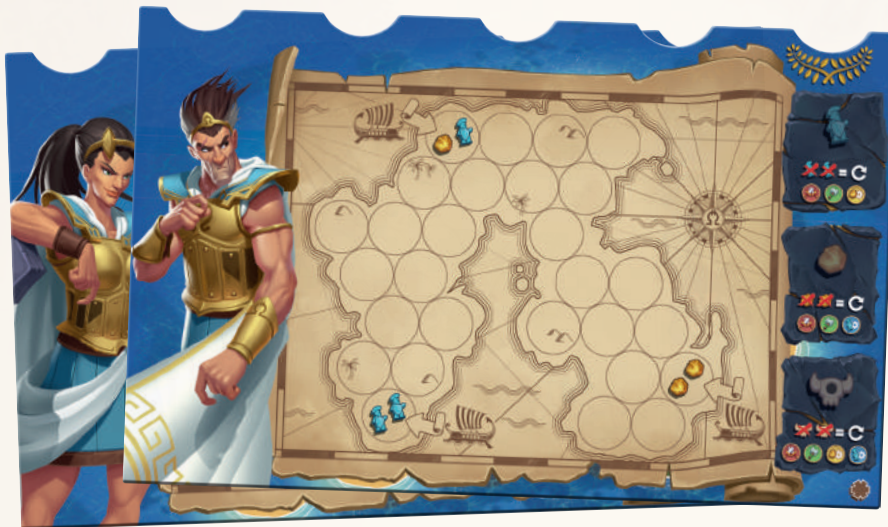# ORICHALCUM

A Game by Bruno Cathala & Johannes Goupy
Illustrated by Paul Mafayon

The storm rages and the earth trembles on Atlantis. Large parts of the land disappear underwater! Oracles' speeches are unequivocal: The prophecy of the Ancients is about to come true, with the whole island soon to be sunken into the floods. To face this imminent cataclysm, the King sent his explorers out to search for a new land for the Atlanteans. The survival of your whole civilization is at stake! As the head of an expedition, it is up to you to explore, exploit and free the island from its monstrous creatures, preparing for the great exodus. You must be the first to find a new land for your civilization!

GAME COMPONENTS

4 Island boards
with a different level of difficulty on each side

1 Construction board

17 Victory tokens
with a Temple on one side and an
Orichalcum medallion on the other
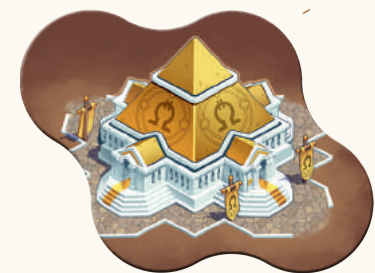
17 Temple tiles

4 Titan tiles
with an Active side and an Inactive side
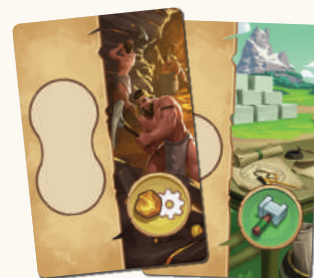
12 Action cards
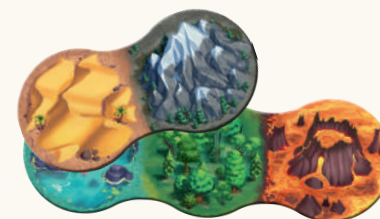
65 Terrain tiles
25 single circles, 23 double circles
and 17 triple circles

