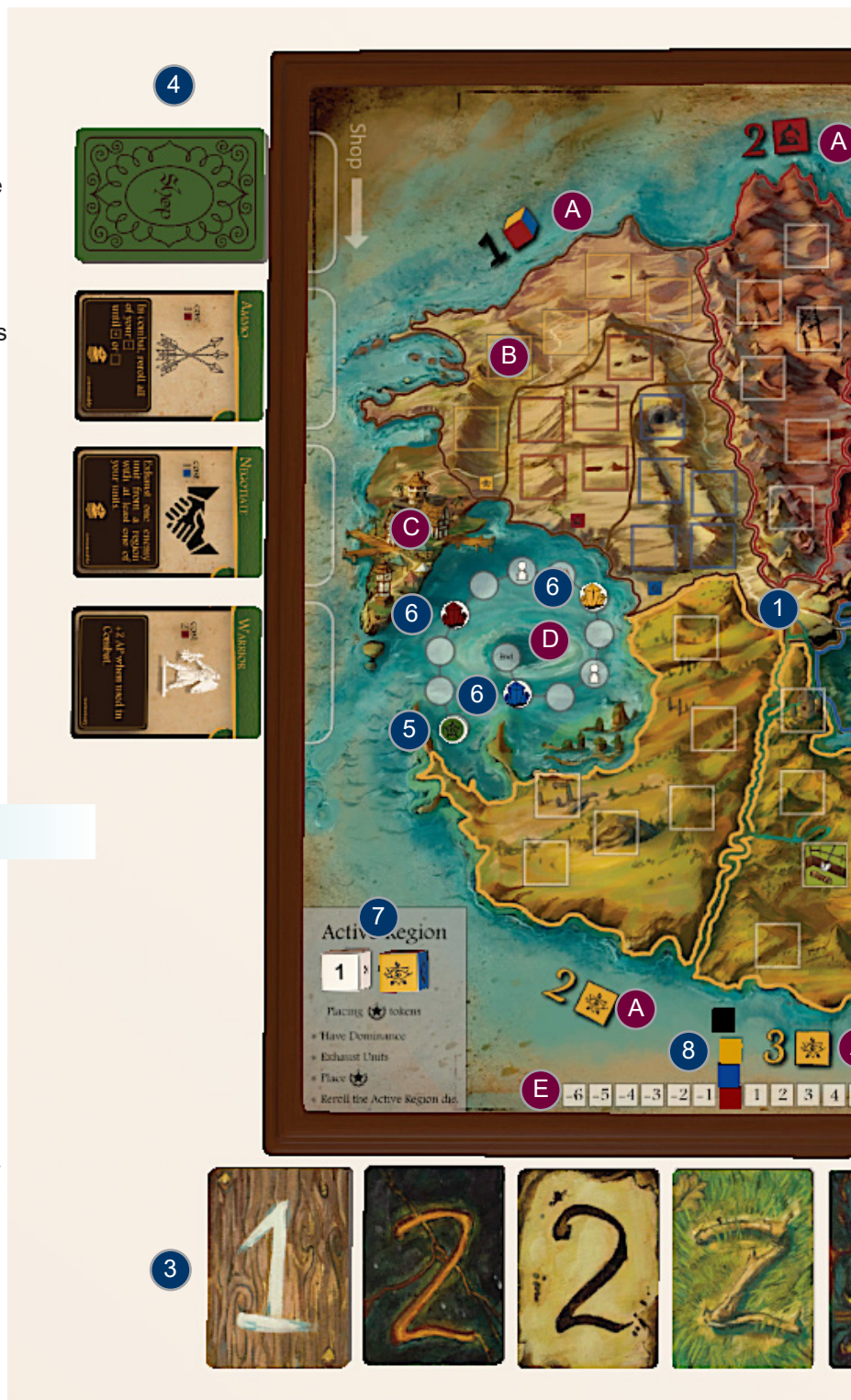
BOARD CONCEPTS

A **REGIONS** - Separated by colored lines on the board, and labeled around the edge of the map.

B **SITES** - Marked by colored squares on the board. Unless in combat, only one unit may occupy a site at a time.

C **PORT** - any amount of units may be in Port at any time. It does not count as being in any other region.

D **FATE WHEEL** - Keeps track of what round it is and what rewards are available.

E **COMBAT TRACKER** - Used to track AP when in combat.

Each player places one Player Mat in front of them and does each of the following:

(9) Choose one of the four player decks. Gather the Basic Units and Victory Tokens of the same color. Place 2 units in your **Camp**, set the other two and Victory Tokens aside.

(10) Choose one of the two **Loyalty Cards** to place face up on your player mat. Remove the other from the game and place the 3 **Action Cards** in your hand.

