Realms of Etherium

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(feedback is greatly appreciated!)

Overview

From the Portal they came, Mages wielding great power, able to shape and forge reality to their will. Gathering the fuel of Etherium, they use these immense energies to battle for control of the ever expanding, ever changing Realms. Those who dominate the most Realms claim victory over all!

In Realms of Etherium, 2-6 players will each control a small group of Mages that start together at the center of an ever expanding, ever changing board. Each Round their Mages will take turns activating, moving to existing Realms, or expanding the board by summoning new Realms either randomly drawn or chosen from an existing pool. Each Realm has a different power to gather resources, gain Mage abilities, alter elements, affect other Mages, and even alter the layout of the board itself!

When a player has gained enough resources they can begin to take control of the Victory Point Realms to gain victory points in order to win. All the scoring is based on the layout of the board relative to these Victory Point Realms, so points can be gained or lost every time the spaces are shifted or swapped, making for a tense, dynamic game that's different every time you play!

Components

- **74 Realm Tiles**: 20 Victory Point Realms, 12 Permanent Realms, and 42 Normal Realms.
- **72 Control Markers**: 12 Cubes for each of the 6 possible players.
- **36 Mages:** 6 Mages for each of the 6 possible players. (5 for game, 1 for scoring)
- **6 Tracking Cards:** 1 for each of the 6 possible players.
- **6 White Etherium:** 1 Cube for each of the 6 possible players.
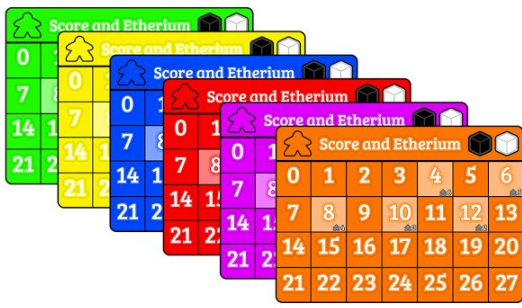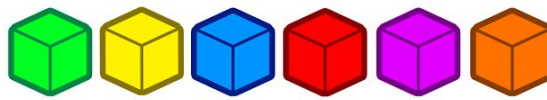- **6 Black Etherium** 1 Cube for each of the 6 possible players.
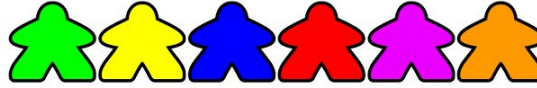

Normal Realms
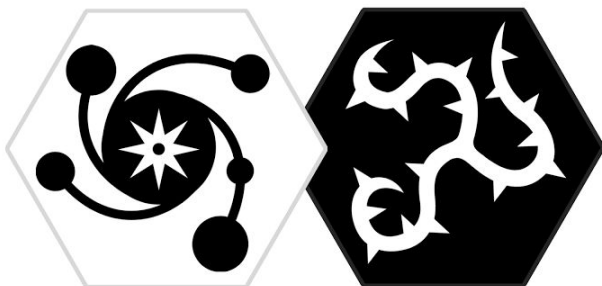
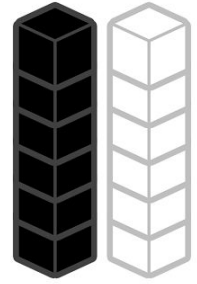## Permanent Realms

Victory Realms

**Tracking Cards**

**Control Markers**

Mages

Etherium

Setup

1. Give each player a Tracking Card, their corresponding Mages and Control Markers, and 1 White and 1 Black Etherium. The 2 Etherium and 1 Mage are used for the Tracking Card.
2. Separate the 20 Victory Realm tiles from the other Realm tiles and shuffle them. Place them in a stack, face down, within reach of all players. This stack is referred to as the Victory Realms Supply.
3. Take the top 3 Victory Realm tiles from the Victory Realms Supply and place them face up near the Victory Realms Supply. These are known as the Reserve Victory Realms.
4. Locate a single Portal Realm tile from the remaining Realm tiles and place it face up in the center of the playing area. Each player places 3 of their Mages on it, standing up.
5. The remaining 42 Normal Realm tiles and remaining 11 Permanent Realm tiles are shuffled together, and placed face down in a stack. This stack is referred to as the Realm Supply.
6. Take the top 3 Realm tiles from the Realms Supply and place them face up near the Realms Supply. These are known as the Reserve Realms.

