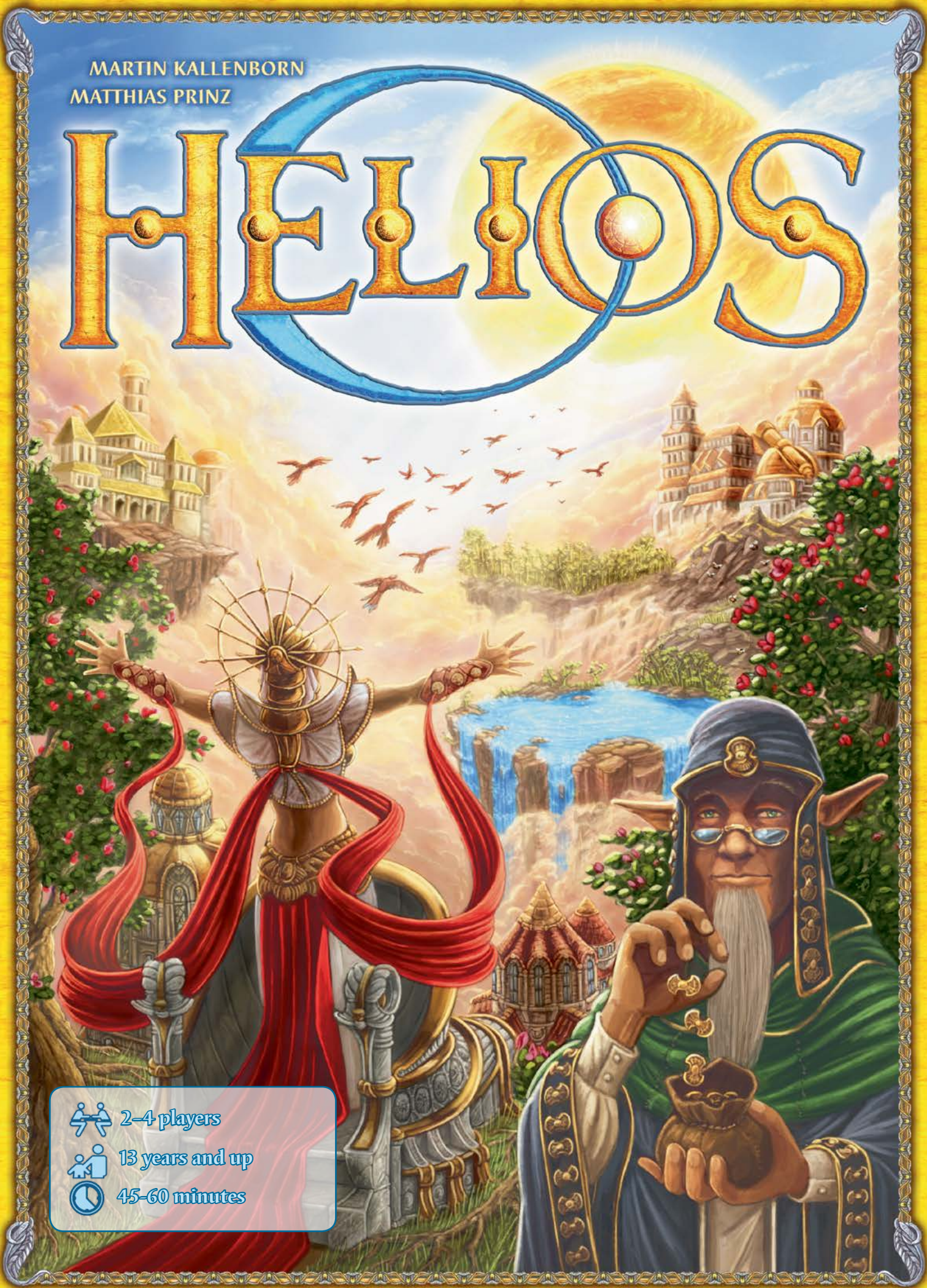


MARTIN KALLENBORN  
MATTHIAS PRINZ

# HELIOS



2-4 players



13 years and up



45-60 minutes

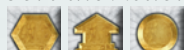


# Components and setup

## Components

- 48 Action tiles (3 different symbols in 4 colors)
- 104 VP tokens (32x1 VP, 28x5 VP, 32x10 VP, and 12x30 VP)
- 70 Resources (14 each in green, brown, gray, blue, and black)
- 30 Mana stones
- 35 White houses
- 8 Character tiles
- 4 Personal boards
- 4 City boards
- 4 Player aids
- 4 Yellow Solar movement markers
- 4 Yellow Sun discs
- 4 Illustrated bags
- 2 First player dragons (**only one is needed!**)
- 36 Earth tokens (8 each: brown, gray, and green, 6 each: blue and black)
- 8 Bonus tokens (2 each of 4 different types)

