HOW TO PLAY

BEASTS OF BALANCE

Greetings, Divine Creators!
I am Celeste, keeper of the rules.
The Artefacts in front of you are very powerful...
They can create worlds.
Together you will stack the Artefacts on the Plinth.
The more you add, the higher your score.
But be careful!
If the tower collapses, your world will end.
Unless you're able to rebuild it in time...

Your goal is to get the highest score possible, by building the tower as a team.

How to add an Artefact

Look for the glyph on the Artefact
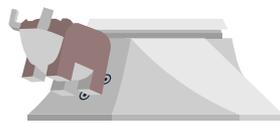
Touch the glyph to the Plinth
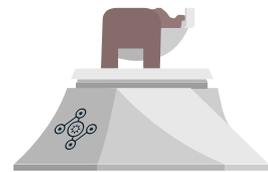
Place the Artefact on top of the Plinth

Beasts
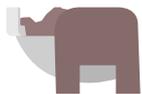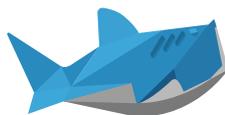
LAND	SEA	SKY
Warthog (3 points)	Octopus (3 points)	Toucan (3 points)
Bear (6 points)	Shark (6 points)	Eagle (6 points)

Each Beast has a score. Add Beasts to your world to increase your score.
If a Beast is not the highest-scoring Beast in the world, it will get jealous and lose a point.
If Beasts lose too many points, they become endangered and then go extinct.

Elements

You can use Elements to boost a Beast and save it from extinction.

EARTH
gives points to all
LAND Beasts

WATER
gives points to all
SEA Beasts

AIR
gives points to all
SKY Beasts

FIRE
gives points to the
Beast that had the
Firefly hovering over it
when you scanned the
Element

Migrate & Cross

You can evolve a more fabulous world using Migrate and Cross.

To migrate a beast, scan a **MIGRATE** Artefact.
Upon scanning, the Beast that has the Firefly hovering over it will be selected. This Beast will move to a different part of the world, gaining points as it does so. For example, you could migrate a Toucan to the sea, turning it into a Tocean and giving it an additional 5 points.

To cross beasts, scan a **CROSS** Artefact.
Upon scanning, the Beast that has the Firefly hovering over it will be selected. This Beast will be crossed with another Beast in the world to create a new hybrid Beast. For example, an Eagle and an Octopus could cross to create an Inkwing, which would combine the existing scores of the Eagle and Octopus.
New Beasts are added to the Bestiary, where you can find out more about them.

Miracles

You can score more points by using Miracles.
Miracles collect all the points the Beasts lose... as long as you can keep meeting their challenges. If you fail a challenge, the Miracle will end and you will lose all the points it has collected.

The Miracle of **DISTRACTION**
The challenges include tapping on a full moon whenever it appears, or holding the sun while scanning and placing Artefacts.

The Miracle of **HASTE**
The challenges include scanning and placing an Artefact within 30 seconds, or placing an Artefact within 15 seconds of scanning.

Elementals

When a Beast reaches 20 points, it evolves into an Elemental. For example, an Eagle with 20 points evolves into a Phoenix.
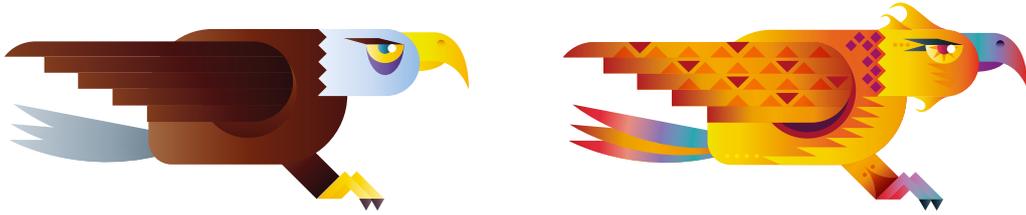
Elementals never lose points, even if they are not the highest scoring Beast in the game.

Ending the Game

What happens if the tower falls? As long as you can rebalance your Artefacts before the volcano erupts, you can continue the game.
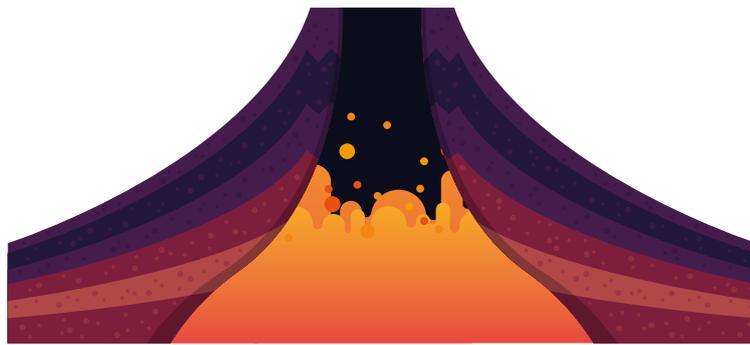
The game ends either when the tower falls irrevocably, or when you have stacked all possible pieces.

Make sure you clear the Plinth of any pieces before starting your next game.

For more information, please visit
beastsofbalance.com