

# COLOSSUS IN EDEN

Colossus in Eden is a Game mode that allows you to combine both games The Spirit of Eden and Colossus.

A copy of each game is necessary to play this game mode.

In this game mode, the Colossus Og is trying to ravage Eden. Netophah needs to annihilate the Colossus, while the fauna, the flora and the waters will need to protect Eden from its destruction.

## SETUP 1 / 2

- 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 its whole.
- Place the black meeple on the second card of the first column. This meeple represent the Colossus.
- Randomly place the 3 Ally tokens on the 3 cards on the right (1 token per card).
- Shuffle all Ally / Objective cards to form the Objective deck. Flip the first Objective card, "Objective" side up. Note: In this mode, you can only realize 1 objective at a time.
- Place the 4 Actions cards to the left of Eden.
- Place the 4 dice next to the Actions cards.

## SETUP 2/2

*What follows is a typical setup from Colossus.*

- Place the Netophah card on top of the Playing Area.
- Place the Tracker card with the "Attack" medallion (red medallion) to the left of the Netophah card by positioning the arrow at level 1.
- Place the Tracker card with the "Grip" medallion (green medallion) to the right of the Netophah card by positioning the arrow at level 8.
- Shuffle the deck of Action cards and place it near the Playing Area.
- Place the End-of-Deck card under the deck of Action cards.
- Shuffle the Advanced Actions card deck and place it next to the Actions card deck.
- Shuffle the Colossus deck of cards and place it near the Playing Area.
- Without looking at it, randomly select one of the 3 Final Blow cards and place it face-down under the deck of Colossus cards. The other two cards are set aside and returned to the box.
- Reveal the top card of the Colossus deck.



## **GAME OBJECTIVE**

You play as the warrior Netophah as well as Noa and his allies.

You must protect the lands of Eden from the ravaging Colossus while trying to annihilate it.

## **GAMEPLAY**

A game is played in a succession of rounds. During each round, you must move the Allies of Noa to protect Eden and interact with Netophah to fight Og.

## **GAME SET OVERVIEW**

**A game set consists of 2 main phases.**

### **Phase 1: Defend Eden**

Roll the 4 dice and place them on the Actions card to activate the relevant actions. Using the Ally tokens, prevent Og from ravaging and try to trap him. Allies behave identically as in a game of The Spirit of Eden.

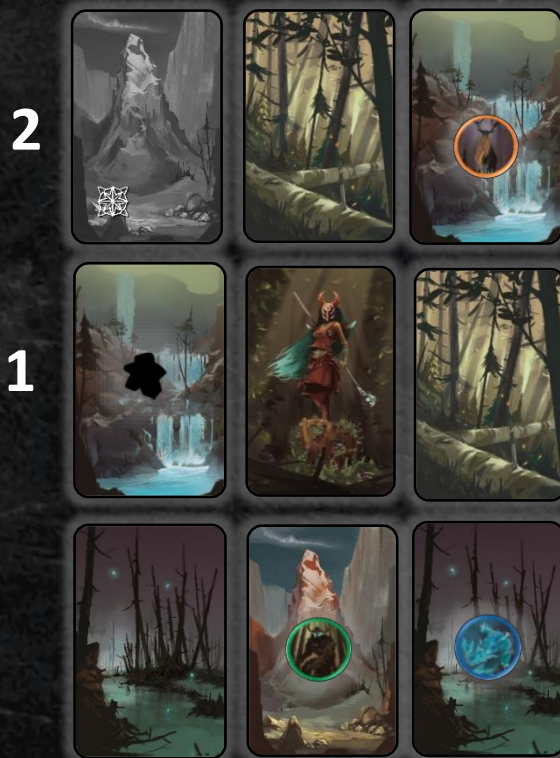
**Note: The “Swap 2 Goomz” action is not available in this game mode. Ignore it on Action cards.**

After carrying out your actions, it is the Colossus' turn to act.

