



A fantastical landscape featuring several floating, dome-shaped islands in the sky. In the foreground, a group of large, stone-like creatures with horned heads and glowing blue energy spheres on their foreheads are gathered around a large, glowing crystal ball on a rocky platform. A small, white-robed figure stands near the crystal. The background shows a vast, hilly terrain with more of these stone creatures scattered across the horizon under a colorful, sunset-style sky.

# RIVALITY

Rulebook

MAGIE

# Prologue

# To

avoid attracting unwanted attention, the young wizard had replaced his robes and pointed hat with a long hooded khaki cape, remaining anonymous. His equipment was nothing more than a corked glass vial and a scribbled map on a creased paper. The map showed a dotted path crossing forests and hills to reach a cross marked 'Well of Mana'. The wizard had been walking for a week now. The closer he was to the well, the more golems he would find, magical beings created from nothing, and guarding the coveted nectar. The traveler made sure to avoid them, analyzing the patterns of their patrols to slip through their fingers. These behemoths made of earth and stone would have made short work of him – an apprentice wizard, just able to have a rock levitate. Luckily for our wizard, he knew that Golems are quite predictable, moving like automatons. He was moving step by step, from one hidey-hole to another. The forest was thinning out though, and it became difficult to hide. A big clearing came to his view. There was a huge well in the middle, higher than a man, and ten stony silhouettes around it, moving at a regular pace. The wizard found a tree smaller than the others and placed both of his palms on the trunk. He closed his eyes and breathed his magic inside the tree, as it is done to animate Golems. After having sent enough energy to the still inert wood, he moved away in all haste and hid in the hollow of an old moth-eaten trunk. Answering to the magic call, the small tree animated itself and started moving. Its foliage shook, and its branches started to dance in the wind. An overpowering song of leaves rose in the clearing.

The Golems froze, slowly turning their stony heads to the small bushy creature, and troubling their watch. The wizard silently thanked his new minion and used the distraction to approach the well, abandoned by its guardians. In the middle of the clearing, there was a sculpture made of carved stones and wood. The well was perfectly round, with expertly stacked stones, and a wooden arch on the top. Its bark was carved with ancient runes. The text read "Drawing from the bottom of the earth, I offer primal magic. You who

have come to drink, receive the sacred power". The wizard leaned over the ledge and looked at the sparkling surface of the water. His reflection appeared blueish and iridescent. He was incapable of seeing the end of the well, whose walls were disappearing in the darkness. He opened the vial that he had brought and plunged it in the shimmering liquid, which was neither hot, nor cold. Bubbles came up to the surface until the vial was full. He then took the vial to his lips apprehensively, as if he were about to drink a scalding coffee. The first gulp filled him with an incredible sensation of power, and he avidly emptied the vial in his throat. He could feel the liquid warming his body, from his mouth to his oesophagus, as an invigorating surge. Then, he felt the blood pumping in each of his

veins, and electricity started to flow through his nerves. His cells were swelling and deflating, as if they were breathing. An incredible feeling of strong energy submerged him. He raised his arms to the sky and let out a roar of laughter. The Golems could come back, it did not matter. Now, he could face them.





# Overview of the game

**Goal of the Game:** Control as many Terrain Tiles as possible to score the most victory points (VP).

**Terrain Tiles:** There are 4 types of tiles: Well of Mana, Stone circle, Cottage and Fortress. They represent both terrains and spells that the wizards (ie the players) will cast. Each spell, depending on its power, allows you to summon Stone Golems, which will appear at a certain distance from their master.

## Overview of a Tile (here, a Fortress)

Summoning Spell that can be cast in front of the tile.

Summoning Spell that can be cast on the left of the tile

Fortresses are protected by a Magic Shield . These 2 icons indicate that the Shield destroys the first 2 Golems attacking the tile.



The Broken Shield Icon indicates that Golems summoned with this Spell ignore Magic Shields .

Summoning Spell that can be cast on the right of the tile.

Number of VP scored by the player who controls this tile at the end of the game.

Fortress and Cottages are protected by a Magic Shield. Each Shield Icon that appears at the bottom of each tile destroys one enemy Golem entering it. If there are more attacking Golems than Shield Icons, then the exceeding Golems break through the defenses.

