

EMPEDOCLE

Get rid of your Hatred!

Rulebook



ENGLISH

2-5 players / 10+ / 30 minutes

Get rid of your Hatred and break the Empedocles cycle which opposes Love and Hatred inside the Terrestrial World, composed of four elements Air, Fire, Earth and Water.

Content

- 10 tokens each of yellow, green, blue, white, red and black
- 5 six-sides dices
- 6 rounded tiles
- 5 white dice cups
- 1 dice cup decorated with the 4 elements
- 1 rulebook and 1 player aid

Expansion Boon (included)

- 5 black tokens
- 1 colored six-sides dice
- 5 black Heart tiles
- 1 Serenity star tile
- 1 Lightning stone (transparent token)
- 15 white gems

Introduction

This rulebook introduces the rules of Empedocle board game.

During Antiquity, the Empedocles philosopher thought that Universe was centered on the Terrestrial World composed of four elements (Air, Fire, Earth and Water) which reunify thanks to Love and separate thanks to Hatred in a perpetual cycle. This vision of the World was completed by the description of a Celestial World and the 5th element called Aether, stable outside the Terrestrial World.

The players are the primary strengths who participate in the balance of the cycle ("kyklo" in Greek language). On behalf of the Great Architect, each of them tries to break the Empedocles cycle to stabilize the Terrestrial World in Love. For that purpose, they have to get rid of their Hatred.

Hatred disappears step by step each time a strength is able to unify the 4 elements of the Terrestrial World. This strength can dispose of the Cylinder, bridge between the 2 Worlds.

The strengths can benefit from Aether, able to replace elements.

Impatience can push a strength to act before the others but it could lead all to their lost.

The competition rewards the strength which succeeds first to stabilize the Terrestrial World and satisfies the Great Architect.

Goal – Victory condition

A player wins the game when he gets rid of all his Hatred fragments.

Game concepts

Black tokens are associated to Hatred fragments.

The elements are identified by coloured tokens: white for Air, yellow for Fire, green for Earth, blue for Water and red for Aether.

The 6 sides of the dices represent the Whirl and one of the 5 elements: the leaf for Earth, the drop for Water, the flames for Fire, the clouds for Air and the Heart for Aether.

The dice is the Opportunity which means the capacity to get and block the represented element or to access the associated Whirl rules.

The Air, Fire, Earth and Water tiles, which represent the same drawings than the dice sides, are the elements storage zone. The Whirl tile is not associated to any element. All these tiles represent the Terrestrial World.

The red Heart tile represents Aether at the service of this stabilization for Love. The Serenity star tile with the dissolved black Heart contains the Hatred tokens rejected by players and excluded of the Terrestrial World. These two tiles correspond to the Celestial World.

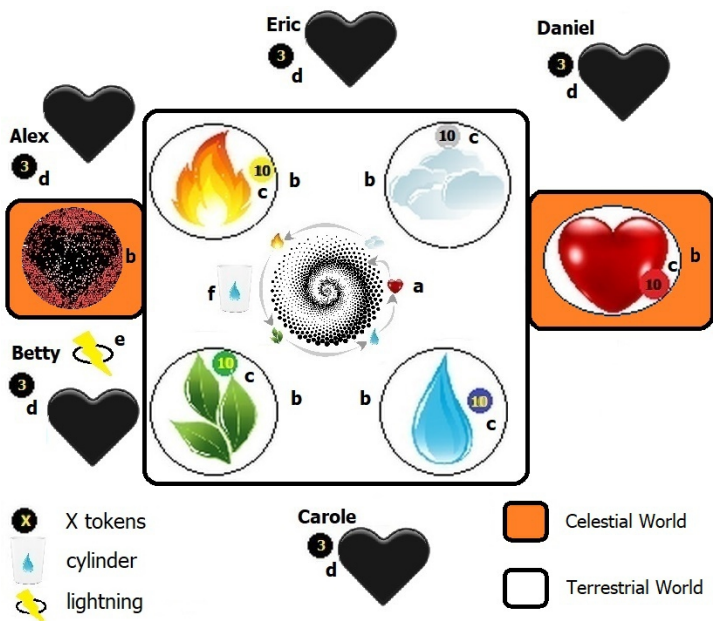
The black Heart tiles represent the Hatred strengths. Each player can store his Hatred fragments and his elements on it. We can consider they are part of the Terrestrial World even if they are not at the center of the table.

The cup, decorated with the 4 elements, is called the Cylinder. It's the bridge between the Terrestrial and the Celestial World. The Cylinder allows each player to get Aether, to exchange elements, to get some bonus elements and to suppress Hatred fragments.

A sixth dice with 6 sides, colored and similar to others, is called the Celestial World dice.

In the standard game, the Lightning stone is only used to identify which player needs to talk first during a round table.

Setup



a) The Whirl tile is put at the center of the table.

b) The 4 element tiles are always setup around the Whirl tile, in this order: Air, Fire, Earth and Water anticlockwise. The Aether tile is placed outside the circle formed by the other tiles, close to Water. The element symbols on the Whirl tile help you to settle the game. The Serenity star tile is placed in front of the Aether tile, close to the Earth.

c) We put a total of tokens equal to 2 times the number of players on each element tile: Air (white), Fire (yellow), Earth (green), Water (blue) and Aether (red).

d) All players take one dice, one white dice cup, 3 Hatred fragments that they put on their black Heart tile.

e) Players have to choose the angriest player who takes the Lightning stone at the first round.

f) The Celestial World dice is put inside the Cylinder which is let closed to the Whirl tile. They will be used when a player unifies the 4 elements of the Terrestrial World for the first time.

In the example for a 5 players game, Air (white) is replaced by grey tokens for a better reading.

For simplification, the Serenity star tile will not be on all diagrams. The black Heart tiles and the 2 Worlds are not represented on the other diagrams.

Rules

This chapter describes the rules for 3 to 5 players. The components initially planned for the expansion have all been added to the standard rule except the white gems which are specific to the expansion.

