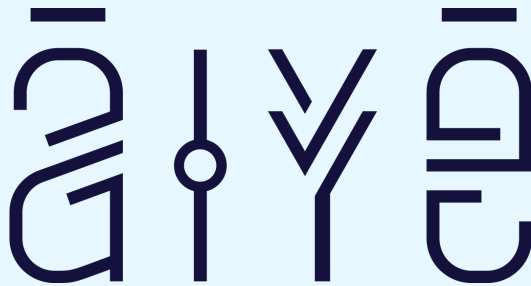


ANDRÉ TERUYA & IGOR KNOP

# AIYÉ





***The collective is stronger than the individual....***

*...and, in Àiyé, these words hold true. Those who seek harmony amongst their people, reach a strong and powerful society. With the help of the natural elements, their leaders will harness the power of the sun and moon to lead their society to fulfill their destiny.*

*Manipulate different sources of energy known as seeds, channeling solar and lunar powers in powerful combinations and adapting to your opponents' movements.*

***Be the most effective leader to win!***

**Game Design:** André Teruya & Igor Knop

**Artwork:** Leon Lima

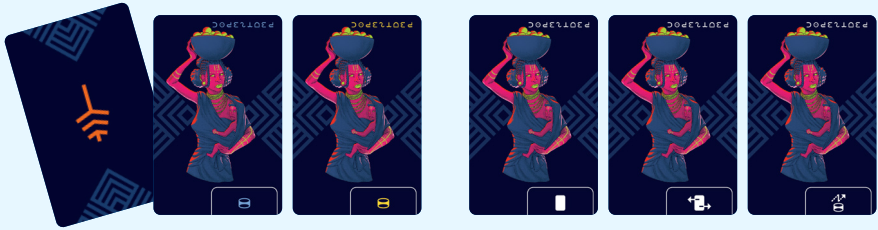
**Graphic Design:** Luis Francisco

**Development:** Robert Coelho

*Àiyé was one of the games presented in 2018 in a design challenge of the Encontro de Desenvolvedores de Jogos Independentes do Rio de Janeiro (EDIJ-RJ) (Rio de Janeiro's Independent Game Developers Meeting) with a Mancala mechanism and the theme of black and African culture. Over these years, the game was only possible with the collective effort of several people, especially Professor Dr. Eliane Bettocchi for the initial cultural consultancy, the dozens of playtesters, the incredible community of Brazilian authors at ProtoBR, Oficina do Playtest and Mansão das Peças, and to the generosity of Keith Matejka in helping us writing the first version of the rules.*



# Componentes



## 44 Starting Character Cards

8 basic cards per player (4 with Sun Seed and 4 with Moon Seeds), plus 3 extra cards per player, for variable setup.



## 48 Character Cards



## 24 Mask Cards



## 4 Player Aid Cards



## 48 Energy Seeds

24 Sun Seeds (yellow),  
24 Moon Seeds (blue)



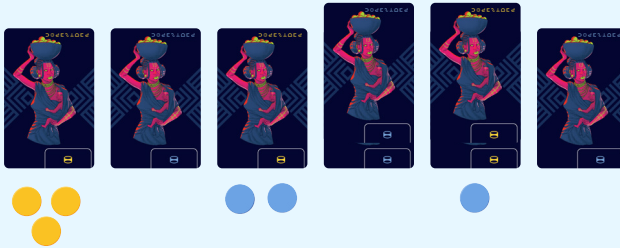
## 8 Column Tokens

# 《 Setup 》

1. Each player receives **8 Starting Character Cards** (4 with the Sun Seed icon and 4 with the Moon Seed icon). These cards are identified by having no cost in the upper left corner. Return all unused Starting Character Cards to the box, if any.

Each player arranges their starting cards in six columns in front of them, starting with a card with a Sun Seed icon and alternating types from left to right (**sun, moon, sun, 2x moon, 2x sun, moon**). If you want to use the Extra Cards, read the alternative setup on page 20.

2. Each player place **Energy Seeds** below the following columns in each player's area: **3 Sun Seeds** below the first column; **2 Moon Seeds** below the third column; **1 Moon Seed** below the fifth column.



