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AETHERYA



10+



1-4



20'

 **NOSTROMO**
EDITIONS

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The wooden door creaked, and an unknown hooded figure entered the heated and noisy atmosphere of the inn. The young man, still hesitating, observed the room from the threshold. He was wearing muddy boots with shiny new clasps, dark trousers, and the hilt of a common sword was jutting from his brown leather belt. A plain linen shirt and a reinforced hide vest completed his equipment. His appearance and the curious look upon his face betrayed his lack of experience. A voice boomed from behind the massive wooden counter, echoing in the silence that followed the arrival of the young adventurer:

- What can I get you, young man?

The newcomer made a few awkward steps, and ordered:

- A pint of beer... and a few answers about my father. I've heard that you knew him?

The inn was in human territory, but people from all races and horizons gathered in this halt, not far from the capital, pricking up their ears to get

some information. Despite interracial tensions, both Elves and Dwarves were welcome in here - the medicinal herbs and the bows of the former, and the ore and armors of the latter, were equally appreciated. All, however, came for a single reason.

- Shhh! interrupted the innkeeper. Not here. It's too dangerous! Follow me, rookie.

The stocky man with a stained apron made a gesture to invite the newcomer to the scullery. A small yard led to the staff quarters, where many doors were lined up along a high half-timbering wall.

- What's that all about?! started the innkeeper, slamming the door behind them. We don't want to talk about what is related to your father, remember? It is dangerous to keep mentioning him, particularly since the great war. They would kill us, if this gave them a chance to shake the lasting peace that he achieved.

- But you had been his partner for so long, protested the young man. Your stories would be the perfect addition to his version. Because of his head wound,

he cannot recollect everything. Anger grows among the races of this world. There are more and more conflicts. Writing this book would strengthen the alliances that have been altered by the events of the ancient forest, and the rumors about dragons.

The innkeeper thought carefully, his eyes sweeping his collection of ancient weapons hanging on the wall.

- If the war starts, added the young man, think about the customers that you'll lose. Think about your boys who will be enlisted. And your girls, forced to work in the fields...

- All right, all right! said the old man. You win. I'll tell you everything. The great crossing of the snowy mountains, the black wars, and the surrender of the gnome king. But first, I need a title. What will be the name of your book?

The young man opened his bag and pulled out a heavy grimoire with a reddish velvet cover.

- The Legends of Aetherya.

Aslaug - Tales & Legends

COMPONENTS



4x12 Item and Character Tiles



80 Kingdom Cards



15 Legend Cards



1 Scoring Pad

AETHERYA

GOAL OF THE GAME & OVERVIEW OF THE COMPONENTS

In Aetherya, each player explores the Wildlands and tries to build a powerful Kingdom with various Terrains, populated by many creatures and Tribes. Your goal is to score as many Harmony points as possible, by placing and organizing your Kingdom Cards, and by acquiring Legend Cards. At the end of the game, the player with the most points is declared a Legendary Hero of Aetherya.



The Kingdom Cards

There are 10 types of cards in the Kingdom Deck: Terrains (4 different types: Plain, Forest, Mountain, Swamp), Tribes (4 different types: Humans, Elves, Dwarves and Goblins), and 2 special types of cards: Dragons and Magic Portals.

Example of a Tribe Card (Humans):

Preferred Terrain (for Humans, here: Plains, Mountains and Forests score points, while Swamps cost points) →

→ War Banner, showing the Tribes hated by Humans (the dagger represents Goblins).



Elves



Dwarves



Goblins

Example of a Terrain Card:

Swamp Icon
▲



Swamp Illustration



Wild Dragon



Card Value, depending on the number of Dragons in your Kingdom.
A single Dragon is worth 3.
2 Dragons are worth 5 each.
And so on...

Magic Portal



→ Goblins cannot tame Dragons, nor can they use a Magic Portal.

→ The Lock symbol (Dragon and Portal Cards) reminds you that once such cards have been placed in your Kingdom, they cannot be switched, unlike Terrain and Tribe Cards.

Legend Cards

Legend Cards score Harmony points to whoever holds them at the end of the game. These cards represent specific events that players will try to trigger in their Kingdom in order to take control of them.

