

# ORIGINE

*Rules of the game*

## **Story**

*Cosmic deities, you come together to create an entire planet. Integrating its ecosystem, minerals and other elements essential to life.*

*Will you be able collaborate in the silence of space to make this world viable and lush. Gods don't play dice! Prove it!*



# Material

26 Elements pawns :

Element Face

Need Face



4 Oxygen pawns (white)



4 Water pawns (blue)



4 Mineral pawns (brown)



4 Plant pawns (green)



4 Insect pawns (black)



4 Animal pawns (orange)



2 Bacteria pawns (purple)

recto

verso

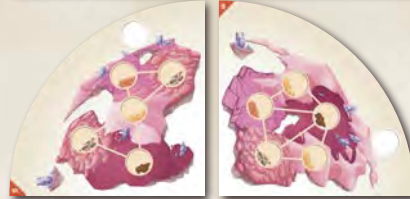
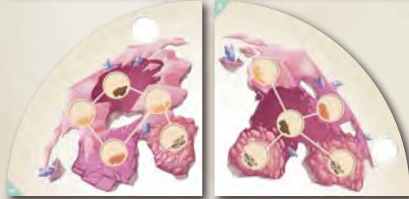
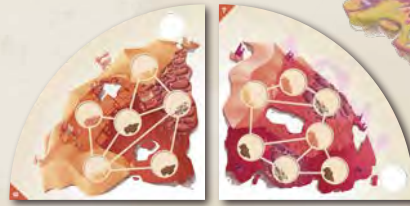
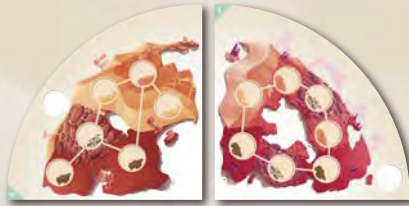
1 cloth bag



4 game aids

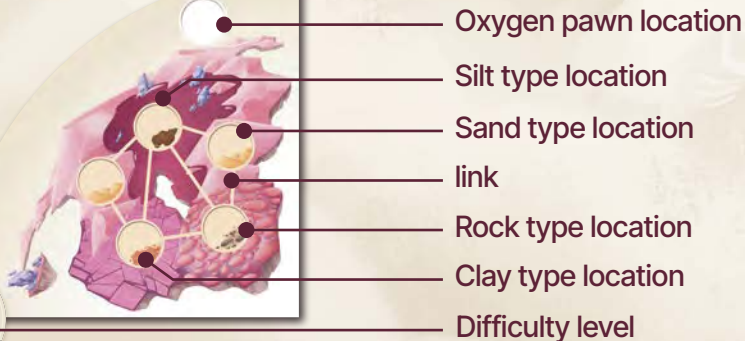


## 6 double-sided Continent boards :



easy level

difficult level



(corresponds to the number of locations on the Continent, here 5)

## Set up

1.

Give each player a game aid. This game aid indicates the requirements for all Elements.



Visible to everyone



Visible only to the player

Player 1



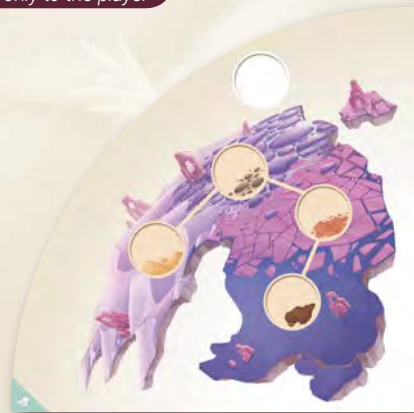
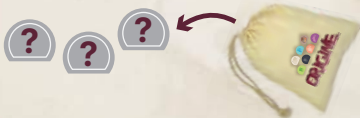
2.

Place all Element pawns (blue, brown, orange, green and black) into the bag.



3.

Each player draws 3 Element pawns from the bag and places them in front of them. With the "need" side facing the player, taking care not to show this side to the other players.



4.

Then place all the (white) Oxygen pawns in the bag.



Visible to everyone



Visible only to the player

Player 4



Player 2



Visible to everyone


Visible only to the player

5.

