



## Game Rules

### Why face your Fear when you can follow it?

*Fear isn't alive, like us. It can't walk or talk, slither or swim, laugh or cry. It can't eat. It can't sleep. And it definitely can't die. No, Fear can't do any of that. That's because Fear is invisible. Unlike us, it hides in the dark, lurking in the shadows between our head and our heart.*

*Until now...*

*One day, a storm appears in the sky. Fear—Fear itself!—steps out of the darkness and into the light, corrupting the once fertile land with a terrifying poison. Only you can stop it. Only you can banish your Fear back into the storm and save your land from destruction. Only you can defeat Fear because only you know its power. This is your Fear and yours alone.*

*You'll need all the help you can get...*

# Overview

Follow Your Fear is a competitive strategy game for 2-4 players. Summon the spirits of Courage, Reason, and Hope to overcome your greatest Fear...before it overcomes you.

Each player will race across the board trying to defeat the monster of Fear first. Summon helpful spirits to track, hunt, and battle Fear as it threatens to corrupt the once peaceful land you call home.

At the same time, take control of Fear itself. Evade your opponent's attempts at victory by embodying the one thing that scares them most. Switch between your army of light-driven spirits and the corrupt shadow of Fear's monster.

The last player standing—or, the first player to defeat Fear—wins.

# Components

- 1 Board
- 4 Player mats
- 1 Phase Token
- 24 Player Tokens
- 36 Fear Tokens
- 120 Spirit Cards
- 144 Fear Cards
- 6 Target Fear cards
- 48 Corruption Tiles

# Objective

## **Banish your Fear**

Be the first Player to banish Fear by capturing its sixth and final Fear token from the Map.

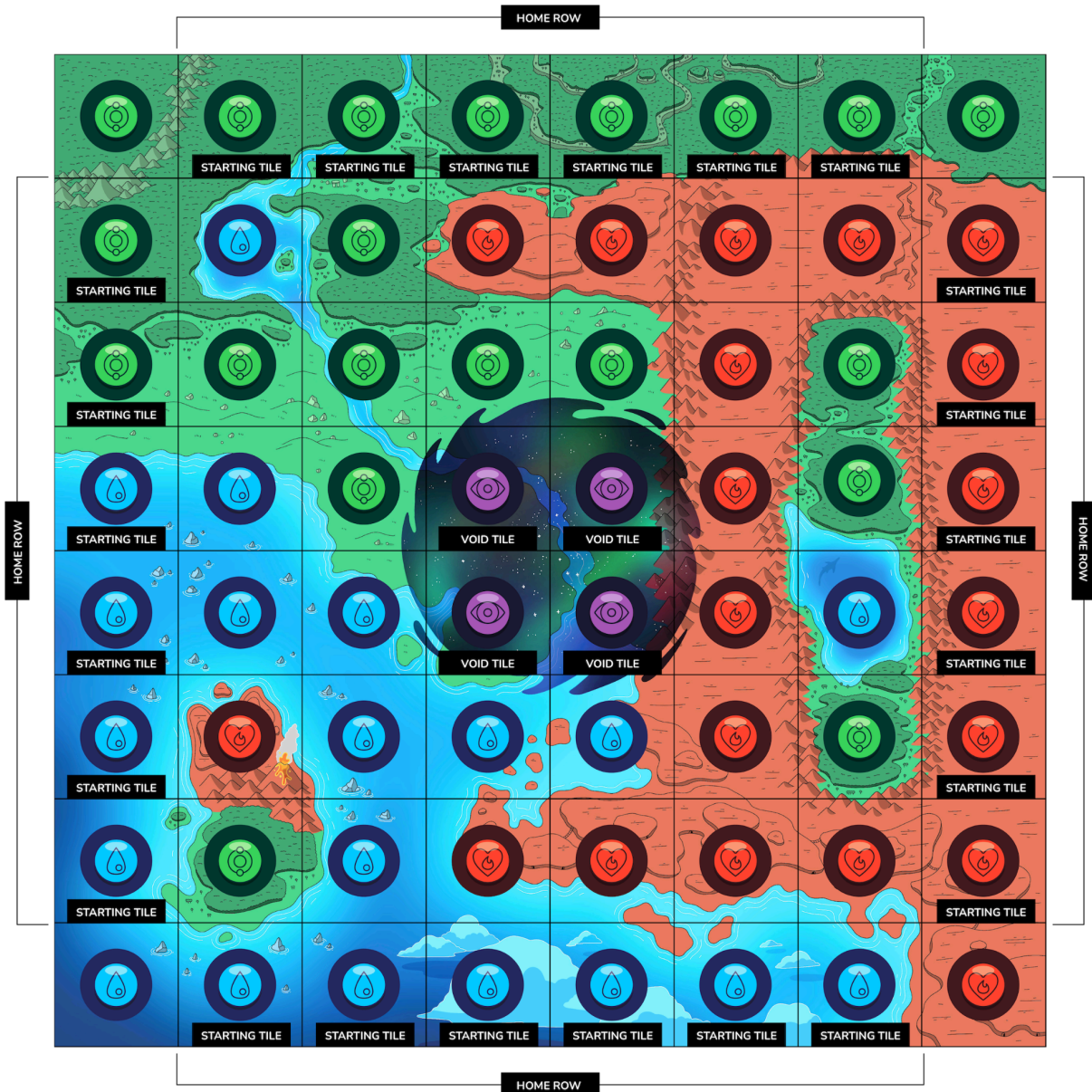
OR

## **Outlast your opponents**

End the game with at least one of your Player tokens on the map after all opponent tokens have been eliminated.

# The Board

Before setting up the game, it's good to understand the basic areas of the game board.

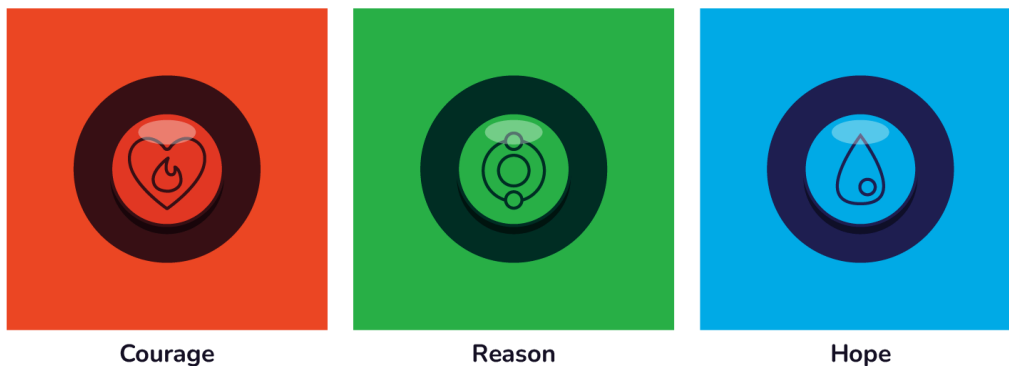


## Starting Tiles and the Home Row

The tiles on the edge of the board are where Player tokens are placed and resurrected. Each side of the board is dedicated to a single player, called their **Home Row**, which is composed of six **Starting Tiles**. Players will have the chance to select the Home Row that suits their strategy best. Since the board has only four sides, not every Home Row will belong to every player in games of less than four players.

Whenever a Player token is placed on the board, it is always placed on an unoccupied Starting Tile belonging to the token's owner. If all Starting Tiles in a Player's Home Row are occupied, then the Player may place the token anywhere on the map.

