



SETUP [p6]

- **Optional** - Select an Adversary and/or Scenario. Follow any specified setup instructions.
- **New Players:**
 - Choose a low-complexity Spirit (Lightning's Swift Strike, Vital Strength of the Earth, River Surges in Sunlight, or Shadows Flicker Like Flame).
 - Take the **Power Progression Card** for your Spirit. Set aside all Major and Minor Powers listed and, when gaining a new Power Card during the game, add the next **Power Card** listed instead.
 - Do not use a **Blight Card, Adversary, or Scenario**.

Invader Board

- Place to one side of play area.
- Place 4 **Fear Markers** per player into the **Fear Pool**.
- Shuffle the **Fear Cards** and place 9 on the **Fear Deck Space**. Divide the deck into 3 groups of 3 cards each. Place the "Terror Level 2" divider between the top and middle groups. Place the "Terror Level 3" divider between the middle and bottom groups.
- **Invader Deck** - Shuffle the cards from each Stage separately. Select 5 **Stage III** cards and place them on the **Invader Board** on the **Explore Action Space**. Select 4 **Stage II** cards and place them on top of the Stage III cards. Then select 3 **Stage I** cards and place them on top to complete the Invader Deck.
- Take a random **Blight Card** and cover the **Blight Space**, "Healthy Island" side up, without looking at the back. *If not using a Blight Card use the Blight instructions printed on the board instead.*
- Place the shown amount of Blight on the card/board.

The Island and Supply

- Randomly pick 1 **Island Board** per player and arrange them to form the Island (see diagrams on p.6-7).
- Populate the Island Boards with **Invaders, Dahan,** and **Blight** (from the box, not the Blight Card) as indicated by the icons in each land.
- Shuffle the **Minor** and **Major Power Decks** separately. Place them near the board with room for discards.
- Put the **Energy, Cities, Towns, Explorers,** and **Dahan** near the board for easy access.

Player Setup

- Each player takes all **Spirit Presence** and **Single-Turn Effect Markers** of one color. Then, choose a **Spirit**. Take its **Spirit Panel** and its 4 **Unique Power Cards**.
- Each player starts on a different **Island Board**, following the Setup instructions on the back of their Spirit Panel to place starting **Presence** (once the game begins, Spirits are not restricted to play only on their starting board). Then flip the **Spirit Panels** and place all remaining **Presence** on the dashed circles on their **Presence Tracks**.

Invaders' Starting Action

- Reveal the top card of the **Invader Deck**, complete the **Explore** action in that land type, then place that card face-up in the "Build" Action Space.

SEQUENCE OF PLAY [p8]

Each turn has the following phases:

1. **Spirit Phase**
 1. **Growth**
 2. **Gain Energy**
 3. **Play and Pay for Power Cards**
2. **Fast Power Phase (Cards and Innate)**
3. **Invader Phase**
 1. **Blighted Island Effect (once appropriate)**
 2. **Fear Effects**
 3. **Invader Actions**
 - 3a. **Ravage**
 - 3b. **Build**
 - 3c. **Explore**
 4. **Advance Invader Cards**
4. **Slow Power Phase (Cards and Innate)**
5. **Time Passes**

Play is simultaneous within each phase. Players may confer as they wish.


SPIRIT PHASE [p8,13]


Each Spirit does 3 things, in order:


Growth


Choose 1 option (unless stated otherwise) next to "Growth" at the upper-right of the Spirit Panel. Each section is a single choice. You must do everything shown, but may choose the order.

Examples of Common Growth Options:

 Add 1 Presence to the board at Range 2 (up to 2 lands away from your existing Presence). Whenever you would add Presence, you may choose to move 1 already on the board instead.

 Gain 2 Energy (in addition to this turn's normal Energy income).

 Gain a Power Card.

 Reclaim all played Power Cards from your personal discard pile. Return them to your hand.

Gain Energy

Gain an amount of Energy equal to the highest uncovered number on your Energy Presence Track. Place any gained Energy on or near your Spirit Panel.

Energy is individual and cannot be transferred between Spirits. Unspent Energy carries over to the next turn.

Play and Pay for Power Cards

Select Power Cards (Fast and Slow) from your hand to play this turn. The maximum you can play is the highest uncovered number on the Card Plays Presence Track, even if you have enough Energy to pay for more.

You must immediately pay Energy for all Power Cards played. Energy costs are in the circle in the top left corner of the card. You immediately gain all Elements but do not resolve card effects at this time.

Card Plays are individual and cannot be shared with other Spirits. Unused Card Plays do NOT carry over to future turns.

FAST POWER PHASE [p8]



Players resolve **Fast Powers** - both Innate Powers printed on their Spirit Panel and played Power Cards. Resolution can be mostly simultaneous. If timing is important, Powers may be resolved in any order but may not interrupt another.

If a player does not (or cannot) use a Power's text effect they may skip it *entirely*. Elements are still gained.

You cannot delay using Fast Powers until a later phase.

INVADER PHASE [p9-11,12,15-16]

Blighted Island (once appropriate)

If the Blight Card has flipped to "Blighted Island", follow the instructions there. The Blight Card never flips back.

Fear

If any **Fear Cards** have been earned, pick up the entire stack, flip it over and resolve the cards one at a time in the order they were earned. For "each player" effects, one player fully resolves effects, then the next, etc.

Use only the effect listed next to the current Terror Level. Fear effects last only for the current turn.

Discard them to the Fear Discard Space after use.

Invader Actions

The Invader Card in an Action Space determines which land(s) will be affected by that action. If there is no Invader Card in a space, that action is not taken.

Ravage

Invaders Ravage (deal damage simultaneously to the land and Dahan) in each land of the shown type only.

Explorers = 1 Damage
Towns = 2 Damage
Cities = 3 Damage

Reduce Damage dealt by any Defend Powers played.

1. **Invaders Damage the Land** - If 2 or more Damage is dealt, add a Blight to the land from the Blight Card / Space. Only 1 Blight is added, no matter how much Damage is dealt. Ignore Partial Damage.
 - **Cascade** - If the land already has Blight, you must also add a Blight to 1 adjacent land. If the adjacent land has a Blight, it cascades again, etc.
 - **Destroy Presence** - Adding Blight to a land destroys 1 Presence from each Spirit in that land. Destroyed Presence is *removed from play*.
2. **Invaders Fight the Dahan** - Every 2 points of Damage destroys 1 Dahan. You must destroy Dahan as efficiently as possible - damage cannot be dispersed among multiple Dahan to avoid killing them. If a Dahan is dealt 1 Damage, turn it over to show that it is Damaged. Surviving Damaged Dahan recover at the end of the turn.
3. **Dahan Fight Back** (*skip this step - in this land only - if the Ravage action in this land was skipped or stopped*) - After Invader Damage has been fully resolved in a land (even if no Damage was dealt), each surviving Dahan there deals 2 Damage to the Invaders, divided how you choose.
 - **Destroying a Town generates 1 Fear.**
 - **Destroying a City generates 2 Fear.**

Build

Invaders Build either 1 City or 1 Town in each land of the shown type where they are present. Do not Build in lands without Invaders.

- If the land has more Towns than Cities, add a City.
- In all other cases, add a Town.

Explore

Turn the top card of the Invader Deck face up.

If the card has a flag icon and you are playing with an Adversary, first perform the Escalation effect. Otherwise, ignore it. Escalation effects happen as soon as the card is revealed, before Explore, unless the Adversary states otherwise.

If there is no card to turn up, you lose.

Invaders Explore in accessible lands of the shown type only. Add an Explorer if the land:

- Contains a Town or City; or
- Is adjacent to a Town, City, or Ocean.

Only add 1 Explorer, regardless the number of adjacent, accessible lands. Explorers are added from the supply.

Advance Invader Cards

Slide all Invader Cards left one space.

SLOW POWER PHASE [p10]



Players resolve **Slow Powers** - both Innate Powers printed on their Spirit Panel and played Power Cards. Resolution can be mostly simultaneous. If timing is important, Powers may be resolved in any order but may not interrupt another.

If a player does not (or cannot) use a Power's text effect they may skip it *entirely*. Elements are still gained.

TIME PASSES [p10]

Discard - Players discard all Power Cards played this turn to their personal discard piles.

Damage and Elements Clear - All Elements and Damage done during the turn go away. Any pieces on their sides noting partial Damage are returned upright.

Remove any Reminder Tokens.

VICTORY AND DEFEAT [p12]

You win immediately any time you meet the current victory condition for the Terror Level.

At the start of the game, Invaders are at Terror Level 1. To win at this level, you need to completely clear the island of Invaders. As you earn Fear Cards you will reach new Terror Levels with easier victory conditions.

You can lose three ways:

- **Too Much Blight** - If the last Blight comes off the Blight Card, follow the instructions (often "you lose").
- **A Spirit Is Destroyed** - If any Spirit has no Presence left on the island, you lose.
- **Time Runs Out** - If you need to draw an Invader Card (to Explore) but that deck is empty, you lose.

