OROS

GAME COMPONENTS

1 Map (double-sided)

1 Ascension track (double-sided)

72 Land tiles
(46 land, 10 mountain, 16 island)

48 Volcanoes
(level 1 – 4)

1 Jade jaguar
(last player marker)

4 Player mats (double-sided)

4 Demigod standees
(and 4 token alternates)

32 Followers (8 per player)

32 Wisdom caps (8 per player)

36 Sacred site tiles
(3 monolith, 3 shrine, 3 temple
per player)

24 Foresight tokens (6 per player)

1 Score pad

48 Automa cards
(1 deck per Demigod)

CONTENTS

Across the eternal expanse where sky and rock weave as one, the keeper of light and intelligence looked and saw many ancestors with minds of stone and sand.

Upon the high place the Wise One spoke. Upon the echoes four elements returned: The great waters that give, the fertile land that sustains, the raging fire that purifies, the living sun that illuminates.

Again the Wise One spoke. Light fused with flesh, and these four were fashioned into the likeness of the ancestors. These four were given the mysteries of the mountains, and with this knowledge, all element obeyed.

These the Wise One sent to the four corners, saying: Go down to the low places, among the minds of stone and sand. Find among them those who seek the presence of Light and Illumination, who would penetrate the origins of knowledge, and hold fast to the wonderful mysteries.

Hear now what wisdom is.

Those who follow, call your own. Assign and they will obey. Form mountains and they will build. Send and they will study. These few will I make as I, full of luster, full of glory.

Go down, and ascend.

MAP OVERVIEW

The map is a grid of vertical and horizontal rows that represent a sphere of water. Each space on the map can hold a single land tile.

1. Hot spots

Areas marked with a red square are hot spots. At the end of an action, if a hot spot has been uncovered, cover it with a new island tile.

2. Outer edges

The edges of the map connect one side with the other. As tiles shift or move off the map grid, they reenter on the opposite side. Tiles on opposite sides of the map grid are adjacent, creating a bridge from one side to the other.

3. Corner arrows

The white arrows in the corners of the map adjoin the outermost rows, creating a connected ring. Tiles on the map grid connected by arrows are adjacent. Use the arrows to guide tiles back onto the map grid when they move or shift around corners.

4. Map regions (automa only)

The four map regions: A, B, C, and D, are used to specify an area of the map where the automa will attempt to develop.

Land tiles

Land tiles are a shared resource representing landmasses that physically move around the map. They are numbered 1, 2, 3, or 4 based on their mass and number of land edges.

Island tiles have no land edges. They have a mass of 1 and are marked with a ring rather than a circle for easy identification.

1-, 2-, and 3-tiles can be collided to create larger land tiles and to form volcanoes.

4-tiles can be collided to form a mountain.

Mountain tiles, unlike other tiles, cannot move once formed. Mountains are the only tiles where players are allowed to build sacred sites.

Advanced tile variant

Hot spot island tiles are marked with a red ring and can be found on the back of some island tiles. Players can select and place them on the map just like any other island tile.

This variant provides movable hot spots which yield more volcanoes during game play. Learn more on page 20.

PLAYER MAT OVERVIEW

The player mat is used to manage your actions, abilities, wisdom, and end game knowledge points (KP).

 Followers are used as workers to take actions on the player mat, study, journey around the map, and build sacred sites.

Wisdom caps rest on the dotted lines between abilities and track which abilities have been unlocked.

1. Player aids

These symbols remind players of a few starting rules:

Each player is allowed one follower, or fewer, on the map.

To form a mountain, a player must collide two 4-tiles together.

Once formed, mountains cannot shift or move.

2. Action spaces

The six white spaces at the bottom of your player mat are the actions you can take each turn.

An action space with a follower on it is *occupied*.
An action space with no follower on it is *unoccupied*.

3. Ability columns

The columns above each action space show the abilities for that action. These abilities define the extent of an action, permanently enhance it, provide immediate rewards, or unlock end-game points. Only abilities below the wisdom cap in a column are available to use when performing that action. To learn more about each ability, see pages 12–19.

4. Study area

Up to two followers can study in the sacred presence of their Demigod.
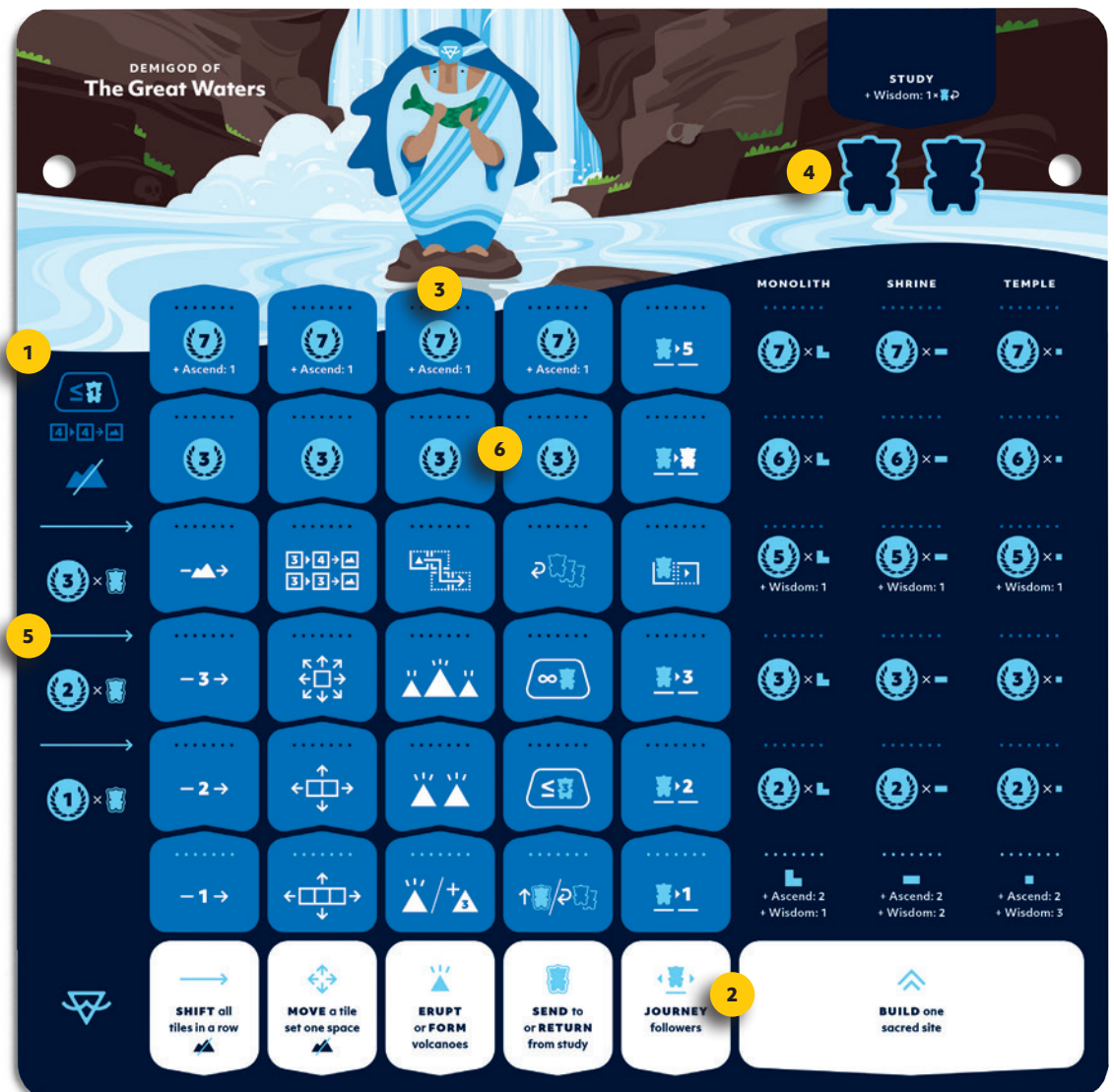
5. Horizon lines

Each arrow indicates a horizon line running across the ability columns. A horizon is unlocked when all of the wisdom caps of the first five columns rise to, or above, the indicated horizon line.