3. Place the remaining **Energy Seeds** in the center of the table to create a supply. Energy seeds are not limited by the number of components in the game box. Use an appropriate replacement if the supply is depleted.
4. Each player places two **Column Tokens** next to their columns.
5. Shuffle the **Character Cards** and place them face down in the center of the table to create the character deck.
6. Shuffle the **Mask Cards** and place them face down in the area above the character deck to create the mask deck.
7. Reveal four cards from each deck and place them face up in a line to the right of their respective decks to create the **village**.
8. Give each player a **Player Aid Card**.
9. The player who most recently planted a seed is the starting player. Otherwise, choose randomly.



2-players setup example

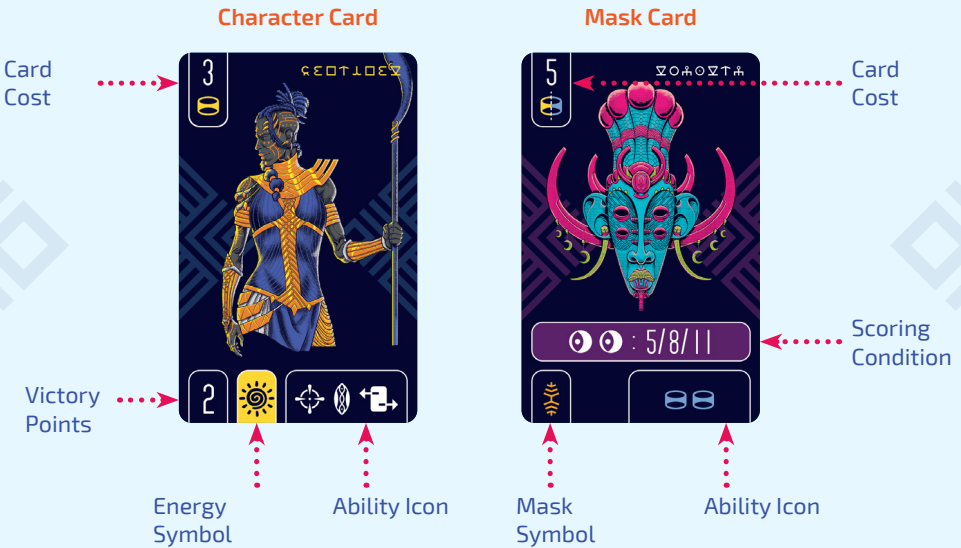
# « Overview »

Àiyé is played in a series of rounds, where each player takes their turn, starting with the starting player and proceeding clockwise. At the end of the game, who has the most victory points is the winner.

On their turn, players perform a seeding action, manipulating their Energy Seeds. When sowing, players activate their column abilities, being able to receive new Energy Seeds, move their cards and seeds, or even perform an extra sowing. Before the end of the turn, players can also earn new Character Cards, which bring new abilities, or Mask Cards, which also bring scoring conditions in addition to abilities.

At the end of the game, who has the most victory points is the winner.

# « Cards Anatomy »



A player's turn is divided into three steps:

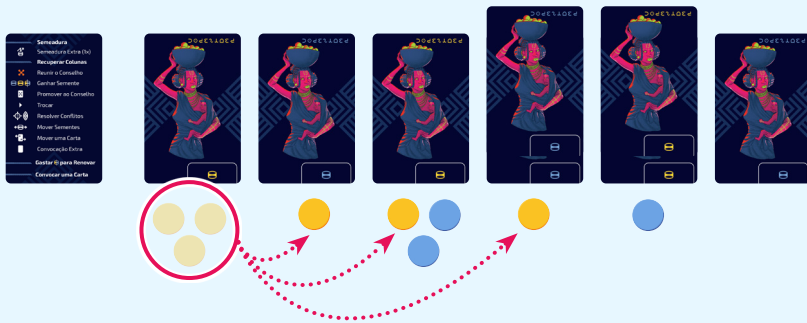
1. **Sowing**
2. **Activate Columns**
3. **Village**

# Step 1 - Sowing

To perform the sowing action, the player:

1. **Take to their hand all the Energy Seeds** from the space below one of the columns. This location is called the source space.
2. Starting from the space to the right of the source space, the player **places a seed from his hand on each space below each non-sabotaged column**. The player continues placing seeds until there are no seeds left in his hand. If, when placing an Energy Seed in the rightmost space, the player still has seeds in hand, sowing must continue from the leftmost column space until all seeds are used.