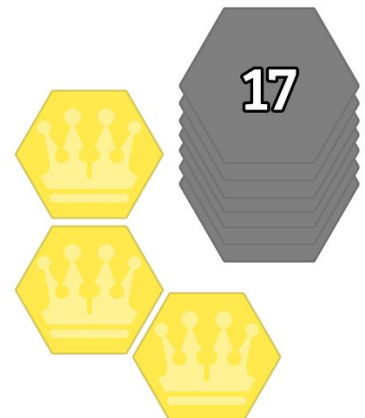**Realm Supply**
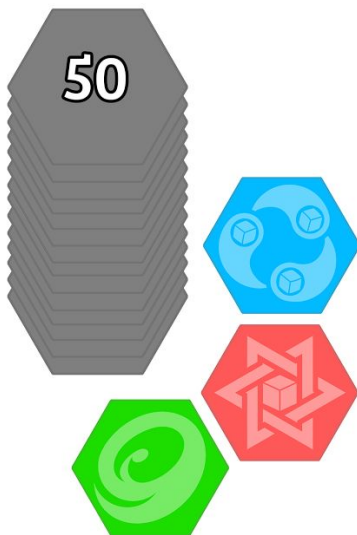
Realm Reserve
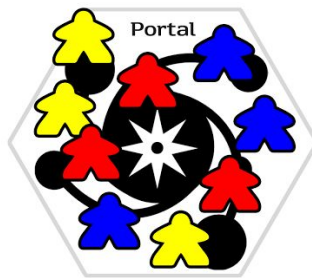
Victory Realm Supply

Victory Realm Reserve

Turn Sequence

The game is played in Rounds in which players take Turns activating a single Mage, beginning with the starting player, who is chosen randomly.

Activation

When a Mage is activated, it can move 1 Realm, use any available Realm Powers, and take Realm Control of any Realms it can afford and is located in. It is then Exhausted and laid on its side to represent this. That player's turn has ended, and the next player clockwise from that player can activate one of their un-Exhausted Mages. If the next clockwise player has no more Un-Exhausted Mages, then their turn is passed and it continues to the next clockwise player.

Movement

When Mages move, they can move to any adjacent Realm, or choose to Summon a new Realm in an adjacent location that is also touching 2 existing Realms. The exception to this is the first movement out of the starting Portal, at which time there is only 1 Realm in play. A player Summoning a new Realm must first declare the Realm's location, and then Summon the Realm and move to it.

Realm Summoning

When a Realm is Summoned, the player can choose to Summon the Realm from either the Realm Supply, Reserve Realms, Victory Realm Supply, or Victory Reserve Realms. If the player chooses either the Realm Supply or the Victory Realms Supply, the top Realm is drawn and revealed, and placed in the declared Realm location. If chosen from the Reserve Realms or Victory Reserve Realms and there are now less than 3 revealed Realms in that Reserve, another Realm is immediately drawn and revealed from the Supply, and placed into the corresponding Reserve. If there are ever 3 Disruption Realms in the Realm Reserve, shuffle the Reserve back into the Realm Supply and draw 3 new Realms.

Realm Powers

There are 4 ways Realm Powers are used or triggered as displayed on each Realm. A player may only benefit once from each Realm Power Tile, although multiple Tiles' Powers may stack. The Etherium at the top of a Realm's tile is the cost to use that Realm's power.
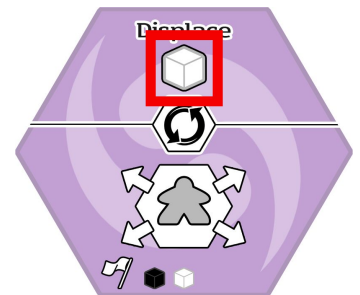
Entering a Realm: The Power is activated anytime a Mage enters this Realm. This can happen out of turn as a result of the Displace Power, and is immediately resolved before returning to the active Mage.