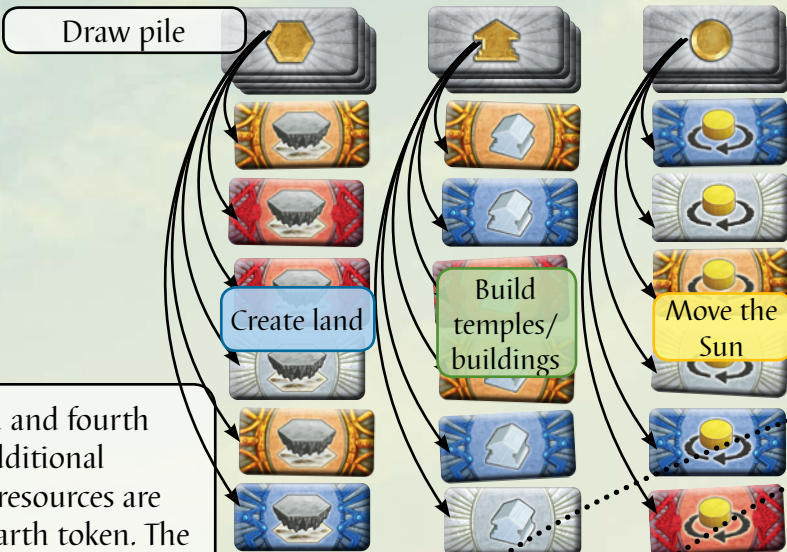
*Setup is the same for each player count.*

**1** Sort the Action tiles according to their symbols  (**not colors!**).

Shuffle the 3 piles separately to create 3 face-down draw piles.

Then, draw the first **6 tiles** from the top of each of the **3 piles** and place them in columns beneath the corresponding draw piles. A total of **18 Action tiles** are revealed this way.

**2** Place the VP stones, and a general supply for players.






**8** Finally, give the players going third and fourth (relative to the start player) one additional bonus resource of their choice. These resources are placed onto their previously-placed Earth token. The resource type does **not** need to match the player's Earth token type. Those two players should now have two resources on their Earth token. The start player and the second player receive nothing. The game can now begin.



**7** Sort the Bonus tokens and place them face up next to the Earth tokens. There are 2 of each Bonus token type in the game.



Place 1 resource onto all face-down Earth tokens

Extra draw (Earth tokens all five types)

**6** Sort the Earth tokens. Starting with the start player, each player takes the Earth token of their choice. You can choose from  brown (redwood),  gray (granite) or  green (bamboo). You are allowed to choose same type as another player, so multiple players might start the game with the same type.

**Important:** You are not allowed to choose  blue (spring) or  black (obsidian) Earth tokens at the start of the game!

Place your chosen Earth token onto the middle of your Personal board and place a resource of the matching type onto it. Then, take 4 Earth tokens of each type and place them in 5 separate face-down draw piles, with each pile containing single token type. Next, shuffle the remaining Earth tokens (12 in a 4-player game) and place them in a single, additional, face-down draw pile. Finally, reveal the top token of each pile and place a resource of the matching type onto each.



VP tokens, resources, Mana stones onto the table in an easily accessible to all

3 Place the Character tiles on the table such that they are visible to all players. The night side should be face up.

VP tokens

Mana stones



Houses



Start player dragon



Character tiles



4 Give each player...

- 1 Personal board, 1 City board, and 1 player aid, to be placed in front of them.
- 1 Solar movement marker for the Sun's movement distance. This gets placed onto the Sun track space above the number 2 on the player's Personal board.
- 1 Sun disc. This gets placed onto the player's Personal board space with the Sun symbol on it. This disc is referred to as the Sun from now on.
- 1 Mana stone. This gets placed onto the storage area of the player's Personal board.
- 1 bag for the VPs that the player collects during the game.

5 The player who has visited the most continents is the start player. Give that player the first player dragon. (Note: There are 2 dragons included with the game. The second one is a spare and can be used to decorate your bookshelf, for example.)

Personal board



City board





## Introduction

On the high plains of a far-away land, a tense competition is brewing: who will bring their culture to the forefront the quickest, securing fame and a virtuous place in the history of your people? Players take on the roles of high priests and create their lands piece by piece, expand their cities, build temples and pray to Ahau, the Sun God, that He may be merciful to them. Who will best develop their culture in the short time available?

## Gameplay

Helios is played in clockwise order. The game consists of a variable number of rounds, depending on how many players are taking part. The rules and this summary describe a **4-player game!** In a **4-player game**, **4 rounds** are played, each of which consists of **3 phases**. The adjustments required for **2 and 3 players** can be found on page 14.

## A Game Round

Each round consists of **3 phases**:

- **Phase 1: Perform 4 Actions** Pages 4-11
- **Phase 2: Characters** Pages 11-12
- **Phase 3: Restocking and Bonus Resources** Pages 12-13

### Phase 1: Perform 4 Actions

In clockwise order from the start player, each player will choose 1 Action tile and carry out the corresponding action. This continues until each player has taken 4 Action tiles.

Only the lowest Action tile in each column is available to be chosen.

**Note:** Once a column runs out of Action tiles, the corresponding action is no longer available that round.

Once you have chosen an Action tile, place it below the **matching color area** of your Personal board. **The symbol on the tile has no effect on where you place the tile!**

In other words, red tiles get placed below the red area of your Personal board, yellow tiles below the yellow area, and blue tiles below the blue area.

**Note:** Gray Action tiles do not correspond to any particular area. This means that you can place these tiles below any of the three colors. When you choose a gray Action tile, you must place it below one of the three colored areas. It then acts exactly as a regular-colored tile of that color.

