

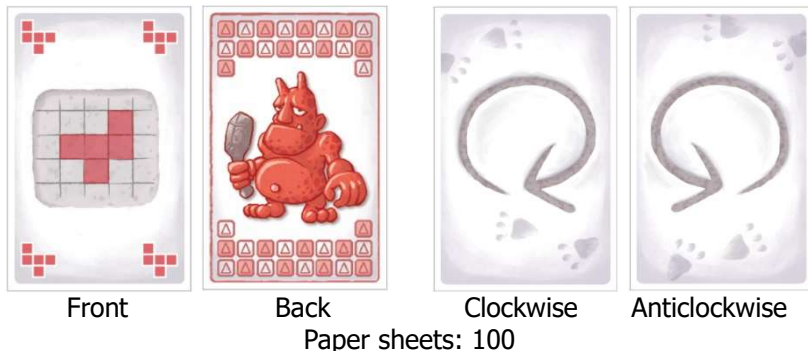
ALLUVIUM

3 to 5 player 8 years and up 30 minutes

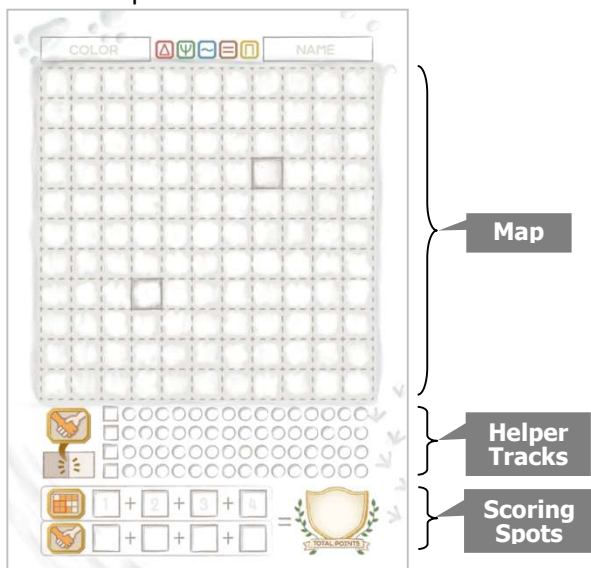
Finally, the Ice Age is coming to an end. Players become leaders of small communities and plan on using the land in the best way possible to survive. It is probably better if all leaders work together to make it an easier mission but, you know how leaders are sometimes, trying to trap others in secret, just for the fun of it...

Components

Pioneer cards: 6 for each of the 5 colors Direction card: 1



Paper sheets: 100



• Pencils: 5 colors

• Rulebook

※These rules will first explain how to play with 4/5 players. At the end of this rulebook, you can find the adjustments for a 3 player game.

Preparation of the game

Place the Direction card in the middle of the play area with the Clockwise side face up.

Each player takes the pencil and the deck of one color. It will be your color for the full game.

If some colors are not picked up by any player, put them back inside the box.

Shuffle your deck of cards and place it face down near the Direction card.

Then, each player receives a paper sheet.

Indicate what color you will be using in the top left of your sheet and choose a name for your community (it can be your own name).

With 5 players, the game will end before reaching the 4th round. Using your pencil, draw a cross inside the 4th box, in order to remember that the game is shorter.



Player's Color

Community's name
(Player's name)



How to play

The game will be played over 4 rounds with 4 players, or 3 rounds with 5 players.

Each round, players will play simultaneously.

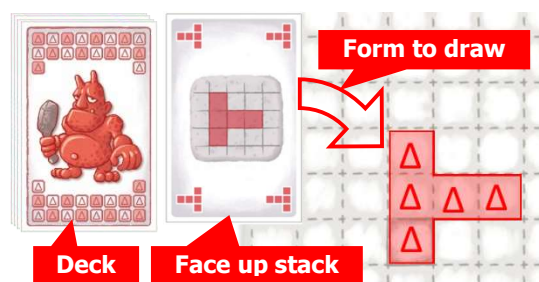
A round is made of 3 steps.

1. **Pioneering your own land.**
2. **Pioneering on other players' land.**
3. **Scoring.**

1. Pioneering your own land

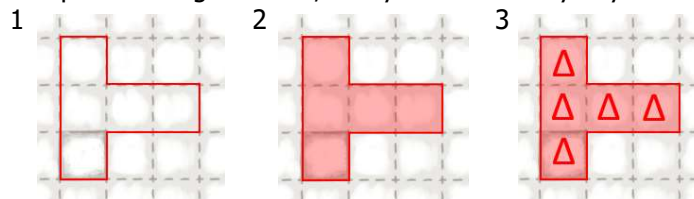
Take a card from your color's deck and place it face up next to the deck. Draw the form shown on the card on your own sheet. This area becomes one part of your land.

[Important] During the first round only, you will be able to draw an extra form in addition to the one showing on the card (details will be explained later).