For instance, to acquire this Legend Card, you must build a continuous chain of 3 Mountain Cards in your Kingdom →. If you do, you'll score 4 extra Harmony points at the end of the game.



SETTING UP THE GAME

Prepare the Kingdom Deck

Remove from the game the cards that do not match the number of players. To identify the cards to remove, check the number of red stones  printed at the back of each card (4 stones = 4-player card, etc.). For a 2-player game, remove all 3- and 4-stone cards. For a 3-player game, remove all 4-stone cards. Shuffle the deck, then, do the same with the Legend Cards Deck.

Place the Legend Deck in the center of the table. Draw 8 cards and place them face-up to form the Legend Display (we recommend two rows of 4 cards each).



Place the Kingdom Deck in the center of the table to form a draw pile.

Each player draws 4 Kingdom Cards from the deck and looks at them. If you draw twice the same card, imme-

diate discard it and draw a new card until you have a starting hand of 4 different Kingdom Cards. Shuffle any discarded cards back into the draw pile.

Then, each player places their 4 starting cards **face up** to form their starting Kingdom, as they want. The only constraint is that the 4 cards must form a 2x2 square.

Then, each player draws 12 extra Kingdom Cards and places them **face down** around their starting Kingdom, without looking at them. When this is complete, each player must have 4 lines of 4 cards each in front of them. Face down cards are called **Wildland Cards**.

Draw the first card of the Kingdom Deck and place it face up next to the draw pile. This card is the first card of the **discard pile**. The eldest player goes first.



Setting Up the Game - 2-player Example:



OVERVIEW AND GOAL OF THE GAME

Starting from the first player and going clockwise, players take turns until one of them reveals the last Wildland Card of their kingdom. The game then stops immediately and each player calculates their final score (Harmony points). The player with the most Harmony points wins.

On your turn, you can either take the top card of the Kingdom Draw Pile, or the top card of the discard.

If you choose the card of the discard, you **must** place it in your Kingdom. Replace one of your 16 Kingdom Cards with the card that you just took, and place the discarded card in the discard pile.

Important:

The Portal and Dragon cards have a Lock symbol  that prevents you from discarding them once they are placed (see below).

Example: I draw a “Dwarf Tribe” Card

A. I keep the Dwarf Tribe! I choose to discard my plain to replace it with my newly acquired Dwarf Tribe. Another solution would be to discard a (face down) Wildland Card to place the Tribe instead.



If you choose the top card of the Kingdom Draw Pile, you may either place it in your Kingdom as explained above, or discard it immediately instead. However, if you discard it, you must reveal one of your Wildland Cards.

Important:

You cannot replace a card already revealed with an identical card.

For instance, if you draw a Forest Card, you cannot use it to replace a revealed Forest Card.

or

B. I do not want to keep the Dwarf Tribe. I discard it and choose a Wildland Card to reveal: for instance the Wildland Card that is next to the Mountains.



ORGANIZING YOUR KINGDOM

Each Tribe has their preferred Terrain: Elves love Forests and will score 2 points per adjacent Forest, yet they will lose 1 point per adjacent Swamp. Dwarves like Mountains (2 points), Goblins prefer Swamps (3 points), and Humans like Plains (2 points) – but also Forests and Mountains (1 point for each).

A Tribe will be happy if placed adjacent to their preferred Terrain.

Important:

In Aetherya, two cards are **adjacent** if they share a common border (diagonals do not count).

Placing a Terrain next to a different Terrain does not matter.

Placing a Tribe next to another Tribe, however, is something different.

Know this:

- Goblins hate everyone, and everyone hates Goblins.
- It is no secret that Dwarves and Elves hate each other.
- Humans can be placed next to Dwarves or Elves.

There is a **conflict** if two Tribes that hate each other are adjacent at the end of the game. For each conflict, you suffer a penalty of -2 Harmony points.

The War Banner of each Tribe Card is a reminder of the races that this Tribe hates.

Elves hate Dwarves, and vice-versa!



The War Banner of each card shows you which races that Tribe hates:
Humans (sword), Elves (bow),
Dwarves (axe) and Goblins (dagger).

