Eden is a large territory where majestic flora and fauna thrive.

King Asmoth, who holds countless lands under his control, has decided to send Goomz to invade Eden, but he seems unaware that it is a sacred land, defended by a protective spirit called Noa.

With the support of his allies (flora, fauna and water), Noa will defeat the invader and make him understand that they will never give up their home.

Components:

1 Noa card, 8 Terrain cards, 3 Goomz cards, 9 Ally / Objective cards, 4 Actions cards, 3 Goomz meeples, 3 Ally tokens, 4 dice.

Game Objective:

Defeat all the waves of Goomz and protect Eden.

Cards Descriptions

Noa card:

It represents the spirit of Eden. One side is coloured and one side is black & white.

Terrain cards:

They represent different regions of the territory of Eden. 2 waterfalls, 2 swamps, 2 forests and 2 mountains. One side is coloured and one side is black & white.

Goomz cards:

They represent the different herds of Goomz to be repelled. Yellow, red and black. One side is coloured and one side is black & white.

Ally / Objective cards:

They represent on one side the three various Allies of Noa (Water, Fauna and Flora) and on the other side the objectives to be achieved to trap each herd of Goomz.

Ally Side

Objective Side

Actions cards:

They represent the available actions for the Allies to defend Eden against the Goomz.

Setup

- Place the Noa card in the middle of the table with the coloured face up. Randomly place the Terrain cards around the Noa card, coloured face up. This area of 9 cards represents Eden as a whole.
- Randomly place the 3 Goomz meeples on the 3 cards on the left (1 meeple per card).
- Randomly place the 3 Ally tokens on the 3 cards on the right (1 token per card).
- Place the 3 Goomz cards coloured side-up to the right of Eden in the following order: Yellow, Red and Black.
- Randomly place the 9 Ally / Objective cards under the Goomz cards so as to obtain 3 decks of 3 cards, "Ally" side up. Flip the first card of each deck, "Objective" side up.
- Place the 4 Actions cards to the left of Eden.
- Place the 4 dice next to the Actions cards.

A↓   B↓   C↓
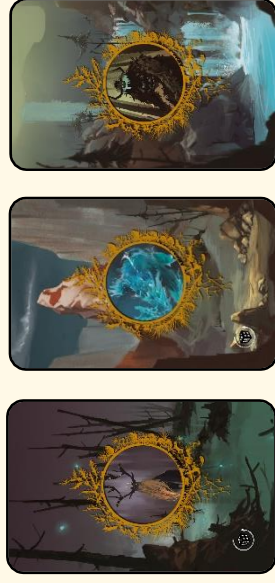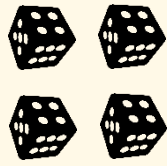
Game Objective

The goal of the game is to defeat the different herds of Goomz while respecting the conditions set by the Objective cards. In Example A of the Setup Overview, the objective is to "trap" the YELLOW Goomz with FAUNA on a Swamp Terrain card. In Example B, the objective is to "trap" the RED Goomz with WATER on a Mountain Terrain card. In Example C, the objective is to "trap" the BLACK Goomz with FLORA on a Waterfall Terrain card.

You can resolve these objectives at any time and any order you want. When an objective is completed, you take the Objective card and keep it next to you, then you reveal the next Objective card in the same deck to reveal the new objective to complete. When a deck is empty (3 objectives completed), the Goomz is defeated: flip the Goomz card to its "black & white" side and the associated Goomz meeple is immediately removed from the game. When all 3 herds of Goomz are defeated, you win the game!

Player phase

• Roll the 4 dice.

• Place each die on the Actions card of your choice, taking into account the result of the die and the number indicated next to the action. You can perform up to a maximum of 4 actions to plan anyway you wish.

You don't have to use all 4 dice. You can only place a maximum of 1 die per Actions card. When you select an action, immediately apply its effect.

Backup reroll: You can discard a die (without using it) to reroll another that does not suit you. The discarded die will only be discarded for the current round. You can discard up to a maximum of 2 dice per round.

Details of the different possible actions

Move - This action allows you to move an Ally from one Terrain card to another. You can move the Ally clockwise or counter clockwise. Never diagonally. You cannot voluntarily move to the Noa card. If this logo is displayed once, you can move from one Terrain card to another. If this logo is displayed twice, you can move up to two Terrain cards; if displayed 3 times, up to 3 Terrain cards.
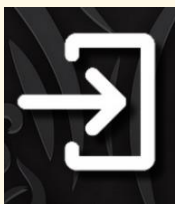
Attract - This action allows you to attract a Goomz meeple or an Ally token to the card where the Ally performing the action is located. You can only draw a Goomz meeple or an Ally token that is on a Terrain card next to yours.
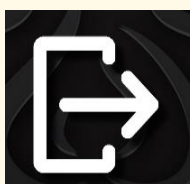
Repel - This action allows you to push a Goomz meeple or Ally token to a Terrain card adjacent to yours. The Ally who takes the action can therefore repel a Goomz meeple or another Ally token that is on their Terrain card. If this logo is displayed twice, you can repel up to a distance of 2 Terrain cards.

Protect - This action allows you to protect a Terrain card from a Goomz attack. When you protect a Terrain card, flip the Ally token to remember it ("no illustration" side).

Note: If two Goomz are on the Terrain card protected by a single Ally, the protection only works for one of the two attacks.
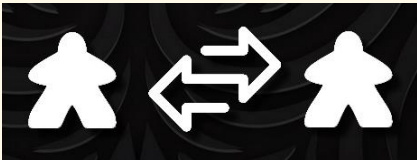
Heal - This action allows you to heal a Terrain card that has been ravaged by a Goomz meeple. The action must be performed by an Ally who is on the card to heal. When you heal a Ravaged Terrain card, flip the card to its "coloured" side, the Terrain becomes healthy once again.

