

CREATORS

OF THE FIRST DAWN

RULES AND MODS

DEMOVERSION
BUY THE GAME TO ENJOY ALL THE CONTENT ;)

coming soon on
KICKSTARTER

THE RULES WILL BE UPDATED AFTER THE CROWDFUNDING WHEN ALL PLAYERS WISHES AND FEEDBACK IS COLLECTED. WATCH MY YOUTUBE LETS-PLAY'S IF YOU ARE NOT SURE ABOUT THE RULES OR CONTACT ME ON ANY OF MY CHANNELS.

HAVE MUCH FUN
FALKO SEYFFERTH



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Creators Of The First Dawn is a turn-based building strategy game for 2-6 players. In addition to the printed rulebook, all rules can be found as video tutorials on the CreatorBoardGames YouTube channel.



Before time began and before there was a space in which something could exist, it happened that there was something after all. The thought of being, a thought shared by the six archaic deities. Out of this common drive, they decided to create the material world by combining their forces. And so it begins, the first morning on a new world.

But with the material world, possession also arises, because these beings realize the more they possess of the world and the more of the lower beings in this world serve them, the greater their own power becomes. No sooner is this thought conceived than it comes as it had to come, the deities turn against each other, as each claims for itself to rule over the others.

And so the gods rush to their underlings on each other in hordes. An epic battle for control of the material world flares up.

And even the gods themselves take on a physical form to participate in the battle. In this form they are able to control the elements and turn the world itself against its enemies. At the same time, their newfound physical shell is as vulnerable as it is powerful.

If they lose this shell, they must recreate it as soon as possible while they still have a connection to the material world. A connection that only lasts as long as there are lower beings who serve them.

With only their goal in mind, they endanger their own creation and set the world ablaze.



Boxcontent

6 God miniatures / 108 Underling miniatures



Zusero

Vulpes

Lepus

Felida

Strifigor

Xulcata

Round stone (stretchgoal)
acrylic standee / miniature



Downloads (C only):
<https://www.thingiverse.com/thing:3973973>

For all versions the miniatures are included as STL-files for printing them yourself.

For Version Infinite Hordes the figures are also included as standees.

6 God acrylic standees / 108 Underling standees



6 Start zones



1 Large field part



6 Double field parts

6 Triple field parts

6x3 Cities



60 Terrain parts



120 Coin tokens



8 Arrow markers



10 Spell tokens



6 Interfaces



Basic rules



The basic rules are a tutorial version of the rules, use the mods from the 2nd game.

Goal of the game:

Once all the opponents' underlings and gods are defeated, the remaining player/team wins.

Structure of the playing field:

For 2 to 3 players the small terrain set is recommended (left). This consists of the large field part, the 6 double field parts and the start zones. These are joined together to form a hexagon in the basic version. Which starting zone is positioned where is determined by the game variants.

For 4-6 players the large terrain set is necessary. This also contains the 6 triple field parts and is placed together as shown (image on the right).

Who gets which game material:

Each player chooses his units: a god, the associated underlings and cities. Everyone gets their own interface. The round stone changes hands clockwise every round. All terrain parts and markers are in a common pool.

Terrain, units and cities:

The field parts form the playing field. No action in the game takes place outside of them. These field parts are „empty space“ on which the terrain parts are placed. The terrain parts form the playable area. These can be placed next to each other on the field parts and stacked on top of each other. If there are no more terrain parts in the pool, no additional of them can be generated.

Cities can be built and units placed on the terrain parts. Cities and units are always on top of the terrain, even if it is raised or lowered. You cannot build more than one city on the same field.

The starting field is a special terrain field, it may only be entered by the associated god. No terrain parts may be placed or buildings constructed there. It is possible to attack this field with spells and units, whereby these remain on their initial fields after the battle.

The unit maximum always applies: that is, there may be a maximum of one god and 3 underlings on a field at the same time.

Cities as well as units sink in when there is no more terrain parts under them and leave the board.

Gods:

Your god figure casts the spells, their range is 1 field. The gods can only be destroyed by the volcano, battle or sinking.

If your god dies, it immediately reincarnates on your starting field as long as you still control at least one underling. If you no longer control any underlings when your god dies, you lose the game.

Puppy Protection: If your god dies in the first 2 rounds, it returns even without you controlling an underling.



Spells:

The spells are divided into the categories of creation spells, defense spells and destruction spells. In these categories, the spells are divided into levels 1-3 according to their strength. A short version of their effect can be found on the interface, the detailed description is in the Magic Manual chapter (page 13-16).

The principle of action and reaction applies; once cast, spells cannot be reversed.

Each player can cast all spells at any time in his phases II-V (phases are explained in the point Turn Structure). Outside of your own phase, only category 2 defenses spells are possible.

The defensive spells are to be used reactively only. This means that only when units or cities of you or your team member are targeted by a spell or attack, you may react. How and whether you do that is completely up to you.

