

GRAPHIA GENESIS



Game Rules

OVERVIEW

Players: 1 or More Players

Time: 30 - 60 minutes

Difficulty: Low

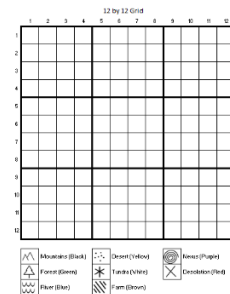
Age: 8+

Story: A mystical, magical orb of creation is harnessed by each wizard to create a unique domain.

Summary: After rolling a D12, Players draw shapes on their maps to represent terrain and score points.

COMPONENTS

- 1 Map Sheet (12 by 12 grid with 144 Squares) for each Player
- 1 pencil for each Player
- 8 Terrain Cards, face down.
- 8 Polyomino Cards, face down.
- 1 D12 Die



ROUND ORDER

- Each Round has 4 Phases:
 - Select Cards
 - Roll the Die
 - Draw on the Map Sheet
 - Clean Up
- Select Terrain and Polyomino Cards
 - The current Player randomly selects a Terrain Card from the face-down pile.
 - The Shape on that Card determines the Terrain that everyone will Draw on their Map Sheet.
 - The current Player randomly selects two Polyomino Cards and places them face up for everyone to see.
 - Each Player chooses either of the two Polyomino shapes they want to Draw on their Map Sheet.
 - If a Nexus or Desolation Terrain Card was selected, they are only 1 Square.
 - Therefore, the Player does not select any Polyomino Cards.
- Roll the Die
 - The current Player rolls the D12.
 - One of the Polyomino Shapes must be drawn on the map and fill in at least one square on the Row *or* Column of the Number that was rolled.
 - In other words, if a 7 was rolled, at least 1 square that is drawn in must be in either Row 7 or Column 7.

- Draw Shapes
 - Each Player then Draws the Shape on their Map Sheet for the specific Terrain Type, Polyomino Shape (of the 2 that are face up), and Row or Column.
- Clean Up
 - Set aside the Terrain Card and the Polyomino Cards that were used so they are not used again until all others in that specific deck have been used.

NEW ROUND

- The next Player then goes back to the Select Cards Phase to start the next Round.
- After all Polyomino Cards are Selected, they are shuffled together, and the next player chooses 2 Polyomino cards again.
- Every 8th Round, the final Terrain Card will be selected. After that 8th Round, all Terrain Cards are shuffled together for the next player to choose one.

DRAWING RULES

- The Polyomino Shape can only be drawn in empty Squares.
- The Polyomino Shape can be rotated in any direction when it is drawn.
- The Polyomino Shape cannot go off the edge of the Map.
- If a Player cannot play, they must skip their turn.
 - For example, if a 1 was rolled on the D12 Die, but the Player has already filled in all Squares in Row 1 and Column 1, then the Player must skip their Draw Phase.



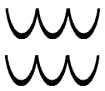





DESOLATION RULES

- Desolation Squares always overwrite anything that was previously Drawn in that Square.
 - In other words, if a square already had a Terrain Drawn on it, the previous Terrain no longer counts toward Terrain Type Scoring nor is included in the Largest Group Scoring.
- If you roll a number for the Desolation that has already been rolled, reroll the D12 until a new Desolation number is rolled.
- Desolation squares are always on the diagonal from the upper left to the lower right.
- Be wary putting a Nexus or River on the Map where a Desolation may appear later and overwrite that Square.
- Deserts still score negative Terrain Points even if there is no Nexus next to a dessert.
- Two Nexus next to each other do not score for the neighboring Nexus.

END GAME

- The game ends when a Round occurs and none of the Players can Draw either of the Polyomino Shapes.
- This can occur even if there are still Squares on each Player's Map Sheet that could have a Polyomino drawn in it.
- End Game Scoring then occurs to determine the winner.