Special Cards

Dragons:

They offer extra Harmony points at the end of the game if they have been tamed. To be tamed, a Dragon must be adjacent to at least two Tribe Cards of the same Tribe (for instance, 2 Elves). Any Dragon that has not been tamed by the end of the game subtracts their value to your score instead of offering extra points!

The value of each Dragon increases depending on the total number of Dragons in your Kingdom (max. 3 = 1 Dragon is worth 3 points, 2 Dragons are worth 5 points each, 3 Dragons are worth 6 points each). If you have more than 3 Dragons in your Kingdom, the value of each extra Dragon (6 points) will be subtracted from your Dragon score.

Magic Portals:

Magic Portals connect the 4 adjacent Kingdom Cards to each other (all 4 cards are considered adjacent) which can allow you to put some Tribes next to their preferred Terrain – be careful though, as Magic Portals can also result in conflicts!



Note: Goblins cannot tame a Dragon, nor can they use Magic Portals. They're too stupid for that. However, if at the end of the game, a Goblin Tribe is adjacent to a Portal that is adjacent to a hated Tribe, then a **conflict** arises.



Special Cards are marked with a Lock symbol: once placed, you cannot replace them with other cards.

Important:

If you run out of Kingdom Cards, shuffle the discard pile to create a new draw pile. Then, reveal the top card of the draw pile to create a new discard pile.

ACQUIRING LEGEND CARDS

Legend Cards offer you extra Harmony points if you hold them at the end of the game.

On your game turn, if your Kingdom meets the requirements of a Legend Card, you can claim it and keep it face up next to your Kingdom.

Immediately replace the Legend Card that you claimed with a new Legend Card from the top of the deck. There must always be 8 Legend Cards available, unless the deck runs out.

Important:

You cannot take more than 1 Legend Card per turn, even if your Kingdom meets the requirements of several Legend Cards.

There are 5 types of Legend Cards (see below).

Once you have claimed a Legend Card, you hold it until the end of the game. You no longer have to meet the requirements of this card, which means that you can re-organize your Kingdom if needed.

Legend Card Example:

Harmony Points granted by this Legend Card



Card Requirements.
Here, you need to have 3 adjacent Mountain Cards in your Kingdom. These cards may form a straight line, a L, or even use a Magic Portal.

LEGEND CARDS

Claiming Legend Cards grants you extra Harmony points, but above all, it allows you to write the Legend of your Kingdom. Make sure you claim them before your opponents! Reminder: You cannot claim more than one Legend Card on your turn (basic rules).

The following cards may be claimed if you meet their requirements:



... There is a Dwarf Tribe next to a Human Tribe in your Kingdom. There are only two Alliance Cards in the deck: Dwarves/Humans and Elves/Humans.



... You have 3 adjacent Forests in your Kingdom. There are 4 Legend Cards like this one in the deck (one for each type of Terrain).



... There are two adjacent Human Tribes in your Kingdom. There are 4 Legend Cards like this one in the deck (one for each Tribe).



... There are two Dwarf Tribes next to a Goblin Tribe in your Kingdom, or there are two Goblin Tribes next to a Dwarf Tribe in your Kingdom. There are 4 Legend Cards like this one in the deck (Dwarves vs. Goblins, Humans vs. Goblins, Elves vs. Goblins, and Elves vs. Dwarves).



... All 4 Tribes are present in your Kingdom. There is only one copy of this card. The Tribes do not need to be adjacent to each other .

END OF THE GAME AND FINAL SCORING



As soon as a player reveals their last Wildland Card, turning it face up, the game ends.

All unrevealed Wildland Cards, in all Kingdoms, are now revealed:

Each player now calculates their score as follows, using the scoring pad. Use the first line to write your name (or initials).

Write down the Harmony points given by your Elves in the first line. Each Elf

Card scores 2 points per adjacent Forest and inflicts a penalty of 1 point for each adjacent Swamp.

Do the same for every Tribe, depending on their specificities (Humans, Dwarves, Goblins). Remember that Humans score 1 point per adjacent Forest or Mountain, and that Dwarves do not suffer any penalty for Swamps.