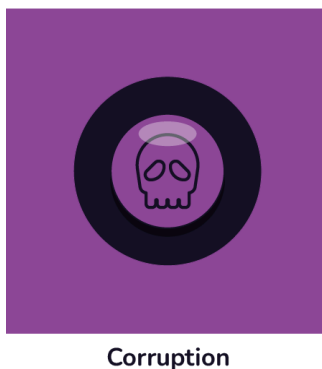
## Tiles Types



Each tile has a symbol that corresponds to a particular spirit type. These tiles are essential to harvesting and summoning spirits that will help players defeat their enemies.

Strategic placement of Player tokens on the relevant tiles will be the key to victory.

## Corrupt Tiles



Fear cards have the ability to introduce Corruption to the board by placing Corrupt Tiles on top of existing tile types. A tile covered by a Corrupt Tile loses its ability to allow Players to harvest and summon Spirit cards.

As more Corrupt tiles are introduced to the board, the number of available Courage, Hope, and Reason tiles diminishes, leaving Players less opportunities to take advantage of particular tile types.

Some cards feature a Corrupt symbol as part of their summoning requirement. This means a Player or Fear token must be occupying a Corrupt tile in order to fulfill the requirement.

## Void Tiles



Void

The Void is the storm where the Fears emerge. Composed of four tiles in the center of the board, this is where all Fear tokens are placed and respawn. Void tiles are indicated by a unique symbol and have special properties different from the other three tile types.

1. When a Fear token occupies a Void tile, that Fear receives +2 Defense
2. When a Player token occupies a Void tile, that Player receives -2 Defense
3. When a Player or Fear token occupies a Void tile, that tile may be treated as any tile type (including a Corrupt tile) when that Player is harvesting or summoning spirits.

Void tiles are dangerous for Player tokens. However, when used appropriately, they can reap tremendous rewards for the player occupying them.

## Setup

Place the board in the center, between all players. Shuffle the **Fear deck**. Divide the **Spirit Cards** into six separate decks, two for each type. Shuffle each deck separately and place the decks next to the board.

Gather the **Fear deck**, the **Fear tokens**, the **Player tokens**, the **Corrupt Tiles**, and the **Starting Spirits** and place them within reach.

## Determining play order

Play order begins with the youngest player and continues clockwise (by seat, not by age). The order is important because game setup takes place in four steps. Players make decisions in snake order by alternating turn order every step.

Step 1: Fear Selection: Player 1 chooses Fear

Step 2: Spirit Selection: Player 1 chooses last (Player 4, 3, 2, 1)

Step 3: Fear Placement: Player 4 places Fear

Step 4: Spirit Placement: Player 1 places first

## Step 1: Select Your Fear

In Step 1, the youngest player (Player 1) selects the Fear that all players will face.



Fear cards feature Fear stats that correspond to the breakdown of cards in their deck.

Then, Player 1 shuffles the relevant Fear deck and places it within reach.



Each Fear deck is unique and features a different collection of Fear cards.

For the duration of the game, players will be using the deck to control Fear, while also trying to defeat it.

## Step 2: Choose your Starting Spirits



Starting Spirits are marked by their distinct yellow cardbacks.

Each player starts the game with three Starting Spirits: one Spirit Guide and two additional Starting Spirits of their choosing. Starting Spirits are noted by their distinct yellow card back.

Players take turns selecting their Starting Spirits in reverse order, starting with Player 4 and ending with Player 1. Players select all their Starting Spirits at once (Spirit Guide and two additional spirits). This is the beginning of every player's Spirit hand.

## Step 3: Place the first Fear token



In Step 3, Player 4 places the **Fear** token on the map: the token corresponding to the Fear you'll be facing and controlling.

There are only four available places to place a Fear token. These are the open squares in the center of the board, called **the Void**. Every time a Fear token is placed, it must be placed in the Void. If all four Void spaces are occupied, then a Fear token may be placed on **any** unoccupied tile on the board that is **closest to the Void**. These begin with the tiles bordering the Void and then move outward.




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## Special Case: The Fear of Loneliness

The Fear of Loneliness is a unique Fear in the sense that it will always have up to two tokens on the board at any given time. While the Fear of Loneliness has the same number of tokens as every other Fear (six), two tokens are placed on the board during setup: one for each colored dragon (blue and red).



Throughout the game, if a red dragon token is captured, it is immediately replaced by another red dragon token. When a blue dragon is captured, it is immediately replaced by another blue dragon token. If all tokens corresponding to a single color are displaced, then no more tokens of that color can be placed on the board, and that colored dragon is banished from the game.

If the Fear of Loneliness summons a Heal attribute for any reason, the player controlling it may place any captured token on the board.

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## Step 4: Place Your Player Tokens



In the final Step, Player 1 chooses a side of the board. That side becomes their **Home Row**, composed of six available **Starting Tiles**. Every side of the board has a unique row of tiles. Choosing a side determines your Home Row, and thus your Starting Tiles, for the rest of the game.

At any point, if any of your Player tokens are resurrected, they must be placed on one of your unoccupied Starting Tiles. If all Starting Tiles are occupied, you may place a resurrected Player token anywhere on the board.

Because all players sit according to turn order, this decision is made by the first player and the first player alone. Once they've selected their Home Row and placed their Player tokens on their Starting Tiles, every other player places their Player tokens on their respective Home Rows (closest to their seat assignment) and the game begins.

## How to Play

Players take turns drawing cards, summoning Spirits, and moving tokens across the board with the intent of capturing tokens and banishing their opponents from the game. There are a variety of actions a Player may take in a given turn based on the position of their tokens on the board, so it's important to plan ahead. Players take turns based on the turn order established at Setup. A full cycle of turns (after every Player takes one turn) is called a **round**.

Every turn alternates between two phases: the **Spirit Phase** and the **Fear Phase**.

We'll now explore each Phase in depth.

# Phase 1: Spirit Phase

In the Spirit Phase, players control their Player tokens with the help of Spirit cards. These cards power up their Player tokens, allowing them to follow Fear across the map and defeat it.

While each Player begins with three spirits in their Spirit Hand, they'll need to add to their Spirit Hand to build a strong combination of cards.



During the Spirit phase, players perform a variety of possible actions in this order:

1. **Clean Up:** Return any face up Spirit cards to your Spirit Hand, if there are any.
2. **Harvest:** Harvest one card from a Courage, Reason, or Hope deck. You may only harvest from a deck corresponding to a tile your Player token occupies.
3. **Summon Spirit 1:** Determine which tiles are activated by your Player tokens. Select one Spirit from your Spirit Had to summon. Activate its power.

4. **Summon Spirit 2:** Determine which tiles are activated by your Player tokens. Select a second Spirit from your Spirit Hand to summon. Activate its power.
5. **Summon Spirit 3:** Determine which tiles are activated by your Player tokens. Select a third Spirit from your Spirit Hand to summon. Activate its power.
6. **Discard:** Return cards to your Hand; leave all Spirit cards with Defense, Defense modifiers, or specially marked attributes face up on your player mat for the duration of the round. If your Spirit Hand has more than nine cards, Discard down to nine.
7. **End your turn**

We'll now investigate each action in more depth.

## Clean Up

At the beginning of a Player's turn, they must collect all face up Spirit cards in their Summoning Slots from the previous turn. These include any cards with Defense attributes that were summoned and active throughout the previous round.

If this is the Player's first turn in this game, or they have no active Spirit cards, then they may skip this step.

## Harvest

### First Harvest

The start of every Spirit Phase begins with a player harvesting one spirit card. There are three decks corresponding to three tile types. Often, Players will have tokens occupying multiple tile types. In this case, Players may harvest from one of the decks corresponding to any occupied tile.

Spirits are added to the player's Spirit Hand throughout the game by harvesting spirit cards from the Courage, Reason, or Hope decks. Players can only harvest spirit cards from a deck if at least one of their Player tokens occupies a tile with the corresponding spirit symbol.

