

Rulebook

AKROS



EMANUELE
BRIANO



NICOLA
ANGIUS



AKROS

In the beginning there was Chaos, sluggish, shapeless and ever changing. Dissatisfied by the nothingness that surrounded it, Chaos decided to shape itself into the five elements, splitting its primordial essence into shards of self-conscious existence.

Four of them took a physical and tangible form, while the fifth, the Spirit, stood over them incorporeal, ethereal and unreachable.

Since that time Fire, Air, Water and Earth compete in creating new worlds by intervening through their most astonishing physical manifestations.

They polish the earth by sweeping it with unstoppable hurricanes; they pour water to animate lakes, rivers and seas; they instill the precious seed of life itself where previously there were only rocks and lava.

Now the umpteenth duel has begun, a clash between the elusive progeny of Water and Air and the indomitable heir of Fire and Earth. Once more, a new world is born....

GAME CONTENT



4 Ifrit Servants



4 Jinn Servants



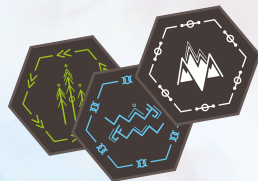
1 cotton bag



1 Dawn of the World board



1 Temple of Time board



19 Region tiles (6 Forests, 6 Seas, 7 Mountains)

GAME OBJECTIVE

Akros is an asymmetrical game for two players in which they both play as titanic creatures during the genesis of a new world. By using your elemental servants you'll have the chance to shape the scenery of a small new world to gain control of its various regions. At the end of the game, each player adds the value of all regions controlled by their servants to determine who has dominion over each environment. The player who has dominion over the majority of the three environment types will claim the merit of creation.

Setup

- 1 Place the Dawn of the World board at the center of the table.
- 2 Place the Temple of Time board next to it.
- 3 Put the Region tiles in the bag and shuffle them.
- 4 The players choose which entity to impersonate.
- 5 The Jinn player starts first by taking the Jinn Servants and placing them as shown.
- 6 The Ifrit player takes the Ifrit Servants and places them as shown.



GAMEPLAY

The game is divided in two phases: the first one lasts from the first to the sixth turn, while the second one takes place from the seventh to the ninth. Then the game is over.

IFRIT SERVANTS

Ifrit Servants move on the Dawn of the World board by traveling a single space in any adjacent unoccupied space. After movement, all regions adjacent to two or more regions occupied by Ifrit Servants are considered **contested** (see page 3, "Jinn Servants").





JINN SERVANTS

Jin Servants move on the Dawn of the World board by traveling to any unoccupied and **uncontested** tile. If before movement one or more Jinn Servants are in **contested** regions, the Jinn player must move one of those Servants.

PHASE I ~ GENESIS

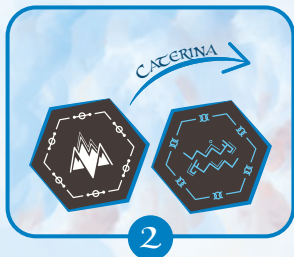
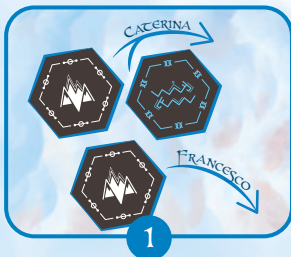
The first six game turns follow this pattern:

- The Jinn player draws three tiles at random from the bag, then chooses one of them and keeps it face up in front of her. Then the Jinn player passes the other two to the opponent.
- The Ifrit player chooses one of the received tiles and keeps it face up in front of her, while discarding the other on the Temple of Time board. Tiles discarded during the first three turns are placed in space 7, while those discarded in the three following turns are placed in space 8. This way, at the end of the sixth turn, there will be three tiles in space 7 and three in space 8.

Players can look at the tiles on the Temple of Time board at any moment.

EXAMPLE A

Francesco, the Jinn player, draws 3 tiles from the bag: 1 Sea and 2 Mountains. He decides to keep 1 Mountain for himself and passes the other 2 tiles to Caterina, the Ifrit player ①. Caterina decides to keep the other Mountain ② and, since it's the fifth turn of the game, she places the Sea tile on space 8 of the Temple of Time board ③.



- The Ifrit player takes the tile and places it on the Dawn of the World board, upon a region of the same environment type, (it is allowed to place the tile also on another tile of the same type), that's not occupied by any Servant. One Ifrit Servant must also move on the placed tile, following the movement rules of Ifrit Servants. It's not possible to place a tile in a region that cannot be reached by an Ifrit Servant.

EXAMPLE B

Caterina has to place her Mountain tile on a space of the corresponding environment on which she could move one of her Servants. Regions ①, ② and ⑤ are already occupied, region ④ can't be reached by any of her Servants. She must choose between regions ③ and ⑥.



Caterina chooses to place her tile on region 5 and moves one of her Servants on it.

Following this move, regions 1, 3, 7, 8 and 9 are now **contested**.



- The Jinn player takes the tile and places it on the Dawn of the World board, upon a region of the same environment type, (it is allowed to place the tile also on another tile of the same type), that's not occupied by any Servant. One Jinn Servant must also move on the placed tile, following the movement rules of Jinn Servants. It's not possible to place a tile in a region that cannot be reached by an Jinn Servant.

EXAMPLE C

Francesco has to place his Mountain tile on a space of the corresponding environment in which he could move one of his Servants. Regions 2, 3 and 5 are already occupied and region 1 is **contested** by the Ifrit player, so he can only choose between regions 4 and 6.



Francesco chooses to place his tile on region 6.

Since regions 3 and 7 are **contested**, he must move one of his Servants from them on the tile 6. He chooses to move the Servant from region 3.



What if there aren't any valid spaces?

If a player can't place the chosen tile following the movement rules of her Servants, that player must remove the tile from the game.

After the sixth turn there will only be one tile left in the bag. Remove the bag and that tile from the game and proceed to the second phase of the game.

PHASE II - THE TEMPLE OF TIME

During the last three turns the placing of tiles proceeds as normal, as during the previous phase. However, tiles are not drawn from the bag:

- during turns 7 and 8 the Jinn player draws three tiles from the piles on the corresponding spaces of the Temple of Time board. The two tiles discarded during these turns are both placed on space 9 of the Temple of Time board;
- during turn 9 the Jinn player draws the two tiles from the corresponding pile on the Temple of Time board.

At the end of the ninth turn the game ends immediately.

END OF THE GAME

For each type of environment (Forest, Sea, Mountain), each player adds the number of his or her Servants and the number of tiles on which they are present. For each type of environment, the player with the highest sum claims that environment's merit. In case of a tie, no player claims that environment's merit.

The player that claims merit for most of the environment types wins the game. In case of a tie, the Ifrit player wins.

EXAMPLE 0

Francesco and Caterina check who claims merit for the genesis of the Forest environment. Francesco has 1 Servant on a region made up of 2 tiles and 1 Servant on a region without any tiles ($1 + 1 + 2 = 4$) ①. Caterina instead has 1 Servant on a region made up of 3 tiles ($1 + 3 = 4$) ②. No one claims merit for the Forest environment.





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AND SO, FINALLY, THE NEW WORLD
EMERGED FROM NOTHINGNESS...

...SHAPED BY THE MOST ANCIENT
NATURAL FORCES OF THE UNIVERSE, NOW
LONG FORGOTTEN BY MORTALS.