If an effect causes you to both win and lose, you win a Sacrifice Victory. You are destroyed but the island, Dahan, and many other Spirits survive.

FEAR AND TERROR [p12]



Fear is generated by Spirit Powers with the Fear symbol and by destruction (either directly by an effect or by Damage).

- **Destroying a Town generates 1 Fear.**
- **Destroying a City generates 2 Fear.**

For each Fear generated, advance one Fear Marker from the Fear Pool to the Generated Fear area.

When all of the Fear Markers have advanced:

- **Move the top card of the Fear Deck face-down into the Earned Fear Cards area.** If this reveals a Terror Level divider, move it to cover the old Terror Level. The new Terror Level and victory conditions take effect immediately.
- **Move the Fear Markers back to the Fear Pool.** Leftover Fear after earning a card is moved back to the Generated Fear area.

Cards in the **Earned Fear Cards** space are flipped and resolved during the next Invader Phase. Fear Card effects last the current turn only, unless they change the board in some way. After each Fear Card is resolved, move it to the **Fear Discard** space.

If a new Fear Card is earned from a Fear effect, place it at the bottom of the stack you're currently resolving.

BOARDS AND LANDS [p13]

The game is played with 1 island board per player, laid out to make an island. Each island board is divided into 8 numbered lands, with 2 of each terrain (**Jungle, Mountain, Sands, and Wetland**). Most pieces only affect other pieces in the same land, unless specified.

Two lands are **adjacent** when they touch, even if they're not on the same board or meet only at a corner.

Each board also shows a swath of **Ocean**, to indicate which lands are readily accessible by sea. Lands adjacent to the Ocean are **Coastal**. Lands not adjacent to the Ocean are **Inland**. The Ocean itself is not a land and is not in play.

PRESENCE AND SACRED SITES [p13-14]

Spirit Presence marks the lands a Spirit occupies. Lands with your Presence are sometimes referred to as "your lands".

Destroyed Presence is removed and placed next to the island. It is not returned to the Spirit Panels. If any Spirit ever has no Presence left on the island, the players immediately lose.

A land can hold any number of Presence from any number of Spirits.

Unless stated, game effects which do things with Presence always affect Presence on the island.



PRESENCE ICON



SACRED SITE ICON

A Spirit's **Sacred Sites** are lands where that Spirit has more than 1 Presence. Some Powers can only be used from Sacred Sites.

Each Spirit Panel contains 2 Presence Tracks. The top one is **Energy Gained** per turn and the bottom one is **Card Plays**. To start, all but the leftmost space on each track is covered by Presence. When placing Presence on the island, you can choose which track to take it from, but always take it from left to right. Spirits use only the highest revealed number for their Energy Gains or Card Plays. The benefits are not additive.

Some Spirits have a **"Reclaim One"** space. While this space is revealed, the Spirit may return 1 Power Card to their hand any time during the Spirit Phase. This ability can be used the same turn it is revealed.

Some Spirits have bonus **Elements** on their Presence Tracks. These constantly provide 1 of the shown Elements for as long as the space is revealed. A space marked **"Any"** grants one Element each turn. The Spirit may choose which Element to get at any time, but then cannot change it until the next turn.

POWERS [p16-19]

Spirits affect the game using **Powers** - either **Power Cards** or **Innate Powers** printed on a Spirit Panel.

Elements - When you play a Power Card you gain the Elements shown down the left side of the card. There are 8 Elements: **Sun, Moon, Fire, Air, Water, Earth, Plant, and Animal**. You gain the Elements the moment you pay for a Power Card, regardless whether the Power is Fast or Slow, and they go away as soon as the Power Card leaves play (usually during **Time Passes**). Elements do not carry over from turn to turn.

Elemental Thresholds are optional effects which can only be used on Turns you have gained all the required Elements. Innate Powers require specific Elements. Some Power Cards have extra effects if you have gained specific Elements.

Elements are never spent, only checked to see if they are in play. You may always resolve a Power as if you had fewer elements than you actually do. If you meet more than one threshold under a Power, do each of them in order, from top to bottom.

Energy Cost (Power Cards only) - Displayed in the circle in the top-left corner of the card. **A red circle designates a Fast Power. A blue circle designates a Slow Power.**

Speed - Fast Powers resolve their effects before the Invader Phase. Slow Powers resolve their effects afterwards.

Range - The maximum number of lands away from your Presence this Power can reach. You can always use a shorter Range. A Range of 0 means a land where you have a Presence. Some Powers have limitations on what sort of land you can use them from (such as a Sacred Site or specific terrain). These are shown left of the range icon.

Target Land **Target** - The land type this Power can target. "ANY" Powers can target any land type. Powers always target a single land unless specified. Some Powers target a Spirit instead of a land.

Effects (Power Cards only) - What the Power does. All effects take place in the single target land unless specified. Perform effects in order, skipping any that cannot be followed. Effects that do not change anything on the board last only for the current turn.

Innate Powers (printed on a Spirit Panel)

Function similarly to Power Cards, except they are automatically available every turn and require having certain Elements rather than spending Energy.

Unless specified, Innate Powers never cost Energy or use Card Plays. Like all Powers, they target a single land or Spirit, unless otherwise stated.



A few Powers have temporary effects on a land. You can use the colored Reminder Tokens

to mark those lands. Remove them during "Time Passes".

Gaining Power Cards

Choose whether to gain a **Minor** or **Major Power**. Draw 4 cards (reshuffle the discard pile, if needed) and add 1 drawn card **to your hand**. Discard the others.

If you are playing with a Power Progression take the next card in your Progression instead of drawing.

After you gain a Major Power you must **Forget** (permanently lose) one of your Power Cards. Discard the Forgotten Power Card (or, for Unique Powers, place it under your Spirit Panel).

You may Forget any card (Major or Minor Power) from your hand, discard, or cards in play. If you Forget a Power Card from play you immediately lose its Elements. If you have already used it, its effects continue as normal. Otherwise, you cannot use it.

Power and Fear Effects

Damage, Destruction, and Removal

If an effect **removes** Invaders, return them to the Supply. If an effect **replaces** Invaders, first remove it and then put something else in its place (a replaced Invader keeps any Damage it had). If an effect **destroys** an Invader, return it to the Supply.

Destroying a Town generates 1 Fear. Destroying a City generates 2 Fear. Removing or replacing Towns and Cities does not generate Fear.

Unless specified, "Damage" means "Damage to Invaders". Damage is dealt to any Invaders in the target land, divided how you choose. If an Invader takes Damage >= its Health it is immediately Destroyed. Damage may be combined from multiple Powers.

Defend

This effect reduces the total Damage done by Invaders to the land and Dahan by the specified amount. Multiple Defend effects used in one land are added together. Defend effects last the entire turn.

Optional - use Reminder Tokens to designate a land as Defended.

Gather

This effect "moves that many things into the target land from land(s) adjacent to it". Boosts to a Power's Range do not affect Gathering distance. Multiple Gathered things can come from the same or different lands.

Push

This effect "moves that many things out of the target land, to adjacent land(s)" - only 1 land away. Boosts to a Power's Range do not affect Push distance. Multiple Pushed things can go to the same or different lands. You cannot Push off the board or into the Ocean.

Repeat

Repeating a Power lets you activate its effects again. Repeated Powers are Slow or Fast, matching the original Power. Elements are not gained again. Repeats cannot be chained.

Changes to a Power carry over to the Repeat use. You may make different choices when Repeating a Power. If the Repeat does not specify where it can be used you can choose any valid target, including same target as its first use. Repeat does NOT count as playing another Power Card but DOES count as using a new Power.

INVADERS [p15]

There are 3 types of Invaders - **Explorers, Towns, and Cities**. A land containing any number of these is "a land with Invaders". Their number is not limited by the supply of pieces.



Explorers have 1 Health and deal 1 Damage during Ravage.



Towns have 2 Health and deal 2 Damage during Ravage. Towns act as an Invader source during Explore. They generate 1 Fear when Destroyed.



Cities have 3 Health and deal 3 Damage during Ravage. Cities act as an Invader source during Explore. They generate 2 Fear when Destroyed.

BLIGHT [p15]



When Blight is added during play, take it from the Blight Card / Space. If you remove Blight from the island, return it to the Blight Card / Space.



If you run out of Blight on the card / space, follow its instructions. Flipped Blight Cards never flip back.

After Setup, when Blight is added to a land (including when it Cascades) it has two effects:

- **Cascade** - If the land already has Blight, you must also add a Blight to 1 adjacent land. If the adjacent land has a Blight, it Cascades again, etc.
- **Destroy Presence** - Adding Blight to a land destroys 1 Presence from each Spirit in that land. Destroyed Presence is *removed from play*.

