

GAME INSTRUCTIONS

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STORY

"Long before the world was dashed with even a trace of man, before songs, myths and tales, a lone Tree stood in the center of the world. This Tree sprouted from a seedling, imbued with magic during a time before existence itself. The seed grew into The World Tree, stretching its roots across this world and standing eternal. It acts as a guardian of the world, and protector of the balance of magic.

Under the protection of The Tree, the world was a peaceful place for millennia, but things have started to change. The shifts that are occurring no longer appear random; rather, they seem to come about with sinister intent. The World Tree can sense an evil lurking in the corners of the world.

The World Tree was able to summon Elemental Spirits, long before it had detected this new, foul presence. The Tree was a master of the six spiritual elements, and it helped them to grow and thrive in its perfectly balanced world. The Elemental Spirits reached places the Tree itself could not, and in doing so they changed the world for the better.

Now, however, the need has arisen for the World Tree to use its creations for other purposes. With the power bestowed upon them by the World Tree, the Elementals must investigate and fight the lurking evil, in the hopes that they will be enough to stop the tides of chaos.

And the first one to be tested in battle is The Spirit of Earth."

THE WORLD

This game is set in the world of Twin Realms. A world in which all things exist in two planes: the physical and the spirit. You will be playing as one of the elementals: **The Spirit of Earth** - a unique being that can shift between the realms.

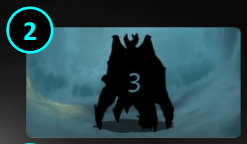
To understand the game you have to first understand this world. Here are the natural laws of Twin Realms:

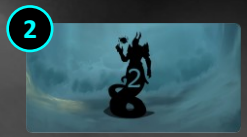
1. Everything exists within the physical realm and the spirit realm.
2. The Spirit of Earth can choose to perform actions in either the physical world or the spirit world.
3. To destroy an enemy you have to kill it's spirit form.
4. If you kill the physical form first, the spirit will be vulnerable and will receive double damage from all sources and deal 1 less damage with each attack.
5. When you destroy an enemy you collect a demon essence and/or an elemental essence which are the main resources that make your character stronger.
6. When you destroy an enemy you also get to perform its spirit action.

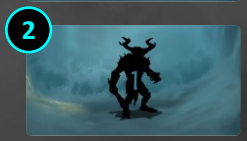
"All things in this world, animate and inanimate, have a mirrored image, an invisible copy that I call the spirit form. These spirit form copies are almost identical to the original creature or object, but do have subtle differences. The twin realms are separate, but still intertwined. Physical creatures always have a spirit form, though most are unaware of even their own spirits, let alone others in the spirit realm.
Out of all the creatures inhabiting this world, the most unusual are six unique spirits. They are the only ones of their kind, and even though they seem similar to each other, it seems as though their individual life forces are connected to essences of different basic elements."

LIST OF COMPONENTS





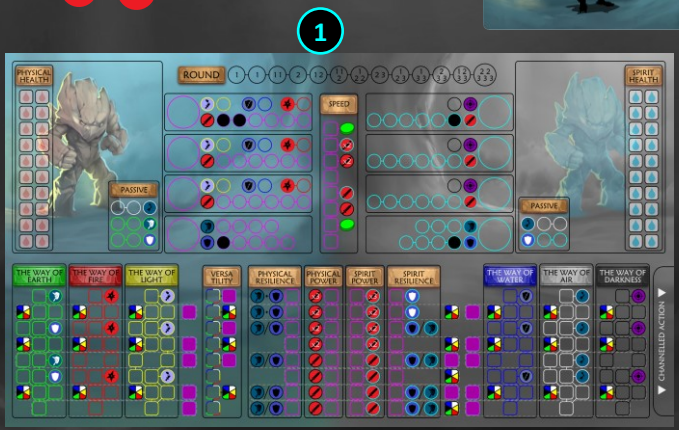














1. Character sheet
2. Enemy cards
3. Action tokens
4. Damage tokens
5. Status effect tokens
6. Double damage tiles
7. Reference card



8. Roguelike progressions sheet

ICONOGRAPHY

Essences

Resources received for defeating enemies. Allow you to fill in square slots of the corresponding colour.