**4 Metropolis
tiles**

20 Creature pawns
with their plastic bases

26 Building tokens
Front / Back

4 combat dice

30 Hoplites

**30 Orichalcum
nuggets**

1 Initiative pawn
with its plastic base

1 Creatures bag

1 Buildings bag

1 Actions board

OVERVIEW

Orichalcum is a race against your opponents. Whoever is first to collect 5 Victory points above their board and eliminate 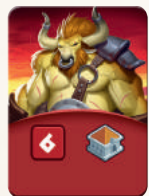all the Creatures on the island will be the winner! There are three ways to earn victory points: draw the attention of Titans, erect Temples and forge precious Orichalcum medallions - that legendary metal that only the Atlanteans know how to extract.
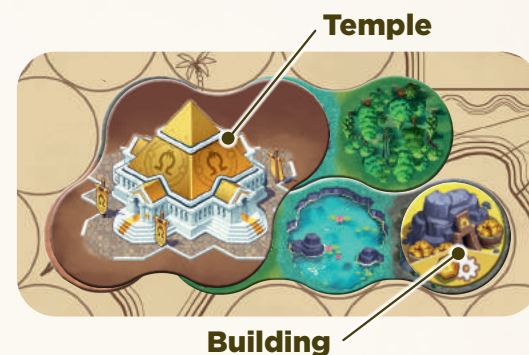
You start each of your turns by selecting an Action card among those still available at the center of the table. This choice comes with two consequences: it determines both which Terrain tile you will place on your island, and which action you may perform this turn.

Terrain tiles represent the exploration of your island. The types of Terrains determine your ability to construct Buildings and Temples, so their placement can be crucial. Moreover, creating groups of Terrains of a same type allows for drawing the attention of a Titan... and profiting from their powerful Favor. Some Terrains, Volcanoes, come into play with hostile mythological creatures. Capturing them will earn you their loot, able to tilt the game balance in your way. This comes with the cost of having to confront them in fights, with an uncertain outcome. Not to mention that you cannot win as long as any single Creature remains on your island.

The 4 existing actions will be of precious help for achieving victory. **Capturing Creatures** will be needed to get rid of them on your island. **Recruiting Hoplites** will increase both your power during fights and your choices for selecting your Action card. **Constructing** will either earn you victory points through forging Orichalcum medallions and erecting Temples, or help you develop the abilities of your civilization through the buildings that you construct. Lastly, **Producing Orichalcum** will be needed if your plans for victory include forging some precious Orichalcum medallions!
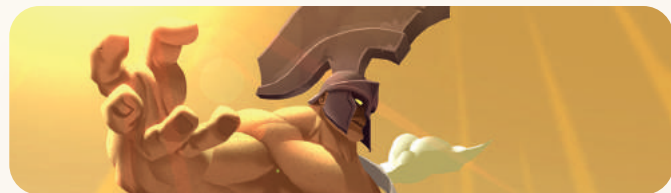
The first player to have both reached 5 Victory points and pacified their island wins the game!

Hoplites stock

Orichalcum stock

Creatures stock

Action card

Terrain tile

Action

Temple

Building

Titan tile

Active / Inactive Favor

Creature

Volcano circle

The 4 game actions

SETUP

Each player randomly picks an Island board and places it in front of them **1**, on the side of their choice. They take a Metropolis tile **2**, which they will have to place on their island at the start of their first turn. They also receive 1 Hoplite and 1 Orichalcum nugget, which they place in their stocks, on their board **3**.

Shuffle the Terrain tiles into 3 distinct face down piles **4**, depending on their size: 1, 2 or 3 circles. Assemble all Creature pawns on their bases, then put them into the Creatures bag. Place this bag to the side of the play area **5**.

Place the Actions board **6** at the center of the table. Shuffle the Action cards into a face down pile **7** next to the Actions board. Reveal cards from this pile to fill the Actions board spots, from left to right, depending on the number of players in the game: **5 with two or three players, 6 with four players**. On each of these Action cards, now reveal a Terrain tile from the matching size. For each Volcano circle on these revealed tiles, draw a Creature pawn from the bag and place it on the Volcano **8**.

Place the Construction board **9** next to the Actions board. Shuffle all the Building tokens into the Buildings bag **10** and place it nearby. Reveal one Building token on each of the 4 spots of the Construction board.

Put 1 Orichalcum nugget on each Mine and 1 Hoplite on each Training Camp revealed this way. Place the Victory tokens and the Temple tiles on the matching corners of the Construction board **11**.

Display the 4 Titan tiles, active side up next to the Actions board **12**. All remaining Orichalcum nuggets and Hoplites **13** form a general supply. Place the 4 combat dice aside **14**.

The first player is randomly determined. They take the Initiative pawn **15** and the player directly on their right is granted 1 Hoplite from the general supply, for them to add to their Hoplites stock **16**.

