

# Erythro

*In Erythro, you help a planet defend itself against a mining operator who is polluting its soil. Cooperate to destroy the mines of the operator and clean up the soil before the planet becomes contaminated.*

*Players embody ambassadors of the planet who try to save it. Each ambassador masters 2 elements among water, fire, earth, and air. They can only collect influence for these two elements. The ambassadors are in perpetual communion with the planet, which allows them to trigger terrible natural disasters allowing them to destroy mines in order to try to repel the invader. Players build sanctuaries dedicated to one of the 4 elements, collect influence in some elements, and depollute the surface of the planet. They also use their influence to learn new skills.*



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## 1. Game general concepts


**In Erythro, each player plays an ambassador defending a planet, the players try to repel a mining company by destroying its installations and fighting against the pollution it generates.**

Each player knows two elements among air, earth, fire or water. They gather and spend influence in these elements. This is represented by a cube on their mini-board: increase or decrease the quantity of influence by moving the cube, this represents gaining or spending influence in the corresponding element. Place a cube on the +10 if you have more than 10 influence.

During the main phase of each turn, each player plays four cards out of five. There is no turn order: players play their cards in the order they want. Each card can be played in four different ways: for producing influence or moving your character or placing a sanctuary or for a more complex unique effect. At the end of each turn, players can acquire a card that will join they hand. Then they refill their hand to five cards.

Players fight against an adversary that spawns mines and pollution on the planet. Each turn, each mine present on the planet progresses, generally adding pollution on its tile or the tiles around. Players can destroy mines or depollute the planet by specific actions. They also need to gather influence in the four resources to destroy mine or acquire cards. Players will also add contamination cards to their deck, these cards pollute the player decks.

## 2. Components

- Player cards : 8\*4 action cards in the base decks, 24 contamination cards, 61 advanced action cards (each action card corresponds to one element)
- 40 mine cards
- 4 mini-boards for characters
- Cubes to mark mine progression and resources of each player
- 1 meeple per player
- 16 numbered terrain tiles
- 16 numbered tokens and a bag
- 40 black tokens, called pollution tokens, symbolized by .
- 32 sanctuary tokens.
- 1 dome tile
- An information sheet for each adversary (3 in total)



Sanctuary token



Character mini-board (recto)



Action card of the base-deck "air-water"



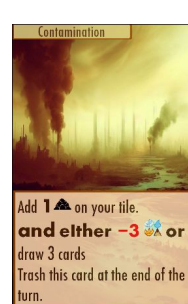
Dome tile



Mine card



Numbered terrain tile



Contamination card



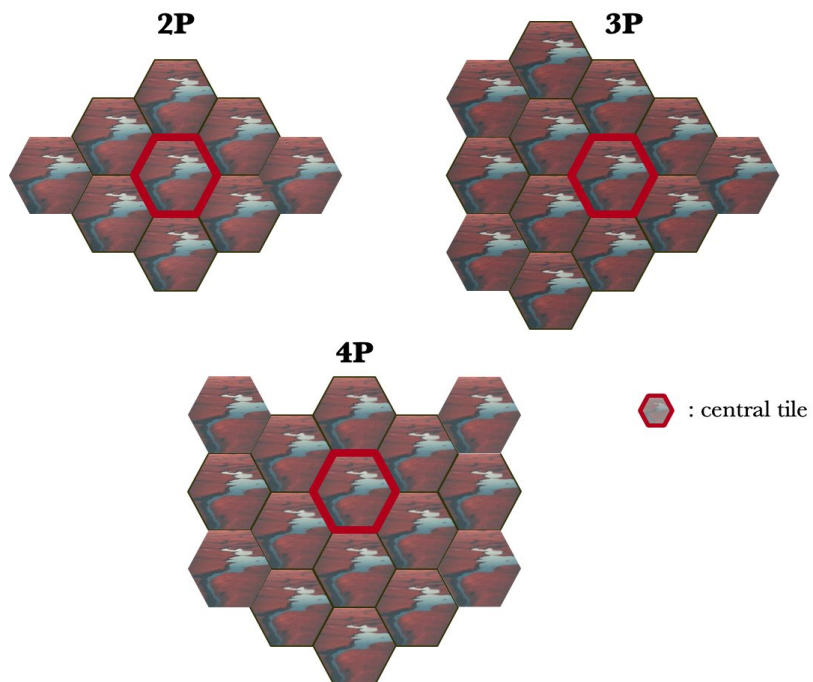
Advanced action card "fire"