## How to Harvest

Each deck is divided into three piles: one for each tile type. When harvesting a card, players may draw one card from any pile, as long as a token is occupying the relevant tile type.



Courage Deck



Reason Deck



Hope Deck

The decks are shuffled at the beginning of the game. When there are no cards left in this deck, players separate and shuffle the discard pile into six new decks.

Every time a player discards a spirit card, they must discard that spirit card into the discard pile, face up so all Players can see it. The discard pile is a predetermined space outside the board and player mats. When Harvesting a card, Players may not harvest from the discard pile.

## Harvesting from Void or Corrupt Tiles

If a Player occupies a Void tile, they may treat that tile as one of any tile type. If a Player occupies a Corrupt tile, that tile is inactive and may not be used to harvest a card from any deck. If, at the start of a player's turn, all the tiles occupied are Corrupt tiles, then the player may not harvest a card at all.

## Keep Harvesting!

Certain Spirit cards allow players to harvest additional cards throughout their turn. In these cases, players may only harvest cards from decks corresponding to tiles occupied by the player at the moment of the Spirit card's summoning.

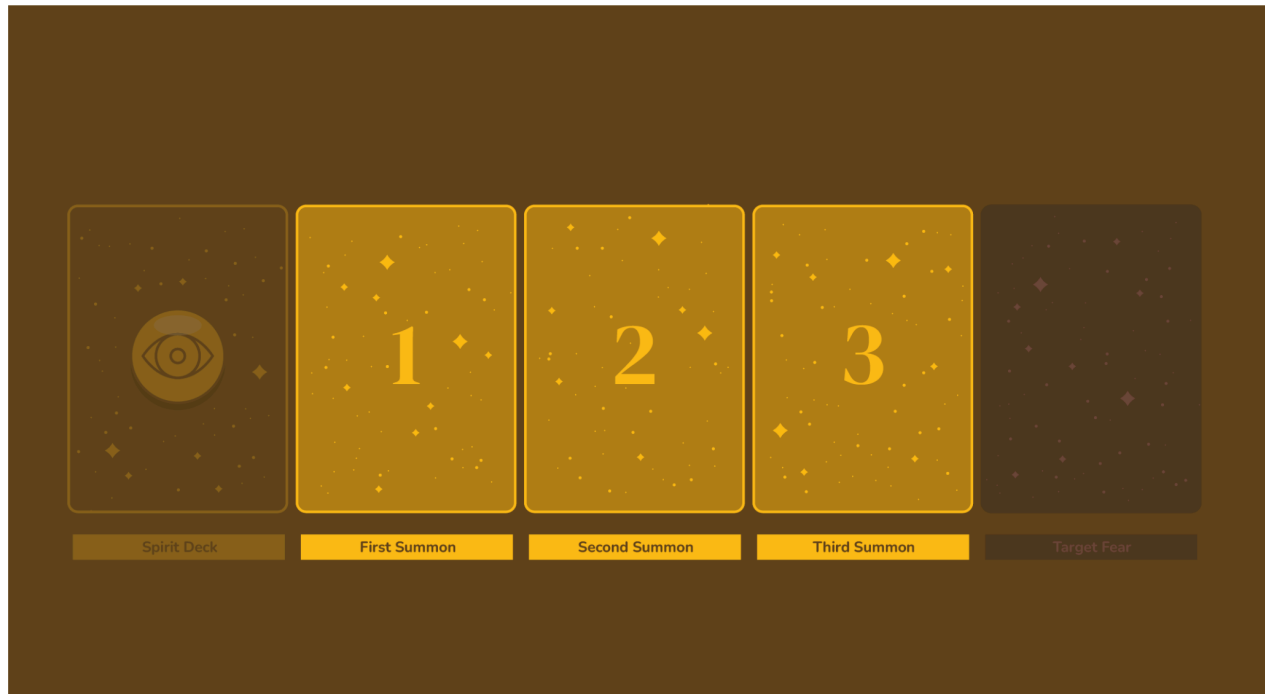
## Special Case: Spirit Hand Limits

A player can only have 9 spirits in their Spirit Hand at the end of their turn. If at any point, the Spirit cards in the player's Hand exceed 9 cards, they must discard down to 9 at the end of their Spirit Phase. Striking a strong balance between a solid roster of Spirits and winning combos will be the key to victory.

## Summon

Throughout the game, Players will accumulate new Spirits to help move, strengthen, and defend their Player tokens. However, they're limited to the use of only three summoned spirits per turn.

After ending your turn, Spirits are not discarded (unless otherwise noted) and instead return to the Spirit Hand for potential use the following turn, so don't be afraid to store cards and wait for the right opportunity to summon powerful combos.

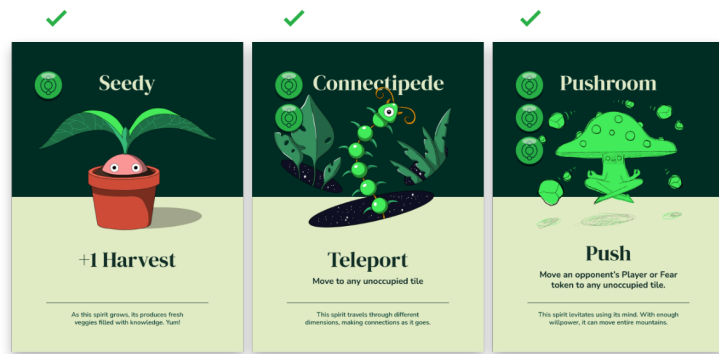
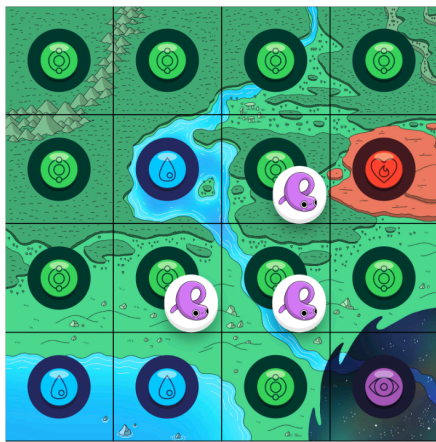


Spirit Cards summoned during the Spirit Phase are played face up in the relevant Summoning Slot on the player mat. Players can summon up to three Spirit Cards each turn, and are not discarded after use (unless otherwise noted).

## Summoning Requirements

Each Spirit has a summoning requirement in the upper left corner of the Spirit Card. In order to summon that Spirit, the summoning requirements must be met. The summoning requirements are noted by the symbols on the upper left corner of the Spirit Card. For each symbol on the card, a Player must have Player tokens occupying the relevant tiles indicated by the symbols.

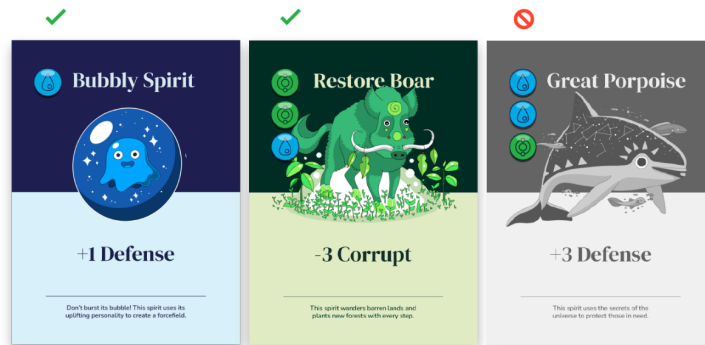
For example, if one symbol is present, the Player must have at least one Player token occupying a tile with that symbol. If two symbols are present, the Player must have at least two Player tokens occupying tiles with those symbols, one token for each. And if three symbols are present, the Player must have three Player tokens occupying three tiles corresponding to the symbols on the card in order to summon it.



