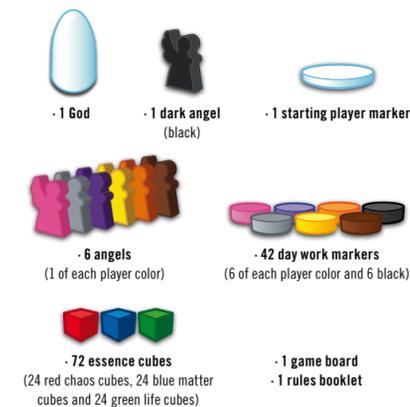# GENESIS

In the Beginning

In the beginning God created the heaven and the earth. And the earth was without form, and void; and darkness was upon the face of the deep. And the Spirit of God moved upon the face of the waters. And God said, Let there be light: and there was light. And God saw the light, that it was good: and God divided the light from the darkness. And God called the light Day, and the darkness he called Night. And the evening and the morning were the first day.
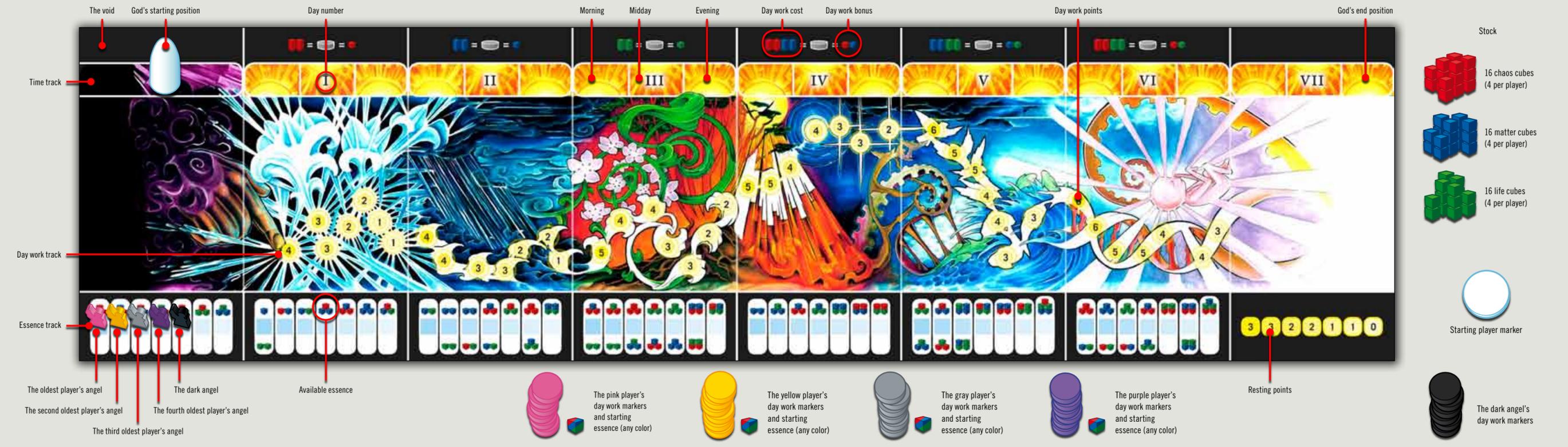
Goal

As one of the heavenly angels, you serve God during the first seven days, doing his bidding to the best of your ability. You gather the essence of chaos, matter and life and use these essences to do days' work that give you points. You also get points for resting with God on the seventh day. The winner is the angel who has gathered the most points on the evening of the seventh day. But beware of the dark angel, who can steal victory from all players.

Game components

- · 1 God
- · 1 dark angel (black)
- · 1 starting player marker
- · 6 angels (1 of each player color)
- · 42 day work markers (6 of each player color and 6 black)
- · 72 essence cubes (24 red chaos cubes, 24 blue matter cubes and 24 green life cubes)
- · 1 game board
- · 1 rules booklet

Example of setup for 4 players

The void · God's starting position · Day number · Morning · Midday · Evening · Day work cost · Day work bonus · Day work points · God's end position

Time track · Day work track · Essence track

The oldest player's angel · The second oldest player's angel · The third oldest player's angel · The fourth oldest player's angel · The dark angel · Available essence · Resting points

Stock
- 16 chaos cubes (4 per player)
- 16 matter cubes (4 per player)
- 16 life cubes (4 per player)

Starting player marker

The pink player's day work markers and starting essence (any color)
The yellow player's day work markers and starting essence (any color)
The gray player's day work markers and starting essence (any color)
The purple player's day work markers and starting essence (any color)
The dark angel's day work markers

Setup

1. Place the game board in the center of the table.
2. Place 12 essence cubes (4 of each color) per player in the stock beside the game board. Return any remaining essence cubes to the box. They won't be used.
3. Place God in the starting position of the time track.
4. Every player chooses a color and takes an angel and 6 day work markers of that color.
5. Place the angels on the essence track in the void of the game board. The oldest player places his angel on the first square, the second oldest on the second square, and so on.
6. Place the dark angel on the first empty square of the essence track.
7. Every player takes one essence cube of any color from the stock. This is their starting essence.

