

# envyra

The world is full of energy.

One element impacts another and

together they form the world around us.

Yet the world is slowly and quietly evolving.

There needs to be equilibrium or...

at least semblance of it in time.

You are part of this vortex of life!

In this fascinating environment, 2 to 4 players compete to collect varying sets of earthly themes, and strategically and efficiently accumulate points.

They can also attempt to impact equilibrium.

Like in nature, players compete individually, but

their actions impact each other, sometimes

unwillingly helping their opponents,

other times dealing them a crucial blow.

**There are many strategies, but only one winner!**

# RULES

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ENVYRA is a game of wits where players compete to capture Tiles worth varying number of points. Players can maximize their points by capturing higher value Tiles, but also by collecting specific sets of Tiles worth extra bonus points. The expansion package EQUILIBRIUM\* adds additional opportunities to add points to one's score by gaining individual Equilibrium Cards. Each round consists of two stages – one where each player secretly and simultaneously selects the Tiles that they want to capture – and another where players reveal their selection and interact. Be careful – ENVYRA is not a game of chance. The player that best anticipates their opponent's moves and strategically adjusts in mid-play has the best chance to be the winner. The game ends when the End Tile is captured. Each player can try to end the game when it is most advantageous – at the moment they have the most points – making the game more dynamic and strategic. When the game ends, the player with the most points is the winner. If multiple players end with the same point total, the player who gained the most points through collecting specific sets is declared the winner.

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\*expansion EQUILIBRIUM included with Kickstarter Edition of the game

## COMPONENTS

### **38 Tiles + 1 Alternative End Tile\***

- Three earthly themes each represented by a color: flora in green, water in blue, and fire in red. Each theme has four elements/symbols for a count of 10 Tiles per theme (3+3+2+2) and a total count of 30 basic Tiles
- Eight bonus Tiles (2/2/3/3/4/4/5 Victory Points)
- End Tile
- **Alternative Kickstarter End Tile\***

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\*Alternative Tile included with Kickstarter Edition of the game 2

## 20 Wooden Cubes

- Five colored cubes per player for a maximum of four players

## 1 Wooden Starting Player Figure

## 4 Player Boards (Player GRID)

## 4 Player Shields

## 1 Player Aid card (double sided - SETUP/FINAL BONUS)

## 1 Square Corner Card

## 1 Tile Drafting Bag

## 1 Instruction booklet

## + 9 Equilibrium Cards part of the EQUILIBRIUM expansion\*

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\*included with EQUILIBRIUM expansion package

# GAME SETUP

## 1. Tiles Sorting

Tiles get sorted into three groups:

- 15 **Starting Tiles** S (marked with capital letter "S")
- 22 **Basic Tiles** (no special marking)
- 1 **End Tile**\*

The number of Starting Tiles gets reduced depending on the number of players:

- For 2 player game, randomly select **11 Starting Tiles** (4 Starting Tiles are removed)
- For 3 player game, randomly select **13 Starting Tiles** (2 Starting Tiles are removed)

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\* Owners of the Kickstarter version of the game can use either the special Kickstarter End Tile, or the standard one, but for 2 player game we recommend the standard one

- For 4 player game, randomly select **14 Starting Tiles** (1 Starting Tile is removed)

The number of Basic Tiles gets reduced depending on the number of players:

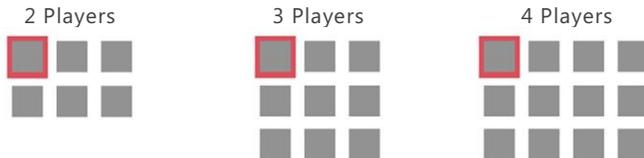
- In 2 player game, randomly select **8 Basic Tiles** (14 Basic Tiles get removed<sup>o</sup>)
  - <sup>o</sup> included among the 14 removed Tiles should be Tiles marked with the "3/4" symbol! These tiles are for three or four player games only.
- In 3 player game, randomly select **16 Basic Tiles** (6 Basic Tiles get removed)
- In 4 player game, randomly select **21 Basic Tile** (1 Basic Tile gets removed)

All removed Tiles are put aside - they will not be used in the game.

