FEDERICO MARCUCCI

DRUIDS
OF THE ELEMENTS

INTRODUCTION

The Druids of different tribes compete within the Sacred Forest, with the aim of being named Archdruid.

Each Player controls a Druid and his Animal Companion (a Wolf) and will have to manipulate the forces of Nature (i.e., the 4 Elements: Water, Air, Fire, Earth), generate Magic Gems and activate a series of several Druidic Runes in order to succeed.

The Druid who activates the most powerful series of Runes will become the Archdruid of the Forest.

GAME MODALITIES

Druids of the Elements is an addictive strategy game for 2 to 8 players, with a duration of less than 15 minutes per player.

The following game modes are available:

Mode:	Basic Version	"Ravens" Variant	Extended Variant	Team Variant
Number of Players:	3-4	2	5	6 or 8
Page:	1-13	14	14	14

48 Element Cards
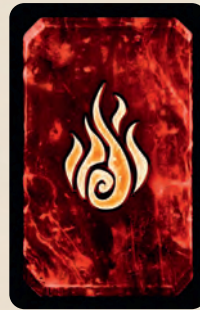
| Back: | 12 x Water | 12 x Air | 12 x Fire | 12 x Earth |

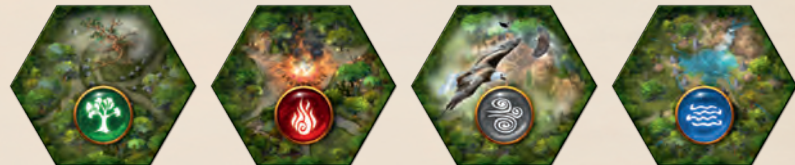## 24 Areas of the Sacred Forest (Hexagonal Tiles)

8 Virgin Areas
without any particular effect

8 Elemental Areas (2 sets of 4 tiles)
inexhaustible sources of
the indicated Element

8 Magic Areas (2 sets of 4 tiles)
can be activated to take advantage
of their magic effect

Note: 1 set of 4 Elemental Areas and 1 Virgin Area are used only for the 5-Players game

**5 Druids, 5 Wolves,
2 Ravens**

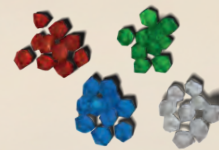**5 Hut Tokens & 5 Wolf Tokens**
(to identify players)

Path of Wisdom
(scoreboard)

**First Player
Marker**

**Active Player
Marker**

**5
Markers**

40 Gems
(10 for each Element)

72 Rune Cards

Back:	18 x Water Example:	18 x Air Example:	18 x Fire Example:	18 x Earth Example:
	RITUAL	CONSUME GEMS	ENDGAME OBJECTIVE	ALL THE PLAYERS
			Activate 4 Runes	Take 1 discarded Element Card

Details:

Activation Cost
(1 corresponding Element)

Rune type
(see below for the 4 types available)

Victory Points

CONSUME GEMS

Activation Requirement
OR **Magic Effe t**

Rune Types:

Consume
Generate the indicated Magic Gems and consume them to activate this very profitable type of Runes!

Ritual
Druids and Wolves must be located precisely in the indicated positions in the Forest to perform the Rituals

Collective
The indicated effect applies to all Players. These Runes have no Activation Cost but are worth only few Victory Points

Objective
The indicated objective must be fulfilled at the end of the game, otherwise this type of Rune will not give Victory Points

3

Setup the game as follows and as shown in the image:

Areas of the Forest   1

- **Randomly** arrange the 19 basic Forest Areas to form the above-indicated figure (the presented disposition is just an example).
Use the following tiles:

  · 7 Virgin Areas
  · 1 set of 4 Elemental Areas (Water, Air, Fire, Earth)
  · 2 sets of 4 Magic Areas (2x Teleport, 2x Push, 2x Convert Gem, 2x Duplicate Gem)

