



HERMETICA

RULE BOOK

HOW TO PLAY

Pieces are divided into Sun and Moon sets and players are referred to as “Sun” and “Moon” respectively.

START

The Sun player always has the first draft along with the first turn.

ACTIONS

A player’s turn consists of three actions that can be used to either move existing Units or spawn a new Unit.

Each Unit can only be used
ONCE PER TURN.

Moving a Unit uses
ONE OF THE THREE ACTIONS.

Spawning a Unit uses
TWO OF THE THREE ACTIONS.

WIN CONDITION

A player wins when their Adept moves into the opponent’s Horizon.

GAME PIECES

BARRIERS

12 WALLS

2 SHIELDS

UNITS

2 ADEPTS

18 ELEMENTS

SUN PIECES



MOON PIECES



Each player starts off with one Adept (1) and nine Elements (9):

(3) FIRE

(3) EARTH

(3) WATER

Each player also has a friendly **SHIELD** that can be DEPLOYED by their Adept.

SETUP

If this is your first time playing, set up the board according to **DAWN SCHEME** with all twelve **WALLS** in the preset locations and each player's Adept on a **PRIME HEX**.

(FOR WALL DRAFTING, SEE PAGE 19)

DAWN SCHEME

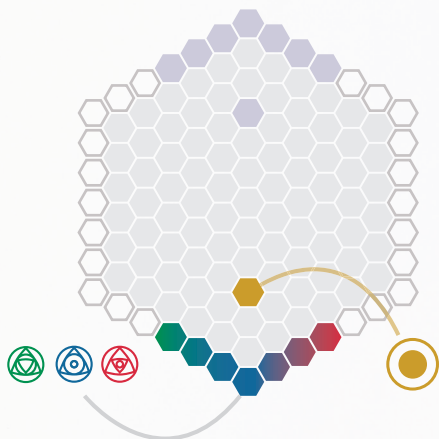


After all **WALLS** and Adepts have been placed, players take turns placing one Element at a time on their **HORIZON**, starting with Sun. This continues until each player has placed three Elements on the board. Afterwards, Sun's first turn begins.



GAMEPLAY RULES

SPAWNING



Two actions can be used to spawn (place) an Element piece in the **Horizon** designated by the back seven white hexes.

A **captured** Adept can be spawned for two actions in the **Horizon** or on their **Prime hex**, located three hexes forward from the backmost hex.

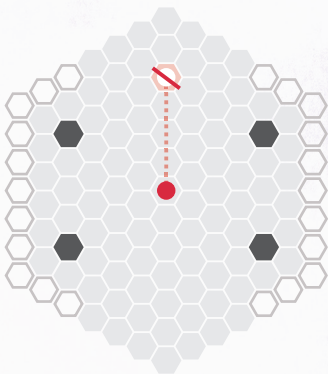
A Unit cannot move in the same turn it is spawned.

Each of the nine Element pieces can only be spawned once per game.

An Adept can be spawned an infinite amount of times per game.

Each player cannot have more than five Elements on the board at a time.

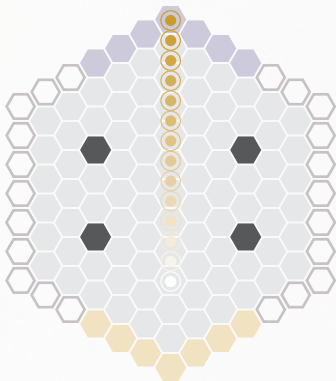
CAPTURES



Whenever an Element is **captured**, it is removed from the game and cannot be respawned.

If an Adept is **captured**, it must be spawned at the beginning of the next turn using two actions.

END GAME



A player wins when their Adept moves onto a hex in the opponent's **Horizon**.

ADEPT PIECE



The Adept can move up to two times in any direction as long as the hexes are empty.

The Adept's special move involves **DEPLOYING** their Shield on any adjacent hex where there is no Barrier or Adept.

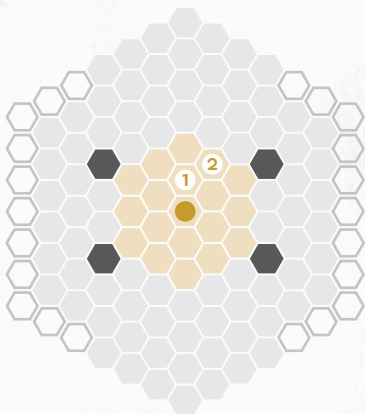
Once per turn, a Shield can be **DEPLOYED before, during, or after** the Adept's movement.

Whenever a Shield is placed on the same hex as an Element, the Element is **captured**.