ISLAND DIFFICULTY LEVEL

Each board proposes two different islands, depending on its side, based on the number of 🍀 shown on the lower right corner. The 🍀 side is easier and ideal for your first plays. The 🍀🍀 face offers a higher challenge. We recommend that you play several games of Orichalcum before opting for it. These two difficulty levels also allow for re-balancing games between players of different levels, as some participants can choose to play with the 🍀 side while others opt for the 🍀🍀 side.

GAME FLOW

A game splits into an undefined amount of successive rounds. During a given round, players go through their turns one after the other, going clockwise and starting with the one holding the Initiative pawn. The active player goes through their whole turn, before the next player goes through theirs. And so on until each player has played their turn. Further rounds are played until a player both totals 5 Victory Points AND has captured all Creatures on their island. That player instantly wins the game!
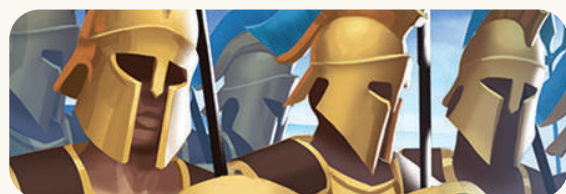
ON A PLAYER'S TURN

On their turn to play, a player goes through the following phases, in this order:

1 Select an Action card (mandatory)

2 Place the Terrain tile (mandatory)

3 Resolve the Action card (optional)

4 Perform an additional action (optional)

5 Discard an Action card (ONLY WITH 2 PLAYERS)

Once all the phases have been fulfilled, turn goes to the next player. When each player has played their turn, the current round ends and players start a new one.

---

1 Select an Action card (mandatory)

The player picks the Action card of their choice, among the ones that are still available on the Actions board. The two leftmost Action cards can be picked for free. The next ones cost either 1 or 2 Hoplites, as indicated on the Actions board. To pick such a card, the player must be able to spend the required amount of Hoplites, by taking them from their stock to put them back into the general supply. The player takes the card that they pick in front of them, with everything that this card carries: the Terrain tile, plus any Creature pawn placed on it. They then fill the space that they just created on the Actions board by sliding cards to the left to fill any empty spaces. This makes those cards now cheaper for the next players to pick!

Cost of the Action card

Bruno picks the card placed in third position. He spends 1 Hoplite that he puts back into the general supply, then he takes the card in front of him. He gets everything that had been placed on that Action card: the Terrain tile, plus the Creature pawn placed on top of it. He then slides the cards to the left, so that the emptied space is filled.

By selecting an Action card, a player chooses one Terrain tile that they will put into play during **phase 2**

AND an action to perform in **phase 3**

2 Place the Terrain tile (mandatory)

During this phase, the player must place the Terrain tile that they just got with their card. They have to respect the 3 following rules:

1 The Terrain tile must entirely fit into the island.

2 It cannot be laid on top of any already occupied circle, whether it is by another Terrain tile, a Building token, a Creature pawn or a Temple.

3 It must be adjacent to at least one other Terrain tile, or to their Metropolis tile (see the box below).

If it is impossible for the player to place their tile according to all of these rules, they put the Terrain tile at the bottom of the corresponding pile and directly move on to the next phase.

Johannes has to place a double circle Terrain tile. He has several valid choices, indicated in green.

ON A PLAYER'S FIRST TURN - THE METROPOLIS TILE

At the start of the game, islands are empty and players must first of all install their Metropolis. These tiles will be each player's starting point. They also provide players with their first Training Camp for recruiting Hoplites and their first Mine for producing Orichalcum nuggets.

At the very start of their first turn, even before placing their first Terrain tile, the active player must place their Metropolis tile on their board. It must be laid on any one of the 3 ports on the island, which feature icons and are pointed towards by an arrow. The player immediately earns from the supply the resources (Hoplites or Orichalcum nuggets) depicted on the port on which they chose to start the game.

Before his first turn, Bruno places his Metropolis tile on the port located in the North of his island. He immediately gains 1 Hoplite and 1 Orichalcum, and stores them in his stocks.

CREATURES

Volcano circles featured on the Terrain tiles **always come with a Creature occupying them**. When a player picks a tile with a Volcano, they have to place it on their island with its Creature on top of it. To get rid of it, they will have to fight and capture it later on.
One of the conditions for a player to win the game is to have pacified their whole island, in other words: having no Creature left on it at all. Moreover, **Creatures make it impossible for a player to construct Buildings or Temples on any circle surrounding them**.

