

# Spirits of the Forest



## Expansions Rulebook



# Wish Cards Components



12 Wish cards

## Setup

Shuffle the 12 Wish cards and give 2 to each player. Each player chooses one, reveals it, and discards the card not chosen.

## Rules

Wish cards represent the wishes of the 4 elements that nourish the forces of nature. The left side of the card is the wish request, and the right side shows the reward for completing the request. At the end of the game, players who have completed their wish gain the reward shown.

When multiple players tie for the most spirit tokens, favor tokens, gemstones, or tiles with two spirit symbols on them, all tied players are considered to have the most.

### There are 4 types of requests:

1. Most spirit tokens of one type.
2. Most favor tokens of any type.
3. Most gemstones.
4. Most tiles with two spirit symbols on them.

### There are 2 types of rewards:

1. Gain one or more spirit symbols.
2. Gain one favor token, chosen from among the tokens removed during the Setup phase.

★1



★2



★3



★4



At the end of the game, before scoring nature points, all players check their Wish card.

- The first player's Wish card requests the most favor tokens. The first player has 0 favor tokens, while the other players have 2, 2, and 4. The first player does not have the most, therefore they get no reward.
- The second player's Wish card requests the most Dew Drops. The second player has 3 Dew Drops, while the other players have 1, 1, and 2. Since the second player meets this request, they gain the spirit on the right side of the card as the reward.
- The third player's Wish card requests the most gemstones. The third player has 2 gemstones, while the other players have 0, 1, and 1. Since the third player has more gemstones than the other players, they meet the request and immediately receive one favor token from those removed during setup.
- The fourth player's Wish card requests the most tiles with two spirit symbols. The fourth player has 6 spirit tiles with two spirit symbols, while the other players have 1, 5, and 5. Since the player meets this request, they gain the spirit on the right side of the card as a reward.

# Hex Cards

## Components



8 Hexes cards

### Setup

Shuffle the 8 Hex cards and give 2 to each player. Each player chooses one, reveals it, and discards the card not chosen.

### Rules

Hex cards represent the hexes of the 4 elements that nourish the forces of nature. The left side of the card is the hex request, and the right side shows the penalty if the request is not met at the end of the game.

When multiple players tie for the least spirits, spirit tokens, or power source icons, all tied players are considered to have the least.

#### **There are 3 types of hex requests:**

1. Avoid having the least of two specific spirit types.
2. Avoid having the least number of favor tokens.
3. Avoid having the least power source icons.

#### **There is only one type of penalty:**

1. Lose 6 nature points.

★1



★2



★3



At the end of the game, after scoring nature points, all players check their Hex card.

- The first player's Hex card requests that the player not have the lowest number of green and yellow spirits. The player has 0 green and 1 yellow spirits, while the other players have 4, and 1 green spirits, and have 3, and 4 yellow spirits. The first player has the least of both spirit types, and therefore loses 6 nature points.
- The second player's Hex card requests that the player not have the lowest number of favor tokens. The second player has 2 favor tokens, while the other players have 4, and 2. Unfortunately the second player has the least or is tied for the least favor tokens, and loses 6 nature points.
- The third player's Hex card requests that the player not have the lowest number of power source icons. The third player has 12, while the other players have 7, and 8. Since the third player does not have the least among the other players, their score is not modified.

# Seasons Expansion

## Components



4 Spring tokens  
(value 0, 1, 1 and ♣)



4 Summer tokens  
(value 0, 1, 2 and ♣)



4 Autumn tokens  
(value 1, 2, 3 and ♣)



4 Winter tokens  
(value 2, 3, 4 and ♣)



1 Favor token  
(+1 Nature point)

## Setup


Add the new favor token to the 14 favor tokens from the base game before shuffling them and placing them face down on spirit cards.

Divide the Season tokens by season, turn them all face down, and shuffle each group separately. Draw one from each group, reveal it, and place it beside one of the 4 horizontal rows, formed by spirit tiles during the Setup phase. Place them in order, starting with the upper row, following the season order: Spring, Summer, Autumn, and Winter. Return the remaining Season tokens to the game box.

In a 4-player game, if the revealed Winter token is not the token with the “♣” symbol, return it to the game box, as it is not used.

## Rules

Season tokens represent the decline of the spirits of the forest throughout the seasons, by reducing the possibility of nourishing them and limiting the number of spirit tiles available for each horizontal row.



If the Season token is showing 0, 1, 2, 3, or 4, it restricts the number of spirit tiles that can be taken from the row. The number indicates the how many spirit tiles must remain in the row at the end of the game.

However, if the Season token shows “♠”, the player who collects the last spirit tile of the row gains the token which counts as 1 nature point at the end of the game.



*Considering the Season tokens, the player's only option is to collect the highlighted tile in the third row. They then gain Autumn's “♠” token and the game ends.*

## Forest Scenarios

### Setup

During setup, randomly place spirit tiles and the favor tokens on the table, following the shape shown on page 7. Pay close attention to which components are face up and which are face down.

### Rules

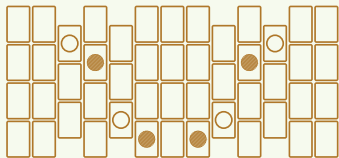
During play, some tiles will not be available to collect, while others won't be revealed until mid-game. A spirit tile cannot be collected until at least one of the tile's long sides is not touching any other spirit tile. If a face down tile does not have any other tile touching one of its long sides, it is immediately revealed.



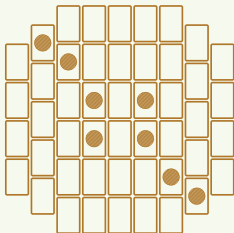
After collecting the tile highlighted in yellow, the player immediately reveals the face down tile to the left of the collected tile. By doing this, the tiles highlighted in red are available for collection.

## Additional Layouts

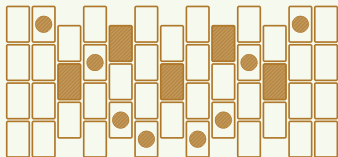
### Forgotten Grove Scenario







### Forbidden Forest Scenario



### Enchanted Wildlands Scenario



-  Face down spirit tile
-  Face down favor token
-  Face up spirit tile
-  Face up favor token





# The Air Spirit and Fireflies Expansion

## Components



8 Air Spirit tiles



1 Favor token  
(Air Spirit)



5 Silver Firefly tokens



1 Favor token  
(-1 Firefly)

## Setup

During setup, shuffle the 8 Air Spirit tiles with the other 48 tiles from the base game and create 4 horizontal rows of 14 tiles each. Then place the 5 Silver Firefly tokens on the Air Spirit tiles with 2 spirit symbols on them.

When setting up favor tokens, shuffle the Air Spirit favor token and the “-1” Firefly favor token with the favor tokens from the base game before placing 8 of them face down on the spirit tiles.


## Rules

Air Spirits are very attracted to fireflies and tend to chase them.

When collecting a spirit tile with a Silver Firefly token on it, keep the token on the collected tile.

After collecting the “-1” Firefly favor token, remove one Silver Firefly token from one of the player's collected spirit tiles.

At the end of the game, the player with the most Silver Firefly tokens discards all Air Spirit tiles with Silver Firefly tokens on them.



If players are tied for the highest number of Silver Firefly tokens, all tied players discard all their Air Spirit tiles with Silver Firefly tokens on them.

This variant increases the strategic options in the game. It is possible to include the Air Spirit tiles and the Air Spirit favor token, but do not include the Silver Firefly tokens or the Firefly favor token to reduce the level of difficulty.

## Credits

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