

# SÖLTJS

A GAME BY  
BRUNO CATHALA  
AND Corentin Lebrat

ILLUSTRATIONS  
Gorobeï



## GOAL OF THE GAME

PROVE YOUR METTLE AND GET THE HIGHEST ★ COUNT POSSIBLE BY:

EXPLORING THE MOUNTAIN. Assemble as many Land tiles as you can into the biggest portion of the panorama possible.

ENCOUNTERING SPIRITS of the forest. Every spirit you pick up gives you at least 1 ★... but try to avoid the Evil Spirit!

LIGHTING FIRES ON PEAKS. Create a path of tiles between the valley and the fires on the peaks.

In ancient times, to become an adult you first had to pass an initiation rite.

Every year, on the summer solstice, those undergoing their rite of passage would set off to explore the nearby mountain – majestic, disquieting – to light beacons upon its peaks.

And who knows, to encounter perhaps some of the mischievous spirits of the mountain...

The rules in just 3 mins!



## HOW TO PLAY

### CAPTURE POSSIBLE

Decide who will go first any way you like. Each of you takes turns to play, completing all the actions in the order shown. When the first player finishes, it's the second player's turn. Play then alternates between them.

When it's your turn, you must:

#### 1 SELECT A TILE FROM YOUR HAND

Select a tile from your hand and place it face up in the middle of the play area.

#### 2 CHECK IF YOU CAN CAPTURE ANOTHER TILE

Check whether the tile you just placed down allows you to capture an additional tile.

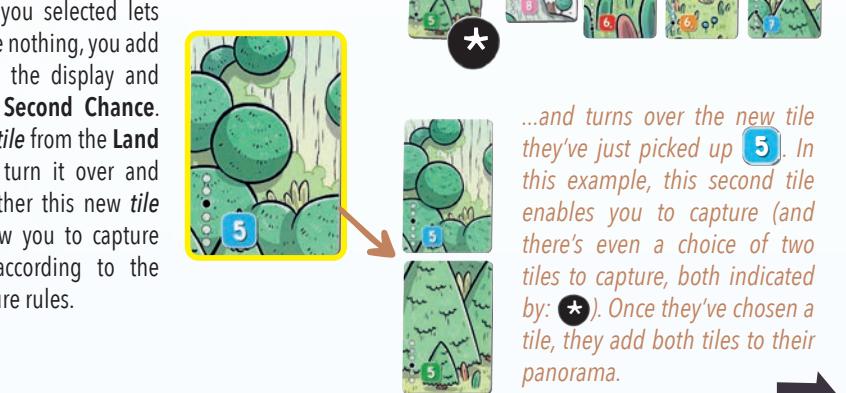
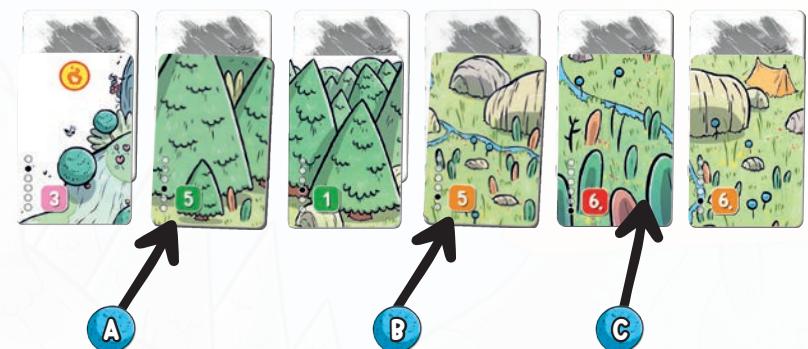


## SETUP

- Place the Land tiles face down, in a random heap on the table, and mix them up so that they're thoroughly shuffled. Place the resulting pile to one side of your play area. This pile forms the Land draw pile.
- Draw 6 tiles from the Land draw pile, without looking at them, and form a line, face down, in the center of the play area.
- Draw 6 more tiles, and place 1 face up on each of the tiles in the line you have just formed.