6. Knowledge points (KP)

Knowledge points are indicated by a circle and laurel, and are used for end game scoring.

CENTRAL MAP

Follow these steps to set up Oros:

1. Place the map in the center of the play area. If this is your first time playing, we recommend using the small map side.

For experienced players looking for a more challenging game, flip the map over to the large map side.

← Recommended for first time players!

When using the small map:

2. Fill the map with land, starting in the center and working your way out. Rotate tiles to match land and water edges as shown.

    a. Place a 4-tile in the center of the map.

    b. Place a 3-tile adjacent to each side of the 4-tile. Rotate to match land edges, with the water edge facing outward.

    c. Place a corner 2-tile adjacent to each 3-tile to create a 3×3 grid. Rotate them to match land edges.

    d. Place an island tile on each hot spot space (marked in red). Place a level 2 volcano on each island tile.

    e. Around the edges and adjacent to each island tile, place a 1-tile and 3-tile as shown in the example. Rotate tiles to match water edges with the island tile.

    f. Place an isthmus 2-tile on the unnumbered space between each region. (An isthmus is a narrow strip of land with water on either side.)

Rise to the challenge with an advanced small map setup. See page 24.

Use for 1–4 player games

Use for 3–4 player games

When using the large map:

2. Fill the map with land, starting in the center and working your way outward. Rotate tiles to match land and water edges as shown.

a. Place a mountain tile in the center of the map.

b. Place a 3-tile adjacent to each side of the mountain tile. Rotate to match land edges, with the water edge facing outward.

c. Place a corner 2-tile adjacent to each 3-tile to create a 3×3 grid. Rotate to match land edges.

d. Place an island tile on the spaces diagonal from the corner 2-tiles as shown in the example. Place a level 3 volcano on each island tile.

e. Place an island tile on the hot spot spaces (outlined in red) around the outer edge. Place a level 2 volcano on each island tile.

f. Place a 3-tile, isthmus 2-tile, and 1-tile adjacent to each island tile around the outer edge as shown in the example. Rotate tiles to match water edges with the island tile. (An isthmus is a narrow strip of land with water on either side.)

Test your skills on an advanced large map setup. See page 25.

PLAYER MATS

3. Each player selects a Demigod, takes the player mat and components of that color, and sets up their play area:

    a. Place your player mat in front of you, with the player side face up.

    b. Place one wisdom cap ⬤ on the dotted line above the first ability in each column.

    c. Place one follower below each arrow along the left of the player mat.

    d. Place one follower on the "Journey followers" action space, and another on the "Build one sacred site" action space.

    e. Keep the remaining three followers nearby.

    f. Arrange your sacred site tiles nearby.

FINISHING TOUCHES

4. Arrange the remaining tiles and volcano pieces near the map for convenience.

5. Place the ascension track near the map showing the 1–4 players side. For a longer 4-player game, flip the ascension track over to the 4-player side.

6. Place the Demigod standee for each player on the path at the bottom of the ascension track.

7. To choose a first player, hide one follower from each Demigod in your hand and drop one onto the table. Give the player of that color the jade jaguar.

You are now ready to play!

PLAYING SOLO OR 2-PLAYER?

When playing solo or with 2 players, you must use an artificial player—or automa—to bring the player count up to at least three players (you can choose to play with more if you'd like). Automa can be used on the small map only. To learn how to use a Demigod automa, see page 22.

When playing solo

Choose at least **two** automa to play against.

When playing 2-player

Choose at least **one** automa to play against.

To set up the automa mat:
Take the player mat, components, and deck of cards for each Demigod automa you'll be using and set up its area.

- **a.** Flip the player mat over to the automa side and place it near the player who will be running the automa.
- **b.** Place one wisdom cap ⬢ above the first ability in each column. Return the two remaining wisdom caps to the box.
- **c.** Arrange the follower pieces nearby.
- **d.** Arrange the sacred site tiles nearby.
- **e.** Shuffle the automa deck and place it on the left side of the board with the three symbols facing up, forming a draw stack.
- **f.** Place the standee on the path at the bottom of the ascension track.
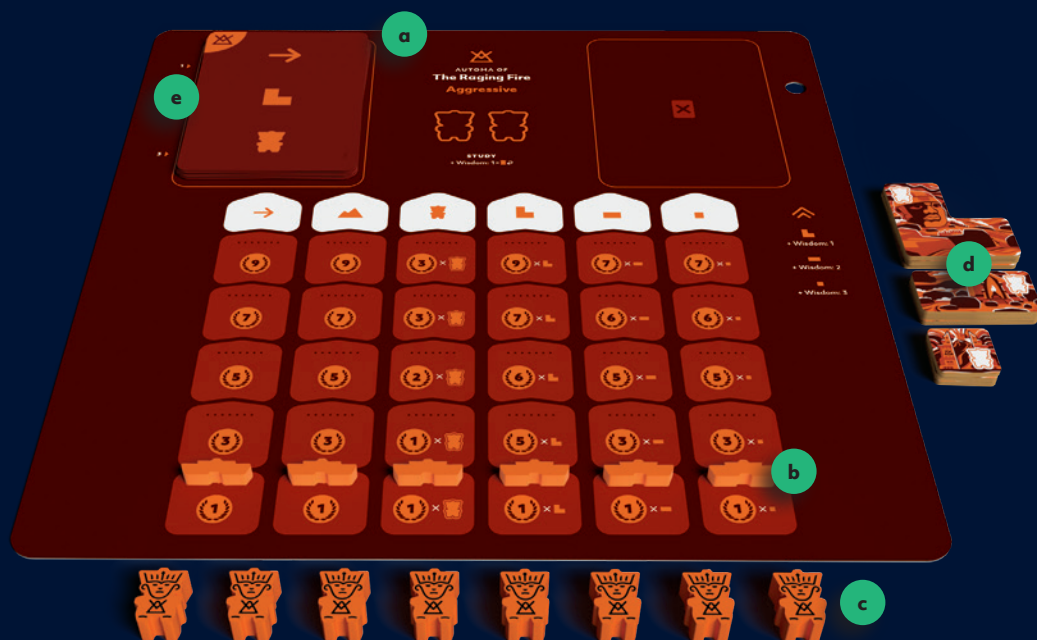
Choosing an automa

Each Demigod automa is engineered with a different play style, ranging from friendly to aggressive.

EASY / FRIENDLY
Demigod of the Great Waters

INTERMEDIATE / COMPETITIVE
Demigod of the Fertile Land

DIFFICULT / CHALLENGING
Demigod of the Living Sun

EXTREMELY DIFFICULT / AGGRESSIVE
Demigod of the Raging Fire

Automa FAQ

Can I play 2-player without an automa? No. An automa is required for 1–2 player games. If you'd prefer to not compete against the automa, simply don't track its wisdom or calculate its score. You will still need its actions as part of your game.

Can both players operate their own automa to turn our 2-player game into a 4-player game? Yes!

Can I play against three automa while playing solo? Yes you can, you overachiever!

Can I add an automa to a 3-player game? Yes you can!

Can the automa go first? Yes. When choosing a first player, be sure to include the automa.

GAME OVERVIEW

Wisdom of the Demigods

You are a Demigod, sent from the Wise One to the four corners of the earth to bring higher knowledge — the wisdom of the mountains — to the people scattered across the islands. But wisdom must be learned. It requires study and experience. And the greatest mysteries are only understood in the lofty heights of mountains.

Throughout the game, you must teach your followers to harness the land and form mountains where they can build sacred sites to study. With each sacred site, they will grow in wisdom and become more capable, ultimately gaining the highest knowledge of all.