## 2. Setting up the Playing Grid

Starting Tiles (marked with "S") get arranged into a grid. The number of rows and columns depends on the number of players. One corner gets marked with the red Corner Card. The purpose of this card is to set the orientation of the Playing Grid relative to each player's Board orientation. Doing this will avoid confusion during the game.

The Playing Grid is set up as follows, depending on the number of players:

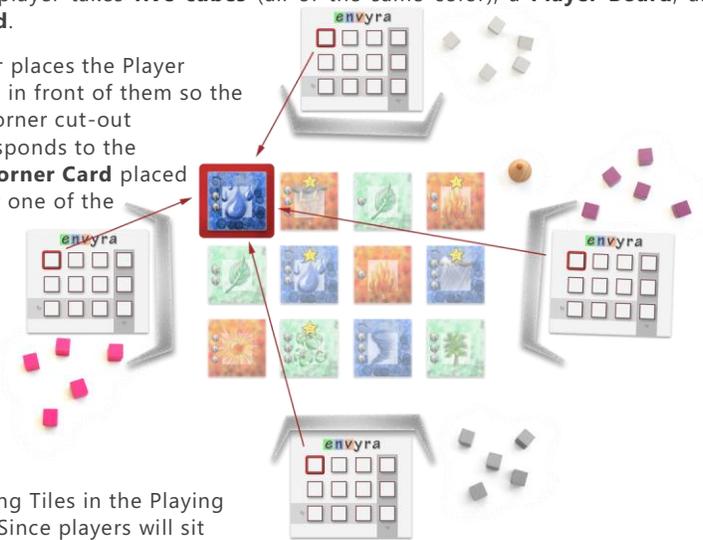


**Important:** Each Playing Board has four columns and three rows to accommodate the four player configuration. **In two and three player games, only the portion of the Board is used that corresponds to the Playing Grid** - e.g. in the case of two players, only two rows and three columns are used

### 3. Setting up the Player Board

Each player takes **five cubes** (all of the same color), a **Player Board**, and a **Player Shield**.

Player places the Player Board in front of them so the red corner cut-out corresponds to the red **Corner Card** placed under one of the



Starting Tiles in the Playing Grid. Since players will sit around the Playing Grid, the orientation of the Board will vary correspondingly.

Once the Board is oriented correctly, each player will hide their Board from the other players with their Player Shield.

#### 4. Creating Tiles Supply

After the Playing Grid is set up, several Starting and Basic Tiles remain (any Tiles that were removed can be returned to the box). All remaining Starting Tiles and Basic Tiles get **shuffled** together with the End Tile and put into the Drafting Bag. These create the Tiles Supply and are **randomly** drawn and used to replenish any Tile that gets captured from the Playing Grid during gameplay.

#### 5. The Starting Player

Player who most recently got wet in a storm (or a randomly selected player) takes the Starting Figure. The Starting Figure is passed to the player on the left at the end of each round. The Starting Figure is important because it serves also as a reminder of the player order. Remembering the order will help players strategize which Tiles they want to capture during each round.



## GAMEPLAY

The game is played in a series of fast-paced rounds. Each round has two phases. In the first phase, all players cover their Boards with the Player Shields and place 1 or 2 cubes on their Board. In the second phase, players remove their Player Shields and start placing their cubes (one at a time) onto the Tiles on the Playing Grid beginning with the Starting Player. As soon as the number of cubes equals the required number displayed on the Tile, the player with the most cubes takes the Tile. In a case of a tie, the Tile goes to the player that placed the last cube. After the round ends, all captured Tiles get replaced with new Tiles from the Tiles Supply and the Starting Figure moves to the player on the left. The game ends as soon as the End Tile is captured. This can occur in mid-round and often before all of the tiles have been captured. When the End Tile is captured in mid-round, the round is not completed.

