



Eternity

*De toute éternité, les arbres de vie ont enraciné l'harmonie
entre ciel, terre et mer, mais les arbres se meurent.
Le moment est venu : ils doivent être plantés au sommet des
presqu'îles sacrées.*

*Vous avez les cartes en main !
Réussirez-vous à sauver l'harmonie en respectant
vos engagements ?*

*For all eternity, the Trees of life have rooted the harmony
between Sky, Earth and Sea, but the Trees are dying.
The time has come: they must be planted atop the sacred
peninsulas.*

*The cards are in your hands!
Will you be able to achieve harmony by honouring your
pledges ?*





A game by Jim Dratwa and Cyril Blondel
for up to 5 players aged 10 and more.
One game lasts 30 min.

COMPONENTS

42 game cards, 3 trump tiles, 18 "Tree" tokens, a scoring pad, a pencil, the rules.

42 game cards: they belong to 3 suits, numbered from 1 to 14

Their force

From 1 to 14. In each suit, the 14 is the strongest and the 1 is the weakest.

The Sea



The Sky

Their pledge value

2, 1 or 0 Tree.

The Earth



Reverse side

3 trump tiles



18 "Tree" tokens



a scoring pad



The rules



AIM OF THE GAME

Gain points of harmony by matching the tricks you take and the pledges you make. Thus you have to :

- collect the trees (tokens) which you pledge to plant and
- conquer the peninsulas (tricks) atop of which to plant your trees.

SET UP



On the side of the table, place the 3 trump tiles side by side in the order of your choice. Those 3 tiles represent the trump board. Leave room under each tile so that they can accommodate a column of cards.



Next to it, place the tree tokens with their "Tree to be planted" face up.



A player takes the scoring pad and pencil. They write the name of each player at the start of the rows.

A game is played in 3 rounds. At the end of each round the score of each player is noted in that round's column, before the final total at the end of the game.



The wisest player (the player who put the game box on the table) will be the first dealer and first player.

PLAYING THE FIRST ROUND

The dealer shuffles the cards face down and distributes the cards two by two as follows:

- For 5 players: 8 cards each
- For 4 players: 10 cards each
- For 3 players: deal as for 4 players, then display the 10 unallocated cards face up above the trump board.
- For 2 players and for the solo game: see the advanced rules at the end of this leaflet.

The number of cards in hand determine the number of turns (number of tricks) in a round.

The two remaining cards are placed in the trump board, in the column corresponding to their suit :

(this is an example)



In the trump board, the trump is determined :

By the suit that has the most cards or, in case of tie, the leftmost suit in the board.

In the example above, Sea is the trump suit.

IMPORTANT : the trump is the dominant suit for the **COMING** turn.

In **ETERNITY**, the trump suit can change at the end of each turn!

Players must thus be attentive to the evolution of the trump board.

To start a turn (a trick), the first player **MUST** play a card.

The following players can then CHOOSE:

- **PARTICIPATE IN THE TRICK:** The player **MUST** put a card of the same suit as that played by the first player. If he/she has none, he/she **MUST** play a card of the trump suit. If he/she has none, then he/she can play a card of his/her choice.

- **PLEDGE:** The player who wishes to pledge **does not put his/her card in the trick but instead plays it horizontally in front of themselves.**

A card of any suit can be played this way because the pledge-card is not part of the trick.

The player thus takes the number of tree tokens corresponding to the number indicated on the pledgocard (2, 1 or none) and places these in front of themselves. If the card indicates no tokens, then none are taken, but the pledge is taken into account nonetheless.

Here, the player who pledges plays a "14 of Sky" which indicates 2 trees. The player takes 2 tree tokens and places them in front of her.



IMPORTANT: in the course of one turn (one trick),
For 3 or 4 players, only one player can pledge!
For 5 players, only two players can pledge!
Thus the other players must participate in the trick,
Note that a trick can have no pledge at all if every player participates in the trick.

END OF THE TURN

When every player has played a card, the turn is over. Among the cards involved in the trick:

- If any trump cards are present, the strongest trump card wins the trick.
- If there is no trump card, the strongest card in the led suit (the suit of the first card of the trick) wins the trick.

The player who played the winning card takes the trick; all the cards of that trick are stacked in one pile face down in front of that player. The player has conquered a peninsula! Peninsulas cannot be turned back face up to re-examine their cards.

The pledged card (or cards in 5-player games) is added to the trump board in the column of its suit. The players thus identify the trump suit for the coming turn.



In the example above, it is the Sky suit which becomes the trump for the next turn (indeed, as there is a tie, the leftmost suit becomes trump).

The player who took the trick becomes the first player of the next trick. The turns proceed as described, until the players have no more cards in hand.

PLANTING A TREE (Honouring a pledge)

In the course of the round, as tricks and tokens are gotten, a player can plant their trees. To do so, the player turns over a token tree and plants it on a trick peninsula, both of which they own, thus giving life to the tree and restoring harmony in the world.

(A player can always place one of their tokens on one of their tricks at any time, no matter which one was gotten first).



END OF THE FIRST ROUND

Each player checks the tricks and the tree tokens they have:

- If you have **exactly as many trees (tokens) as peninsulas (tricks)**, you score a point per tree + the harmony bonus.

TO NOTE: The harmony bonus = 2 points for this first round. Any player who has taken no tree and no peninsula (and thus has as many trees as peninsulas) does score the harmony bonus.

- If you have all your trees planted **BUT** also any peninsulas without tree, you score a point per tree.

- If you have any **unplanted trees**, you score no point. Such is the fate of those who leave trees without life and who do not honour their pledge!

The points of each player are noted in the first column of the scoring pad.

All the players then return the tree tokens next to the trump board.

The player who won the last trick of the round now reshuffles all the cards (from the tricks and on the trump board) for the next round.

SECOND and THIRD ROUNDS

These two rounds are played as above, but note that :

- The player who won the last trick of the previous round will be the dealer and first player of the next round.

- The harmony bonus = 4 points for the second round and 7 points for the third round! Those bonus points are recalled on the scoring pad for easy reference :

(Remember, those points are also awarded to any players with 0 trick and 0 tree.)



END OF THE GAME AND VICTORY

After three rounds, the player with the highest total score wins the game. In case of a tie, the victory goes to the tied player (or players) who got the most points in the last round.

OTHER GAME MODE : FIRST-PAST-THE-POST

For long haul games spanning more rounds, which are played up to a set number of points (which you can set to 20 points for instance), the normal rules apply in full except that :

- The **harmony bonus** is always of 3 points at the end of each round.
- Only the player (or players in case of a tie) who obtains the most points for the round will score those points. The other players score no points for this round.

GAME WITH TWO PLAYERS

The dealer shuffles the cards face down and distributes 14 cards to each of the two players. The 14 remaining cards are given to the "third player". Each round, brief and intense, is played in 7 tricks.

At the start of each turn, the "third player" reveals two of their cards.

Attention, on the first turn only, those two cards are placed in the trump board.

In each turn, the four cards of the trick are played by the two players (player A and player B) in the following order: card of A, card of B, card of B, card of A.

For the rest, the normal rule applies in full.