The Channeling

A Game for Two Players by Sam Fragello with Layout by Scott Bennett, Art by Kathryn Rose and editing by Ragnar. Page Ornimentation is in the public domain by Marie L. Danforth

Components: 30 Forest Cards (15 Faerie Rings, 15 Stone Circles), 24 Glyph Cards (3 sets of 8 cards), 4 Druid Tokens (2 in each color), 100 Light and Dark Energy Cubes (50 of each color)

Object: Have more Splendor than the opponent when the game ends.

Setup: Players choose randomly who will play as Light, and who as Dark. Give each player a set of 8 different Glyph Cards, the two Druid Tokens of their color, and the 50 Energy Cubes of their color. Shuffle the deck of Forest Cards. Then, place a different Glyph Card in the four spaces below and to the right of the deck, using the remaining set of Glyph Cards. Draw 16 Forest Cards, and place them below and to the right of the Glyph Cards, forming an inner grid. Place the four Druid Tokens on the four center cards of this grid, with tokens of each color diagonally across from each other. Play begins with Light.

Turn Structure: There are 4 steps to a turn, performed in order:

1.   Play a Glyph Card

2.   Move a Druid Token

3.   Place and remove Energy Cubes on Forest Cards in a Leyline Path

4.   Acquire Forest Cards for Splendor

Once a player completes the 4th step in their turn, play passes to the other player.

Forest Cards: Each Forest Card is either a Faerie Ring or Stone Circle, with two values on the card. The top-left value in the diamond is the card's Vigor value, and the bottom-right value in the circle is the card's Splendor value. Faeire Rings need four or five Energy Cubes of a player's color to acquire it, and Stone Circles need six or seven Energy Cubes. Each Forest Card has a varying number of Splendor, however.

A Leyline Path the shortest paths between Forest Cards, moving horizontally and vertically, that connects the player's two Druid Tokens. A player may not draw a path that is longer than necessary, or draw the path diagonally.

Overchanneling: If a Forest Card is acquired using more Energy Cubes than its printed Splendor value, the player keeps the excess cubes near the cards. Each cube subtracts one from the player's score at the end of the game.