### **Phase I**

#### PLACING CUBES ON PLAYER BOARDS

During the Phase I all players **simultaneously** and **secretly** place cubes from their reserve into their Player Boards' cutouts. Each player needs to decide whether they want to play with **ONE or TWO cubes**. If possible, each player must place **at least one cube**. If a player starts the round with just one cube remaining, they must place that one cube. Since the cube will be transferred onto the Tiles in the Grid in the second phase, each player needs to strategically pick positions on their Player Board that will yield the greatest chance of capturing the corresponding Tile. For example, if a Tile has only one cube icon displayed on it, the starting player is guaranteed to get that Tile, if they place one of their cubes on the corresponding spot on the Board. However, if the Tile has a higher number of cube icons displayed, it can take several rounds of

strategy to gain the Tile. Tiles with higher numbers offer higher points, so taking the easy way is not necessary the winning way.



## **Phase II**

### MOVING CUBES FROM PLAYER BOARDS ONTO TILES IN THE GRID

Phase II starts by all players removing their Player Shields, revealing their cube placements to each other.

The Starting Player, the one with the Starting Figure, moves **one** of their cubes from the Player Board onto the corresponding Tile in the Grid. It is entirely up to them which cube to move first. However, if they do not deploy a cube that corresponds to a Tile that is then captured by another player mid-phase, they can no longer move that cube in this Phase. On the other hand, each deployed cube that does not immediately capture the Tile, may help other players get closer to the required number the Tile requires and potentially capture it. Deciding on the right order makes a big difference. The game moves **clockwise** until the last player plays their first cube. Then the order reverses and the last player immediately plays their **second** cube and gameplay continues **counterclockwise**. The Starting Player plays their second cube last.

Example of gameplay with three players (Starting Player is on the right with purple cubes)...

Starting position...



1. first purple cube



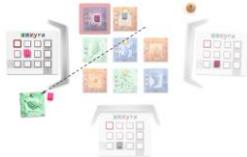
2. first gray cube



3. first pink cube



Player captures a Tile°...



4. second pink cube



5. second gray cube



6. second purple cube



° Capturing Tiles explained later in the text.

## Restricted Tiles

Most Tiles are not restricted and any player can start trying to capture them immediately. However, not all Tiles are immediately available. Some Tiles come with colorful icons located on the right side. These icons correspond to the three themes. A player must first possess Tiles with all the depicted themes (**only color matching the theme is important, pictures displayed on the Tile are irrelevant in this case**) before they can move a cube onto the Restricted Tile, trying to capture it. Examples....

- A) Player can move a cube onto this Tile only after they have already captured at least **1 orange, 1 green, and 1 blue** Tiles.



- B) Player can move a cube onto this Tile only after they have already captured at least **2 orange and 1 green** Tiles.



**Careful Timing:** The restriction applies only to moving cubes onto the Tiles themselves during Phase II. It **does not apply to placing them into play on the Player Board in Phase I**. Thus, a player can mark a Tile on his Board that is restricted to them, hoping to capture the missing color Tile with their first cube move. If they are successful, the Tile is no longer restricted (they possess all the required Themes) and they can move their second cube on that Tile when their second turn comes.

Remember. When a player decides to play with two cubes in Phase I (most cases), they can play them in any order during Phase II. However, if a Tile is captured by another player before they place their cube onto it, that Tile is no longer in play and the corresponding Player cube can't be deployed (instead it is

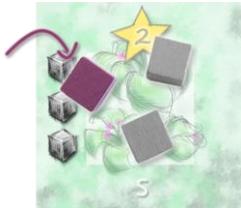
returned to the player's reserve). The Player **must play their other available cube** even if this disrupts their former placement strategy.

**Important:** Players are not allowed to skip a turn during Phase II, if corresponding Tiles are available in the Grid. They must move cubes from their Boards even if it helps other players capture a Tile. Neither can they wait for placement of second cubes, if they only have one cube available to play (for example as result of other players capturing their desired Tile sooner thus rendering player's cube corresponding to that Tile useless).