Place 4 Continent trays in the middle of the table (faces chosen for easy, difficult or random mode). with a total 20 number place of Element.

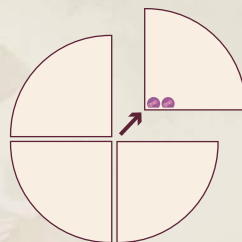
$$4 + 5 + 5 + 6 = 20$$

*Note: for your first games, prefer faces with an easy difficulty level.*

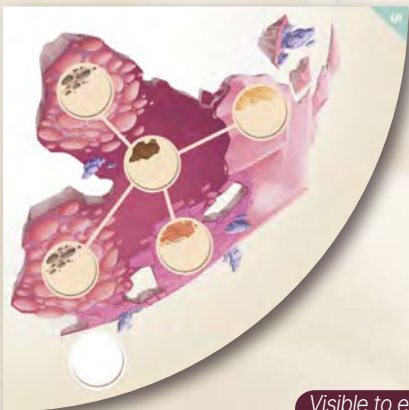
6.

Stick three continents together and leave one continent aside at random (you can only play on this continent if certain conditions are met detailed page 9).

Place the two Bacteria pawns (purple) on this continent (these counters will be placed in the bag when the continent is activated, see page 9).



Player 3



Visible to everyone


Visible only to the player

7.

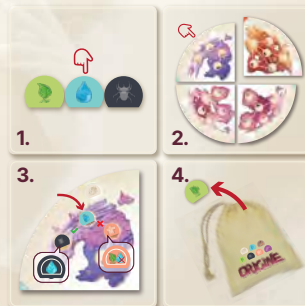
Randomly select the first player.

## Game turn

**Warning:** you cannot, at any time, reveal to other players the need for Element pawns that you know, nor give them clues on the best way to place their pawns. The turn of the game takes place in a clockwise direction.

The turn of a player, who we will refer to as the “active player”, takes place as follows:

1. Select an Element pawn (*active player*)
2. Designate a continent (*previous player*)
3. Place an Element pawn (*active player*)
4. Draw an Element pawn from the bag (*active player*)



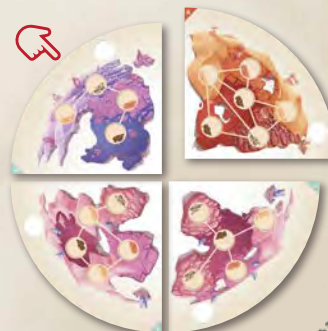
### 1. Selecting an element pawn

*The active player* indicates which of his or her pawns he or she would like to place.



### 2. Designating a Continent

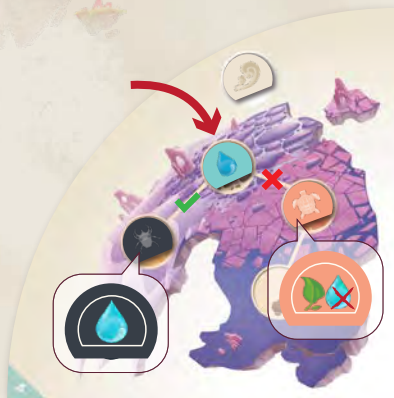
*The previous player*, the player to the right of the active player, designates a continent on which the active player place an Element pawn. The choice of continent must be valid, neither discarded nor complete!



### 3. Placing an Element pawn

The *active player* chooses one of his Element pawns, *not necessarily the one indicated\** and place it face-down on any free space on the Continent designated by the previous player.

He must, but will not always be able to, place it in such a way as to respect the need for the Element pawn and any Element pieces already placed (see next chapter).



*Note:* Oxygen counters may only be placed on white only on white spaces, which themselves can only Oxygen counters.

\* The choice of which pawn to place is an indication and not placing it and choosing another one can also be an indication.

### 4. Drawing an element pawn from the bag

If there are any remaining counters in the bag, the active player picks one and places it with his other two pawns, taking care taking care not to show his possible Need to the other players.

*Note:* Bacteria counters (purple) are a special case (see below).

Once your new counter has been recovered, it's the next player who becomes the active player and begins his turn.



## Needs of the Elements



### **WATER (blue)**

Blue Elements represent water. There are 4 Water pawns for the 4 continents.