(There are now 6 piles in the middle of the table, each consisting of 2 tiles, with the top tile face up and the bottom tile face down. This is the display.)

- Each player draws 3 tiles to form their starting hand, keeping them hidden. This leaves 30 tiles in the Land draw pile.
- Shuffle the Spirit tiles and make a face-down Spirit draw pile to the side of the play area. The first few times you play, we advise that you remove the Evil Spirit tile.
- Place the Rainbow tiles in a pile to one side of the play area.
- Keep the player aid close by so that each player can see it. The game can now begin!



By playing this tile 5, the player can choose between capturing either a tile in the same column (A or B) or a tile from the same row (C).

Here, they choose to capture tile B and place the two tiles in front of them to build their panorama.



## ► RAINBOW

If the *tile* you draw on your **Second Chance** won't let you capture anything, you must add it to the display, and it becomes available for the next player to use if valid. In compensation, you pick up a **Rainbow tile** and place it orthogonally adjacent (one of the sides must touch) to one of the **Land tiles** in your panorama. Rainbow tiles are wild cards that replace any *tile* of any sort. Later in the game, when you pick up the *tile* that should go where your **Rainbow tile** is in your panorama, one of the following two scenarios occurs:

● If the **Rainbow** is "blocked" by a **Spirit** (see **Spirits** section), you keep the **Rainbow** in your panorama and remove the corresponding **Land tile** from play and return it to the box.

● If the **Rainbow** is "free" (not covered by a **Spirit**), you move it to another position of your choice in your panorama, then place the **Land tile** you just picked up in the spot from where the **Rainbow** was just moved.

3

## BUILD YOUR PANORAMA

Use **Land tiles** to gradually build up a panorama, a testament to your journey, and encounter mountain **Spirits** along the way!

You can end up with several unconnected sections of the complete panorama during the game of course. You can connect these later to form larger sections if you find the right tile to play. Remember that only the biggest panorama section adds to your ★ count at the end of the game (even though certain Spirits may affect your final score).

## ► SPIRITS

To encounter a **Spirit**, you need a square in your panorama, consisting of 4 orthogonally adjacent tiles (with sides touching). You can now choose to either:

● **Draw the first 2 Spirits from the Spirit draw pile**, choose one, and place it in the middle of

one of the squares formed this turn. Then place the other, face up, next to the **Spirit** draw pile (gradually creating a collection of face-up **Spirit** cards, spaced so they can be seen clearly).

● **Choose a Spirit** from the face-up collection next to the **Spirit** draw pile, and place it in the middle of the squares formed this turn.

**NOTE:** You can use the same **Land tile** to form different squares.

*The player just made a square in their panorama using the **Rainbow tile** they drew. They therefore draw a **Spirit**, and place it at the center of the 4-tile square that they completed to encounter the **Spirit**. The **Rainbow tile** is now blocked by the **Spirit**.*



**IMPORTANT!** Even if you create multiple squares in your panorama in the same turn, you can only encounter a single **Spirit** that turn.

4

## DRAW A NEW LAND TILE

**IMPORTANT:** The player finishes their turn by taking a new **Land tile** from the **Land** draw pile. Now it's the next player's turn.



## SPIRIT TILES

The effects from **Spirits** on tiles with a plain background trigger as soon as you pick them up. If it's a **Spirit** on a blue background, the effects only trigger at the end of the game.



Pick up a **Rainbow tile** and place it in your panorama.



Add a *tile* from your hand to your panorama. You draw 2 *tiles* at the end of your turn.



Add a *tile* drawn at random from the **Land** draw pile to your panorama.



Immediately draw a **Land tile** (you'll therefore have one extra tile in your hand during play).



Add a *tile* to your panorama that you've randomly selected from your opponent's hand. Your opponent takes a new tile from the **Land** draw pile in compensation, if there are any left.



Add a face-up *tile* of your choice from the display to your panorama.