[How to draw the form]

1. Draw the outer lines first following the lines printed on the sheet.
2. Color the area with your pencil.
3. On top of coloring the area, add your community's symbol.

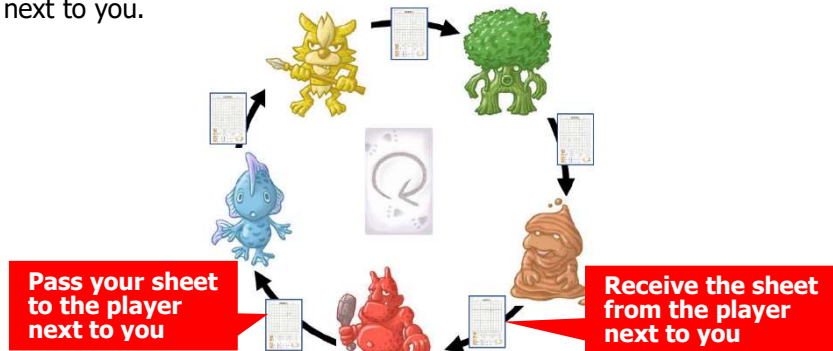


You can rotate the form as much as you want before drawing it on your sheet. The rotated form is also printed on each 4 corners of the cards. You can erase and draw on a different area the form you are drawing during the present turn, but it is absolutely forbidden to erase an area that has been drawn in a previous round.

If you cannot draw the form anywhere on your sheet, the only option you have is to pass.

[Important] During the whole game, refrain from looking at what other players are drawing on their sheet.

Once every player has drawn on their sheet, the next player is chosen according to the Direction card. Pass your sheet to the player sitting next to you.



[Special rules for the first round]

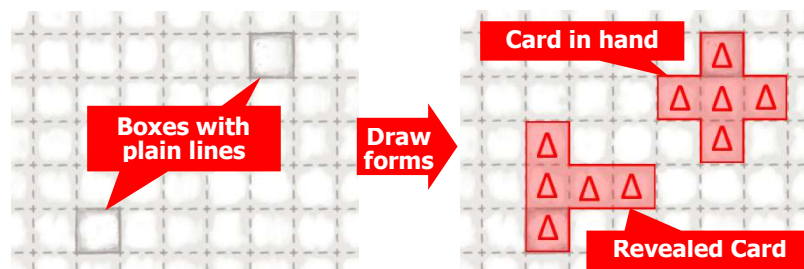
In addition to the card you reveal from your color's deck, take one more that you add to your hand.

Draw both forms on your sheet.

Both forms have to be drawn including the plain lines boxes printed on the sheets.

Both forms can be adjacent but can never be drawn, even partly, on top of each other.

Once you have drawn both forms, discard the card you have in hand outside of the play area.



2. Pioneering on other players' land

During this step, you will draw on other players' sheet, creating an area for your community.

During this step, you can choose among two possible actions, A or B. If both actions are impossible to do, you must pass.

Action A: Draw the form

Draw the last form revealed from your deck.

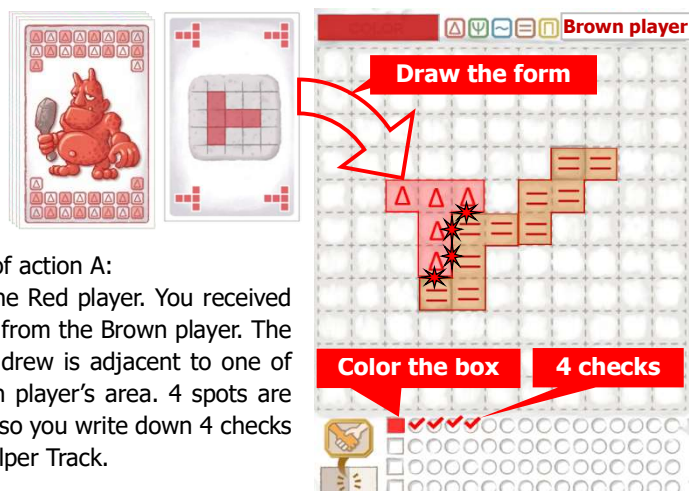
Action B: Draw only one spot

Draw only one spot on the sheet.

For actions A and B, you have to follow the exact same rules as in 1. Pioneering your own land.

If the form you draw is partly adjacent to a form drawn by that sheet's owner, write down as many checks on the ○ Helper Track as there are adjacent spots. There is no limit to this Track.

During the first round only, color the box using your pencil on the very left side of the Helper Track.



Example of action A:

You are the Red player. You received the sheet from the Brown player. The form you drew is adjacent to one of the Brown player's areas. 4 spots are adjacent, so you write down 4 checks on the Helper Track.

For action B, you can color one box only if it is empty and if there are 4 already colored spots around it.

You cannot color a box if it is located on the edge of the sheet.



