The Channeling

A Game for Two Players 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.

The Steps of a Turn in Detail

Play a Glyph Card: The player selects a Glyph Card from their hand and lays it in front of them on the table. If this is their eighth and final Glyph Card, the player then takes all of their cards back into their hand for the next turn.

Move a Druid Token: The player then moves a Druid Token from one Forest Card to a different Forest Card in the row or column of cards indicated by the Glyph Card they just played, that does not contain another Druid Token, of either color.

Place and remove Energy Cubes on Forest Cards in a Leyline Path: Starting with the Druid Token the player just moved and ending with the player's second Druid Token, the player places 3 Energy Cubes of their color on the first card in a valid Leyline Path, 1 cube on each additional card, and an additional cube on the final card in the path.

Then, the player removes Energy Cubes from the card if there are cubes of both colors on it; remove one Light and one Dark cube from the card, until there are only cubes of a single color remaining on the card.

Acquire Forest Cards for Splendor: Then, any Forest Cards that have a number of cubes of that player's color equal to or greater than its Vigor value are then removed from the grid and placed in front of that player. The cards are then replaced in the order the acquiring player chooses, with cards from the deck. The player then places a number of Energy Cubes equal to the Forest Card's printed Splendor value back into their supply, keeping the rest for Overchanneling.

Ending the Game: Play continues until one player acquires at least seven Forest Cards. This triggers the end of the game; the other player gets one additional turn, and then the game ends. Whoever has the most Splendor from acquiring Forest Cards after taking into account Overchanneling wins the game, and in case of a tie, whoever acquired the fewest Forest Cards wins the game. If there is still a tie, whoever went second wins.

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