**Important:** *If, at the start of the round, the player **doesn't have any Energy Seeds**, the player must take a Sun Seed and a Moon Seed from the supply and place them in the space below the column with most cards and immediately proceed to the Village step. If one or more columns are tied, the player chooses between the tied columns.*



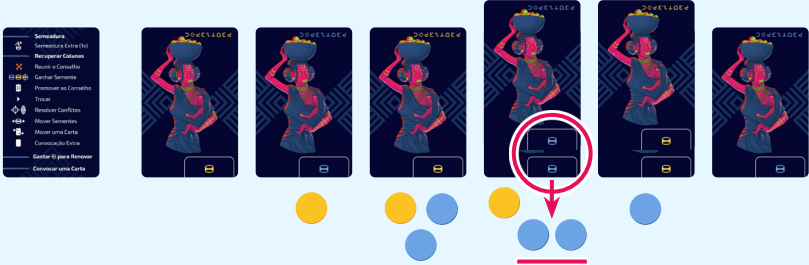
**Sowing example:** *Luis collects the three Energy Seeds from the space below the first column and distributes them in the second, third and fourth columns.*

## RECOVER COLUMNS

As will be seen in **Step 2**, the top card of a column can be turned face down as a result of a conflict. Immediately after sowing, the player can recover all of his sabotaged columns by flipping all face-down Character Cards in his play area. If the player has an extra sowing, the columns will be recovered only after the extra sowing is completed.

## Step 2 - Activate Columns

The column in which the player places the last Energy Seed from their hand is called the **activated column**. The player can activate any number of abilities in the activated column, in any order they wish, except in the cases of Extra Sowing and Council Meeting. The abilities are explained below.



*In the previous example, the fourth column has been activated. Luis activates the abilities in this column, gains two Moon Seeds (blue) and places them below the activated column.*

### EXTRA SOWING |

The Extra Sowing icon allows the player to **perform an additional sowing action**. As the player must activate abilities in two columns, the First and Second Column markers help the player to activate the columns in the correct order.

When a column with an Extra Sowing icon is activated, the player must place the **First Column Token** over the activated column and immediately perform an extra seeding, ignoring (for now) any other abilities in the column. The Extra Sowing can be initiated from any column, including the column that activated this ability.

After resolving the extra sowing, the player must place the **Second Column Token** over the second activated column and ignore all abilities in the column. The first and second activated columns can be different columns or the same one.

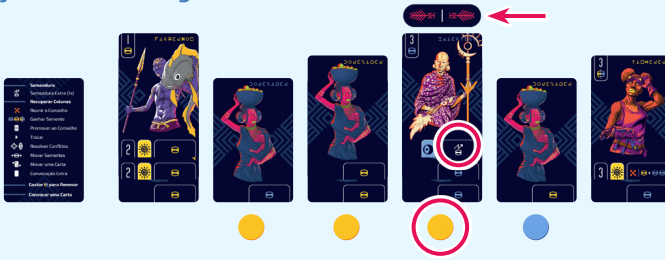
Next, the player activates the First Column abilities (except the Extra Sowing ability). Activated abilities **cannot interact** with cards in the column where the Second Column token is. In other words, when activating the effects of the First Column, the player cannot move a card to the Second Column to activate it again, nor can they move a card from the Second Column to another location.

After resolving all First Column abilities, the player removes the Column Marker on it and activates the Second Column abilities. After resolving the Second Column's abilities, the player can move on to Step 3 of the turn, the Village.

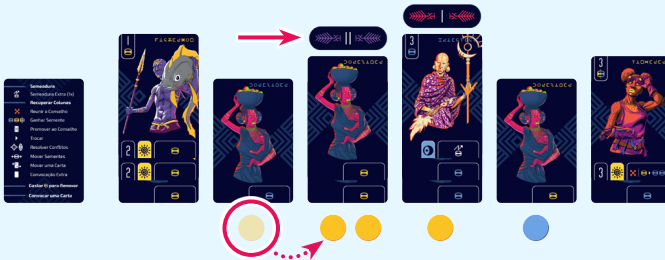
**Important:** A player cannot perform more than one extra sowing per turn. If other extra sowing actions are activated, they will be ignored.