- Put the scoreboard on the table, next to the Forest

Element Cards   2

- Shuffle the Deck

- Reveal 2 cards and place them face up on the table next to the Deck

Rune Cards   3

- Shuffle the Deck

- Remove from the game random cards in order to obtain a total of 12 Rune Cards per Player
Example: in a 4-Players Game, the Rune Cards Deck will be made up of 12x4=48 Rune Cards

- Reveal 2 cards and place them face up on the table next to the Deck

Tokens

- Randomly choose a Player

- Assign to that Player:

  · the First Player Token   4
    (this token will be kept until the game ends)
  · the Active Player Token   5
    (this token will be passed clockwise every turn)

All the Players
(proceeding clockwise starting from the First Player)

- Choose a color from those available

- Take the components of the chosen color:

  · Druid
  · Wolf
  · Hut Token (the Wolf Token is used only in Team Game variant)
  · Marker

- Place their Hut Token on the table, in front of them   6

- Place their Marker at the beginning of the Scoreboard track

- Draw 2 Rune Cards and 2 Element Cards from face down decks, and add them to the hand

- Place both their Druid and Wolf in a single Virgin Area of the Forest of their choice

The Player with the Active Player Token starts the game.

The Active Player must perform 2 Actions (even twice the same Action), to be chosen from:

#1 CARDS	#2 MOVEMENT	#3 GEM	#4 MAGIC AREA	#5 RUNE

End of Turn

After taking the two Actions, the Active Player must:

• Reveal Element and Rune Cards from their decks at the table in order to have again 2 face up cards for both types. Cards still present at the table must be kept and not discarded.

• Pass the Active Player Token clockwise to the next Player, who becomes the new Active Player.

Notes

• **Cards in hand:** no Player can ever have more than 8 Cards in hand, adding up the Element Cards and the Rune Cards. Any Actions (or Rune effects) that cause cards to be drawn beyond this limit cannot be performed.

• **Deck of Element Cards:** if this deck runs out, shuffle all discarded cards and form a new Deck.

• **Deck of Rune Cards:** when this deck runs out, the end of the game is triggered (see page 13).

• Since Non-Active Players can take several free Actions outside their Turn, the Active Player Token is used to keep track of the Player whose Turn is being played.

ACTION 1#: CARDS

Active Player

The Active Player draws and adds to the hand:

• **2 Element Cards**, both from the face down deck or the 2 face up cards (if present)

2x **OR** +

2 Cards

or:

• **1 Rune Card** from the face down deck, or 1 face up Rune Card (if present)

Optional: after drawing Cards, the Active Player may discard 1 Card from the hand. Discarded Element Cards are put in the relevant discard pile, while discarded Rune Cards are removed from the game

OR **OR**

1 Card

Non-Active Players

In this case, Non-Active Players have no available actions.

ACTION 2#: MOVEMENT

Active Player

The Active Player can move their Druid (<u>single movement</u>) or their Wolf (<u>single or double movement</u>). A movement consists in moving the chosen piece from an Area to an adjacent Area of Forest.

Non-Active Players

In this case, Non-Active Players have no available actions.

> **Notes**
> - There is no limit on how many Druids and/or Wolves can be in the same Area
> - The Wolf is more useful than the Druid in this Action (because it can move 2 spaces, while the Druid only one), but the Druid is essential for the "Rune" Action!

ACTION 3#: GEM

Active Player

The Active Player can generate a Magic Gem of a given color (taking it from the central supply and adding it to their personal supply), by discarding from the hand:

- **2 Element Cards** of the corresponding color (for example: 2 "Earth" Element Cards to get a Green Gem)

or:

- **Only 1 Element Card** of the corresponding color, if his/their Druid or Wolf is in the **Elemental Area** of the same color (for example: 1 "Fire" Element Card, while the Wolf is in the Fire Elemental Area of the Forest, to get a Red Gem)

Non-Active Players

Non-Active Players can, in clockwise order, generate 1 Gem of the same color as the one generated by the Active Player, in either of the two ways described above.

