

Eriantys

A game by Leo Colovini for 2-4 players



How many times have you felt like you recognize fantastic shapes drawn by the clouds?

How many times have you dreamed of being able to dive into those giant, fluffy pillows in the sky?

Hidden by the soft cloud whiteness, there is a world where floating islands are home to great schools for young magical creatures from five realms. Cute little red dragons, clumsy pink fairies, spiteful yellow gnomes, small blue unicorns, and green frogs who dream of becoming princes show up at the gates of schools, with the hope of being admitted to the great hall and being able to admire the famous professors of their realm.

Run one of Eriantys' four great schools and compete with other wizards to increase your fame and build new branches inside magical towers. Invite as many creatures of a realm into your dining room, and the corresponding professor will sit with them: for as long as you host professors, they will influence all the creatures of the same realm on the islands. When Mother Nature visits an island, she will reward the school that influences the greatest number of creatures on that island with a new tower.

Try to build all your towers before the other players, but be careful! The loyalties of the creatures of the five realms are very fickle, and the professors switch schools easily. Creatures that until recently were on your side, could change allegiance in a flapping of wings! Eriantys is a game full of strategy, tactics, and twists and turns. Carefully plan your moves and try to control your opponents' moves.

Overview

To win the game you must try to place all of your Towers, or have the most Towers when no more Students remain in the bag. You will place a Tower on an Island that is visited by Mother Nature, if you have the most influence there. Influence is gained by controlling Professors and is equal to the number of Students of the matching color on the Island. As Towers are placed next to each other they cause Islands to be unified, taking with them all the Students and Towers placed on them. Each round you will carefully select your Assistant, which determines turn order and Mother Nature's movement.

Gameplay

The game is divided into a number of rounds. Each round is then divided into two phases to be played in the following order:

- Planning Phase
 - Action Phase
- Planning Phase**
- The Planning Phase consists of 2 steps:
- 1 Add new Students to Cloud tiles
 - 2 Play Assistant cards.



Movements
Mother Nature
may perform



Choose a lower value card if you want to play before your opponents, or play a higher value card if you want to move me further around the Islands!

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- 1 The first player randomly draws 3 Students from the bag and places them all onto one Cloud tile, repeat this for the 2nd Cloud tile.



- 2 In turn order, you each play 1 Assistant card from your hand, starting with the first player, proceeding clockwise. The card you choose to play will determine three things: the turn order of the upcoming Action Phase, the first player next round, and the number of movements Mother Nature can perform (see below).

- You must place each card face up onto your personal discard pile, so that only the last card played is visible.
- You may not choose to play the same Assistant card already played by another player in the same round. In the rare event you only have a matching card, you must play it. However, if you do so, you will play after the player who played the card first.

Action Phase

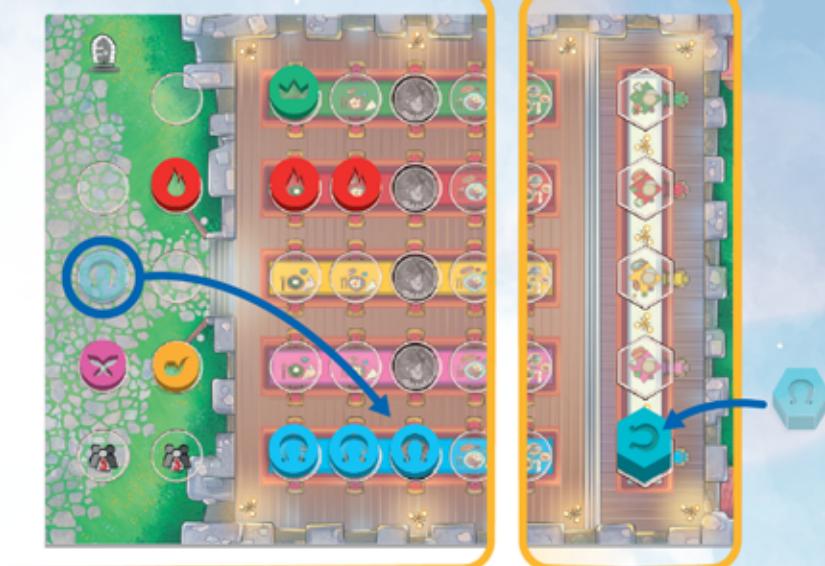
In the Action Phase you will each take a turn by performing the following 3 steps in order, starting with the player who played the lowest value Assistant card and proceeding in **ascending order**.