In this scenario, since the Player is occupying three Reason tiles, they can summon any or all Spirit Cards with a Reason requirement up to three.

Some cards feature a Corrupt symbol as part of their summoning requirement. In order to summon these cards, a token must be occupying a Corrupt tile in order to fulfill the requirement.

Occupied tiles can power multiple summonings at once. So if one Player token occupies one Courage tile, a Player can summon multiple Spirits that have a Courage summoning requirement.



In this scenario, the Player can summon both Spirit Cards with one Hope requirement; however, they can't summon the third Spirit Card, since it requires two Hope.

In order to summon a Spirit Card, the Player must be fulfilling the summoning requirements of that card on the moment of summoning. Player tokens cannot fulfill the summoning requirements of Fear cards, and Fear tokens cannot fulfill the summoning requirements of Spirit cards.

Interestingly enough, some Spirit Cards themselves can fulfill requirements for other Spirit Cards when a Player token cannot. When that Spirit's power is activated, it fulfills the role of one occupied tile.

### Summoning in the Void

Void tiles occupied by Player tokens can represent any tile type. In this way, a player token occupying a Void tile can utilize that tile to satisfy either the Courage, Hope, or Reason summoning requirement for any Spirit Card.

While an occupied Void tile can be only one tile type at a time, its type is defined at the moment of summoning. This means that a Void tile can change its tile type throughout a Player's turn, fulfilling a different summoning requirement for every Spirit card summoned.

### **Card Powers**

Every Spirit Card has a unique combination of abilities, attributes, and effects. These abilities are activated as soon as the Spirit is summoned.

You can find a complete list of these attributes and their effects more in depth in the Appendix.

### **Discard**

Before you end your Spirit Phase, you must return your spirits to the Spirit Hand. Any Spirit Card with a +/- Defense attribute remains face up in its relevant Summoning Slot for one round. Its Defense attributes (and only its Defense attributes) apply to all Player tokens for the duration of the round. Spirits with the Hide or Disappear attribute also remain face up for the duration of the round to sustain their effect. Then, when control returns to the Player on their next turn, they return the appropriate Spirit card(s) to the Spirit Hand and start their turn.

At this point, if there are more than nine cards in the Player's Spirit Hand, including any face-up Defense card(s), the Player must discard Spirit Cards from their Hand until they have a maximum of nine Spirit Cards remaining. Cards that have already been played, or are still in play, may also be discarded at this time.

Whenever a Player removes a Spirit card from their Spirit Hand, the card is discarded in the discard pile. Spirit cards are discarded face up for all Players to see in a predetermined discard area near the Courage, Reason, and Hope decks.

### **End Your Turn**

At this point, once the Player has performed all their summoned actions, discarded all relevant Spirit Card(s), calculated their Defense attributes, and discarded their Spirit Hand down to a maximum of nine cards, they pass control to the player on their left.

## **Phase 2: Fear Phase**

In the Fear Phase, players control Fear. Fear is everyone's target, including yours, so you must protect it from your opponents at all costs, while keeping it within range of your own attacks. The player to capture the sixth and final Fear token wins the game.

Like Player tokens, Fear tokens are powered up through summons. Special cards from a unique deck, called the Fear Deck, are used to control the token. The Fear deck is different from Spirit Hand in that, while Spirit Hands can only hold a maximum number of nine Spirit cards at any given time, there is no limit to the number of cards in a Fear deck. Similarly, while Fear cards are similar to Spirit Cards, there are a few key differences:

1. Fear cards belong to specific Fear decks, as indicated by the image of the relevant Fear on the back of the cards.
2. Most Fear cards have no requirement to summon. The few that do have symbols in the upper right, meaning that a Fear must be occupying certain tiles in order to summon and activate that card.
3. Fear cards are drawn at random, so the deck is continually discarded and shuffled throughout the game.
4. The back of each Fear card features a unique movement power for that Fear. This power can be activated by flipping a Fear card on its back before summoning. There is no requirement for summoning a Fear's movement power.



Card Front



Card Back

1. Summoning Requirement\*
2. Fear Card Name
3. Fear Card Power / Ability
4. Card Description
5. Fear Deck Name
6. Fear Movement Power
7. Fear Description

\*Most Fear cards have no summoning requirements

During the Spirit phase, players perform a variety of possible actions in this order:

1. **Clean Up:** Discard any face up Fear cards.
2. **Harvest:** Draw three cards.
3. **Summon Fear Card 1:** Determine which tiles are activated by your Fear token(s). Select one Fear card to summon. Activate its power.
4. **Summon Fear Card 2:** Determine which tiles are activated by your Fear token(s). Select a second Fear card to summon. Activate its power.
5. **Summon Fear Card 3:** Determine which tiles are activated by your Player tokens. Select a third Fear card to summon. Activate its power.
6. **Discard:** Discard all summoned cards to the discard pile, leaving any Fear cards with Defense or Defense modifiers face up on your player mat for the duration of the round.
7. **End your turn.**

We'll now investigate each action in more depth.

## Clean Up

At the beginning of a Player's Fear Phase, they must collect all face up Fear cards in their Fear Slots from the previous turn. These include any cards with Defense attributes that were summoned and active throughout the previous round.

If this is the Player's first turn this game, or they have no active Fear cards, then they may skip this step.

## Harvest

Unlike the Spirit Phase, Players Harvest Fear cards from their Fear deck rather than the Courage, Hope, or Reason decks. At the start of the Fear Phase, Players draw three cards from their Fear deck. They may choose to summon any number of these cards during the summoning action of their Fear Phase.

Players always Harvest three cards during their Fear Phase. Some cards, when summoned, allow them to Harvest additional cards at the moment of summoning. If there are less than three cards remaining in the Player's Fear deck, they may shuffle their discard pile and continue drawing from the newly assembled deck.

## Move

Unlike Player tokens, Fear tokens always have at least one opportunity to move every turn. In addition to the three summoned Fear slots, Fear tokens may choose to utilize the Move attribute featured on the backs of their Fear deck. This move attribute can be used at any point during the Player's Fear Phase by flipping a Harvested Fear Card on its back before summoning. Then, when summoned, the Move attribute is used instead of the card's traditional attribute.