There are chains of symbols on the edges of each tile (golem shapes and diamonds). Those are Spells that will summon Golems on the battlefield. Each **golem shape** represents a **Golem**. Depending on the Spells, you can summon up to 4 Golems.

The number of **diamonds** indicate how far the Golems are going to appear once they have been summoned. Depending on the Spells, the golems will be summon up from 1 to 3 tiles.

4 Golems appear on the adjacent tile

3 Golems appear at exactly two tiles away

2 Golems appear at exactly three tiles away. The Broken Shield Icon indicate that you that your Golems ignore Magic Shields (no casualties).



**Stone circle** have no Shields and are worth 1 VP.

**Cottages** are worth 2 VP and have 1 Magic Shield (destroys 1 attacking Golem).

The **Well of Mana** (starting tile) is worth 3 VP and has other advantages (see below).

**Fortresses** are worth 4 VP and have 2 Magic Shields (destroy 2 attacking Golems).

# Setting Up the Game

Place the starting tile (value 3) in the center of the table.

Each player takes their Golems as follows:

**2 players:** A player takes the 30 salmon Golems; the other player takes the 30 purple Golems. The teal Golems remain in the box.

Create 2 stacks of 12 tiles each (one per player); the first one with tiles featuring a little white star in the lower right corner (next to the VP value of the tile) and the second one with the remaining tiles.

Each player shuffles their stack and checks that the bottom tile isn't a Fortress (otherwise, shuffle again).



**3 players:** Each player takes 20 Golems. The 3rd player should use the teal Golems. The 10 unused salmon and purple Golems remain in the box.

Set aside the 6 Fortress Tiles, shuffle them face down and deal two tiles to each player.

The remainder of the tiles is shared equally and randomly among the players. Add these tiles to your Fortresses and shuffle them face down.

Each player checks that the bottom tile is not a Fortress (otherwise, shuffle again).

**4 players:** Create two teams. Players from the same team should sit across the table (they do not play next to each other). Use only salmon and purple Golems. The teal Golems should not be used.

Each team uses the same pool of Golems and the same stack.

Team members are not allowed to share information about the tiles that they have in hand.

Each player draws two tiles and looks at them.

The most venerable player goes first (you can also draw the first player at random).

**Mulligan:** If a player cannot summon a Golem on the starting tile when placing their first tile, they can discard their two tiles and draw two new tiles. If that happens, immediately reshuffle the discard with the stack.

## Example: 2-player Setup



x30

### Purple Wizard

with their Wizard Marker, a supply of 30 Golems, and 2 tiles in their hand.



Purple Player's Stack



x30

### Salmon Wizard

with their Wizard Marker, a supply of 30 Golems, and 2 tiles in their hand.



### Starting Tile

(always in the center of the table)



Salmon Player's Stack



# The Game Turn

The playing area is called the **battlefield**. When it's your turn to play, you become the active player. At the beginning of the game, there is only one tile (the starting tile) on the battlefield. As the game progresses, you will add more tiles to the battlefield.

**Controlling a Tile:** A tile is **controlled by a player** (or team) when they have more Golems than any other player (or team) on this tile. There cannot be more than 5 Golems on a tile. For instance, if you have 3 Golems vs. 2, then you control the tile.

In the case of a tie, the tile is contested and no one controls it.

Starting with the first player and proceeding clockwise, you'll take the following steps on your turn:

1. Choose and place one of your two tiles on the battlefield.
2. Place your Wizard + a Golem on the tile that you just placed.
3. Apply the tile's effects (Summoning Spells)
4. Draw a new tile, unless the stack is empty (see below).

Then, it's the next player's turn.

You can place your tile anywhere on the battlefield as long as it is adjacent to an existing tile. You can choose any orientation for your tile, depending on the spell that you want to cast.

**A tile with a Wizard can never be attacked (see below).**

## Example :

1. The first player chooses a Stone circle and places it next to the multi-colored Well of Mana (starting tile).



2. They decide to place the one range spell next to the starting tile, which will allow them to take control of the starting tile with 2 Golems (2 shapes).



