A new challenge for two players in the changing lands of Essentia.

STORY

Far away, in a land called Essentia, two Orders of spellcasters have fought for the territory’s possession through the years. Sworn enemies, the Wizards of Dawn and the Sorcerers of Twilight strive for their opponents’ end in every battle. But the number of magicians is small and their life is priceless, so they do not fight on their own but by means of golems under their command.

These battles are always carried out on strange zones, called changing lands, where a special magic named essence provides the golems with powers. Those places usually consist of several different terrains: plains, plateaus, rocks, forests and mountains, all of them square-shaped. Every magic terrain gives a certain power to whom tread on it so that it allows them to move or attack in different ways.

Somewhere in the north of Essentia, a singular region called Alerya is located. Aside from possessing four more terrains different from the ones mentioned above (lake, tundra, jungle and desert), it has a peculiarity: the essentia magic has gotten weaker there, so certain supplied powers are restricted. However, it is the place chosen by the two Orders to keep safe their ancient relics.

Dawn and Twilight are up to another battle. A brave wizard and a ruthless sorcerer will try to guide wisely their golems to take the relics from their enemy.

MATERIAL

Alerya consists of the following material:

- A board (depicted below).
- 26 terrain tiles (4 plains, 4 plateaus, 4 forests, 4 mountains, 4 jungles, 4 deserts and 2 lakes)
- 4 relic-pieces (2 for Dawn, 2 for Twilight).
- 24 golems in two colours.

THE ANCIENT RELICS

Among the most valuable treasures the Orders store are their ancient relics, which keep vital secrets related to hidden essence properties.

The players have two relic tiles each. They must protect them while attempting to steal the opponent’s. If one player’s golem achieves to reach one of the other’s relics, that player steals it. The golem is immediately magic-teleported to any of the starting spaces (black and yellow squares, see board view) provided that it is unoccupied.

BOARD VIEW

The tiles and pieces described before are to be set on the board according to the setup (see later). The red-dotted zones below cannot be traversed nor jumped over.

TERRAINS AND POWERS

Alerya consists of typical Essentia terrains (plateau, plain, mountain, forest) but also possesses its own ones (jungles, lakes and deserts). The first four will behave in the usual way but for an important exception: the movement provided by plains, mountains and plateaus is limited here due to the low intensity of this land’s magic. Besides, the default terrain in Alerya is not rocks but tundra; the effect of its power is the same, though.
These are the powers provided by the terrains, old and new:

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Plains (4)</strong></td>
<td>Provide the golem with the power to move and attack in any direction (orthogonal and diagonal) up to a distance of four spaces as long as no piece is found in the middle of the way.</td>
</tr>
<tr>
<td><strong>Plateaus (4)</strong></td>
<td>Provide with the power to move and attack orthogonally up to a distance of four spaces as long as no piece is found in the middle of the way.</td>
</tr>
<tr>
<td><strong>Forests (4)</strong></td>
<td>Let move and attack, in a sort of jump (ignoring obstacles), by drawing an ‘L’ (two spaces high and one space wide) in any direction. The golem starts its movement at one end of the ‘L’ and finishes it at the other one.</td>
</tr>
<tr>
<td><strong>Mountains (4)</strong></td>
<td>Give the golem the ability to attack diagonally up to a distance of four spaces as long as no piece is found in the middle of the way.</td>
</tr>
<tr>
<td><strong>Jungle (4)</strong></td>
<td>Allows to perform orthogonal or diagonal two-space jumps (whether attacking or moving), ignoring obstacles in the way if necessary. As a matter of fact, the jungle lets a golem ‘fly over’ one space in any direction.</td>
</tr>
<tr>
<td><strong>Tundra (36)</strong></td>
<td>Let move just through a one-space distance, always orthogonally. However, it only permits to attack diagonally, one-space distance as well.</td>
</tr>
<tr>
<td><strong>Desert (4)</strong></td>
<td>Allows to move/attack in any direction to an adjacent space.</td>
</tr>
<tr>
<td><strong>Lakes (2)</strong></td>
<td>Are large extensions of water which cannot be occupied nor traversed. They only can be jumped over by using the power of forest or jungle.</td>
</tr>
</tbody>
</table>

**SETUP**

The players choose sides and Order (Dawn, light golems, Twilight, dark golems) and then sit accordingly around the board. Each opponent owns 12 golems.

Each player takes a ‘lake’ and places it face-up on any space of the deep blue zone (see board view). After this, the players pick their relics and set them (in sight, too) on any spaces belonging to the yellow area, as long as there is one on either side of the central indentation.

Finally, the rest of the terrain tiles are deployed. Three setups are suggested:

- **Random setup:** the tiles are put face down and each player, on alternate turns, sets them blindly one by one on the board until they run out. Then they are put face up, revealing their identities.
- **Strategic setup:** each player chooses a tile (in sight) and puts it, on alternate turns, on the board. He must do it in this way: one in his part of the board, the next in his opponent’s and so on. The central row can be used at any time by both players.
- **Mixed setup:** This setup combines both random and strategic setups. Initially, all tiles are put face down. Then each player, on alternate turns, picks one, looks at it and sets it on the board face up until the tiles run out.

Once all the tiles are placed, the players set their golems on the black and free yellow spaces of their respective side (see board view). Then the game begins. The pie rule may be used for the sake of balance, whatever the chosen setup.

**GOAL**

A player wins when s/he:

- Achieves to steal the two relics of the enemy or...
- ...possesses more enemy relics than the other player when all the golems of any Order have been eliminated. If there is a draw, the player with remaining golems on the board wins the game.