TERRAIN

Terrain Type	Terrain	Color	Size	Terrain Type Scoring	Negative Points
Mountain		Black	4	+1 point for each square on the outside border of the Map Sheet.	N/A
Forest		Green	4	+2 points for each dark 4x4 grid that has at least 4 Trees.	N/A
River		Blue	4	+12 points if it stretches across the Map Sheet (orthogonally North to South or East to West).	Zero points if the River does not cross the Map Sheet.
Desert		Yellow	4	N/A	-1 point for a Desert orthogonally next to each Tundra Square.
Tundra		White	4	+1 point for a Tundra orthogonally next to a Mountain Square.	N/A
Farm		Brown	4	+1 point for each Square orthogonally next to a River Square.	N/A
Nexus		Purple	1	+1 point for <i>each</i> unique Terrain Type next to <i>each</i> Nexus. Nexus and Desolation do not count.	Each nexus is a magical anchor. If any of your 6 Terrain Types above do not border a nexus, you do not score Terrain Type points for that Terrain.
Desolation		Red	1	N/A	0. But must be placed at the Row and Column intersection rolled and overwrites anything already there.








END GAME SCORING

Terrain Type Scoring






























































































































- + 1 for each Mountain on the outside of the Map
- + 2 for each 4x4 Squares with at least 4 trees in them
- + 12 if the River crosses the Map
- 1 for each Desert next to a Tundra
- + 1 for each Tundra next to a Mountain.
- + 1 for each Farm next to a River
- + 1 for each unique Terrain Type next to each Nexus.

Largest Group Scoring

- + 1 Point for each Square of your Largest Group of each Terrain Type (Squares are counted Orthogonally).

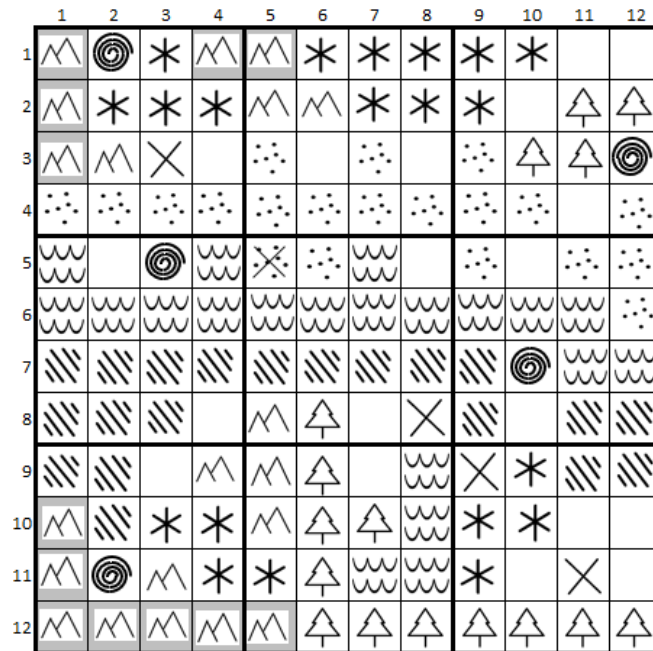
Terrain Type	Terrain Type Scoring	Largest Group Scoring
		
		
	0 or 12	
	(Negative only)	
		
		
		NA
SUB TOTAL		
TOTAL	NA	

SAMPLE GAME END

	1	2	3	4	5	6	7	8	9	10	11	12
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

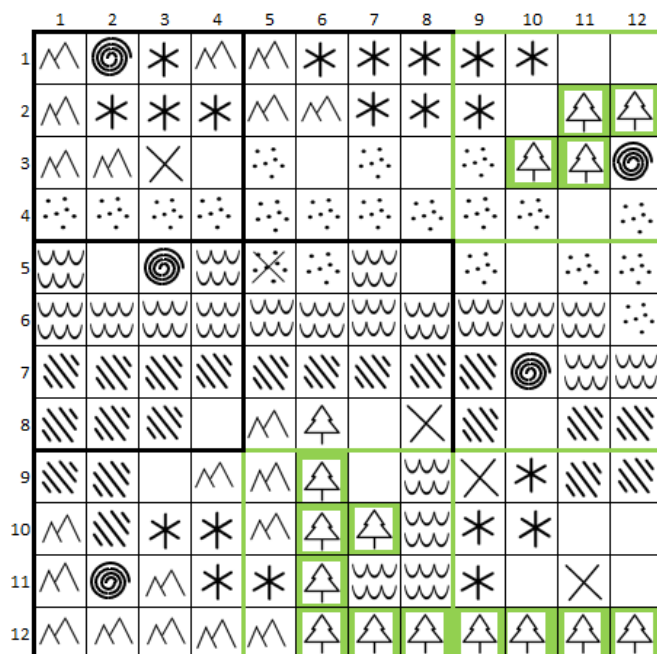
Mountain Scoring: +1 point for each square on the outside border of the Map Sheet.