- 1 Move 3 Students to either your Dining Room or a Island
- 2 Move Mother Nature to an Island, then;
Check to see if the Island is **controlled** or **conquered**, then;
Unify adjacent Islands
- 3 Choose a Cloud tile and take 3 new Students

1 Move 3 Students

Choose 3 Students that are in your Entrance. For each student, move it into your **Dining Room** or onto any **Island tile** of your choosing. You may choose any combination (i.e. moving 3 Students into your Dining Room, or move 2 Students into your Dining Room and 1 Student onto an Island tile etc.).

When you move a Student into your **Dining Room**, place it on the leftmost empty space on the table of the matching color. Once placed, a Student cannot be moved again.



Lisa has just moved a third Unicorn (blue) into her Dining Room. Leo has two Unicorns in his Dining Room, so Lisa takes the blue Professor and places it on her Professor Table.

When you move a Student onto an Island, the population of that Island increases and, consequently, the influence value of the player who controls that color of Student. This in itself does not affect any Towers.

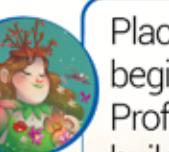
Remember: You do this for each Student so you may place Students on the same or different Islands in the same turn.



Leo decides to move 1 Dragon (red) and 1 Fairy (pink) into his Dining Room, placing them in the first available space from the left, and 1 Gnome (yellow) to an Island.



Leo places 2 Frogs (green) on this Island, where there was already 2 Dragons (red) and 1 Gnome (yellow). Leo controls both the Gnomes (yellow) and Frogs (green) Professors so now has 3 influence on this Island.



Place Students into your Dining Room at the beginning of the game to take control of the Professors and give yourself more chances to build Towers. Place Students on the Islands later to increase the influence values where you have less. Don't forget to keep an eye on your opponent's Entrance to see what they can do!

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Everytime you place a Student on a table in the Dining Room, check the number of Students of the same color in your opponent's Dining Room. If you now have the most Students of that color at a table, take the matching Professor pawn and place it on the corresponding space of your Professor Table. In case of a tie, you do not take the Professor. Whenever you control a Professor, the Students of the same color on the Islands will determine your influence on each Island.

2 Move Mother Nature

You must move Mother Nature at least one Island in a **clockwise direction**. You may move her a number of Islands as indicated by the icon on the Assistant card you have played this round.



Lisa has played the Assistant card shown above, it allows her to move Mother Nature up to 4 Islands in a clockwise direction. She decides to move Mother Nature 3 Islands. She could have chosen any of the Islands shown.



Try to control the Islands where I can move to this turn!

At the end of the movement, ONE of the following two things will happen.

Controlling an Island

If Mother Nature ends her movement on an Island that does not yet have a tower, the player with the most influence will place one there, taking control of the Island.

To calculate both player's influence count up the **number of Students** on that Island that match the colors of the Professors they control. If you have more influence than your opponent, you must place a Tower, taken from your School board, onto the Island. If your influence is tied, no Tower is placed.



Mother Nature ends on this Island, where there is only 1 Gnome (yellow). Leo controls the Gnome (yellow) Professor and therefore has majority, he places a Tower on the Island.



Mother Nature ends on this Island, where there are 2 Gnomes (yellow) and 1 Dragon (red). Leo controls the yellow Professor and therefore has the majority over Lisa who controls the red Professor, so he places a Tower on this Island.

Conquering an Island

If Mother Nature ends her movement on an Island where there is already a Tower, the Tower may be replaced by a player with more influence.

You calculate your influence as above, except **each Tower counts as one additional influence** for the player who owns it. If another player now has the most influence on that Island, they **replace each Tower** with one of their own. If any of your Towers are removed in this way, return them to your School board. If a Tower is not replaced, it remains there, new Towers are not added.



In this example, Mother Nature ends up on an Island where there are 3 Unicorns (blue) and 1 Dragon (red), controlled by Lisa, and 2 Gnomes (yellow), controlled by the Leo who has also a Tower already built here. Lisa has now the majority (4 against 3).