> **Note**
> - There is no limit on how many Gems can be accumulated. At the end of the game, Gems left in the Players' personal supplies are worth 0 points

Active Player

The Active Player can:

- Activate the effect of the Magic Area in which their Druid or Wolf is located

or:

- Activate sequentially the effects of the two Magic Areas (different from each other), in which their Druid and Wolf are located. The Active Player decides in which order to activate the two effects

Magic Areas Effects:

Teleport

The Active Player moves their Druid or Wolf to any Area, without distance limits, regardless of which of these two was present in the Teleport Area at the moment of its activation.

For example: if the Druid is present in the Teleport Area when the effect is activated, the Active Player can teleport the Druid or the Wolf.

Push

The Active Player moves any Druid or Wolf, even belonging to other Players, to an adjacent Area (single movement).
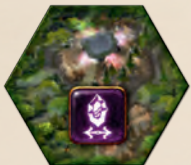
Convert Gem

The Active Player returns one Gem to the central supply and takes one of a different color.

Duplicate Gem

The Active Player takes from the central supply a Gem of a color equal to a Gem already present in their supply.

Non-Active Players

Whenever the Active Player activates a Magic Area, Non-Active Players who have their Druid or Wolf in that precise Area can in turn activate the effect, clockwise.

Note

- A single Druid or Wolf cannot activate two Magic Areas during the same Action. For example, if a Druid is in a "Teleport" Area, they activate it and teleports theirself to a "Duplicate Gem" Area, they cannot then activate the latter Area as well. In this case, only the Wolf can activate a second Magic Area within the same Action.
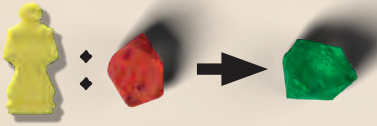
Example

Fred, the White Player (Active Player in this Turn) has the Druid in a "Convert Gem" Area, and the Wolf in a "Push" Area.

He chooses "Magic Area" as the first Action on this Turn.

Fred, the White Player (Active Player) first activates the "Convert Gem" Area with his Druid, and converts a White Gem from his supply into a Blue one.

Anna, the Yellow Player (Non-Active Player in this Turn), who has the Wolf in the same activated Magic Area, decides to use the same effect, and converts a Red Gem from her supply into a Green one.

Fred, the White Player (Active Player) then activates the "Push" Magic Area with the Wolf, within the same "Magic Area" Action.

He decides to move the Druid of the Orange Player (Non-Active Player) by one area.

This is the most important Action of the game, as it allows players to activate the Runes and obtain Victory Points.

Activated Runes

Players place the activated Rune Cards on the table face up in front of them, forming a row of cards.

Runes, once activated, have no further effect until the end of the game and the final scoring.

Active Player

To activate a Rune, the Active Player must, in sequence:

1) Select a Rune Card, which may be in their hand or present face up at the table
2) Pay the Activation Cost, choosing one of the 3 following methods:
    · By discarding the corresponding Element Card from their hand
    · By discarding a Gem of the corresponding color from their supply
    · For free, if their Druid or Wolf is located in the corresponding Elemental Area
3) Meet the Activation Requirement (only for "Ritual" and "Consume" Rune Cards)
4) Apply the Effect (only for "Collective" Rune Cards)
5) Place the Rune Card in the row of cards in front of them, as the first card on the left of the row, OR as the last card on the right of the row
6) Advance in the Scoreboard by the corresponding Victory Points (only for "Ritual", "Consume" and "Collective" Rune Cards)

Example

1) Anna, the Active Player already has the following two Runes at the table in front of her, activated in the previous Turns:

2) She decides to activate the following Rune from her hand:

4) She decides to add the Rune Card as the last card on the right of the row of activated Runes at the table in front of her:

3) She discards a "Fire" Element Card (Activation Cost), and discards the 3 required Gems (Activation Requirement). This Rune has no effect (but a lot of Victory Points!).

