

COVENIA

Covenia is a prestigious gathering of powerful female warriors and influential female magicians. This is the ideal opportunity to show your power to your opponents by recruiting these fighters to establish your supremacy.

Aim of the Game

Gain the most influence by collecting cards and combining the rituals (powers) of the five clans to score the most points and win.

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Components



Deck A

Deck B

100 cards numbered from 1 to 10 in each of the 5 clans, divided into 2 decks A (Sun) and B (Moon)

The decks represent the same clans but with different visuals.



5 cards representing the Temple of the Enlightened (where the rituals of the 5 clans are shown)



4 Game Aid cards



1 score book



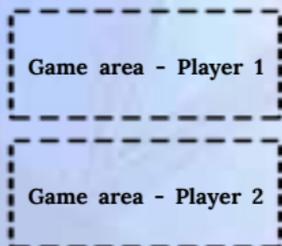
1 First Player token



1 Shield token

Preparation

- A** **With 2 players** : take the deck **A** or **B** and shuffle it.
With 3 or 4 players : shuffle the two decks together.
- B** Deal each player 5 cards, face-down, which make up her hand, plus a Game Aid.
- C** Line up the 5 Temple of the Enlightened cards, face-up, to one side.
- D** Place the first 4 cards of the deck face up in the Temple of the Enlightened, stacked in order of arrival, by clan, whatever the numbers.
- E** The remaining deck is placed face-down next to the game areas and forms the deck.
- F** Determine the first player by throwing the First Player token (sun or moon). The winner takes this token and begins the game. With 3 or 4 players, determine the first player using the method of your choice. Play proceeds clockwise.



C Temple of the Enlightened



E Deck



Game Round

A round begins by revealing the **first 4 cards** of the deck (all 4 cards are face-up).



Game round with 2 players:

- ◇ The first player chooses one of the 4 cards, places it in her hand and takes an action.
- ◇ The second player chooses one of the remaining 3 cards, places it in her hand and takes an action.
- ◇ The second player chooses one of the remaining 2 cards, places it in her hand and takes an action.
- ◇ The first player takes the last card in her hand and performs an action.
- ◇ The round is then over, the First Player token is given to the other player and a new round begins.



Game round with 3 or 4 players:

Clockwise, starting with the first player, each takes one of the visible cards in their hand and performs an action. With 3 players, the remaining card is removed from the game. At the end of the round, the first player's token is passed clockwise to the next player.

With 3 or 4 players, each clan has 20 cards numbered 1 to 10 in duplicate. You can combine cards of the same color but with different illustrations, as long as you respect the ascending order and don't place two cards of identical value.

Actions

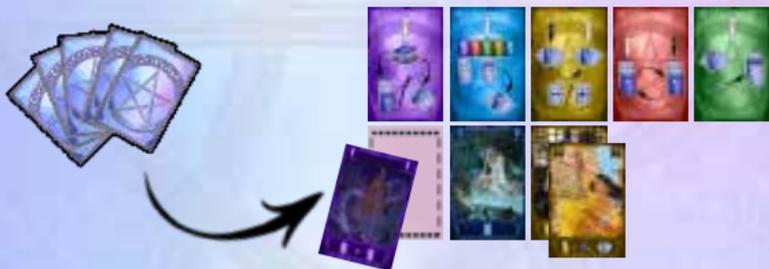
- Place a card from your hand in your playing area, either to start a series, or to continue one by superimposing it in ascending order (without interposing it). This card is then the last in the series and is placed at the very bottom of the column.



OR

- Discard a card from your hand in the Temple of the Enlightened, in the corresponding clan, overlaying it if there is already one.

In this case, the player triggers the ritual (power) linked to the corresponding clan.



Shield



The **Shield token** is only used with 3 or 4 players. It's possible to play without it, it's up to the players.

A player who has just suffered the effect of a **red** or **yellow** card, immediately picks up the Shield token.

They cannot suffer these effects again as long as they have this token.

Rituals

Rituals (powers) of the 5 clans in the **Temple of the Enlightened**.



Red:

A **red** card discarded in the Temple of the Enlightened allows you to swap an uncovered card from your playing area with an uncovered card from an opponent's playing area (regardless of clan), in ascending order of play.

Example : Emma discards a red card. She exchanges her yellow 8 card with Laurence's green 3 card. She could not have exchanged her yellow 8 for Laurence's red 5, as Emma is not allowed to place the red 5 on top of her red 6.



Emma

Laurence



Yellow:

A **yellow** card discarded in the Temple of the Enlightened is used to take a card from the hand of an opponent (who has at least two). The player then asks for "the smallest card" or "the largest card" from the opponent, who must give it to them (their choice in the event of a tie).

Example : Laurence discards a yellow card. She asks Emma for her highest card. Emma has a green 9 and a purple 9. She decides to give her purple 9 to Laurence, who takes this card in her hand.



Green:

A **green** card discarded in the Temple of the Enlightened allows you to place a card from your hand in your playing area, even if it's in between cards, still in ascending order.

Example: Laurence discards a green card. She can play her red 3 between her red 1 and 4, which is normally forbidden.



Rituals



Blue:

A **blue** card discarded in the Temple of the Enlightened allows you to pick up any other Temple of the Enlightened card in your hand.

Example: Emma discard a blue card. She takes in hand the red 4.



Purple:

A **purple** card discarded in the Temple of the Enlightened allows you to draw one card. This card can then be laid down (according to the laying down rules) or kept in hand.

Example: Emma discards a purple card. She draws a blue 6, which she does not reveal to the other players. She decides to place the card in her playing area, but could have kept it in her hand..



PLEASE NOTE !

Powers must always be applied when possible **EXCEPT on the last turn**, when cards can be discarded in the Temple of the Enlightened even if the player cannot, or does not want to, apply the power!
(example: not enough cards in the deck...)

End of Game

The game ends as soon as **4 new cards cannot be revealed** at the start of a turn.

Each clan's influence points are then counted in the score book.

Red: the player with the most red cards wins 7 points per card in her playing area. The other players score 4 points per card. In the event of a tie, each player scores 7 points.

Yellow: They are worth as many points as the number of yellow cards in their playing area, multiplied by the lowest value card in their hand at the end of the game.

Green: They are worth as many points as the number of green cards in their playing area, multiplied by the number of cards in their hand at the end of the game.

Blue: They are worth as many points as the sum of the values of the blue cards in their playing area.

Purple: They are worth as many points as the number of purple cards in their playing area, squared (i.e. the number of purple cards multiplied by the number of purple cards).

Bonus: At the end of the game, you'll receive 10 bonus points for each line of cards from different clans in your playing area.

Example of a points calculation:



Hand

	E	Red: Emma has more than her opponents -> 3 cards \times 7 = 21 pts.
	21	Yellow: 2 cards, lowest card value in hand = 5 -> $2 \times 5 = 10$ pts.
	10	Purple: 3 cards -> $3^2 = 3 \times 3 = 9$ pts.
	9	Blue: Total value of blue cards = 9 pts.
	3	Green: 1 card, 3 cards in hand -> $1 \times 3 = 3$ pts.
	9	Bonus :1 line of different clans = 10 pts. A second green card would have given her 10 more points.
	10	
	62	Total: 62 points.