Whenever a Shield is **DEPLOYED**, it is moved to the **new location** from its old position on the board.

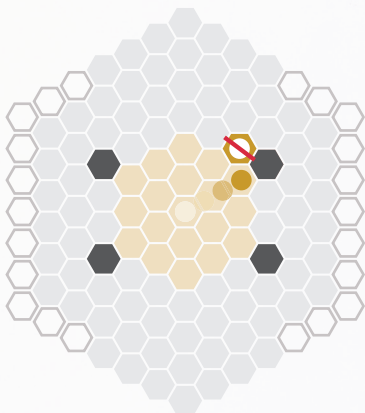
THE ADEPT CANNOT CAPTURE THE OTHER ADEPT.

ADEPT CAN:



MOVE UP TO 2 IN ANY DIRECTION

NOTE: ADEPT CAN ONLY MOVE ON
EMPTY HEXES



AND **DEPLOY A SHIELD** (🛡️) ON AN ADJACENT HEX BEFORE, DURING OR AFTER ITS MOVEMENT

NOTE: ADEPT MAY DEPLOY SHIELD ON AN
EMPTY HEX OR AN ELEMENT TO **CAPTURE** IT



FIRE PIECE

Fire can move up to four times in any direction as long as there is no Unit in the way.

Fire is the only piece that can **move on top** of Barriers. If another Unit moves a Barrier with Fire standing on it, **Fire is captured**.

Instead of moving, Fire may SHOOT and **capture** a Unit up to four linear hexes away if there are no other pieces in between them.

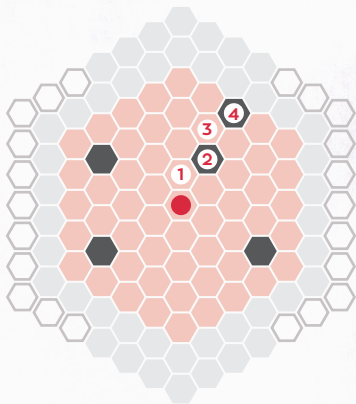
Fire's SHOT can **capture** another Fire that is standing on top of a Barrier.



Fire's **special** move involves movement on top of its **friendly** Shield.

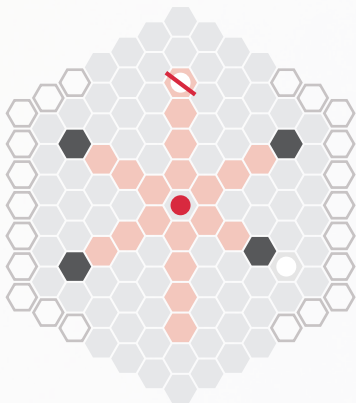
If Fire is standing on its **friendly** Shield, any remaining movements can be used to move with or without the Shield.

FIRE CAN EITHER:



MOVE UP TO 4
IN ANY DIRECTION

NOTE: FIRE CAN MOVE ON TOP OF BARRIERS



OR **SHOOT**
UP TO 4 HEXES AWAY AND
CAPTURE THE FIRST UNIT IN A LINE

NOTE: FIRE CAN SHOOT INTO A BARRIER
BUT NOT THROUGH IT



EARTH PIECE

Earth can move up to three times in any direction unless there is:

- a Wall
- the opponent's Shield
- the Border

When Earth collides with a Unit, the piece is **PUSHED** in the direction that Earth was moving.

A Unit would be **captured** when **PUSHED** into a hex that is:

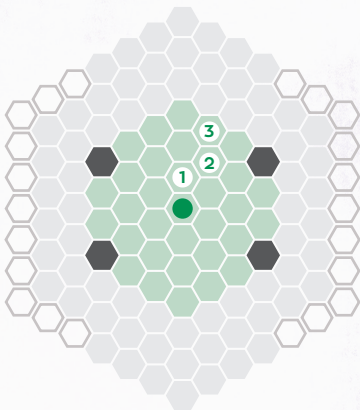
- a Barrier
- the Border
- off the board (through the Horizon)

Earth cannot **PUSH** a Unit or its friendly Shield onto a hex if it is **occupied** by another Unit. Earth cannot move onto a hex that would cause multiple pieces being **PUSHED**.



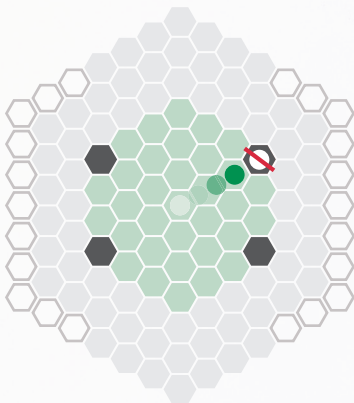
Earth's **special** move involves **PUSHING** its **friendly** Shield as if it were a Unit.