When a player lays their Terrain tile on their island, 2 particular cases can occur.

◆ Reaching a port ◆

Each island features 3 Port circles, each indicated by an arrow. As soon as a player places a Terrain tile over a Port on their island, they earn from the general supply the resources (Hoplites or Orichalcum) depicted on the Port that they just covered. Those bonuses can be earned only once per game, at the very moment the player lays a tile on the Port.

A port circle
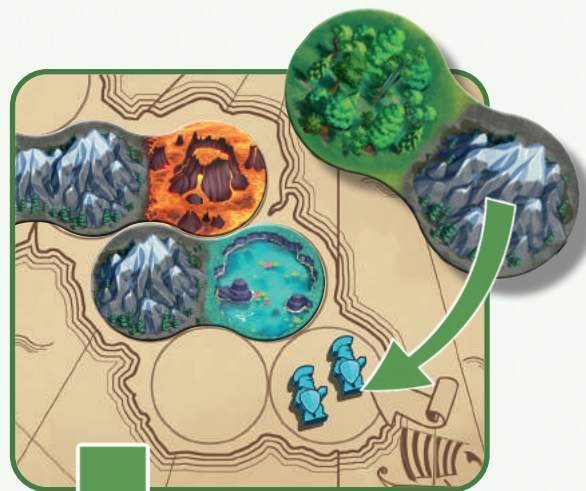
By laying his Terrain tile over this port, Bruno immediately gains 2 Hoplites.

◆ Drawing the attention of a Titan ◆

Whenever a player creates or expands an area of at least 3 circles of the same type, they draw the attention of the Titan that is directly linked to that type of Terrain.

Theia is the Titan of the Forests

Themis is the Titan of the Lagoons

Cronos is the Titan of the Deserts

Hyperion is the Titan of the Mountains

The player takes the corresponding Titan tile, from wherever it may currently be, and places it, Active face up on the leftmost available spot above their Island board. This tile counts as 1 Victory Point and provides the ability of using that Titan's Favor later on in the game (see the dedicated box on the next page).

By placing his tile this way, Johannes forms an area of 4 deserts. He immediately takes the Cronos Titan tile and places it above his board.
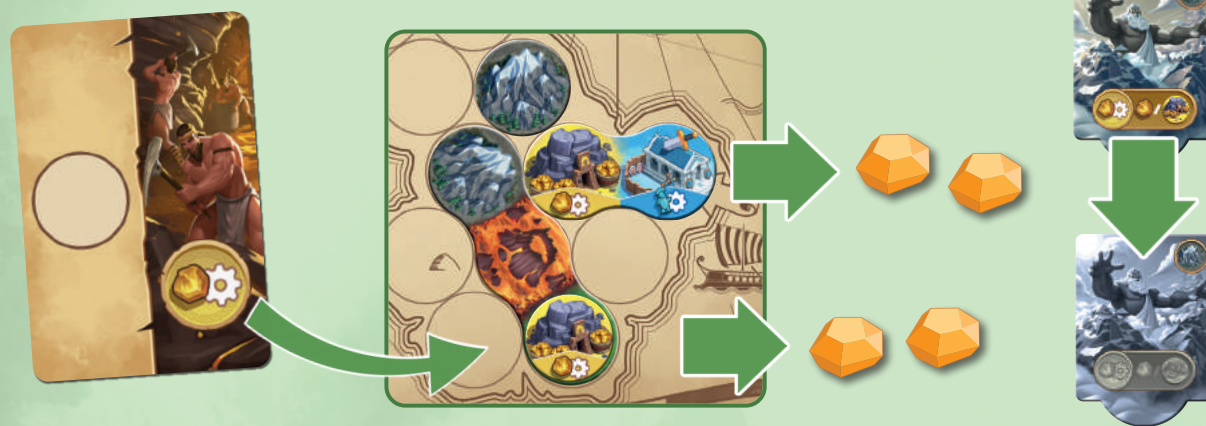
The attention that a Titan offers to a given player is ephemeral. It can move from a player to another through the course of the game. Each Titan tile goes **to the player who most recently created or expanded an area of at least 3 circles** of the corresponding type. This means that it is even possible to steal a Titan tile **from another player while they actually possess a bigger area** of that same type.
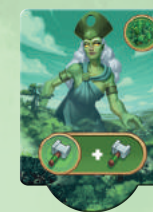
TITANS' FAVORS

Each Titan provides the player who drew their attention with a Favor, linked to one of the four game actions (see **phase 3**). Holding a Titan's tile opens the opportunity for the player to use the Favor indicated on the tile once, while they take the corresponding action. They then flip that Titan tile to its Inactive side, to indicate that the Favor has already been used and is no longer available. That Titan tile is still worth 1 Victory Point for the player holding it.