## CAPTURING TILES

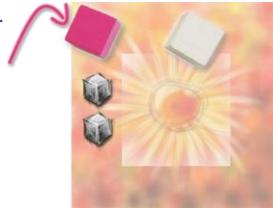
Any time a player moves a cube onto a Tile and the total number of cubes corresponds to the number of cube icons depicted on the left, the Tile is immediately removed from the Grid. However, it is not always the player that placed the last cube that captures the Tile. The **Tile goes to the player who has the most cubes on it**. Only in a case of a tie, it is the **last player that placed his cube on the Tile** that captures it. Examples...

- A) Player A placed their purple cube onto the Tile. The number of cubes now corresponds to the number depicted on the left (3)...



...but Tile is captured by player with gray cubes as they have more cubes on it (2 gray cubes versus just 1 purple one).

- B) Player C placed their pink cube onto the Tile. The number of cubes now corresponds to the number depicted on the left (2)...



...both players have the **same number of cubes** on the Tile. Tile is captured by the player with pink cubes as they placed their cube last.

Once the Tile is removed from play, cubes that were placed on it are returned to player's reserve. Captured tiles are placed visibly so every player has good view of all captured Tiles.

## **END OF ROUND**

The round ends when the last player places their second dice on a Tile. Before new round starts it is necessary to do the following:

### **REPLACING CAPTURED TILES**

Every Tile that was captured during the round gets replaced with randomly selected Tile from Tiles Supply. If all Tiles have been used and there are no more Tiles in Tiles Supply, game continues with fewer Tiles in the Playing Grid.

#### **End Tile**

If the End Tile is randomly selected while replacing a captured Tile, one of three things occurs:

- (1) The End Tile is a restricted Tile. **In order for it to be placed into the Grid, at least one player has to meet its requirements – has to possess all the color Tiles depicted on the right.** If at least one player meets this restriction, the End Tile is placed onto the Playing Grid.
- (2) If no player meets the restrictions, the End Tile cannot be used and a different random Tile gets picked. The End Tile is then returned to the Tiles Supply.
- (3) If the **End Tile is the last remaining Tile** and **no player meets the restrictions** (no player possesses at least 1 orange, 1 green, and 1 blue Tiles) the **game immediately ends** and players count their points.



## CHECKING PLAYER'S CUBE RESERVE

Before the next round begins, every player must have at least one cube available in their reserve. If that is not the case and the player has all of their five cubes placed onto Tiles in the Playing Grid, **all of their cubes are removed from the Grid and returned to them.**

**Important:** It is extremely disadvantageous to run out of cubes and to have them all returned at the end of the round. To avoid this situation, timely capture of Tiles, which results in cubes being returned to players during Phase II is a key component of gameplay. Also, sometimes it may be advantageous to play just one cube, even though the player has more available to him (at times playing the second cube will help opponents capture Tiles by getting them closer to the necessary count).

## MOVING STARTING FIGURE

The Starting Figure moves clockwise to the next player.

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Next round begins.



**Note:** In a very rare **situation when at the beginning of the round a player (or more players) is unable to make a valid move because all Tiles in the Playing Grid are restricted** to them, the following occurs: The restricted player (in case of more than one restricted players the one closest to the Starting Figure) chooses one unoccupied tile from the Playing Grid which is restricted to them and removes that tile from the game. Then the player draws replacement tile from Tile Supply until all players have at least one available Tile to move their cube on (i.e. Tile unrestricted to them). Tiles drawn from Tiles Supply which do not allow all players to make a valid move are returned back into the Tiles Supply. If there are no more tiles in the Tiles Supply allowing all players to make a valid move, game continues without participation of restricted players and the game ends at the end of that round.

## END GAME and SCORING

The game ends **A.** when the End Tile is captured. The game ends **immediately** even if Phase II has not completed. Players cannot move any of their cubes left on their Player Boards nor can they capture more Tiles.