EARTH CAN:



**MOVE UP TO 3
IN ANY DIRECTION**

NOTE: EARTH CANNOT PUSH WALLS



**AND PUSH
TO CAPTURE A UNIT ON
COLLISION WITH A BARRIER OR
BORDER**

NOTE: EARTH CAN PUSH ONLY 1 UNIT
AT A TIME



WATER PIECE

Water can move in a straight line in any direction, but must continue moving until it **COLLIDES** with:

- another piece
- the Border
- the edge of the Horizon

Upon **COLLIDING** with any **Unit**, the Unit may be placed on any empty hex adjacent to Water.

Upon **COLLIDING** with any **Barrier**, the Barrier may be placed onto any non-Barrier hex adjacent to Water.

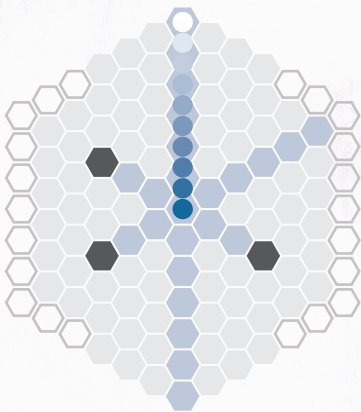
If a Barrier is placed on a Unit, the Unit is **captured**.



Water's **special** move involves moving around its **friendly** Shield.

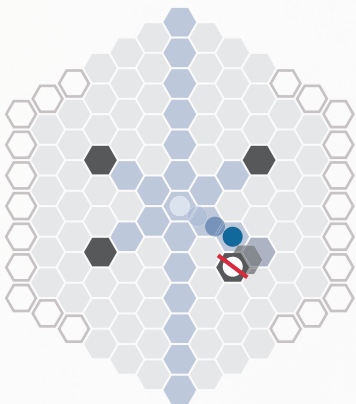
Upon **COLLIDING** with its **friendly** Shield, Water may be placed on any empty hex adjacent to the Shield.

WATER CAN:



MOVE UNTIL IT COLLIDES IN ANY DIRECTION

NOTE: WATER CAN RELOCATE A PIECE
DIRECTLY ADJACENT TO IT



AND **RELOCATE** BY PLACING THE COLLIDED PIECE ON AN ADJACENT HEX

- BARRIER MAY BE RELOCATED TO **CAPTURE** A UNIT, OR OCCUPY AN EMPTY HEX
- UNITS CAN ONLY BE RELOCATED ONTO AN EMPTY HEX



SHIELD PIECE

The Shield is a **special** piece created by the Adept.

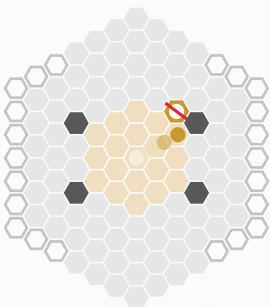
While the Shield cannot move on its own, each Unit can interact with the Shield in a unique way.

Your Shield (**friendly**) is a valuable tool for your Units.

Your Shield is a Barrier (Wall) to the opponents Units.

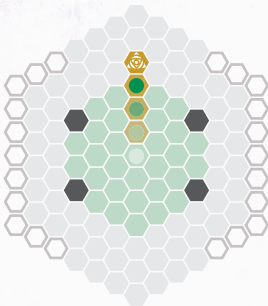
SHIELDS CANNOT BE CAPTURED.

SHIELD & ADEPT



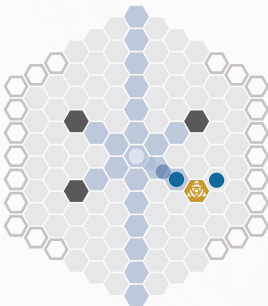
ADEPT MAY DEPLOY SHIELD ON AN ELEMENT TO **CAPTURE** IT.

SHIELD & EARTH



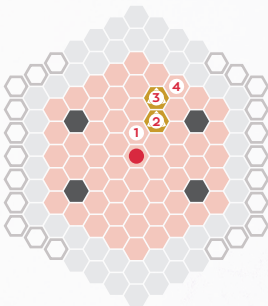
EARTH MAY PUSH THE FRIENDLY SHIELD AS IF IT WERE A UNIT.

SHIELD & WATER



WATER MAY RELOCATE ITSELF AROUND THE FRIENDLY SHIELD, INTO AN EMPTY HEX.

SHIELD & FIRE



FIRE MAY MOVE WITH OR WITHOUT THE FRIENDLY SHIELD.