Using a Titan's Favor provides no additional action. The player must already be performing the corresponding action to be allowed to use a Favor. If a player creates or expands an area of at least 3 circles of the type linked to a Titan that they already hold, they flip it to its Active side. From now on they can re-use its Favor. Even when a player directly takes a Titan tile from an opponent, they get that tile on its Active side.
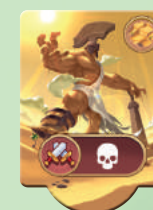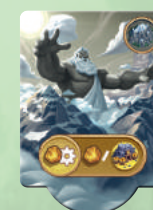
Theia offers an additional construction.

Themis doubles a recruitment of Hoplites.

Cronos automatically defeats a Creature.

Hyperion doubles a production of Orichalcum nuggets.

Bruno has Hyperion's Favor Active, and he selected a Produce Orichalculm action at the start of his turn. He triggers Hyperion's Favor to double the production of each of his Orichalcum Mines. That earns him 4 Orichalcum nuggets instead of 2. He then flips Hyperion to its Inactive side.

Multiple Titans

A player **cannot hold more than one Titan** at any given time. If they are already holding a Titan tile when they get a new one, they must replace the previous Titan tile that they had with the new one. That previous Titan is then placed Active face up at the center of the table again.

Johannes assembles 3 Forest circles, drawing the attention of Theia, the Forest Titan. He takes its tile in front of him. As he was already holding the Hyperion tile, he has to put Hyperion back, Active face up at the center of the table.

Though it is impossible to hold more than one Titan tile at a time at the beginning of the game, the Oratory - one of the Buildings in the game - allows for bypassing this restriction.

Holding a Titan is worth 1 Victory point, but this can be ephemeral, as there is always the risk that an opponent takes it away from you. So, drawing the attention of a Titan can also be a good way to slow down a player who would be about to win the game.

3 Resolve the Action card (optional)

During this phase, the player can perform the action indicated on their Action card. They are never forced to, though.

Once the player has performed their card action (or chooses not to), that card is discarded face up next to the Action cards draw pile.

There are 4 different actions:

- **Produce Orichalcum**
- **Recruit Hoplites**
- **Capture Creatures**
- **Construct**

Produce Orichalcum

The player produces 1 Orichalcum nugget for each Mine that they have on their island, including the one on their starting Metropolis tile. They take the Orichalcum nuggets from the general supply and add them to their Orichalcum stock.

Bruno produces Orichalcum. He has 3 Mines (counting the one from his Metropolis), so he gets 3 Orichalcum nuggets from the supply.

Titan's Favor: Hyperion doubles the production of all Mines on the player's island.

Recruit Hoplites

The player recruits 1 Hoplite for each Training Camp that they have on their island, including the one on their starting Metropolis tile. They take the Hoplites from the general supply and add them to their Hoplites stock.

Johannes recruits Hoplites. He has 2 Training Camps (counting the one from his Metropolis), so he gets 2 Hoplites from the supply.

Titan's Favor: Themis doubles the recruitment capacity of all Training Camps on the player's island.

Capture Creatures

The player fights the Creatures on their island, one after the other, in the order of their choice. Each time, they go through the following steps:

1 Target a Creature on their island.

2 Choose how many Hoplites to involve in that fight, by placing Hoplites from their stock onto the targeted Creature's circle. It is possible to involve 0 to 3 Hoplites in each fight.

3 Take 1 combat die, plus 1 additional die for each Hoplite involved in that fight. Hence, the maximum number of dice that can be taken for a fight is 4.

4 The player rolls the combat dice that they took, and compares the result with the strength of the Creature that they are fighting. If the sum obtained on the dice is higher or equal to the strength of the Creature, they win the fight and capture that Creature. The player also wins if at least one of the rolled dice indicates a 💀.