After checking the majority, Lisa replaces the white Tower with her black one.



Unify the Islands

After building a Tower, check the two adjacent Islands (those placed to the left and right around the circle). If there's already a Tower of the same color on either of those, then those Towers activate their magical attraction power!

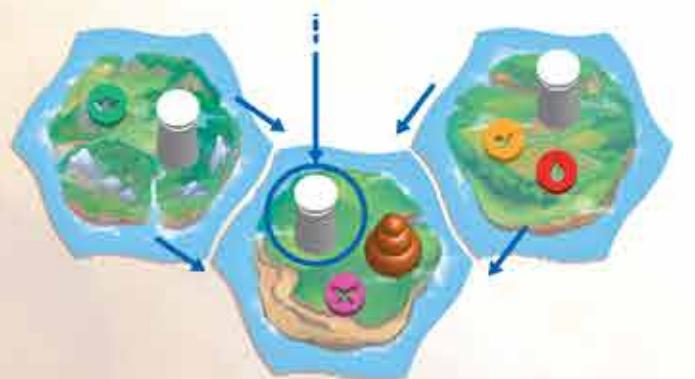
Move the Islands next to each other, together with all the Students and Towers placed on them, they are now one Island group, containing multiple Towers.



Leo has just placed a Tower on this Island ①. The adjacent Island also has a white Tower, so the two Islands are unified ②.

You may unify a single Island tile to a group already created, or unify two groups with one another. If you build a Tower on an Island and both Islands either side also have your Towers on them, then all three unify into one Island group. Unifying may happen several times during the game, you will therefore create groups of Islands made up of 2 or more tiles.

IMPORTANT: Each single Island tile may only have 1 Tower placed on it.



Leo has just built a Tower on the Island where Mother Nature ended her movement. Both adjacent Islands already have white Towers, so all three Islands must be unified.

Once unified, the Islands cannot be separated. A group of Islands is considered to be a single Island for Mother Nature's movement and for influence calculations. That means that when Mother Nature ends her movement on a group, you must calculate influence by counting all the Students and Towers present on that group.

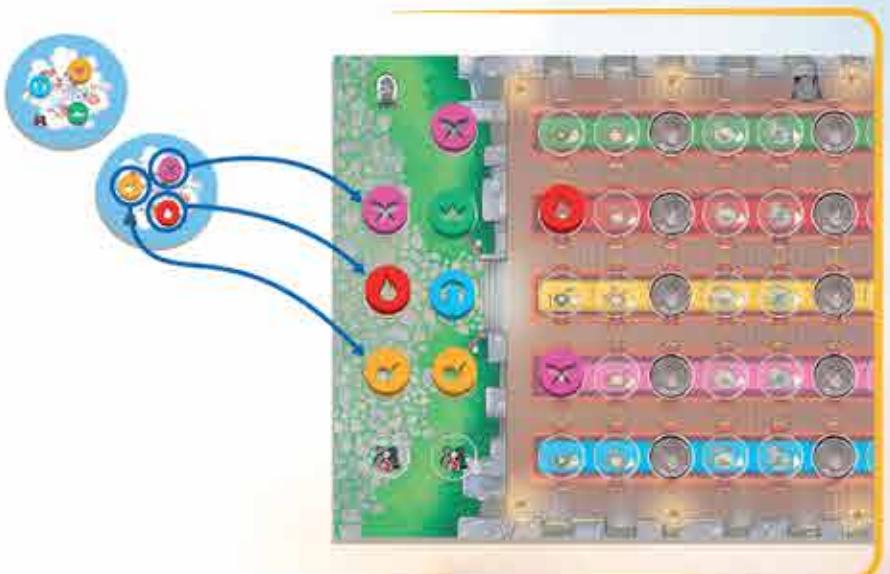
The total number of Islands will decrease during the course of the game.

When you unify the Islands into bigger groups, don't forget to defend them with Students you control. If, in fact, your opponent conquers them, they will replace all the Towers in a single move!

3 Choose a Cloud Tile

Take all the Students from a Cloud and place them on your Entrance. The first player will have a choice of Students from one of the two Cloud tiles, the second player must take the Students from the remaining Cloud.