### 3. Setup (see the 2 figures below)

1. **Market:** Make 4 decks of advanced action cards, one for each element (water/earth/fire/air). Shuffle these decks and reveal 2 cards of each deck so that **available cards all have a cost lower or equal to 4**. These cards can be acquired during the game.
2. **Planet:** Assemble the terrain tiles according to the number of players (see the figure below).
3. **Bag:** Each tile has a number, for each such number, place in the bag the numbered token with the same number.
4. **Adversary:** Choose an adversary and a difficulty level. The adversary information sheet contains setup guidelines, victory and loss conditions, and any rule specific to the adversary.
  - (1) Build a **mine card deck** depending on the indications on the adversary information sheet. Number 1 mines should be on the top, followed by number 2 mines, etc.

For example in an initiation game against “Mars mining company” at 3 players the mine deck is composed of four random level 1 mines (with a I on the back), followed by one random level 2 mine, one random level 3 and one random level 4 mines.

| Difficulty | Mines 1 | Mines 2 | Mines 3 | Mines 4 | Initial pollution |
|------------|---------|---------|---------|---------|-------------------|
| Initiation | 3/4/5   | 1/1/2   | 0/1/2   | 1/1/1   | 3/4/5             |



*Assembling the terrain tiles depending on the player count.*

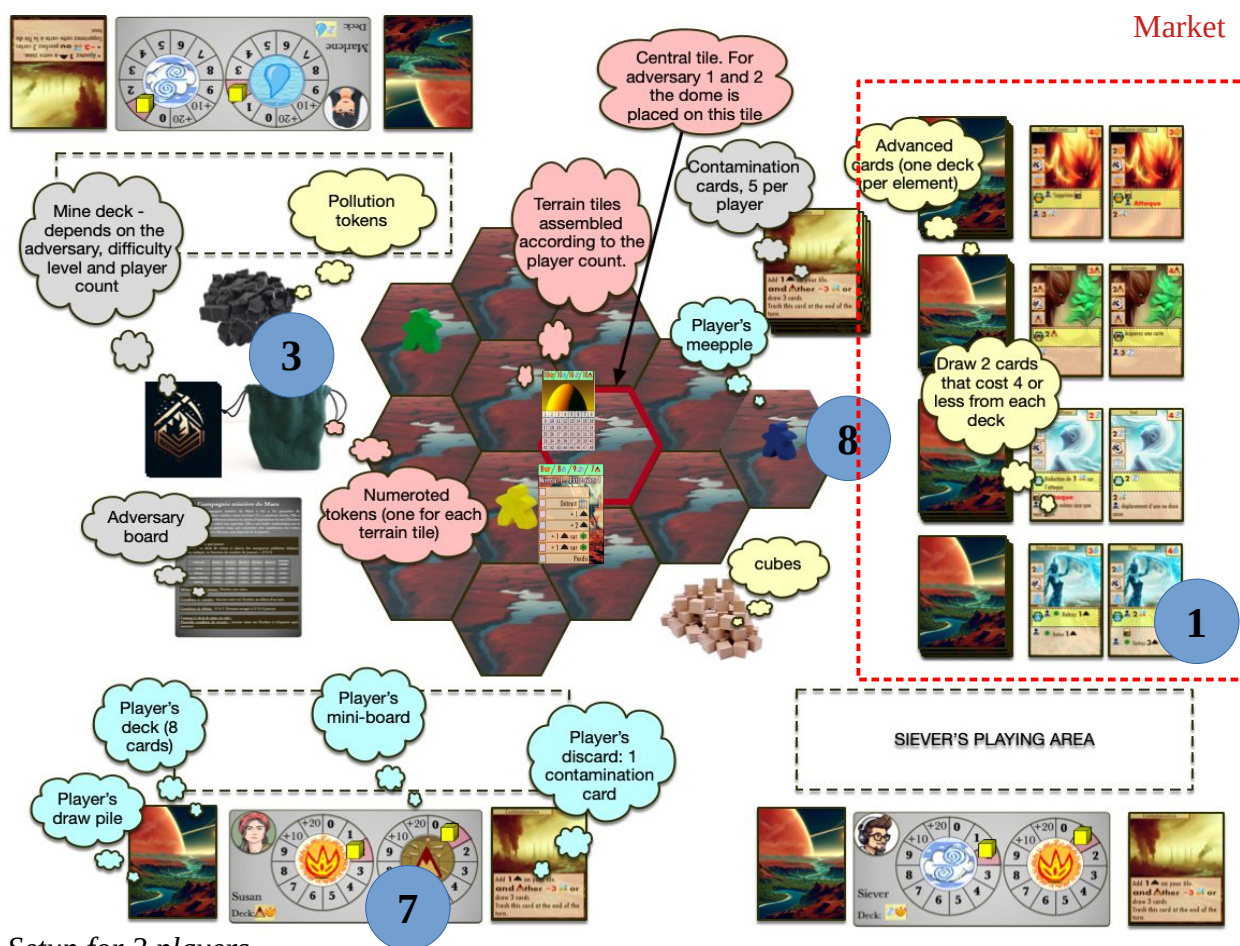
- (2) **If necessary, place the dome on the central tile.**  
*Against “Mars mining company” the dome should be placed on the central tile.*
- (3) **Place initial pollution tokens** depending on the indications of the adversary information sheet.  
 To choose where the pollution tokens go, pick one number token in the bag and place the pollution on the corresponding tile.  
*In the example above four pollution tokens are placed initially, thus four numbered tokens have to be drawn from the bag. Pollution tokens are placed on the matching tiles.<sup>1</sup>*
5. **Initial installations of the adversary:** Reveal as many mines as the number of players, except if it is indicated differently on the adversary board. Draw number tokens in the bag to know where to place them.