The 2-players rules and a solo mode are described after this chapter.

A Q&A chapter and a Behind the game chapter are following them if you want to check few additional points or get more information about the concepts behind the game.

The rules related to “Boon” expansion end this rulebook with its own Q&A chapter. This expansion is advised above 12 years old.

Round description

One round is an Empedocles cycle.

Each round will be played in 3 phases:

- Strife: choose an Opportunity to take position on one element or to take an element before the other players;
- Attraction: take an element and make some exchanges;

- Union: dispose of the Cylinder if you have unified the 4 elements Air, Fire, Earth and Water.

The player aid brings you a synthesis of the rules.

Round details

All players follow the same rules, including the player who has the Lightning stone. The following rules need to be applied at all times.

A player can never have more than 2 identical elements on his black Heart tile after the Attraction phase.

Only one player can unify all the four elements Air, Fire, Earth and Water during a round and dispose of the Cylinder. The first who unifies them prevents other players to do during that round.

Only the player who disposes already of the Cylinder, or who disposes of it while unifying the 4 elements of the Terrestrial World, can get rid of a Hatred fragment which is put on the Serenity star.

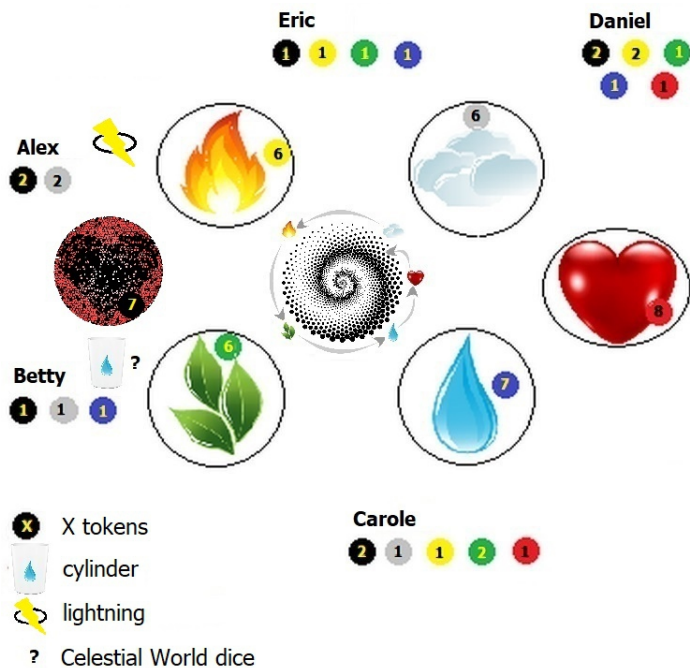
We use an example to illustrate the rules.

Current situation at the beginning of the example:

Alex: 2 Hatred, 2 Airs; Betty: 1 Hatred, 1 Air, 1 Water; Carole: 2 Hatred, 1 Air, 1 Fire, 2 Earths, 1 Aether; Daniel: 2 Hatred, 2 Fires, 1 Earth, 1 Water, 1 Aether; Eric: 1 Hatred, 1 Fire, 1 Earth, 1 Water.

Players have already collected some elements after few rounds. Only one element is missing to Carole (Water), Daniel (Air) and Eric (Air) to unify all 4 elements.

Betty disposes of the Cylinder because she is the last to have unified the 4 elements during a previous turn, after Eric did it. Alex has the Lightning stone.



Phase 1) Strife

1.1) If a player disposes of the Cylinder, he rolls the Celestial World dice. This dice stays under the Cylinder unknown to all players.

In our example, Betty rolls the Celestial World dice, without checking the result hidden under the Cylinder.

1.2) Each player chooses secretly his Opportunity on the dice side to:

- position itself to attract an element (1 of the 4 element Opportunities);
- request for an Aether element (Heart Opportunity);
- take an element before the other players without choosing it (Whirl Opportunity). We call him the Whirl strength during this round to distinguish it from the others called Attraction strengths.

All dices are revealed at the same time except the Celestial World dice.

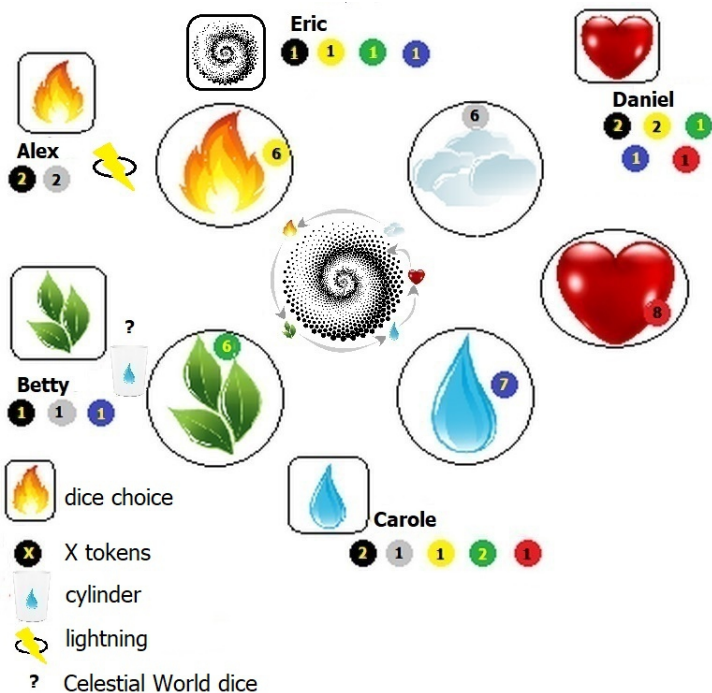
Example

Alex, Betty, Carole, Daniel and Eric choose secretly an Opportunity on their dice, hidden under their dice cup.

They choose to be

- an Attraction strength: Fire for Alex, Earth for Betty, Water for Carole and Aether for Daniel;

- the Whirl strength (Eric).