Gaining Etherium: The Power is activated whenever a Mage gains Etherium. This Power does not trigger other instances of itself. Example: If you use Transmute to change White Etherium into Black Etherium, you will gain from Generate, but not also from Propagate for the Black Etherium you gain.

Persistent: This Power is granted to all a player's Mages whenever one of them is in a Realm with a Persistent Power. A Mage starting its Activation in a Realm with this Power, or entering it during its movement, immediately gains the use of that Power and retains that use until the end of its Activation.

Victory Points: These Realms give the Controlling player Victory Points based off adjacent or Connected Realms to these tiles.

Realm Control

At any point during a Mage's Activation, it can use Etherium to take Control of the Realm it's currently in, by expending the Etherium listed on the bottom of the Realm tile. Place one of your Realm Control Markers on the Control Flag on the Realm. A Realm may only be in Control of 1 player, and a player may never Control 2 of the same Realm. If there other players' Mages on a Realm, it may not be taken Control of.
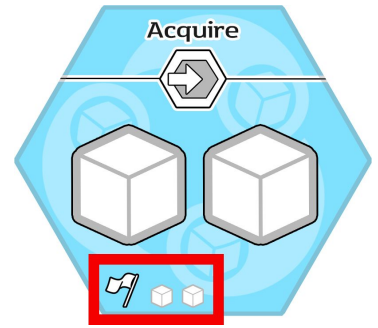
Constrained Realms

Constrained Realms are Realms that do not have 2 open sides adjacent to each other.

Constrained

Not Constrained

Dispel Realm

If a Mage moves off of a Realm and the following conditions are met, then it is Dispelled and it is removed from play and placed in the corresponding Reserve.

- Is not occupied by any Mages.
- Is not Controlled.
- It is not Constrained.
- Is not a Permanent Realm.
- It doesn't leave any other Realm touching less than 2 other Realms.

Realms are not Dispelled until after the Active Mage has finished its Activation, and checked for Dispelling in the order that the Mage moved off of them.

In this example of Dispel Realm, the player moves their Mage to a Purple Realm, and then to an Orange Realm. After the Mage ends its Activation, then the movement off the Green Realm is checked first. Since removing the Green Realm would cause the Red Realm to only be touching 1 other Realm, the Green Realm is not Dispelled. The second move off the Purple Realm causes it to be Dispelled, because every other Realm is still touching at least 2 other Realms.

Portals

Portal Realms are all considered as the same place in space, and any movement or effects that happen to Mages in one of them happens to Mages in all of them. In this Example, the Blue Mage Activates an Orange Realm Power that affects all adjacent Realms. Because the Portal Realm is adjacent to the Orange Realm, the Power also affects the Red Mage who is on another Portal Realm.

Connected Realms

Connected Realms are Realms of the same type that are all touching another identical Realm. In this example, the Modularity Realm would be worth 3 Victory Points for the Connected Green Realms.

End of the Round

Once the last Mage has been Exhausted, the Round ends and all Mages are Refreshed and stand back up. The next Round begins and the starting player is clockwise from the last player to Activate a Mage the previous round.

Game End

When a player reaches the following Victory Points, then the Game End is triggered.

- **2 Players** - 12 Victory Points
- **3 Players** - 10 Victory Points
- **4 Players** - 8 Victory Points
- **5 Players** - 6 Victory Points
- **6 Players** - 4 Victory Points

At this point, Shift and Swap Powers can no longer be used to affect Victory Realms.

Play continues until the end of the Round, and the player with the most Victory Points is the winner. If at the end of the Round there is a tie between Victory Points, the winner is determined by the number of Controlled Realms, then number of Black Etherium, and then White Etherium. If there is still a tie at that point, play continues for another Round.

Optional Player Powers (untested)

Red Player: Red Realms trigger other Red Realms for gaining Etherium.
Blue Player: Gains an extra White Etherium when using Blue Realms.
Orange Player: Can use all Orange Realms for no cost.
Purple Player: Can use and Control Purple Realms for 1 less Etherium.
Yellow Player: Victory Realms cost 1 less Etherium to Control.
Green Player: Can use Green Realms for 1 Etherium of listed type.

Realms

All Portal Realms are considered as the same location for all purposes, and a Mage in 1 of them is simultaneously in all of them at the same time.