<sup>1</sup> See the section “Game concepts” for more details about placing pollution and mines



In the example above, three initial mines must be placed, thus three numbered tokens have to be drawn, giving the locations of the three initial mines.

6. **Supplies:** Place pollution tokens and cubes nearby. Also place a pile of contamination cards (5 cards per player, as recalled on the adversary information sheet).
7. **Player setup:** Each player picks a character; with 2 players, you must ensure that the 4 elements are represented, with more players there is no restriction :
  - (1) Each player picks the mini-board of their character and places 2 cubes on the number 1 and 2 of the two discs, on the highlighted squares (each player starts with 1 or 2 influence in each element).
  - (2) Each player picks the 8 cards of the initial deck corresponding to their character (the elements on the top-right corner of the card must match the “Deck” indicated on the character tile), shuffles the deck and draws 5 initial cards into their hand.
  - (3) Each player creates an initial discard pile with a single contamination card.
  - (4) Each player draws a numbered token in the bag and places their meeple on the corresponding tile.



Setup for 3 players.

## 4. Gameplay overview

The rest of the rules is organised as follows. This section gives an overview of the gameplay, next section describes game concepts and describes game elements. Section 6 describes each phase of a turn.

The game plays in successive rounds made of the following phases.

1. **Player's phase:** Each player plays **4 cards from their hand**.
2. **Discard:** Each player can keep at most one card in their hand, the others are discarded.
3. **Mine phase:** Each mine progresses and perform the corresponding actions (often adding pollution).
4. **Adversary phase:** if any, it is described on the adversary information sheet.
5. **Acquisition phase** each player can acquire one advanced action card and put it in their hand.
6. **Draw:** Each player draws cards so that they have **5 cards in hand**.

**End of game.** The game finishes immediately as soon as victory or loss conditions are met, players have then either won or lost depending on the outcome.

- Victory conditions **always depend on the adversary**.

*For example against mars mining company, there must be no mine nor the dome on the planet.*

**Victory condition :** No mine on Erythro and the dome is destroyed  
To destroy the dome attack it with 10 🌪️

- Loss conditions are the following :

(1) A mine reaches the step "Lost" in the mine progression scale.

(2) Each **adversary** has specific loss conditions that include a number of **maximal number of contaminated tiles** (if this number is reached, players have lost).