Example of action B:

You are the Red player. The Blue player hands you the Brown player's sheet. You want to be adjacent to one of the Brown player's areas. You decide to color only one box. 2 spots are now adjacent, so you write down 2 check on the Helper Track.

Once all the players are done with either Action A or B, following the Direction card, pass the sheet to the player next to you and receive the one from the player on the other side.

Players keep playing this step until your own sheet comes back to you.

3. Scoring

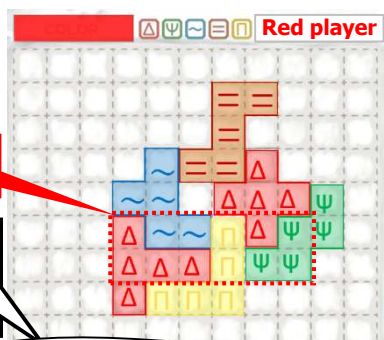
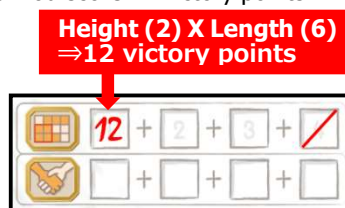
When you get your own sheet back, players enter the scoring step. Choose the largest rectangle or square area. This area can also include other players' colors.

You earn one victory point per box included in this area. Write down your score in the leftmost empty scoring box (use the box that has the same number as the actual round).

After everybody is done, turn the Direction card on the opposite side.

A new round can begin!

You are the Red player. You received your sheet back from the Brown player. Your largest area is made of 12 boxes. You score 12 victory points.



End of the game

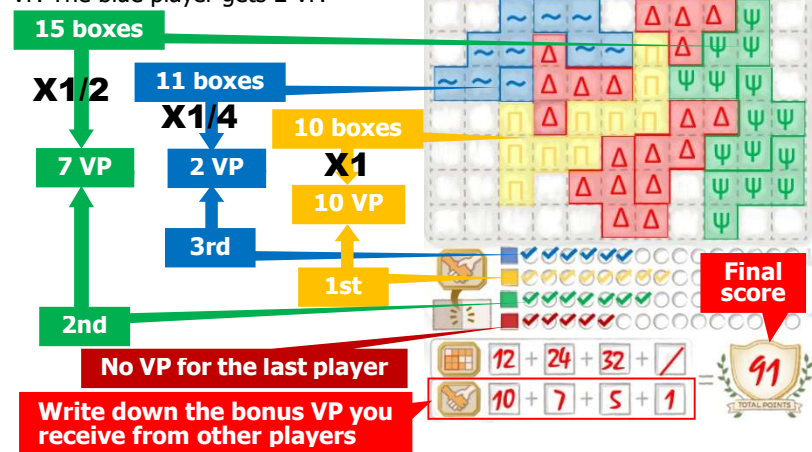
After 4 rounds (with 4 players) or 3 rounds (with 5 players), once the last scoring step is finished, the game ends.

Look at the number of checks written on your sheet and check the position of each player and how many victory points they earn. If one or more players have the same number of checks written, they get the same amount of victory points but the next player in line is not getting a better rank.

[Example]The Green player is in 1st position. The Red player and the Yellow player have the same number of checks. They both end in the 2nd position. The next player in line is Blue. This player's position remains 4th.

- 1st: this player gets 1 VP per colored box of his/her largest area on your sheet.
 - 2nd: half the number of colored box of his/her largest area.
 - 3rd: a quarter of the number of colored box of his/her largest area.
- After this rank, other players get no victory points.
- ※With 4 players, the third position is worth 0 VP.
 - ※2nd and 3rd position's VP are rounded down.

The first player is the Yellow player. The largest yellow area on your sheet is made up of 10 boxes. You tell this player that he/she gets 10 VP. The green player is 2nd in line and gets 7 VP. The blue player gets 2 VP.



Add up the largest areas' scores you received each round and the bonus VP to calculate your final score. The player with the most victory points wins the game. If more than one player has the biggest score, the player totaling the most bonus VP wins the game. If there is still a draw, the leading players win the game together.

3 player rules adjustments

When you play with 3 players, you add a dummy player to the game. It is best if every player can have access to a pencil of that Dummy player's color.

[Preparation of the game]

Use one of the Colored deck of cards for the Dummy player and place it next to the Direction card.

[How to play 1. Pioneering your own land]

Once every player is done with drawing the forms on his/her own sheet, reveal a card from the Dummy player's deck.

Each player draws the form revealed on his/her own sheet. If the form cannot be drawn, do nothing.

If the form is drawn adjacent to one or more of your areas, write down checks on the ○ Helper Track.

During the first round, color the leftmost box of the Helping Track using the Dummy player's color pencil.

The Dummy player cannot use Action B (color only one box).



[End of the game]

During the Bonus scoring, the rank of the Dummy player is taken into account.