Once you have placed the Action tile, carry out the corresponding action.

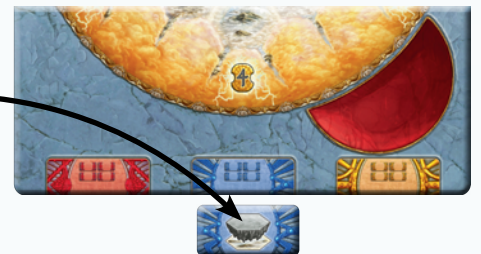
You can choose one of these three Action tiles:

They are the bottom tile of each of the three columns.

Lowest Action tiles in the columns

Say, for example, you choose the blue tile

Place it below the blue area of your Personal board.





What are the available actions?

You can choose from 3 different actions:

1. Create Land

Page 5



2. Build Temple or Building

Page 6-8



3. Move the Sun

Page 8-10

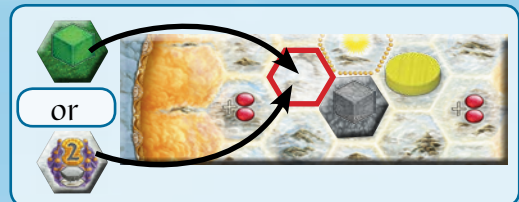


## 1. Create Land



“Creating land” means that you take **either** one of the face-up Earth tokens along with the resource on top of it **or** one of the face-up Bonus tokens.

This means that you always have the choice of **any** remaining face-up Earth or Bonus tokens. When you take a token, **do not reveal** the token beneath it! Simply add the chosen token to your Personal board.



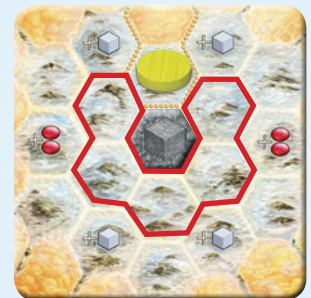
### What to watch for?

- You may only place Earth or Bonus tokens onto the lighter-colored hexes of your Personal board. You are never allowed to place them onto the darker-orange border spaces!
- You may only place an Earth or Bonus token onto an **empty** hex **adjacent** to at least one other hex occupied by an Earth or Bonus token. You are never allowed to place an Earth or Bonus token such that there is no direct connection to at least one other Earth or Bonus token on your Personal board.  
*Note: The space on which the Sun is located is completely forbidden! You are not allowed to place anything onto that space as long as the Sun is present.*
- You are not allowed to place an Earth or Bonus token such that the Sun is completely surrounded.

The area surrounded by the red border is the only area in which Earth or Bonus tokens may be placed.



You would be allowed to place an Earth or Bonus token onto any of the hexes within the red border. All other spaces are either not adjacent or cannot be occupied at this time.

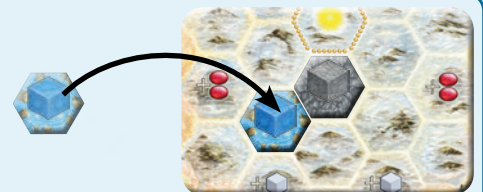


You are not allowed to place the Earth token here, as that would leave the Sun surrounded.



### Example:

You choose the blue “spring” Earth token along with its resource from the supply and add it to your Personal board.



### Example:

In a later turn, you choose the “Temple” Bonus token from the supply and add it to your Personal board.





## 2. Build Temple or Building



"Building a temple or building" means that you take 1 house from the supply.

You can then either place it as a

**A. Temple** on your Personal board

or as a

**B. Building** on your City board.

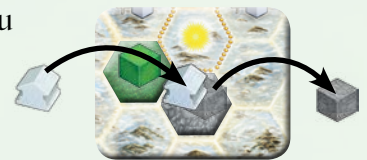
You must pay resources for each house, regardless of what type it ends up being. Take the resources from your Personal board and return them to the supply.

### A. Build 1 temple on your Personal board

This action lets you build exactly 1 temple on one of the Earth or Bonus tokens on your Personal board. For this temple, you must pay resources. The number of resources you must pay depends on how many temples you have already built:

The first temple costs 1 resource *of your choice*.

You build your first temple. This costs you 1 resource of your choice. You choose, for example, the gray granite and return it to the supply.



The second temple costs 2 resources *of your choice*.

You build your second temple. This costs you 2 resources of your choice. You choose, for example, the green bamboo and blue spring, returning them to the supply.



The third temple costs 3 resources *of your choice*.

You build your third temple. This costs you 3 resources of your choice.

**etc.**

If you don't have enough resources, you are not allowed to build a temple.

Once you have paid the resources, take 1 house from the supply and place it as a temple onto one of your Earth or Bonus tokens.

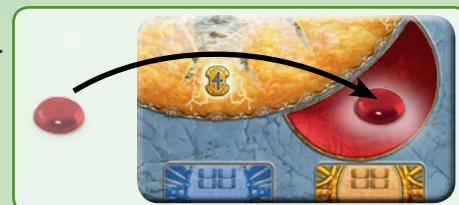
**Note:** You can never have both a resource and a temple on the same Earth or Bonus token. If there is a resource on a token you want to build on, you must first remove the resource and return it to the supply. It is therefore advisable to use this resource first, potentially to pay for the current temple.