If players want to cast several spells at once, they are combined into one action. This is they become stacked and when no one wants to cast anymore spells they take effect in order from the last to the first one casted.

For example, if lightning was cast 3 times on the same field but only 2 times protective field, only one of the cast lightnings will have an effect. The spell of the active player and the spell of the reacting player take effect simultaneously. That's why it is also possible to dodge a spell (or attack) with teleport. After that the active player may also attack the targeted field with a spell with the next action, if he can reach it. Thereupon, the other could dodge again and so on until no one wants to or can react with spells anymore.

Game variants:

2-3 players:

Everybody plays against everybody, the starting zones are placed at an equal distance from each other on the playing field.

4 and 6 players:

Teams of 2 will be formed and will start side by side. With 4 players, a gap of one starting square remains between the teams. With 6 players, two teams of 3 can be formed optionally.

5 players:

Two teams of 2 and one single fighter compete against each other. The team members start side by side again.

The single fighter decides where to place the free starting field. This Player has a permanent bonus +1 mana +1 clay per turn. In addition, he may use the underlings of the remaining god, so he has twice as many underlings at his disposal.

Recommended:

Always activate the ArmageddonMod in all Game variants.



**FOR THE DEMO,
YOU CAN'T REARRANGE
THE PLAYING FIELD
YOUR TEAMMATE IS
THE PLAYER NEXT TO YOU**



Team regulations:

In all game variants, players may enter the fields/cities of their team members. If the team member's own units are together on a terrain stack, these mixed troops may be moved by both of them. (This has the additional advantage that both receive a clay for the field.) But you are not allowed to move the god of the team member. The unit maximum still applies and each unit can still only be moved once per turn (see Turn Structure).

You can also target all Team members units with Teleport if he agrees with that (see Magic manual).

Start of the game:

Your god stands on its starting zone and can reach all adjacent fields from there. There is a toss or a vote who starts, this player gets the round stone and opens the first round.

Turn Structure:

The turn structure is a fixed schedule of what happens when in the game. The game is divided into rounds, each round consists of 5 phases.

These phases again consist of individual actions of the players which are processed one after the other. So the first player starts with phase I followed by the 2nd player with phase I. When all players have completed the respective phase, the first player starts again with phase 2 and so on until all phases are completed. The round stone then moves to the next player, who opens the next round.

Phase I: Resources

You get 1 clay per terrain stack occupied by your units.

You get 1 mana for each of your units on the playing field. You always get 1 mana for your god, even if it is still in the starting zone.

(Units = God+Underlings+Cities)

Take the gained amount of coin tokens from the pool and place them on your respective supply on the interface. A maximum of 15 markers may be stored in each supply.

The exchange 3:1 is possible at any time, even outside your own phase.

If there are no more coin markers in the shared pool, you can use coins or similar instead.

Phase II: Build

You may create as many terrain parts as you can afford, these cost 1 clay per terrain part. Take them from the common pool into your hand and place them on the board. Terrain parts can be placed next to each other at their edges and can be stacked on top of each other. They may be placed on and next to your own territory. Your territory is all the terrain stacks occupied by your units.

You own 3 cities that you can build, their cost increases depending on how many cities you already have on the board. The first costs 1 clay, the second costs 2 clay, and the third costs 6 clay. A city increases the field by 1, so it is counted for height bonus (see Phase IV). However, it cannot stand on empty field parts. Cities can be destroyed by capture, meteor, volcano or sinking.