3. They immediately place their Wizard with a Golem on the tile that they just played.



**Remember:** the number of Golem shapes represents the number of Golems that will be summoned and the number of diamonds indicates how far (number of tiles) they are going to appear.

## Attack!

Each tile (except the starting tile) allows you to cast one or several Spells. These Spells will summon Golems on the battlefield, in many directions. **If a Spell should summon Golems on an empty spot of the battlefield (because there is no tile there), then the Golems do not appear and the Spell is lost. Your spell is also lost if the target tile is occupied by an opposing wizard.**

Once Golems have been summoned on a tile, you should check the following:

**1** If the destination tile (where Golems appear) is controlled by an opponent, and if it's a Cottage or a Fortress, then the attacking force loses as many Golems as there are Magic Shields  on this tile (unless the Spell has a broken shield icon - see page 35). Cottages have 1 Shield while Fortresses have 2 of them.

In other words, attacking a Fortress costs you your two first Golems. If your Spell does not summon more than two Golems, then you shall not pass, as an old wizard once said, and your attack is useless. Otherwise, once you've lost your two Golems, place the remaining Golems on the destination tile.



**Note:** Stone circles have no Magic Shield . As a result, you do not lose any Golem when attacking them.

This tile allows you to summon 2 Golems on the (upwards) adjacent tile, and 2 Golems at 2 tiles (range 2, to the left).



**2** Once the active player has placed their Golems, check if the total number of Golems on the destination tile exceeds 5. If yes, the active player removes as many enemy Golems as necessary until there are only 5 Golems on the tile.

As a result, there may be some enemy Golems remaining on the tile after resolving the attack.

If there are enemy Golems belonging to different players on the tile, the active player removes Golems from the largest group first.

If there is a tie, the active player chooses. If you have more than 5 Golems on a tile, you need to remove some until you are only 5 remaining.

### Reminder: Cottages and Fortresses:

As soon as a player has more Golems on a Cottage or Fortress Tile, they control that tile. Controlling the tile also means that they benefit from the Shield(s) there .



If the tile is contested, then no one controls it, and the Shield(s) have no effect. If you summon Golems on a contested tile, you do not take any losses from Shields.

**Note:** Spells with a 3-tile range ignore Shields (do not lose any Golem when attacking). A broken shield icon appears on such Spells as a reminder.



# Example: Placing Tiles

## Example 1

It is the beginning of the game.

- 1 The purple player placed 2 Golems on the Well of Mana.
- 2 The salmon player cannot attack the tile occupied by the purple Wizard (the Wizard protects his tile).

The salmon player then decides to attack the Mana Well. Their only option is to cast a range-1 Spell to summon 2 Golems on the Well. Since there aren't more than 5 Golems on the tile (which is the maximum), no enemy Golem is destroyed. The Spell that summons 2 Golems 2 tiles away is lost, because there is no destination tile where they should appear.



Purple Player

## Example 2

Second turn.

- 1 The purple player recovers their Wizard and chooses a new tile.
- 2 This time, they place a Cottage. Their tile allows them to cast a Spell (range of 2 tiles) that summons 3 Golems on the Well of Mana. This exceeds the 5-Golem limit. The active (purple) player destroys 2 enemy Golems, which means that 2 salmon Golems are sent back to their owner's supply.

