

ETHERIA

3-4 PAX

AGE RANGE 8+

20-30 MINUTES

Introduction

Welcome to Etheria, a realm of ancient civilizations, noble factions, and intense competition. In this strategic board game, you will compete with other players to bid for the loyalty of noble figures and earn the highest number of points. Choose your faction, gather resources, and navigate the complexities of diplomacy, trade, and special events. Immerse yourself in a world of intrigue, negotiation, and high-stakes bidding. Prove your leadership skills, forge alliances, and strive for victory in Etheria. The fate of your faction lies in your hands. May your noble endeavors be successful, and may your triumphs be celebrated throughout the realm!

Components

60 Resource Cards (Red, Green, Yellow, Rainbow) - Red Sleeve

24 Noble Cards including 12 Black Cards - Orange Sleeve.

18 Event Cards - Black Sleeve.

4 Faction Cards - Purple Sleeve.

4 Green, 4 Red Chips.

1 Turn Indicator (Optional).

Set Up

Shuffle the faction cards and distribute 1 faction card to each player (reveal to everyone).

Shuffle the resource cards and distribute 6 cards to each player (rest are hidden).

Shuffle the noble cards (including black cards) and event cards and put the 2 decks face down at the side.

A discard pile for discarded cards.

Distribute 1 green and 1 red chip to each player.

Decide who should start first and go clockwise.

Game Play

On each player's turn, draw a card from the noble deck.

If a noble card is drawn, bidding phase starts (refer to Bidding Phase section).

If a black card is drawn, event phase starts (refer to Event Phase section)

On every starting round after the first round, each player will draw 3 resource cards from the resource deck.

Play until end condition is satisfied (Refer to End Condition section).

Rules

Each player can only have up to 10 resource cards on their hand at once.

Each player has to show their faction, acquired nobles or trade mandates if any.

When bidding each player has to put their bid on the table at the same time and no changes can be made.

When the resource decks runs out, collect all the resource cards from the discard pile and shuffle it.

The player that is having their turn must hold a turn indicator and pass to the next playuer when turn ends

Bidding Phase

When a noble card is drawn, the following occurs:

- 1. Players may choose whether they want to bid for the noble or not.*
- 2. Players bid their resource cards (as much as they want), meeting required points.*
- 3. Bids are placed simultaneously.*
- 4. Highest bidder wins; for ties, the player whose turn it is gets priority, followed by other players in clockwise.*
- 5. Winning-bidder discards all resource cards bidded and adds the bidded noble to his/her ranks.*
- 6. Non-bidders draw one resource card from the resource deck.*
- 7. Losing bidders discard one resource card (marquess) or two resource cards (dukes and faction hero).*

Bidding Points:

Red, green, yellow cards: 1 point, or 2 if required (shown on the card).

Rainbow cards: 2 points, or 3 if required (shown on the card)

Event Phase

When a player encounters a black card during their turn, they must draw a card from the special event deck. The event deck contains cards with both positive and negative outcomes for specific factions, all factions, and the current player.

Event card may also include a "Trade Mandate" card, which the current player can choose to activate it or keep the card for later use (Refer to Trading Phase).

Trading Phase

Players have the opportunity to negotiate and execute trades with each other. Here are the key rules for trading:

- 1) Trade Mandate: The player who holds the Trade Mandate has the authority to initiate a trade with another player.*
- 2) Trade Conditions: The cards being traded must be of the same rank (faction heros cannot be traded). Before finalizing the trade, players indicate their decision at the same time using a mark of betrayal, which consists of one green square chip and one red square chip.*
- 3) Green-Green Trade: If both players choose the green tile, the trade is accepted, and both players exchange their agreed-upon cards.*
- 4) Red-Green Trade: If one player chooses the red tile and the other chooses the green tile, the player who chose red keeps their card and takes the other player's card.*
- 5) Red-Red Trade: If both players choose the red tile, both cards being traded are discarded and not exchanged.*

End Condition

All noble cards from the noble deck have been drawn finished

If a player has all 6 cards from his/ her faction he/ she immediately wins

Otherwise, players with the most points wins the game

Scoring System

In the game, each noble has a point value determined by their cost to bid. The point values are as follows:

Rainbow: 2 points

Red/ Green/ Yellow: 1 point

(An additional 1 point is awarded if the noble is in allegiance with the player's faction)

Players who possess at least 4 marquess nobles from any faction will gain an additional 4 points.

Players who has 5 nobles from their faction gains 1 extra point.

Information On Noble Cards

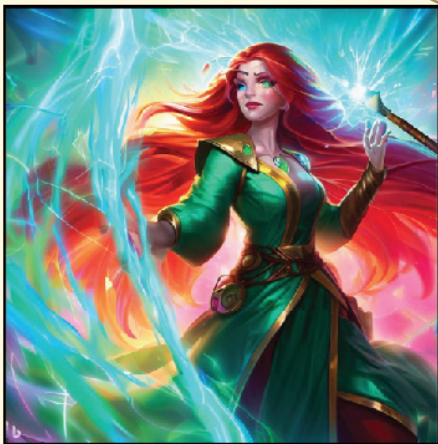
Noble Rank which includes:


- 1) *Faction Hero - ~Hero~*
- 2) *Special Duke - ~S Duke~*
- 3) *Duke - ~Duke~*
- 4) *Marquess - ~Marquess~*

Noble Faction which includes:

- 1) *~Eastern Dragon Dynasty~*
- 2) *~Deepwoods Republic~*
- 3) *~Western Nomads~*
- 4) *~Dicathen Union~*

~Hero~ NOBLE ~Eastern Dragons~



Tessia Cecil, the Legacy 

"I-I had no choice, I'm sorry..."

ACTIVE:

Tessia unleashes a torrent of magic throughout etheria, but not without a price. Dukes of all other players breathe their last breaths. All other players lose 1 dukes each(excluding special dukes), Tessia dies as well

PAIR:

Tessia will not die after using her ability when paired with Nico

Minimum Requirement of Noble

Ability of Noble if any:

- 1) *Active*
- 2) *Passive*
- 3) *Pair*