(11) Place 3 Atlas Tokens (one of each color) on LVL 1 of your **Atlas Track**.

(12) Using mana cubes, set your starting mana according to the bottom of your chosen Loyalty Card.

Cersie starts the game with 1 Power, 4 Wisdom, and 1 Soul.
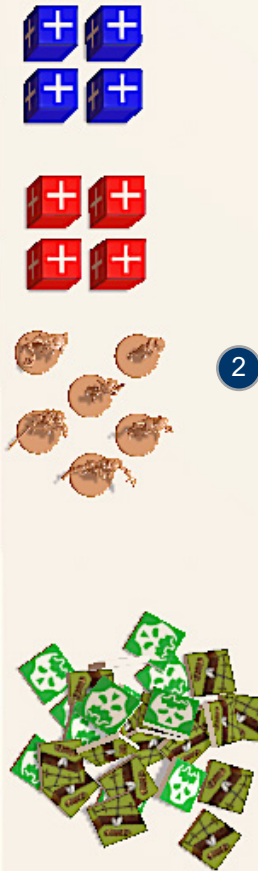
PLAYER TURNS

On a player's turn, they must first decide whether to do an Action Turn or a Victory Turn. Their turn ends by unlocking regions and then play continues to their left.

Designer Note: sometimes remembering to unlock regions at the end of your turn is hard to remember. I'm going to try giving everyone the chance to unlock regions simultaneously after or before the fate wheel moves.
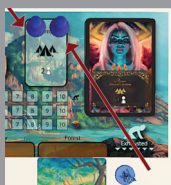
CHOOSE ONE

Action Turn

1st Prepare Camp
Fill your camp with units. First check to see the capacity of your camp. By default, each player's camp holds 2 units. Forest locations (pg x) can add up to 3 additional units. One unit may move from exhausted to camp for free once per turn. Additional units may move from exhausted for -1 🔵 a piece.
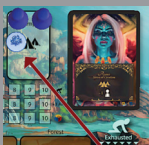
The Blue Player has a base camp that can hold 2 units and the Hidden Garden card which gives them one additional space for a unit.

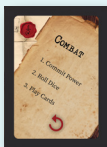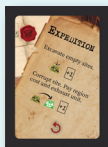*They move one unit from the board and another from their exhausted area.*

They have room for one more unit, so they decide to pay 1 Soul to move a second unit from their exhausted area.

2nd Play an Action Card
Choose one of the 3 action cards in your hand to play by placing in a play area in front of you.

3rd Do the following in any amount and in any order
- Move a unit from camp to a legal space.
- Take the action described on the Action Card.
- Play an Artifact Card from your hand matching the Action Card played.
- Units at Port may buy one and sell one card.

Victory Turn

You must have Dominance in the Active Region to take a Victory Turn, meaning you must have more units in that region than any other player.

1st
Exhaust any amount of your units in the Active Region, and place one Victory Token in each site where you removed a unit from. You cannot place a Victory Token on another player's Victory Token.

2nd
Reroll the Active Area Dice.

The Active Region in LVL 2 yellow. The red player has more units than any other player in this region.

They decide to exhaust both units and place two Victory Tokens. Then, they reroll the Active Region dice. The new Active Region is LVL 1 blue.

End of Turn

Clean up your play area by discarding any cards with the discard symbol at the bottom, and return cards with the return-to-hand symbol at the bottom.

Discard   Return-to-hand

You may now **Unlock Regions**. This will be explained in more detail on pg x.

Movement

Only units from camp may move after preparing on an Action Turn. They may move to any unlocked region, Port, or an abandoned location. If attacking, they may move to another player's location card or a site occupied with an enemy unit.

Playing Artifact Cards

You may play any amount of Artifact Cards from your hand that matches the symbols in the top left of Action Card. Place the card face up in your play area and perform the effect described on the card. Text on the card will overrule any other text in this manual.
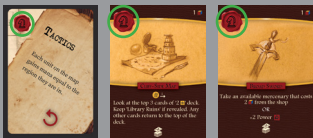

Both of these cards match the symbol on the Tactics card. They may be played at any time on this turn.

Port

Port is a neutral location. No combat can take place here. Port is not part of any location and does not gain mana during a Tactics turn. There is no limit to the amount of units that can be in Port at once.

Each unit in port may buy and sell one card on a player's turn.