The Demigod who shares the most knowledge will be revered and honored for generations to come.

Objective

Gain the most knowledge points (KP) by directing your followers to build sacred sites on mountains, develop greater abilities, and improve the value of your sacred sites.

To do this, players take turns performing actions to adjust the map, form mountains, get followers onto mountains, and build sacred sites. Building sacred sites allows players to advance up the ascension track and gain wisdom.

Game end

The game end triggers when a player ascends to the topmost space of the ascension track. Finish the current round, then all players tally their knowledge points.

Scoring knowledge points

The wisdom of the mountains is measured using knowledge points, which are calculated at the end of the game.

Players gain knowledge points from 1) their position on the ascension track, 2) unlocked abilities, 3) followers in study, and 4) built sacred sites.

The player with the greatest knowledge wins the game.

PLAYING THE GAME

The game is played in rounds, with players taking their turn, one at a time. Starting with the first player, turns proceed in clockwise order.

On your turn, you may take up to 3 actions. To take an action, assign 1 follower to an unoccupied action space on your player mat, then perform that action. When performing an action, you can use any ability below the wisdom cap of the column for that action.

On your first turn

You start with three unassigned followers which must be used to take these actions:

Action 1: Assign your first follower to any unoccupied island on the map. This is your starting location. If there are no unoccupied island tiles, place your follower on an unoccupied 1-tile.

≤👣 Important! Each player is only allowed one follower on the map until the ability to send more is unlocked.

Action 2: Assign your second follower to any unoccupied action space on your player mat and take that action.

Action 3: Assign your third follower to any unoccupied action space and take that action.

Badda boom! That's your first turn. Play continues clockwise.

> **Hint!** Islands are surrounded by water, so the only way to get off your starting island is by colliding it into another land tile or erupting a volcano to create a land edge.

On your next turn(s)

Take up to three actions. To take an action, assign one follower currently on an action space to an unoccupied action space. Then take that action.

You are allowed to assign a follower to an action space and not take the action. However, doing so counts as one of your three actions.

> **Hint!** The action space you move from is as important as the action space you move to. Failure to plan ahead could limit your ability to get the most out of your next action!

Can I use the same follower to take multiple actions on a single turn? Yes! For example, you can assign the same follower to hop back and forth between action spaces (to take the same action twice in a single turn!)

What if all of my action spaces are occupied by followers? Your next action must be to assign one follower from any action space other than the **SEND** action to a study space. Doing so does not activate the **SEND** action. You can then complete your turn as normal.

Foresight tokens

These six tokens are an optional player aid. The three numbered tokens are used to help you plan and track your three actions each turn.

To use them, place the six tokens below the six action spaces of your player mat with the symbol side facing up. Peek under the tokens and rearrange them to mark the order of your next three actions.

On your turn, flip over the numbered tokens to remember what you were planning to do and to track each action as you take it.

Hint! Even if you have big plans ready for your next turn, you'll still want to pay close attention to what other players are doing. Things change quickly in Oros, so you might need to adjust your strategy.

WISDOM

Each column on the player mat has a wisdom cap ▭ used to track which abilities have been unlocked for that column. Any ability below the wisdom cap is available to use when performing an action. Some abilities change the nature of an action. Once unlocked, these abilities are always in effect.

Gaining wisdom

Gaining wisdom is how you raise the wisdom caps in each column. When you gain wisdom, raise the wisdom cap(s) of your choice up one space for each wisdom gained.

You can gain wisdom in any of the following ways:

1. Return followers from study: gain 1 wisdom for each returned follower.

2. Build a sacred site: gain 1 wisdom for a monolith, 2 wisdom for a shrine, and 3 wisdom for a temple.

3. Have a follower studying on your own sacred site when another player builds on the same mountain: gain 1 wisdom.

When building the shrine, Fire gains 2 wisdom and Water gains 1 wisdom for being on her sacred site when Fire built the shrine.

SHIFT ALL TILES IN A ROW
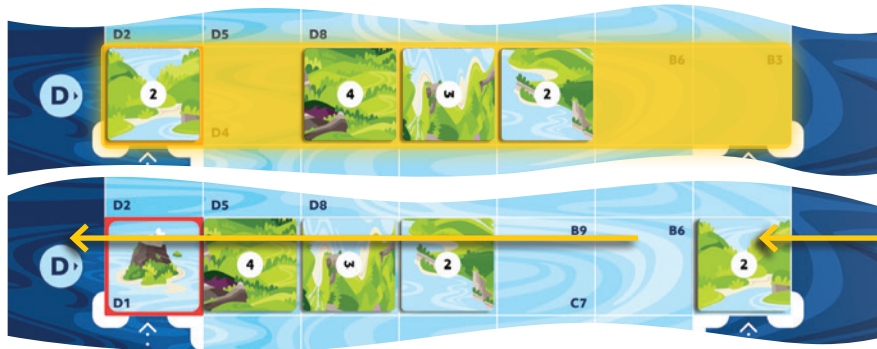

SHIFT all tiles in a row

The **SHIFT** action allows you to shift all land tiles along a single row of the map—vertical or horizontal. When doing so, all tiles shift together along the row in the same direction, keeping the same spacing between tiles. Since everything shifts together, a **SHIFT** action will never collide tiles.

Important! Shift actions cannot shift rows that have mountain tiles in them unless the ability to do so is unlocked.

Shifting tiles off the map grid

Land tiles that shift off the map grid reenter on the opposite side.

If a shift action was used to shift all tiles in the highlighted row above by one space, all tiles would move together along the row in the same direction. The leftmost 2-tile would leave the grid, so it comes back in on the opposite side.

Hint! When a hot spot is uncovered on the map during a **SHIFT** or **MOVE** action, immediately cover it with a new new island tile before continuing.

The outermost row is a connected ring. When shifting tiles on the outer row, the entire row of tiles shifts like a wheel turning. Tiles shifting around corners rotate 90 degrees. (On the large map, there are two outer rows.)

If a shift action is used to shift the outer row, all tiles around the map that are part of that connected row shift together.

Action improvements

Ability 1. Shift all tiles in one row one space.

Ability 2. Shift all tiles in one row two spaces.

Ability 3. Shift all tiles in one row three spaces.

Ability 4. May shift rows with mountain tiles during any **SHIFT** action.

Ability 5. Gain 3 KP at game end.

Ability 6. Gain 7 KP at game end. May ascend one space up the ascension track after performing a **SHIFT** action.

MOVE A TILE SET ONE SPACE

The **MOVE** action allows you to move a set of adjacent land tiles exactly one space. The set must match the amount and formation shown in the ability. (See page 15.) Open water areas do not count as land tiles.

Important! A MOVE action can never move mountain tiles.

Colliding land tiles

When a **MOVE** action causes two land tiles to occupy the same space, the tiles collide to become a larger land tile.

1. To collide land tiles, add the value of the tiles together and replace the tiles with a new tile of the combined value. If the value is greater than four, replace the original tiles with a 4-tile, then place a volcano with a level equal to the amount remaining. When placing a tile, the active player decides which tile to use and its orientation.
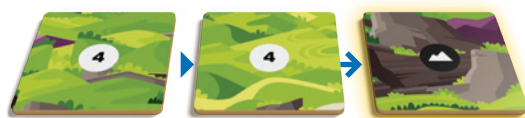
Colliding a 1-tile and a 2-tile will create a 3-tile.

A 2-tile and a 3-tile add up to five, so they combine into a 4-tile with a level 1 volcano.

2. Mountains are formed when two 4-tiles collide. **Important! This is the only way mountain tiles form and are added to the map.**

The only way to form a mountain is by colliding two 4-tiles.

A land tile colliding with a mountain becomes a volcano of the same value.