WALL

Walls act as obstacles to the Units.

Walls can only be moved by Water.

Fire is the only piece that can move on top of a Wall.

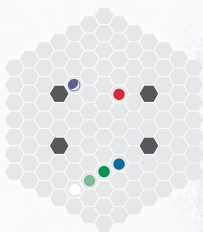
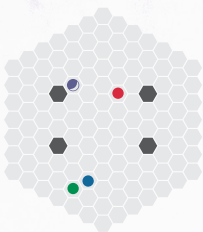
If a Wall is on a Horizon hex or a Prime hex, then a Unit cannot spawn on that hex until it is moved.



The Border is an **immobile** Barrier.

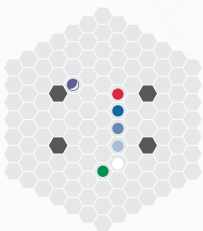
- Earth can **capture** units that are PUSHED into the Border.
- Fire cannot move on top of the Border.
- Water cannot RELOCATE the Border.
- Adept cannot DEPLOY a Shield on the Border.

EXAMPLE TURN



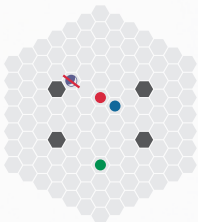
1ST ACTION

Earth moves three in the direction of Water, PUSHING Water with it.



2ND ACTION

Water moves and COLLIDES with Fire, then RELOCATING Fire to be in line with the Adept.

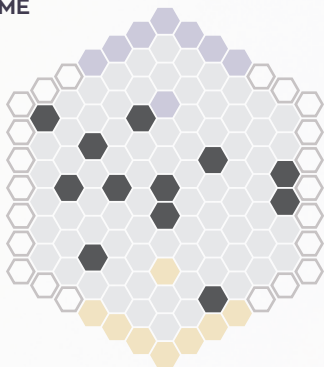


3RD ACTION

Fire SHOOTS and **captures** the Adept instead of moving.

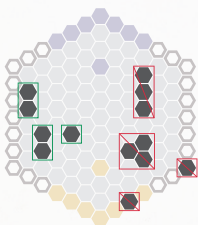
WALL DRAFTING

DRAFT SCHEME



For more advanced strategy and game play, Walls can be **drafted** to define a custom playing area.

Both players place their Adept on a Prime hex, then starting with Sun, players take turns placing one Wall at a time until all twelve Walls have been placed.

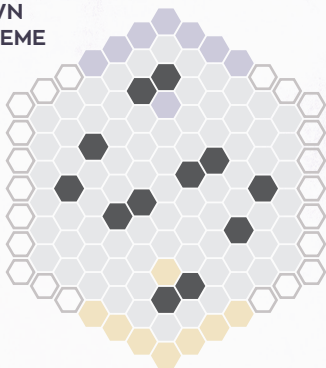


While drafting, Walls cannot be placed on:

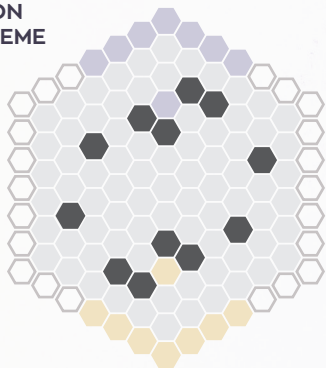
- the **Border** or the **Horizon**
- a hex that would connect **three contiguous Walls**

ADDITIONAL SCHEMES

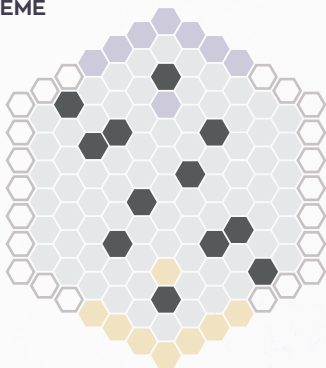
**DAWN
SCHEME**



**NOON
SCHEME**



**DUSK
SCHEME**



FREQUENTLY ASKED QUESTIONS



GENERAL

Q: What are Barriers and Units?

A: Walls and Shields are Barriers.
Elements and Adepts are Units.

Q: Can I use a Unit multiple times in a turn?

A: No. Each Unit can only be used once per turn.

Q: Can I use a Unit in the same turn it was spawned?

A: No. Spawned Units cannot move until the next turn.

Q: Can I capture my own Units?

A: Yes.

Q: How are Walls moved again?

A: Only Water may RELOCATE Walls (all Units have a way to maneuver a friendly Shield however).

Q: Do I have to use all my actions?

A: No. Similarly, a Unit doesn't need to move the max number of spaces possible.