Phase III: Units

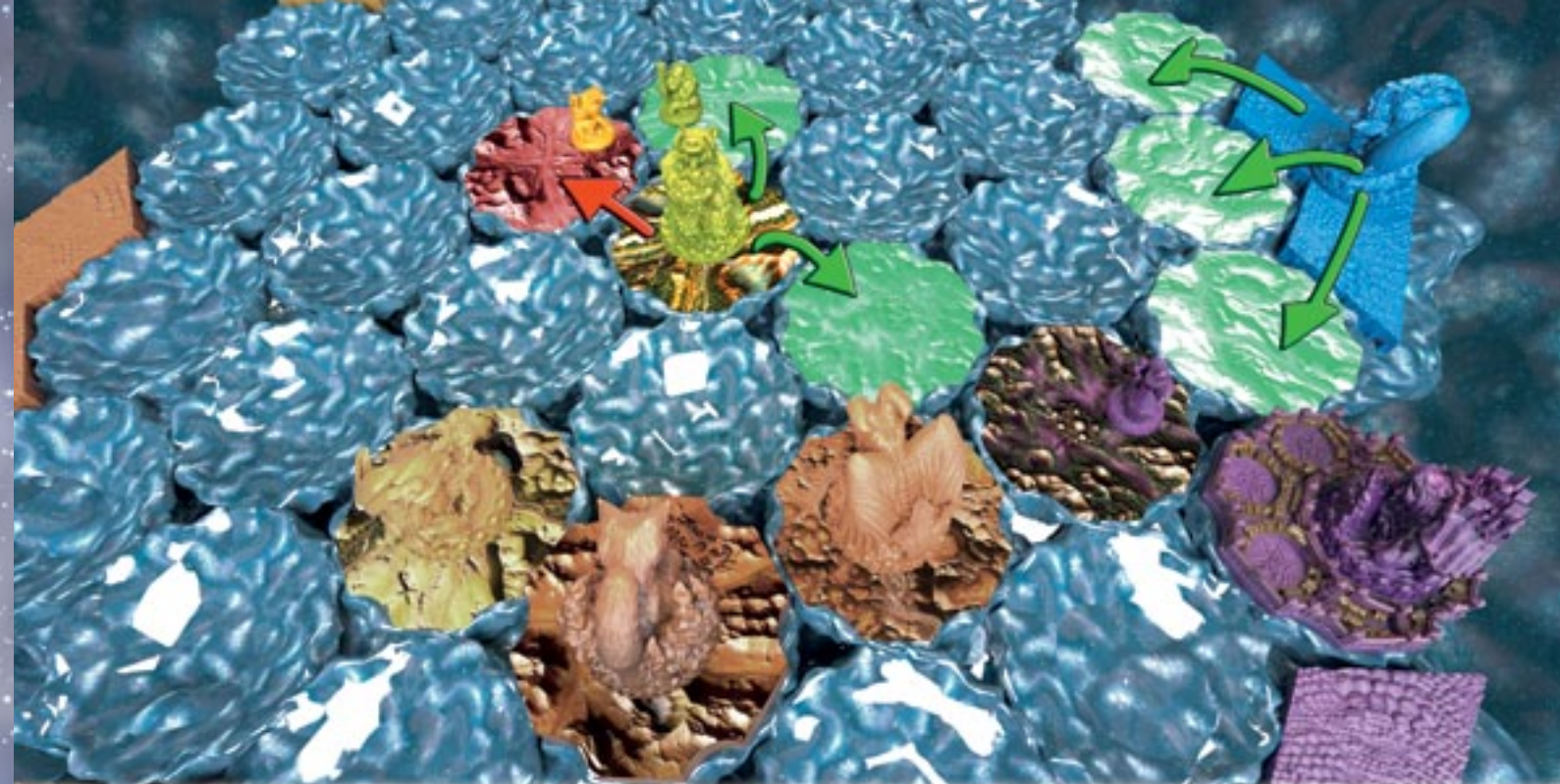
An underling is created on each field with a city. If there are already 3 underlings on the field, no unit is produced.

Phase IV: Move + Fight

All units have movement points. Underlings may move 1 field once per turn. Your god may move once per turn by up to 2 fields, he may not jump over any opponents. Terrain bonuses apply to the field from which he attacks, not the one from which he started, if he is moved more than 1 field.

You may perform the individual movements of your units in any order. If you want to advance to the enemy's territory, there will be a fight first. Subsequently, the units that have not yet been moved can be moved further.

If there are a lot movements later in the game, you can place already moved underlings on a coin marker and use the arrow markers for combat movements.



Combat Part I Declare Attacker:

If you want to attack a field containing enemy units or cities, you declare your participating units as attackers. All units that can reach this field with their movement points can attack it. **The movement points are consumed in the process.** The units remain on their fields until the end of the battle. If your god takes part in the combat and has to move more than 1 field, move it so that it is next to the enemy field.

You can have your unit attack one at a time in multiple attacks, or group them together as you wish. Any number of units may attack a field at the same time.

Combat Part II Spells:

By declaring your attackers, you target your opponent so that they now have the opportunity to respond with defensive spells. Then you may cast more spells and so on until no one wants to cast any more spells.





Combat Part III The Battle:

Attack and defense of all units is always the same and is therefore summarized as combat value. For underlings as well as the gods this is 1. The combat value is added up for all units involved.

The height bonus increases the combat value by 1 for the highest stack of terrain parts involved in the battle. By 1, absolutely, not per unit.

The fortification bonus increases the combat value by 1 for each terrain stack involved in the battle on which a city stands. By 1, absolutely, not per unit. This bonus applies even if the city belongs to your team member.

To distribute the damage, simply compare the sum of the combat values of attacking and defending players. The player with the smaller combat value loses all units involved and has lost the battle.

The difference in combat values is the number of units that survive the battle for the winner. This player decides for himself which units remain on which field of his that were involved in the battle.