When Blight is Removed, return it to the Blight Card / Space. Once flipped, the Blight Card never flips back.

THE DAHAN [p16]



Each island board starts with 6 Dahan. Their number is not limited by the supply of pieces.

Dahan only attack Invaders when a Spirit Power prompts them to do so, or when attacked themselves. After Invaders Ravage a land, any surviving Dahan in that land each deal 2 Damage to the Invaders in that land, divided how you choose.

Each Dahan has 2 Health. They are Destroyed by 2 Damage from Invaders. Damage from Spirits does not hurt Dahan, although some Spirit Powers cause Dahan casualties as a side effect.

TRACKING DAMAGE [p15]

Town and City models are designed to track how much Damage will destroy them.

CITIES: 3 Health

Cities take 3 Damage to destroy. You can remember this by counting the number of buildings on its base as it stands up (3).



If a City takes 1 Damage, lay it on its side with 2 buildings facing up. 2 more Damage will destroy it.



If a City takes 2 Damage, lay it on its side with 1 building facing up. 1 more Damage will destroy it.

TOWNS: 2 Health

Towns take 2 Damage to destroy. The model has 2 buildings to remind you of this.



If a Town takes 1 Damage, lay it on its side. 1 more Damage will destroy it.

DAHAN: 2 Health

Dahan take 2 Damage to destroy.



If a Dahan takes 1 Damage, flip it upside down. 1 more Damage will destroy it.

When a piece has taken Damage \geq its Health it is Destroyed. Return it to the Supply. At the end of each turn, when Time Passes, Damage clears and all models are reset.

Earn 1 Fear for Destroying a Town.
Earn 2 Fear for Destroying a City.

GENERAL POWER PRINCIPLES [p17]

DO AS MUCH AS YOU CAN

When resolving a Power's effects do as much as you can. If one part does not apply or cannot be done, skip it and do the rest. The only targeting restrictions are those in the target bar.

YOU CAN SKIP USING A POWER'S EFFECT

If you cannot or do not want to use a Power you've played you may skip its effects *entirely*. If it was a Power Card, you do NOT get your Energy back but you do still get to use the Elements granted by the card.

Similarly, when resolving a Power with thresholds, you may act as if you have fewer Elements than you really do, to avoid hitting thresholds.

ONE LAND! ONE TURN! ONE USE!

Unless a Power explicitly says otherwise:

- It only affects 1 target land. If a Power has multiple effects, they ALL apply to the same land.
- It only affects the current turn. Any permanent changes to the game will be represented by changes to the board.
- It can only be used once this turn. You cannot pay for a Power Card twice and use it twice. Innate Powers only trigger once even if you have available Elements. If something makes a Slow Power Fast, you may only use it in the Fast Power Phase.

SOLO PLAYER MODE [p22]

Solo games work much like normal games, but with a single board as the whole island.

The only difference is that you can target yourself with Powers that specifically target "Another Spirit", though you do not gain extra benefits from Powers that are better when used on another Spirit (like *Gift of Constancy* or *Elemental Boon*).

Also, the luck of the draw is high, and you have no fellow Spirits to compensate for your Spirit's weaknesses or limitations.

ADVERSARIES (Optional) [p22]

Adversaries are specific colonizing Powers. If using one, choose it before Setup begins as some may change the Setup rules.



The Adversary panel specifies an Escalation Effect, which is performed when the Escalation symbol is revealed on Stage II Invader Cards.

Some Adversaries also include additional loss conditions.

In addition, each Adversary offers multiple increased difficulty levels, indicated by the number on the left. All listed game effects are cumulative: if you're fighting vs. Level 3, you also use the effects from Levels 1 and 2.

Some Adversaries modify the Invader actions. There are Reminder Tiles to place below the Invader Action spaces on the Invader Board to remind you those rules are modified.

Fear Cards

As the difficulty increases, reaching higher Terror levels becomes harder. Each level shows how many Fear cards to use and how many cards go in the top/middle/bottom of the Fear Deck.

The Kingdom of Brandenburg-Prussia

- Excellent first Adversary with few new rules; most of the changes occur during Setup.
- Speed is the name of the game: the Invaders do everything at a faster tempo. Cards with 2 land types come up much earlier, often before the Spirits have had time to prepare.
- This Adversary is notably harder for Spirits which need substantial time to develop.

The Kingdom of England

- Buildings, buildings, and more buildings - England sends so many immigrants that the colonies spill over into unexplored lands. It doesn't start out fast, but constantly pushes its borders forward. They will push hard to found a capital during Stage II.
- England is notably easier for Spirits good at wrecking Towns (e.g. *Lightning's Swift Strike*).
- This Adversary is notably harder for Spirits which rely on moving/killing Explorers to prevent Invader Builds (e.g. *Shadows Flicker Like Flame*).

The Kingdom of Sweden

- Sweden's Ravages are more dangerous than most, with advanced military tactics and a large population interested in farming and mining. The Crown's policies favor assimilating the Dahan where possible, though these efforts will only work where

Invader population is large.

- This Adversary is notably easier for Spirits which can prevent Ravages (e.g. *A Spread of Rampant Green* or *Vital Strength of the Earth*).
- A Note Regarding Setup: The Kingdom of Sweden can add Blight during Setup. Blight added during Setup does NOT Cascade or destroy Presence.

SCENARIOS (Optional) [p23]

Scenarios change the situation the Spirits find themselves in, or the capabilities of the Spirits. They may involve different victory conditions or additional prerequisites for the standard victory condition, in addition to other rules changes.

All Scenarios have a number in the upper-right corner that denotes their difficulty rating on a scale of 0 (No Change) to 10 (Insanely Difficult).

You may play a game with an Adversary and a Scenario or just using one or the other. If rules changes from an Adversary or Scenario contradict each other, the Scenario takes precedence.

THEMATIC MAP (Optional) [p23]

The thematic boards have a fixed layout relative to each other. You can use any of them that you want but for the definitive geography at each player count:

- **1 Player** - Use Northeast.
- **2 Players** - Use West and East, touching on the side opposite the Ocean.
- **3 Players** - Use West and East as above, plus Northeast above East.
- **4 Players** - Use West, East, Northwest, and Northeast in the usual 4 player layout.

Some lands overlap slightly onto other boards. A land is always considered to be on a board where its land number and Setup icons are. Ignore any unattached land fragments. They aren't in play.

Some lands have Setup icons for tokens from the **Branch & Claw** expansion. Ignore them when playing with just the core game.

Illustrations for Spirits, rivers, and wildfires are for flavor and do not alter gameplay.

SCORING (Optional) [p23]

- **Victory** - Score:
 - 5x Difficulty.
 - +10 Bonus for winning.
 - +2 per Invader Card remaining in the deck.
 - +1 per X living Dahan, where X is the number of players in the game.
 - -1 per X Blight on the island, where X is the number of players in the game.
- **Defeat** - Score:
 - 2x Difficulty.
 - +1 per Invader Card not in the deck (both in the discard and face-up under Invader Actions).
 - +1 per X living Dahan, where X is the number of players in the game.
 - -1 per X Blight on the island, where X is the number of players in the game.

ICONOGRAPHY

Explorer: A type of Invader. Does 1 Damage, has 1 Health.	Fear: Fright done to Invaders. Advances Fear Markers, earning Fear Cards.
Town: A type of Invader. Does 2 Damage, has 2 Health. 1 Fear when destroyed.	Presence: A Spirit's Presence disk - where they live in the land.
City: A type of Invader. Does 3 Damage, has 3 Health. 2 Fear when destroyed.	Sacred Site: A land where a Spirit has 2 or more Presence.
Dahan: A clan/village of local islanders. Does 2 Damage, has 2 Health.	Fast Power: Resolve its effects before the Invader Phase.
Blight: Environmental/spiritual harm to the Island.	Slow Power: Resolve its effects after the Invader Phase.

Refers to both Explorers and Towns. "Push 2 " can Push 2 , 1 and 1 , or 2 .

Refers to both Towns and Cities. "A land with " means a land with at least 1 , at least 1 or both.

TARGET

ANY	Target is any one land.	Target is a Mountain or Wetland.
COASTAL	Target is a land touching an Ocean.	Target is any Spirit.
INLAND	Target is a land not touching an Ocean.	Target is a Spirit other than yourself (except in solo game).
INVADERS	Target is a land with Invaders.	Target is a land with Dahan.
INVADERS	Target is a land without Invaders.	Target is a land with Blight.
		Target is a land without Blight.

RANGE

0	A land with your Presence.
1	Range 1 from a Mountain with your Presence.
2	Range 2 from a land with your Sacred Site.
+3	Increases Range by 3 lands.

PRESENCE TRACK

1	Energy: Each Spirit Phase, gain Energy equal to the highest uncovered number.
1	Card Plays: Each Spirit Phase, play no more than the highest uncovered number.
1	Reclaim One: Each Spirit Phase, you may return one Power Card from discard to hand.
1	Bonus Element: Gained so long as it is uncovered.