ADEPT

Q: Can the Adept capture the other Adept?

A: No.

Q: My Shield is in my Adept's way. Can I move through that hex?

A: The DEPLOY action of the Adept's ability is a discrete step (ie. Move, DEPLOY, move). In order to move into the Shielded hex, the Adept would first have to DEPLOY the Shield elsewhere, and therefore, would be unable to DEPLOY again once past that hex.

Q: What if I **captured my own Adept with my first action? Am I required to use my remaining two to respawn the Adept?**

A: No, first action of the following turn.

Q: Where do I spawn my Adept if its Prime hex is occupied?

A: The Adept may be alternatively spawned on any empty hex in your Horizon.



FIRE

Q: Can Fire SHOOT and move in the same turn?

A: No.

Q: Can Fire **capture a Unit while it's on top of a Barrier (Wall or Shield)?**

A: Yes.

Q: Can Fire **capture a Unit when moving with the Shield?**

A: No, Fire may only move with the Shield into an empty hex.



FIRE CONTINUED

Q: How can Fire be **captured while on top of a Barrier?**

A: Another Fire may SHOOT it (if there are no occupied hexes in between). Alternatively, if the Wall is moved for any reason (Water / friendly Shield interaction / Adept REDEPLOY), Fire will be **captured**.



EARTH

Q: If Earth PUSHES, where do I move the affected Unit?

A: Into the next hex in a line / same direction as Earth.

Q: Can Earth PUSH Walls?

A: No, however they may PUSH a friendly Shield as if it were a (un-capturable) Unit.

Q: If I PUSH my own Fire Unit with Earth, can I move that Fire on top of a Wall?

A: No. It would be **captured** instead.

Q: What happens if Earth were to PUSH two Units at once?

A: Earth can only PUSH one Unit at a time. Entering a hex that would cause cascading PUSHES is not allowed.



WATER

Q: Does Water move into the hex of the occupied piece when COLLIDING?

A: No. Water stops at the hex prior to the COLLIDED piece.

Q: Can Water RELOCATE a piece directly adjacent to it without moving?

A: Yes.

Q: Can Water decide not to RELOCATE a piece it collided with?

A: Yes.

Q: Can Water RELOCATE a Barrier (Wall or Shield) on top of another Barrier?

A: No.

Q: Can Water RELOCATE the opponents Shield?

A: Yes, the opponent's Shield acts just the same as any other Wall to you.



SHIELD

Q: Can the Shield be placed on a Wall or the other Shield?

A: No.

Q: Can the shield be captured?

A: No.



Q: How do I get this Shield out of the way?

A: Once DEPLOYED, a Shield will forever be in play on one hex or another. It may not be **captured**, UN-DEPLOYED, or removed from the board for any reason except to RE-DEPLOYED on another hex. Remember, Water may RELOCATE it as if it were a Wall.

Q: Does my Shield benefit my opponent with their unique interactions with the Elements?

A: No.

GAME CONTENTS

- 18 Elements
 - 9 Sun (x3 Fire, Earth, Water)
 - 9 Moon (x3 Fire, Earth, Water)
- 12 Walls
- 2 Shields (1 Sun, 1 Moon)
- 2 Adepts (1 Sun, 1 Moon)
- 5 Reference Cards
- 1 Board Mat
- 1 Game Container Bag

QUICK REFERENCE

- ACTION: page 1
- ADEPT: page 7
- BORDER: page 4 & 17
- CAPTURE: page 6
- DRAFTING: page 19
- EARTH: page 11
- FIRE: page 9
- HORIZON: page 3 & 5
- PRIME HEX: page 3 & 5
- SCHEMES: page 20
- SHIELD: page 15
- SPAWN: page 5
- WALL: page 3 & 17
- WATER: page 13
- WINNING: page 6

CREDITS & THANKS

Hermetica was created by Chris Modica, Charlie Grummon, and Lucas Alvarez.

Thanks to our early playtesters: Andrew, Pat, Kyle, Ryan, Davis, Matt, Hannah, Amber, Jose, Mark, Mom, and everyone else who helped us refine the earliest versions of the game.

Most importantly, thank you to our Kickstarter backers who helped us make this game a reality.



OVERVIEW

Each player starts with one Adept and three Elemental Units of their choice. A player's turn consists of three actions that can be used to either move existing Units or spawn new ones.

The goal is to navigate the Adept to the other players Horizon. The first player to successfully do so is the winner.

INSTRUCTIONAL VIDEO:

hermeticatthegame.com/rules

ADDITIONAL RESOURCES:

hermeticatthegame.com/more

HERMETICATHEGAME.COM

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