The game also ends **B.** when the following three conditions are met:

- (1) At the end of the round a captured Tile needs to be replaced and ...
- (2) Only the End Tile remains in the Tiles Supply and ...
- (3) No player meets the End Tile restrictions (no player possesses 1 green + 1 blue + 1 orange Tile)

Finally, the game ends **C.** at the end of the round in which at least one player was unable to make a valid cube placement (see end of previous rules section).

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Before players count points, they need to sort their captured Tiles into sets according to individual themes (colors). Each set needs to consist of **one theme** (color), but **different symbols**. It is possible to make multiple sets from one Theme, but **each Tile can belong to just one set.**

Examples of sets with three different themes...



## SCORING

Players sum their victory points (VP)...

- a) Sum the victory points on all captured Tiles, including the End Tile (numbers inside the yellow stars on top of each Tile),
- b) Sum the values of all sets,

A set with **two different symbols** of one theme is worth **2 VP**

A set with **three different symbols** of one theme is worth **4 VP** and

A set with **four different symbols** of one theme is worth **7 VP**.

- c) Sum the victory points from captured Equilibrium cards\*

The player with the most victory points is the winner. If there is a tie, the player who gained more set points (b) is the winner. If there is a still a tie, player who captured the End Tile wins. If neither of tied players possesses End Tile, game ends in a tie.

## Example of Scoring...



If a player gained the depicted Tiles during gameplay, they score **21 individual victory points** depicted on Tiles inside the little yellow stars ( $4+1+3+4+3+4+2$ ), plus **6 victory points from sets**. The six set points are a sum of 2 points from the green set (additional single green Leaf Tile does not create a set) and 4 points from the orange set (the payer has three unique orange symbols). In this case victory points sums to 27.

## BASIC VARIANT

It is possible to play a simplified version of the game. This may be a **good way to learn** the game or to **play it with younger players**. The primary difference is that each player plays with **just one cube per round**. As a result, when all players place their only cube on Playing Grid in Phase II and order reaches the last player (player to the right of the player with Starting Figure), the order of cube placement does not reverse, but the round ends. The end of round rules and all other rules stay in place.

## EQUILIBRIUM EXPANSION

This optional mini-expansion package can be incorporated in the base game in three ways:

- A. At the beginning of the game, **two Equilibrium cards** are selected at random and placed **visibly** next to the Playing Grid. Whichever player is the first to capture all Tiles with the depicted symbols immediately gains the corresponding Equilibrium card. When the game ends, victory points depicted on the gained Equilibrium card get added to the point total.
- B. At the beginning of the game, **each player picks one Equilibrium card**. This card remains **hidden** from the rest of the players until the end of the game. If during the game player collects the Tiles with symbols depicted on his card, he can add the Equilibrium points to his victory point total.
- C. Players can agree to incorporate *both variants A and B together* for even a greater potential to gain Equilibrium points.

It's up to the players to choose the variant (if any) at the beginning of the game.

Note: Variants B and C are better suited for a game with three or more players.

Important: Use 4 Points Equilibrium cards (with 3 Elements) only in 4+ player game.

Have fun with ENVYRA!

## CREDITS

**Design & Art: Rudy Priecinsky**

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# ROUND OVERVIEW

## Phase I

### PLACING CUBES ON PLAYER BOARDS

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Players simultaneously and secretly  
place one or two cubes onto their Player Boards

## Phase II

### MOVING CUBES ONTO TILES IN THE GRID

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Players reveal their Player Boards.

From Starting player, in clockwise order, each player moves one of his cubes onto corresponding Tile in the Playing Grid.

The last player immediately moves their second cube (if possible) and the order reverses. The remaining players in counterclockwise order move their second cube. The starting player plays his second cube last.

If the total number of cubes on a Tile reaches the total depicted on the left side, that Tile is immediately captured by the player with most cubes on it. In case of a tie, the Tile goes to the player that placed the cube last.

## END OF ROUND

REPLACE CAPTURED TILES  
CHECK PLAYER'S CUBE RESERVE  
MOVE STARTING FIGURE CLOCKWISE