Action: see *Invader Action*.

Add: To put onto the board from the supply.

Adjacent Land: Sharing a border or corner. [p13]

Adversary: A specific colonizer to fight against. Boosts difficulty and changes how the game plays. [p22]

Any: Any one element, chosen anew each turn. Once set for a turn, cannot be changed until the next turn. [p14]

Blight: A piece showing environmental/spiritual harm to the island. [p15]

Blight Card: A card that holds the Blight pieces that are not on the island. Starts off on the Healthy side, and may flip to the Blighted side during the game. [p15]

Blighted Island: The island becomes Blighted when all the Blight on the front of the Blight Card goes onto the board. If all Blight on the Blighted side runs out, the players lose. [p15]

Board: See *Island Board* or *Invader Board*.

Build: An Invader Action. Adds a Town or City. [p10]

Card Plays: The number of Power Cards a Spirit may play each turn, determined by the highest revealed number on a Spirit's lower Presence Track. [p14]

Cascade: Upon adding Blight to an already-Blighted land, you must also add Blight to one adjacent land. [p15]

City: A type of Invader piece. Does 3 Damage, has 3 Health. Destroying a City causes 2 Fear. [p15]

Coastal Land: A land readily accessible to ships, adjacent to the printed Ocean area. [p13]

Dahan: A piece representing a clan/village of local islanders. Does 2 Damage, has 2 Health. [p16]

Damage: Harm done to Invaders, the land, or Dahan. Whenever a card doesn't specify, it always means "to Invaders". Damage equal to an Invader's or Dahan's Health Destroys it. Dealing 2 or more Damage to a land adds one Blight to the land. [p9,18]

Defend: Guard a land against Invaders. Reduces the Damage done by Invaders to the land and Dahan by the specified amount. [p18]

Destroy: Take off of the board and return to the supply. Destroying a Town causes 1 Fear. Destroying a City causes 2 Fear. [p18]

Effect: The text instructions of a card or other game element.

Element: Affinity with an aspect of nature, usually granted by a Power Card. Lets you use Threshold Effects. [p16,32]

Elemental Thresholds: see *Threshold Effects*.

Energy: Pays for Power Cards. Carries over from turn to turn. [p13]

Escalation Effect: Something an Adversary does each time Exploring reveals an Invade Card with an Escalation icon on it. This icon appears only on Stage II cards. [p10,22]

Explore: An Invader Action. Adds Explorers to accessible lands. [p10]

Explorer: A type of Invader piece. Does 1 Damage, has 1 Health. [p15]

Fear: Fright done to Invaders. Advances Fear Markers, earning Fear Cards. [p12]

Fear Card: A card from the Fear Deck, earned by doing Fear to the Invaders. The Terror Level dividers are not Fear Cards. [p9,12]

Fear Effect: Anything done by an earned Fear Card. [p12,18]

Forget a Power Card: Permanently lose a Power Card from your hand, discard pile, or in play. Put it in the discard pile for its deck, or out of the game if it's Unique to your Spirit. [p18]

Gain a Power Card: In a normal game, draw 4 Minor Powers OR 4 Major Powers and keep one. If using a Power Progression, take your next Power Card. When you gain a Major Power by any means, you must Forget (lose) a Power Card. [p3,18]

Gather: Move into a land from adjacent land(s). [p19]

Growth: The first part of the Spirit Phase. Lets you place Presence, gain new Powers, and reclaim played Power Cards. [p8,14]

Health: How much Damage an Invader or Dahan can take before it is Destroyed. [p15,16]

Healthy Island: The island starts the game Healthy. It becomes Blighted when the first pool of Blight on the Blight Card is emptied and the card flips to the Blighted side. [p15]

Inland Land: A land not adjacent to the printed Ocean area. [p13]

Innate Power: A Power printed on your Spirit Panel. [p14,16]

Invader: A City, Town, or Explorer. [p15]

Invader Action: One of three bad things the Invaders do during the Invader Phase - Ravage, Build, or Explore. [p9-11]

Invader Board: The board which governs the Actions of the Invaders, including spaces for the Invader Deck and each of their three Actions. Additionally, the Invader Board features the Fear Pool, the Fear Deck, and the Blight space where a Blight Card is placed during Setup. [p6]

Invader Card: Cards in the Invader Deck, indicating where the Invaders will act. Divided into Stage I, Stage II, and Stage III. [p6]

Island: The entire playing area of the game comprised of one or more island boards. [p6-7,13]

Island Board: An individual punchboard piece that comprises the island. The reverse has a thematic map for experienced players. [p6-7,13]

Land: A bordered area on the island map (other than Ocean). Whenever a land takes 2 Damage, you add Blight to it. [p13,15]

Land Type: A description of what sort of land to act upon. This may be a terrain, Coastal/Inland, or a requirement of what's in/not in the land (e.g. "a land with Invaders"). [p13,16]

Land with (Blight / Dahan / Invaders): A land having at least one Blight / Dahan / Invader.

Move: To put into a land from somewhere else on the island via Pushing, Gathering, or other means.

Ocean: Where the Invaders sail in. The stretch of Ocean on each island board determines which lands are Coastal. Oceans are not lands. [p13]

Outnumber: "where A outnumbers B" can be true in lands where there is no B. For instance, "where Dahan outnumbers Cities" is true in lands with no Cities, so long as there's 1 or more Dahan.

Permanent Element: An Element shown on a Presence Track. While uncovered, it gives an Element of that type. [p14]

Power: A Power Card or Innate Power. [p16]

Power Card: A Power on a card. May be a Minor Power, a Major Power, or a Unique Power. [p16]

Power Progression: A fixed sequence of Power Cards a Spirit gains instead of the usual "Draw 4, Keep 1" from a Power Card Deck. Used in introductory games only. [p3,6]

Presence: A piece showing where your Spirit lives in the land. [p13]

Push: Move to adjacent land(s). [p19]

Range: The maximum number of lands away you can use a Power or effect. You may always act closer! Measured from your Presence unless otherwise specified. [p16]

Ravage: An Invader action. Invaders simultaneously deal Damage to the land and Dahan; surviving Dahan then fight back. [p9]

Reclaim: Take all played Power Cards from your personal discard pile into your hand of available Power Cards. [p14]

Reclaim One: Take a single Power Card from your personal discard pile into your hand of available Power Cards. When revealed on a Presence Track, may be done once every Spirit Phase, starting immediately. [p14]

Remove: Take off the board and return to the supply. Distinct from Destroy; Removing Invaders does not cause Fear. [p18]

Repeat: Use the text effects of a Power again. Does not grant additional Elements. Repeats never chain. [p19]

Replace: Remove one piece and put another piece in its place. [p18]

Sacred Site: A land where a Spirit has 2 or more Presence. [p13]

Scenario: A situation providing alternate rules/victory conditions. Boosts difficulty and changes how the game plays. [p23]

Target: The land or Spirit a Power affects. [p16]

Terrain: Jungle, Mountain, Sands, or Wetland. Each land has one terrain. [p13]

Terror Level ("Margie, pack your bags!"): A number from 1-3, representing how frightened the Invaders are. Sets the current Victory Condition. [p12]

Threshold Effects: Part of a Power's effects which depend on having certain Elements that turn. [p14]

Town: A type of Invader piece. Does 2 Damage, has 2 Health. Destroying a Town causes 1 Fear. [p15]

Type of Land: see *Land Type*.

Up To: May be zero. "Up to 3" means "0, 1, 2, or 3".

Your Land: A land with your Presence in it. [p13]

ADVERSARY & SCENARIO DIFFICULTY CHART

	SCENARIOS	THE KINGDOM OF BRANDENBURG-PRUSSIA	THE KINGDOM OF ENGLAND	THE KINGDOM OF SWEDEN
DIFFICULTY 0 (NO CHANGE)	BLITZ GUARD THE ISLE'S HEART	BASE LEVEL	BASE LEVEL	BASE LEVEL
DIFFICULTY 1		LEVEL 1	LEVEL 1	LEVEL 1
DIFFICULTY 2			LEVEL 2	LEVEL 2
DIFFICULTY 3	RITUALS OF TERROR			LEVEL 3
DIFFICULTY 4	DAHAN INSURRECTION	LEVEL 2	LEVEL 3	LEVEL 4
DIFFICULTY 5		LEVEL 3	LEVEL 4	LEVEL 5
DIFFICULTY 6		LEVEL 4	LEVEL 5	LEVEL 6
DIFFICULTY 7		LEVEL 5	LEVEL 6	
DIFFICULTY 8		LEVEL 6		
DIFFICULTY 9				
DIFFICULTY 10				

USING THEMATIC MAPS (SEE PAGE 23) INCREASES THE GAME DIFFICULTY BY 3.