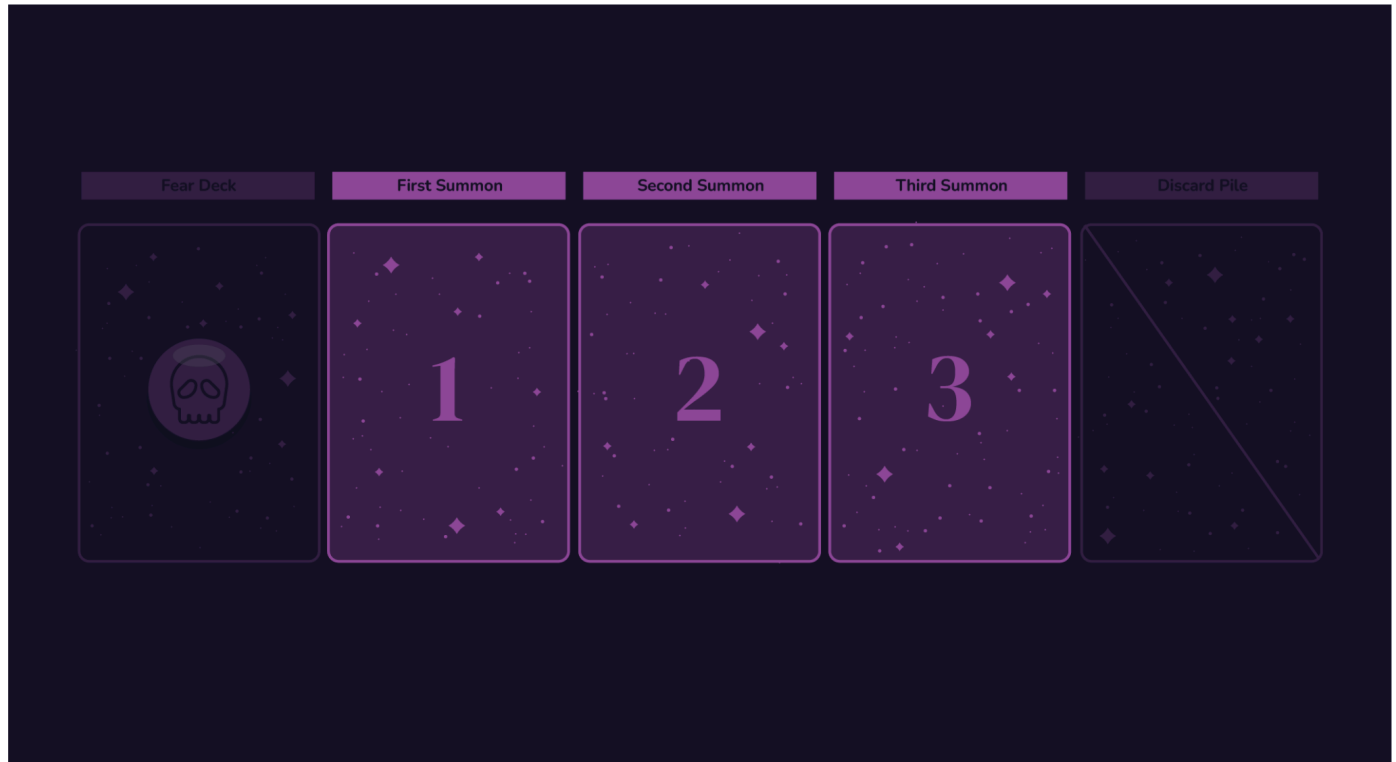


For Fears, the “Move” power on the back of every Fear Card can be used in place of a Fear card..

Note that Players may also choose to summon additional Fear cards with move attributes later in the Phase to combine movement and create combos. Move multipliers and other move-enhancing cards also apply to the Fear's default Move attribute, as well as all summoned Move attributes during the Phase.

## Summon

Most Fear cards have no requirement to summon. However, a rare few need certain tile requirements to be met in order to be summoned. If your Fear token cannot fulfill those requirements because it is not occupying the correct tile, the card cannot be summoned that turn.



Fear Cards summoned during the Fear Phase are played in the relevant Fear Slot on the player mat. Players draw three cards each turn, and then summon up to three of those cards by placing them in the relevant slot.

Players may choose which harvested Fear cards to summon during the Fear Phase, and in what order.

In rare circumstances, a Player may draw a Spirit Card (instead of a Fear Card) from their Fear deck. During a Player's Fear Phase, they may summon this harvested Spirit Card **without fulfilling the summoning requirements of the card.**

## Discard

Once the Player has summoned all their chosen Fear cards to their available Fear slots, they discard all harvested Fear cards to the discard pile, with the exception of any Fear cards with Defense, Hide, or Disappear attributes. These cards remain face up on the Player mat for the duration of the round.

Once the Player has no more Fear cards in their Fear deck (meaning, all cards are in the Discard pile), then they may shuffle the discard pile and form a new Fear deck. Shuffling and rebuilding the Fear deck can happen at any point during a Player's Fear Phase, as long as there are no cards remaining in their Fear deck.

## End of turn

At this point, once the Player has performed all their summoned actions, discarded all relevant Fear Card(s), calculated their Defense attributes, they have completed their turn and pass control to the Player on their left.

# Capturing & Banishment

## Capturing Tokens

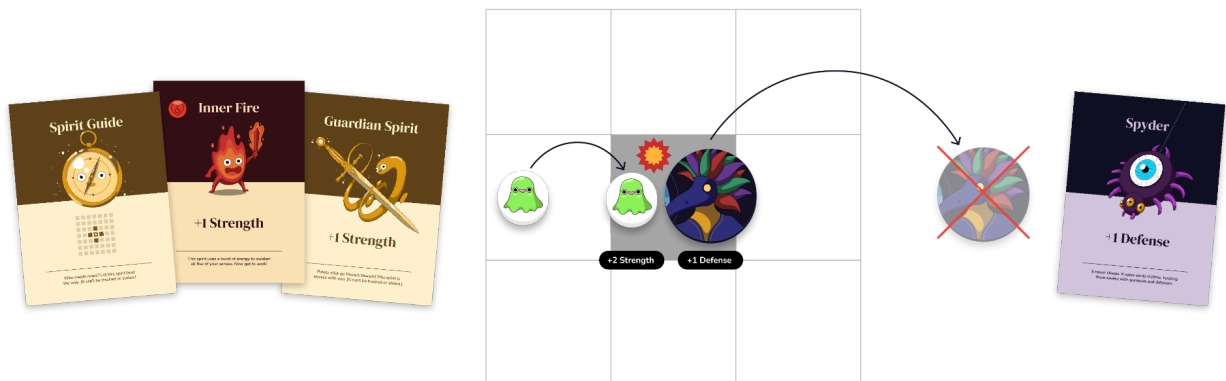
Capturing the tokens belonging to your opponents is the key to securing victory. When a player's tokens have all been captured, they are banished from the game. Alternatively, when Fear's tokens have all been captured, Fear is banished and the player who captured the final token wins.

Fear tokens can capture any Player token. However, Player tokens can only capture Fear tokens—not each other.

To capture a token, Occupying the tile of another Player token or Fear Token requires displacing that token. In order to displace a token, two requirements must be met:

- The attacking player's strength must exceed the target player's defense.
- The attacking token's movement must allow the token to occupy that space.

Strength and Defense attributes apply to the Player, not individual tokens. In other words, Strength and defense traits apply to all player tokens equally. The value is not multiplied, divided, or reduced by the number of active tokens on the board.



In this scenario, the attacking Player uses a Move power and two Strength powers to capture a defending Fear token.

Once displaced, the token is removed from the board and the attacking token takes control of the tile previously occupied by the captured token.

Whenever a token is captured, the token is given to the player who captured that token, regardless of the type of token. If it's a Player token, no further action is needed. If it's a Fear token, the player who controlled Fear last (the Player to the right of the capturing Player) immediately places another Fear token on the board.

In rare circumstances, a Player may resurrect one of their captured tokens from another Player with a summoned Heal attribute. In that case, the Player who controls that token may reclaim a captured player token from any one of their opponents.

## Capture Bonus

Whenever a token is successfully captured by another player, the player who captures that token now owns that token. The more tokens you capture, the more powerful you become.

Players can use captured tokens to power up their summoning slots. Fear tokens may be used to power up summoned Spirit Cards, while Player tokens may be used to power up summoned Fear cards. Tokens can only be used once per turn. After that, they reset and can't be used until the following turn.

Tokens power up cards when a Player places a token on top of a summoned Spirit Card or Fear Card. A token added to a card with a Strength, Defense, Harvest, or Corrupt attribute adds +1 to that attribute, per token. A card with a Movement attribute multiplies the card's attribute by the number of tokens (so adding two tokens to a Move attribute multiplies the attribute x2).

Cards with multiple attributes have all their attributes affected.

Any other cards powered up by tokens allow players to use the card a second time.



In this scenario, the attacking Player has only summoned +1 Strength, while the defending Fear has summoned +2 Defense. However, the attacking Player has captured two Fear tokens. By placing the tokens on top of the second Spirit Summon, the tokens +2 Strength to the card. The attacking Player successfully captures the defending Fear.