Cards are bought from the three visible cards in the shop area. They cost the amount of mana listed on the card. Immediately replace the card from the shop deck after.
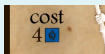
Artifact cards can be sold from your hand for resources equal to the region the card came from.
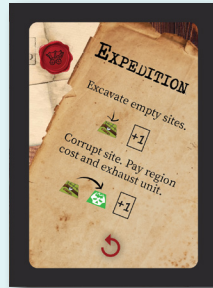
Playing Action Cards

Each of the player's unit may perform the Action Card once per turn. They don't need to all do it at once, the order in how you play the 3rd step on an action turn can make a big difference in how efficient your turns are.

NOTE: Units do not need to move on your turn to perform these actions.

Expedition

Excavating

Any of your units on a blank site may place an Excavated Token below them and draw one card to from the deck matching the region you are in.

All LVL 1 regions share a deck. All LVL 4 regions also share a deck.

Corrupting

After Corruption is unlocked on the Fate Wheel, players may corrupt previously excavated sites to draw a card from that region. This time however, you must pay mana equal to the region and exhaust your unit. A unit cannot Excavate and Corrupt a site in a single turn.

The black player has decided to excavate this empty Red LVL 1 site.

They place an Excavated Token underneath their unit and draw one card from the LVL 1 deck.
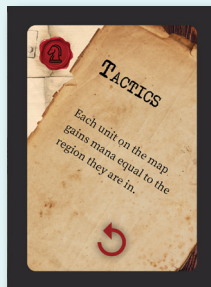

The black player has decided to corrupt the same site as before. The Fate Wheel has passed the corruption space, so this ability is now unlocked.

They Exhaust their unit and pay 1 Power as they are in the Red LVL 1 region. They Draw another card from the LVL 1 deck.

Tactics

Every unit in a Region may gain mana equal to the region they are in.

The blue player would receive 3 and 1 on a Tactics turn.

PLAYING ACTION CARDS: COMBAT

A player may attack an opponent by moving a unit from their camp to a site occupied by another unit or to an enemy's location card.

Attacking a Site
Move your unit next to the defender's unit and perform combat. The victor keeps their unit on the site, and the defeated unit is exhausted.

Attacking a Location
Move your unit onto an opponent's location card. They may defend the location by moving any unexhausted unit to the same card. If they choose to leave the location undefended, you automatically win the combat. The victor places the Location Card on their player mat, leaving the unit on top. The defeated unit is exhausted.

1. Commit Power
Players may use their Combat Markers on the Combat Tracker to keep track of their **Attack Power** (AP). Before committing Power, count up any AP from Loyalty Cards or Location Cards. Then, starting with the attacker, players may spend 1 Power 🔴 for +1 AP each. They can spend as much Power as they can afford

The red player spends two power and adds two AP to their total.
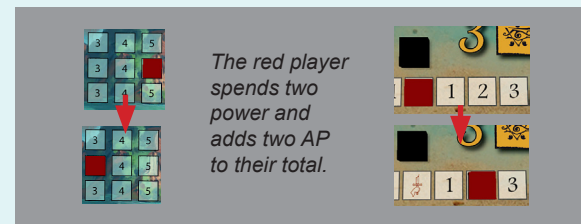
2. Roll Dice
Each player rolls 4 combat dice and adjusts their AP.
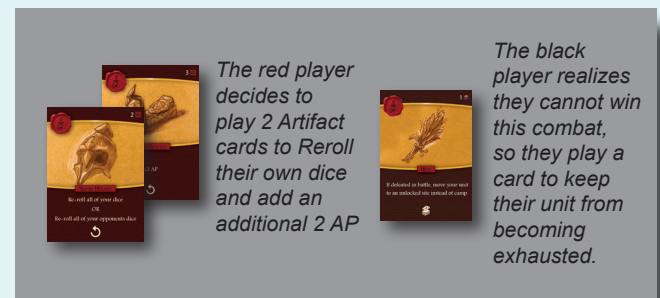
| + | +1 AP | - | -1 AP | | +0 AP |
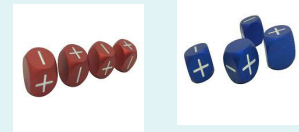
3. Play Cards
Starting with the Attacker, each player may play any amount of Artifact Cards with the combat symbol 🔴 in the top left.

Note: any artifact cards played by the defender will stay in their play area until the end of their next turn.

The Player with the most AP is the Victor of the combat.

The red player decides to play 2 Artifact cards to Reroll their own dice and add an additional 2 AP

The black player realizes they cannot win this combat, so they play a card to keep their unit from becoming exhausted.

