

## Setup

1. Set out Invader Board. Place 4 Fear markers per player into Fear Pool.
2. Shuffle Fear Cards and put 9 on Fear Deck Space. Place "Terror Level 3" divider 3 cards from bottom and "Terror Level 2" divider 3 cards above that.
3. Make Invader Deck and put on Invader Board's Explore Action Space. Shuffle each stage of Invader cards. Put 5 Stage III, then 4 Stage II on top, and then 3 Stage 1 on top to form deck. Return rest to box.
4. Take random Blight Card and place on Blight Space, "Healthy Island" side up w/o looking at back.
5. Randomly pick one Island Board per player and arrange by player count (see pg. 6)
6. Place Invaders, Dahan, and Blight on board as indicated by icons in each land.
7. Shuffle Minor and Major Power Decks and set out by board.
8. Give each player Spirit Presence (disks) and Single-Turn Effect Markers of one color. Pick Spirit and take its four Unique Power Cards to form starting hand.
9. Each player starts on different Island Board. Setup per instructions on back of Spirit Panel. Place remaining Presence onto dashed circles on Presence Tracks (leftmost numbers with solid stay uncovered).
10. Invaders take initial Action. Reveal top card of Invader Deck and Explore in that land type. Place card face-up in "Build" space.

## Sequence of Play

Each turn has the following phases. Players play simultaneously in each phase, conferring as they wish.

1. Spirit Phase
2. Fast Power Phase
3. Invader Phase
4. Slow Power Phase
5. Time Passes

### Spirit Phase

Do the following in order:

1. Grow: Choose one option (unless stated otherwise) next to

"Growth" at upper-right of Spirit Panel. Each section is single choice. Must do everything shown but can choose order.

2. Gain Energy: Gain amount of Energy equal to highest uncovered number on Energy Presence Track.
3. Play + Pay for Power Cards: Select Power Cards (Fast & Slow) that you'll use this turn. Max # of Power Cards you can play each turn is highest uncovered number on Card Plays Presence Track. Immediately pay Energy for all Power Cards, even Slow ones. Immediately gain all Elements from played Power Cards, even on Slow ones. Don't resolve effects on cards yet.

### Fast Power Phase

Resolve Fast Powers (Bird Icon). When timing matters, players resolve in whatever order they want, as long as no Power interrupts another partway through. Players may skip the entire Power's text effect.

### Invader Phase

1. If Blight Card on "Blighted Island", follow instructions there.
2. If Fear Cards have been earned, resolve cards in order earned. Discard to Fear Discard Space. Use effect only next to current Terror Level.
3. Ravage: If card in Ravage Action Space, Invaders deal 1/2/3 damage per Explorer/Town/City. Reduce damage by any Defend powers.
  - Damage Land: If 2 or more, add Blight to land
  - Fight Dahan: Every 2 damage destroys 1 Dahan. Turn Dahan over to show its damaged if it takes 1 damage. Must kill as efficiently as possible.
  - Dahan Fight Back: Each Dahan deals 2 damage to invaders.
4. Build: If card in Build Action Space, for each land where Invader is present, build a City or Town. If land has more Towns than Cities, add a City. Otherwise, a Town.
5. Explore: Flip top card of Invader Deck. Add Explorer if land is adjacent to or contains a City/Town or adjacent to Coast.
6. Slide Invader cards down track 1 step.

### Slow Power Phase

Resolve Slow Powers (Turtle Icon)

### **Time Passes**

Discard all played Power Cards to personal discard. All Elements go away. All partial damage done goes away.

### **Victory and Defeat**

You win immediately if you meet the conditions listed on the current Terror Level card. You lose if:

- Too Much Blight: Last Blight comes off Blight card, you follow instructions there, which is often "you lose."
- Spirit is Destroyed by have no Presence left on the island.
- Time Runs Out: You draw an Invader Card (to Explore) but the Deck is empty