



GOAL OF THE GAME

To have more Domination points than your opponent after 4 rounds, or to control the 3 Groves at the end of a round to instantaneously win the game.

GAME SETUP

Choose a Druid and take its base Spirit cards, recognisable with their specific back. Place

1 your Druid card in front of you and shuffle your cards to make a deck face down. Place it on your left.

Shuffle and place between you the 3 Grove cards face up, in a row, in the centre of the game area with a cube on each of their central spot.

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GAME ROUND

A round is divided into 6 game turns (3 turns per player).

GAME TURN

On your turn, choose between :

Summon a Spirit or **Transform your Druid**.

Then, **move the cube on the Round card to the next spot**. Finally, the player who has the cube in front of them starts their turn.

Summon a Spirit

Choose a Spirit card from your hand and place it, face up below the **active Grove**.

If there are already, one or more Spirit cards below this Grove, place it on the last card placed, slightly shifted so that the strength and the type of the card can still be seen properly.

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Take the Elite Bear, Owl, and Fox Spirit cards, shuffle them separately to create 3 distinctive decks face down, and then reveal the first card of each deck.

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Make a supply of Arcane tokens face down in the game area within everyone's reach.

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Take the 3 Venerable Spirit cards with the red back, shuffle them and pile them up over the red back Venerable Spirit cards. Then, reveal 3 cards.

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Pick at random who starts the game. This player places the Round card in the alignment of the Grove cards with the number 1 towards them and places a cube on that spot.

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Both players draw 4 cards of their deck, then, **secretly take a peek at 1 Arcane token**. You cannot both look at the same token. Then, put the token back, face down, in the supply.

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Game setup diagram



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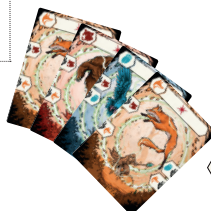
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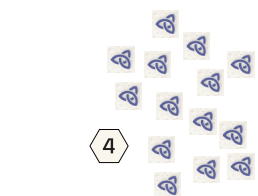
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Apply, if applicable, the Cunning and Arcane Effects on the card that was just placed (cf. pages 17 to 19).

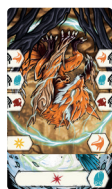
The **active Grove** is determined by the position of the cube on the Round card.



Position of the cube on the number 1



Active Grove



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For the 3rd and 4th turn, it is the Grove in the middle of the row.

For the 5th and 6th turn, it is the furthest Grove from the Round card.

Transform your Druid

Choose a Spirit card from your hand and place it, face up, on the left side or the right side of your Druid card.

For each completed Recruitment icon, recruit the matching animal elite Spirit face-up available card.

If several icons are completed, recruit the elite Spirit cards in the order of your choice.

For each recruited card, you have the choice between :

- add it to your hand,
- place it, face down, **at the bottom** of your deck,
- place it, face down, **at the top** of your deck.

As soon as an Elite card is recruited, reveal a new one.

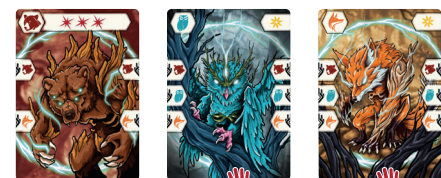
Place the Spirit card that was used for the transformation above your Druid card. For your next transformation, you will have to connect the Recruitment icons of this Spirit card.

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The next Spirit card used for a transformation will be placed above this one, and so on.

Important :

A Spirit card placed upon your Druid becomes your Transformation and will remain that way as long as you do not proceed to a new transformation, which would then cover it.



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END OF THE ROUND

At the end of the 6th turn :

1 • Place each remaining Spirit card in your hand at the bottom of your deck, in any order you want if you have several cards remaining.

2 • For each Grove card, starting with the closest one to the Round card, resolve the confrontation and compare your strengths.

The player with the highest total strength * takes over the Grove and places the cube on the spot closest to them.



3 • They then choose a Venerable Spirit card amongst the ones revealed. This card replaces, immediately, a Spirit card (base or elite) on their side of the Grove being resolved. Place the replaced card in the box of the game. Then apply the possible effects of the Venerable Spirit card (cf. page 19).

PREPARATION OF A NEW ROUND

- Reveal 3 Venerable Spirit cards
- Draw 4 cards
- Place the cubes of each Grove on their central spot
- Flip the Round card placing the number 1 towards the player who ended the previous round and place the cube on the spot 1
- Proceed to the new round

COUNTING POINTS *

At the end of the 4th round, count your Domination * points printed on the Venerable Spirit and elite Spirit cards on your side below each Grove, and on your current Transformation as well. The player with the most Domination points wins the game.

In the event of a tie, the player with the most Spirit cards on their Druid card, so cards used for a transformation, wins the game.

Should they still be tied, both players share the victory.

In the event of a tie, the cube remains on the central spot and no Venerable Spirit card is taken for this Grove. At the end of the resolution of all the Groves, put the remaining Venerable Spirit cards that were not taken by any player back in the box. They will not be of any use for the remainder of the game.

Important :
If you win the confrontation with Venerable Spirit cards only, add the new Venerable Spirit card to your column without any card replacement.

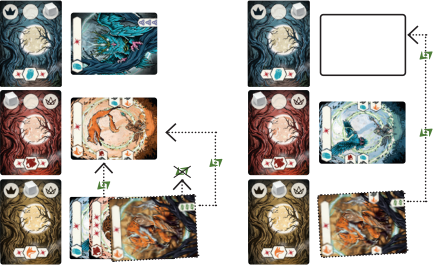
How to calculate your total strength ?