In this way, capturing more tokens on the board will increase the base power of your Player tokens and Fear tokens over time, supplementing the power of subsequent summonings. Capture as many tokens as possible to increase your abilities and turn the tide of battle.

## Respawn

When a Fear token is captured, the next Fear token is placed on the board immediately on any available Void tiles. This is called a Respawn. When respawning a Fear token, the token is placed on the board by the player who last controlled that Fear. If all Void tiles are occupied, the player may place the Fear token on any unoccupied tile. Even when a Fear token respawns, all active summoned effects that turn still apply to the new token.

In rare circumstances, a captured Fear token may resurrect with a Heal attribute. In these cases, the player controlling Fear may take a captured token captured by a Player of their choosing and place it within reach to await the next respawn.

## Banishment

Once a Player's tokens are all displaced, that Player is banished from the game and can no longer win. They must discard all their Spirit Cards immediately. However, if Fear still has tokens on the board, that Player can continue to sabotage their opponents by controlling that Fear and influencing their opponents' attempts at victory during their Fear Phase.

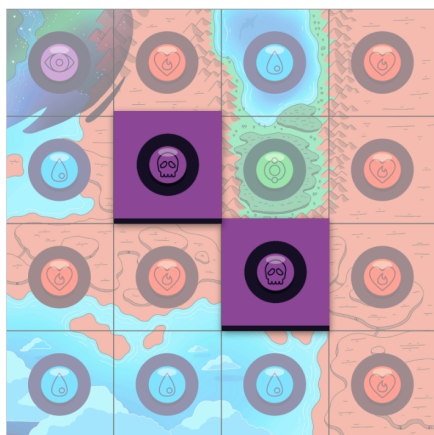
Remember: if a Fear is banished, the Player who captures Fear's final token wins the game. In order to banish a Fear, all tokens belonging to that Fear must be captured.

## Healing

Certain cards feature a unique attribute that allows Players to return displaced Player tokens to the board. See the Card Attributes section on Page 30 for more information.

## Corruption

Corruption is an attribute unique to Fear cards that allow Players the ability to cover tiles on the board with purple Corrupt Tiles. A summoned Corrupt attribute of +1 lets a Player place one tile on any uncorrupted tile on the board, while a Corrupt attribute of +2 allows them to place two tiles, etc. Corrupt tiles may not be placed on top of existing Corrupt tiles.



A Corrupt tile negates all effects of the tile its concealing, which means occupying tokens cannot fulfill harvest or summoning requirements. Corrupt tiles are placed immediately on the moment of summoning, and remain there the rest of the game.

Fear cards with Corrupt attributes are unique in the sense that they must be summoned the turn they're harvested. So if a Player harvests a Fear card from their Fear deck, the card must be summoned at some point during the Fear Phase it's drawn.

Certain cards require Corrupt tiles to fulfill summoning requirements. A card with a Corrupt symbol in the upper left requires that many Corrupt tiles occupied by Player or Fear tokens to summon.

A few select Spirit Cards can remove Corrupt tiles from the board with the use of negative Corrupt value attributes. For example, a -3 Corrupt attribute, when summoned, allows the Player to remove three Corrupt tiles from the board. If there are less than three Corrupt tiles on the board, the Player may remove all Corrupt tiles from the board.

## Ending the game

The game ends with one Player captures the last Fear token, thereby banishing the Fear from the game.

The game also ends when all Players have been banished, except for one Player. The remaining Player must have at least one Player token remaining on the board to win by default.

In certain circumstances, an attacking Player or Fear token may be captured immediately after capturing the last remaining Player or Fear token, resulting in a tie. In those cases, the game ends as soon as the defending token is captured, and victory goes to the attacker.

If a Player is banished from the game, and Fear remains in play, then the banished Player continues to control Fear until the game is resolved by the remaining Players. In this case, the banished Player only carries out the Fear Phase of their turns until a winner is determined.

## Appendix

# Card Attributes

Here is a list of all working Spirit and Fear card attributes, as well as the rules of their application during gameplay.



## Strength

Strength attributes apply the same value to all your Player or Fear tokens. They are additive, meaning multiple Cards summoned in a single turn can increase the overall Strength of *all* your Player or Fear tokens. Strength is only applied to Player and Fear tokens at the moment of summoning, and lasts the duration of the Spirit or Fear Phase the Card is summoned.

Strength is used to calculate the displacement of a Player or Fear token. To displace a Fear token, the attacking Player's Strength must be greater than the defending Fear's Defense. To displace a Player token, the attacking Fear's Strength must be greater than the defending Player's Defense.

The Strength attribute of a summoned Spirit Card can only be applied to Player tokens, and not Fear tokens, unless otherwise noted. Similarly, the Strength attribute of a Fear Card cannot apply to Player tokens, unless noted.

Once the Spirit or Fear Phase has ended, Strength attributes no longer apply to tokens, and the Player's Strength resets to zero.



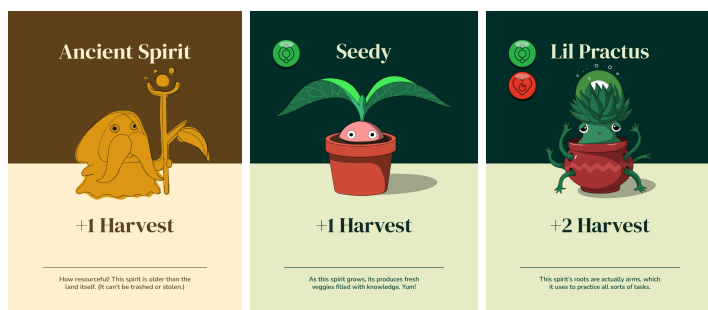
## Defense

Defense attributes apply the same value to all your Player or Fear tokens. They are additive, meaning multiple Cards summoned in a single turn can increase the overall Defense of *all* your Player or Fear tokens. Defense is only applied to Player and Fear tokens at the moment of summoning, and lasts for one round.

Defense is used to calculate the displacement of a Player or Fear token. To displace a Fear token, the attacking Player's Strength must be greater than the defending Fear's Defense. To displace a Player token, the attacking Fear's Strength must be greater than the defending Player's Defense.

The Defense attribute of a summoned Spirit Card can only be applied to Player tokens, and not Fear tokens, unless otherwise noted. Similarly, the Defense attribute of a Fear Card cannot apply to Player tokens, unless noted.

Cards with Defense attributes remain face up on the Player mat in their relevant slot until control cycles back to the Player who summoned them that turn. Defense attributes remain in effect until the Player's turn begins again at the end of the round.



## Harvest

Harvest attributes grant Players the ability to draw additional cards from the Courage, Hope, and/or Reason decks. The number of cards drawn is based on the total sum of the Harvest attribute. When a Card is summoned with Harvest attributes, the Player must draw the relevant cards immediately.

When Harvesting occurs, the same rules apply. The Player may draw from any deck where their Player tokens have occupied a relevant tile, and they may do so from either the face down deck or the face up discard pile. So if they have two Player tokens occupying both a Courage and

Hope tile, they may Harvest cards from either the Courage or Hope decks, or their relevant discard piles.



## Move

Move attributes grant Players the ability to move Player or Fear tokens across the board. Each Move attribute is represented by an 8x8 grid on the relevant card. The center square represents the Player or Fear token receiving the attribute.

A Move attribute may feature either highlighted squares OR arrows. Highlighted squares represent all available squares the token may occupy once the Move attribute is calculated. Arrows will indicate movement along the board in one of four directions, indicating that a token can move infinitely across the board in either a horizontal or diagonal direction.

Players may choose which token receives the attribute at the moment of summoning. Once a token receives a Move attribute, it may travel to any unoccupied tile highlighted on the grid OR in the direction of the arrows based on the token's position on the board. Remember: the center square on the grid corresponds to the token's position on the board.

