An Age Contrived Notes

* Play as a God 2-5 Players
* Different powers for each God
* Special token is wildcard, can be any of them
* 3 different tokens compass, rose, magnet + 1 single icon token for each god, separate
* 3 different bridge tokens for each God, each bridge tier has a different ability.
* 6 different buildings, part of the game, want to build these: Longship, portal, library, beacon, forge, fortress.
* Each player can contribute resources to building a building, but only last player to complete gets the point. More tokens on the building gets more points.
* 6 regions with different characteristics.
* Put tokens on these regions, only 1 of 2 can be placed.
* Extra ways to get victory points -> complete certain conditions like build bridges and you can place a token to get
* Purple castle = purple spiral
* Staff = shoes
* Columns = lamp
* Players num = monuments +1 types
* Randomized to choose what monuments are on play, need forge – to build buildings

Turn actions

* Transmuter - > transform god realm to mortal realm
* Starting Move: Every character fills first 3 cards with any type of tokens
* 2 types of actions to do on your turn, A or B
* A: Add energy in your system. 5 out of 7 cards are in played, you add to the front and push the rest of the cards back and off. Fill new cards with tokens, and remove tokens of cards that fell off.

One of the rewards from building the monument, can take a token and place it in the transmuter, if it aligns with the card you get the reward.

Clip board, release energy from indicated cards into the world

/ means or + means and

#2 reward of transmutter, lets you buy cards

End condition is when all buildings are built. -> and then everyone gets another turn who hasn’t went.

Minimum -> starting setup, fill first 3 cards, convey to full, build monuments, only action is releasing energy to build stuf.