Then, calculate the value of your Dragons. Reminder: a lone Dragon is worth 3 points, two Dragons are worth 5 points each, and so on. The value of each Dragon is added to your score if the Dragon has been tamed (adjacent to at least 2 identical Tribe Cards). If not, it is subtracted from your score. If there are more than 3 Dragons in your Kingdom, you lose 6 points per extra Dragon, starting from the fourth one.

Add the value of the Legend Cards that you claimed during the game.

Subtract 2 points per conflict. Reminder: there is a conflict when two Tribes that hate each other are adjacent. If a Tribe is adjacent to several Tribes that they hate, there is a conflict (and a penalty) for **each** Tribe.

Reminder:

Don't forget to check Magic Portals as they can connect up to 4 cards, making them adjacent to each other.

The player with the most Harmony points wins. In the case of a tie, the player with the best score among the 7 lines of scoring wins. If there is still a tie, check the next best score, and so on.



	Th	Jd	Ce	
Mountain	4	10	0	
Dwarf	6	4	4	
Elf	6	8	3	
Goblin	3	0	12	
Swamp	-6	3	3	
Human	6	0	0	
Desert	0	-2	0	
=	19	23	23	

Thomas's (Th), Jordan's (Jd) and Cecile's (Ce) respective scores are 19, 23, and 23.

Jordan is tied with Cecile.

Cecile's best score is 12 for the Goblins.

Jordan's best score is 10 for the Elves.

As a consequence, Cecile wins.

Final Scoring Example:

Here is Jordan's Kingdom at the end of the game.

Elves: 10 points (1 Tribe is adjacent to 3 Forests (3x2) and the other Tribe is adjacent to 2 Forests (2x2)).

Dwarves: 4 points (both Tribes are adjacent to 1 Mountain).

Humans: 8 points (the upper right card scores 3 points (2 Forests, 1 Mountain). The one below scores 4 points (1 Plain, 1 Forest, 1 Mountain). The last one scores only 1 point because it is adjacent to the Plain through the Portal, but loses 1 point because of the Swamp.

Goblins: None.

Dragons: This lone Dragon is worth 3 points. Since the Dragon has been tamed (by two Human Cards, including one using the Portal), these 3 points are added to Jordan's score.

Legends: None.

Conflicts: There is one conflict between Dwarves and Elves (-2 points).

Jordan's final score is 23.

YOU KNOW ALL THE BASICS. YOU CAN START PLAYING RIGHT NOW!

ITEMS AND CHARACTERS (2-4 PLAYERS)

Introduction

The Items and Characters Mode introduce new tiles and adds player interaction. Each tile grants a bonus to its owner. Tiles may be gems, artifacts, or special actions.