To be validated, a continent must contain a **single Water pawn** at the end of the game.



### **MINERAL (brown)**

Brown Elements represent minerals.

There are 4 Mineral pawns, each distinct and will be validated at the end of the game **only if it is the corresponding soil type**.



### **PLANT (green)**

Green elements are plants.

There are 4 Plant pawns, each distinct and validated **only if it is not linked to the crossed-out element** at the end of the game.



### **INSECT (black)**

Black elements are insects.

There are 4 Insect pawns, each distinct and validated at the end of the game **only if it is linked to the element indicated**.



### **ANIMAL (orange)**

Orange Elements are animals.

There are 4 Animal pawns, each distinct, which **must be linked to an Element of a given color, but not to an Element of a different color** to be validated at the end of the game.





### OXYGEN (white)

White Elements are l'Oxygen.

There are 4 Oxygen pawns for the 4 continents, which can only be placed on white locations. They can trigger a special action. (see Oxygen below)



### BACTERIA (purple)

Purple elements are bacteria.

There are only 2 Bacteria pawns, which have an immediate action and which will not be placed on the continents but will be discarded after use. (see Bacteria below)

### Link

A link connects two elements together.

So an element with this pictogram



Conversely, a crossed-out pictogram



### Discarded continent

As soon as a first Continent is completed (excluding the Oxygen pawn), the discarded Continent becomes accessible until the end of the game.

Now that the last Continent is activated, place the two Bacteria pawns (purple) in the bag.



## OXYGEN



If the white space on the designated continent is free, the active player may place an Oxygen on that slot.

There are two possibilities:

- If he places the Oxygen pawn with its need side visible, he immediately perform the pawn's special action.



- If he places it with the Element face up, the player gives up the Special Action, but this will score 1 additional point at the end of the game.



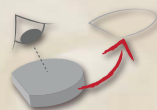
### ★ Special actions:



**Flipping over:**  
flip over any Element pawn already placed on this continent.



**Exchange:**  
exchange the position of any two Element pawns at least one of which is on this continent.



**Look-move:**  
secretly look at any Element pawn placed on this continent and move it to a free any continent.

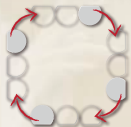
Exceptionally, the gods (players) can debate at this time the possible choices based on the revealed action. Which pawn to look at, move or exchange with which. However, it remains prohibited to reveal the needs of known elements.

**Example:** "Based on what I know about the situation on this Continent, I think we should return this one!"

## BACTERIA



When a player draws a purple Bacteria pawn, he/she must immediately reveal the pawn, apply the corresponding and discard it:



**Share:** each player passes one of his Element pawns in front of him to his left-hand neighbor.



**Move:** if possible, move an Element pawn from one Continent to another, without turning it over (it is forbidden to place it on the Continent moved).

He then draws a new Element counter from the bag.

### ***Vary the difficulty***

The more difficult Continents you use, the more complicated your games will be.

If you want to further increase the difficulty, simply start the game by placing a certain number of Oxygen counters on the white face up, and ignore the corresponding Special Actions.

You can then set the level of difficulty you want.

## End of the game

The game ends as soon as all the Element and Oxygen pawns have been placed (or played in the particular case of Bacteria).

Then turn over all the Element pawns (with the exception of the Oxygen pawns which remain as they were played) so as to make their need visible and check if need is/is not met.

Discard each Element pawn whose need is not met.

- If a pawn is missing on a Continent, it does not score a point.
- If all the locations on a Continent are occupied after removing the Elements whose need is not met, it is validated. Each Element token present on it is worth 1 point with the exception of Oxygen. This scores 1 point if its element side is visible (see page 10) whether the Continent is validated or not.

You will know if you are gods who will mark the history of this planet by consulting the following table:

FINAL SCORE			LEVEL
2 players	3 players	4 players	
14 or less	13 or less	12 or less	DEMI-GODS
between 15 and 19	between 14 and 18	between 13 and 17	WORTHY OF A PROPHET
between 20 and 23	between 19 and 23	between 18 and 23	DIVINE COLLEGE
24			★ GODS ★