Non-Active Players

After the Active Player has activated a Rune, Non-Active Players can clockwise activate a Rune of **the same color**, from their hand or present face up near the corresponding deck. All the rules, costs and requirements mentioned above apply.

Examples

Rune type: Consume

Activation Cost

Activation Requirement:

Discard the indicated Gems from their personal supply, in this case: a Red, a Green and a Blue Gem.

Effect:

None

Rune type: Collective

Activation Cost

Activation Requirement:

None

Effect:

All the Players, clockwise starting with the Active Player, **may** apply the indicated effect. In this case, they may draw two Element Cards (if they do not exceed the 8-cards limit). They can take 2 cards face up (if available), or face down from the Deck.

Rune type: Objective

Activation Cost

Activation Requirement:

None

Effect:

At the end of the game, this type of Rune Card gives the indicated Victory Points only if the indicated objective is satisfied. In this case, 3 Victory Points if the Player will have activated at least 5 Blue Runes.

Rune type: Ritual

Activation Cost

Activation Requirement:

The Active Player's Druid, and any other Druid or Wolf, must occupy four Areas, anywhere in the Forest, in the configuration indicated by the colored hexagons. Since a Player controls only a Druid and a Wolf, they must take advantage of other Players' positioning!

Effect:

None

Additional Examples on Ritual Runes

Rune	Example

Note

Both the Yellow Player and the Orange Player can activate this Rune.

If the White Player moved his Druid or Wolf to the Central Area, they could activate this Rune too.

Note

Only the Orange Player can activate this Rune.

Empty hexagons in the Rune Card figure are purely indicative (just as help to recognize the hexagons). They do **not** have to necessarily correspond to empty Areas.

To achieve the final victory, it is very important to know how to chain the activated Runes together.

A **Sequence of Activated Runes** is worth an additional 3 Victory Points at the end of the game, and can be formed in two ways (consider only the Rune color):

3 consecutive Runes of the same color

Example (Monocolor, Blue / Water):

OR

4 consecutive Runes of different colors

Example (Multicolor):

Additionally, a single activated Rune Card can be part of two consecutive Sequences:
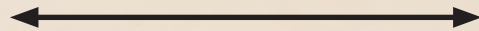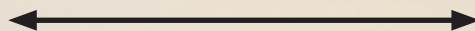
Example 1:

Sequence 1:

Sequence 2:

Explanation: The fourth Rune Card counts as the last Rune of the first Sequence (Multicolor) and also as the first Rune of the Second Sequence (3 cards of the Blue Sequence). The two Sequences will give 6 extra Victory Points at the end of the game.
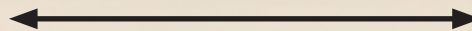
Example 2:

Sequence 1:

Sequence 2:

Explanation: The third Rune Card counts as the last Rune of the first Sequence (Blue) and as the first Rune of the second Sequence (Blue too). The two Sequences will give 6 extra Victory Points at the end of the game.

END OF THE GAME

When the Deck of Rune Cards runs out, the game continues normally until the start of the Player's Turn with the First Player Token.

After that, a special phase called "the Sabbath" begins (see next phase). At the end of this there is the final scoring, which will assign the title of Archdruid of the Forest.

SPECIAL PHASE: THE SABBATH

Starting with the Player with the First Player Token, and continuing clockwise, each Player can activate a Rune, from their hand or the table (if present). This special round of activations continues as long as no Player wants or can activate further Runes. There is no limit to the number of Runes that can be activated in this phase.

As before, for each Rune activated during the Sabbath, the Activation Cost must be paid, the Activation Requirement (if any) must be met, and the Effect must be applied (if any).

FINAL SCORING

Count the Victory Points obtained by each Player, adding up:

- Victory Points tracked in the Scoreboard (coming from Consume, Ritual and Collective Runes)
- 3 Victory Points for each Rune Sequence formed (monocolor or multicolor)
- Victory Points of the Objective Runes, if the indicated objective has been achieved

The Player with the most Victory Points wins the game.

Tiebreaker: the Player who activated the most Runes.