You may not have more than **1 temple** on any given Earth or Bonus token. Temples do not need to be built next to each other. You are allowed to build them on any available Earth or Bonus token.


### What do temples do for you?


Whenever you build a temple on your Personal board, you receive Mana. Take the Mana from the general supply and add it to your Personal board's storage area.






How much Mana you receive depends on how many temples you have built:

The first temple gives you 1 Mana stone .

The second temple gives you 2 Mana stones .

The third temple gives you 3 Mana stones .

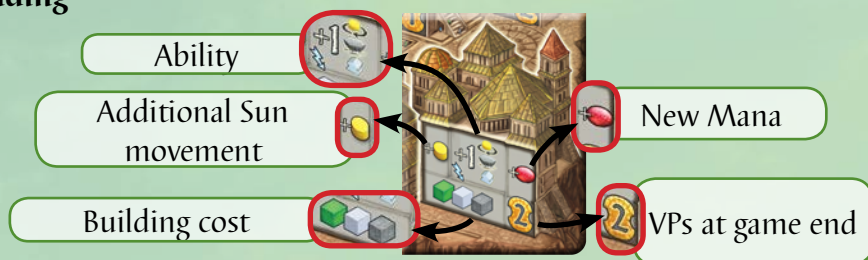
Etc.

Temples also give you VPs when the Sun shines on them. See "Move the Sun" on page 8.

### B. Build 1 building on your City board.

This action lets you build exactly 1 building on your City board.

#### Anatomy a building



Each building you build during the game gives you **different advantages** (abilities, additional Sun movement distance, or new Mana) along with VPs at the end of the game. Not all buildings provide all of these advantages.

To build a building, you must pay the building's resource costs, indicated along the bottom of the building space.


**Note:** White resources represent neutral resources. You can pay these using any color resource.






At this time, you may pay 2 resources to substitute any resource you **do not have**.



If you don't have enough resources on your Personal board, you are not allowed to build the building.

Pay the necessary resources and then place a house  from the supply onto the chosen building space, covering up the building costs. This indicates that you have built this building. The associated advantages are immediately available to you.

You would like to build this building. You must pay 1 green  resource, 1 of your choice , and 1 gray  resource.



You choose to pay 2 green  resources and 1 gray  resource, returning them to the supply.

**Immediately** adjust your Sun movement distance by moving ahead the corresponding number of spaces on your Sun track.

Take the **one-time** Mana stone bonus from the supply, if applicable, and add it to your Personal board's storage area.



After building this building, your Sun movement is increased by 1, which you immediately mark on your Sun track.



You also take 1 Mana stone, adding it to your storage area.

The ability of the building you chose is described on page 16.



Some buildings have one-time abilities


(indicated by a ) , while others have permanent abilities, or no abilities. All building abilities are described on page 16. The indicated VPs,  in this example, are not awarded until the end of the game.



### Example:

You want to build the "warehouse".

You pay 1 blue resource  and 1 black  resource, taking them from your Personal board and returning them to the supply.

You then place a house  onto the warehouse's building cost on your City board. You immediately receive all advantages associated with this building (see page 16).



## 3. Move the Sun



"Moving the Sun" means moving the **Sun** on your Personal board, in order to produce resources and gain the benefits of your temples.

### How does the Sun move?

Move the Sun forward 1 or more spaces in clockwise direction, up to its maximum, as indicated by your Sun track.

At the **start of the game**, all players have a maximum **Sun movement distance of 2 spaces**.

The Sun must always move along previously-placed Earth and Bonus tokens. In other words, the Sun must always be adjacent to the land on at least one side.

The Sun can also move over the darker spaces around the edge of your Personal board, should you have placed tokens to the edge of the lighter-colored spaces. (The Sun must always be able to revolve around your region!)

**Remember:** No Earth or Bonus tokens may be placed onto the darker-colored spaces.

### Movement Distance

The location of the Solar movement marker on your Sun track indicates the **maximum distance** the Sun may move.

**Note:** You must always move the Sun at least 1 space.

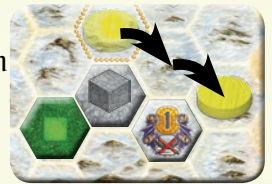
The Sun may **not** end its movement on the **same space** it started from, thus providing the same benefits a second time! You must always end the Sun's movement on a **different space**.

Solar movement marker

Maximum Sun movement distance



The Sun moves in clockwise direction around your Earth and Bonus tokens. It must always be adjacent to your region.



The Sun is allowed to move over the darker-colored spaces as well.



### What benefits does the Sun provide?

When the Sun ends its movement, it 'shines' on all adjacent temples, Earth and Bonus tokens. The affected elements (temples and tokens) are "illuminated".


### "Illuminated" Earth tokens

Place 1 new resource of the corresponding color onto each empty Earth token that the Sun shines on. Take the resources from the general supply. Earth tokens already occupied by a resource (even if it is a bonus resource) **or** a temple **do not** receive a resource.

(For bonus resources, see Setup on page 2, Phase 3 on page 12, Bonus resource space on page 13, and the characters on page 15.)

The Sun shines on all adjacent Earth and Bonus tokens. In this case those spaces surrounded by the red border.