1.3) If all players have chosen the Whirl Opportunity, the Terrestrial World is totally unbalanced and implodes. All players lose. You deserve it!

1.4) Players that have identical dice side are eliminated and cover their dice by the dice cup.

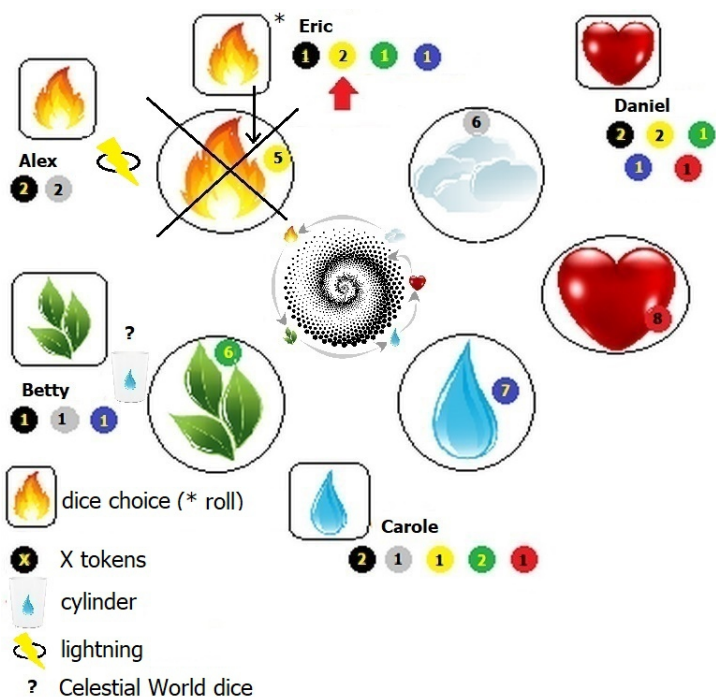
If all players are eliminated, whoever has the Cylinder disposal wins the right to decrease his Hatred by one fragment. Refer to victory condition.

1.5) Whoever chooses the Whirl strength alone rolls its dice again. He can take one element from the tile identified by his dice. His dice is put on the associated tile. This tile is now blocked and its elements as well. The player may have unified the 4 elements of the Terrestrial World on this occasion.

If its dice brings him to the Whirl side, he doesn't take any element.

Example

While getting the Fire Opportunity, Eric has effectively blocked the tile and taken the Fire element. If Eric got the Air instead of Fire, he would have unified the 4 elements and would have won the game because he would get rid of his last Hatred fragment. His dice is not compared to the Fire chosen by Alex because Eric plays the Whirl strength which takes an element before the others.



1.6) If there is still at least one Attraction strength, the second phase can start. Otherwise, we can start directly the third phase.

Phase 2) Attraction

Only the qualified players can participate to this phase meaning only players whose dice is not covered and not put on a tile.

One element can be taken only if it's on an unblocked tile meaning that there is no Opportunity dice on it.

2.1) A round table is done amongst the Attraction strengths to announce if they keep or roll their dice again.

The player who has the Lightning stone speaks first if he's qualified and then it's anticlockwise.

Each player can choose freely even if the logic would like:

- the player who wants an element blocked by the Whirl strength rolls his dice to get another element;
- the player who disposes of the Cylinder and is face to face with another player rolls his dice trying to eliminate him due to rule 2.2).

All players roll their dice at the same time if they decide to roll it.

2.2) One more time, players that have identical dice side are eliminated and cover their dice by the dice cup, even those who have not rolled their dice again. The Whirl strength is not concerned.

If all players are eliminated, whoever has the Cylinder disposal wins the right to decrease his Hatred by one fragment if he was qualified for this phase. Refer to victory condition.

2.3) Each player still qualified for the round takes an element associated to his Opportunity dice if the tile is not blocked by the Whirl strength. He puts his dice on this tile.

A player can't take his 4th different element if another player has unified them before him in this turn.

A potential conflict is avoided by the order to take the elements: Air, Fire, Earth, Water and Aether. This order is described on the Whirl tile.

If a single player gets alone the Whirl Opportunity or can't put his dice on the tile blocked by the Whirl strength, then he puts his dice on the Whirl tile without being eliminated.

Example

Before any dice roll, a round table is done amongst the Attraction strengths. Alex speaks first since he has the Lightning stone.

Alex will roll his dice because the Fire tile is blocked. Betty and Carole decide to keep their dice. Carole should be able to unify the 4 elements except if Alex gets the Water Opportunity since they would be both eliminated. If Eric had unified the 4 elements before Carole (without winning the game if he had still 2 Hatred fragments), she would not be able to take Water.

Daniel decides not to roll its dice again to take his second Aether. Eric has finished his round.

Alex rolls his dice and gets the Air Opportunity.

Players take their element following the priority:

- element Opportunity (Air then Fire, Earth, Water and Aether): Alex puts his dice on the Air tile and takes one Air element. If he got the Fire Opportunity, he would have put his dice on the Whirl tile since the Fire tile is blocked. It's useful to understand these cases before playing with the Boon expansion.

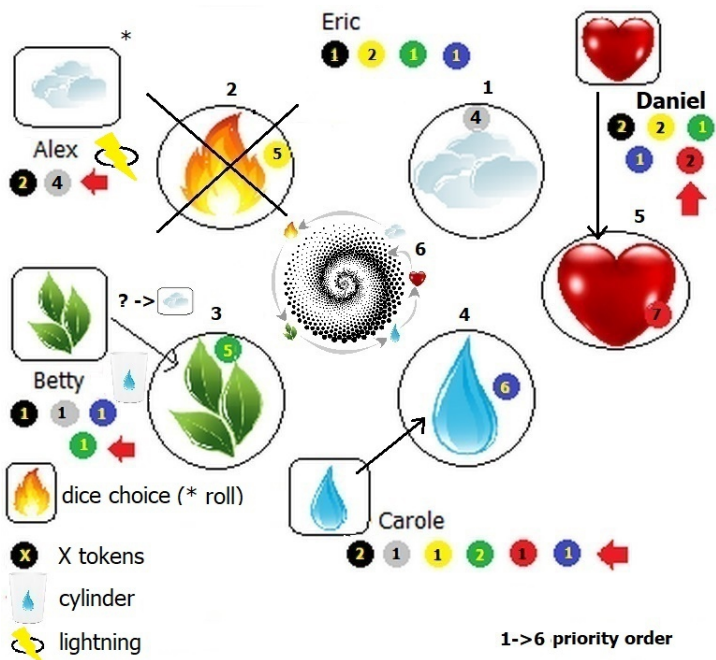
Nobody has a Fire Opportunity which is already blocked. Betty can take the Earth element. Carole can take the Water element and unify the 4 elements. Daniel takes the Aether element;