In all other cases, the fight is lost.

Bruno tries to capture Creatures on his island, starting with the Cyclops. As it has a strength of 10, he decides to involve 2 Hoplites in the fight, so that he's allowed to roll a total of 3 dice. He gets 5, 💀 and 3. The total would not be high enough but the 💀 makes him win the fight. Bruno captures the Cyclops!

RESULT OF A FIGHT

In case of a victory...

The player captures the Creature. They immediately gain the loot indicated on the Creature (see Creatures Loot on the corresponding player's aid).

They then place that Creature in their Creatures stock. All Hoplites involved in the fight retire: they are put back into the general supply. The player has now the opportunity to start a new fight against another Creature on their island, if they want.


As he just won the fight, Bruno captures the Cyclops and immediately earns the loot depicted on the Creature: 3 Orichalcum nuggets. He places the Cyclops pawn in his Creatures stock. He is allowed to continue fighting, so he now targets the Hellhound to immediately start a further fight.

In case of a defeat...

The ongoing **Capture Creatures** action immediately ends. So does `phase 3` for that player. All Hoplites involved in that lost fight remain stuck on the Creature's circle. They will be counted again in any further fight against that Creature, during a later **Capture Creatures** action.

As the Hellhound's strength is only 4, Bruno chooses to only involve 1 Hoplite, for a total of 2 dice. He gets 2 and 1, which means he loses the fight. That makes it impossible for him to continue fighting more Creatures. Bruno's `phase 3` ends and he immediately moves to `phase 4`. His involved Hoplite remains on the Hellhound's circle.
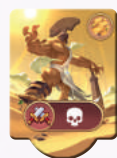
Titan's Favor: Cronos provides a 💀 result **before** rolling dice, ensuring an automatic win in one fight.

Construct

The player constructs one element of their choice, among the three following: a Building, a Temple or an Orichalcum medallion.

◆ Building ◆

The player picks one of the Buildings available on the Construction board and constructs it on their island. The Building token must be placed on a Terrain circle of the type indicated by the Construction board.

Empty volcanoes are wild, allowing for any available Building to be constructed on them. It is forbidden to construct a Building on a circle adjacent to a Creature.

Johannes opts for a Building as his Construction. He cannot construct on the circles surrounding the Gorgon. Neither can he construct on the Deserts, because there is no corresponding available building left. He can either construct the Arch on the Mountain, or any of the 3 available Buildings on the Volcano.

If the player constructs a Training Camp or a Mine, they also take the resource placed on this building (Hoplite or Orichalcum nugget) and add it to their stocks.

The circle **covered** by the Building **is no longer considered as a Terrain**. It is no longer possible to construct on that circle and it does not count anymore for drawing the attention of Titans.

Building abilities are detailed on the corresponding player's aid.

◆ Temple ◆

The player takes a Temple tile from the supply and places it on their island. The Temple tile must be fully placed on a diamond formed with 4 adjacent Terrains, all from a different type.

Each empty Volcano is a wild that can count for any type of Terrain, so a temple can be placed on one or more of them.

It is forbidden to construct a Temple on a circle adjacent to a Creature.

*Bruno wants to construct a Temple.
The spot next to his Metropolis is not valid because of the Hydra, keeping him from constructing anything there.
He then constructs his Temple above, covering the 2 Volcano circles, the Desert circle and the Mountain circle.*


After constructing a Temple, the player takes a Victory token from the supply and places it, Temple face up on the leftmost available spot of their scoring area, above their board. This token is worth 1 Victory Point.
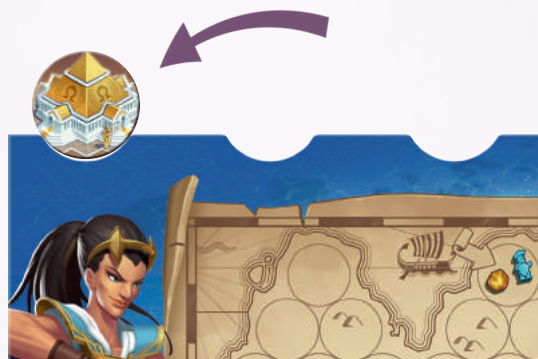
The circles **covered** by a Temple **are no longer considered as Terrains**. It is no longer possible to construct on those circles and they do not count anymore for drawing the attention of Titans.