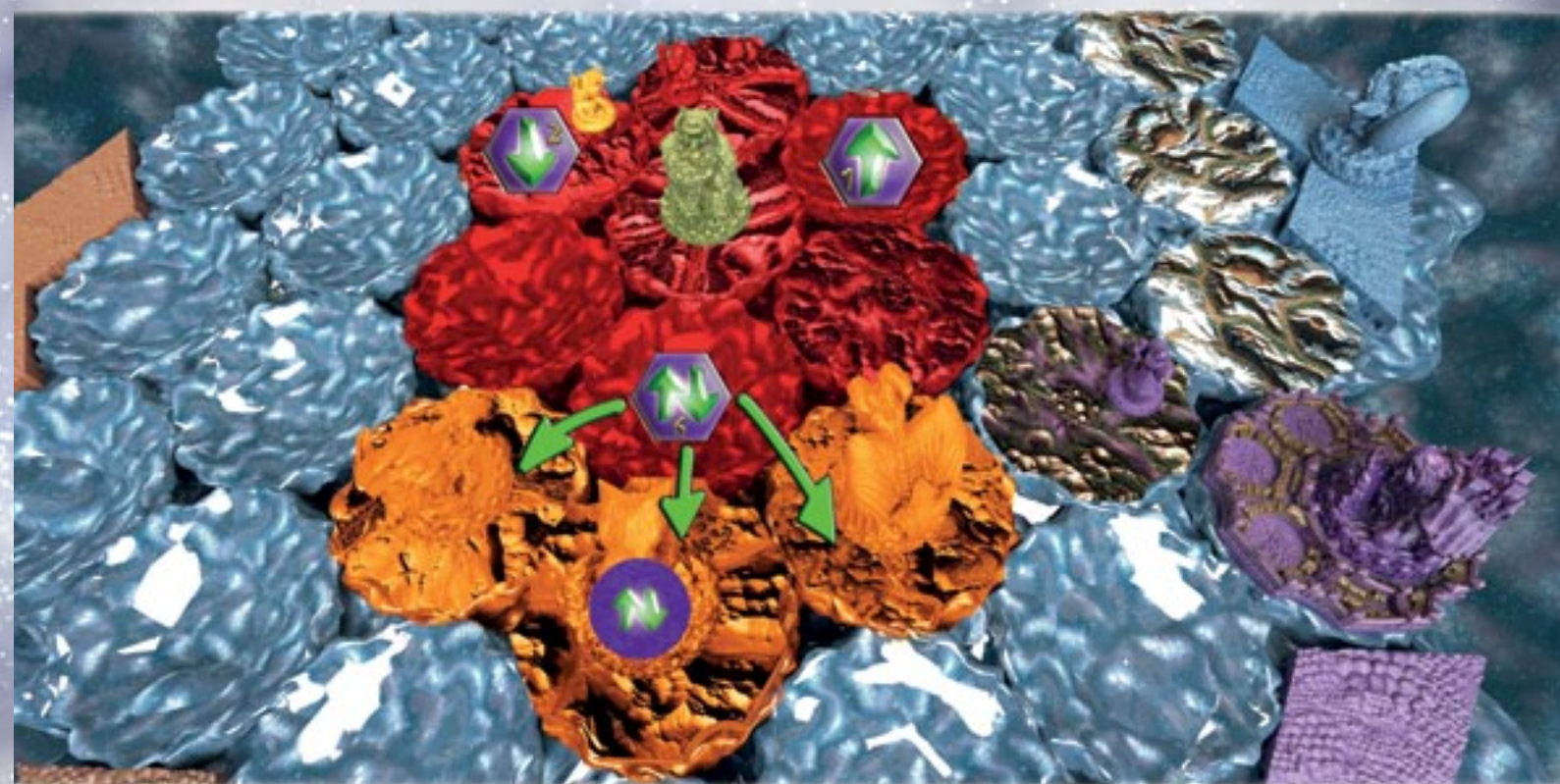
Combat Part IV Conquer:

If the attacker has won, he must now advance his remaining units to the captured field. If more units had to advance than the unit maximum per field allows, only 3 underlings and the god are advanced if it participated in the combat. The player decides which of the units to leave in this case. If there is an enemy city on the conquered field, it is now destroyed.

Phase V: Fortify

At the end of the round, everyone is allowed to expand their position once again, this phase is identical to phase II.