*For example against mars mining company, the loss condition only involves a number of contaminated tiles.*

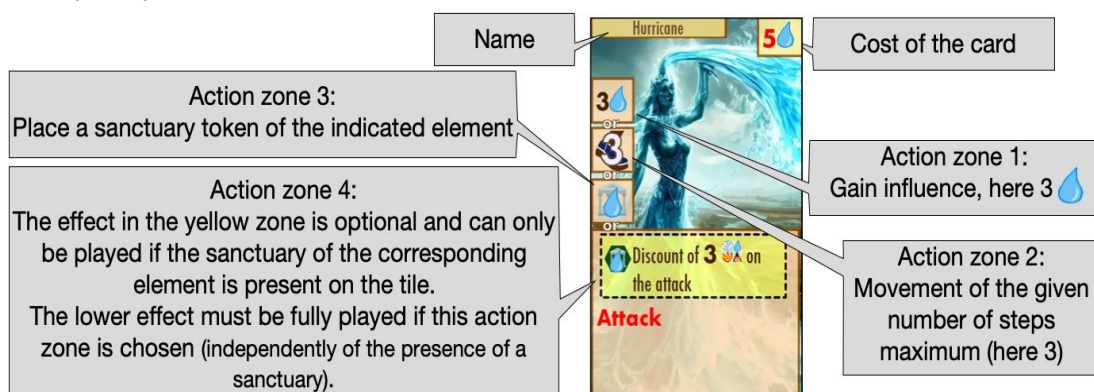
**Loss condition :** 3/4/4 contaminated tile for 2/3/4 players.

(3) A player cannot play: he only has contamination cards and is on a contaminated tile (very rare).

## 5. Game concepts

If there is a contradiction between the text of a card and the rule, the text of the card prevails. Likewise, the text of the adversary's information sheet takes precedence over the rule.

**Description of action cards.** *Cards provide multiple actions, a player can only trigger an action if they can fully carry it out. cards are described below.*



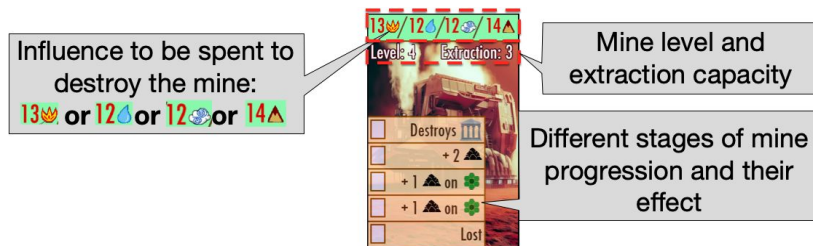
**Draw/discard a card<sup>2</sup>.** When players must draw one or more cards, they take them from the top of their draw pile. To discard means to put the card in their discard pile. If a player has to draw a card and their draw pile is empty, they shuffle the cards from their discard pile to form a new draw pile before drawing.

<sup>2</sup> Note that this mechanism exists in most deck-builder games

**Shuffling cards triggers an action of the adversary** (often, this adds a new mine). If several players shuffle at the same time, the action is triggered once for each player shuffling.

**Example:** I have to draw 3 cards to complete my hand at the end of the round, I only have 2 left in my draw pile. I add these 2 cards to my hand then shuffle my discard pile to draw one more, against the Mars mining company or the Earth mining investment alliance this adds a mine.

**Description of mine cards.** *The adversary installs mines on the planet, represented by cards.*




Note: Extraction capacity is used by one of the adversaries


**Mine stages.** When a mine appears on the board, a cube is put on the slot for the first stage (first line). When a mine progresses, the cube moves one stage down. Each time a cube arrives on a new stage, this triggers the effect written on the right. Effects are described in Section 6.

**Acquiring an action card.** During the acquisition phase but also when playing some cards, players will be able to “acquire a card”. There are 8 cards available for purchase (in the market). The acquisition cost of each card is written at the top right corner. Spend as much influence as the card's acquisition cost to **add it to your hand**. Add a new card to the available card market so you always have 2 cards to choose from for each element.