Please note that Difficulty level is a rough guide: some Spirits are better/worse against certain Adversaries and Scenarios, and Scenario/Adversary combinations will vary in how much they combo with each other.



SETUP [p6]

- **Optional** - Select an Adversary and/or Scenario. Follow any specified setup instructions.
- **New Players:**
 - Choose a low-complexity Spirit (Lightning's Swift Strike, Vital Strength of the Earth, River Surges in Sunlight, or Shadows Flicker Like Flame).
 - Take the **Power Progression Card** for your Spirit. Set aside all Major and Minor Powers listed and, when gaining a new Power Card during the game, add the next **Power Card** listed instead.
 - Do not use a **Blight Card, Adversary, or Scenario**.

Invader Board

- Place to one side of play area.
- Place 4 **Fear Markers** per player into the **Fear Pool**.
- Shuffle the **Fear Cards** and place 9 on the **Fear Deck Space**. Divide the deck into 3 groups of 3 cards each. Place the "Terror Level 2" divider between the top and middle groups. Place the "Terror Level 3" divider between the middle and bottom groups.
- **Invader Deck** - Shuffle the cards from each Stage separately. Select 5 **Stage III** cards and place them on the **Invader Board** on the **Explore Action Space**. Select 4 **Stage II** cards and place them on top of the Stage III cards. Then select 3 **Stage I** cards and place them on top to complete the Invader Deck.
- Take a random **Blight Card** and cover the **Blight Space**, "Healthy Island" side up, without looking at the back. *If not using a Blight Card use the Blight instructions printed on the board instead.*
- Place the shown amount of Blight on the card/board.

The Island and Supply

- Randomly pick 1 **Island Board** per player and arrange them to form the Island (see diagrams on p.6-7).
- Populate the Island Boards with **Invaders, Dahan, and Blight** (from the box, not the Blight Card) as indicated by the icons in each land.
- Shuffle the **Minor** and **Major Power Decks** separately. Place them near the board with room for discards.
- Put the **Energy, Cities, Towns, Explorers, and Dahan** near the board for easy access.

Player Setup

- Each player takes all **Spirit Presence** and **Single-Turn Effect Markers** of one color. Then, choose a **Spirit**. Take its **Spirit Panel** and its 4 **Unique Power Cards**.
- Each player starts on a different **Island Board**, following the Setup instructions on the back of their Spirit Panel to place starting **Presence** (once the game begins, Spirits are not restricted to play only on their starting board). Then flip the **Spirit Panels** and place all remaining **Presence** on the dashed circles on their **Presence Tracks**.

Invaders' Starting Action

- Reveal the top card of the **Invader Deck**, complete the **Explore** action in that land type, then place that card face-up in the "Build" Action Space.

SEQUENCE OF PLAY [p8]

Each turn has the following phases:

1. **Spirit Phase**
 1. **Growth**
 2. **Gain Energy**
 3. **Play and Pay for Power Cards**
2. **Fast Power Phase (Cards and Innate)**
3. **Invader Phase**
 1. **Blighted Island Effect (once appropriate)**
 2. **Fear Effects**
 3. **Invader Actions**
 - 3a. **Ravage**
 - 3b. **Build**
 - 3c. **Explore**
 4. **Advance Invader Cards**
4. **Slow Power Phase (Cards and Innate)**
5. **Time Passes**

Play is simultaneous within each phase. Players may confer as they wish.

SPIRIT PHASE [p8,13]

Each Spirit does 3 things, in order:

Growth

Choose 1 option (unless stated otherwise) next to "Growth" at the upper-right of the Spirit Panel. Each section is a single choice. You must do everything shown, but may choose the order.

Examples of Common Growth Options:

- Add 1 Presence to the board at Range 2 (up to 2 lands away from your existing Presence). Whenever you would add Presence, you may choose to move 1 already on the board instead.

- Gain 2 Energy (in addition to this turn's normal Energy income).

- Gain a Power Card.

- Reclaim all played Power Cards from your personal discard pile. Return them to your hand.

Gain Energy

Gain an amount of Energy equal to the highest uncovered number on your Energy Presence Track. Place any gained Energy on or near your Spirit Panel.

Energy is individual and cannot be transferred between Spirits. Unspent Energy carries over to the next turn.

Play and Pay for Power Cards

Select Power Cards (Fast and Slow) from your hand to play this turn. The maximum you can play is the highest uncovered number on the Card Plays Presence Track, even if you have enough Energy to pay for more.

You **must immediately pay Energy** for all Power Cards played. Energy costs are in the circle in the top left corner of the card. You **immediately gain all Elements** but do not resolve card effects at this time.

Card Plays are individual and cannot be shared with other Spirits. Unused Card Plays do **NOT** carry over to future turns.

FAST POWER PHASE [p8]



Players resolve **Fast Powers** - both Innate Powers printed on their Spirit Panel and played Power Cards. Resolution can be mostly simultaneous. If timing is important, Powers may be resolved in any order but may not interrupt another.

If a player does not (or cannot) use a Power's text effect they may skip it **entirely**. Elements are still gained.

You cannot delay using Fast Powers until a later phase.

INVADER PHASE [p9-11,12,15-16]

Blighted Island (once appropriate)

If the Blight Card has flipped to "Blighted Island", follow the instructions there. The Blight Card never flips back.

Fear

If any **Fear Cards** have been earned, pick up the entire stack, flip it over and resolve the cards one at a time in the order they were earned. For "each player" effects, one player fully resolves effects, then the next, etc.

Use only the effect listed next to the current Terror Level. Fear effects last only for the current turn.

Discard them to the Fear Discard Space after use.

Invader Actions

The Invader Card in an Action Space determines which land(s) will be affected by that action. If there is no Invader Card in a space, that action is not taken.

Ravage

Invaders Ravage (deal damage simultaneously to the land and Dahan) in each land of the shown type only.

Explorers = 1 Damage
Towns = 2 Damage
Cities = 3 Damage

Reduce Damage dealt by any Defend Powers played.

1. **Invaders Damage the Land** - If 2 or more Damage is dealt, add a Blight to the land from the Blight Card / Space. Only 1 Blight is added, no matter how much Damage is dealt. Ignore Partial Damage.
 - **Cascade** - If the land already has Blight, you must also add a Blight to 1 adjacent land. If the adjacent land has a Blight, it cascades again, etc.
 - **Destroy Presence** - Adding Blight to a land destroys 1 Presence from each Spirit in that land. Destroyed Presence is *removed from play*.
2. **Invaders Fight the Dahan** - Every 2 points of Damage destroys 1 Dahan. You must destroy Dahan as efficiently as possible - damage cannot be dispersed among multiple Dahan to avoid killing them. If a Dahan is dealt 1 Damage, turn it over to show that it is Damaged. Surviving Damaged Dahan recover at the end of the turn.
3. **Dahan Fight Back** (*skip this step - in this land only - if the Ravage action in this land was skipped or stopped*) - After Invader Damage has been fully resolved in a land (even if no Damage was dealt), each surviving Dahan there deals 2 Damage to the Invaders, divided how you choose.
 - **Destroying a Town generates 1 Fear.**
 - **Destroying a City generates 2 Fear.**

Build

Invaders Build either 1 City or 1 Town in each land of the shown type where they are present. Do not Build in lands without Invaders.

- If the land has more Towns than Cities, add a City.
- In all other cases, add a Town.

Explore

Turn the top card of the Invader Deck face up.

If the card has a flag icon and you are playing with an Adversary, first perform the Escalation effect. Otherwise, ignore it. Escalation effects happen as soon as the card is revealed, before Explore, unless the Adversary states otherwise.

If there is no card to turn up, you lose.

Invaders Explore in accessible lands of the shown type only. Add an Explorer if the land:

- Contains a Town or City; or
- Is adjacent to a Town, City, or Ocean.

Only add 1 Explorer, regardless the number of adjacent, accessible lands. Explorers are added from the supply.

Advance Invader Cards

Slide all Invader Cards left one space.

SLOW POWER PHASE [p10]



Players resolve **Slow Powers** - both Innate Powers printed on their Spirit Panel and played Power Cards. Resolution can be mostly simultaneous. If timing is important, Powers may be resolved in any order but may not interrupt another.

If a player does not (or cannot) use a Power's text effect they may skip it **entirely**. Elements are still gained.

TIME PASSES [p10]

Discard - Players discard all Power Cards played this turn to their personal discard piles.

Damage and Elements Clear - All Elements and Damage done during the turn go away. Any pieces on their sides noting partial Damage are returned upright.

Remove any Reminder Tokens.

VICTORY AND DEFEAT [p12]

You win immediately any time you meet the current victory condition for the Terror Level.

At the start of the game, Invaders are at Terror Level 1. To win at this level, you need to completely clear the island of Invaders. As you earn Fear Cards you will reach new Terror Levels with easier victory conditions.