Demon Essence

Elemental essences:

Earth Essence | Air Essence | Light Essence

Water Essence | Fire Essence | Darkness Essence

Wild – you can choose any of the 6 elemental essences

Square fill-in slots

Fill them in when you receive essences of corresponding colour to mark the progress of your character.

Demon Slot

Earth Slot | Air Slot | Light Slot

Water Slot | Fire Slot | Darkness Slot

Wild slot – you can use any elemental essence to fill it in

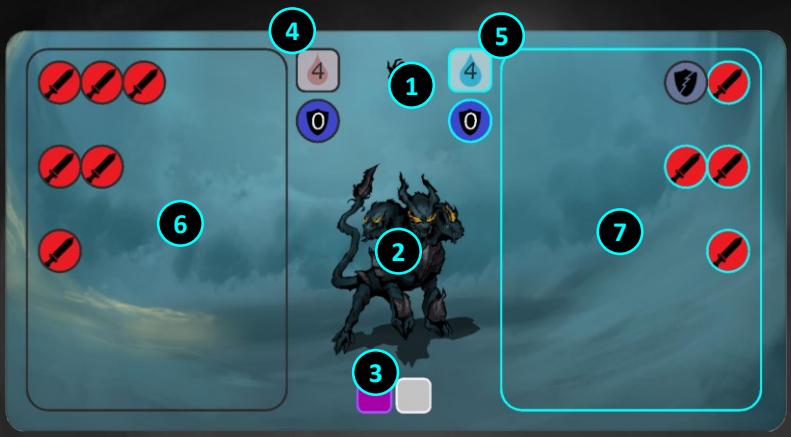
Circular fill-in slots

Fill them in when you mark a square slot that gives you a reward upgrade (with a corresponding symbol).

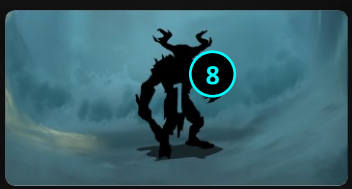
- Physical Health – fill in when you take physical damage.
- Spirit Health – fill in when you take spirit damage.
- Melee Attack – deals damage to health.
- Ranged attack – deals damage to health (no reflect)
- Shield – reduces damage from every attack while active.
- Reflect – reflects x damage to **melee** attacker on every attack.
- Burn – deals 1 damage at the end of each combat cycle.
- Splash – attack deals 2 damage to all not targeted enemies
- Disarm – prevents next single attack.
- Shatter Shield – attack ignores shield value.
- Extra Target – attack can hit an additional target.
- Deflect – ignore the next ranged attack.
- Additional action token

Action slots -
you can assign action tokens here.

ENEMY CARD LAYOUT



1. Enemy strength
2. Enemy portrait
3. Essences that will be awarded after defeating the enemy.
4. Physical health and physical shield value
5. Spirit health and spirit shield value
6. Physical action
   (Each line is a separate attack)
7. Spirit action
   (Each line is a separate attack)
8. Enemy level (on back)



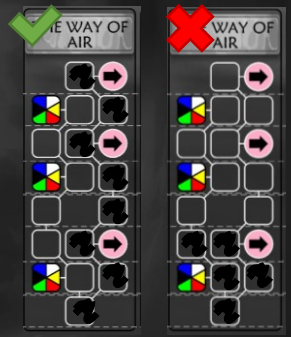
1. Physical health track
2. Physical Action Slots (3 attacks, 1 defence)
   (Filled-in circles show action value)
3. Physical passive shield/reflect
4. Spirit health track
5. Spirit action slots (3 attacks, 1 defence)
   (Filled-in circles show action value)
6. Spirit passive shield
7. Channelled action slot
   (place a defeated enemy card here
   to use as a free action)
8. Rounds' track
9. Elemental essences' progress track
10. Demon essences (attribute) tracks
11. Versatility track



When you fill a square slot, you can fill in a circular slot with a matching symbol and colour.



