

AETHERIUM

THE FORGOTTEN DUEL



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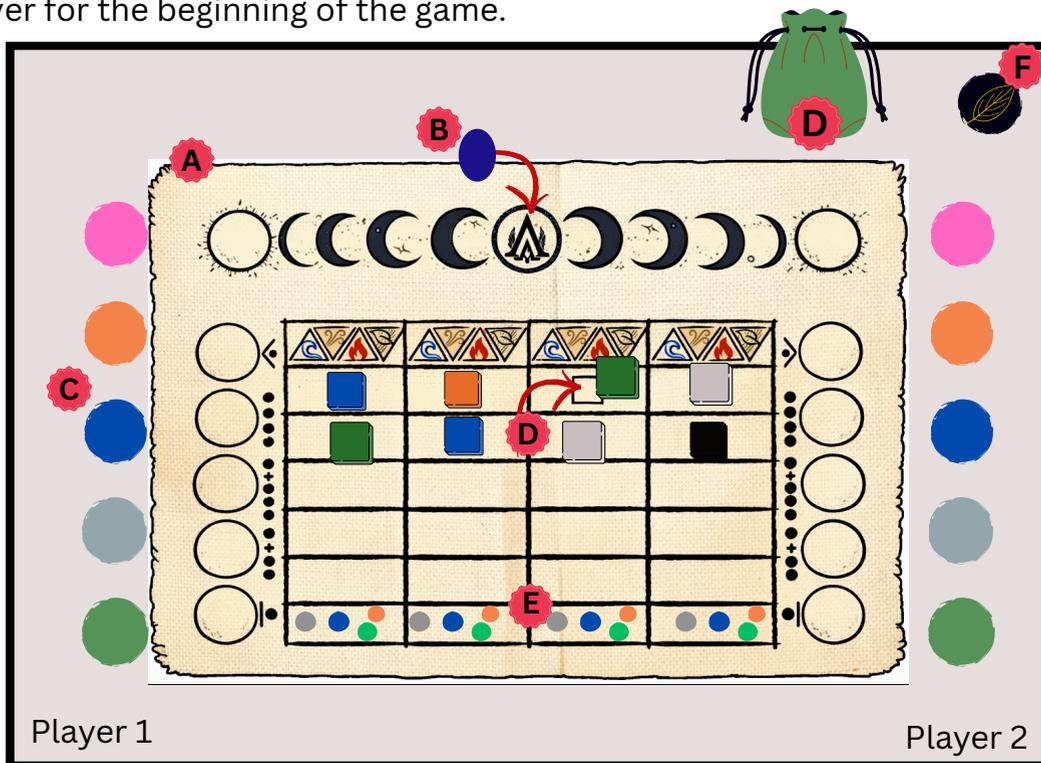
*Aetherium is a **15-minute** abstract strategy game for **2 players**. This forgotten duel was once a sacred rite used by ancient civilizations to maintain harmony through the four elements. Through mastery of these forces, chosen duelists sought to transcend mortality itself. Lost empires crumbled, centuries passed, and the ritual faded into myth and silence. Now, the game has resurfaced, calling for new duelists to claim eternal power.*

Components



Setup

- A** Lay out the **game mat** flat on table between both players.
- B** Place the **aether token** on the center of the Aether track.
- C** Give each player five **element pawns**, one of each kind.
- D** Place all **power tokens** in the **pouch**, then randomly draw eight of them and place each in one in the marked spaces in the mat's columns.
- E** Place four **different element stones** at the bottom space of each of the mat's columns.
- F** Finally, One player will flip the initiative relic, while the other player chooses heads or tails, to determine the first player. The winner of the flip will be the first player for the beginning of the game.



Goal

Either have all stones of an element at the top of each column by the end of your turn, **or** bring the aether token to your side of the track as far as you can.

Gameplay

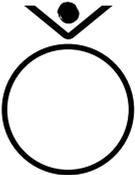
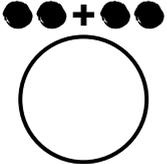
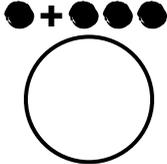
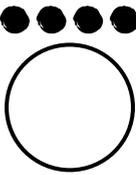
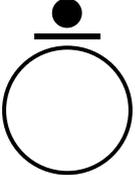
The game is played in three rounds. Each round, players alternate taking turns using one of their five element pawns to perform an action on their side. Once all pawns have been used, move the aether token and prepare for the next round. (Explained later under Round End)

On your turn, choose one of your element pawns that you haven't yet used this round, place it on any of the circular spaces on your side of the mat (atop other pawns there, if there is any), and resolve the corresponding action.

Every action must follow these rules:

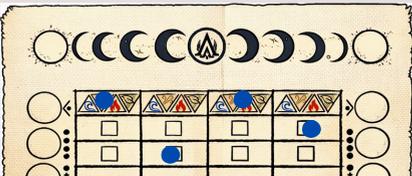
- You can only move stones that match the element pawn played for the action. When you play your wild pawn, declare which element it will count as for that turn.
- You must be able to do the entire action (if you cannot, choose another action or pawn).

Each action works as follows:

				
Move one stone as many spaces down as you want (at least one space).	Move two stones of the same color two spaces up each.	Move one stone one space up, then another stone of the same color three spaces up.	Move one stone four spaces up.	Move one stone as many spaces up as the number of pawns you currently have on this space.

*Below displays an example of a player wishing to place their blue pawn on an action they will not be able to choose, because they will not be able to **fully** execute the action.*

In this example:
 You cannot place a water pawn on the •• + •• action, since only one water stone can move up two spaces.