3. When land tiles with volcanoes collide, first add together the land tiles and replace them with a new tile. Then, add together the volcanoes and any remainder from the land tile collision and replace them with a new volcano. Once a volcano reaches level 4, begin a new volcano on the same tile. There is no limit to the number of volcanoes allowed on a tile.

4. All followers on colliding land tiles are moved onto the new tile. This is one way a follower can get onto a tile that is already occupied.

*Here, both followers would occupy the newly created 4-tile.*

Moving tile sets

When using a **MOVE** action, the tile set moves as a single landmass, in the same direction, at the same time, regardless of how its tiles are connected. Only when a tile lands on an arrow will it change course. In some cases, a set of adjacent tiles could move and end up colliding with each other, or end up disconnected on opposite sides of the map.
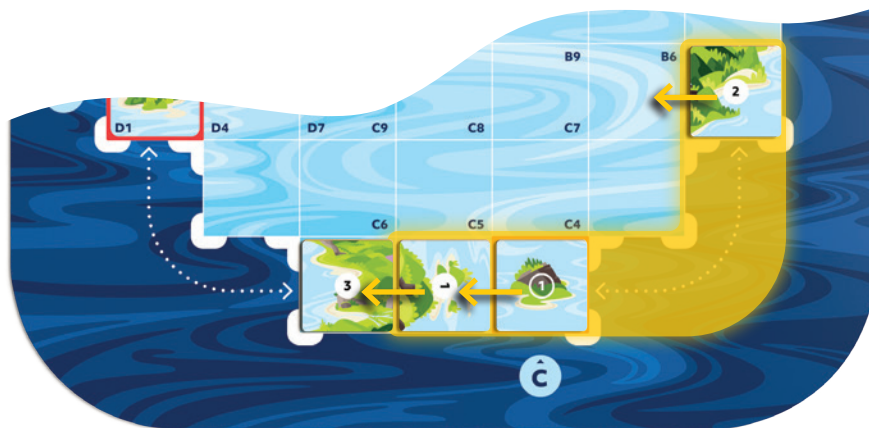
The highlighted 1-tile, island tile, and 2-tile are adjacent because the outer edges of the map connect around the corners. If the set of tiles were moved to the left, the 1- and 3-tiles would collide (becoming a 4-tile), the island-tile would move to the space originally occupied by the 1-tile and the 2-tile would move to the left into the empty space (B6), no longer adjacent with the other two tiles.

MOVE A TILE SET ONE SPACE (CONTINUED)
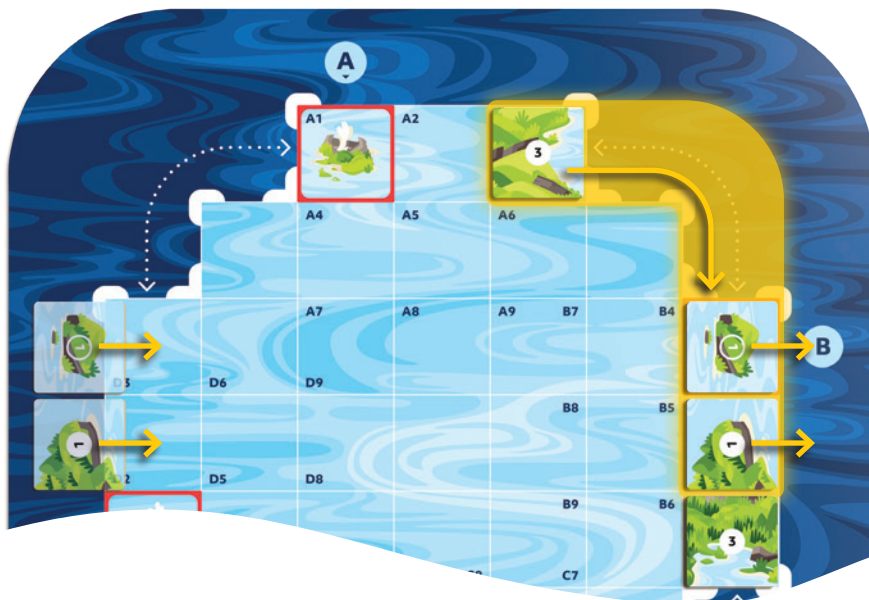
If the highlighted set of tiles were moved to the right, the island and 1-tile would leave the grid, coming back in on the opposite side. The 3-tile would move to the right, and following the arrow, rotate around to end up in the same space originally occupied by the island-tile. The 3-tile and island-tile would still be adjacent even though they are on opposite sides of the map.

On the large map, if the highlighted island and 1-tile were moved downward, both tiles would end up colliding with the 3-tile (becoming a 4-tile with a level 1 volcano on it).

Diagonal tile movement

Ability 3 on the **MOVE** column introduces diagonal tile movement which unlocks access to the outer areas of the map in many powerful ways. Once unlocked, you can move a single tile diagonally. If the tile moves diagonally off the map, there are many re-entry options. See the example below.

For example, if a player moves a land tile in the lower left edge diagonally off the map, they have many choices. The tile could move diagonally down and to the right (a) to reenter along the left edge (1) or along the top edge (2). The tile could also move diagonally down and to the left (b) to reenter along the right edge (3) but cannot reenter along the top edge (4) because that would leave the tile outside the map grid, which is not allowed.

Action improvements
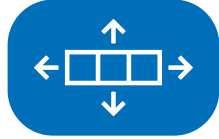
Ability 1. Move a set of three adjacent land tiles one space, orthogonally.
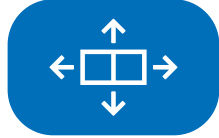
Ability 2. Move a set of two adjacent land tiles one space, orthogonally.

Ability 3. Move a single land tile one space, orthogonally or diagonally.

Ability 4. May use 3-tiles as if they were 4-tiles when forming a mountain.

Ability 5. Gain 3 KP at game end.

Ability 6. Gain 7 KP at game end. May ascend one space up the ascension track after performing a **MOVE** action.

ERUPT OR FORM VOLCANOES

The **VOLCANO** action allows you to do one of two things: erupt a volcano or form a volcano.

ERUPT or **FORM** volcanoes

Volcano pieces are pent-up land waiting to be spilled out across the map. There are four levels of volcano pieces. Each level represents the amount of land built up inside it.

LEVEL 1 VOLCANO
holds one unit of land.

LEVEL 2 VOLCANO
holds two units of land.

LEVEL 3 VOLCANO
holds three units of land.

LEVEL 4 VOLCANO
holds four units of land.

Important! Volcanoes do not form mountains. Erupting a volcano or colliding tiles with volcanoes will not form a mountain.

Erupt a volcano

Erupt one volcano per eruption symbol shown. Each volcano piece is an individual volcano which will erupt land equal to its level. Land erupted from a volcano is placed onto the map as land tiles. Once erupted, volcano pieces are removed from the map.

When erupting a volcano:

1. Lava flows down and then out. If a volcano erupts from a tile with water edges, the lava will first fill in that tile before flowing outward on to the map. Once the tile becomes a 4-tile, the active player decides which direction(s) the remaining units of lava will flow. When flowing outward, lava must completely fill in each land tile or open water space, to create a 4-tile, before flowing on to the next space.

# ERUPT OR FORM VOLCANOES (CONTINUED)

If erupting a level 4 volcano from a 3-tile, the 3-tile first fills in and becomes a 4-tile. Then the lava pours over into the next space filling in the adjacent 2-tile. There is one unit of land left which could then be used to create a new 1-tile.
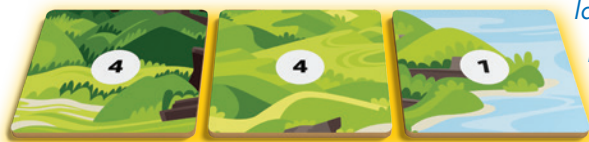
2. Volcanoes erupt in a straight line, orthogonally, from their point of eruption. If desired, an eruption can be divided to flow in more than one direction. Lava cannot change course to zigzag around the map, until the ability to do so is unlocked. Land tiles placed from an eruption must orient to connect a land edge back to the point of eruption.
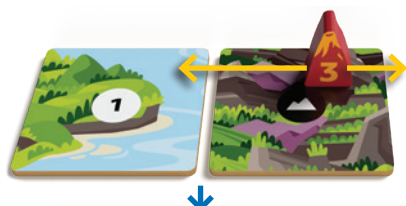
A level 3 volcano on a mountain tile can erupt in more than one direction to fill in the nearby area as it suits the interests of the active player.