- Whirl Opportunity: If Alex got this Opportunity, he would have put his dice on the Whirl tile without being eliminated. But if 2 players had got this Opportunity at the same time, they would be both eliminated.

2.4) If the Cylinder is at stake, the Celestial World dice is revealed. If a player has put his dice on the same tile than the one pointed by the Celestial World dice, then that player can take this element twice, if it is available.

Example

The revealed dice shows the Air tile that has been pointed by Alex. Alex takes his fourth Air element.



? Celestial World dice

2.5) Some exchanges are optional or mandatory depending on the cases. After the exchanges, the 2 max identical elements rule is applied to each player.

A player can exchange 2 different elements against an Aether. The exchanged elements are put back to their tile. This exchange is not mandatory except if the player owns more than 2 identical elements. But players can't exchange elements with each other.

if a player has two Aethers, he needs to exchange them against one element. He can take it even if the tile is blocked but he can unify the 4 elements of the Terrestrial World only if no other player has already unified them in this round. Otherwise, he can take a double of another element that he doesn't have already twice. In worst case, he can't take anything.

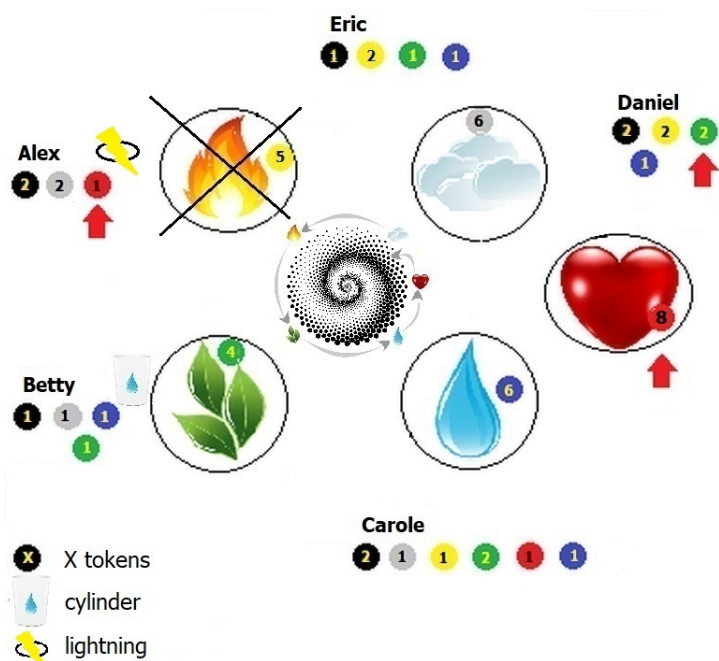
Aethers are put back on the red Heart tile of the Celestial World tile even if there is no exchange and are always lost.

The player who makes one single exchange during the round (Aether exchange) has priority over a player who makes two exchanges (two elements and then 2 Aethers are exchanged) in the case of a conflict on the unification of the 4 elements. If some players make the same number of exchanges but create a conflict, the priority is the same than the order they take the elements during this turn.

Again, a player can exchange 2 different elements against an Aether. The exchanged elements are put back to their tile.

Example

Daniel has now 2 Aethers. He would be interested in the Air element he doesn't have but Carole has already unified the 4 elements. He chooses Earth. The Aether elements are returned to the Celestial World. Alex exchanges two Air elements against one Aether.



Phase 3) Union

3.1) The Cylinder starts to be used when a player has unified the 4 elements Air, Fire, Earth and Water, the first time of the game.

Then, and each time a player unify these 4 elements, he keeps or takes the Cylinder and gets rid of Hatred by one fragment. Refer to victory condition.

If the game is not finished, he puts back the 4 elements to their tile while keeping the doubles and the potential Aether.

Now he is the only player who can use the special power of the Cylinder to get rid of Hatred fragment when all players are eliminated.

Other players keep their elements. The player who has lost the Cylinder disposal doesn't take back any Hatred fragments.

3.2) If an element tile is empty, each player refills that tile while discarding the associated element.

3.3) Players prepare the next round.

Players get their dice back. The Lightning stone is given to the next player anticlockwise.

The player who gets the stone says loudly 'kyklo' to remind each player a new cycle is starting.

Example

If Betty had unified the 4 elements, she should apply the following rule and would keep the Cylinder disposal.

As Carole makes it, she returns one of each element to their tile but keep the other ones (1 Earth) and her Aether. She takes the Cylinder that is placed closed to her black Heart tile. She decreases her Hatred by one fragment.

If she already had no more Hatred fragment, she would have won the game.

Other players keep all their elements.