The Sun shines on the black obsidian Earth token. Take a black  resource from the supply and place it onto this Earth token.





## "Illuminated" temples

Each of your temples that the Sun shines on gives you VPs. You score 1 VP for the temple itself, along with 1 VP for each additional Earth or Bonus token surrounding the temple.

The type of token on which the temple rests and the contents of the surrounding tokens (i.e. temples, resources, nothing) are irrelevant. You receive the VPs regardless.

In this manner, a temple can score from 1 to 6 VPs.

The Sun shines on the temple. You receive a total of 5 VPs for all of the Earth and Bonus tokens surrounding the temple as well as for the temple itself.



Take the VPs from the general supply and add them to your bag.


## "Illuminated" Bonus tokens

Bonus tokens provide nothing when the Sun shines on them. They only provide you with VPs at the end of the game. See the summary on page 15.






The Sun shines on the Bonus token. You receive nothing for this.



### Example:

Your Sun has a maximum movement distance of 6 spaces. However, you choose to only move your Sun 3 spaces forward. The Sun now shines on the blue spring token. You receive a blue resource .

The Sun also shines on the green bamboo token, but you receive nothing, since there is already a resource on that Earth token.

The Sun shines on both temples. You receive  3 VPs for the first temple, and  4 VPs for the second temple. You add the total of 7 VPs    to your bag.






## Special Considerations for Sun Movement



### Sun Revolution

You receive VPs whenever the Sun has completed a revolution of your region. This does not need to happen in the space of a single turn.

In other words, whenever the Sun lands on or passes the yellow-bordered spaces on your Personal board, it has completed a **revolution**. You score 5 VPs, which you add to your bag.

In addition to the green resource  and the victory points from shining on the temple, you also receive 5 VPs  for having completed a revolution around your region, as the Sun has moved over the yellow-bordered spaces. 



You can only score these points once per turn! Even if you pass over the yellow-bordered spaces  twice in the same turn, you still only score 5 VPs. 

You only score another 5 VPs when the Sun completes a revolution on a later turn.



## Short Cuts

If you build cleverly, you have the opportunity to create a short cut for the Sun that makes it easier for you to revolve it around your tokens.

**Example:** You move your Sun. You can choose either to take the **blue** (longer) or the **red** (shorter) route. A combination of both, the **white** route, is also possible. You are allowed to take multiple turns to complete this movement.

The **red** and **white** routes are possible because the Sun is always adjacent to at least one token.



## Dead Ends

It is possible for you to create dead ends. A space is defined as a dead end when 5 of its 6 sides are occupied with Earth or Bonus tokens. In other words, there is only 1 free side.

An alley that ends in a dead end space is also considered part of the dead end! This dead end extends over multiple spaces.

You are **not** allowed to move the Sun into dead ends! In other words, if you create a dead end, you must move the Sun past it! You can complete that movement over multiple turns, but the Sun may never enter the dead end.




The Sun must move past this dead end.



**Exception:** You might choose to place an Earth or Bonus token such that a new dead end is created where the Sun is currently located. In this case, when you choose to move the Sun, you must always move it towards the dead end's exit. You can complete the Sun's movement out of the dead end over multiple turns, but once out the Sun may never go back in again. You are also not allowed to reverse the Sun's movement direction while in the dead end.

By placing this Bonus token

, you have created a dead end. When moving the Sun, you must move it back out of the dead end. When crossing over the yellow-bordered spaces, you take 5 VPs and add them to your bag.



## Special rules for the Actions phase

Do you have to carry out an action?

You can choose not to take an action, should this make sense for you or if no useful action is possible. You still have to take an Action tile and add it to the corresponding area.

## Bonus Action



A bonus action means you can choose one of the three possible actions (create land, build a temple or building, move the Sun) and immediately carry it out. You are allowed to choose an action even when all of the corresponding Action tiles have been chosen. You never take an Action tile when carrying out a bonus action.

**Note:** You must carry a bonus action out the same turn you receive it, and may not save it for later. You may choose to forfeit your bonus action if you think this makes sense.




You can receive a bonus action in 2 ways during the game.

## 1. Placing the fourth Action tile of a color below your Personal board.

As soon as you place the **fourth Action tile of any one color** (*note: the symbol has no significance here*) below your Personal board, you receive a bonus action. Carry it out immediately **after** you have completed your regular action for the turn. Finally, discard the 4 Action tiles near the supply, separated according to action type.

## 2. You build the "palace".

As soon as you build the "palace", increase your Sun movement distance by 1 and take 1 Mana stone from the supply. The ability of the palace is that you receive a **one-time** bonus action that must be performed **immediately** (denoted by ).