3. Volcanoes can erupt down from mountains, but lava cannot flow up and over mountains. If a volcano becomes surrounded by mountain tiles, that volcano is considered inactive and cannot erupt until it is no longer surrounded.

Note: Volcanoes erupt individually. Erupting one volcano does not erupt other volcanoes on the same tile.

Placing tiles from an eruption. During an eruption, the active player gets to choose the orientation of any new tiles added to the map. When doing so, at least one land edge must connect back to the eruption site.

Form a volcano

Add a new level 3 volcano to any tile on the map. If the tile already has a volcano on it, first continue to increase the level of the existing volcano until it reaches level 4, then begin a new volcano with the remainder. There is no limit to the number of volcanoes that can form on a tile.

Action improvements

Ability 1. Either erupt any one volcano on the map or add a level 3 volcano to any tile.

Ability 2. Erupt any two volcanoes on the map.

Ability 3. Erupt any three volcanoes on the map.

Ability 4. An eruption may flow across the land edges of any 1-, 2-, and 3-tile without filling it in and may change course to zigzag across the map.

Ability 5. Gain 3 KP at game end.

Ability 6. Gain 7 KP at game end. May ascend one space up the ascension track after performing a **VOLCANO** action.

SEND TO OR RETURN FROM STUDY

SEND to or **RETURN** from study

The **STUDY** action allows you to do one of two things. Either send one follower to an unoccupied study space or return followers from study.

Send to study

Followers can study on the player mat or on the map. In the topmost area of your player mat, two followers may study in the presence of their Demigod. Each sacred site you build on the map is also a space for one of your followers to study.

STUDY
+ Wisdom: 1 × 🐻↩

When sending a follower to study, choose a follower from any action space other than the **STUDY** action space. Place that follower on any unoccupied study space (on your player mat or your sacred sites).

Important! You gain one wisdom each time another player builds a sacred site on a mountain where you have a follower studying.
If your follower is not on your sacred site when they build, you do not gain wisdom.

Return from study

When followers return from study, they bring wisdom with them, which is immediately used to improve your abilities. You may return up to two followers with a single **STUDY** action.

To return a follower from study, select a follower currently on a player mat study space or one of your sacred sites and reassign it to an unoccupied action space without performing the action. Gain one wisdom for each follower that returns from study.

A follower can return from study only if there is an unoccupied action space available for them to return to.

Action improvements
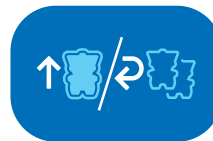
Ability 1. Either send one follower to study or return up to two followers from study to gain one wisdom for each follower returned.

Ability 2. May have up to three followers on the map.

Ability 3. May have any number of followers on the map.

Ability 4. May return up to three followers from study, gaining one wisdom for each.

Ability 5. Gain 3 KP at game end.

+ Ascend: 1

Ability 6. Gain 7 KP at game end. May ascend one space up the ascension track after performing a **STUDY** action.

How do I get more followers on to the map? First, you must unlock the ability to have more followers on the map. Then, send them to study on your unoccupied sacred sites using a **STUDY** action.

JOURNEY FOLLOWERS

This action allows your followers to journey, space by space, across land tiles and to/from sacred sites on the map. A **JOURNEY** action can be split among any number of followers.

Followers may only journey across connected land edges and cannot journey diagonally.

Followers cannot journey across water edges unless the ability to do so has been unlocked.

A tile or sacred site with a follower on it is considered occupied. Followers may journey across spaces occupied by another follower, but must end their journey on an unoccupied space, unless the ability to do so has been unlocked.
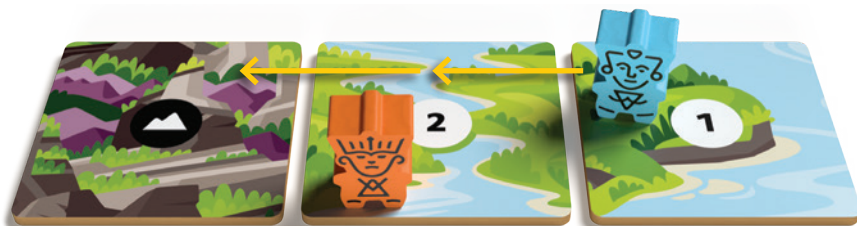
Each sacred site is an additional space on the mountain tile. Followers may journey up and down sacred sites like a staircase, counting each site in the stack as a space. The mountain tile is also a space.

Hint! You can end your journey on the sacred site of another player, blocking them from sending followers to study there.

Action improvements

Ability 1. Journey one follower one space.

Ability 2. Journey followers up to two spaces total.

Ability 3. Journey followers up to three spaces total.

Ability 4. May cross water edges during any **JOURNEY** action.

Ability 5. May end a journey on spaces occupied by other followers.

Ability 6. Journey followers up to five spaces total.

BUILD ONE SACRED SITE

BUILD one sacred site

The **BUILD** action allows you to build one sacred site. Each sacred site you build is its own space where your followers can study, and is your primary source for wisdom and knowledge throughout the game. Sacred sites act as the doorway for your followers to enter or exit the map. **Important! Any time you have a follower on one of your sacred sites, that follower is studying—no matter how it got there.**

There are three types of sacred sites: monolith, shrine, and temple. Each player is given three of each type and cannot build beyond their supply.
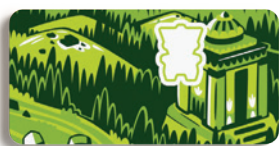
Monolith   Shrine   Temple

1. Sacred sites must be built on mountain tiles. Each mountain tile can hold exactly one monolith, one shrine, and one temple. **Important! Each player is allowed to build only one sacred site on each mountain.**

2. Sacred sites must be built in sequence: monolith, shrine, temple. When built, sacred sites stack to create a staircase up from the mountain tile.

3. You must have a follower on the mountain tile or on another player's sacred site on that mountain to build a sacred site.

The first player to build on a mountain must build a monolith. The second player must build a shrine. The third player must build a temple. Once all three sacred sites are built, no further building can occur on that mountain.

When building a sacred site:

1. Place your new sacred site on the mountain tile.

2. Move your follower on the mountain up to your sacred site.

3. Claim the +*ascend* reward by ascending your Demigod standee two spaces up the ascension track. If you end on a space occupied by another player, continue ascending to the next available space. See page 20.

4. Claim the +w*isdom* reward: one wisdom for a monolith, two for a shrine, and three for a temple. Each wisdom gained allows you to raise one wisdom cap, one space. See page 11.

Building while another player studies

Important! You gain one wisdom each time another player builds a sacred site on a mountain where you have a follower studying. If your follower is not on your sacred site when they build, you do not gain wisdom.

Sacred site improvements

Players can use wisdom to increase the end game value of each sacred site by raising the wisdom cap of that type.
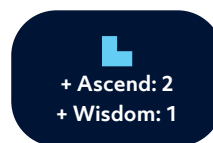
+ Ascend: 2
+ Wisdom: 1

Ability 1. Build one sacred site and gain the +*ascend* and +*wisdom* reward shown.

Ability 2, 3, 5, & 6. At game end, gain knowledge points equal to the number shown for each sacred site of this type built.