You can lose three ways:

- **Too Much Blight** - If the last Blight comes off the Blight Card, follow the instructions (often "you lose").
- **A Spirit Is Destroyed** - If any Spirit has no Presence left on the island, you lose.
- **Time Runs Out** - If you need to draw an Invader Card (to Explore) but that deck is empty, you lose.

If an effect causes you to both win and lose, you win a Sacrifice Victory. You are destroyed but the island, Dahan, and many other Spirits survive.

FEAR AND TERROR [p12]



Fear is generated by Spirit Powers with the Fear symbol and by destruction (either directly by an effect or by Damage).

- **Destroying a Town generates 1 Fear.**
- **Destroying a City generates 2 Fear.**

For each Fear generated, advance one Fear Marker from the Fear Pool to the Generated Fear area.

When all of the Fear Markers have advanced:

- **Move the top card of the Fear Deck face-down into the Earned Fear Cards area.** If this reveals a Terror Level divider, move it to cover the old Terror Level. The new Terror Level and victory conditions take effect immediately.
- **Move the Fear Markers back to the Fear Pool.** Leftover Fear after earning a card is moved back to the Generated Fear area.

Cards in the **Earned Fear Cards** space are flipped and resolved during the next Invader Phase. Fear Card effects last the current turn only, unless they change the board in some way. After each Fear Card is resolved, move it to the **Fear Discard** space.

If a new Fear Card is earned from a Fear effect, place it at the bottom of the stack you're currently resolving.

BOARDS AND LANDS [p13]

The game is played with 1 island board per player, laid out to make an island. Each island board is divided into 8 numbered lands, with 2 of each terrain (**Jungle, Mountain, Sands, and Wetland**). Most pieces only affect other pieces in the same land, unless specified.

Two lands are **adjacent** when they touch, even if they're not on the same board or meet only at a corner.

Each board also shows a swath of **Ocean**, to indicate which lands are readily accessible by sea. Lands adjacent to the Ocean are **Coastal**. Lands not adjacent to the Ocean are **Inland**. The Ocean itself is not a land and is not in play.

PRESENCE AND SACRED SITES [p13-14]

Spirit Presence marks the lands a Spirit occupies. Lands with your Presence are sometimes referred to as "your lands".

Destroyed Presence is removed and placed next to the island. It is not returned to the Spirit Panels. If any Spirit ever has no Presence left on the island, the players immediately lose.

A land can hold any number of Presence from any number of Spirits.

Unless stated, game effects which do things with Presence always affect Presence on the island.



PRESENCE ICON



SACRED SITE ICON

A Spirit's **Sacred Sites** are lands where that Spirit has more than 1 Presence. Some Powers can only be used from Sacred Sites.

Each Spirit Panel contains 2 Presence Tracks. The top one is **Energy Gained** per turn and the bottom one is **Card Plays**. To start, all but the leftmost space on each track is covered by Presence. When placing Presence on the island, you can choose which track to take it from, but always take it from left to right. Spirits use only the highest revealed number for their Energy Gains or Card Plays. The benefits are not additive.

Some Spirits have a **"Reclaim One"** space. While this space is revealed, the Spirit may return 1 Power Card to their hand any time during the Spirit Phase. This ability can be used the same turn it is revealed.

Some Spirits have bonus **Elements** on their Presence Tracks. These constantly provide 1 of the shown Elements for as long as the space is revealed. A space marked **"Any"** grants one Element each turn. The Spirit may choose which Element to get at any time, but then cannot change it until the next turn.

POWERS [p16-19]

Spirits affect the game using **Powers** - either **Power Cards** or **Innate Powers** printed on a Spirit Panel.

Elements - When you play a Power Card you gain the Elements shown down the left side of the card. There are 8 Elements: **Sun, Moon, Fire, Air, Water, Earth, Plant, and Animal**. You gain the Elements the moment you pay for a Power Card, regardless whether the Power is Fast or Slow, and they go away as soon as the Power Card leaves play (usually during **Time Passes**). Elements do not carry over from turn to turn.

Elemental Thresholds are optional effects which can only be used on Turns you have gained all the required Elements. Innate Powers require specific Elements. Some Power Cards have extra effects if you have gained specific Elements.

Elements are never spent, only checked to see if they are in play. You may always resolve a Power as if you had fewer elements than you actually do. If you meet more than one threshold under a Power, do each of them in order, from top to bottom.

Energy Cost (*Power Cards only*) - Displayed in the circle in the top-left corner of the card. **A red circle designates a Fast Power. A blue circle designates a Slow Power.**

Speed - Fast Powers resolve their effects before the Invader Phase. Slow Powers resolve their effects afterwards.

Range - The maximum number of lands away from your Presence this Power can reach. You can always use a shorter Range. A Range of 0 means a land where you have a Presence. Some Powers have limitations on what sort of land you can use them from (such as a Sacred Site or specific terrain). These are shown left of the range icon.

Target Land - The land type this Power can target. **"ANY"** Powers can target any land type. Powers always target a single land unless specified. Some Powers target a Spirit instead of a land.

Effects (*Power Cards only*) - What the Power does. All effects take place in the single target land unless specified. Perform effects in order, skipping any that cannot be followed. Effects that do not change anything on the board last only for the current turn.

Innate Powers (printed on a Spirit Panel)

Function similarly to Power Cards, except they are automatically available every turn and require having certain Elements rather than spending Energy.

Unless specified, Innate Powers never cost Energy or use Card Plays. Like all Powers, they target a single land or Spirit, unless otherwise stated.



A few Powers have temporary effects on a land. You can use the colored Reminder Tokens to mark those lands. Remove them during "Time Passes".

Gaining Power Cards

Choose whether to gain a **Minor** or **Major Power**. Draw 4 cards (reshuffle the discard pile, if needed) and add 1 drawn card **to your hand**. Discard the others.

If you are playing with a Power Progression take the next card in your Progression instead of drawing.

After you gain a Major Power you must **Forget** (permanently lose) one of your Power Cards. Discard the Forgotten Power Card (or, for Unique Powers, place it under your Spirit Panel).

You may Forget any card (Major or Minor Power) from your hand, discard, or cards in play. If you Forget a Power Card from play you immediately lose its Elements. If you have already used it, its effects continue as normal. Otherwise, you cannot use it.

Power and Fear Effects

Damage, Destruction, and Removal

If an effect **removes** Invaders, return them to the Supply. If an effect **replaces** Invaders, first remove it and then put something else in its place (a replaced Invader keeps any Damage it had). If an effect **destroys** an Invader, return it to the Supply.

Destroying a Town generates 1 Fear. Destroying a City generates 2 Fear. Removing or replacing Towns and Cities does not generate Fear.

Unless specified, "Damage" means "Damage to Invaders". Damage is dealt to any Invaders in the target land, divided how you choose. If an Invader takes Damage >= its Health it is immediately Destroyed. Damage may be combined from multiple Powers.

Defend

This effect reduces the total Damage done by Invaders to the land and Dahan by the specified amount. Multiple Defend effects used in one land are added together. Defend effects last the entire turn.

Optional - use Reminder Tokens to designate a land as Defended.

Gather

This effect "moves that many things into the target land from land(s) adjacent to it". Boosts to a Power's Range do not affect Gathering distance. Multiple Gathered things can come from the same or different lands.

Push

This effect "moves that many things out of the target land, to adjacent land(s)" - only 1 land away. Boosts to a Power's Range do not affect Push distance. Multiple Pushed things can go to the same or different lands. You cannot Push off the board or into the Ocean.

Repeat

Repeating a Power lets you activate its effects again. Repeated Powers are Slow or Fast, matching the original Power. Elements are not gained again. Repeats cannot be chained.

Changes to a Power carry over to the Repeat use. You may make different choices when Repeating a Power. If the Repeat does not specify where it can be used you can choose any valid target, including same target as its first use. Repeat does NOT count as playing another Power Card but DOES count as using a new Power.

INVADERS [p15]

There are 3 types of Invaders - **Explorers, Towns, and Cities**. A land containing any number of these is "a land with Invaders". Their number is not limited by the supply of pieces.



Explorers have 1 Health and deal 1 Damage during Ravage.



Towns have 2 Health and deal 2 Damage during Ravage. Towns act as an Invader source during Explore. They generate 1 Fear when Destroyed.



Cities have 3 Health and deal 3 Damage during Ravage. Cities act as an Invader source during Explore. They generate 2 Fear when Destroyed.

BLIGHT [p15]



When Blight is added during play, take it from the Blight Card / Space. If you remove Blight from the island, return it to the Blight Card / Space.

If you run out of Blight on the card / space, follow its instructions. Flipped Blight Cards never flip back.

After Setup, when Blight is added to a land (including when it Cascades) it has two effects:

- **Cascade** - If the land already has Blight, you must also add a Blight to 1 adjacent land. If the adjacent land has a Blight, it Cascades again, etc.
- **Destroy Presence** - Adding Blight to a land destroys 1 Presence from each Spirit in that land. Destroyed Presence is *removed from play*.