12 Points

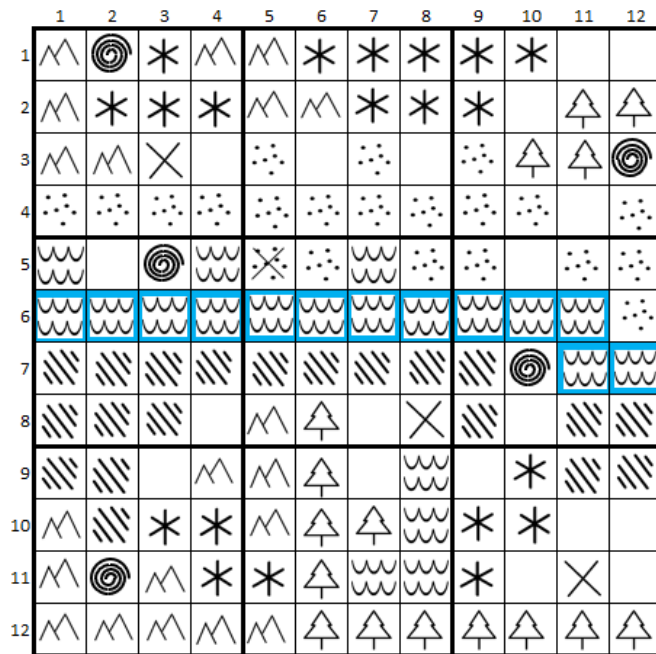


Forest Scoring: +2 points for each dark 4x4 grid that has at least 4 Trees.

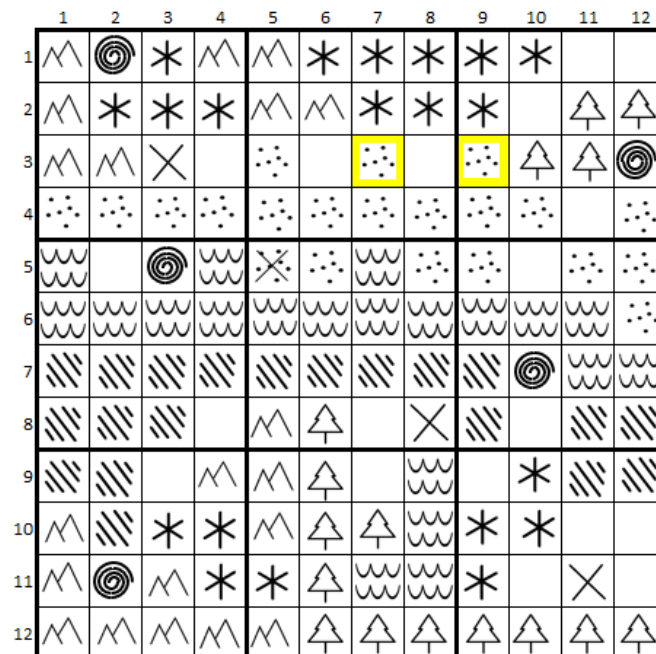
6 Points

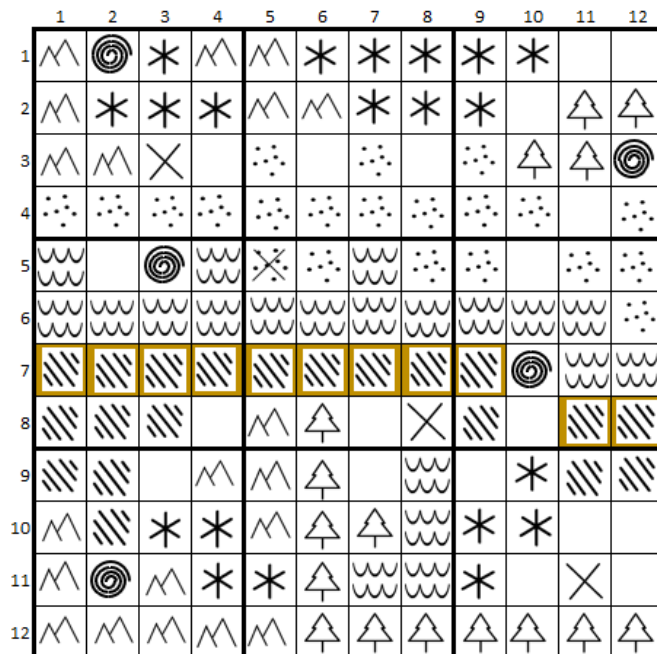


12 Points



- 2 Points





Nexus Scoring: +1 point for each unique Terrain Type next to each Nexus.