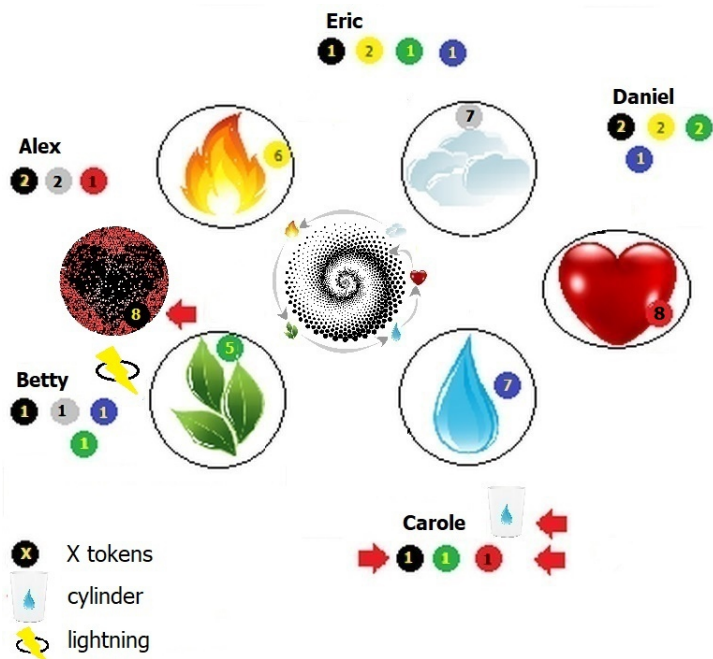
No tile is empty.

All players take their dices back.

The stone is transferred from Alex to Betty.

She says !Kyklo!.

Then a new round can start.



2-players rules

One, two or three fictive players, the Unknown Strengths, are added to the game. They all take 1 dice, 3 Hatred fragments, one white dice cup and one black Heart tile. One of them will take the Lightning stone at the beginning of the game.

The Unknown Strength counts like any player for the setup of elements on their respective tile.

It plays like any other players except few rules described here.

Phase 1) Strife

A player rolls that fictitious player's dice to simulate its first choice that will stay secret for all under the dice cup.

Then it will apply the same rules than other players.

It can be eliminated as well if another player chooses the same Opportunity.

Phase 2) Attraction

If it tries to attract an element, it keeps his Opportunity if it's associated to an unblocked element, if there is no unfavourable conflict. Otherwise, it rolls its dice again.

When it exchanges Aethers, it respects the priority rule avoiding conflict to unify the 4 elements and it takes an element following these priorities:

2.I) the element that allows it to take a missing element if conflict is favourable to it;

2.II) an element it doesn't have yet and by priority Air, Fire, Earth and Water;

2.III) a duplicate following rule 2.II).

It must exchange 2 elements against an Aether if it gets a third identical element. When it gets a second duplicate, it exchanges the 2 duplicates against an Aether only if it has one Hatred fragment remaining.

In all cases, good sense guides its choices.

Phase 3) Union

No specific rule for it. The Unknown Strength can dispose of the Cylinder or win the game if other players neutralize themselves.

Solo mode

The game has been conceived to share a conviviality moment between players. Nevertheless, it's possible to play a solo mode with several Unknown Strengths as long as there are maximum 5 players. You can follow the same rules related to the Unknown Strengths described in the 2-player rules chapter.

Q&A

Can a player be eliminated from the game?

No, eliminations only concern the current round.

What is the Whirl strength?

Elements should be taken during the Attraction phase. This Attraction strength takes an element earlier in the cycle, at the beginning of the Cosmic Whirl during the Strife.

Can anyone benefit from the Cylinder?

Yes and it's transparent for players. Even the player who chooses to be the Whirl strength can have the bonus element if he puts his dice on the right tile.

The only special power concerns the removal of the Hatred fragments that is only possible for the player who disposes of the Cylinder.

Can several players get the same element during the same round?

Yes, a player can take it directly and one player can take it through an Aether exchange if there is no conflict.

Do we need to compare Attraction strength dices with the Whirl strength dice?

No. When a dice is put on a tile, it can't be eliminated during the round. If an Attraction strength gets the same Opportunity, the player can't take any element but he is

not eliminated. Also, if all players are eliminated except the player who incarnates the Whirl strength, then the player who disposes of the Cylinder can't get rid of Hatred fragment.

Does the rule related to the Cylinder special power include the player who disposes of the Cylinder?

Yes. The player who disposes of the Cylinder needs to be eliminated himself, while having played the phase, to be able to get rid of Hatred fragment.

Is a player eliminated if he gets the same Opportunity dice during the Attraction phase compared to eliminated dices during the Strife phase?

No, eliminated dices during the Strife phase are hidden under their dice cup and don't participate any more to this round.

What are the different conflicts?

The only case of conflict discussed in this rule concerns the catch of the fourth element by several players during the same round. A blocked element is not considered as a conflict. Some identical Opportunities eliminate some players but it's not a conflict.

Is it possible to get rid of 2 Hatred fragments during the same round?

Yes. If a player has duplicates on 3 elements, gets his fourth missing element and a duplicate thanks to the Celestial World dice, he can give back the 8 elements to get rid of 2 Hatred fragments. And as surprising it seems to be, it already happened.

BEHIND THE GAME

What are the main information from Empedocles theory?

Empedocles was a Greek philosopher living in Sicily at the 5th century B.C. He considered all living beings equal to each other.

He wrote the 4 classical elements theory (Air, Fire, Earth, Water), used until the modern chemistry, namely until Copernic's work who questioned the vision of the world inherited from Antiquity period.

Empedocles describes his theory in two poems whose it remains only fragments: 'On Nature' and 'Purifications'.

Empedocles called «Love» the principle of all unification, and «Hatred» the division in natural phenomenon. These two principles control Universe in a cycle and attract or separate one after the other the four elements composing every material thing. There's no end to this perpetual change.

This cycle is also the one of Life and Death which is in progress inside the immobile Terrestrial Sphere lying in the stable harmony.

The baneful Strife is the opposition between the Love and Hatred strengths which is applied on the four united elements. It separates gradually the elements: from the Terrestrial World (Sphairos) is separated Air, then Fire, Earth and finally Water due to the Cosmic Whirl.

There are different interpretations about elements order regarding the philosophers that studied his works: Fire before Air, Water before Earth.

Empedocles called these four elements with God names (Zeus, Hera, Aidoneus, Nestis) instead of using the word 'element'.

What does Aristotle add to this theory?