### End of Phase 1: Perform 4 Actions

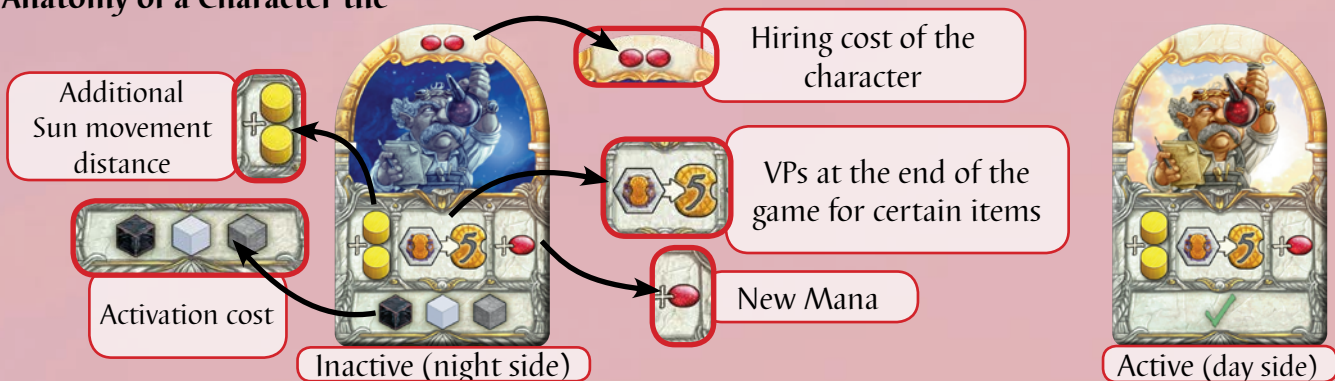
In total, **16 Action tiles** will be chosen during the 4 action rounds, as each player gets 4 turns.

Phase 1 is therefore over in a 4-player game when only 2 Action tiles remain. Discard these near the supply, separated according to action type. Do not remove the Action tiles below each player's Personal board. Phase 2 now follows. **Changes for 2 and 3 players** are described on page 14.

## Phase 2: Characters

In this phase, you can hire and/or activate characters.

### Anatomy of a Character tile



The player with the most Mana begins. On your turn you **may**:

- **Hire and play 1 character**
- and/or
- **Activate 1 character.**

In the case of a **Mana tie**, the player closest in turn order to the start player goes first. You are allowed to choose the order of carrying out the actions above, which means that you are allowed to hire a character and then immediately activate that same character. Once you have taken your turn, the next player in clockwise order takes her turn.

### How do you hire a character?

You are allowed to choose from all remaining available characters. Each character has a hiring cost, printed at the top of the tile. These vary from 2-4 Mana. Pay the indicated Mana amount, returning it to the supply, in order to hire the character. Then, place the hired character (still night side up!) next to your Personal board.

**Note:** Characters only provide abilities when they have been activated!





## How do you activate a character?

Characters may **only** be activated during the character phase. You must have previously hired a character in order to activate them.

Each character's activation costs are printed at the bottom of the tile. Each character costs 3 resources. Pay the indicated resources, returning them to the supply, in order to activate the character.

**Note:** White resources represent neutral resources. These can be paid for with any other resource.

At this time, you may pay 2 resources to substitute any resource you **do not have**.

Finally, turn the Character tile over from night side to day side. This indicates that the character is now active.

**Immediately** adjust your Sun movement distance by moving ahead the corresponding number of spaces on your Sun track.

Take the **one-time** Mana stone bonus from the supply, if applicable, and add it to your Personal board's storage area.

Activated characters are worth VPs at the end of the game for certain items, see page 15.

Continue until no player can or wishes to hire and/or activate any more characters. It is absolutely possible for one player to hire or activate more than 1 person during this phase.

The last phase of a round then follows.

You would like to activate this character, for example. You must pay 1 black resource, 1 of any resource and 1 gray resource. You return 1 black, 1 green and 1 gray resource to the supply.



You turn the "inventor" over from night side to day side. The inventor is now active.

Increase your Sun movement distance by 2 by adjusting your Solar movement marker. Take 1 Mana, adding it to your storage area. You will also receive VPs at the end of the game, see page 15.



## Phase 3: Restocking and Bonus Resources

After all players have hired and/or activated characters, the end of a round takes place with phase 3.

### What needs to be considered during restocking?

- Remove from the game any Earth tokens that were not chosen during the round. Reveal new Earth tokens, such that there is once again 1 Earth token of each type available. Then reveal the topmost Earth token of the extra pile. Place the corresponding resources onto each of the 6 face-up Earth tokens.
- Leave the Bonus tokens as they are. Only the remaining Bonus tokens will be available during the next round.

1 Earth token of each type is available during each round. Additionally, 1 extra Earth token is available from the extra pile, which includes all types of Earth tokens.





- Reveal new Action tiles. Draw 6 Action tiles from each of the 3 draw piles, such that a total of 18 new Action tiles are revealed. See also setup on page 2. Should not enough Action tiles be left, reshuffle the corresponding discarded Action tiles and use them to form a new draw pile.

**Note:** Adjustments for 2 and 3 players are on page 14.

- Pass the first player dragon to the next player on the left. Give the new players going third and fourth (relative to the start player)

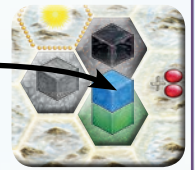
1 additional **bonus resource** of their choice. These resources are placed onto previously-placed Earth or Bonus tokens. It does not matter if the chosen tokens already have resources on them or not. You may **never** have more than 2 resources on any given Earth or Bonus token. The start player and the second player receive nothing. **The new round can now begin with Phase 1.**

Reveal 6 new Action tiles of each type for a total of 18 revealed Action tiles.