Mages entering this Realm are Exhausted, and end their turn immediately if it is their Activation, unless they have **Protection**.

Gather

When entering, Mages gain 2 White Etherium.

Collect

When entering, Mages gain 1 Black Etherium.

Amass

When entering, Gain a White Etherium for each adjacent Red Realm.

Acquire

When entering, Gain a Black Etherium for each adjacent Green Realm.

Accumulate

When entering, Gain a White Etherium for each adjacent Purple Realm.

Constitute

When entering, expend 3 Black Etherium to create a new Mage. Mage starts Exhausted on the same Realm.

Transmute

When entering, Mage can convert 2 White Etherium into a Black Etherium any number of times, or vice versa. Each use of the Realm is a single gain instance.

Displace

Mage may pay a White Etherium to push any Mages in the same Realm to adjacent Realms. Displacing is resolved in turn order starting with the Active player.

Protection

Mages are protected from other Purple or Orange Realm Powers if they expend a White Etherium.

Speed

Mages can move 1 extra Realm per turn.

Transfer

At any point in its Activation, a Mage may Transfer its remaining Activation movement to an Exhausted Mage by expending a White Etherium.

Subdue

When entering, expend 1 Black Etherium to Exhaust all opponents' Mages in adjacent Realms.

Shift

When entering, Mage can use 1 White Etherium to move any Non Constrained Realm to any legal space. Realms Shifted or Swapped by the previous player cannot be affected.

Swap

When entering, Mage can use 2 White Etherium to swap any 2 Realms, regardless of their positions. Realms Shifted or Swapped by the previous player cannot be affected.

Drain

When entering, from each Mage (without **Protection**) in adjacent Realms, take 1 White Etherium for free, or take 1 Black Etherium by paying 1 White Etherium to the supply.
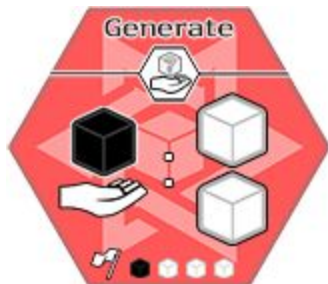
Duplicate

When a Mage gains any amount of Black Etherium, they gain an additional Black Etherium.

Conserve

Using Purple, Orange, or Green Realm Powers requires 1 less White Etherium.

Propagate

When a Mage gains any amount of White Etherium, they gain an additional White Etherium.

Generate

When a Mage gains any amount of Black Etherium, they gain an additional 2 White Etherium.

Reserve

Taking Control of Realms uses 1 less Black Etherium, including this Realm.

Adaptability

Worth 2 Victory Points for each pair of adjacent Green and Purple Realms.

Ascendancy

Worth 1 Victory Point for each adjacent Purple Realm.

Authority

Worth 1 Victory Point for each adjacent opponent Controlled Realm.

Capacity

Worth 2 Victory Points for each pair of adjacent Blue and Red Realms.

Complexity

Worth 2 Victory Points for each pair of adjacent Red and Green Realms.

Conformity

Worth 2 Victory Points for each pair of adjacent Blue and Green Realms.

Connectivity

Worth 1 Victory Point for each connected Controlled Realm.

Diversity

Worth 1 Victory Point for each different type of adjacent Realm.

Generosity

Worth 1 Victory Point for each adjacent Blue Realm.

Mastery

Worth 1 Victory Point for each connected Purple Realm.

Modularity

Worth 1 Victory Point for each connected Green Realm.

Nobility

Worth 1 Victory Point for each connected Victory Realm.

Opportunity

Worth 1 Victory Point for each connected Red Realm.

Productivity

Worth 1 Victory Point for each adjacent Alteration Realm.

Prosperity

Worth 1 Victory Point for each connected Blue Realm.

Superiority

Worth 1 Victory Point for each adjacent Victory Realm.

Supremacy

Worth 2 Victory Points for each pair of adjacent Red and Purple Realms.

Transformity

Worth 1 Victory Point for each adjacent Green Realm.

Unity

Worth 1 Victory Point for each adjacent Controlled Realm.

Voracity

Worth 2 Victory Points for each pair of adjacent Blue and Purple Realms.