When Blight is Removed, return it to the Blight Card / Space. Once flipped, the Blight Card never flips back.

THE DAHAN [p16]



Each island board starts with 6 Dahan. Their number is not limited by the supply of pieces.

Dahan only attack Invaders when a Spirit Power prompts them to do so, or when attacked themselves. After Invaders Ravage a land, any surviving Dahan in that land each deal 2 Damage to the Invaders in that land, divided how you choose.

Each Dahan has 2 Health. They are Destroyed by 2 Damage from Invaders. Damage from Spirits does not hurt Dahan, although some Spirit Powers cause Dahan casualties as a side effect.

TRACKING DAMAGE [p15]

Town and City models are designed to track how much Damage will destroy them.

CITIES: 3 Health

Cities take 3 Damage to destroy. You can remember this by counting the number of buildings on its base as it stands up (3).



If a City takes 1 Damage, lay it on its side with 2 buildings facing up. 2 more Damage will destroy it.



If a City takes 2 Damage, lay it on its side with 1 building facing up. 1 more Damage will destroy it.

TOWNS: 2 Health

Towns take 2 Damage to destroy. The model has 2 buildings to remind you of this.



If a Town takes 1 Damage, lay it on its side. 1 more Damage will destroy it.

DAHAN: 2 Health

Dahan take 2 Damage to destroy.



If a Dahan takes 1 Damage, flip it upside down. 1 more Damage will destroy it.

When a piece has taken Damage \geq its Health it is Destroyed. Return it to the Supply. At the end of each turn, when Time Passes, Damage clears and all models are reset.

Earn 1 Fear for Destroying a Town.
Earn 2 Fear for Destroying a City.

GENERAL POWER PRINCIPLES [p17]

DO AS MUCH AS YOU CAN

When resolving a Power's effects do as much as you can. If one part does not apply or cannot be done, skip it and do the rest. The only targeting restrictions are those in the target bar.

YOU CAN SKIP USING A POWER'S EFFECT

If you cannot or do not want to use a Power you've played you may skip its effects *entirely*. If it was a Power Card, you do NOT get your Energy back but you do still get to use the Elements granted by the card.

Similarly, when resolving a Power with thresholds, you may act as if you have fewer Elements than you really do, to avoid hitting thresholds.

ONE LAND! ONE TURN! ONE USE!

Unless a Power explicitly says otherwise:

- It only affects 1 target land. If a Power has multiple effects, they ALL apply to the same land.
- It only affects the current turn. Any permanent changes to the game will be represented by changes to the board.
- It can only be used once this turn. You cannot pay for a Power Card twice and use it twice. Innate Powers only trigger once even if you have available Elements. If something makes a Slow Power Fast, you may only use it in the Fast Power Phase.

SOLO PLAYER MODE [p22]


Solo games work much like normal games, but with a single board as the whole island.

The only difference is that you can target yourself with Powers that specifically target "Another Spirit", though you do not gain extra benefits from Powers that are better when used on another Spirit (like *Gift of Constancy* or *Elemental Boon*).

Also, the luck of the draw is high, and you have no fellow Spirits to compensate for your Spirit's weaknesses or limitations.

ADVERSARIES (Optional) [p22]

Adversaries are specific colonizing Powers. If using one, choose it before Setup begins as some may change the Setup rules.

 The Adversary panel specifies an Escalation Effect, which is performed when the Escalation symbol is revealed on Stage II Invader Cards.

Some Adversaries also include additional loss conditions.

In addition, each Adversary offers multiple increased difficulty levels, indicated by the number on the left. All listed game effects are cumulative: if you're fighting vs. Level 3, you also use the effects from Levels 1 and 2.

Some Adversaries modify the Invader actions. There are Reminder Tiles to place below the Invader Action spaces on the Invader Board to remind you those rules are modified.

Fear Cards

As the difficulty increases, reaching higher Terror levels becomes harder. Each level shows how many Fear cards to use and how many cards go in the top/middle/bottom of the Fear Deck.

The Kingdom of Brandenburg-Prussia

- Excellent first Adversary with few new rules; most of the changes occur during Setup.
- Speed is the name of the game: the Invaders do everything at a faster tempo. Cards with 2 land types come up much earlier, often before the Spirits have had time to prepare.
- This Adversary is notably harder for Spirits which need substantial time to develop.

The Kingdom of England

- Buildings, buildings, and more buildings - England sends so many immigrants that the colonies spill over into unexplored lands. It doesn't start out fast, but constantly pushes its borders forward. They will push hard to found a capital during Stage II.
- England is notably easier for Spirits good at wrecking Towns (e.g. *Lightning's Swift Strike*).
- This Adversary is notably harder for Spirits which rely on moving/killing Explorers to prevent Invader Builds (e.g. *Shadows Flicker Like Flame*).

The Kingdom of Sweden

- Sweden's Ravages are more dangerous than most, with advanced military tactics and a large population interested in farming and mining. The Crown's policies favor assimilating the Dahan where possible, though these efforts will only work where

Invader population is large.

- This Adversary is notably easier for Spirits which can prevent Ravages (e.g. *A Spread of Rampant Green* or *Vital Strength of the Earth*).
- A Note Regarding Setup: The Kingdom of Sweden can add Blight during Setup. Blight added during Setup does NOT Cascade or destroy Presence.

SCENARIOS (Optional) [p23]

Scenarios change the situation the Spirits find themselves in, or the capabilities of the Spirits. They may involve different victory conditions or additional prerequisites for the standard victory condition, in addition to other rules changes.

All Scenarios have a number in the upper-right corner that denotes their difficulty rating on a scale of 0 (No Change) to 10 (Insanely Difficult).

You may play a game with an Adversary and a Scenario or just using one or the other. If rules changes from an Adversary or Scenario contradict each other, the Scenario takes precedence.

THEMATIC MAP (Optional) [p23]

The thematic boards have a fixed layout relative to each other. You can use any of them that you want but for the definitive geography at each player count:

- **1 Player** - Use Northeast.
- **2 Players** - Use West and East, touching on the side opposite the Ocean.
- **3 Players** - Use West and East as above, plus Northeast above East.
- **4 Players** - Use West, East, Northwest, and Northeast in the usual 4 player layout.

Some lands overlap slightly onto other boards. A land is always considered to be on a board where its land number and Setup icons are. Ignore any unattached land fragments. They aren't in play.

Some lands have Setup icons for tokens from the **Branch & Claw** expansion. Ignore them when playing with just the core game.

Illustrations for Spirits, rivers, and wildfires are for flavor and do not alter gameplay.

SCORING (Optional) [p23]

- **Victory** - Score:
 - 5x Difficulty.
 - +10 Bonus for winning.
 - +2 per Invader Card remaining in the deck.
 - +1 per X living Dahan, where X is the number of players in the game.
 - -1 per X Blight on the island, where X is the number of players in the game.
- **Defeat** - Score:
 - 2x Difficulty.
 - +1 per Invader Card not in the deck (both in the discard and face-up under Invader Actions).
 - +1 per X living Dahan, where X is the number of players in the game.
 - -1 per X Blight on the island, where X is the number of players in the game.




ICONOGRAPHY

 Explorer: A type of Invader. Does 1 Damage, has 1 Health.	 Fear: Fright done to Invaders. Advances Fear Markers, earning Fear Cards.
 Town: A type of Invader. Does 2 Damage, has 2 Health. 1 Fear when destroyed.	 Presence: A Spirit's Presence disk - where they live in the land.
 City: A type of Invader. Does 3 Damage, has 3 Health. 2 Fear when destroyed.	 Sacred Site: A land where a Spirit has 2 or more Presence.
 Dahan: A clan/village of local islanders. Does 2 Damage, has 2 Health.	 Fast Power: Resolve its effects before the Invader Phase.
 Blight: Environmental/spiritual harm to the Island.	 Slow Power: Resolve its effects after the Invader Phase.
 Refers to both Explorers and Towns. "Push 2   " can Push 2  , 1  and 1  , or 2  .	
 Refers to both Towns and Cities. "A land with   " means a land with at least 1  , at least 1  or both.	





TARGET

ANY	Target is any one land.	 Target is a Mountain or Wetland.
COASTAL	Target is a land touching an Ocean.	ANY  Target is any Spirit.
INLAND	Target is a land not touching an Ocean.	ANOTHER  Target is a Spirit other than yourself (except in solo game).
INVADERS	Target is a land with Invaders.	 Target is a land with Dahan.
INVADERS	Target is a land without Invaders.	 Target is a land with Blight.
		 Target is a land without Blight.

RANGE

 0	A land with your Presence.
 1	Range 1 from a Mountain with your Presence.
 2	Range 2 from a land with your Sacred Site.
+3	Increases Range by 3 lands.