Players going third and fourth receive 1 bonus resource here

for example, that they place onto existing Earth or Bonus tokens.




## Special Considerations for Personal boards

### Bonus resource space (4x on Personal boards)

When you place an Earth or Bonus token onto a Bonus resource space, you immediately receive 1 resource (  /  /  /  /  ) of your choice from the supply and place it onto the newly-placed token. The color you choose does not need to match the color of the Earth token you placed.



You place an Earth token onto a Bonus resource space.



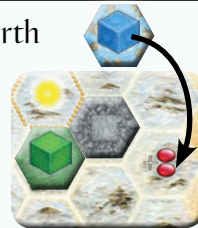
You choose the resource of your choice, blue  in this case, and place it onto the newly-placed token.





### Mana space (2x on Personal boards)

When you place an Earth or Bonus token onto a Mana space, you immediately receive 2 Mana stones   from the supply, adding them to your storage area.

You place an Earth token onto a Mana space.



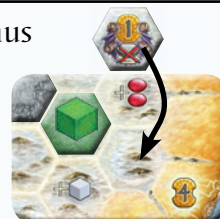
You receive 2 Mana stones   from the supply and add them to your storage area.




### Corner spaces (5x on Personal boards)

At the end of the game, for each Corner space with an Earth or Bonus token adjacent to it, you receive 4 VPs.

You place a Bonus token adjacent to a Corner space.



You will receive 4 VPs  at the end of the game for the Corner space.





# Game End and Scoring



A game consists of a total of 4 rounds. In the final round, replace Phase 3 (Restocking and Bonus Resources) with final scoring. Each player counts their VPs:

- Each Corner space with an adjacent Earth or Bonus token is worth 4 VPs (*exception: Explorer, see page 15*).
- Each Bonus token is worth VPs depending on how it is arranged on a player's Personal board, see page 15.
- Each building on a player's City board is worth the VPs printed on it.
- Each activated character is worth VPs, see page 15.
- Each remaining Mana stone is worth 1 VP (*exception: Treasurer, see page 15*).
- Remaining resources are worth **nothing!** (*Exception: Treasurer, see page 15*.)

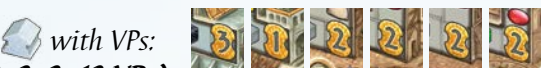

Take the VPs you score as VP tokens and add them to your bag. Then, count all of the VPs in your bag. The player with the most VPs is the winner.

**Example:** You have:


• 2 reached Corner spaces  +  =  (4+4=8 VPs)

• 2 Bonus tokens:  5 empty spaces x 1 VP =  (5x1 VP=5 VPs)

•  2 temples x 4 VP  (2x4 VP=8 VPs)

• buildings  with VPs:  (3+1+2+2+2+2=12 VPs)

• activated princess:  x 2 VP =  (8x2 VP=16 VPs)

• 2 Mana:  =  (1+1=2 VPs)

You receive nothing for your remaining resources. 

You've collected 47 VPs over the course of the game:

     (30+10+5+1+1=47 VPs)

You have therefore scored a total of 12+8+5+8+16+2+47=98 VPs.



## Tie Game

In the case of a tie, the winner is the tied player with the most resources left over. If there is still a tie, then there are multiple winners.



## Adjustments for 2 and 3 Players

In a **3 player game**, there are only **3 rounds**. This means that each player is start player exactly once. Each player gets **6 turns per round**. This means that the 18 available Action tiles will all be chosen.

In a **2 player game**, there are **4 rounds**. This means that each player is start player twice. Each player gets **4 turns per round**. The number of played and restocked tiles varies as follows:

	Played Action tiles	Restocking
Rounds 1 & 3	8 Action tiles played	No restocking
Rounds 2 & 4	10 Action tiles played	Round 2 only: 18 tiles, as normal

## Hints

- It is not a good idea for all players to start the game with the same resource type!
- Blue  and black  resources are more scarce. It is often a good idea to take one of these as a bonus resource.
- Hiring characters is a good idea. Remember that they need to be activated in order to score VPs.





# Bonus tokens, characters and buildings

## The Bonus tokens

For each Bonus token, scoring is always related to the token itself along with all adjacent spaces.

**Empty Spaces**  
 During final scoring you receive 1 VP for each adjacent empty space. The Bonus token itself does not count as an empty space.




*There are 5 adjacent empty spaces.  
 You score 5x1 VP=5 VPs* 


**Created Land**  
 During final scoring you receive 2 VPs for this Bonus token and each adjacent Earth or Bonus token.




*There are a total of 5 adjacent Earth and Bonus tokens (including the Bonus token). You score 5x2 VP=10 VPs* 


**Resources**  
 During final scoring you receive 2 VPs for each resource on or adjacent to the Bonus token.



*There are a total of 6 resources on adjacent Earth and Bonus tokens.  
 You score 6x2 VP=12 VPs* 

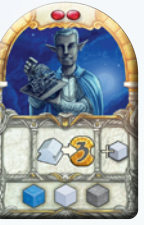
**Temples**  
 During final scoring you receive 4 VPs for each temple on or adjacent to the Bonus token.




