



# Ethnos (2017)

2-6 Players

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Duration: 3 "Ages" [2p/3p: 2 "Ages"]. 45-60 minutes.



## Setup

- Shuffle the **Glory Tokens** face-down, and place on the board spaces [3 per **Kingdom**], then flip & sort lowest to highest, left to right. [2p/3p: remove the tokens marked 4+, place 2 per Kingdom]
- Each player takes **Control Markers** for chosen color & place 1 on the 0 space of **Glory Track**
- Shuffle the grey **Setup Cards** and deal 6 of them. Take the **Tribe Decks** for these 6 and shuffle together to form **Allies deck** – rest in box. If certain tribes in play, also set up additional pieces.
- **Merfolk**: put **Merfolk Board** by game board, each player puts a **Control Marker** on 0 space
- **Trolls**: place all 6 **Troll Tokens** next to the game board
- **Giants**: place the **Giant Token** next to the game board with the side matching # players face-up
- **Orcs**: give each player 1 **Orc Horde** board
- Pick a start player for the first **Age**. For 2<sup>nd</sup> and 3<sup>rd</sup> Ages, last place on **Glory Track** goes 1<sup>st</sup>. Tie: closest (clockwise) to the player who drew the last Dragon card.

## End of Age Scoring – score each Kingdom

- **Kingdom Scoring**: **1<sup>st</sup> Age** – 1<sup>st</sup> gets *lowest* token value. **2<sup>nd</sup> Age** – 1<sup>st</sup> place gets *middle* value, 2<sup>nd</sup> place gets *lowest*. **3<sup>rd</sup> Age** – all 3 places score. Tie: add position values and split total, round down
- **Dwarves**: Dwarf Leader card gives +1 card for Band Scoring **Giants**: player with Giant token gains extra VP as indicated on token. Then return token to supply. **Merfolk**: score board like another Kingdom – do not reset after scoring. **Orcs**: you **may** remove tokens for VP as shown on Orc board or wait until future Age. **Skeletons**: must discard *before* Band scoring **Troll**: break tie in favor of highest total of Troll tokens – if tie, highest single token wins – return tokens to supply after scoring.
- **Band Scoring**: each band scored based on # of cards per band:
- After Band scoring discard all Bands. Reshuffle all Ally card and form new Allies Deck. Troll and Giant token are returned to side of board, rest remain for next age.

Number of Cards in the Band	Glory awarded
1	0
2	1
3	3
4	6
5	10
6 or more	15

## End of Game Scoring

- The game ends after 3 Ages [2p/3p: play 2 Ages only]
- Most VP wins. Tie: most **Control Markers** on board, then largest **Band** played in last Age, then 2<sup>nd</sup> largest, ...

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## Game Play - clockwise from start player

- Deal 1 card from **Allies Deck** to each player, then deal a face-up card row with 2x # of players
- Split remaining **Allies Deck** cards in half and shuffle 3 **Dragon Cards** into bottom half, face-down

### Playing a Turn

- On your turn, either **draw 1 Ally card** or **play a Band of Allies**
- **Draw**: take 1 card from face-up Ally cards or from top of Allies Deck. Do not replace face-up card if taken. Hand limit = 10; if you have 10 in hand must play band instead.
- If you draw a Dragon card from the deck, reveal it, set aside, and draw another card from deck. The 3<sup>rd</sup> Dragon card drawn triggers end of Age.
- **Play a Band**: select anywhere from 1-10 cards, all of same **color** or belonging to same **Tribe**. Choose 1 card to be leader, place on top. **If** there are *fewer* Control Markers **of your color** in the Kingdom [color] of **Leader card played** than # of cards in Band just played, **add 1 Control Marker** to the Kingdom. [need 1 card in Band to place 1<sup>st</sup> marker, 2 cards to place 2<sup>nd</sup> marker, etc.]
- You can use ability on Leader's card [other card abilities have no effect except skeleton].
- **Must** discard all remaining cards in hand, face-up, next to board [exception: Elf leader allows you to keep # = played band]. They are available for other players to pick up.
- If Tribe Ability refers to 'X' – this means total # of cards in Leader's Band of Allies
- When 3<sup>rd</sup> Dragon is drawn, players immediately discard all cards in hand.