10 Points

	1	2	3	4	5	6	7	8	9	10	11	12
1	Mountain	Nexus	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain		
2	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain		Forest	Forest
3	Mountain	Mountain	Desolation		Desolation		Desolation		Desolation	Forest	Forest	Nexus
4	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation		Desolation
5	River		Nexus	River	Desolation	Desolation	River	Desolation	Desolation		Desolation	Desolation
6	River	River	River	River	River	River	River	River	River	River	Desolation	Desolation
7	Desert	Desert	Desert	Desert	Desert	Desert	Desert	Desert	Desert	Nexus	River	River
8	Desert	Desert	Desert		Mountain	Forest		Desolation	Desert		Desert	Desert
9	Desert	Desert		Mountain	Mountain	Forest		River		Mountain	Desert	Desert
10	Mountain	Desert	Mountain	Mountain	Mountain	Forest	Forest	River	Mountain	Mountain		
11	Mountain	Nexus	Mountain	Mountain	Mountain	Forest	River	River	Mountain		Desolation	
12	Mountain	Mountain	Mountain	Mountain	Mountain	Forest	Forest	Forest	Forest	Forest	Forest	Forest

Nexus Scoring: If any of your 6 terrain types above do not border a nexus, you do not score Largest Group points for that Terrain Type.

Largest Group Scoring + 1 Point for each of your largest group of each color

	1	2	3	4	5	6	7	8	9	10	11	12
1	Mountain	Nexus	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain		
2	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain	Mountain		Forest	Forest
3	Mountain	Mountain	Desolation		Desolation		Desolation		Desolation	Forest	Forest	Nexus
4	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation	Desolation		Desolation
5	River		Nexus	River	Desolation	Desolation	River		Desolation		Desolation	Desolation
6	River	River	River	River	River	River	River	River	River	River	Desolation	Desolation
7	Desert	Desert	Desert	Desert	Desert	Desert	Desert	Desert	Desert	Nexus	River	River
8	Desert	Desert	Desert		Mountain	Forest		Desolation	Desert		Desert	Desert
9	Desert	Desert		Mountain	Mountain	Forest		River	Desolation	Mountain	Desert	Desert
10	Mountain	Desert	Mountain	Mountain	Mountain	Forest	Forest	River	Mountain	Mountain		
11	Mountain	Nexus	Mountain	Mountain	Mountain	Forest	River	River	Mountain		Desolation	
12	Mountain	Mountain	Mountain	Mountain	Mountain	Forest	Forest	Forest	Forest	Forest	Forest	Forest

8 Mountains

12 Forest








16 River








15 Desert (the square with a Desolation X does not count toward the Largest Group Scoring)








8 Tundra

16 Farm








SAMPLE GAME END GAME SCORING








Terrain Type	Terrain Type Scoring	Largest Group Scoring
	12	8
	6	12
	12	16
	- 2	15
	8	8
	11	16
	10	NA
SUB TOTAL	57	75
TOTAL	NA	132

Terrain Type	Terrain Type Scoring	Largest Group Scoring
		
		
		
		
		
		
		