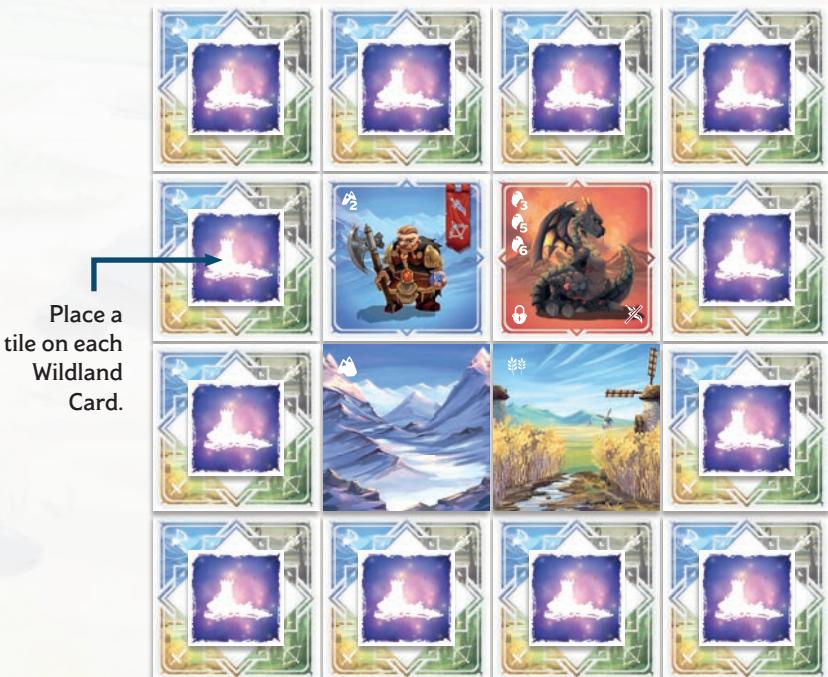
Setting Up the Game

Set up the game as for a regular game. Each player also receives a set of 12 tiles of the same type (different fronts, identical backs). Each player shuffles their set of tiles and places one tile face down on each Wildland Card (see illustration).

Gameplay Changes

When you reveal or replace a Wildland Card, you can take the tile that lies on that card; if you do, you **must** reveal it. When you reveal a tile, place it next to your Kingdom: the tile belongs to you.

Starting Kingdom Example:



Important:

Some tiles offer special effects that can be played at the very end of your turn. There is no limit to the number of tiles that you can play.

You may decide not to take a tile. In this case, you must tell the other players that you discard the tile. Once discarded, the tile is revealed. It may be useful not to take some tiles, particularly when you try to collect gems (see below). At the end of the game, any unrevealed tiles are discarded.

DETAILED RULES ABOUT SPECIFIC TILES



The Griffin allows you to take a tile from any Wildland Card, replacing that tile with the Griffin Tile. Place the Griffin Tile face up on the Wildland Card of your choice and take the tile that lies on this Wildland Card. Once the Griffin Tile has been placed on a Wildland Card, the only way to recover it is to reveal that Wildland Card (which means that only the owner of the Kingdom where the Griffin is can recover it). You may own several Griffins and use them several times.

The ➔ icon indicates that the Griffin must be placed on a Wildland Card to be used.



The Power Gems are the only tiles that grant you extra Harmony points at the end of the game. However, after calculating their total amount of points, you must only retain the last digit (10 points = 0, 11 points = 1 point, etc.).

Each player starts with a total of 10 points (4 Gems: 1, 2, 3 and 4). You must avoid keeping them all. Getting rid of your "1" Gem is the best way to score 9 points. Use the various means at your disposal to score more points than your opponents. Add the value of your Power Gems to the line "Legend Cards" of the scoring pad at the end of the game.

The ∞ icon indicates that this tile is never discarded.



The Smuggler gives you the opportunity to switch one of your Power Gems with any tile from one of your opponents' reserves (Character or Item). You cannot switch a Power Gem with another Power Gem. The tile that you take must be in the reserve of an opponent (next to their Kingdom) and not on a Wildland Card.

The ➔✖ icon indicates that this tile is discarded upon use.

ITEM AND CHARACTER TILES



Exploring the Wildlands allows you to discover treasures and powerful artifacts.

Peace Treaty



Item. Place this tile on one of your Tribes. The Tribe Card with the Peace Treaty (and only that card) does not trigger any conflict with adjacent Tribes.

Staff of Command



Item. Place this tile on a Wild Dragon to automatically tame that Dragon (unless you already have 3 Dragons in your Kingdom).

Magic Sword



Item. Discard this tile to claim a “Battle” Legend Card with 1 Tribe (1v1) instead of 2 (2v1).

Griffin



Character. Take a tile from any Kingdom (including yours) and replace it with this tile.

Divine Hammer



Item. Discard this tile to switch any two cards of your Kingdom, including Portals and Dragons.

Palantir



Item. Once a round, you may secretly take a look at an unrevealed tile of any Kingdom (including yours). This item is never discarded.

Power Gems



Item. There are 4 types of Power Gems (4 values). Gain their total value at the end of the game, keeping only the last digit (12=2, 11=1, 10=0, etc.)

Smuggler



Character. Discard this tile to “buy” any tile from another player, paying them with one of your Power Gems.

Thief



Character. Discard this tile to steal an Item Tile from another player (not a Thief, a Smuggler or a Griffin).

SOLO MODE

The Solo Mode is another challenge of Aetherya.
Each game is part of a mini-campaign in 3 ages. Failing an age causes you
to lose the game with a score of zero points. You've been warned.