*There are a total of 3 temples on adjacent spaces. You score 3x4 VP=12 VPs* 

## The Character tiles (VP = victory points)


**Architect (hiring cost = 2 Mana)**  
**Activation cost:** 1 blue, 1 of any type and 1 gray resource.  
**Activation ability:** 1 bonus resource, placed on an Earth or Bonus token.  
**End game VPs:** 3 VPs for each house (temple and building).




**Prophetess (hiring cost = 3 Mana)**  
**Activation cost:** 1 blue, 1 of any type and 1 green resource.  
**Activation ability:** None.  
**End game VPs:** 2 VPs for each Earth and Bonus token.



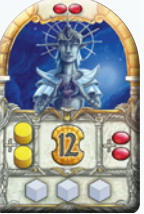
**Inventor (hiring cost = 2 Mana)**  
**Activation cost:** 1 black, 1 of any type and 1 gray resource.  
**Activation ability:** +2 Sun movement, 1 Mana.  
**End game VPs:** 5 VPs for each Bonus token.



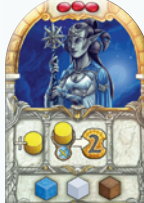
**Cartographer (hiring cost = 2 Mana)**  
**Activation cost:** 1 gray, 1 brown, and 1 green resource.  
**Activation ability:** 1 bonus resource, placed on an Earth or Bonus token.  
**End game VPs:** 3 VPs for each different Earth token (maximum 15 VPs).




**Priestess (hiring cost = 2 Mana)**  
**Activation cost:** 3 resources of any type.  
**Activation ability:** +2 Sun movement, 2 Mana.  
**End game VPs:** 12 VPs.




**Princess (hiring cost = 3 Mana)**  
**Activation cost:** 1 blue, 1 of any type and 1 brown resource.  
**Activation ability:** +1 Sun movement.  
**End game VPs:** Sun movement x 2 VPs.



**Explorer (hiring cost = 2 Mana)**  
**Activation cost:** 1 black, 1 of any type and 1 brown resource.  
**Activation ability:** None.  
**End game VPs:** 8 VPs instead of 4 VPs for each Corner space reached (see page 13).



**Treasurer (hiring cost = 4 Mana)**  
**Activation cost:** 1 black, 1 of any type and 1 green resource.  
**Activation ability:** None.  
**End game VPs:** 3 VPs instead of 1 VP for each remaining Mana, and 2 VPs for each remaining resource.





## The City board buildings



### Observatory

**Costs:** 1 black resource.

**Benefit:** +3 Sun movement.

**Ability:** None.

**VP at game end:** 3 VPs.



### Sun Lodge

**Costs:** 1 gray resource.

**Benefit:** +2 Sun movement

**Ability:** None.

**VP at game end:** 1 VP.



### Power Plant

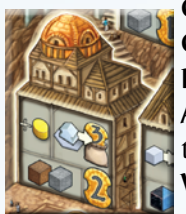
**Costs:** 1 blue resource.

**Benefit:** 1 Mana.

**Ability:** Move your Solar movement marker to the ☀-space. You can move the Sun as many spaces as you want. You score **no VPs** for a complete

revolution  ! See page 9.

**VP at game end:** 2 VPs.



### City Hall

**Costs:** 1 brown and 1 gray resource.

**Benefit:** +1 Sun movement.

**Ability:** Extra 3 VPs for each illuminated temple.

**VP at game end:** 2 VPs.



### Citadel

**Costs:** **Either** 1 black or 1 blue resource.

**Benefit:** None.

**Ability:** Building temples now only ever costs 1 resource of your choice. Mana rewards continue to increase.

**VP at game end:** 2 VPs.



### Watchtower

**Costs:** 1 black and 1 blue resource.

**Benefit:** 1 Mana.

**Ability:** 10 VPs instead of 5 VPs for Sun revolution.

**VP at game end:** 2 VPs.



### Sanctuary

**Costs:** 1 brown and 1 green resource.

**Benefit:** 4 Mana.

**Ability:** None.

**VP at game end:** 3 VPs.



### Hallowed Grove

**Costs:** 1 green resource.

**Benefit:** 2 Mana.

**Ability:** None.


**VP at game end:** 2 VPs.



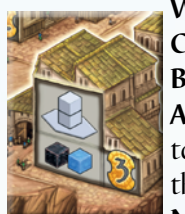
### Bazaar

**Costs:** Any 2 resources.

**Benefit:** None.

**Ability:**  : Immediately turn up to 3 Mana into 4 VPs each. Maximum of 12 VPs.

**VP at game end:** 1 VP.



### Warehouse

**Costs:** 1 black and 1 blue resource.

**Benefit:** None.

**Ability:** Place a second resource on Earth tokens that already have a resource on them when the Sun shines on them.

**Never** more than 2 resources on an

Earth token.


**VP at game end:** 3 VPs.



### Land Steward

**Costs:** 1 brown and any 1 resource.

**Benefit:** None.

**Ability:**  : Immediately draw the bottom two Earth tiles from the extra pile and add them to your Personal board, along with 1 corresponding resource on each.


**VP at game end:** 2 VPs.



### Palace

**Costs:** 1 green, any 1, and 1 gray resource.

**Benefit:** +1 Sun movement, 1 Mana.

**Ability:**  : Immediately take a bonus action, see pages 10 and 11.

**VP at game end:** 2 VPs.

**Z-MAN**  
games

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