Note: Tokens may not move **through** other tokens. That said, some grids have gaps between highlighted squares. In those cases, tokens may "hop" over other tokens to the relevant highlighted square, as long as they land on an unoccupied tile.

Move attributes can only be used once per turn on a single token. However, multiple cards can introduce multiple Move attributes in a single turn. Subsequent move attributes can apply to the same token or new tokens, but they must be applied and executed at the moment of summoning.



## +1, +2 card

The +1 (and +2) card attribute allows Players to summon additional Spirit cards in one turn. A +1 attribute grants a Player one additional Spirit summoning slot that turn, while a +2 card attribute grants two additional slots. Remember: the Card with the +1 or +2 attribute still takes up one summoning slot, so make sure to count that card in the overall slots allotted for the turn.

Additional Cards may be played on top of existing summonings by stacking cards on top of one another. Even when existing Spirit cards are covered by new cards, the effects of all summoned cards still apply. See how many cards you can summon in a single turn!

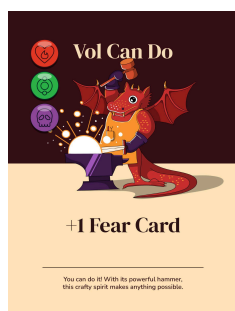
The +1 or +2 card attribute only lasts for the duration of the round. Once control returns to the Player, the maximum number of summoning slots resets to three.

## Special Case: Fear Cards

In rare circumstances, a Player may summon a +1 or +2 card attribute during their Fear Phase. In these cases, the the attribute allows the Player to perform two actions at once:

1. They may harvest one or two more Fear cards from their Fear deck, based on the number indicated by the attribute
2. They may increase their Fear slots by one or two slots, based on the number indicated by the attribute

So if a Player summons a card from their Fear deck with a +2 attribute, they may harvest two more cards from their Fear deck, and the total number of Fear slots that turn increases by two.



## +1 Fear card

A +1 Fear card is a unique attribute specific to certain Spirit Cards. When a summoned Spirit has this attribute, the effect applies to the Player's Ally Fear in the following Fear Phase of their turn.

During the Fear Phase, Players who have summoned a +1 Fear card attribute during their Spirit Phase may harvest one additional card from their Fear deck, and the total number of Fear slots that turn increases by one.

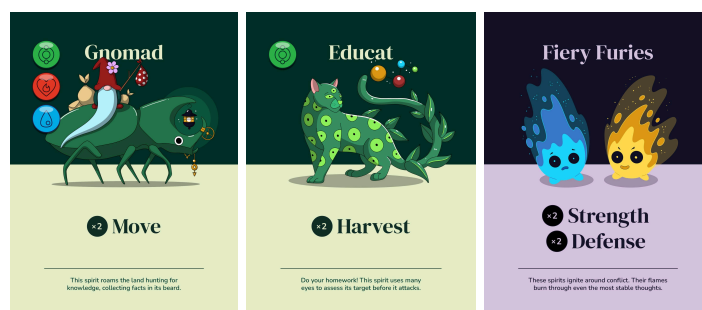


## Courage, Hope, Reason

Courage, Hope, and Reason attributes allow Players to fulfill the summoning requirements of Spirit and Fear cards, even when Player or Fear tokens don't occupy those tiles. These attributes are indicated by a Courage, Hope, or Reason symbol on the card.

One symbol fulfills the requirement of a single occupied tile. Just like regular summoning, a Courage, Hope, or Reason attribute can be used to fulfill the summoning requirements of multiple cards in a single turn. Similarly, a Courage, Hope, or Reason attribute can only fulfill the requirement of one occupied tile, so cards with duplicate summoning requirements may need additional attributes to summon.

That said, the summoning requirements of the card with the attribute must be fulfilled in order for the attribute to be calculated. The attribute takes effect at the moment of summoning, so it can't be used to fulfill the summoning requirements of the card with the attribute itself.



## Multipliers (x2, x3)

Multipliers allow Players to enhance already existing attributes. A x2 Strength attribute, for example, will double the effect of all summoned Strength attributes that turn.

Multipliers may be applied retroactively. So if a card with a Multiply attribute is summoned in Spirit Slot 1, and a card with a Strength attribute is summoned in Spirit Slot 2, the Strength of the Player is doubled at the moment of the second summon. Multipliers also apply to all relevant attributes that turn. So, in the prior example, if the Player summons a third card with a Strength

to Spirit Slot 3, then the Strength of the Player increases again at the moment of the third summon.

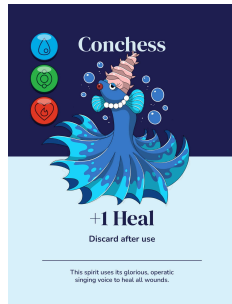
Multipliers attributes can impact existing Multipliers. A x2 Strength will apply to all existing x2 Strength attributes, increasing the overall multiple to x4 Strength. As usual, the attribute takes effect at the moment of summoning. Multipliers only apply to the attribute listed on the card. So a x2 Defense Multiplier will never impact a Player's Strength attribute, for example.

Be careful! In order for Multipliers to work, a Player must summon existing attributes in the same turn. Three summoned cards with all Multipliers will apply to a net value of zero, rendering the attributes useless. Multipliers also affect negative values. A x2 Strength attribute applied to a -1 Strength attribute will give the Player -2 Strength instead.

Harvest Multipliers are unique, since Harvesting takes place at the moment of summoning. If a card with a Harvest Multiplier is summoned, the attribute is applied to the Player's existing Harvest attribute and any remaining cards not yet harvested are drawn at the moment of the Multiplier's summoning. (Note: Harvest Multipliers do not apply to the Player's default +1 Harvest at the start of the turn.)

If a Harvest Multiplier is summoned and the Player has no Harvest attributes in play, then the Player must summon Harvest attributes to reap the benefits. Any subsequent Harvesting is calculated based on the Player's current summoned Multipliers.

When used effectively, Multipliers can be a powerful way to rack up combos. Use them wisely.



## Heal

A Heal attribute allows a Player to return a Player or Fear token to the board. In order for a Heal attribute to take effect, a Player must have at least one displaced Player or Fear captured by another Player.

When a Player summons a card with a Heal attribute during their Spirit Phase, they may immediately place a displaced Player token on any unoccupied Starting Tile in their Home Row. They may choose any captured token, removing it from an opponent's player mat and placing it on the board. If all Starting Tiles are occupied, they may place the token anywhere on the board.

When a Player summons a card with a Heal attribute during their Fear phase, the Player takes a Fear token previously displaced (from any player mat belonging to the Player who captured it)

and places it on any unoccupied Void tile. If all Void tiles are occupied, they may place the token anywhere on the board.

Any time a captured token is removed from a player mat, that player loses the capture bonus associated with the token.

Once a card with a Heal attribute has been summoned, its effect takes place immediately. After the token has been placed, the Player discards the card with the Heal attribute from play.

If a Player has already been banished from the game, they must discard all Spirit Cards and can no longer harvest or summon spirits, so they cannot summon a Heal attribute to return to the game.



## Corrupt

A Corrupt attribute can either add or remove Corrupt tiles from the board. When summoned, the Player may add or remove the tile(s) based on the value associated with the attribute. The tile(s) are placed or removed at the moment of summoning, and they may be placed on any unoccupied, uncorrupted tile. This means that tiles occupied by Player or Fear tokens cannot be corrupted. A Player must wait for those tokens to unoccupy the tile before a Corrupt tile is placed.

If there are no unoccupied, uncorrupted tiles left on the board, then no Corrupt tiles may be placed. Corrupted tiles block the harvesting and summoning benefits granted by those tiles. That said, Player tokens and Fear tokens may occupy a Corrupt tile at any point if they so choose.