Components

Use only the components for 2 players (not the tiles).

Setting Up the Game

Set up the game as for a regular game, but prepare the Legend Cards as follows: shuffle the Legend Deck and place a row of 4 face-up cards, a row of 5 face-up cards and a row of 6 face-up cards next to your Kingdom.

These are the Legend Rows : there is 1 row for each of the 3 ages of the campaign.

Goal of the Game

For each age, you need to score more points than the combined values of the Legend Cards of the age. You also need to claim all the Legend Cards of the age : 5 in the first age, 6 in the second age, and 7 in the third age.

End of an Age

An age ends when:

- The Kingdom Draw Pile is exhausted (reveal the Wildland Cards)
- You reveal your last Wildland Card.

The Game Turn

Draw 2 cards, either both from the top of the draw pile, or one from the top of the draw pile and the other from top of the discard pile. Immediately discard one of the two cards and play your turn with the other one.

Claiming Legend Cards

When you claim a Legend Card, flip it face down. Unlike in the base game, Legend Cards do not grant extra Harmony points

Scoring

At the end of each age, calculate your score as in the base game. Do not add the value of the Legend Cards that you claimed.

Your score for the age is the **difference** between the points granted by your Kingdom and the points of the Legend Cards that you claimed this age (flipped face down). **Attention! If you did not claim ALL the Legend Cards of the age (5, 6 or 7), then you immediately lose the game!**

Example: You managed to claim all 5 cards of the first age, for a total of 11 points. Your Kingdom score is 23. Your score is $23 - 11 = 12$ points for this age.

At the end of the three ages, add up your three scores (one for each age) to know your campaign score. A score may be negative. Use a column of the scoring pad for each age, and write down your campaign score in the 4th column.

Next Age

If you claimed all the Legend Cards of an age, then congratulations!

You can start the next age. Put the Legend Cards that you already claimed back into the box. Check your Kingdom and select an area of 2x2 cards as your new starting Kingdom (you have 9 possibilities). Discard all other cards and reshuffle them into the Kingdom Deck to form a new Kingdom Draw Pile. Place 12 Wildland Cards around your starting Kingdom.

Repeat this process between the second and third age.

You must claim 6 Legend Cards in the second age and 7 Legend Cards in the third.

Switching Legend Cards

Before your first turn of the first age, you may switch one card from the first Legend Row with one card from the second Legend Row. Before your first turn of the second age, you may switch one card from the second Legend Row with one card from the third Legend Row.

Hints:

When you can, avoid drawing two cards from the draw pile. This will allow you to play longer games. Claim the Legend Cards as fast as possible; you'll have time to optimize your Kingdom later, until the Kingdom Deck runs out. Keep in mind that the game does not stop when all Legends have been claimed.

If the top discarded card does not suit you, it is very risky to take it, as the second card that you draw may be the same! When an age is about to end, take a look at the Legend Cards that you'll need to claim for the next one, and prepare your starting Kingdom accordingly.

Starting Kingdom Example (after revealing the Legend Cards):



... Age 3



... Age 2



Age 1



CO-OP MODE (2-4 PLAYERS)

In this game mode, all players win or lose together. You'll need to discuss and make the right decisions during the game. When a player claims a Legend in co-op mode, they do not keep the card; instead, the Legend Card is placed back into the box, without granting extra points to that player.



Components

Use only the cards (not the tiles).

Setting Up the Game

Set up the game as for a regular game. However, there are fewer cards in the display of Legend Cards: only 4 cards for a 2 player game, only 3 cards for a 3-player game, and only 2 cards for a 4-player game. Some Legend Cards will be discarded during the game. Leave some room next to the display for discarded cards.

Drawing and discarding Kingdom Cards

When setting up the game, create two discard piles next to the draw pile instead of one. To do so, draw the two top cards of the draw pile and place them next to the draw pile to create two separate discard piles. During the game, you will be allowed to discard cards on the discard pile of your choice.

Goal of the Game

When the game is over, the players win if the score of each of them is higher than the combined value of the Legend Cards that have been discarded.

All players lose if at least one of them does not fulfill this victory condition.