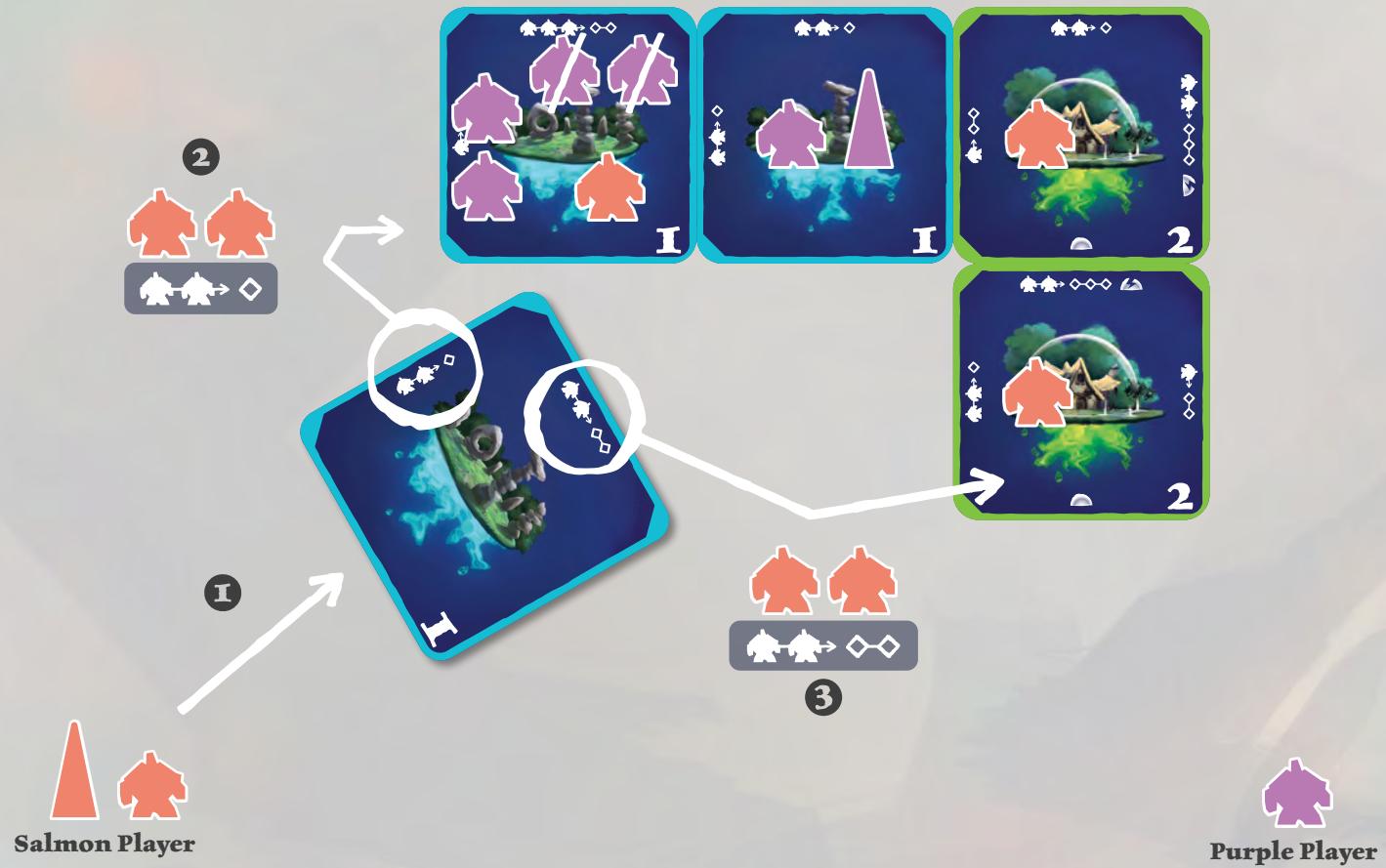
Now, the purple player has total control over the Well of Mana. That player then benefits from the entrenchment bonus (see page 41).



### Example 3

- 1 In this example, the salmon player places a tile and uses its two Spells.
- 2 The range-1 Spell allows them to summon 2 Golems on a Stone circle controlled by 4 enemy Golems, where only 1 salmon Golem remains. That's a total of 7 Golems. The attacking (salmon) player destroys 2 purple Golems and takes control of the tile, as they now have more Golems than their opponent. At the end of the attack, there are 3 salmon Golems and 2 purple Golems remaining.
- 3 The second Spell summons two Golems 2 tiles away (to the right). The destination tile here is a Cottage already controlled by the salmon player. It does not matter if there is an empty spot between the summoning tile and the destination tile, as long as there is a destination tile. The salmon player can now add two Golems on the Cottage.

**Important:** The Cottage's Shield  (or any Shield for that matter) **does not activate against friendlies!** The salmon player would have lost one Golem if the Cottage had been controlled by the purple player.





