



BENOIT TURPIN & ROMARIC GALONNIER



GOROBËI

MYRIADES

RULES



1-5
7+
20mn

WELCOME TO THE MYRIADS!



The Great Ocean spans the entire known world, and the Myriads Archipelago is in the middle of its expanse.

You are a young Captain, in charge of a small fleet, and you are traveling the seas to find a few hospitable islands where your people can happily settle and prosper in peace.



In fact, a well-known, ancient prophecy speaks of 5 blessed isles, which are waiting for you to find them, to set up a new realm.

So your mind is made up: You won't ease the helm until you have discovered them!

GOAL OF THE GAME

On each of your turns, you must use your Fleet tiles to create an island containing the resources required by one of the Prophecy cards.

The first player to form 5 islands, and thus obtain 5 cards wins the game and becomes the new ruler of the Myriads.

CONTENTS

60 Prophecy cards



Front

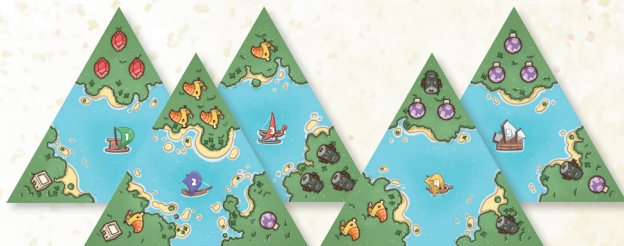


Back

1 Captain Tile
(double-sided)



25 Fleet tiles
(5 sets of 5 double-sided tiles)



3 starting tiles

2 additional tiles

SETUP

- 1 - Each player takes the starting Fleet tiles 1, 2, and 3 (green, purple, and red boats).
- 2 - Form a stack of Fleet 4 (yellow boat) tiles and a stack of Fleet 5 (white boat) tiles.
- 3 - Place these stacks, as well as the Captain tile, where everyone can reach them. Put away the unused tiles.
- 4 - Shuffle the deck of Prophecy cards, and place it face down in the middle of the table.

A ROUND OF THE GAME

Someone reveals the top Prophecy card from the deck.

Then, at the same time, you each try to form an Archipelago by assembling **ALL** of the Fleet tiles you have (which is 3 to 5 tiles).

You must create an island in the middle of your Archipelago that has **exactly the same Resources** (in the same quantities) as those displayed on the Prophecy card — **no more, no less**. You can use either side of each tile. You will need to flip them and change their orientation to create the right central island.

As soon as you think you have created the island foretold in the Prophecy, in the middle of your Archipelago, tap on the Prophecy card. The other players must immediately stop playing.

Check that your central island offers exactly the Resources indicated on the card. If they are the same (type and quantity), take the card, place it face down beside you, and the round ends. Otherwise, the round continues with no penalty for the player who made the mistake.

As soon as you acquire **your second Prophecy card**, take a **Fleet 4 tile (yellow boat)**. From now on, you must use this when you create your Archipelago. Now you have 4 tiles.

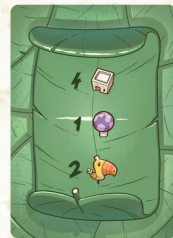


As soon as you acquire **your fourth Prophecy card**, take a **Fleet 5 tile (white boat)**. From now on, you must use this when you create your Archipelago. Now you have 5 tiles.



EXAMPLE:

Here is the current Prophecy card:



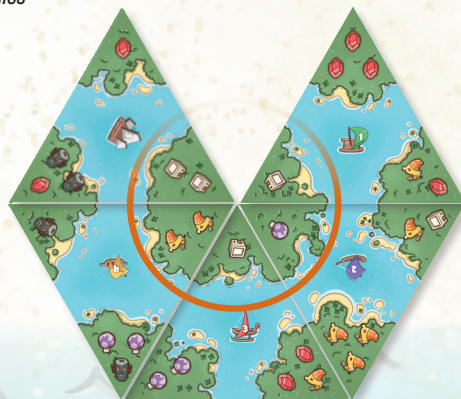
Important: Whatever the Prophecy card, and no matter how many tiles you must use, there is always a solution that will match the Prophecy card!

And this is how the correct Archipelago would look:

With 3 tiles



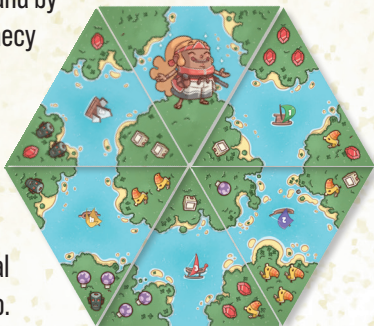
With 5 tiles



The island in the middle of the Archipelago has the exact number for each of the different Resources displayed on the Prophecy card. Bravo!

END OF THE GAME

When you find your 5th island by collecting your 5th Prophecy card, you win.



Take the Captain tile, and place it whichever side you like so that it completes the central island of your Archipelago.

ADJUSTING THE DIFFICULTY

When players are of very different ages or skill levels, feel free to let some of them play the entire game with only their 3 starting Fleet tiles, rather than taking the 4th and 5th tiles.

SOLO PLAY

If you set sail by yourself to search for the islands foretold by the Prophecy, set up the game and play each round as usual. The only difference is that you must time yourself. Start the stopwatch just after revealing the first Prophecy card, and stop it as soon as you have collected your 5th Prophecy card. Note your total time, and check the table below to see what kind of Captain you are:



> 6 minutes : **Rookie** - You'll get better!

5-6 minutes : **Sea Dog** - You're getting to know these waters!

4-5 minutes : **Explorer** - The sea keeps no secrets from you!

3-4 minutes : **Captain of the Fleet** - A beacon for your people!

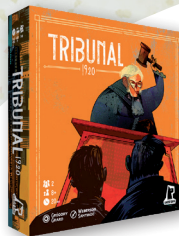
< 3 minutes : **Ruler of the Seas** - The ocean is your home!



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MYRIADES

Designers: Benoit Turpin & Romaric Galonnier - Illustrator: Gorobei
Director of publication: Antoine Davrou
French editing: Virginie Turpin - English translation: Nathan Morse

The designers thank Cédric "Kango" Campguilhem for his mathematical magic. This game is for Aurèle and Luis who grew up alongside the prototype. The publisher thanks the designers for their patience, as well as all the playtesters, particularly Astrée who sought and found the mythical 180 islands.

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