Even if Og is represented by only one meeple, it behaves like two Goomz meeples one next to one another. Its ravage is greater than the Goomz. The colossus will therefore ravage and/or destroy two Terrain cards at the same time, the one on which it is located and the next one clockwise.

You can therefore place “shields” on the Terrain card where the Colossus is located and on the following Terrain card in order to avoid ravages.

**A few examples of the Colossus' actions on its turn:**



In this setup, the Colossus ravages Terrain 1 and destroys Terrain 2.

2



1



In this setup, the Colossus ravages Terrain 1 and sends the “Waters” ally back to Noa.

2

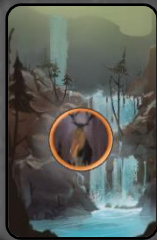


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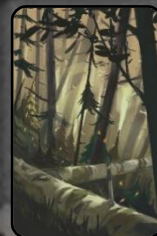
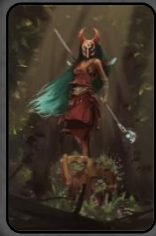
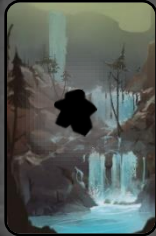


In this setup, the Colossus ravages Terrain 2 and the “Fauna” ally token “Shielding” the Terrain is flipped back to its illustration side.

2

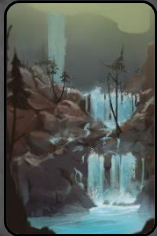


1

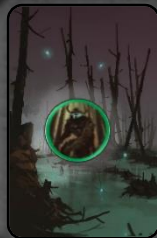
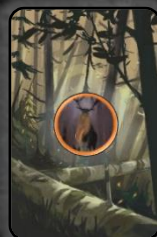
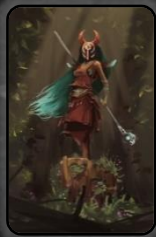


In this setup, the Colossus ravages Terrain 1 only.

2



1

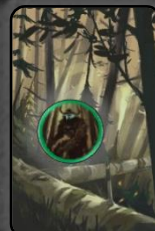


In this setup, the Colossus ravages Terrain 2 and move to Terrain 2.

2



1



In this setup, the Colossus move to Terrain 2.



If you trap the Colossus, it does not ravage nor destroy.

You can trap the Colossus only if it is on the Terrain card displayed by the objective card and if you trap it with the ally displayed on the objective card.

The Colossus acts on two Terrain cards at the same time, but its position in Eden is only limited to one card.

Example: To perform the “repel” action, the ally must be on the exact Terrain where the Colossus meeples is.

When the Colossus has acted, you can move on to phase 2.



## What you need to know about phase 1

In phase 1,

- You can use Noa's power.
- You can use the “Backup reroll” action.
- You can use Backup reroll bonuses unlocked by Objective cards.
- If the Objective deck is depleted, the Colossus no longer moves nor ravages.
- If the Objective deck is depleted, phase 1 no longer occurs.

## Phase 2: Weaken and destroy the Colossus.

During phase 2, it is Netophah's turn to act.

This phase is played like in a game of the Colossus except for one detail: if during **phase 1**, the Colossus destroyed 2 Terrain cards in the same turn, you immediately lose 1 level of Grip on the Netophah card.

# THE FINAL BLOW

When you reach the top of the Colossus and are about to play the Final Blow, you must count the Objective cards you completed in **phase 1**. For each set of 3 completed Objective cards, you can draw an additional Action card when you form the Final Blow deck.

Example: If at the time of the Final Blow you score 7 Objective cards, you can draw 2 additional Action cards to form the Final Blow deck.

Note: It is not necessary to complete all the Objective cards to win the game.

## Colossus in Eden

### Victory Condition:

- Deal the Final Blow

### Defeat Conditions:

- Two identical Terrain cards are destroyed.
- Your Grip level drops below 1.
- You fail the Final Blow.