SUB TOTAL		
TOTAL		

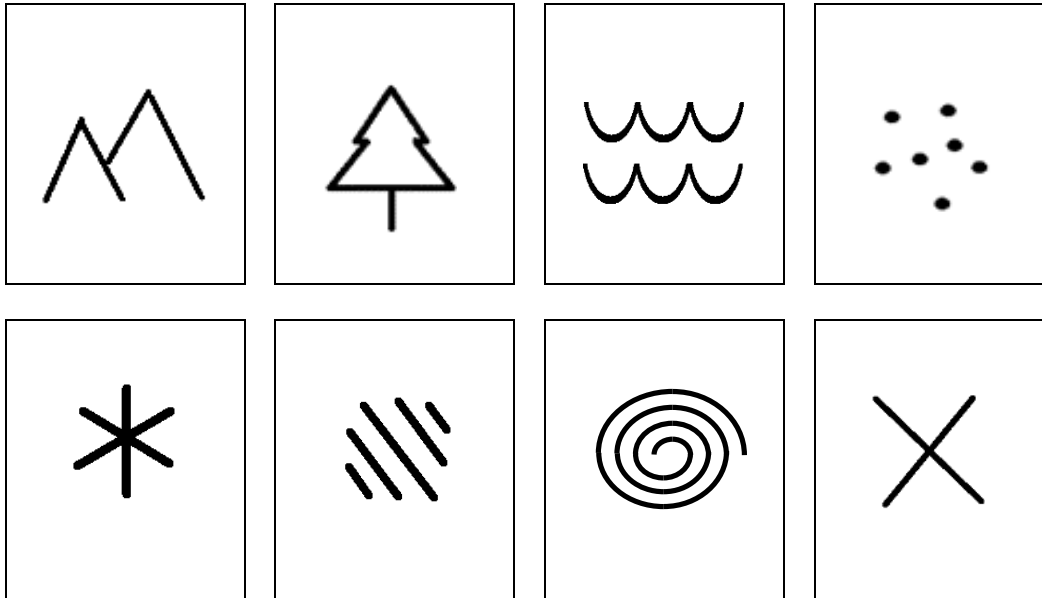
Terrain Type	Terrain Type Scoring	Largest Group Scoring
		
		
		
		
		
		
		
SUB TOTAL		
TOTAL		

SCORE SHEETS

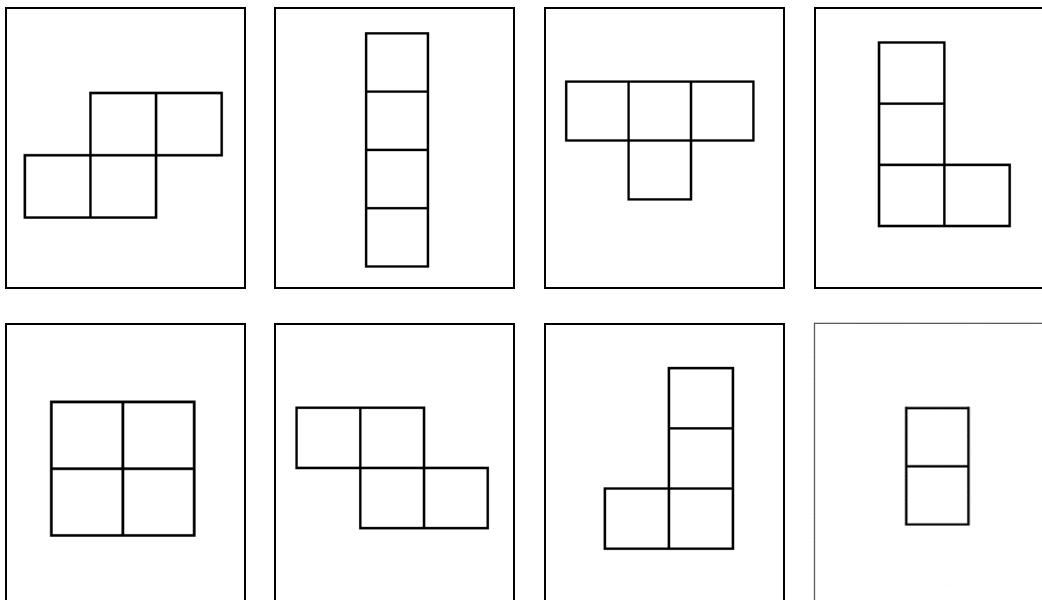
Terrain Type	Terrain Type Scoring	Largest Group Scoring
		
		
		
		
		
		
		
SUB TOTAL		
TOTAL		

Terrain Type	Terrain Type Scoring	Largest Group Scoring
		
		
		
		
		
		
		
SUB TOTAL		
TOTAL		

TERRAIN CARDS



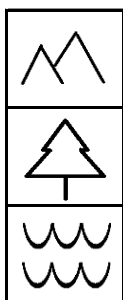
POLYNOMINO CARDS



GRAPHIA GENESIS



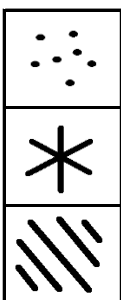
	1	2	3	4	5	6	7	8	9	10	11	12
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												



Mountains (Black)

Forest (Green)

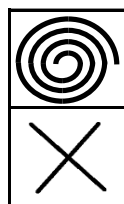
River (Blue)



Desert (Yellow)

Tundra (White)

Farm (Brown)



Nexus (Purple)

Desolation (Red)