# Additional Rules



## The Well of Mana

The Well of Mana is unique and offers several advantages:

- It is worth 3 VP.
- If there are contested tiles at the end of the game (players tied for control), check who among the tied players controls **the Well of Mana**, if any. Break ties in favor of that player.
- Similarly, if there is a tie after final scoring, check who among the tied players controls the Well of Mana, if any. That player wins the game.

## Entrenched!

If you control a tile on the battlefield with 5 of your Golems, then they are Entrenched and increase the tile's defenses. As long as they remain on the tile, consider that the tile has an extra Magic Shield ☽.

As a result, a Stone circle with entrenched Golems has 1 Shield, a Cottage has 2 Shields, and a Fortress has 3 Shields!

# End of the Game and Final Scoring

## End of the Game

The game ends as soon as one of the following conditions has been met:

- The last player played their last tile,
- One of the players (or teams) placed all of their Golems on the battlefield (the game ends immediately).

Note: Drawing the last tile of the stack does not trigger the end of the game. Players play until they have no tile left. They have only one tile on their last turn.

**Hint:** Keep an eye on your opponents' supplies! If they have only a few Golems left, it might be a good idea to attack them on the battlefield to prevent them from finishing the game by placing their last Golem (since defeated Golems will return to their supply).

## Final Scoring

Each player (or team) recovers the tiles that they control from the battlefield **except for the one where their wizard is located**. If there are contested tiles (players tied for control), check who among the tied players controls the Well of Mana, if any. Break ties in favor of that player.

If some tiles cannot be allocated (because none of the tied players controls the Well of Mana for instance), they must not be counted. This can happen in 3-player games, if 2 players have 2 Golems on the same tile, while the third player controlling the Well of Mana only has 1 Golem on the same tile. Tiles occupied by Wizards must not be counted. For this reason, keeping a Fortress in hand to play it last is not a good choice.

Each player then calculates their score by adding the values of the tiles that they recovered. The player with the most Victory Points wins the game.

In the case of a tie, the player (or team) controlling the Well of Mana wins the game. In a 3-player game, the player who controls the Well of Mana wins the game even if they have less VP than their opponents, provided that their opponents are tied.

**Example:** Salmon and Purple have 23 VP. Teal has 19 VP, but controls the Well of Mana. Teal wins the game.

# Solo Mode

Will you fall under the spells of Suramun?

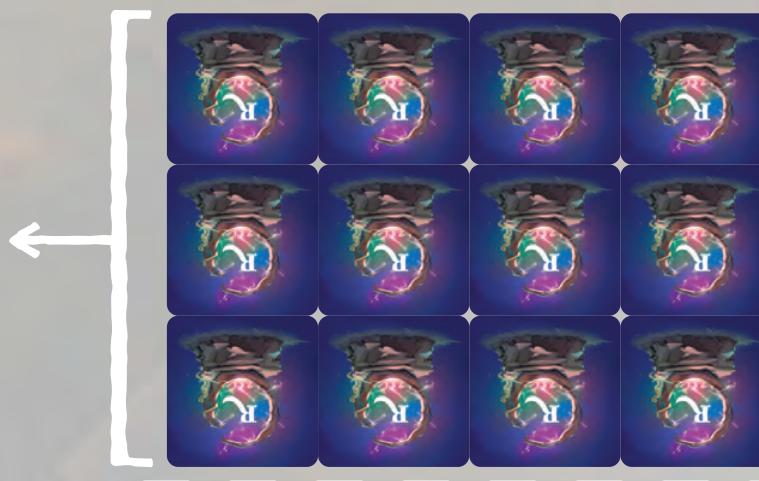
## Setting Up the Game

Don't use the starting tile and place it back in the box. Choose one of the two colors (salmon or purple); the other will be used by your virtual opponent.

Create two stacks of tiles as if you were playing a 2-player game. Then, set up the battlefield as follows:

- 1 Take one of the stacks and reveal all tiles, placing them randomly in a 3x4 grid as illustrated below. Make sure that they all have the same orientation. These are your lands.
- 2 Do the same for your opponent, but face down. Place your opponent's lands in front of your own lands, as illustrated below. The opponent's tiles must be placed upside down (as if there were an opponent in front of you).

The opponent's lands  
are kept hidden at the  
beginning of the game  
(12 tiles)



2



Your opponent's army,  
led by the Wizard Suramun.