Example: at the end of the game, there are 5 Legend Cards in the discard pile, for a total of 15 points. This means that all players must score at least 16 points each. If at least one player does not reach 16 points, the whole team loses. Always think as a team when making decisions – all players must be able to optimize their Kingdom!

End of the Game

The game ends when:

- The Kingdom Draw Pile is exhausted
- A player reveals their 16th card
- The 15 Legend Cards have been either taken or discarded.

The Game Round

Decide who is going to be the first player. The round is completed when all players have taken a turn. During the game round, if you can claim a Legend Card because your Kingdom meets the requirements, you must take the matching Legend Card. Flip it face down from the display. Do not take the card for now.

If several Legend Cards can be claimed simultaneously, you must flip all the matching cards. At the end of the round, place the Legend

Cards that have been claimed in the game box (and not in the discard!) and refill the display.

Discarding Legend Cards

If, at the end of a game round, no one managed to claim a Legend Card, then you must all decide together which Legend Card will be discarded (ie. placed in the discard pile). This card is immediately replaced with a new Legend Card from the draw pile. Once the draw pile is exhausted, the game continues with less than 4 cards, until one of the three ending conditions is met.

Final Score

Scores must be calculated as in the base game, except that Legend Cards that you claimed do not count.

Team Score

To keep track of your progress, you may decide to calculate the score of your team. Your team score is the difference between the lowest amount of points and the threshold that you had to exceed (set by the value of the discarded Legend Cards).

Example: The threshold was 15 points and Jordan scored 17 points, which is the lowest score. The score of the team is $17 - 15 = 2$ points. Could do better.

Hints:

If possible, you should avoid claiming more than one Legend Card during a game round. Since there are 15 Legend Cards, you actually have a maximum of 15 rounds to explore and optimize your Kingdoms. Claiming several Legends in the same round mathematically reduces the game length, which can be a problem.

When placing a card in the discard, discuss with the other players. There are two discard piles, and your fellow players may be interested in the top card of one of them. If you discard your own card above an interesting card, you prevent the other players from using it!

Limit the number of Kingdom Cards that you draw, because their number is limited. Explore as much as possible, using cards from the discards. Be patient, because all cards – or almost – will come into play.



THE ADVENTURE ONLY BEGINS!

You thought you had seen it all?

Well, think again. The Nostromo Editions Team is waiting for you on their website: discover many game variants and extra modes to renew the pleasure of exploring the kingdoms of Aetherya! And that's not all!

Discover the Invasion Mode:

The kingdoms of Aetherya are buzzing.

Rumor has it that dragons and armies of Goblins are moving toward the kingdom. And there's worse! Some fertile lands have been cursed with spells that turned them into desolate swamps. Human envoys are visiting their neighbors, Dwarves and Elves, to seal alliances. War is coming!

In this competitive mode, Goblins, Dragons and Swamps follow different rules. It won't be easy!

For the warmongers among you, we also designed the Confrontation Mode:

This time, war is upon us!

No one knows where it all started, but none of the Tribes are at peace.

All of them are trying to seize control of Aetherya by force, using their Tribe specificities. Dwarves can count on their impregnable fortresses, immortal Elves are more dangerous than ever, Goblins will crush their enemies under sheer numbers... as for Humans? Unpredictable, as always.

In this game mode, each player plays one of the four Tribes and all of them play on the same map for a very different gaming experience! Tiles must be played differently, and represent fortresses under construction. Reserved to close friends... or mortal enemies! ;)

Plenty of new variants can be found on our website, and you can even combine them together as you wish!

WALK THROUGH THE LANDS OF AETHERYA, AND WRITE YOUR OWN LEGEND!

<https://nostromo-editions.com/nos-jeux/>

Aetherya© is a François Bachelart's game edited by NOSTROMO EDITION SAS - 895 151 272 R.C.S. Toulouse - 4 Chemin de la Gare - 31860 PINS JUSTARET Illustrations & graphic design: Emma Rakotomalala et Lucie Mercier - Proofreading and corrections: Yaël - glyael@gmx.com. - English Translation : Antoine Prono (Transludis)

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