Magic manual



Creation Spells



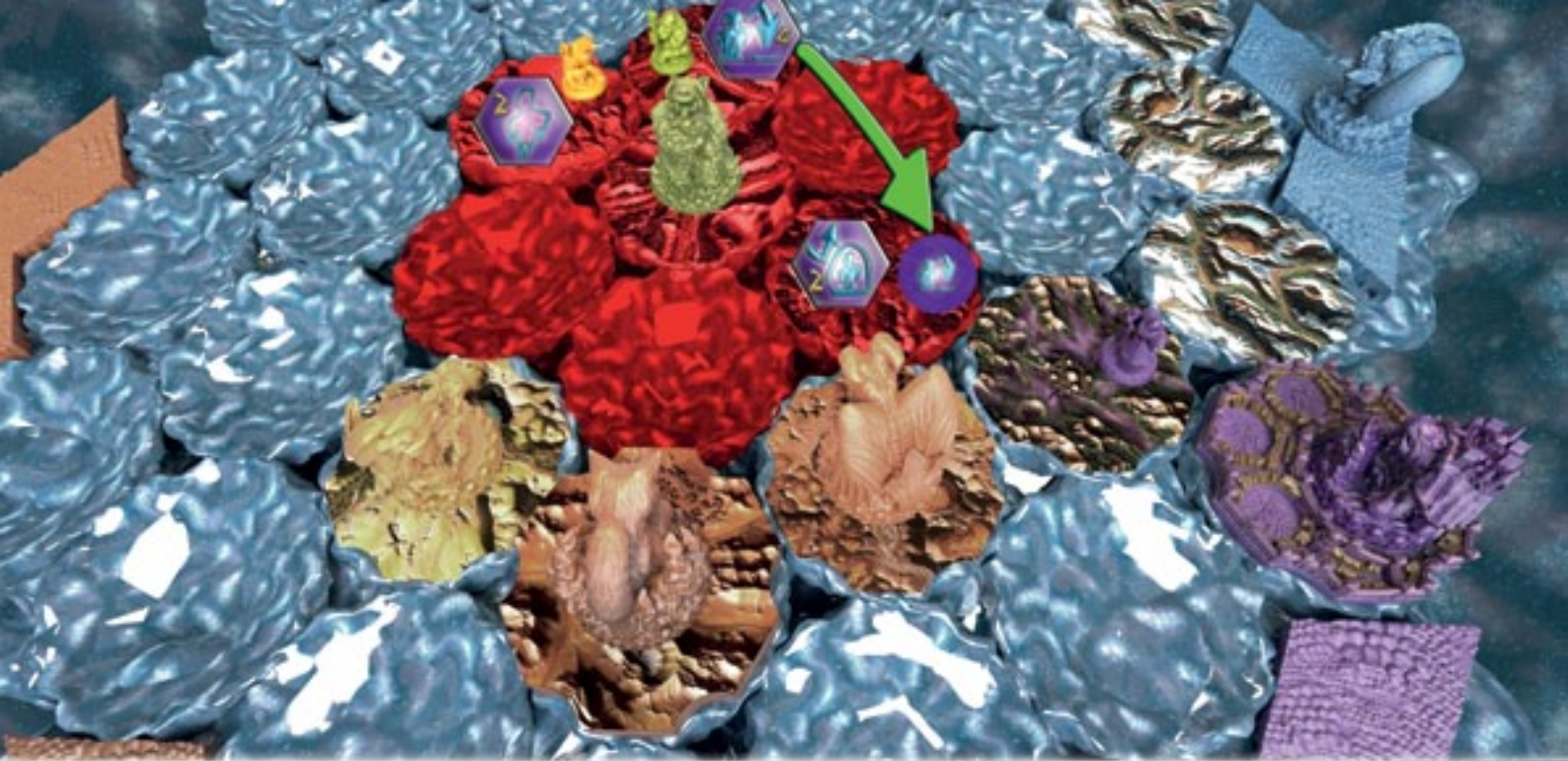
Create: this spell costs 1 mana and is the first one you can cast. You create a terrain part and can place it within the range of your god (marked in red).



Sink: this spell costs 2 mana. You can remove a terrain part within the range of your god (marked in red). In the example shown, this would also sink the unit on the field and thus destroy it, since there is only one terrain part on the field.



Flatten: this spell costs 6 mana. You aim at a field within range of your god, and you can place one adjacent to it at the same height. In the example shown, Zusero could completely sink one of the adjacent stacks marked in yellow, since the field he is aiming at is empty. On the other hand, you can also use this effect to copy any high stack in your range to give yourself tactical advantages.



Defense Spells



Protective Field: this spell costs 2 mana. You can use it once to protect a field within the range of your god (marked in red) from a spell. The level 3 spells Flatten, Teleport and Volcano cannot be stopped. If the same field becomes the target of a spell again, you must cast Protect Field again if you want to protect it.



Summon: this spell costs 2 mana. You can use it to create an underling within range of your god (highlighted in red).

(Phases are explained in the item Turn structure)

This summoned unit can only move in the current round if you cast it no later than the

beginning of Phase IV (Movement). So before you move one of your figures.

You can also cast Summon on fields where enemy units are located. If all the spells have been worked off, there is a direct battle outside the movement phase. The height bonus is thereby ignored and the fortification bonus still counts.

You can cast this spell on a field as many times as you like. Until the damage is dealt, Summon does ignore the unit maximum. These units are still spells, so they can be stacked at will. After the end of the battle, however, the remaining units may only be placed on the field up to the unit maximum. The rest disappears into nothingness. So, the difference of the units will be removed from the game.



Teleport: this spell costs 4 mana. You use it to move all your underlings and your god, within range of your god (marked in red), from one field to another. If you move units to a field where you already have units and the unit maximum is exceeded, the rest disappears into nothingness.