Your Golem army,  
led by your Wizard.

1



Your lands  
(12 random tiles)

The 4 bottom tiles are  
your **Entry Point**.



## Game Phases

A game turn is divided in 4 phases:

1. Move your Wizard
2. Move Suramun accordingly
3. Suramun casts Spells
4. Your Wizard cast Spells.

### 1. Move your Wizard

During the first game turn, your Wizard must enter the battlefield through one of the 4 bottom tiles of your lands, called the Entry Point. Choose one of the 4 tiles and place your Wizard on it with a Golem from your supply. You will cast the Spells of this tile during Phase #4.

### 2. Move Suramun accordingly

Arrival of Suramun

During the first game turn, Suramun must be placed symmetrically to your Wizard, as if there were a mirror between your lands and theirs. He also arrives with a Golem.

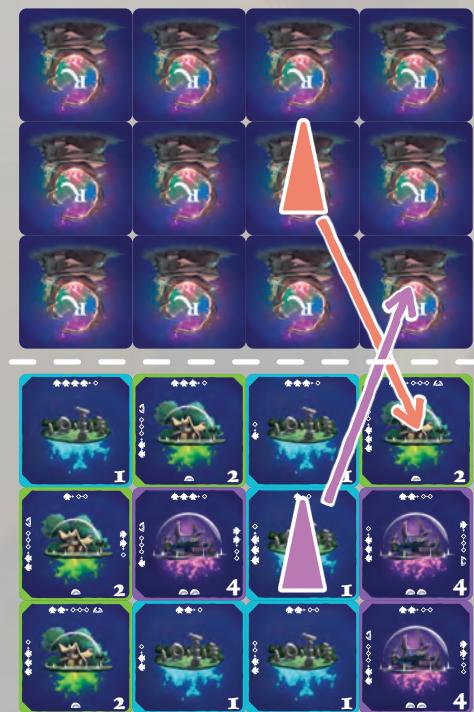
Example 1



Example 2



Example 3



Regardless where you move, Suramun always moves in order to be in the same column as you, mirroring your position. The two Wizards can never occupy the same tile.

### 3. Suramun casts Spells

Once Suramun has reached his destination tile, reveal it and place the illustration upside down (facing your virtual opponent).

Then, he casts ALL the Spells of that tile. If a Spell targets an empty spot (out of the battlefield) then it is ignored. If a Spell summons Golems on an unrevealed tile, reveal it (always upside down) and place the appropriate number of Golems. If a Spell summons Golems on one of your own tiles, there are two possibilities:

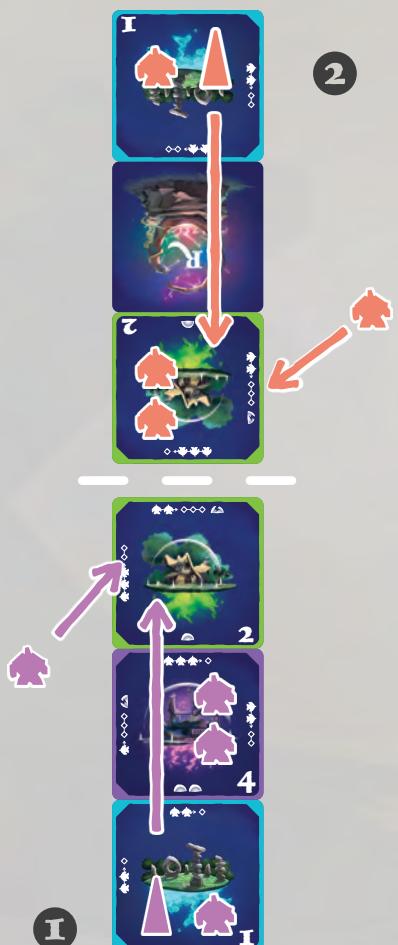
1. The tile is empty: place the appropriate number of Golems, who now control your tile.
2. The tile is occupied: use standard attack rules (including Magic Shields ☀, if any).

Your Wizard does not protect their tile from attacks when playing Solo.