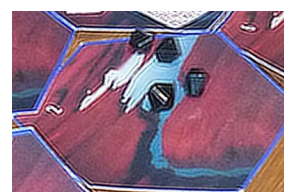
Cost of the card

**Take a contamination card:**  When a player must take a contamination card, they take it from the contamination card pile and **place it in their hand**.

**Trash a contamination card** . Some actions allow players to destroy a  card. In this case the player takes a contamination card **from their hand or their discard pile** and puts it back in the contamination card pile.

**Contaminated tile.** When a land tile receives a 4<sup>th</sup> pollution token it becomes contaminated. Immediately **remove any sanctuary** tokens there. The following rules apply to contaminated land.

- It is not possible to add or remove a pollution token from a contaminated tile. If an action by the adversary or a mine requires adding pollution to this space, ignore the action. A player cannot take an action that requires adding or removing a pollution token on this tile.
- There cannot be a sanctuary** on a contaminated tile.
- A new mine cannot appear** on a contaminated tile.

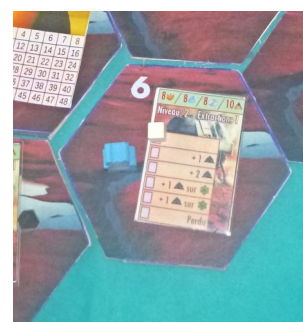


A contaminated tile

**Adversary actions.** The adversary's actions and mine effects should be carried out as much as possible. When the adversary **places a pollution token or a mine**, one player draws a numbered token in the bag; the mine or the pollution is placed on the corresponding tile. If the bag is empty, put back all the tokens in the bag before taking a token.

**Warning:** if the randomly chosen tile already has a mine the dome on it, or if it is contaminated, do not add the element on this tile, draw another numbered token (this can make you draw several tokens before finding a good one).

**Attacking a mine.** The “**Attack**” keyword on the action cards means attacking a mine or the dome. Unless otherwise stated, the mine and the ambassador must be on the same tile. The player chooses one element (air/earth/fire/water) and spends a number of influence points depending on the mine and the chosen element, the cost is shown on the top of the mine card). The destroyed mine is removed from

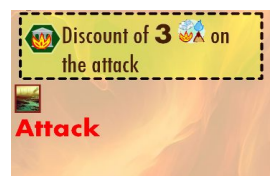


To attack a mine you must be on its tile



the game. For some adversaries this can trigger an immediate effect. Attacking the dome also has an effect that depends on the adversary.

*Example: I play a card with the action on the right and I am on a tile with the mine on the right. The yellow area will be explained below, the rest of the action says 1) take a contamination card (in your hand); 2) attack. For example I can spend 10 influence in water or 9 influence in air to destroy the mine. The mine is removed from the game.*



Attack card



Mine card

## 6. A round

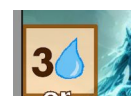
The player's phases (phase 1, 2, 5, and 6) are played by all players simultaneously; all the players must have finished a phase before starting the next one. The mine phase and the adversary phase (phase 3 and 4) are played once per round.

### 1. Player's phase

In this phase each player must **play exactly 4 cards**. There are two types of cards: action cards and contamination cards. Reserve a playing area to place the played cards to ensure that 4 cards are played in each round. Players play their 4 cards in the order they wish. If the actions of 2 cards conflict, players must fully resolve one card before playing another, otherwise actions can be played simultaneously.

#### Playing an action card.

Each action card has 4 different action zones. To play a card you must choose an action zone on this card and perform the corresponding action(s).



3 water  
influence

- The first zone allows one to gain a certain number of influence points in an element.
- The second action zone allows one to move, up to the maximum distance indicated. Distance is in number of tiles.



Move up to 2  
steps

- The third zone allows one to place a sanctuary of the indicated element, two conditions must be verified to perform this action:

- there cannot be 2 sanctuaries on the same tile and**
- a contaminated tile cannot have a sanctuary.**



Place an air  
sanctuary

- The 4th zone offers a more complex effect, it must be done from top to bottom. The **yellow part** at the top of the area can only be performed if a **sanctuary** of the correct element is present, it is **optional** but played first and cannot be played partially. The effects in the rest of the zone must all be fully realized.