+ Wisdom: 1

Ability 4. Gain 1 additional wisdom each time you build this type of sacred site. At game end, gain 5 knowledge points for each sacred site of this type built.

THE ASCENSION TRACK

On the ascension track, Demigods rise in eminence and glory. As they ascend, the track acts as a countdown, with each space worth the value it shows as end game knowledge points.

For a longer 4-player game, use the longer ascension track on the back.

Ascending

Demigod standees begin on the stone path at the bottom the track. Demigods ascend two spaces up the track for each sacred site built. Once unlocked, Demigods also ascend one space each time they use a shift, move, volcano, or study action.

Only one Demigod can occupy each space on the track at a time. When ascending, Demigods step on each space even if it's occupied. If a Demigod ends their ascension on an occupied space, they continue ascending to the next unoccupied space. **Important! Count each space on the track when ascending, including spaces occupied by other Demigods.** Players cannot advance beyond the topmost space. If top spaces are already occupied, stop ascending at the highest unoccupied space possible.

Red spaces and hot spots

The red spaces on the ascension track are marked with a **+2▲** label. Each red space will trigger once per game. The first time a Demigod lands on or passes each red space, add a level 2 volcano on the tiles sitting over the hot spot areas of the map and on any hot spot island tiles. If a volcano is already present, increase its level by 2 before adding a new volcano.

If a hot spot island tile is sitting over a hot spot on the map, they count as a single hot spot and only receive one level 2 volcano.

> **Hint!** These red spaces are a handy indication of where you are in the game. Once a player passes the number 10 space, you can expect the game to end within a few rounds.

Game end

Play continues until a Demigod ascends to the topmost space on the ascension track.

All players who have not yet gone in the current round take their turn, finishing with the last player.

HORIZON LINES

The area along the left edge of the player mat tracks the horizon. At the start of the game, one follower is placed below each of the horizon line arrows covering the knowledge point symbols.

A horizon is unlocked when the wisdom caps of the ability columns (the first five columns of your player mat) rise to, or above, the indicated horizon line.

Unlocking a follower

Once unlocked, the follower below the horizon line is released and becomes active. You may choose to immediately:

1. Assign the follower to any of your unoccupied sacred sites on the map or study spaces on your player mat.

OR

2. Assign the follower to an empty action space and take the action. (This is a bonus action, and doesn't count toward the three actions of your turn.)

Unlocking study points

By unlocking horizon lines, you may earn knowledge points for followers studying at game end.

Horizon 1, 2, & 3. Gain knowledge points equal to the number shown for each follower on a study space at game end.

FINAL SCORING

Each player adds up knowledge points from:

The ascension track. The number of the space their Demigod ascended to on the track.

Abilities. The highest unlocked KP from each column: shift, move, erupt, and study. (Either 3KP or 7KP.)

Followers in study. Multiply the number of your followers on your sacred sites and in the study area of your player mat by the number shown below the highest unlocked horizon line. If no horizon line is unlocked, followers in study do not score.

Sacred sites. Multiply the number of monoliths built by the highest unlocked KP in the monolith column. Do the same for shrines and temples. Note: each player starts the game with three of each type of sacred site. The easiest way to determine how many of each type was built is to count how many were not built.

The player with the greatest knowledge wins the game, to be celebrated, revered, and honored for generations throughout time as the most benevolent and generous giver of wisdom and knowledge.

In case of a tie

The tied player who ascended highest on the track wins the game.

USING A DEMIGOD AUTOMA

A game of Oros requires at least three Demigods to be active on the map. Any Demigod not used by a player can be transformed into an artificial player—or automa—by flipping the player mat over to the automa side and using the related deck of cards. Each Demigod automa is engineered with a different playstyle, ranging from friendly to aggressive. To setup an automa, see page 9.

The automa cards in the base game can be used on the small map only.

> **Important!** If playing a solo game, choose at least **two** automa to play against. For a 2-player game, use at least **one** automa.

Playing the game

As a player, your turns are the same as in a standard game. Turns taken by an automa are designed to minimize game maintenance and are not bound by the same limitations as players. The automa will attempt to do exactly what is shown on the card and nothing more.

An automa turn follows these steps:

1. Draw one card from the draw stack and place it face up on the discard pile.

2. Perform the action in each section shown on the card in order from top to bottom.

◀ **SECTION 1: DEVELOP**

◀ **SECTION 2: MAP**

◀ **SECTION 3: ASCEND**
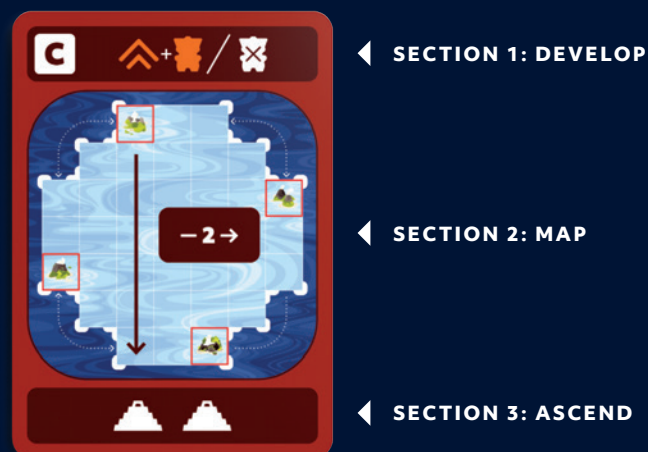
- **Section 1: Develop.** In one of the regions indicated, perform one of the options shown. Options are separated by a slash symbol. Some options show a combination of actions connected by a plus symbol. Only perform an option if all parts of the combination are possible.

  Check the options from left to right to see if you can perform any. If there's more than one region and more than one option listed, first attempt the left-most option in each region. If successful, do not perform any other actions in this section. If not successful, attempt the next option to the right in each region, and so on. If no options are successful, there is no effect.

- **Section 2: Map.** If a **SHIFT** action is shown, shift all tiles in the row or rows shown in the diagram as indicated. Orientation should be from the viewpoint of the player managing the action. Automa always shift rows two spaces and always have the ability to shift mountains.

  If one or more remove tile actions are shown, perform all shown.

- **Section 3: Ascend.** Move the standee for the automa forward one space up the ascension track for each symbol shown. If no symbol is shown, there is no ascend action. Note: Unlike a regular player, automa do not ascend up the track when building sacred sites. They only ascend when indicated on a card.

Gaining wisdom

Automa gain wisdom when building a sacred site, returning from study, or studying in a sacred site when another player builds on the same mountain, just like a regular player.

For each wisdom an automa gains, it will move one wisdom cap up one space. To determine which wisdom caps to move, use the symbols on the back of the top card on the draw stack. Each symbol correlates with a column on the automa mat. If the automa gained 1 wisdom, use the top symbol. If it gained 2 wisdom, use the top and middle symbols. If it gained 3 wisdom, use all three symbols.

If the automa gains wisdom in a column that is already maxed out, there is no effect.

Automa deck

If the automa deck runs out of cards, reshuffle the discard pile, place the deck onto the draw stack, and continue.

Scoring

At game end, determine the score for each Demigod automa. To score an automa, add up knowledge points from the ascension track and player mat like any other player.

Actions

Actions always occur on the lowest possible number in a region, even if there are multiple ways the action could occur. Below is the explanation for each action symbol:

A Indicates the region of the map where the action will take place. The map spaces of each region are numbered 1–9, starting on the outside.

Form one mountain on the lowest numbered map space containing no other land tile.

To form a mountain in region D, the tile would be placed on space D6 because all lower numbered map spaces are already covered.

Build the lowest sacred site possible on a mountain tile. (*Gains wisdom based on the type of sacred site built.*)

Place one follower onto the sacred site just built. (*Gains 1 wisdom if studying when another player builds.*)

Send one follower to study in the region indicated. If not possible, send one follower to the player mat study area.