UNLOCKING REGIONS

The cost for unlocking each region is located above the Atlas Track. The mana used must match the color of the region being unlocked and/or Wisdom which may be used for unlocking any region. Players are free to unlock as many regions as they have mana for. Remember, units cannot move into any locked region. Unlocked regions are kept track by the Atlas Markers. Lower level regions must be unlocked before unlocking a higher region of the same color.
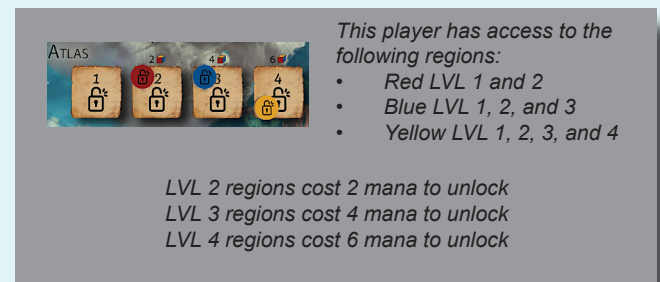
This player has access to the following regions:
- *Red LVL 1 and 2*
- *Blue LVL 1, 2, and 3*
- *Yellow LVL 1, 2, 3, and 4*

LVL 2 regions cost 2 mana to unlock
LVL 3 regions cost 4 mana to unlock
LVL 4 regions cost 6 mana to unlock

LOCATION CARDS

Location cards are found by excavating or corrupting sites. Unlike Artifact Cards however, they are never placed in a player's hand. Instead, when a location card is found it must immediately be played to the appropriate location slot at the bottom of the player mats. There are 3 types of location cards; Mountain, Valley, and Forest. A player may only have one location of each type at time. Location cards are never discarded, but are instead abandoned by placing the card next to the Main Board. A player may choose to abandon any location card in their control for any reason. A player may pick up an abandoned location card by moving a unit onto that card during an Action Turn. If a Location Card says 'any location', it may be moved to a different slot at any time.
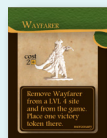
Mountain Locations

Valley Locations

Forest Locations

SHOP CARDS

Mercenaries

Mercenaries act just like any basic unit with the addition of an additional ability. When a Mercenary is purchased, the player puts the card in their hand and the matching mini figure in their exhausted area.

Consumables

Consumables are cards that can be played at ANY time during the game. After a consumable is played, it is immediately discarded to a shop discard pile. It is unlikely, but if at any time there are no more cards in the shop draw pile, shuffle the discard pile to form a new draw pile.
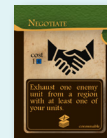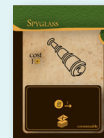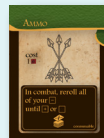
LVL 4 SITES

LVL 4 sites can be used to place additional Victory Tokens. If a player has one unit on at least one LVL 4 site, they may discard 5 Artifact Cards in their hand to place 1 Victory Token in any unlocked region. There's no limit to how many times this can be done, but it must be performed on the player's turn.
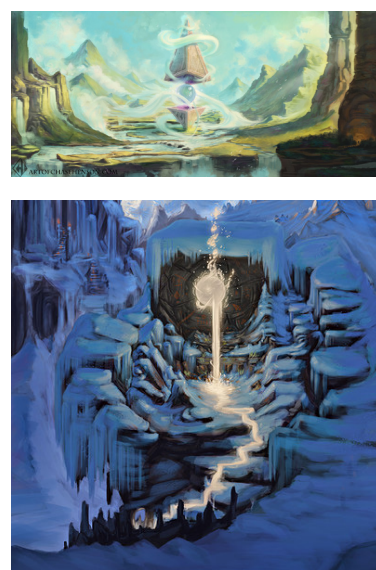
THE FATE WHEEL

Before taking their turn, the player with the 1st player token moves the Fate Wheel Marker one space forward. This is ignored on their first turn of the game. If the Fate Wheel Marker lands on a space with an icon, perform the matching action listed below.

God's Favor
Each of these spaces will have one of the three crystals randomly placed on it during game setup. When the Fate Wheel Marker lands here, the player with the most mana matching the color of the crystal takes it, the 1st player token, and also places a Victory Token in any unlocked region. That player then immediately takes a turn and play continues to their left.

New Recruits
Each player takes one of the units from their supply and places it in their exhausted area.

Corruption
From this point forward, all players may use the Corruption ability during an Expedition.

If the Fate Wheel Marker cannot move any further, the game immediately ends. The player with the most Victory Tokens on the board is declared the winner!

ICON GUIDE

Soul Mana	
Power Mana	
Wisdom Mana	
Non Specific Mana	

Expedition	
Tactics	
Combat	

Discard at end of turn

Return to hand at end of turn

X → Move your Red Atlas Token x spaces forward

X → Move your Blue Atlas Token x spaces forward

X → Move your Yellow Atlas Token x spaces forward

X → Move Atlas Token(s) of your choice x spaces forward

Unlocked Region

+1 Draw 1 card

+2 Draw 2 cards

+3 Draw 3 cards

Camp Size