*In the example on the right, If there is an air sanctuary on the tile of the player that plays the card, this player gains one air influence, Then another player can move their meeple anywhere on the planet.*








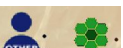
4th zone: advanced action

Players must fully realize any chosen action, except the following:

- Movement can be partially achieved (but at least one step must be done).
- An action that removes pollution tokens can be used to remove fewer tokens (but at least one).
- If it is written that a player *can* perform an action then it is not obligatory.

The table below describes the main effects of the cards (based on examples).

|  |   |
|--|---|
|  | Increase of 1 point your influence in the "earth" element                         |
|  | Increase of 2 points your influence in the element(s) you want.                   |
|  | Decrease your influence of 4 points in the element(s) you want (loose influence). |

|   |   |
|---|---|
| <b>Attack</b>   | Attack (see “game concepts”)  |
|                  | Take a contamination card. If the contamination card pile is empty you cannot do the corresponding action.  |
| <b>Remove 2</b>  | Remove 2 pollution tokens   |
|                  | The effect on the right must be applied to another player than the one playing the card   |
|                  | The effect on the right applies either on the tile of the player or on an adjacent tile (often used for removing pollution tokens). If used to remove several tokens they can be on different tiles |
|                  | Move 2 steps or less  |
|                  | The effect on the right applies either on the tile of another player or on a tile adjacent to that player.  |

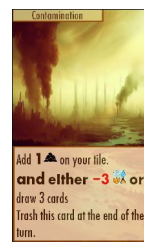
### Playing a contamination card.

When a player plays a contamination card they performs all the actions written on the card.

They must therefore **place a pollution token** on their tile and choose:

- **Either spend 3 influences** of the elements of their choice
- **Or draw 3 cards.**

The contamination card is placed in the play area but will go into the pile of contamination cards during the discard phase. **Place the card face down** to remember that it does not go into the discard pile. The contamination card is **one of the 4 cards played this round**. A contamination card **cannot be played when the player is on a contaminated tile**.



## 2. Discard phase






Players discard cards from their hand so that they only have up to one card left in hand, they can discard any card they want, including contamination cards. Players also discard the cards played this turn (except contamination cards that are returned to the contamination pile).

## 3. Mine phase

Each mine progresses: for each mine on the planet, advance the cube present on the mine one space down and perform the action on the line reached by the cube. Possible actions are described below



*Moving from first to second stage*

|   |   |
|---|---|
| <b>Destroys</b>    | If there is a sanctuary on the tile of the mine, it is removed and returned to the stock                    |
| <b>+ 1</b>  / <b>+ 2</b>  | Add one/two pollution tokens on the tile of the mine  |
| <b>+ 1</b>  <b>on</b>     | Add a pollution token <b>on the tile of the mine and on all the tiles adjacent to the tile of the mine.</b> |

If a mine action cannot be performed entirely, it should be performed as much as possible.

## 4. Adversary phase

Some adversaries have specific actions that take place during this phase. Refer to the adversary's information sheet.

## 5. Acquisition phase:

**Each player can acquire a card from the market by paying its cost, the players put the acquire card in their hands** see acquiring a card in the “general concepts” section).



## 6. Draw:

Each player draws cards until they have **5 cards in hand**.

Then the players start a new round

## Final remarks.

### Taking decisions.

The game is a cooperative game and players should take decisions together, however here are a few hints to make the game smoother and allow everybody to take decisions.

There is no restriction on the communication between players. Players can show their hands but it might be better to keep them hidden to avoid one player trying to control everything.

Most actions are triggered by a player, thus this player should take the decisions about the action of the card. Often a player makes another player do something, after discussion it is the player triggering the action that decides who “benefits” from it. If there is a choice in the “benefit” it is taken by the player that takes the benefit. *For example when an action allows another player to move, it is the player that chooses who moves, and the player that moves who decides where to go.*

### Organisation and strategy notes

- You can play face-up cards and shift the cards to your playing area if you prefer.
- Even a weak card delays the reshuffling of the deck. Try to acquire a card during acquisition phase as often as possible.
- Timing the actions of the different players is often the key to victory.
- Actions that involve other players are often stronger, try to take advantage of them.
- Against the second adversary the token corresponding to the central tile does not need to be in the bag.
- Each adversary favours a different style of play
  - The first one requires destroying all mines and gets weaker if the mine deck is empty
  - The second one requires acting more quickly to reduce its profitability, even if it means leaving a planet still full of mines and pollution
  - The third one requires better management of pollution, gives a little less importance to the purchase of cards but requires adapting to a new event each turn.