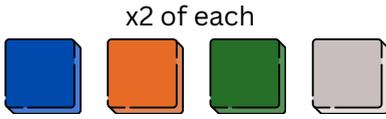



Power Tokens

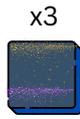
If you move a stone into a space with a power token, take the token. It is yours until used by you.

Once per turn, before or after your action, you can discard one of your power tokens (even one you got in that same turn) to activate its effect. Discarded tokens are **removed** from the game.

Each power token has the following effect:



Move a stone of the corresponding element one space up.



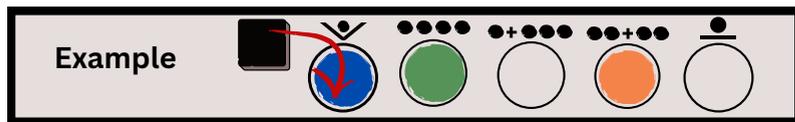
Move the aether token one space to your side.



Block an action from being taken by anyone for the remainder of the round. (Placing this token on your action space, you want blocked).



Move one stone one space down.

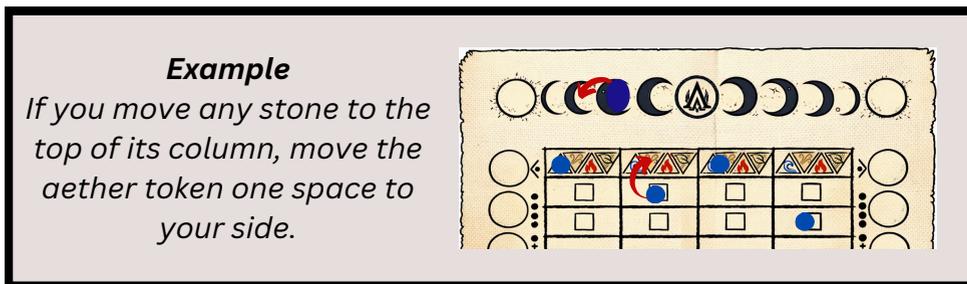


Aether

If you move a stone into the top space of its column, move the aether token one space to your side. *(Example below)*

The aether token can also move due to the effect of one of the power tokens, and at the end of the round as explained later under Round End.

The first time the aether token is moved, it moves from the center  location. From then on, it always goes from space to space (*moons*), never on the center  Location for the remainder of the game.



Round End

Once all element pawns have been used, check who has the most pawns in the action space closest to the aether track. If it's a tie, check the second-closest action, and so on. Whoever has it moves the aether token one space towards their side. If all actions are tied, the aether token moves towards the player who played last.

Both players compare their top action space (blue arrows).
 It's a tie
 They check the next action space (red arrows). Still a tie,
 They check the following (black arrows).
 Player 2 has more pawns here, gaining the Aether movement.

Then, return the element pawns to each player, and place one power token from the bag in each empty marked space in the mat's columns.

Notice: Only place power tokens where there are no stones or power tokens

If this is the third round, there may be no power tokens in the pouch. If that's the case, the remaining unoccupied marked spaces will receive nothing.

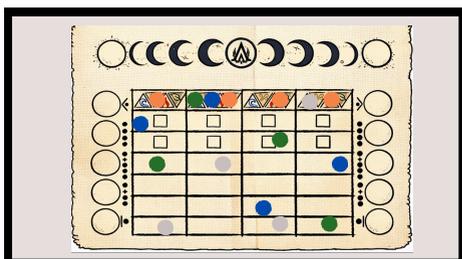
Finally, if this was the first or second round begin the next round, with whoever has the aether token closest to them going first. If this was the third round, the game ends.

Game End

You win if:

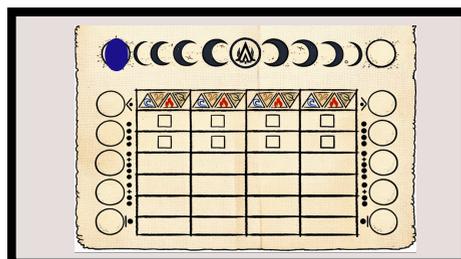
- (A) You get all four stones of the **same element** at the top of their columns during your turn, **OR**
- (B) You get the aether token all the way to the space closest to you **OR**
- (C) If no one achieves this by the end of the third round, the game ends and whoever has the aether token closest to them wins!

A



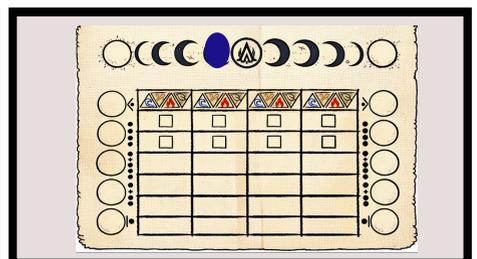
All orange stone (fire) are at the top of each column

B



Player 1 reached the last place on the Aether track.

C



Round three ended, Aether token is on player 1 side. They win

Designer tips and reminders:

Aether track is important to keep an eye on.

Aside from the power tokens in the pouch, everything is open information.

The Aether token will never land on the center  location once it leaves from there.

Players may use **ONE** power token per turn and can save them from round to round.

When a player uses the wild pawn, they declare which **ONE element (color)** it is for that turn only. Then resetting for following rounds.

When stones reach the top of a column, they are **NOT** locked in place. They can be moved down with the first action space or the power token that grants the power to move one stone down one space.

Credits:

Publisher: Begamin Games

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Rulebook: Pedro Latro

All handmade components: Daryl Durston

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