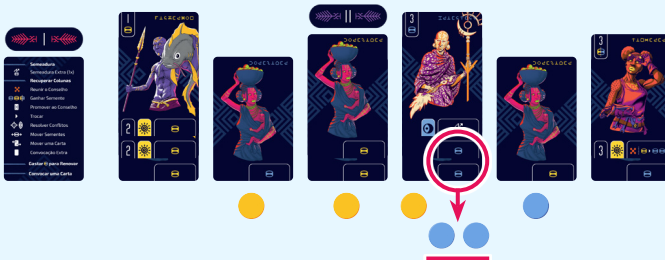
## Example of an Extra Sowing



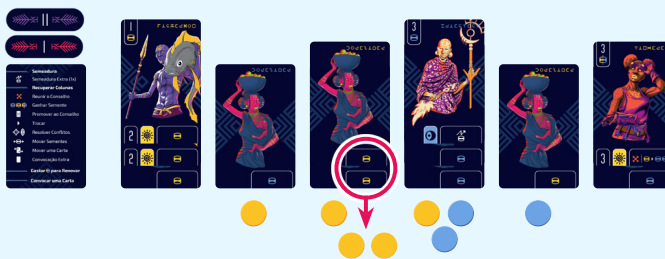
1. Karen finished her sowing activating an extra sowing. She places the First Column Token over the first column that will be activated.



2. Then, she performs her extra sowing, using only one Sun Seed. She places the Second Column Token over the second column that will be activated.



3. Now, she removes the First Column Token and activates the First Column's abilities.



4. Finally, she removes the Second Column Token and activates the Second Column's abilities, ending her Step 2.

## ENERGY SEED |

If a card in the activated column has the Energy Seed icon, collect an Energy Seed of the corresponding type from the supply and place it in the space below the activated column. Some icons show a seed containing both types, allowing the player to choose which of the two types to receive.

## CONVERTING ENERGY SEEDS |

The player chooses one of the Energy Seeds of the indicated type and exchanges it for two seeds of the other type from the supply. The chosen seed may be in any column, not necessarily the activated column. The received seeds should be placed in the space below the activated column.

## PROMOTE TO THE CONCIL |

The player chooses a card from any column in his play area and places it horizontally, below his columns, face up, creating a reserved stack zarea called the **Council**. In exchange, the player receives two seeds that should be placed in the space below the activated column.




Cards in the Council are considered in play, but their abilities can only be activated through the Council Meeting action. Icons and card abilities in the Council count towards the final score. Each player can have only one Council.

## COUNCIL MEETING |

The **Council Meeting** icon allows the player to activate their Council instead of the activated column. To perform this action, the player must renounce performing all other abilities in the column (including Extra Sowings) and activate only the abilities in the Council.


When resolving a Council ability, a player cannot move cards into or out of the Council. Seeds received through abilities in the Council should be placed in the space below the column that activated the Council Meeting. **Only one Council Meeting can be activated per turn.**

## CONFLICT |

The Conflict icon () allows the player to sabotage the mancalas of all their opponents. When activated, each opponent must turn face down the top card of their

column. A column with the top card face down is considered sabotaged.

The column that will be sabotaged is the column with the most cards that are neither sabotaged nor protected.

Protected Column: a column that has a shield icon (  ) on any of its cards.



If two valid columns tie in the number of cards, the player being sabotaged chooses which one will be sabotaged.

**While performing a sowing action, skip sabotaged columns when placing Energy Seeds in the spaces below the columns.**

Players can still use the space below a sabotaged column as a source space when performing a sowing action.

If the activated column has more than one Conflict icon, all of them can be activated.

**Note:** In the rare case that a player starts their turn with all columns sabotaged, they will not be able to sow, completely skipping Steps 1 and 2 of their turn. They must recover their columns and proceed directly to Step 3 - Village.

## MOVE ENERGY SEEDS |

The Energy Seeds Move icon allows the player to move all Energy Seeds from any of their columns to another column, regardless of their position. All energy seeds must be moved, none can be left behind.

## MOVE A CARD |

If the activated column shows a **Move a Card** icon, the player can move any card from one column to another. If a card is moved to a column that has already been activated in this turn, the abilities of that card cannot be used because it was not there at the time of activation.

If a card from the activated column is moved out of it before its abilities are used, it cannot be used and will be ignored.

If the moved card becomes the **3rd or 4th** card in the column, **it is not necessary to pay an extra cost** (see "Paying the cost of a card" on page 12).

A column can have a **maximum of four cards**, including the starting character card. If a column will have more than four cards after you move a card to that column, the card cannot be moved.

## REMOVING AND CREATING COLUMNS

A column can be eliminated if the player moves the last remaining card in it. If there are energy seeds in the space below the eliminated column, all seeds must be moved to the column on its right. If this column is the last column, move the seeds to the first column.