PRESENCE TRACK

 1	Energy: Each Spirit Phase, gain Energy equal to the highest uncovered number.
 1	Card Plays: Each Spirit Phase, play no more than the highest uncovered number.
 1	Reclaim One: Each Spirit Phase, you may return one Power Card from discard to hand.
 1	Bonus Element: Gained so long as it is uncovered.

Action: see *Invader Action*.

Add: To put onto the board from the supply.

Adjacent Land: Sharing a border or corner. [p13]

Adversary: A specific colonizer to fight against. Boosts difficulty and changes how the game plays. [p22]

Any: Any one element, chosen anew each turn. Once set for a turn, cannot be changed until the next turn. [p14]

Blight: A piece showing environmental/spiritual harm to the island. [p15]

Blight Card: A card that holds the Blight pieces that are not on the island. Starts off on the Healthy side, and may flip to the Blighted side during the game. [p15]

Blighted Island: The island becomes Blighted when all the Blight on the front of the Blight Card goes onto the board. If all Blight on the Blighted side runs out, the players lose. [p15]

Board: See *Island Board* or *Invader Board*.

Build: An Invader Action. Adds a Town or City. [p10]

Card Plays: The number of Power Cards a Spirit may play each turn, determined by the highest revealed number on a Spirit's lower Presence Track. [p14]

Cascade: Upon adding Blight to an already-Blighted land, you must also add Blight to one adjacent land. [p15]

City: A type of Invader piece. Does 3 Damage, has 3 Health. Destroying a City causes 2 Fear. [p15]

Coastal Land: A land readily accessible to ships, adjacent to the printed Ocean area. [p13]

Dahan: A piece representing a clan/village of local islanders. Does 2 Damage, has 2 Health. [p16]

Damage: Harm done to Invaders, the land, or Dahan. Whenever a card doesn't specify, it always means "to Invaders". Damage equal to an Invader's or Dahan's Health Destroys it. Dealing 2 or more Damage to a land adds one Blight to the land. [p9,18]

Defend: Guard a land against Invaders. Reduces the Damage done by Invaders to the land and Dahan by the specified amount. [p18]

Destroy: Take off of the board and return to the supply. Destroying a Town causes 1 Fear. Destroying a City causes 2 Fear. [p18]

Effect: The text instructions of a card or other game element.

Element: Affinity with an aspect of nature, usually granted by a Power Card. Lets you use Threshold Effects. [p16,32]

Elemental Thresholds: see *Threshold Effects*.

Energy: Pays for Power Cards. Carries over from turn to turn. [p13]

Escalation Effect: Something an Adversary does each time Exploring reveals an Invade Card with an Escalation icon on it. This icon appears only on Stage II cards. [p10,22]

Explore: An Invader Action. Adds Explorers to accessible lands. [p10]

Explorer: A type of Invader piece. Does 1 Damage, has 1 Health. [p15]

Fear: Fright done to Invaders. Advances Fear Markers, earning Fear Cards. [p12]

Fear Card: A card from the Fear Deck, earned by doing Fear to the Invaders. The Terror Level dividers are not Fear Cards. [p9,12]

Fear Effect: Anything done by an earned Fear Card. [p12,18]

Forget a Power Card: Permanently lose a Power Card from your hand, discard pile, or in play. Put it in the discard pile for its deck, or out of the game if it's Unique to your Spirit. [p18]

Gain a Power Card: In a normal game, draw 4 Minor Powers OR 4 Major Powers and keep one. If using a Power Progression, take your next Power Card. When you gain a Major Power by any means, you must Forget (lose) a Power Card. [p3,18]

Gather: Move into a land from adjacent land(s). [p19]

Growth: The first part of the Spirit Phase. Lets you place Presence, gain new Powers, and reclaim played Power Cards. [p8,14]

Health: How much Damage an Invader or Dahan can take before it is Destroyed. [p15,16]

Healthy Island: The island starts the game Healthy. It becomes Blighted when the first pool of Blight on the Blight Card is emptied and the card flips to the Blighted side. [p15]

Inland Land: A land not adjacent to the printed Ocean area. [p13]

Innate Power: A Power printed on your Spirit Panel. [p14,16]

Invader: A City, Town, or Explorer. [p15]

Invader Action: One of three bad things the Invaders do during the Invader Phase - Ravage, Build, or Explore. [p9-11]

Invader Board: The board which governs the Actions of the Invaders, including spaces for the Invader Deck and each of their three Actions. Additionally, the Invader Board features the Fear Pool, the Fear Deck, and the Blight space where a Blight Card is placed during Setup. [p6]

Invader Card: Cards in the Invader Deck, indicating where the Invaders will act. Divided into Stage I, Stage II, and Stage III. [p6]

Island: The entire playing area of the game comprised of one or more island boards. [p6-7,13]

Island Board: An individual punchboard piece that comprises the island. The reverse has a thematic map for experienced players. [p6-7,13]

Land: A bordered area on the island map (other than Ocean). Whenever a land takes 2 Damage, you add Blight to it. [p13,15]

Land Type: A description of what sort of land to act upon. This may be a terrain, Coastal/Inland, or a requirement of what's in/not in the land (e.g. "a land with Invaders"). [p13,16]

Land with (Blight / Dahan / Invaders): A land having at least one Blight / Dahan / Invader.

Move: To put into a land from somewhere else on the island via Pushing, Gathering, or other means.

Ocean: Where the Invaders sail in. The stretch of Ocean on each island board determines which lands are Coastal. Oceans are not lands. [p13]

Outnumber: "where A outnumbers B" can be true in lands where there is no B. For instance, "where Dahan outnumbers Cities" is true in lands with no Cities, so long as there's 1 or more Dahan.

Permanent Element: An Element shown on a Presence Track. While uncovered, it gives an Element of that type. [p14]

Power: A Power Card or Innate Power. [p16]

Power Card: A Power on a card. May be a Minor Power, a Major Power, or a Unique Power. [p16]

Power Progression: A fixed sequence of Power Cards a Spirit gains instead of the usual "Draw 4, Keep 1" from a Power Card Deck. Used in introductory games only. [p3,6]

Presence: A piece showing where your Spirit lives in the land. [p13]

Push: Move to adjacent land(s). [p19]

Range: The maximum number of lands away you can use a Power or effect. You may always act closer! Measured from your Presence unless otherwise specified. [p16]

Ravage: An Invader action. Invaders simultaneously deal Damage to the land and Dahan; surviving Dahan then fight back. [p9]

Reclaim: Take all played Power Cards from your personal discard pile into your hand of available Power Cards. [p14]

Reclaim One: Take a single Power Card from your personal discard pile into your hand of available Power Cards. When revealed on a Presence Track, may be done once every Spirit Phase, starting immediately. [p14]

Remove: Take off the board and return to the supply. Distinct from Destroy; Removing Invaders does not cause Fear. [p18]

Repeat: Use the text effects of a Power again. Does not grant additional Elements. Repeats never chain. [p19]

Replace: Remove one piece and put another piece in its place. [p18]

Sacred Site: A land where a Spirit has 2 or more Presence. [p13]

Scenario: A situation providing alternate rules/victory conditions. Boosts difficulty and changes how the game plays. [p23]

Target: The land or Spirit a Power affects. [p16]

Terrain: Jungle, Mountain, Sands, or Wetland. Each land has one terrain. [p13]

Terror Level ("Margie, pack your bags!"): A number from 1-3, representing how frightened the Invaders are. Sets the current Victory Condition. [p12]

Threshold Effects: Part of a Power's effects which depend on having certain Elements that turn. [p14]

Town: A type of Invader piece. Does 2 Damage, has 2 Health. Destroying a Town causes 1 Fear. [p15]

Type of Land: see *Land Type*.

Up To: May be zero. "Up to 3" means "0, 1, 2, or 3".

Your Land: A land with your Presence in it. [p13]

SCENARIOS	THE KINGDOM OF SWEDEN						THE KINGDOM OF ENGLAND						THE KINGDOM OF BRANDENBURG-PRUSSIA										
	DIFFICULTY 0 (NO CHANGE)	DIFFICULTY 1	DIFFICULTY 2	DIFFICULTY 3	DIFFICULTY 4	DIFFICULTY 5	DIFFICULTY 6	DIFFICULTY 7	DIFFICULTY 8	DIFFICULTY 9	DIFFICULTY 10	BASE LEVEL	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6					
BLITZ GUARD THE ISLE'S HEART											BASE LEVEL	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6						
RITUALS OF TERROR DAHAN INSURRECTION											BASE LEVEL	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6						

USING THEMATIC MAPS (SEE PAGE 23) INCREASES THE GAME DIFFICULTY BY 3.

Please note that Difficulty level is a rough guide: some Spirits are better/worse against certain Adversaries and Scenarios, and Scenario/Adversary combinations will vary in how much they combo with each other.