SOULAWEEN 鬼靈祭

Rulebook

"Soulaween" is the most bustling festival at Death School!

Its name originated from a proverb of the school, "Soul to win", which means reaping souls to claim victory.

Legend has it, that long ago at Death School there was an accident, causing souls to flee and disperse in chaos. The teachers and students took it as a race, competing the speed of recollecting souls, and solved the crisis of the realm of death.

This year, Papa Death, Osiris, Hei & Bai Wuchang along with their trainees converge in "Soulaween", with Teacher Vulture as their judge, are ready to engage in the rival of "reaping souls"……!

Game Parts

▶ 7 Character Cards



x 2 x 2 x 2 x 6 x 6 x 6

▶ 2 Summary Cards



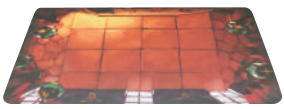
◀ 24 Tokens
correspond to each character

▶ 16 Soul Pieces


Tamed Soul (Green)


Panic Soul (Red)

▶ 1 Soul Mat



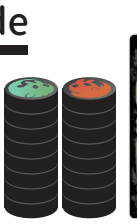
Summary

In "Soulaween", each player acts as a guide of souls or a trainee, whose goal is to reap souls that line up in a chain. In order to achieve that, one has to "Put" and "Flip" the Soul Pieces cleverly. Whoever reaps 3 sets of souls before the opponent does wins "Soulaween"!

There are simple mode and standard mode to choose from. We suggest that first-timers try the simple mode first to get familiar with the game, before they play the standard mode.

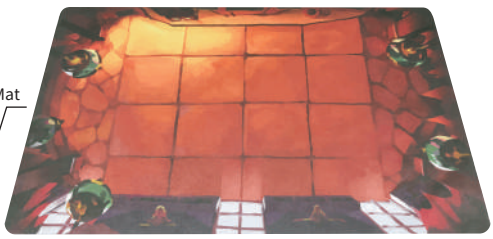
Simple Mode

Make a supply of Soul Pieces next to the Soul Mat.



Place the Teacher Vulture card and its corresponding tokens next to the Soul Mat.

Place the Soul Mat in the center of the play area.



Note: Leave the inactive Character Cards and its Tokens in the box as they won't be used during the game.

Game Flow

The game starts from whoever wears a sweater lately and proceeds in the following order:

Put ››› Soul Transformation Flip ››› Reaping Souls Reap

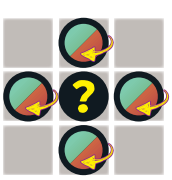
Put

Take a Soul Piece from the supply and put it into an empty cell on the Mat. You can decide which side you'd like the Piece to face up.



Soul Transformation Flip

Flip the Pieces that are adjacent (vertically and horizontally, but not diagonally) to the Piece you just put on the Mat.

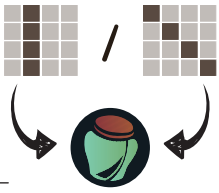


Continued on back side

Reaping Souls

Reap

After "Flip", if there's a chain of 4 Pieces with the same side facing up (vertically, horizontally, or diagonally), remove the chain from the Mat and return the 4 Pieces back to the supply, and take 1 Token as a mark of having reaped 1 set of souls.



Note 1: You can reap only 1 chain per turn. If there are more than 1 chain, such as 2 parallel chains or a cross, you have to choose 1 from them to reap, and leave the remaining Pieces on the Mat.



Note 2: You must reap the Pieces if there is a chain during your turn, no matter it's made by you or not.

Cleanup

At the end of your turn, if there's no empty cell, remove all the Pieces of the same side as the Piece you put on that turn, and return them to the supply.

After the first Piece is put, players alternate turns, repeating the flow above and putting 1 Piece per turn. At the end of "Reap", if you have 3 Tokens of Teacher Vulture, you win, and the game ends immediately.

Standard Mode

Shuffle the Character Cards excluding Teacher Vulture. Each player draws 1 card and place it in front of him/herself.

Place the corresponding 3 Tokens of each active Character next to the Mat.



Note: Leave the inactive Character Cards and its Tokens in the box as they won't be used during the game.

Character

The game flow of the standard mode is the same as the simple one, but it may vary because of the character's abilities, which might change one's rule of "Flip" or "Reap", or even the victory condition.
The following is a detailed explanation of each character's ability:

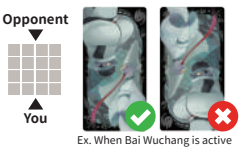
Little Death / Papa Death

When 4 Pieces of the same side are facing up, ...	
... forming a 2x2 square, take the Cloth Token.	You must collect 1 Token of each kind to win the game.
... forming a tilted "L", take the Scythe Token.	
... forming a chain, take the Needle Token.	

Note 1: You can have only 1 Token per kind. If the pattern you've reaped appears again, nothing happens.
Note 2: You can take only 1 Token per turn. When multiple patterns appear on the Mat, choose only 1 to reap.

Hei & Bai Wuchang

Before the game starts, you should decide which Wuchang you'd like to play at first, and rotate the card to make the active Wuchang appear standing upright (from your point of view).

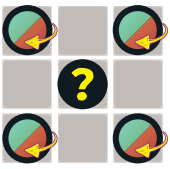


Ex. When Bai Wuchang is active

During the game, every time when your turn ends, you must decide whether you'd like to rotate your character card to change the rule of your next "Flip".

Hei Wuchang: Flip vertically and horizontally adjacent Pieces. (as the simple mode)

Bai Wuchang: Flip diagonally adjacent Pieces. (as the illustration)



Note: Hei Wuchang wears a black and flat brimless hat, while Bai Wuchang wears a white cone hat.

Anubis / Osiris

When you "Reap" a chain of Pieces, take 1 Anubis Token, and make its side the same as the Pieces you just collect face up. When your opponent tries to gain the next Token, in addition to following his/her character's ability, he/she can only reap the Pieces that are of the same color as your Anubis Token.



Note 1: There can be only 1 restriction by this ability. If you collect 2 Tokens before your opponent collects any, he/she will only be restricted by the second Token you get.
Note 2: The restriction only applies to the next token your opponent tries to collect. Once he/she collects a Token, the restriction will be cancelled.

⚠ Warning (Please Read)

- ▼ CHOKING HAZARD: This product contains small parts. Not for children under 3 years.
- ▼ Do not use or store the product in a hot or humid environment to prevent damage.
- ▼ Keep away from candles or open flames to reduce the risk of the spread of fire.

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