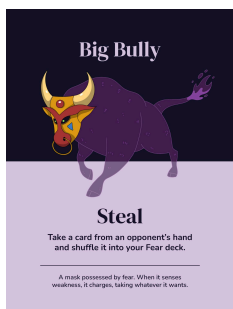


## Copy

A card with a Copy attribute can mimic the Defense attributes of other Players. Since the Defense attribute stays active outside a Player's turn, a card with a Copy attribute mimics the current and active Defense of another Player. Once the opponent is selected, the Spirit with the copy attribute always equals the opponent's total active Defense attribute.

The ability only works for one Player's total Defense, including their total Defense value with multipliers and negative attributes. The summoning Player's Defense changes whenever that opponent's Defense changes for the duration of one round. This means that the value of the card can change during the targeted Player's Clean Up phase, or whenever the targeted Player summons additional Defense attributes. That said, the target Player does not change for one round.

A card with a Copy attribute, once summoned, acts as a traditional Defense card, which means it stays face-up on the controlling Player's mat for the duration of one round.



## Steal

A card with a Steal attribute can take one random card from another Player's Spirit Deck and add it to their Spirit or Fear deck, depending on the Phase of their turn (in the Spirit Phase, stolen cards go to the Player's Spirit deck, and in the Fear Phase, they go to the Fear deck). The card must be contained within the target Player's Spirit Deck, which means no face up cards on their Player mat can be stolen. Once the card is stolen, it no longer belongs to the original Player and is now a part of the current Player's Spirit or Fear deck.

If the stolen card is placed in a Spirit Deck, it can be summoned, discarded, or played like any traditionally harvested Spirit Card. If the stolen card is placed in a Fear deck, it is placed in the controlling Player's discard pile and shuffled as normal into the Player's Fear deck once they reach the end of their Fear deck.

If the stolen card happens to be a Fear Card (rather than a Spirit Card), the card is brought into the Player's Spirit Deck and treated as a Spirit Card. The card can then be played and summoned from the Spirit Deck on either side of the card. This means that the Player can choose to summon the Movement power on the cardback, or the Fear power on the front of the card. Summoning requirements must be fulfilled, if they exist.



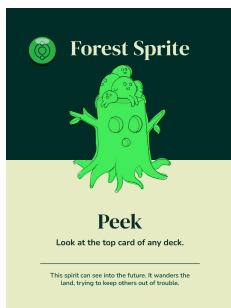
## Teleport

The Teleport attribute allows a Player to move their Player token to any unoccupied tile on the board. This includes Starting Tiles belonging to other Players, Void Tiles, or Corrupt Tiles. In the Spirit Phase, the power only applies to Player Tokens, and in the Fear Phase, Fear tokens. Players who summon this power cannot use it to move tokens controlled by other Players. The power works once per summon, and is not affected by Movement multipliers.



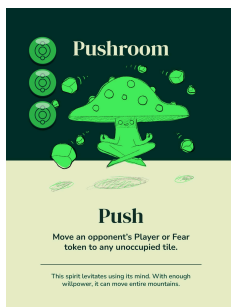
## Swap / Reflect

The Swap and Reflect attributes allow Players to swap two Player tokens on the board. The tokens can belong to any Player, including the Player who summons the power. They cannot be used to move Fear tokens. The power works once per summon, and is not affected by Movement multipliers.



## Peek

The Peek attribute allows a Player to look at the top card of any deck. This includes Courage, Reason, and Hope decks, as well as Spirit Decks and Fear Decks. Once the Player looks at the card, they must return it to the top of deck.



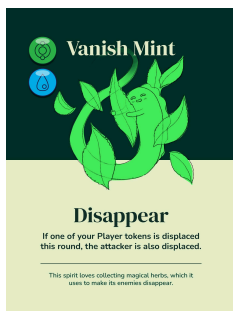
## Push

The Push attribute allows a Player to move any token on the board to an unoccupied tile. This includes all Player and Fear tokens on the board. This includes Starting Tiles belonging to other Players, Void Tiles, or Corrupt Tiles. The power works once per summon, and is not affected by Movement multipliers.



## Poison

The Poison attribute grants a Player +1 Strength for every Corrupt tile on the board occupied by a Player or Fear token. This includes all tokens, even tokens that are controlled by other Players. Once calculated, the card's value is treated like a traditional Strength attribute, which means it can be affected by Strength multipliers and other Strength-altering cards.

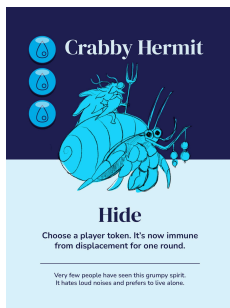


## Disappear

The Disappear attribute allows the Player to displace other Player or Fear tokens automatically. When summoned, a card with this attribute remains face up on the player mat for one round. Two conditions must be met in order for the Disappear attribute to succeed: (1) the Player who summons the attribute must have the card face up on their Player mat when (2) another Fear or Player token displaces one of the summoning Player's tokens. When the summoning Player's token is displaced, the attacking token is immediately displaced from the board. The attacking Player cannot utilize the token for additional summoning or harvesting requirements.

When a card with the Disappear attribute is summoned in the Spirit Phase, the power only applies to the controlling Player's Player tokens. When summoned in the Fear Phase, the power only applies to the controlling Player's Fear tokens. The attribute cannot protect both Player and Fear tokens.

There is no stalemate. Victory is determined by the token that is displaced first.



## Hide

The Hide attribute grants immunity from displacement to one Player token for one round. This power can apply to any Player token on the board. When summoned, a card with this attribute remains face up on the player mat for one round.

The attribute can only apply to one token. Once applied, that token can't be displaced for any reason, even when typical displacement requirements are met, or other summoned attributes threaten to displace it.

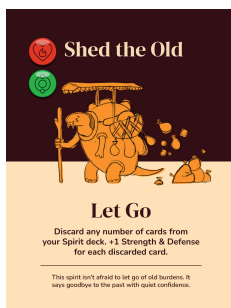


## Strength <> Defense

The Strength <> Defense swap attribute flips the Strength and Defense values of the Player who summons it for one round. Once summoned, the card with the attribute remains face up for one round.

When summoned, this attribute reverses the Player's Strength and Defense immediately. This means that cards with Defense attributes are treated as Strength attributes, and vice versa. The cards themselves are also affected, meaning that cards summoned with Strength attributes are treated as Defense cards and remain face up for one round.

The values are swapped at the moment of summoning, and continue as long as the summoned Spirit is active. The attribute applies to the Player's total active Strength and Defense for the duration of the turn, which means both previous and subsequent summonings are affected. It does not apply to individual cards, and instead calculates the net sum of all values.



## Let Go

Let Go allows a Player to discard a set number of cards to earn Strength and Defense values for one round. The discarding must take place at the moment of summoning, and can't apply to previously discarded cards that turn. For every card a Player discards from their deck, whether it's their Spirit Deck (during their Spirit Phase) or their Fear deck (during their Fear Phase), the Player will earn both a Strength and Defense attribute equivalent to one.

When summoned during the Spirit Phase, the attribute only applies to Player tokens; when summoned during the Fear Phase, the attribute only applies to Fear tokens. The attribute applies as soon as the cards are discarded.

The card with the attribute remains face up for one round so that the Defense attributes are accounted for. When summoning a card with the Let Go attribute, the Player must discard at least one card if the power is to take effect.



## Multiple effects on one card

There are several cards with multiple attributes attached to them. When summoned, these cards activate any and all powers associated with them instantly, in the order that they're listed. When summoned, Players can't pick and choose which powers to activate... they must utilize both at once in order for the card's power to take effect. In rare exceptions, one of the attributes can't be employed, due to some external factor. In these cases, the power may be ignored.

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