(Phases are explained in the item Turn structure)

You can also teleport your units to fields where enemy units are located. If all the spells have been worked off, there is a direct battle outside the movement phase. Teleport does ignore the unit maximum until this fight happened. The height bonus is thereby ignored and the fortification bonus still counts.

If you also teleport your god to an enemy field, he remains on the initial field until the Spells Stack is worked off and can also cast more spells from there. After the end of the battle, however, the remaining units may only be placed on the target field up to the unit maximum. The rest disappears into nothingness. (The combat would already be a new stack so that the god could cast Teleport before the battle again from the field he teleport to).

If you have combined teleport with regular attacking units when attacking, you can decide not to let them advance if the unit maximum is exceeded. While the teleported troops remaining after the battle must be placed on the target field.





Destruction Spells



Lightning: this spell costs 2 mana. You can use it to destroy an enemy underling within range of your god (highlighted in red). If there are units of 2 opponents on the field, this team decides which one was hit.

In the example shown, this would destroy the city as well as the underling, and also the enemy god by lowering the terrain.



Meteor Hail: this spell costs 6 mana. You choose a field within reach of your god (marked in red). From there, a total of 3 contiguous fields are captured by the effect. These do not have to be in a straight line, as in the example.

On these 3 fields, all underlings and cities are destroyed, including your own. At the same time, these terrains are lowered by 1; that is, a terrain part is removed, if present.



Volcano: this spell costs 10 mana. You choose a field within reach of your god (marked in red). From this one, you select 3 more adjacent to the first field.

On these 4 fields, all underlings, gods and cities are destroyed, including your own. In addition, the first terrain is raised by 2 terrain parts and the others are lowered by 2 terrain parts.


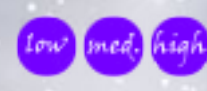
In the example shown, Zusero could destroy 3 enemy gods at once with this spell.

Mods



To make the game world of Creator Of The First Dawn even more exciting and challenging, you can use so-called mods. The mods extend the existing rules, but do not replace them. To activate these, the players agree before the game which ones should be used. These are marked with a coin marker on the mod list, which is placed next to the playing field.

The mods are available in the modular principle and can be freely selected. It is recommended to activate only up to 3 mods at a time, as they change the balancing of the game. The „dangers“ of their influences are marked as follows.

- 
 - shortens the playing time / individual players could be eliminated early
- 
 - extends the playing time / a stalemate may occur

It is always recommended to additionally activate the Armageddon mod. This can also be activated during the game with the unanimous agreement of all players. Whereby it then starts with the next round at round 13, regardless of how many rounds have been played before. Armageddon prevents the game from getting stuck and definitely makes for a spectacular ending.

Armageddon Mod:

The gods have released so much energy that the world is collapsing. The effects take effect before Phase I at the start of the round. Armageddon ends only when one team/player has won or all have lost.

Round 10: The starting fields are removed. Your god can only reincarnate by sacrificing an underling; then, he appears on this field.

Round 11: The outer ring of the board is removed, all underlings, cities and gods located there are destroyed. If a terrain mod was used, only the innermost large field part remains when playing with the small terrain set. If the large terrain set was used, each player may place one of the small field parts, along with everything on it, on the large field part in order, so that they form the standard hexagon shape.

Round 12: All terrain part stacks are lowered by 1.

Round ff: This round repeats as many times as required. The terrain stacks are lowered by twice the amount of the previous round, i.e. 2, 4, 8 etc.



FOR THE DEMO,
 YOU CAN'T REARRANGE
 THE PLAYING FIELD
 USE THIS PARTS TO COVER
 THE LOST AREAS IN
 ARMAGEDDON

Terrain Mods:

**FOR THE DEMO, THE MODS ARE NOT AVAILABLE .
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Fractured World:

Recommended for 4-6 players
Longer distances
Extended tactical possibilities



Satellite:

Recommended for 4-6 players
Longer distances
Locking up a player possible



War of Position:

Recommended for 4-6 players
Longer distances
Easily defensible



Wall of Death:

Recommended for 4 or 6 players in 2 teams
Easily defensible
Concentrates the fight in the middle



Free Building:

No restrictions on the design of the playing field

Clay Mods:



Industrialization:

Permanent bonus for all players +1 clay in phase 1



Overexploitation:

Permanent bonus for all players +2 clay in phase 1

Construction Cost Mods:



Botched construction:

The second city costs 1 clay
The third city costs 4 clay



From the Ashes:

The first city costs 0 resources



Black Friday:

1 clay gives an additional terrain part

Mana Mods:



Slaughterhouse:

Sacrifice a underling: get +1 mana (anytime)



The Sorcerer's Apprentice:

Permanent bonus for all players +1 mana in phase 1



Overwhelming Power:

Permanent bonus for all players +2 mana in phase 1

Spell Mods:



Records:

Spells can be imprinted on a scroll. When its cost is paid, place a coin marker on its icon on your interface. You can cast this spell by removing the coin. You may only save one scroll per spell on your interface.