Return up to two followers. First attempt to return followers from the region indicated. Then, return followers from the player mat study area. (*Gains 1 wisdom per follower.*)

Remove all opponent followers from the first occupied tile in the region. Opponent followers are those from either a regular player or an automa. (*Gains 1 wisdom per removed follower.*)

> **Note:** Automa can only remove followers from players that have built at least one sacred site.
>
> Removed followers are returned to their owner and placed on an unoccupied action space. If all action spaces are occupied, the removed follower is relocated to an unoccupied space in the study area on the player mat.

— 2 → Shift the indicated row or rows of tiles two spaces.

Remove the largest unoccupied land tile. Any volcanoes on the tile are also removed. Cannot remove mountain tiles.

To remove a tile from region B, the automa would remove the 3-tile with the level 2 volcano on space B3 (because it's on a lower numbered space than the other 3-tile).

Ascend one space up the ascension track per symbol shown.

ADVANCED GAME VARIANTS

Use these alternate **small map** setups to add new challenges into your game.

The Valley of Rifts
Ring of islands. Edges of land. Simple starting moves.

The Subduction Pattern
Weave of tiles. Four big fours. Quick mountain making.

The Oceanic Trench
Divided masses. Scattered volcanoes. Isolated starting spots.

Pearl of the Hadean Realm
Tiny islands. Massive volcanoes. Ready to erupt.

Use these alternate **large map** setups to add new challenges into your game.

The Divergent Depths
Central islands. Separated land. Tension in every direction.

The Volcanic Isles
Grid of islands. Volcanic multitudes. Erupt the world.

The Craton Complex
Double mountains. Diagonal rows. Diametric starting spots.

Vents of the Archean
Clusters of land. Isolated center. Challenging configurations.

ADVANCED GAME VARIANTS (CONTINUED)

Once you've mastered the basics of Oros, it might be time to add a few additional elements into your game.

GRANDE MOUNTAINS

The Grande mountain mini-expansion is included in the Collector's Edition of Oros and is available as a separate purchase.

Grande mountains tower over the landscape, marking the sacred residence of each Demigod. These holy mountains afford special benefits during the game and scoring opportunities at the end.
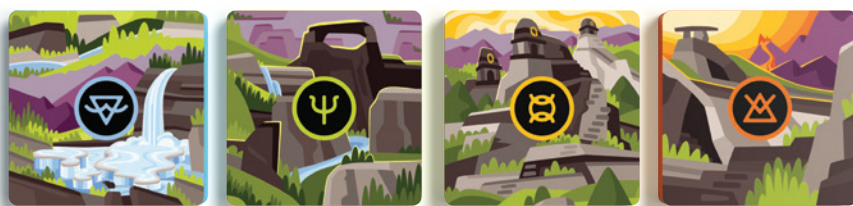
Setup

Each player takes the Grande mountain tile for their Demigod and keeps it nearby in their play area.

Grande benefits

At any point during the game, when forming a mountain, you can choose to place your Grande mountain tile. These mountains behave just like all other mountains when using the **SHIFT**, **MOVE**, **VOLCANO** and **BUILD** actions.

Your Grande mountain tile is the sanctuary of your Demigod, and a space for your followers to study. You may use a **STUDY** action to send and return followers directly to/from your Grande mountain.

Scoring Grande mountains

During end game scoring, receive 1 knowledge point (KP) for each sacred site built on your Grande mountain, including your own. Also, when scoring followers in study, include all followers that are on your Grande mountain tile in your tally regardless of who they belong to, or whether they are studying.

THE JADE JAGUAR

A jade jaguar is known as both an omen of ill fate and the deliverer of glad fortune. In this variant, the jade jaguar delivers both at the end of the game.

Setup

During setup, place the jade jaguar on the table between the first and last players. As a group, decide which side of the jaguar you would like to have facing up during the game: the smiling side or the snarling side.

Scoring the jade jaguar

Before scores are tallied, the jade jaguar delivers its fate and fortune.

Smiling side. The player(s) with the most followers in study at the end of the game receives 3 additional knowledge points while the player(s) with the least number of followers in study loses 3 knowledge points.

Snarling side. The player lowest on the ascension track gains one additional wisdom in the column of their choice while all other players lose one wisdom from the same column.

A WORTHY SIDE QUEST

Keep a watchful eye for these hidden items, tucked away across the Oros artwork. Can you find them all?

_____ Aladdin's lamp

_____ All-seeing eye
This symbol has origins in Renaissance religious art, and depicts a divine presence watching over all of humanity with an all-seeing eye.

_____ Arrowhead (3)

_____ Amphora
A two-handled Greek or Roman vessel used to carry water or wine, for daily or ritual occasions. Often adorned with intricate artwork.

_____ Batammariba takienta
Batammariba translates to "those who are the real architects of the earth." These remarkable earth tower dwellings from the African region Togo are made entirely from mud.

_____ Blue callbox

_____ Bone (7)

_____ Bonsai tree
The art of growing a bonsai tree, in small shallow containers, began in Japan centuries ago. Bonsai trees symbolize peace, harmony, and balance in nature.

_____ Book

_____ Campfire

_____ Canoe

_____ Cat

_____ Chug-Chug geoglyphs
Some 500 geoglyphs are carved into the land along an ancient caravan route in one of the driest deserts in the world, the Atacama Desert in Chile.

_____ Compass rose

_____ Conch shell

_____ Dinosaur fossils

_____ Dinosaur tracks

_____ Dragonfly

_____ Duckling (3)

_____ Footprint

_____ Heart

_____ Holy Grail

_____ Jackalope

_____ Koi (7)

_____ Kokopelli
A venerated fertility deity with origins in Native American tribes from the American Southwest. Typically, the Kokopelli represents both childbirth and agriculture.

_____ Kon Tiki

_____ Konami code

_____ Llama (3)

_____ Loch Ness monster

_____ Lotus

_____ Message in a bottle

_____ Nest with eggs

_____ North star (Ursa major and minor)

_____ Numerical sequence

_____ Oak island inscription

_____ Octopus

_____ Olmec head
These colossal heads are made from basalt boulders and are believed to have been carved by the ancient Olmecs in Mesoamerica.

_____ Orca

_____ Skull (3)

_____ Snake

_____ Strawberry

_____ Stonehenge
This famous English site is believed to have appeared first in the late Neolithic period, around 2500 BC. The monument has evolved over centuries.

_____ Swallow carrying a coconut

_____ Sword in the stone

_____ Three-part force symbol

_____ Trilobite

_____ Toucan

_____ UFO crash

_____ Wilson

ACHIEVEMENTS

Place your initials next to each completed item.

_____ Play at all four player counts

_____ Play against all four automa

_____ Build all three monoliths in one game

_____ Build all three shrines in one game

_____ Build all three temples in one game

_____ Build two of each type of sacred site

_____ Unlock the first horizon and win

_____ Unlock the second horizon and win

_____ Unlock the third horizon and win

_____ Form four mountains in one game

_____ Form no mountains in one game

_____ End with three followers in study

_____ End with seven followers in study

_____ Finish highest on the ascension track

_____ Finish lowest on the ascension track

_____ Win highest on the ascension track

_____ Win lowest on the ascension track

Solo automa challenges

Beat each combination of automa. Use this table to track which ability and sacred site columns you maxed out on your player mat for each win.

VS	Shift	Move	Volcano	Study	Journey	Monolith	Shrine	Temple
Water & Land								
Water & Sun								
Land & Sun								
Water & Fire								
Land & Fire								
Sun & Fire								
Water & Land & Sun								
Land & Sun & Fire								
Sun & Fire & Water								
Fire & Water & Land								

Player win tally

Automa win tally

2-player automa challenges

Beat each combination of automa. Use this table to track which ability and sacred site columns you maxed out on your player mat for each win.