#### Example

**1** You (purple) move your Wizard two spaces up and place a Golem on your tile.

**2** Suramun (salmon) mirrors your move and moves two spaces down (and places a Golem there).



**3** Suramun now casts his Spells: the long range one is lost since there is no tile on the right. The one range one works, though: Suramun places three Golems on the adjacent Cottage Tile, losing one of them because of the Magic Shield. Your Wizard does not prevent the Golem from attacking, but since there aren't more than 5 Golems in the tile, you do not lose any Golem for now – Suramun takes control of the tile and you cannot cast any Spells.

This is a perfect example of what you should not do.





## 4. Your Wizard casts Spells

If your Wizard still controls the tile where they stand, you can cast ALL the Spells of that tile as well. Use the same rules as Suramun. You can summon Golems on Suramun's tile. If you no longer control the tile where you are because you no longer have more Golems than your opponent, then you cannot cast any Spell. If a Spell summons Golems on an unrevealed tile, reveal it (always upside down) and place the appropriate number of Golems.

### Moving your Wizard

On future game turns, you can move your Wizard to any tile, as long as you have a continuous path of tiles occupied by at least one of your Golems to your goal (whether you control these tiles or not). You must end your move on an empty tile (revealed or not). If you end your move on an unrevealed tile, reveal it and place it upside down.

### Moving Suramun

Suramun mirrors your move to always end up in the same column as you. He always activates the tile where he ends his move (see phase #3), even if it is occupied by your units. Suramun and his Golem simply ignores them and ignores Magic Shields ☀ too.

## End of the Game

The game immediately ends as soon as one of the following conditions has been met:

1. You or Suramun have summoned all of your Golems.
2. You have no eligible empty tile to move your Wizard to.

## Final Scoring

**Beginner:** Each side adds up the values of the tiles that they control. To win, you need to score more points than Suramun: a tie is simply not good enough!

**Standard:** Contested tiles are awarded to Suramun.

**Master:** Same as Standard, but you lose 1 point for each tile under your control occupied by at least one enemy Golem.

**Reminder:** Do not score points for tiles occupied by a Wizard!



# Expert Rules

This game mode requires more attention but offers many new strategies (not to be used with the Solo mode).

Set up the game as usual (see p. 36).

## Delayed Spells

With standard rules, when you have no destination tile for a Spell, the Spell is lost.

With Expert Rules, this won't be the case: lost Spells are saved for later use and can be cast as soon as a valid target (a tile) appears on the right spot. This also means that a tile with a Wizard can also be attacked with delayed Spells.

This new game mechanic opens important tactical options such as:

- anticipating the arrival of reinforcements on a future tile,
- preparing traps, or taking control of an opponent's tile when it is placed,
- taking control of a tile and using its delayed Spell...

With this new rule, when you place a tile, make sure that it cannot be targeted by some neighboring tiles! Once placed, it is forbidden to change the location or position of your tile.

## Besieged Tiles

When a tile is surrounded by 4 adjacent tiles that are controlled by the same player, the central tile is besieged: the player that surrounded the central tile automatically takes control of the besieged tile. All opponents replace the Golems from this tile in their respective supply, and the besieger places one of the Golems from their supply on the tile.

In a 3-player game, two players may besiege the tile of the 3rd player or a contested tile. Once all 4 adjacent tiles are controlled by the besiegers, the player with the most adjacent tiles takes control of the besieged tile. If there is a tie, the player that completed the siege (taking control of the 4th tile) takes control of the besieged tile.

**Note: besieging a tile happen after all delayed spells have been cast.**

### Example: A Brilliant Move

**I** Salmon places a tile and summons 4 Golems on a Cottage controlled by 2 enemy Golems. One of the 4 Golems is destroyed by the Cottage's Shield.

Delayed Spells must be resolved after the active player has placed their tile and cast all of their Spells. This means that a tile may be placed in order to attack and control a tile that was supposed to cast a Delayed Spell – and if the active player takes control of such a tile, they can use the Delayed Spell for themselves!

If several tiles controlled by the same player cast a Delayed Spell, their controller chooses in which order they are to be cast.

In a 3-player game, the player that sits to the left of the active player casts their Spell(s) first, followed by the next player.