In the 4th century B.C., Aristotle wrote that Universe was based on concentric crystal Spheres linked altogether and on those were fixed the planets and the sun. In the center was found the unstable Terrestrial World, based upon 4 elements described by Empedocles and under a change cycle. Outside was the Celestial World, the world of stars which can move thanks to a perfect fluid,

a 5th element, called Quintessence or Aether, which was not subjected to the cycle described by Empedocles, and which resulted the four elements of the Terrestrial World also called the Sublunary World.

We can notice that some other philosophers before him, Pythagoras, Anaxagoras, Socrates and Plato had mentioned the Aether element and the concentric spheres. But his synthesis of several notions made him famous as he was named as the Aether inventor.

On the other hand, he was one of the first to justify the whole picture by the act of a Great Architect while other philosophers were interested in materialism without explaining why the Universe was in motion.

Which concepts were created for the game?

The game puts on a show the Terrestrial World and the Celestial World. Despite Aristotle mentioned concentric spheres, we have preferred to use tiles, more pleasant and practical to well distinguish elements, including Aether itself.

We have added some concepts to create a game from this theory.

Empedocles mentioned Hatred strength but no Hatred fragments or several strengths. All explanations about Hatred fragment transferred to the Serenity star are added for this game. Similarly, the Opportunity notion has been invented by us.

The Cylinder is a pure creation. Aristotle described some spheres connected altogether, the move of one makes the others move but not a direct bridge between the 2 Worlds.

We have considered that the balance changes in the Terrestrial Sphere mentioned by Empedocles are due to the unification of the 4 elements and the potential switch between 2 strengths to dispose of the Cylinder.

What is Strife?

It's the progressive separation of the elements under the Hatred strength in the Empedocles cycle.

What is Attraction?

This phase is created for the game. It covers the elements captured by the strengths. We separate it from Strife to distinguish the phase when strengths take position on the element and the phase when strengths really capture the element.

What is Union?

Love reappears progressively and brings things to unity.

What is the situation at the beginning of the game?

Love rules everything and elements are united inside the Terrestrial World. Hatred has been rejected at the extreme edge of the Terrestrial World without leaving it completely. A new cycle is going to start.

How is Hatred excluded from the Terrestrial World?

It exists an imperfection in the perpetual cycle. The strength which disposes of the Cylinder has some Hatred fragments that may be weaker sometimes to make the cycle run when all strengths are eliminated or when the Terrestrial World balance is modified. The Great Architect takes advantage of this situation to exclude the fragments to the Serenity star planned for this purpose.

What is the Lightning stone?

During Antiquity period, people thought that the Lightning stone was either brought by the Lightning, or generated at the place where the Lightning is going to fall.

Why is Aether on a red Heart tile?

In this stabilization to break the Empedocles cycle, the Great Architect has chosen the side of Love.

This tile represents the Aether element provided to the strengths that tries to stabilize the Terrestrial World under Love. On the opposite, the excluded Hatred is sent to the Serenity star and is dissolved in Aether.

Mini expansion Boon (12+)

Introduction

During Strife, the Whirl generates an energy which you are able to control.

We call it Boon because it brings a second chance to change a dice side, quite useful since the Lightning can disturb plans of all in this expansion.

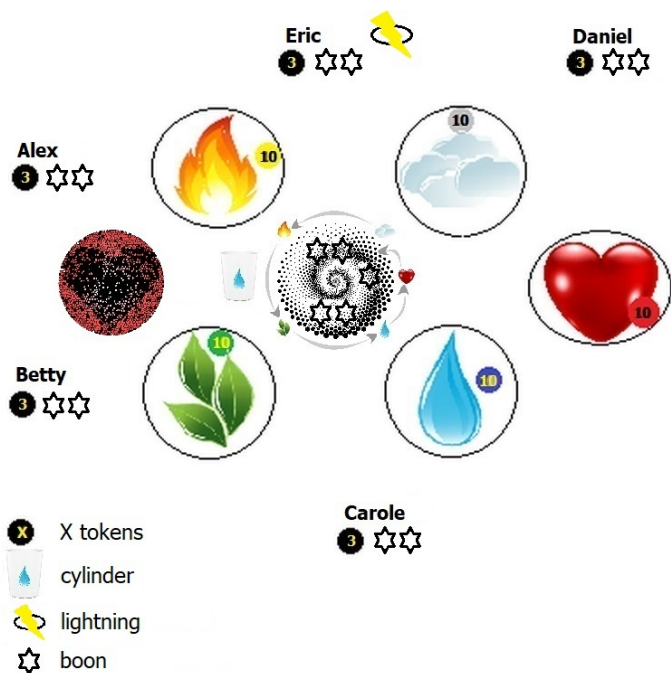
We recommend that players are at least 12 years old.

Setup

Each player takes 2 white gems which represent Boon in addition to what is taken in the standard game.

One additional Boon by player is put on the Whirl tile.

In our example, at the beginning of the game, Eric manages the Lightning.



Rules

Boon allows a player to change his dice side under certain conditions to avoid elimination.

The strengths can only play Boon during the Strife phase while they could get some Boon during the two first phases if some is available on the Whirl tile.

The Lightning stone prevents a player to take an element during this round.

This player represents the Lightning and plays exactly like the others. But he tries to block an element or to eliminate another player while the Lightning falls on a tile. The Lightning stone is now associated to a real role and doesn't mean only to talk first during a round table.

The player who manages the Lightning will be able to take one Boon only once per round, if it's available, whatever happens during the round.

The following rules are executed during the standard rules. For example, the 1.2 rule is active during the 1.2 rule of the standard game.