Example of Final Scoring

Activated runes of Consume, Ritual and Collective types (3+6+4+3+4+3+3)	**26**
Sequences (2 Sequences: 1 Multicolor and 1 Green)	**6**
Activated runes of Objective type (achieved Objective of the first Rune: 2 consecutive Consume Runes activated)	**2**
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"RAVENS" VARIANT FOR 2 PLAYERS

Follow the rules for a normal 3-Player game, with the following exceptions:

- Each Player controls a Druid, a Wolf, and a Raven
- Whenever the Active Player uses the "Cards" Action, the Non-Active Player can move their Raven to an adjacent Area (single movement). <u>This is the only possibility of movement for the Ravens</u>
- Ravens function like Wolves in the "Magic Area" and "Rune" Actions. In any case, only 2 Magic Areas can be activated in the "Magic Area" Action, even if the Active Player has Druid, Wolf and Raven in 3 different Magic Areas

EXTENDED VARIANT FOR 5 PLAYERS

Follow the rules for a normal 4-Player game, with the following exceptions:

- In the initial setup, use all 24 Forest Areas present in the game (the 19 Areas of the basic version, plus 5 of the extended version). Randomly arrange the tiles to form the following figure:

TEAM VARIANT FOR 6 OR 8 PLAYERS

Follow the rules for a normal 3- or 4-Player game, with the following exceptions:

- Form 3 or 4 Teams each made up of 2 Players.
- Players belonging to the same team must position themselves on opposite sides of the table. For example, in a 6 Player game:
- Prepare a 6 Player (3 Teams) game like a normal 3-Player game. Prepare an 8 Player (4 Teams) game like a normal 4-Player game.
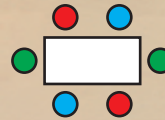
  Exception: The Rune Card Deck is formed by including 14 Rune Cards per Team (not 12 Rune Cards per Player, as in the basic version of the game). For example, in a 6-Player game (3 Teams), build the Rune Card Deck with 14x3 = 42 Rune Cards
- In each Team, one Player only controls the Druid (represented by the Hut Token), and the other Player only controls the Wolf (represented by the Wolf Token). Put the Tokens on the table in front of the relevant players at the start of the game, so that they are easily identifiable
- The 2 Players of each Team share the same row of activated Runes and the Gem pool
- Each Player owns their hand of cards and takes 2 Actions per Turn, according to the rules of the basic version.
- Th "Swap Cards" Action is also available, which works as follows: the Active Player can give their teammate any number of cards from their hand (Element Cards and/or Rune Cards, in any combination). **As part of the same Action**, the teammate may give the Active Player any number of cards from their hand. The limit of 8 cards in hand can never be exceeded by each Player.
- It is not allowed to show cards to a teammate, as the specific "Swap Cards" Action is provided

Note:

Cooperation is essential in this funny variant! Try to follow a team strategy that opposing teams cannot detect!

All the Players obtain a White Gem from the central reserve.

All the Players draw a Rune Card (face up, if present, or face down from the Deck) and add it to their hand.

All the Players can use 1 or 2 different Magic Areas of the Forest, if they occupy those Areas, one with the Druid and the other one with the Wolf.

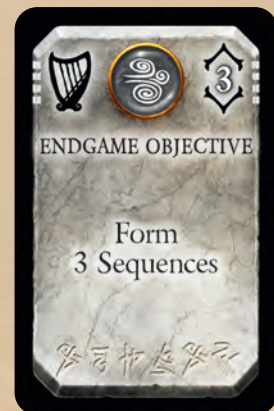All the Players can move by 1 step their Druid **OR** their Wolf.

At the end of the game, the Player who has activated this Rune should have 2 consecutive sequences of any type.

At the end of the game, the Player who has activated this Rune should have 2 multicolor sequences, anywhere in the row of Rune cards.

At the end of the game, the Player who has activated this Rune should have 2 monocolor sequences, anywhere in the row of Rune cards, any color.