Players can create a new column by moving the card to the right or left of their other columns or to the gap between two columns.

There must be a minimum of four columns in the player area. If the number of columns will become less than four after you move a card, that card cannot be moved.

## EXTRA SUMMON |

For each Extra Summon icon in the activated column, the player can summon an extra card from the Village in Step 3.

## Step 3 - Village

After resolving Step 2, the player can summon a card from the Village and add it to one of their existing columns, paying its cost in seeds.

## RENEW VILLAGE CARDS

Once per Village step, the player may return an Energy Seed to the supply to discard all Character Cards OR all Mask Cards in the Village and reveal four new cards from the corresponding deck.

## SUMMON A CARD

In the Village step, players can add a new card to one of their existing columns in their play area.

To summon a card, the player must select one of the face-up Character Cards or Mask Cards in the Village, pay its cost, and place it on top of any of the columns in their play area.

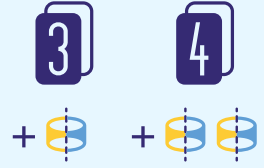
**Remember:** Columns cannot have more than four cards. Players cannot create or eliminate columns in their play area during the Village step.

## PAYING THE COST OF A CARD

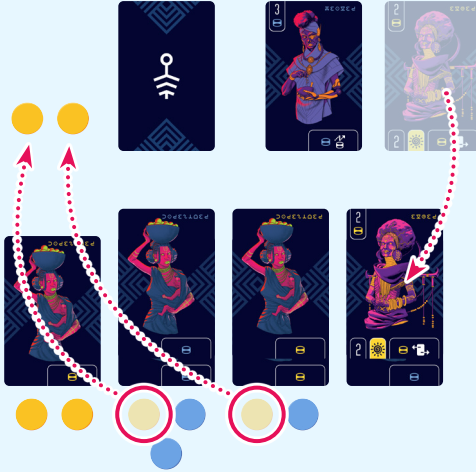
**Base Cost:** The player must pay the cost of a summoned card by returning Energy Seeds to the supply. These seeds must match the icons shown on the upper left

corner of the card and can be in any combination of columns.

**Column Cost:** The player must pay 1 additional Energy Seed if the summoned card is the 3rd card in the column. If the summoned card is the 4th card in the column, the player must pay 2 additional Energy Seeds.

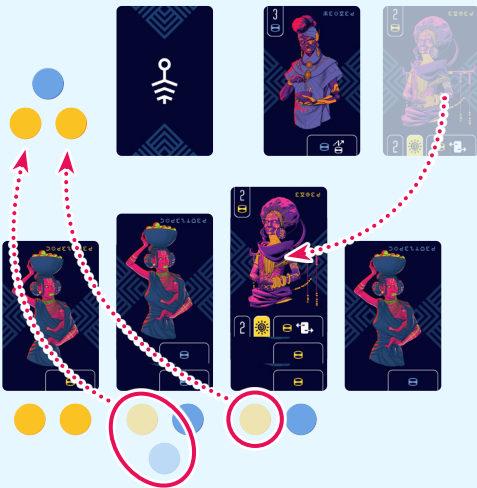


This additional cost can be paid with seeds of any kind.



*Summoning Example:* Luis chooses a Character Card in the Village and pays the cost with two Sun Energy Seeds from two different column spaces.

*As this is the second card in the column, he does not need to pay any additional Energy Seeds.*



*In this other example, Luis chooses a different column to place the card.*

*So, he pays the cost with two Sun Energy Seeds from two different columns. As this is the third card in the column, he pays an additional Energy Seed, using a Moon Energy Seed.*

In the rare case where a player does not have a column with less than four cards and wants to summon a card, he must place a card from his columns on his Council as a free action, before adding the new card.

**Important:** The player cannot summon a second copy of a Mask Card that is already in their play area. However, a player can have multiple copies of the same Character Card.

Immediately reveal a new card from the respective deck and place it in the Village. There must always be four cards available from each deck in the Village. If one of the decks runs out, shuffle your discard pile and create a new deck.

## End of the Turn

After a player ends their Village step, their turn is complete. The game continues with the next player in clockwise order until an end-of-game condition is met.

## « End of the Game »

The game ends when one of two end-of-game conditions is met:

- A. If a player has **4 Mask Cards** in their play area (including the Council).
- B. If a player has a **total of 18 cards** in their play area (including the Council).