Trap - This action allows you to lay trap on a Terrain card for a Goomz meeple that is about to attack it. You can only use the Trap action if it is described by an active Objective. When you trap a herd of Goomz, position your Ally token under the Goomz meeple.
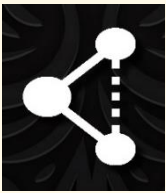
Shortcut - This action allows you to move an Ally token from one Terrain card to a second identical Terrain card. Example: in the Setup Overview, you can move the Flora token (green) to the second Waterfall Terrain card (the one where the Red Goomz meeple is located). The shortcut also works on Ravaged Terrains, but not on Destroyed Terrains.

Swap Two Goomz - This action allows you to swap two Goomz meeples around. Example: in the Setup Overview, you can move the Yellow meeple on the Waterfall Terrain card and place the Red meeple on the Mountain Terrain card.
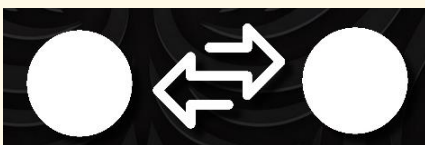
Swap Two Allies - This action allows you to swap two Allied tokens around.

During a round, you can assign all 4 actions to a single Ally or deal them as you see fit.

After performing all your actions, it will be the Goomz's turn to act.

Goomz phase

The three Goomz meeples always react in the same way. **You must perform the Goomz actions one at a time and <u>in any order you want.</u>** The action of each Goomz depends on the situation in which they find themself. During a round, each Goomz performs only one single action.

- **(A)** If a herd of Goomz is alone on a healthy Terrain card (coloured side), they ravage that Terrain. The Terrain card must immediately be flipped to its ravaged side (black and white side).
- **(B)** If a herd of Goomz is alone on a ravaged Terrain card (black and white side), they destroy that Terrain. The Terrain card must be immediately removed from the game. The "No-card" zone becomes Destroyed Terrain. A "No-card" zone is considered to be a Destroyed Terrain card. Ally tokens and Goomz meeples can move on a Destroyed Terrain card.
- **(C)** Whether or not a herd of Goomz is alone on destroyed Terrain, they move to the next Terrain card clockwise.

- **(D)** If a herd of Goomz is on a Terrain card (healthy or ravaged) and an Ally token is also there, the Goomz does not attack the Terrain, but the Ally instead. You must immediately place your Ally token on the Noa card (at the centre of Eden). This Ally token will not be available during the next round (and this next round only). **When an Ally token is to return to Eden, you must place it on the Forest Terrain card of your choice.**

- **(E)** If a herd of Goomz is on a Terrain card (healthy or ravaged) and a protecting Ally token is also there, the Goomz do not attack the Terrain. The Ally protects the Terrain card and remain where they are. As a result, the Ally token no longer protects the card, so it must be flipped back to its "illustration" side.

- **(F)** If a herd of Goomz is on a Terrain card where an Ally has set up a trap (the Ally token being under the Goomz meeple), the Goomz get scared and flee to the next Terrain card clockwise. The Ally token remains in its current location. You can then take the Objectives card you just completed and flip the next one to reveal the next objective.

When this symbol is at the bottom left of the Objectives card that you have just collected, you gain a "Free Reroll" bonus. At any time, you can re-roll a dice "for free". When the bonus has been used, rotate the card by 180 degrees.

- If two herds of Goomz are in situation **(A)**, the first ravages the Terrain card and the second destroys it.
- If two herds of Goomz are in situation **(B)**, the first destroys the Terrain card and the second moves to the next Terrain card (clockwise).
- If two herds of Goomz are in the situation **(D)**, the first will act as in the situation **(D)** and the second will act as the situation **(A)** or **(B)**, depending on the Terrain's state.
- If two herds of Goomz are in the situation **(E)**, the first will act as in the situation **(E)** and the second will act as in the situation **(D)**.
- If two herds of Goomz are in the situation **(F)**, the first will act as in the situation **(F)** and the second will act as in the situation **(D)**.
- The reasoning is the same if three Goomz are on the same Terrain card. (See QR Code)

When the three Goomz have performed their actions, re-roll the 4 dice and a new round can start. Continue playing until your Victory or your defeat.

Noa's Power

After rolling the dice, you can use the "Noa Power". It allows you to select a die and set its face to the value of your choice. You can only use this power once per game. After using it, flip the Noa card to its "black and white" side.

Victory condition

When all 3 herds of Goomz are defeated, you win the game!

Defeat condition

When 2 identical Terrain cards are destroyed (removed from the game), you immediately lose the game!

Game Modes

There are 6 different game modes. Each of these modes combines with the **Classic** mode, adding an additional difficulty. You can play these modes separately or several combined together.

1- **Classic mode**: the one presented above in the rulebook.

2- **Celestial Mode**: You can only trap a Goomz meeple if the Terrain card where it is located is on its "healthy" (coloured) side.

3- **Fearless Mode:** You cannot use the "Free Reroll" bonuses found on the Objectives cards.

4- **Resurrection Mode**: Start the game with two Terrain cards of your choice positioned on their "Ravaged" side.

5- **Ravage Mode**: The Goomz never leave Eden (even when their decks are empty). You win the game when the 3 decks of Objective cards are empty.

6- **Weakness Mode**: Before rolling the dice at the start of each round, flip one Actions card of your choice. It will be unavailable throughout the round.

This game is dedicated to the memory of Benoît WAY.