How to play

Game overview

The game is played over 21 rounds (seven days consisting of morning, midday and evening). Each round consists of the following phases:

1. The starting player is determined.
2. Every player takes a turn.
3. The dark angel takes a turn.
4. God moves.

The starting player is determined

The starting player is the player who's furthest to the left on the essence track. The starting player takes the starting player marker.
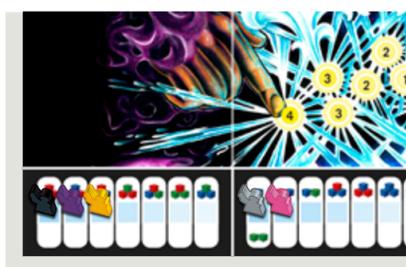
The purple player is furthest to the left on the essence track and takes the starting player marker.

Every player takes a turn

Every player takes a turn, starting with the starting player and then proceeding clockwise around the table.

On his turn, a player does the following:

1. **Collect day work bonus:** He checks if he's standing on a day were he's already done his day's work. If so, he takes the day work bonus awarded for that day from the stock.
2. **Make one action:** He can make one and only one of the following actions:
   a. Gather essence
   b. Move
   c. Do a day's work

If he doesn't want to make any action, he can refrain from doing so.

The purple player starts his turn on day IV, where he's already done a day's work. Therefore he takes the day work bonus of 1 chaos cube (red) and 1 matter cube (blue).

a. Gather essence

Before gathering essence, a player can spend essence cubes of any type to switch places with other angels. For each essence cube spent he gets to switch places with the angel (including the dark angel) standing directly to the left or to the right of him on the same day. He returns the spent essence cubes to the stock.

The gray player isn't satisfied with the essence available to him. Before gathering essence he switches places with both the dark angel and the pink player. This costs him 2 essence cubes. He chooses to spend 2 matter cubes (blue) since he has plenty of those.

When gathering essence, a player takes the indicated number of essence cubes for the square where he's standing from the stock. Some squares offer a choice of different types of essence.

When gathering essence, the gray player can choose whether he wants to take 2 chaos cubes (red) and 1 matter cube (blue) OR 1 matter cube and 1 life cube (green). He chooses to take 2 chaos cubes and 1 matter cube.

Since the number of essence cubes in the stock is limited, the available essence cubes might be insufficient. If so, the player can only take as many essence cubes of the appropriate types as there are left.

The gray player has chosen to take 2 chaos cubes (red) and 1 matter cube (blue). The stock consists of 1 chaos cube, 8 matter cubes and 5 life cubes (green), so he can only take 1 chaos cube and 1 matter cube.

Note! It's not possible to gather essence on the seventh day, nor is it possible to switch places with other angels.

b. Move

A player can move to any day that has been activated by God. This means that he can move both to days before and after the one where he's currently standing. He can also move to the void. He places his angel on the first empty square on the essence track for the chosen day.

The yellow player wants to move. Currently, God's on day V, so the yellow player can choose to move to the void or any day from day I to day V. He chooses to move to day III and places his angel after the pink player.

When an angel (including the dark angel) moves and leaves a gap behind on the essence track, this gap must be filled. This is done by moving all angels located to the right of the gap on the same day one step to the left.

The yellow player moves away from day IV, leaving a gap behind. The dark angel and the gray player's angel are therefore moved one step to the left.

Note! During the first round, God hasn't activated any days yet, so no player can move away from the void.

c. Do a day's work

A player can do a day's work on the day where he's standing if he hasn't already done a day's work there. He spends as much essence as the day work cost for that day and places one of his day work markers on the first empty circle on the day work track for that day. The number in the circle indicates how many points he'll get for this day's work when calculating the score at the end of the game. He returns the spent essence cubes to the stock.

The purple player is on day III and wants to do a day's work there. He spends 4 life cubes (green) and puts a day work marker on the first empty circle, which is the third one. He'll get 4 points for this day's work at the end of the game.