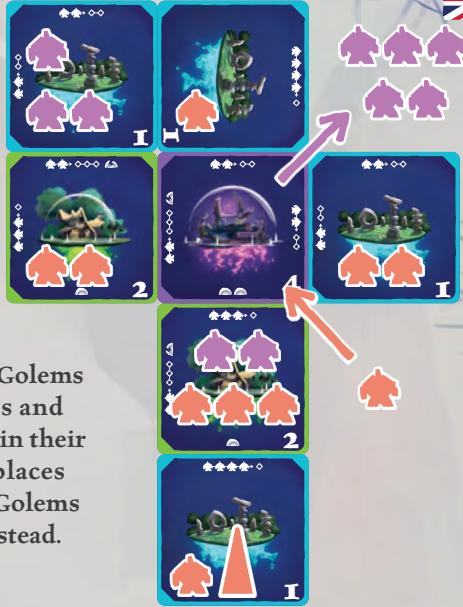
Note: delayed spells on contested tiles are lost.

**You cannot target a tile occupied by an enemy Wizard when placing a tile (as usual), but you can do it with a Delayed Spell.**





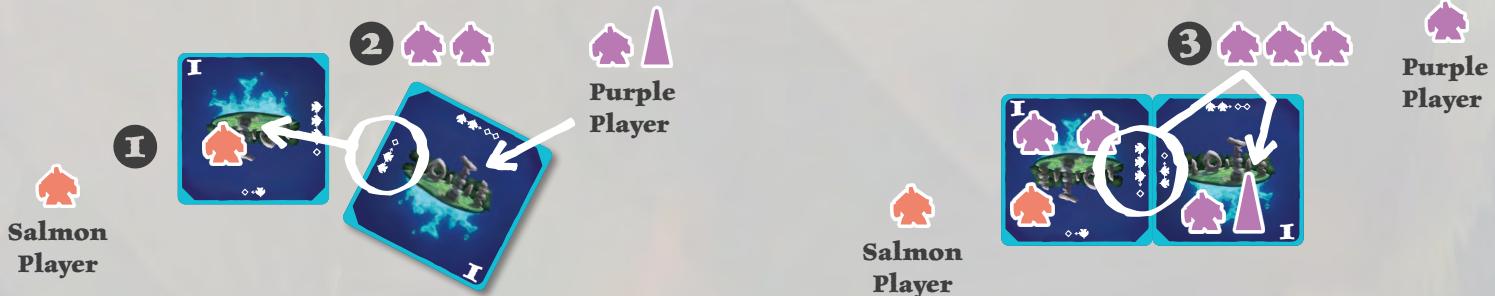
- 2** The 3 remaining Golems take control of the Cottage. The Fortress that is adjacent to the Cottage is besieged since all 4 adjacent tiles are controlled by Salmon.



- 3** Purple loses all 5 Golems from the Fortress and places them back in their supply. Salmon places one of their own Golems in the Fortress instead.

### Example: Using the Expert Rules

- 1** Salmon controls a Stone circle whose Spells have not been cast when the tile was placed (because there were no targets). The Spell on the right is powerful since it summons 3 Golems against whoever places a tile on this side. Salmon, however, has only one Golem on this tile.
- 2** Seeing an opportunity, Purple attacks Salmon's tile. They place another Sacred Plane Tile on the right and summon two Golems on Salmon's tile.
- 3** Salmon loses control over their tile, which means that it is now Purple who benefits from the Delayed Spell of the tile. Purple summons 3 Golems and adds them on the tile that they've just placed. A nice move. If Purple had not been able to take control of Salmon's tile, then Salmon would have been able to deploy 3 Golems on Purple's tile, taking control of it (even if the Purple Wizard occupies this tile!).



### Final Scoring

Use standard final scoring rules; however, any controlled tile with at least one enemy Golem is worth 1 less VP. Placing Golems on your opponents' tiles is a valid tactic, even when you cannot take control of their tiles. When occupied by the enemy, a Stone circle is worth 0 VP, a Cottage is worth 1 VP, and a Fortress is worth 3 VP.

**Reminder:**  
A tile occupied by a Wizard is worth nothing.

# RIVALITY

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