At the end of the game, the Player who has activated this Rune should have 3 sequences of any type, anywhere in the row of Rune cards.

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ALL THE PLAYERS — 1

All the Players obtain a Red Gem from the central reserve.

ALL THE PLAYERS — 2

Move 1 of your Runes by 1 position
(left or right)

All the Players can move 1 of their Runes (already activated and present at the table), by 1 position on the left or right. As a result, 2 consecutive Rune cards swap their position.

ALL THE PLAYERS — 1

Swap positions between any 2 of your Runes

All the Players can swap the position of 2 of their Rune Cards (already activated and present at the table).

ALL THE PLAYERS — 1

Draw 1 Element Card for each Sequence already done

All the Players can draw an Element Card (face up if present, of face down from the Deck) for each Sequence (mono- or multicolor) they have already formed.

ENDGAME OBJECTIVE — 3

Activate 4 Runes

At the end of the game, the Player who has activated this Rune should have 4 Collective Runes, in any position.

ENDGAME OBJECTIVE — 3

Activate 4 Runes

At the end of the game, the Player who has activated this Rune should have 4 Objective Runes, in any position (this Card included).

ENDGAME OBJECTIVE — 3

Activate 5 Runes

At the end of the game, the Player who has activated this Rune should have 5 Red Runes, in any position (this Card included).

ENDGAME OBJECTIVE — 3

Activate 4 Runes

At the end of the game, the Player who has activated this Rune should have 4 Ritual Runes, in any position.

All the Players obtain a Blue Gem from the central reserve.

All the Players can duplicate 1 of their Gems (i.e. obtain from the central supply an extra Gem of a color they already have).

All the Players can convert 1 of their Gems of any color, into 1 of another color.

All the Players have the opportunity to generate 1 or 2 Gems of any color, by paying the normal cost (Elemental Areas can be used).

At the end of the game, the Player who has activated this Rune should have 5 Blue Runes, in any position, (this Card included).

At the end of the game, the Player who has activated this Rune should have 3 Gem Consumption Runes, in any position.

At the end of the game, the Player who has activated this Rune should not have placed Ritual or Gem Consumption Runes on the immediate left or right of this Rune Card.

At the end of the game, the Player who has activated this Rune should not have placed Collective or Objective Runes on the immediate left or right of this Rune Card.

All the Players obtain
a Green Gem from
the central reserve.

All the Players can
draw 2 Element Cards
(face up if present
at the table, or face
down from the Deck).

All the Players can
choose and take a
discarded Element
Card.

All the Players can
discard 1 Card
(Element or Rune)
from the hand, and
then draw 1 Card of
any type (face up if
present, or from the
relevant Deck).

At the end of the
game, the Player who
has activated this
Rune should have
2 consecutive
Collective Runes
placed in their row
of Rune cards.

At the end of the
game, the Player who
has activated this
Rune should have
2 consecutive Gem
Consumption Runes
placed in their row
of Rune cards.

At the end of the
game, the Player who
has activated this
Rune should have
5 Green Runes, in
any position (this
Card included).

At the end of the
game, the Player who
has activated this
Rune should have
2 consecutive Ritual
Runes placed in their
row of Rune cards.