- 1 First, reveal the Arcane tokens on the cards fighting for the Grove, if any. Then apply their effects.
- 2 This card is immediately put in the box. Discard, face up, the Arcane tokens on that card, if any, next to the token supply.
- 3 Add the number of strength points on the tokens to your total strength.

CUNNING

For each Cunning icon on the card you have just played, you can :
Choose any Spirit card on your side of the Groves (including the one you have just played with the Cunning icons) and move it to an adjacent column.

It is optional to apply the effect of Cunning.



For each Cunning icon, you decide whether to apply its effect or not.

- 2 Add the strength * on the Spirit cards (base, elite and Venerable) placed, on your side, below the Grove.
- 3 Add 1 strength * for each Spirit card of the same type as your Transformation (example hereafter : the right Druid is an Owl, so all their Owl cards have +1 strength *).
- 4 Add 1 strength * for each Spirit card of the type of the Grove.

All that combined is your total strength for this Grove.

Compare your total strength with your opponent. The person with the highest strength takes over the Grove for this round.

If a player takes over the 3 Groves in a single turn, they win the game instantaneously. Otherwise, proceed to the next round or the Domination points count if it is the end of the 4th round (the deck of Venerable Spirit is empty at this point).

ARCANE

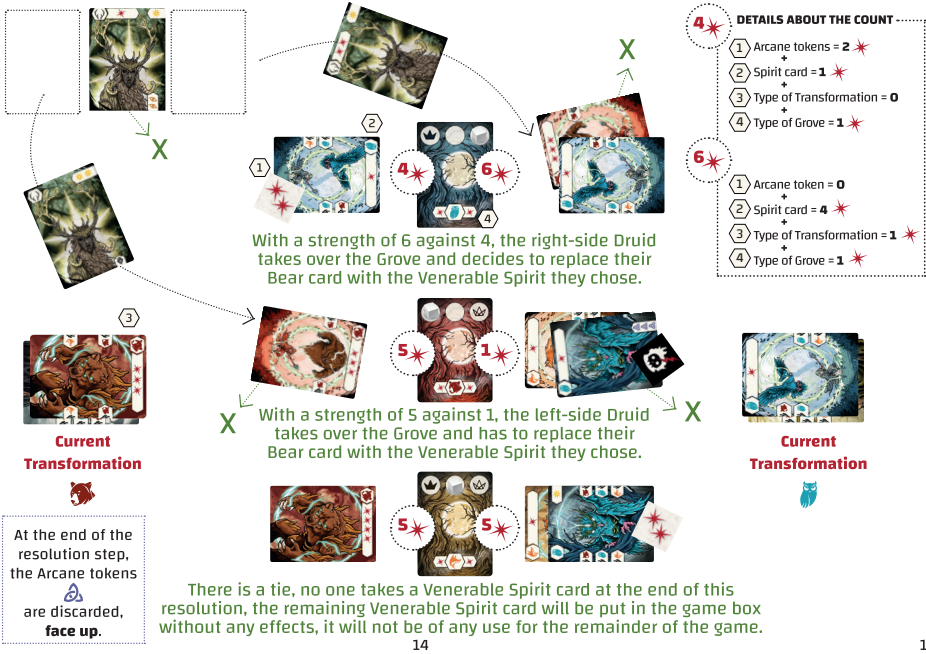
For each Arcane symbol on the card you have just played (ex. pages 14-15), you can :
Choose any face-down Arcane token from the supply of Arcane tokens and place it, face down, without looking at it, on a Spirit card that is on your side or on the side of your opponent (including the card you have just played with the Arcane icons).

However, it is forbidden to place an Arcane token on a Venerable Spirit belonging to an opponent or on a Spirit card placed on a Druid.

It is optional to apply the Arcane icon. For each Arcane icon, you decide whether to apply its effect or not.

A Spirit card can have several Arcane (physical) tokens on it.

The Arcane add strength * to the Spirit but can also destroy it. In this case, the Spirit card is put in the box and the Arcane tokens placed on it are discarded, face up.



If the Arcane token supply is empty, shuffle the discarded tokens and create a new supply of face-down tokens.

THE VENERABLE SPIRIT

- Their effects :
 - Domination points are scored at the end of the game.
 - Has a strength of 0, 1 or 2 that applies at each resolution of a confrontation at the end of rounds.
 - Immediately after placing it, do 1 Recruitment. Recruit an elite Spirit card of the type of your choice, then place the card on the top or on the bottom of your deck.
 - Immediately after placing it, take a look at one face-down Arcane token from the supply, then replace it, face down, in the supply.
 - Immediately after placing it, take the card at the bottom of your deck and place it, face up, in the column of the Venerable Spirit.



This Venerable Spirit has a value of strength/ Domination of 1 per Venerable Spirit in the same column (this Spirit included).

Example 1 : you have 3 Venerable Spirits in this column, including this one. So, it has a strength * of 3 for the resolution of a confrontation in this Grove.

Example 2 : you have 3 Venerable Spirits in this column, including this one. So, it scores 3 Domination * points at the end of the game.



This Venerable Spirit scores 1 Domination point for each different base or elite Spirit in its column (max: 3 points).

Example : you have 1 Owl Spirit, 1 Fox Spirit and 1 Bear Spirit in this column. So, it scores 3 Domination points at the end of the game.