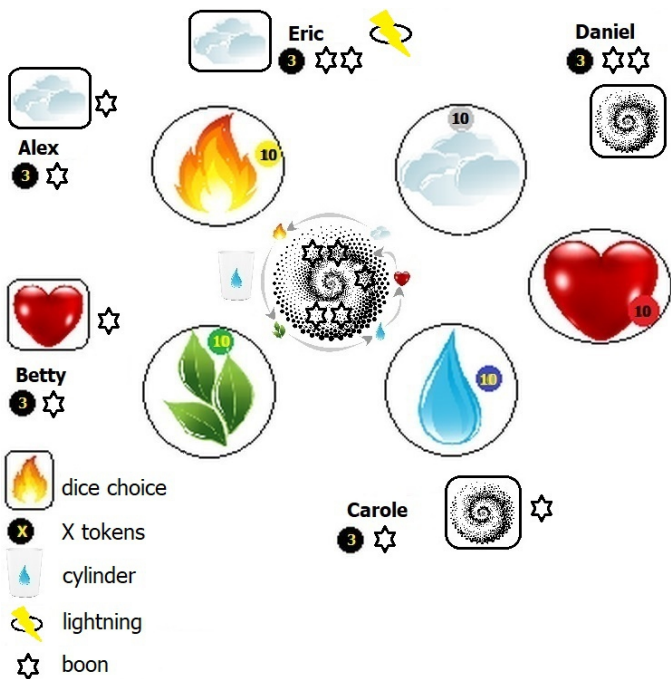
Phase 1) Strife

1.2) If a player wants to benefit from Boon during a turn, he needs to put an energy under his dice cup with his Opportunity dice, outside his black Heart tile. If a player has no more energy, he can't benefit from Boon.

Example

Alex (Air, Attraction strength), Betty (Heart, Attraction strength) and Carole (Whirl strength) have decided to benefit from Boon. Daniel chooses the Whirl Opportunity (Whirl strength) while Eric chooses the Air Opportunity (Attraction strength).

Nobody disposes of the Cylinder at the beginning of the game.



Boon is treated after all players reveal their Opportunity dice and before any elimination.

If several Attraction strengths want to use Boon, a round table is done starting from the player who manages the Lightning and then anticlockwise for each player who plays Boon. The logic would be that the player who manages the Lightning doesn't play Boon.

If the dice of a player who plays Boon is different from the dice of the player who disposes of the Cylinder, this player can change his Opportunity dice on another side that is not chosen by another player, including the Whirl side. A player can switch from Attraction strength to Whirl strength or vice versa.

But if the dice is the same than the player who disposes of the Cylinder, he can't change his dice side.

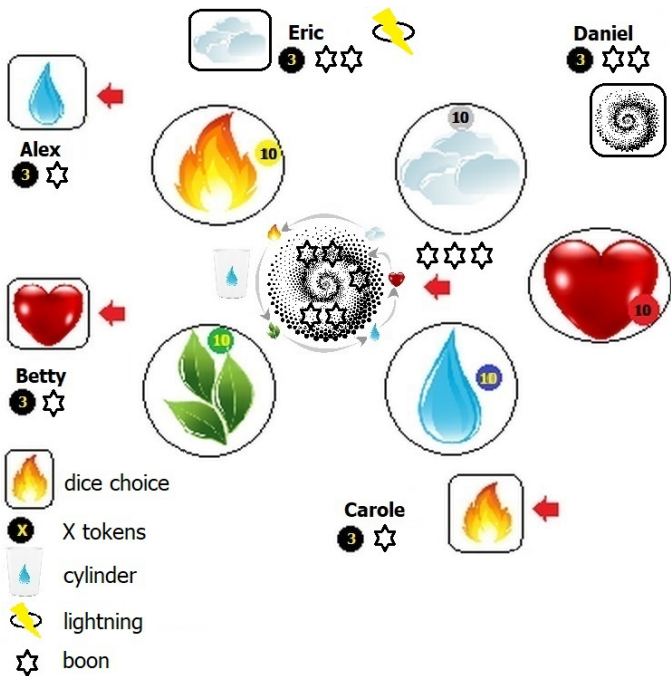
Once Boon is checked, the player puts his energy on the Whirl tile, even if he doesn't change his dice side.

Then the standard rule is applied to check if some players are eliminated due to identical dices.

Example

Alex decides to change his Opportunity to Water to avoid elimination and so Eric will not be eliminated either. Alex can do it because Eric doesn't dispose of the Cylinder. Betty can keep her dice on the Heart side. Carole decides to change her dice to the Fire.

All 3 Boons are put on the Whirl tile.

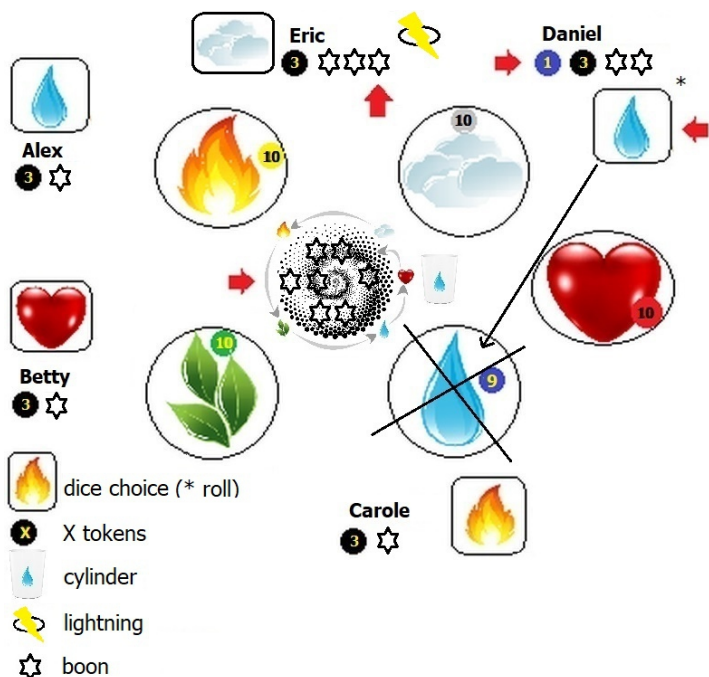


1.5) if the player who chooses to be the Whirl strength gets the Whirl Opportunity while rolling his dice, he can take some Boon if it's available. Otherwise, he takes one element and blocks the tile like in the standard game except if he's managing the Lightning since he can't take any element.