## 7. Adversaries

### 1. Mars mining company

This is the simplest adversary in terms of number of rules.

It has no adversary phase.


When a player shuffles their deck, add a new mine.

Destroy all mines and the dome to win the game.

No special loss condition (i.e. players lose when a mine reaches last step, too many tiles are contaminated, or a player cannot play).

*Players should focus on destroying mines and might have to accept that a few tiles become contaminated, especially in high difficulty levels.*

*Resisting until the end of the mine deck might also be a good strategy as the adversary gets weaker afterwards (it only adds pollution tokens).*



### Mars mining company

A pioneer in extra-terrestrial mining several centuries ago, the Mars mining company naturally obtained the rights to exploit the soil of Erythro. It has a small presence on the planet's soil but knows how to build robust and efficient mines very quickly, at the expense of the planet.

**Setup:**  
5 contamination cards per payer  
Dôme on the central tile  
Build a mine deck and place initial pollution markers as indicated, depending on the number of players -- 2/3/4:

| Difficulty         | Mines 1 | Mines 2 | Mines 3 | Mines 4 | Initial pollution |
|--------------------|---------|---------|---------|---------|-------------------|
| Initiation         | 3/4/5   | 1/1/2   | 0/1/2   | 1/1/1   | 3/4/5             |
| Blitz (quite diff) | 2/3/4   | 1/1/2   | 1/2/2   | 1/2/2   | 3/4/6             |
| Average            | 2/3/4   | 4/6/8   | 1/1/2   | 1/2/2   | 1/2/4             |
| Quite difficult    | 2/3/4   | 3/4/5   | 2/3/5   | 2/3/4   | 2/4/4             |
| Difficult          | 2/3/4   | 2/2/3   | 2/4/5   | 3/4/6   | 3/5/6             |

**Shuffling player's deck:** Draw a mine.  
If the mine deck is empty place a pollution marker instead.

**Victory condition :** No mine on Erythro and the dome is destroyed  
To destroy the dome attack it with 10 🧨

**Loss condition :** 3/4/4 contaminated tile for 2/3/4 players.

### 2. Earth alliance for mining investments

Against this adversary a little more maintenance is necessary. All rules from Mars mining company still apply, with the following additions.


Progress of the adversary is recorded with a new measure: profitability.

Put a cube on the scale of the dome to keep track of the current profitability (see initial profitability in the table).

Now there is an adversary phase that adjusts profitability, using the “extraction level” indicated on each mine. **Each mine on the board during the adversary phase augments the profitability of the adversary.**

On the contrary, whenever a mine is destroyed or the dome is attacked, profitability is lowered.

If profitability goes beyond the maximum (that depends on the player count) players loses; if it reaches zero, players win.



### Earth alliance for mining investments

The Terran Alliance owns 80% of the mines on Earth. But, disappointed by Earth regulations on the environmental impact of mining operations, she decided to invest significant capital in Erythro. The alliance thus hopes to increase its profits significantly, the only thing that could set the alliance back would be to lose money!

**Setup :** Dome on the central tile. 5 contamination cards per player. Use the scale on the dome to measure current profitability (with a cube).  
Build a mine deck, place pollution, and adjust initial profitability as shown, depending on the number of players -- 2/3/4:

| Difficulty      | Mines 1 | Mines 2 | Mines 3 | Mines 4 | Initial pollution | Initial profitability |
|-----------------|---------|---------|---------|---------|-------------------|-----------------------|
| Average         | 2/3/4   | 3/4/6   | 2/3/4   | 1/2/2   | 1/1/2             | 6/10/13               |
| Quite difficult | 2/3/4   | 2/3/4   | 2/3/4   | 3/4/6   | 1/3/3             | 8/13/17               |
| Difficult       | 2/3/4   | 1/1/2   | 2/3/4   | 4/6/8   | 2/3/5             | 9/13/19               |

**Adversary phase :** Adjust rentability of the alliance by adding the extraction value of each mine on the board.

**Shuffling player's deck:** Draw a mine.  
If the mine deck is empty add 5 to the profitability instead.

**Victory condition :** Profitability reaches zero or below.

**Loss condition :** 4/5/7 contaminated tiles with 2/3/4 players.  
**OR** profitability reaches 17/25/33 (or above) with 2/3/4 players.