At the end of your turn, you should always have a total of 7 Students on your Entrance.



Lisa has decided to take Students from this Cloud tile and places them on her Entrance area.



End of a Round

After all players have completed their turns, the round is over. Start a new round at the planning phase, starting with the player who played the lowest numbered Assistant.



The Assistant cards have been played in the previous round. Leo, who has played the Assistant card with the number '3' will be the first player for the next round.

End of the Game

A game can end in one of three ways:

The game ends immediately when a player builds their last Tower. That player wins the game.

OR

The game ends immediately when only 3 groups of Islands remain on the table.

OR

The game ends at the end of the round where the last Student has been drawn from the bag or should any player ever run out of Assistant cards in their hand. If there are not enough Students, players play their turns without taking new Students from a Cloud tile.

The player who has built the most Towers on Islands wins the game. In case of a tie, the player who controls the most Professors wins the game.



3-Player Game

The rules are the same as explained above, but with the following changes:

Setup

- Select 3 Cloud tiles and place them near the bag, with the side showing the  icon face up.
- Each player takes the following:
 - a School board
 - 6 Towers of a single color (black, white, or grey)
 - a deck of 10 Assistant cards of your chosen Wizard
 Put the 6 Towers in the area on the right of your School board and take the Assistant cards into your hand.
- Each player draws 9 Students from the bag and places them on the Entrance space of their School board.



Each player starts the game with only 6 Towers.
Four Students will be placed on the Cloud tiles during the Planning phase and four Students will be moved during the Action phase.

Planning Phase

- Draw 4 Students from the bag for each Cloud.
- Players choose 1 Assistant card, starting from the first player and proceeding in a clockwise order.

Action Phase

- During your turn, move 4 Students from your Entrance to your Dining Room or to the Islands.

4-player Game

Players divide themselves into two teams of two, and the game is played as two teams competing against one another. Teammates can sit next to each other or one opposite the other. At the beginning of the game, you may decide if communication between teammates is allowed or not.

The rules are the same a 2-player game, but with the following changes:

Setup

- Select 4 Cloud tiles at random and place them near the bag, with the side showing the 2-4 icon face up.
- Each player takes a School board and a deck of 10 Assistant cards.
- One player from each team takes all 8 Towers and places them on the right of their School board.
- Each player draws 7 Students from the bag and places them on the Entrance space of their School board.

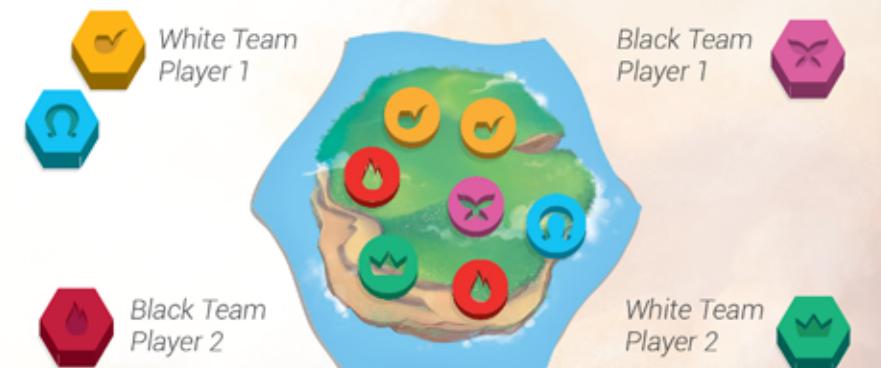
Planning Phase

- Draw 3 Students from the bag for each Cloud.
- Players choose 1 Assistant card, starting from the first player and proceeding in a clockwise order.

Action Phase

Each player moves Students to either the Islands or to their own Dining Room. You may NOT move Students to your teammate's Dining Room. A Professor is controlled by the player who has the most Students in their Dining Room as usual. The Students in a teammate's Dining Room are not counted.

Islands are controlled and conquered by each team. At the end of Mother Nature's movement, check which team has the most influence.



The white Team controls the blue, the yellow, and the green Professors, so they have an influence value of 4 on this Island. The black Team controls the red and the pink Professor and have an influence value of 3. If Mother Nature ends here, the white Team will build a Tower.