When spending essence, a player can exchange 3 essence cubes of any type for 1 essence cube of another type.
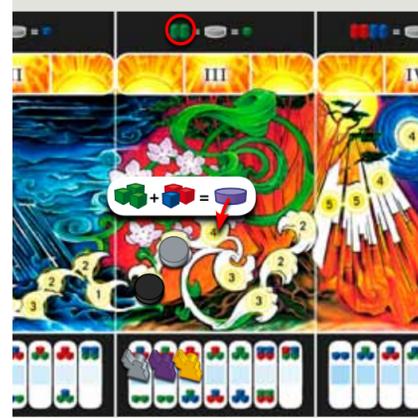
When spending the day work cost of 4 life cubes (green), the purple player realizes he's only got 3 life cubes. On the other hand, he's also got 3 chaos cubes (red) and 1 matter cube (blue), so he can either use 3 chaos cubes OR 2 chaos cubes and 1 matter cube as a substitute for the missing life cube.

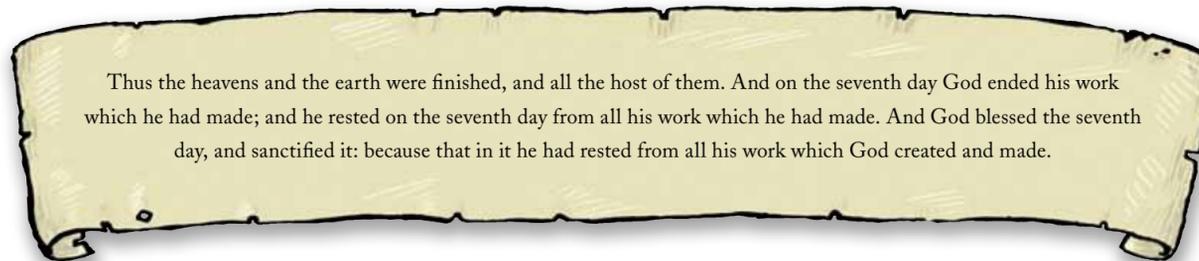*Note!* It's not possible to do any days' work on day VII.

God moves

God moves one step forward on the time track, from morning to midday, from midday to evening, and from evening to morning. When God enters a new day, that day is activated, making it possible for angels to move there. When God reaches the evening of the seventh day, the game ends.

It's the task of the starting player to move God.

God moves from the evening the second day to the morning the third day, making it possible for angels to move to any of the first three days as well as the void.

The dark angel takes a turn

The dark angel makes one and only one action according to the following schedule:

1. **Move:** If the dark angel isn't on the same day as God, he moves to that day. Place the dark angel on the first empty square of the essence track for that day.
2. **Switch places:** If the dark angel already is on the same day as God, he moves one step to the left on the essence track for that day. Switch places with the angel standing to his left.
3. **Do a day's work:** If the dark angel already is on the same day as God and on the leftmost square on the essence track, he does a day's work. Place one of the dark angel's day work markers on the first empty circle on the day work track for that day.
4. **Stay:** If the dark angel already has done a day's work on that day, he doesn't do anything.

It's the task of the starting player to make the dark angel's action.

Note! Once the dark angel has reached the seventh day, he doesn't make any more actions.

Note! The dark angel never gathers essence and doesn't have to spend any essence when switching places with other angels or doing days' work.

It's the dark angel's turn. He's not on the same day as God, so therefore he moves to day IV where God is standing. He doesn't do a day's work on day III although he's on the leftmost square on the essence track. He has to be on the same day as God for that.

Winning

When God has reached the evening of the seventh day, all players total their day work points. Players standing on the seventh day also add resting points according to the numbers in the squares on the essence track. The starting player calculates the dark angels score in the same way.

The player with the most points is the winner. If there's a tie for points, the winner is the tied player who stands furthest to the left on the essence track for the seventh day. If none of the tied players stand on the essence track for the seventh day, they share the victory.

If the dark angel has the most points, he's the winner. This means that all players lose.

Angel	Day work points I	Day work points II	Day work points III	Day work points IV	Day work points V	Day work points VI	Resting points	Total points
Gray player	2	3	5	4	4	5	0	23
Purple player	4	2	4	0	5	0	3	18
Yellow player	3	4	3	5	5	0	3	23
Pink player	0	4	0	5	6	6	2	23
Dark angel	3	3	4	4	0	6	0	20

The gray, yellow and pink players have scored the same total points, but since the yellow player is standing further to the left on the essence track for the seventh day, he wins.

> Thus the heavens and the earth were finished, and all the host of them. And on the seventh day God ended his work which he had made; and he rested on the seventh day from all his work which he had made. And God blessed the seventh day, and sanctified it: because that in it he had rested from all his work which God created and made.

ENGLISH

GENESIS

In the Beginning

BERGSALA ENIGMA

Gigantoskop