**Mine destruction:** Decrease profitability by the **level of the mine + 1**.  
You can attack the dome with 10 🧨 . If you do, decrease profitability by 5.  
The dôme stays in place.

*The mines are more powerful against this adversary and players should figure out when it is possible to rush the endgame by lowering the profitability. This might mean winning with many mines and pollution on the map.*

### 3. Erythro colonisation consortium

This adversary is a bit different from the two first ones with more randomness.

First, it comes with event cards. **A new event card is revealed during the adversary phase** (thus there is no event card active during the first players phase). The event card remains active until the next adversary phase (leave it visible and accessible to all players). Each event card is made of two parts; one that activates either immediately or when a mine is destroyed. Another part that states what to do when players shuffle their deck.

Second, one or two mines is added each turn depending on the player count.

Finally, the victory condition is very different. **Players must fully depollute the planet** after having destroyed a certain number of mines. Consequently, if a tile is contaminated players immediately lose.

*This adversary puts less pressure on the acquisition phase as shuffling the deck is less of a problem but there is more randomness and players should manage pollution carefully.*

#### Erythro colonisation consortium



A particularly effective consortium was formed from Earth to colonise Erythro. It has started to settle in and the surface of the planet is already suffering from pollution. Erythro could repel the invader itself. But it cannot act as long as its soil is polluted, you must depollute the planet to allow it to defend itself.

**Setup :** 5 contamination card per player

Each player has a "special depollution" action: once per turn spend 2 influences to remove 2 pollution tokens on your tile or an adjacent tile (usable during any phase of the turn).

Place 1 initial mine with 2 players and 2 mines with 3 or 4 players. Build a mine deck, place initial pollution as indicated, depending on the number of players (2/3/4):

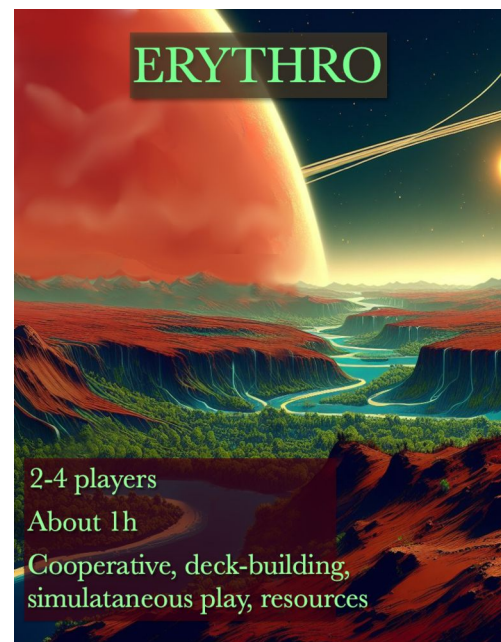
| Difficulty      | Mines 1 | Mines 2 | Mines 3 | Mines 4 | Initial pollution |
|-----------------|---------|---------|---------|---------|-------------------|
| Average         | 3/3/6   | 4/2/6   | 2/3/5   | 0/3/1   | 2/6/5             |
| Quite difficult | 3/2/5   | 2/1/4   | 3/4/7   | 1/4/2   | 4/7/6             |
| Difficult       | 2/1/3   | 3/1/7   | 1/4/3   | 3/5/5   | 5/8/7             |

**Adversary phase :** Add **1 mine with 2 or 3 players** **2 mines with 4 players**. If the mine deck is empty, add 1 pollution per player.  
**Then draw an event card.**

**Victory condition:**

Have destroyed at least 5/7/10 mines and no pollution on Erythro.

**Additional loss condition:** 1 Contaminated terrain tile





## Photos



*Setup*



*Beginning of the first round*



*End of the first round*



*Endgame (loss)*