When one of these conditions is met, the current round will continue so that all players have the same number of turns. Then a final round is played and followed by the scoring.

## « Scoring »

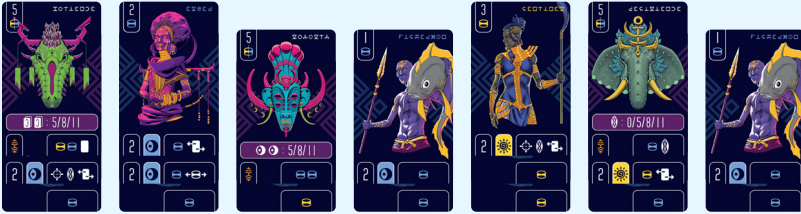
Each player sums their victory points according to the following score conditions:

- **Characters:** Points indicated in the lower left corner of each card (Columns and Council).
- **Masks:** Points earned by fulfilling the conditions of the Mask cards (Columns and Council).
- **Number of cards in the Council:** 1 point per card in the Council.
- **Number of Columns:** Points for the number of columns in their play area.

<b>Columns</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9+</b>
<b>Points</b>	-5	-3	0	3	5	8

The player with the most points is the winner. In the event of a tie, use the tie-breaking criteria in the following order:

1. The tied player with the most pairs of Sun and Moon Symbols in their play area is the winner.
2. The tied player with the most pairs of Sun and Moon Energy Seeds in their play area is the winner.
3. If players are still tied, the tied player closest to the starting player in turn order is the winner.



**Scoring Example A:**  
Robert received 41 points.

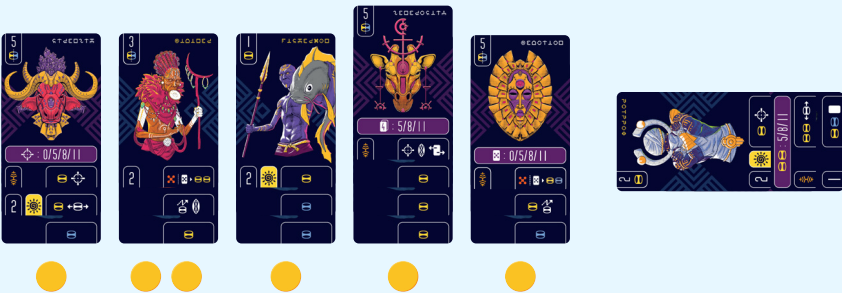
+14 points indicated on Character Cards;

+8 points for the Patience Mask Card, as he has 2 pairs of columns with exactly 3 cards;

+8 points for the Loyalty Mask Card, as he has 2 pairs of Moon Symbols;

+8 points for the Resilience Mask Card, as he has 3 Shield icons;

+3 points for having 7 columns of cards.



**Scoring Example B:**  
Leon received 41 points.

+9 points indicated on Character Cards;

+8 points for the Force Mask Card, as he has 3 Conflict icons;

+5 points for the Generosity Mask Card, as he has 1 column with exactly 4 cards;

+8 points for the Devotion Mask Card, as he has 3 cards in the Council;

+11 points for the Serenity Mask Card, as he has 6 Sun Energy Seeds;

+3 points for having 3 cards in the Council;

-3 points for having only 5 columns of cards.

# 《 Mask Scoring 》

All Mask Cards grant points at the end of the game based on a scoring condition.

**Important:** *Players cannot have two copies of the same Mask Card.*



## Joy

Gain 5/8/11 points if you have  
2/4/6+ Moon Energy Seeds.



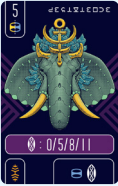
## Abundance

Gain 5/8/11 points if you have  
2/4/6+ Sun Energy Seeds.



## Force

Gain 0/5/8/11 points if you have  
1/2/3/4+ Conflict icons.



## Resilience

Gain 0/5/8/11 points if you have  
1/2/3/4+ Shield icons.



## Loyalty

Gain 5/8/11 points if you have  
2/4/6+ Moon symbols.



## Serenity

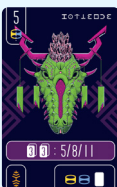
Gain 5/8/11 points if you have  
2/4/6+ Sun symbols.





## Simplicity

Gain 5/8/11 points if you have  
2/4/6+ columns with exactly two cards.



## Patience

Gain 5/8/11 points if you have  
2/4/6+ columns with exactly three cards.