Runestones:

You can save mana beyond the maximum of 15.

FOR THE DEMO, THE MODS ARE NOT AVAILABLE . BUY THE GAME TO ENJOY ALL THE CONTENT ;)



Overload:

When you double t...
crease. The rule text is supplemented as descri-
bed. (Cannot be combined with Records)

Create: Range of the spell +1

Sink: Range of the spell +1

Flatten: Level an additional field adjacent to the
first leveled field.

Protective field: Protect additionally 2 fields which
are both adjacent to the first one.

Summon: Range of the spell +1

Teleport: Range of the spell +2

Lightning: Range of the spell +1

Meteor Hail: An additional adjacent field is captu-
red.

Volcano: From each of the 3 adjacent fields, 1 more
field is affected by the effect.

Unit Mods:



Faithful Servant

When you create a field stone for the first time in
the game, you may place one free underling on it.

Gods Mods:



Summon the Gods:

For 1 mana and 7 day, you can teleport your god
to your city. Cast Summon the Gods like a level 1
defense spell.



Indestructible:

As long as you control at least one underling, your
god is indestructible. If he is destroyed or sunk,
place him on one of the directly adjacent fields where
there is no enemy unit. If this is not possible, place
him on your starting zone.



Sacrifice to the Gods:

Sacrifice an underling: your god appears on this
field. Cast Summon like a level 1 defense spell. (not
combinable with Slaughterhouse)



Has:

Your god permanently gains an additional move-
ment point. This allows the god to move a total of
3 fields.

Cities Mods:



Bulwark:

Cities receive an additional +1 fortification bonus



Moving Mountains:

Your god can use teleport to optionally also tele-
port its cities along with the other units within its
range.

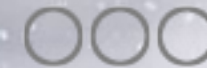


Protective Field:

Cities have a permanent protective field; only level
3 spells have effect on them. This also applies to
your own spells.

Fan Mods:

(and here is some space for your own ideas)



Mod List

Industrialization:

Permanent bonus for all players +1 clay in phase 1

Overexploitation:

Permanent bonus for all players +2 clay in phase 1

Botched construction:

The second city costs 2 clay
The third city costs 4 clay

From the Ashes:

The first city costs 0 resources

Black Friday:

1 clay gives an additional terrain part

Slaughterhouse:

Sacrifice an underling: get +1 mana (anytime)

The Sorcerer's Apprentice:

Permanent bonus for all players +1 mana in phase 1

Armageddon

Overwhelming Power:

Permanent bonus for all players +2 mana in phase 1

Records:

Spells can be imprinted on a scroll. When its cost is paid, place a coin marker on its icon on your interface.

Runestones:

You can save mana beyond the maximum of 15.

Overload:

When you double the cost of a spell, its effect increases. The rule text is supplemented as described. (cannot be combined with Records)

Create: Range of the spell +1
Sink: Range of the spell +1
Flatten: Level an additional field adjacent to the first leveled field.
Protective field: Protect additionally 2 fields which are both adjacent to the first one.
Summon: Range of the spell +1
Teleport: Range of the spell +2
Lightning: Range of the spell +1
Meteor Hail: An additional adjacent field is captured.
Volcano: From each of the 3 adjacent fields, 1 more field is affected by the effect.

Faithful Servant:

When you create a field stone for the first time in the game, you may place one free underling on it.

Endless Hordes:

Your cities produce one additional unit per turn.

Summon the Gods:

For 1 mana and 1 clay, you can teleport your god to your city. Cast Summon the Gods like a level 1 defense spell.

Indestructible:

As long as you control at least one underling, your god is indestructible. If he is destroyed or sunk, place it on one of the directly adjacent fields where there is no enemy unit. If this is not possible, place him on your starting zone.

Sacrifice to the Gods:

Sacrifice an underling: your god appears on this field. Cast Summon like a level 1 defense spell. (not combinable with Slaughterhouse)

Haste:

Your god permanently gains an additional movement point. This allows the god to move a total of 3 fields.

Darkwork:

Cities receive an additional +1 fortification bonus

Moving Mountains:

Your god can use teleport to optionally also teleport its cities along with the other units within its range.

Protective Field:

Cities have a permanent protective field; only level 3 spells have effect on them. This also applies to your own spells.