1.6) The player who manages the Lightning takes a Boon from the Whirl tile if some is available, even if he's eliminated except if he took one already while being the Whirl strength. He will not take any additional Boon during this turn, whatever happens during the round. Then we start the next phase as defined in the standard rule.

Example

Daniel stays the Whirl strength who wants to take an element before the others. He rolls his dice, takes and blocks the Water element. Eric takes a Boon from the Whirl tile.



Phase 2) Attraction

2.3) The players who put their dice on the Whirl tile can take a Boon if there is some and in the same order they arrive on the tile (a player who plays the Whirl strength then a player who gets that Opportunity while rolling his dice).

2.4) If the Celestial World dice is on the Whirl side, the players who put their dice on the Whirl tile can take another Boon in the same order. It's not applied to the player who manages the Lightning.

Example

Players make a round table. Eric talks first since he manages the Lightning and he's qualified. Then it will be Alex.

As Eric plays the Lightning, he can't take the Air element even if it's available. He decides to roll his dice again and tries to get eliminated with another player.

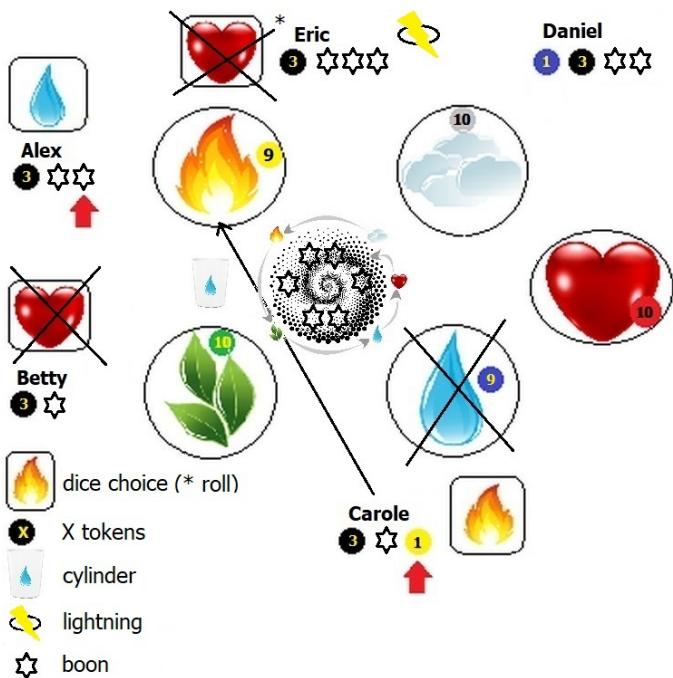
Alex is blocked since the Water is not available. If he rolls his dice again and gets the Fire, the Air or the Aether Opportunity, he will be eliminated with Carole, Eric or Betty. Alex could only take the Earth element if he was able to get that side during the roll. We can notice that even if he played Boon, he couldn't be sure about his choice since he didn't know which tile would be blocked by the Whirl strength.

As there are more risks that he gets nothing and be eliminated, he decides to keep his Water Opportunity even if the tile is blocked because he can put his dice on the Whirl tile and he hopes to take a Boon contrary to the standard rule since he would have taken nothing. And under the condition that nobody gets the Water Opportunity while rolling the dice again.

Betty and Carole keep their dice. Daniel already finishes his round.

Eric rolls his dice again and gets Aether. He's eliminated with Betty.

Carole takes the Fire element. Alex takes a Boon.



Phase 3) Union

No change.

Eric gives the Lightning stone to Alex. !Kyklo!

Q&A

What is energy?

Energy has been generated by the Whirl during previous cycles while elements were separated or by the Lightning when it felt on the Terrestrial World. The strengths can control it.

How many times can a player use Boon?

A player can benefit from Boon as long as he has some energy.

Can a player play some Boon when he manages the Lightning?

Yes but he doesn't really need to play it since he tries to block the other players.

Why do we add the Lightning role?

The Lightning has been considered as the God's anger for a long time, demonstration of supernatural strengths.

While playing the Lightning, preventing any element catch, the player observes the other players to block them and brings uncertainty on their element catch. A good Boon management is useful to balance the risk.

Can a player exchange elements when he manages the Lightning?

Yes, it's possible to exchange elements that were taken previously.

Does a player take some Boon if his dice is put on an element tile without taking any element?

No because Boon is only available from the Whirl tile.

Does an Unknown Strength need to play Boon?

No. It doesn't take it at the beginning of a round and doesn't count for the Boon setup on the Whirl tile. It never takes Boon when its dice allows to take it, neither when it manages the Lightning.

What are the conflicts linked to Boon?

Except the conflict on the unification of the 4 elements which is managed like in the standard rule, there could be a conflict to take the last Boon if two players arrive on the Whirl tile during the same round. In that case, the player who arrives on that tile because a tile is blocked has priority on the player who arrives there thanks to the Whirl Opportunity. If several players get the Whirl Opportunity, there are eliminated and so there is no conflict.

Is the order to take an element different than the order to keep or change a dice with Boon?

Yes, to change his dice with Boon during Strife or to choose to roll his dice again during Attraction, without any link with Boon, the player who manages the Lightning speaks first if he's concerned and then we turn clockwise.

On the opposite, the order to take an element is based on the order to put a dice on the tiles: Air, Fire, Earth, Water, Aether and then the Whirl tile (one Boon with the expansion, nothing in standard).

Do we need to compare the dice of one player with the dice of the player who has the Cylinder disposal before or during the round table?

The dice is compared during the round table. If the player who disposes of the Cylinder has changed his dice because he plays Boon himself, then the dices are not anymore equal and the other player can play his Boon to avoid an elimination with a 3rd player.

How long would last the game with Boon?

You can expect 20 minutes more in average.

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EMPEDOCLE

2 - 5 players / 10+

30 minutes



Warning! Choking Hazard!
Not suitable for children
under 3 years old
due to small parts.

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