

SPIRITS OF THE WILD

RULES



CONTENTS

- 1 bowl
- 1 coyote
- 1 cloth bag
- 2 player boards
- 56 stones (8 ea. in 7 colors)
- 12 action cards (6 per player)
- 6 spirit power cards

STORY OF THE SPIRITS

Long ago, it is said, five forest animals ascended to the stars and came back in the form of all-knowing spirit creatures. If someone desires to learn the secrets of the stars, they must first gather beautiful stones, smoothed and tempered by their many years on Earth. The animals will reward the giver handsomely. But be watchful of the cunning, jealous Coyote, who loves to block all those who seek to give these precious stones to the animals.


OBJECT OF THE GAME

Use action cards to reveal colorful stones and collect them for points. The player with the most points at the end of the game wins!

SETUP



Place the bowl in between both players. Set Coyote to the side.

Put all stones into the bag and shake. Draw four stones and place them in the bowl. If you drew any special translucent Spirit Stones , return them to the bag and draw new stones until there are four in the bowl.

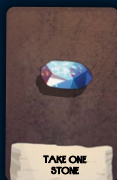
Give each player a player board and set of 6 action cards. Spread the cards face-up, in front of the boards.

Shuffle the Spirit Power cards and divide them into two, equal, face-up piles. Each pile will have 3 cards in it.

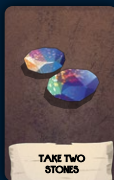
Choose a player to go first. The starting player flips over their “Take Two Stones” action card so that it is face-down. That action will not be available until it is recovered.

HOW TO PLAY

On your turn, select one of your face-up action cards and complete the action. After you are done, turn it face-down. If the card requires you to take a number of stones, those stones must be available in the bowl.



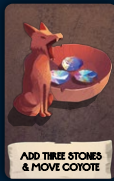
TAKE ONE STONE: Take one stone from the bowl and add it to your scoring board. If there are no stones in the bowl, you cannot use this action.



TAKE TWO STONES: Take two stones from the bowl and add them to your scoring board. If there are less than two stones in the bowl, you cannot use this action.



ADD TWO STONES AND TAKE ONE: Draw two stones from the bag and add them to the bowl. Take one stone from the bowl and place it on your player board.



ADD THREE STONES & MOVE COYOTE: Draw three stones from the bag and add them to the bowl. Then, place the Coyote pawn on one of the animals on your opponent's board. You do not have to move Coyote if you don't want to.



USE SPIRIT POWER & RECOVER CARDS: YOU CAN ONLY USE THIS ACTION CARD IF AT LEAST THREE OF YOUR OTHER ACTION CARDS ARE FACE-DOWN. Flip all of your action cards face-up. Choose one of the two available Spirit Power cards, perform the action(s) shown, and move the card to the bottom of its original pile.

SPIRIT POWER CARDS

The Spirit Power Card actions must be performed in order, as written.



BEAR CARD

Count the stones currently in the bowl and return them to the bag. Add the same number of stones from the bag to the bowl. Take one stone from the bowl and place it on your board.



WOLF CARD

Add four stones to the bowl from the bag. Take one and place it on your board.



RAM CARD

Take two stones from the bag and place them on your board. You must place both stones if you are able to. If you cannot use either of the stones, add them to the bowl.



EAGLE CARD

Take one stone from the bowl and add it to your board. After you recover your action cards, take another turn.



DEER CARD

Remove one stone from your own board and add it to the bowl. Then, take two stones from the bowl and add them to your board.



BISON CARD

Add three stones from the bag to the bowl. Take one stone from the bowl and place it on your board. Choose one stone from the bowl and put it back into the bag. The stones taken from the bowl and returned to the bag do not have to be from the original three added on this turn.

PLACING STONES

After taking stones from the bowl, place them on your player board. The boards are divided into five sections, each showing an animal and their special requirements. If the stone does not meet the animal's requirement, you cannot give it to them. If you ever take a stone that you cannot place, return it to the bowl.

ANIMAL REQUIREMENTS

The points are noted in brackets.

RABBIT - |6| Three different colors

Each stone you give Rabbit must be a different color. You earn 6 points from Rabbit only if you complete the set.

TURTLE - All same color |1| |3| |6| |9| |14|

Each stone you give Turtle must be the same color. The more stones you give Turtle, the more points you earn. One stone earns 1 point, two stones earn 3, three stones earn 6, 4 stones earn 9, and 5 stones earn 14.

SALMON - One of each color |1| |2| |4| |6| |9| |13|

Each stone you give Salmon must be a different color. The more stones you give Salmon, the more points you earn. One stone earns 1 point, two stones earn 2, three stones earn 4, 4 stones earn 6, 5 stones earn 9, and 6 stones earn 13.

OWL - |4| each pair

You do not need to complete a pair in a single turn. You can start any pair before finishing another, but you will only earn points for complete pairs.

BEAVER - |5| three of same color, |2| pair, |+7| for completion

You will earn 5 points for giving three of the same color and 2 points for giving a pair to Beaver. There is a bonus 7 points for completing both. You do not need to complete a set in a single turn and can start either set before finishing the other.

SPIRIT STONES

Spirit Stones are special. They can only be placed in the bonus spaces and will **DOUBLE THE POINTS EARNED** for that animal. Placing a Spirit Stone also **CLOSES THE SECTION**, preventing you from adding any more stones to that animal.



COYOTE

Coyote is a trickster who loves distracting other animals. If your opponent places the Coyote pawn on an animal on your board, you are not allowed to add any stones to that section (including Spirit Stones) until Coyote moves. There are two ways to get rid of Coyote:

- Use the 'Add three stones & Move Coyote' action – After adding stones to the bowl, you may move Coyote to an animal on your opponent's scoring board.
- Use both 'Take one stone actions' – The back of each 'Take one stone' action card shows one half of Coyote. Once both cards are face down, you complete the image of Coyote and you may move him to an animal on your opponent's scoring board.

ENDING THE GAME

If there are five Spirit Stones **OUT OF THE BAG** at the end of any player's turn, the game ends immediately. The stones may be in the bowl or on player boards. **SPECIAL NOTE:** The Bison Spirit Power can return a stone to the bag. If you use this power to return the fifth Spirit Stone to the bag before the end of your turn, the game is not over.

SCORING

Add up the points earned, as noted on the player board. See the player board section of the rules for scoring each animal's collection. If a Spirit Stone is in the bonus space, the player earns double the listed value for that animal.

The player with the most points wins the game. In case of a tie, the player with Coyote wins the tie.

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