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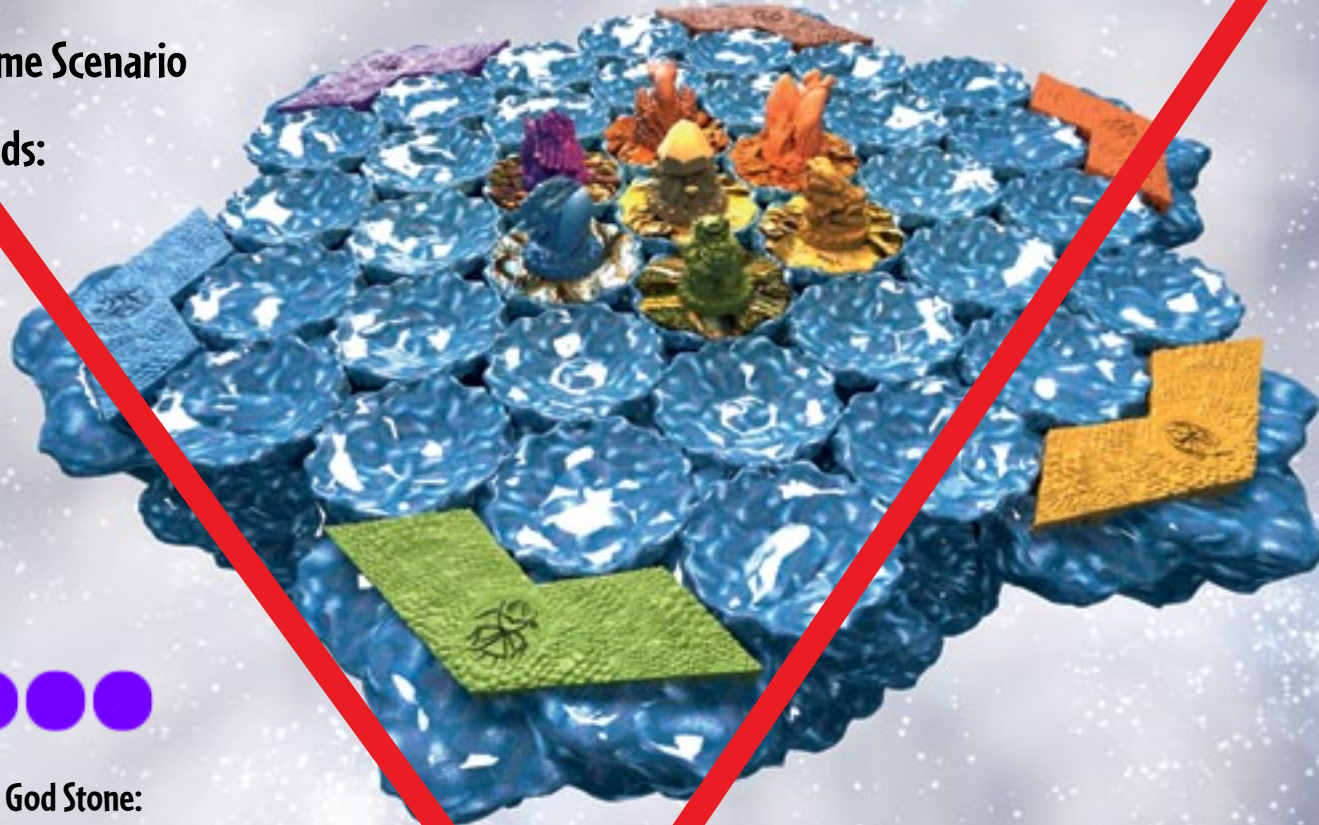
11

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ff

Game Scenario

Mods:



The God Stone:

This game mode takes place on the large standard playing field, it applies in addition to the normal game variant. At the beginning of the game, players may place a terrain part next to the starting zone and a city as well as a unit on it; in exchange, they start without a god.

In the center of the board, the round stone is placed, which is the god stone here. The god stone is indestructible, no spell can work on this field. You can replace the round stone with the Creators marker for this mode.

Around the stone are the 6 figures of the gods. The stone like the gods stand on a terrain part and represent neutral beings with a combat value of 3 in this mode. These can only be defeated if you also have a combat value of at

least 3. The god stone will remain standing if you defeat it.

If you defeat a neutral god, that player may place it with his units outside the game. If you have already obtained your god and you win the battle against the god stone, place it on your starting zone. You can now use it as usual. However, if your god dies, he ends up outside the game again.

The goal of the game remains unchanged: Once all the opponents' underlings and gods are defeated, the remaining player/team wins.



The Uprising:

This game mode is set up as shown, up to 7 people can participate. In this game mode, one player fights as the Gods against the other players as the insurgents.

In the center of the board, place the round stone, which is the god stone here. The god stone is indestructible, no spell can work on this field. You can replace the round stone with the Creators marker for this mode.

The gods in this version of the game cannot build cities, have no movement points, and cannot teleport or summon. The gods are always the last in order in a round. The gods have a combat value of 3 in this mode. They can only be defeated if you also have at least the same combat value. If a god is destroyed, it reappears at the beginning of the next round

if there is still at least one terrain part is on that spot and the field is not occupied by insurgents.

If less than 6 players take part as insurgents, they may control several groups of insurgents independently. When an insurgent reaches the god stone with at least one underling, all gods are banished from the world and cannot return.

When all the insurgents are defeated, the gods have won.

Fan Scenario:

(and here is some space for your own scenario)

Credits:

Author, Artwork, Production, Publishing:
Falko Seyfferth

Translation:
Patrick Karban

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