## Generosity

Gain 5/8/11 points if you have  
1/2/3+ columns with exactly four cards.



## Courage

Gain 8 points, minus one point for each Energy Seed in your  
play area.



## Respect

Gain 5/8/11 points if you have  
1/2/3+ cards with an Exchange Icon.

**Note:** Exchange icons can be found in the abilities Promote to  
the Council and Converting Energy Seeds.



## Devotion

Gain 0/5/8/11 points if you have  
1/2/3/4+ cards in your Council.

# 《《 Card Abilities 《》》



## Extra Sowing

Take an extra sowing action. **Only one extra sowing action is allowed per turn.**

Use the **Column Tokens** to help identify the order to activate the columns.



## Council Meeting

Instead of activating the cards in the column, you can activate the cards in your Council. **Only one Council Meeting is allowed per turn.**



## Energy Seeds

Receive from the supply the amount of Energy Seeds of the indicated colors.



## Exchange Energy Seed

Return one Energy Seed of the indicated type to the supply to gain two Energy Seeds of the other type.



## Promote to the Council

Move any card from your play area to your Council and earn the indicated Energy Seeds.

Eliminate a column if there are no more cards in it. If there are seeds below this column, they will be moved to the space below the column on the right. If it is the last column, move the seeds to the first column. It is not possible to have less than four columns in your play area.



### Conflict

Announce a conflict. All opponents must flip down the card on the top of their unprotected and not sabotaged column with more cards. Energy Seeds cannot be added to a space below a sabotaged column during a sowing. Restore all player's sabotaged columns at the end of Step 1 of their next turn.



### Shield

A column with this icon cannot be sabotaged during a conflict.



### Move Energy Seeds

Move all Energy Seeds from a space below one of your columns to another column.



### Move a Card

Move a card from one column to another column with less than four cards (no extra cost when moving). It is possible to eliminate or create a column with this ability.

Eliminate a column if there are no more cards in it. It is not possible to have less than four columns in your play area. If there are seeds below this column, they will be moved to the space below the column on the right. If this column is the last column, move the seeds to the first column.



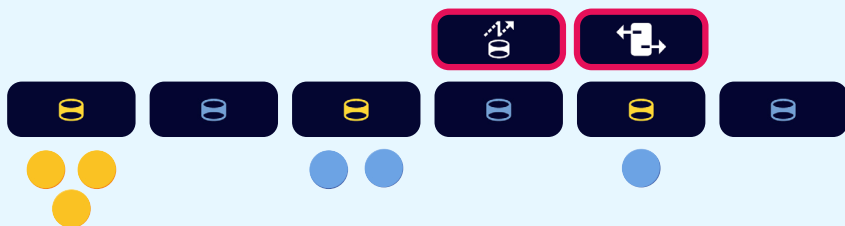
### Extra Summon

Allows you to summon an extra card during Step 3.

## « Alternative Setup »

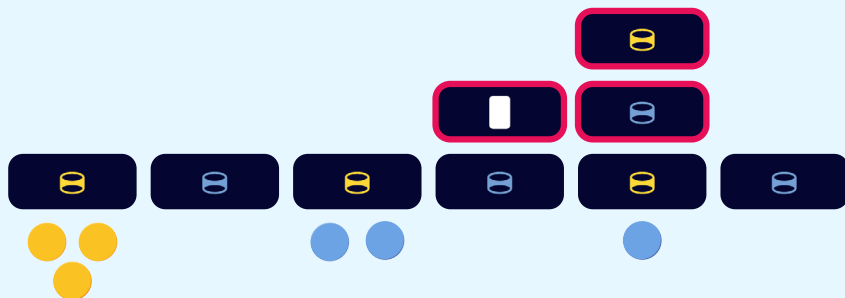
Àiyé is a game about dynamics, efficiency and finding the best combination of skills. When you feel that you have mastered the basic game, during setup, you can replace Initial Character Cards with any combination of Extra Cards, or simply add Extra Cards to your mancala.

All players can start with a symmetrical or asymmetrical preparation. It's up to you and your group to decide which option fits best with your play style and desired playing time. Some suggestions to try:



### EXTRA SOWING & MOVE A CARD

*With an extra sowing and card movement, you can have more control over the mancala. Recommended for experienced players.*



### EXTRA SUMMON & ENERGY SEEDS

*With a column containing three cards and the extra summon, it is a setup that allows players to differentiate themselves more quickly. Speed up the end of the game.*