CREDITS

Game Design: Federico Marcucci

Illustrations: Martin Hoffmann and Claus Stephan
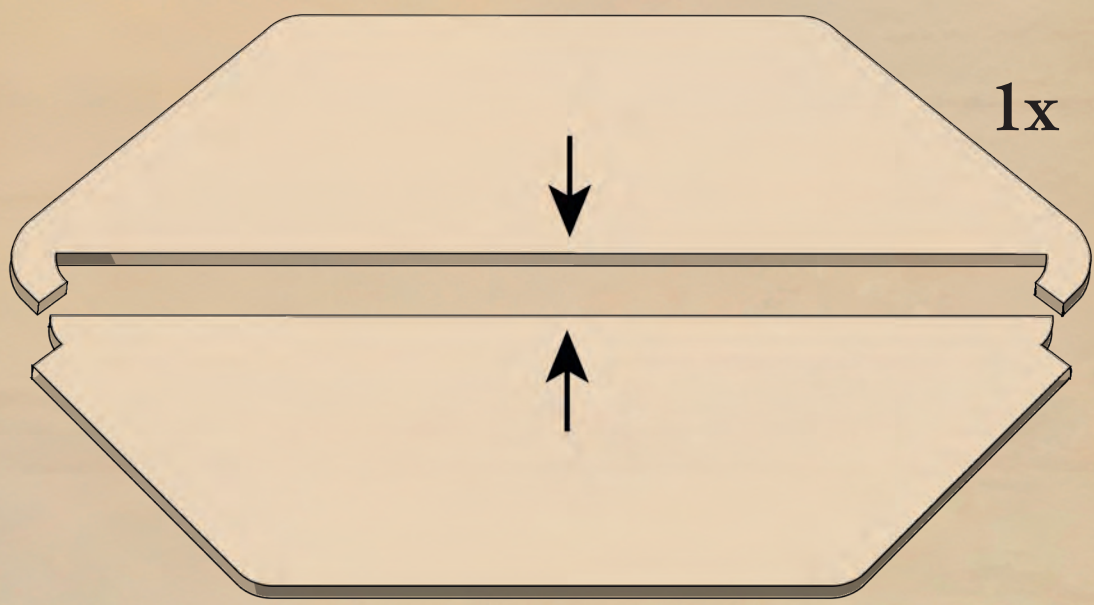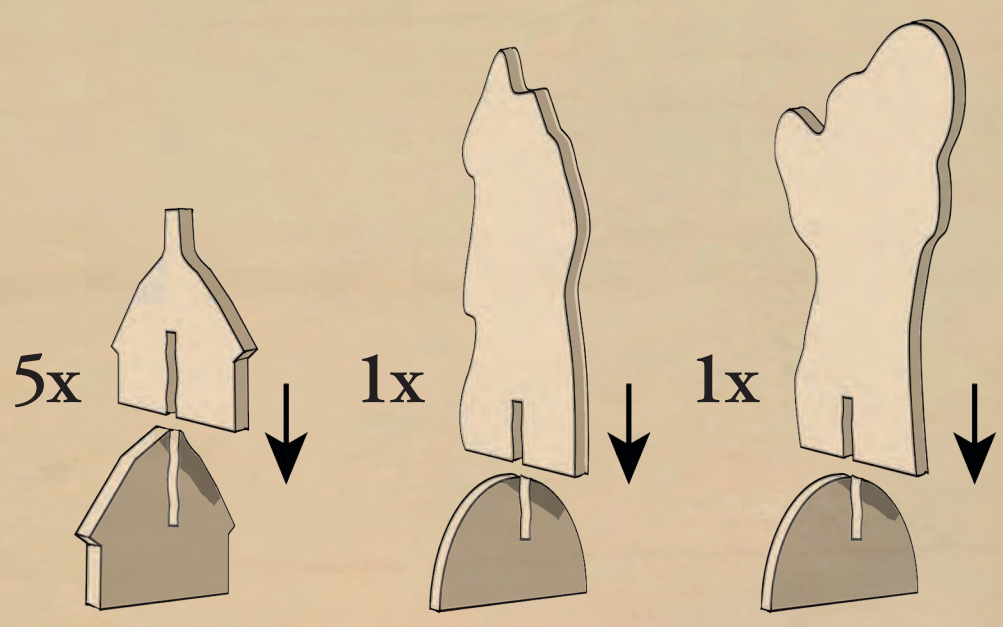
Graphics: Mirko Suzuki

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I would like to thank my wife Milena and my daughters Alessandra and Giulia, for supporting me since I started creating board games.

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Thanks also to the hundreds of playtesters who tried the game during all its development phases.

Finally, a special hug to Paolo „Sbillo", a lifelong friend and companion of a thousand adventures!

5x

1x

1x

1x

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