◆ Orichalcum medallion ◆

The player spends 5 Orichalcum nuggets from their stock and forges an Orichalcum medallion. They take 1 Victory token from the supply, which they place, medallion face up on the leftmost available spot of their scoring area, above their board. This token is worth 1 Victory point.
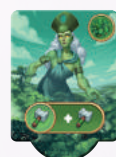
Titan's Favor: Theia allows the player to perform 1 additional construction of their choice: either a Building, a Temple or an Orichalcum medallion.

4 — Perform an additional action (optional)

Before ending their turn, the player can purchase **one (and only one) additional action**. The available actions are the same as explained in phase 3.

Costs for doing so are as follows:

By spending
The player can...
- **Capture Creatures**
- **Construct**
- **Produce Orichalcum**

By spending
The player can...
- **Capture Creatures**
- **Construct**
- **Recruit Hoplites**

By spending
The player can...
- **Capture Creatures**
- **Construct**
- **Produce Orichalcum**
- **Recruit Hoplites**

Spent Creatures are put back into the Creatures bag.

The player is allowed to perform the same action that they took in phase 3. They are allowed to purchase an additional action even if they renounced their action in phase 3.

5. Discard an Action card (ONLY WITH 2 PLAYERS)

The active player must choose one card from the Actions board and place it into the discard pile. They put the Terrain tile back at the bottom of its corresponding pile. If it was holding a Creature, that pawn is put back into the Creatures bag.

Slide cards left to fill in empty spaces as usual.
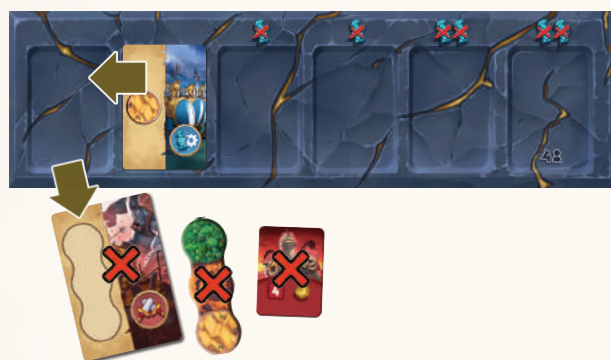
End of a Round

Once each player has gone through their turn, the round ends. It is then time to prepare a new one.

Replenish the Actions board
Reveal a new Action card on each empty spot, from left to right, until there is the right number: 5 cards with two or three players, 6 cards with four players. Whenever the Action cards draw pile is empty, shuffle all previously discarded cards into a new draw pile, then keep going.

Add the Terrain tiles
Reveal Terrain tiles of the matching size on each Action card that you just revealed. For each Volcano circle on these tiles, draw a Creature pawn from the bag and place it on the Volcano.


Replenish the Construction board
Reveal a new Building token from the bag on each empty spot of the Construction board. Do not forget to add 1 Hoplite on each Training Camp and 1 Orichalcum nugget on each Mine that you reveal this way.

Assign the Initiative token
The player with the most Hoplites in their Hoplites stock takes the Initiative token (if they did not hold it already): they will go first during the next round.
In case of a tie, the player currently holding the Initiative token decides who receives it. Whenever the current holder is involved in such a tie, that player can never choose to keep the token.
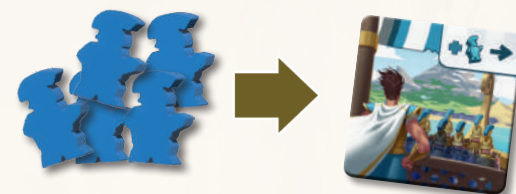
The player seated to the right of the one who just grabbed the initiative token earns 1 Hoplite from the general supply, to be added to their Hoplites stock.

A new round can then begin, starting with the player holding the Initiative token.

End of Game and Victory

The game ends as soon as a player meets the two following requirements:

◆ They have at least 5 victory points.

◆ There is no Creature left on their island.

That player immediately wins the game, without even having to go further into the current round. Their island is now ready to host the Atlantean Civilization, and they are celebrated as a hero!