VS	Shift	Move	Volcano	Study	Journey	Monolith	Shrine	Temple
Water								
Land								
Sun								
Fire								
Water & Land								
Water & Sun								
Land & Sun								
Water & Fire								
Land & Fire								
Sun & Fire								

Player win tally

Automa win tally

_____ Gain the 4th level wisdom when building all three monoliths

_____ Gain the 4th level wisdom when building all three shrines

_____ Gain the 4th level wisdom when building all three temples

_____ End the game with only one follower on your player mat

_____ End the game with all six action spaces occupied with followers

_____ End the game with at least 8 mountains on the map

_____ Max out three ability columns in one game

_____ Max out all three sacred site columns in one game

_____ Max out no columns and win

_____ Play all 10 map set up variants

_____ Complete the giant puzzle using all the land tiles

_____ Find all side quest items

3-player automa challenges

Beat each automa. Use this table to track which ability and sacred site columns you maxed out on your player mat for each win.

VS	Shift	Move	Volcano	Study	Journey	Monolith	Shrine	Temple
Water								
Land								
Sun								
Fire								

Player win tally

Automa win tally

3–4 player challenges

Use this table to track which ability and sacred site columns you maxed out on your player mat each time you win.

Player name	Shift	Move	Volcano	Study	Journey	Monolith	Shrine	Temple

Win tally

Map challenges

Track how many times you play using each map setup variant.

_____ Standard Small Map

_____ The Valley of Rifts

_____ The Subduction Pattern

_____ The Oceanic Trench

_____ Pearl of the Hadean Realm

_____ Standard Large Map

_____ The Divergent Depths

_____ The Volcanic Isles

_____ The Craton Complex

_____ Vents of the Archeon

COMMON MISTAKES

Forming a mountain.

The only way to form a mountain is by colliding two 4-tiles together. Erupting a volcano will not form a mountain. Colliding 1-, 2-, or 3-tiles that have volcanoes on them will not form a mountain. There is only one way: colliding two 4-tiles together. And remember, once formed, mountains cannot be moved.

Building multiple sacred sites.

Each player can only build one sacred site per mountain. So don't plan on hanging out on a mountain and building for your next three turns. If you want to build again, you'll need to go elsewhere.

Using abilities without unlocking them.

You are only allowed to use abilities after they are unlocked. (Even if you really want to.) Attempting to journey across a water edge, sending a second follower to study on the map, shifting mountains, or moving only one land tile are common actions players attempt before actually unlocking the ability to do so.

Moving tiles around the outside of the map.

When using a **MOVE** action, the set of tiles always moves in the same direction. If one tile moves downward, all tiles in the set move downward. If one tile moves to the left, they all move to the left. This means that adjacent sets of tiles moving around the arrows of the map might collide with each other, or might not be adjacent after the **MOVE** action is complete.

Connecting land from eruptions.

While the active player does get to choose the orientation of a newly placed tile, land tiles placed from an eruption must connect one land edge back to the eruption site.

Journeying down from sacred sites.

Each sacred site is a space on the map. Journeying from a sacred site back out onto the map means stepping down site-by-site to the mountain tile before being allowed to journey to the next tile.

TIPS AND STRATEGIES

If you can't complete it, don't start it.

Everything you do in Oros can be exploited by the other players. Don't waste your turn burning actions to create things you can't get to or use. Otherwise, your opponents will take advantage of it. A best practice is to end your turn on a mountain tile whenever possible. If you have an extra action, sending a follower to study is a wise investment.

Unlock the +1 ascend early.

At the top of the shift, move, volcano, and study columns is a special +1 ascend perk that allows you to ascend every time you use that type of action. The earlier you unlock it, the more you get to use it.

Action space management.

When assigning a follower, the action space you leave matters as much as the one you move to. Think ahead about what action(s) you'll need next, and assign followers from those action spaces to open them up. You start on an island, so **JOURNEY** and **BUILD** actions aren't useful. Don't open them until you need them.

The magic map.

Tiles around the map can connect or move in ways that are not immediately apparent. Oros rewards creativity. There is almost always an opportunity hiding within the tiles.

Build a monolith.

It may seem appetizing to only build temples, but the greatest cost to building is getting back down from the sacred site. Consider building a monolith first. It'll give you an easy doorway onto the map where followers can climb down and out without burning all your actions.

Journey down.

It can be difficult to journey off of a shrine or temple. Sometimes, the smartest move is to simply journey down to the mountain tile, so you're ready to take action on your next turn.

SPECIAL THANKS

Looking back across many years of game development, I'm humbled by all those who have been involved via ongoing encouragement, play-testing, criticism, and pushing hard to make Oros the best it could be. Many deserve a special thank you:

Christina Brinkerhoff and my four rambunctious children, who have been loving and supportive while I've been locked away working on Oros night after night.

Charles Allen for igniting the spark of inspiration by sharing his ideas about plate-tectonic-based game mechanics, then encouraging me to design and develop them into a game.

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The Board Game Design Workshop and **Board Game Design Lab** communities for getting excited about the game and providing incredible feedback.

All the many **play-testers across the globe** who jumped into a game at a convention, game shop, or online.

The **5,000+ backers** on Kickstarter and late pledges who came together to make this project possible!

GOLDEN WISE ONES

Thank you so much to those whose generosity and support went far above and beyond expectations. These Golden Wise One investors were the top tier during the Kickstarter campaign. By believing in Oros and supporting a solo creator you helped bring this truly unique game into the world. Thank you!

• Sir Shelton Bischof

• David and Danielle Arnett

• Oliver Lloyd

CREDITS

Game design, development, artwork, rulebook, and graphic design: **Brandt Brinkerhoff**

Marketing, content creation: **Haley Larsen**

Rules editing: **Haley Larsen , Lisa Prohaska**

Publisher: **Aesc Games**

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ÆSC GAMES

SYMBOL REFERENCE GUIDE

Player mat symbols

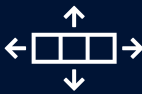Colliding two 4-tiles will form a mountain.

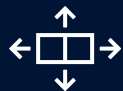Mountains are not allowed to shift or move.

Shift all tiles in one row the number of spaces shown.

May shift rows with mountain tiles during any shift action.

Move a set of three adjacent land tiles, orthogonally.

Move a set of two adjacent land tiles, orthogonally.

Move a single land tile one space in any direction.

May use 3-tiles as if they were 4-tiles when forming a mountain.

May erupt any one volcano on the map for each symbol shown.

Add a level 3 volcano to any tile on the map.

Eruption may change course while flowing across the land edges of any tile, without filling it in.

May send one follower to study.

May return up to two followers from study, gaining one wisdom for each.

May only have the number of followers shown on the map.

May have any number of followers on the map.

May return up to three followers from study, gaining one wisdom for each.

May journey followers up to the number of spaces shown.

May journey across water edges.

May end a journey on spaces occupied by other followers.

Build one sacred site and gain the *+ascend* and *+wisdom* reward shown.

At game end, gain knowledge points equal to the number shown.

At game end, gain knowledge points equal to the number shown for each sacred site of this type built.

At game end, gain knowledge points equal to the number shown for each follower in a space of study.

Automa symbols

The region of the map where an action will take place.

Form one mountain on the lowest numbered map space containing no other land tile.

Build the lowest sacred site possible on a mountain tile. (*Gains wisdom based on the type of sacred site built.*)

Place one follower onto the sacred site just built. (*Gains 1 wisdom if studying when another player builds.*)

Send one follower to study in the region indicated, else to the player mat study area.

Return up to two followers from the region indicated, else from the player mat study area. (*Gains 1 wisdom per follower.*)

Remove all opponent followers from the first occupied tile in the region. (*Gains 1 wisdom per removed follower.*)

Shift the indicated row or rows of tiles two spaces.

Remove the largest unoccupied land tile. Any volcanoes on the tile are also removed. Cannot remove mountain tiles.

Ascend one space up the ascension track for each symbol shown.