Finish your turn, then play another full turn (so you get 2 turns).



+ 1 ★ for every **Spirit** with a plain background in your panorama.



+ 1 ★ for every **Fire** symbol (●) that has not been lit.



+ 1 ★ for each separate panorama section (even those made of a single *tile*).



At the end of the game, before you calculate the scores, add all the *tiles* you have remaining in your hand to your panorama.



+ 1 ★ for every **Spirit** with a blue background in your panorama, except this one.



+ 1 ★ for every **Rainbow tile** in your panorama.



+ 1 ★ for every lit **Fire** symbol (●).

## END OF THE GAME



### END OF THE GAME

When there are no more *tiles* in the **Land** draw pile, the game is almost over. From that point, you keep playing in turns (without proceeding to stage 4 of the usual turn).

**BUT** you can **ONLY** play if you're able to capture a *tile* from the display with one of the *tiles* in your hand.

If you can still capture a tile, then you must do so. If not, you skip your turn.

The game ends when neither player can capture a tile. It's then time to calculate the scores.

## CALCULATING THE SCORES

Each of you gets stars (★) for:

### YOUR BIGGEST PANORAMA

Every **Land tile** in your biggest panorama gets 1 ★.

Note: **Rainbow tiles** in this panorama score no points at all.

### FIRES LIT ON YOUR PEAKS

Certain *tiles* have **Fire** icons (●).

You can only light a **Fire** if you can follow a path between the *tile* with the **Fire** on and a *tile* in the bottom row of your panorama (the *tiles* with a red number box). Each **Fire** linked to the bottom row earns you 1 ★.

### SPIRITS ENCOUNTERED

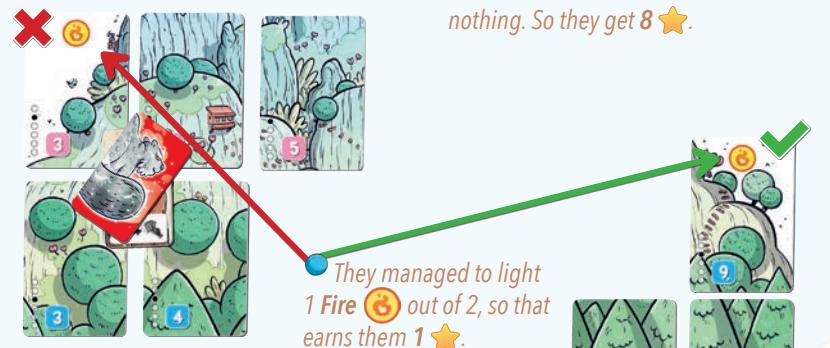
Watch out! If you've got the **Evil Spirit**, place it on another of your **Spirits** (the **Spirit** you cover is chosen by your opponent). These two **Spirits** don't earn you a single ★. All the other **Spirits** each earn you 1 ★, but some of them also give you other ★ bonuses.

### THE PLAYER WITH THE HIGHEST ★ COUNT WINS THE GAME!

In case of a tie, the players share the win and can replay the game to break the tie.

### Scoring example:

This player's biggest panorama section has 9 tiles in it. Each **Land tile** earns them 1 ★, and the **Rainbow tile** earns them nothing. So they get 8 ★.



The Spirit covered by the Evil Spirit earns them nothing. The Marmot earns them 1 ★. The Butterfly earns them 1 ★ and they get 1 extra ★ because of the lit Fire (●) (this is because the Butterfly gives you 1 ★ per lit Fire).

This player's Spirits earn them a ★ count of 3.

In the end, this player gets a ★ count of 12!

A game by **LUMBERJACKS STUDIO**  
After-sales service: lumberjacks-studio.com

Layout:  
**FLORENT WILMART**  
meeple-potion.com

English Translation and Proofreading by **Naomi Long**  
and **Alexander Caves** for **The Geeky Pen**

Donate or Recycle: Check Local Recycling Scheme