Expert Game

The Expert game may be played in games with 2, 3, or 4 players. Add the following rules:

Setup

- Shuffle the Character cards, draw 3 cards and place them face up onto the table (put the remaining cards back in the box).
- Each player takes 1 Coin. Put the remaining Coins on the table in a general supply.

Action Phase

Each time you place a Student in your Dining Room in a space showing the Coin icon, take 1 Coin from the general supply. This happens when you place the third, sixth, and ninth Student of each color.



This player moves a Unicorn (blue) student into the Dining Room covering a Coin icon and gains 1 Coin.

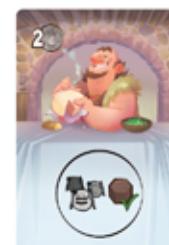
During your turn, you may use a Character ability by paying the cost shown on the Character card. Each Character costs the indicated number of Coins for only the first time it's used. For all subsequent uses, its cost is increased by 1 Coin. To show this, the first player who uses a Character must place one of the Coins paid on the Character card. Any other Coins paid are returned to the general supply.

Characters

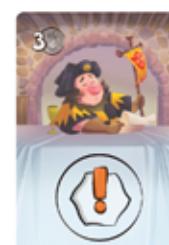
Characters have different abilities that apply at different times in the game. You may use a Character at any time during your turn. Its effect is applied until the end of your turn.



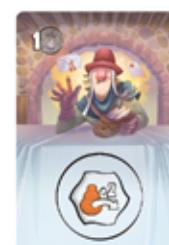
In setup, draw 4 Students and place them on this card.
EFFECT: Take 1 Student from this card and place it on an Island of your choice. Then, draw a new Student from the Bag and place it on this card.



EFFECT: During this turn, you take control of any number of Professors even if you have the same number of Students as the player who currently controls them.



EFFECT: Choose an Island and resolve the Island as if Mother Nature had ended her movement there. Mother Nature will still move and the Island where she ends her movement will also be resolved.



EFFECT: You may move Mother Nature up to 2 additional Islands than is indicated by the Assistant card you've played.



In Setup, put the 4 No Entry tiles on this card.
EFFECT: Place a No Entry tile on an Island of your choice. The first time Mother Nature ends her movement there, put the No Entry tile back onto this card DO NOT calculate influence on that Island, or place any Towers.



EFFECT: When resolving a Conquering on an Island, Towers do not count towards influence.



In Setup, draw 6 Students and place them on this card.
EFFECT: You may take up to 3 Students from this card and replace them with the same number of Students from your Entrance.



EFFECT: During the influence calculation this turn, you count as having 2 more influence.



EFFECT: Choose a color of Student: during the influence calculation this turn, that color adds no influence.



EFFECT: You may exchange up to 2 Students between your Entrance and your Dining Room.



In Setup, draw 4 Students and place them on this card.
EFFECT: Take 1 Student from this card and place it in your Dining Room. Then, draw a new Student from the Bag and place it on this card.



EFFECT: Choose a type of Student: every player (including yourself) must return 3 Students of that type from their Dining Room to the bag. If any player has fewer than 3 Students of that type, return as many Students as they have.

Summary

Planning Phase

- 1 Take Students from the bag and place them onto the Cloud.
- 2 Choose and play an Assistant card.

Action Phase

- 1 Move Students from the entrance to your Dining Room and/or Islands.
- 2 Move Mother Nature and check influence. Islands may be controlled or conquered and then may be unified.
- 3 Take new Student from a Cloud tile and place them in your Entrance.

Expert

During your turn, you may pay Coins to use a Character's ability.

Credits

Game Design: Leo Colovini

Development: Simone Luciani

Art: Alessandro Costa Kapakkione

Graphics: Elisabetta Micucci

Rules: David Digby

Edition: Giuliano Acquati and Lorenzo Tucci Sorrentino



Leo would like to thank everybody at Studiogiochi.

Simone would like to thank Leo, who guided him through the first steps into the world of game designing and who gave him the chance to work on this great game. He also thanks all the testers who helped him during the development process, in particular Samantha Milani, who always loved this game, and Simone Fini, who played it a remarkable number of times.