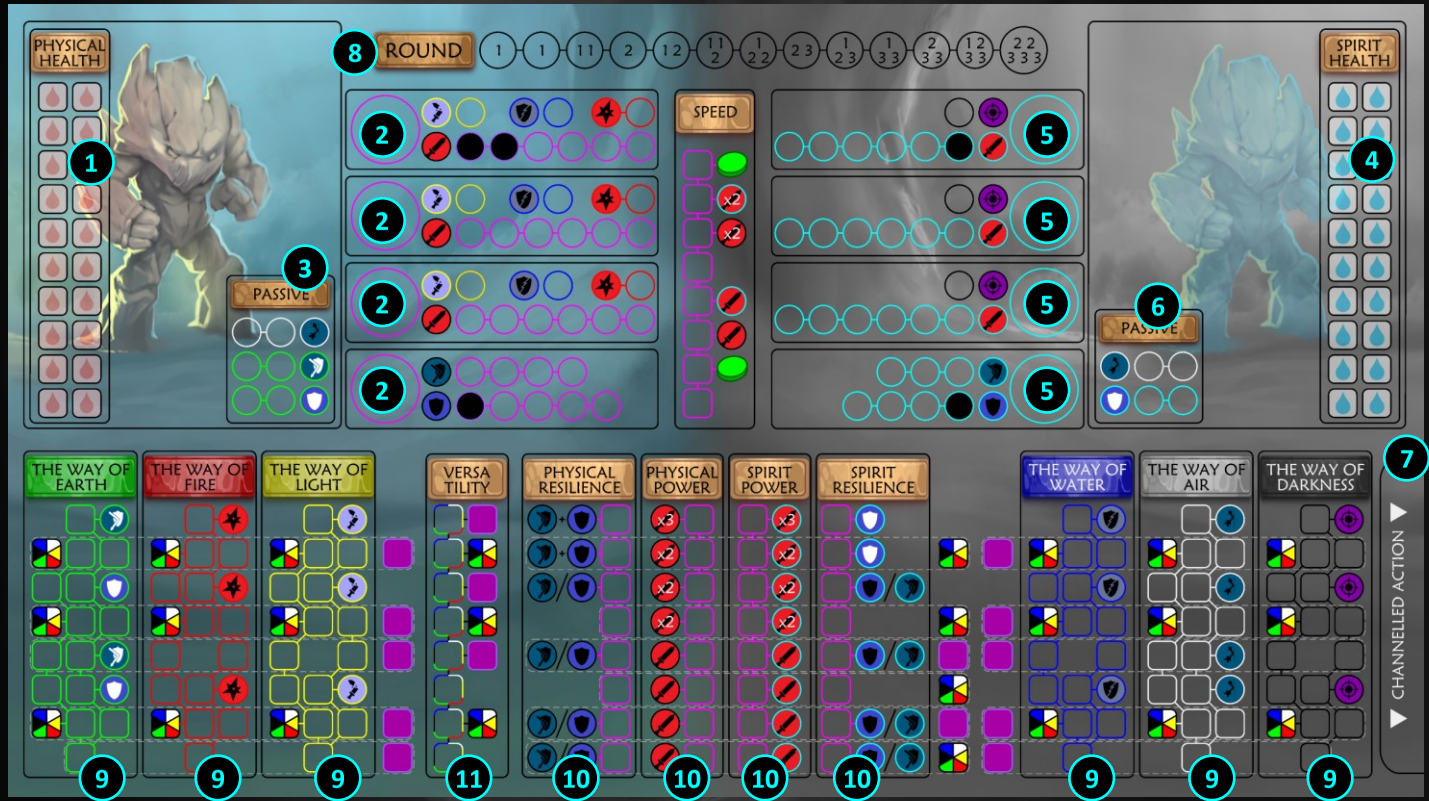
When you complete a row of 4 demon essences or 3 different elemental essences you receive the indicated row bonus



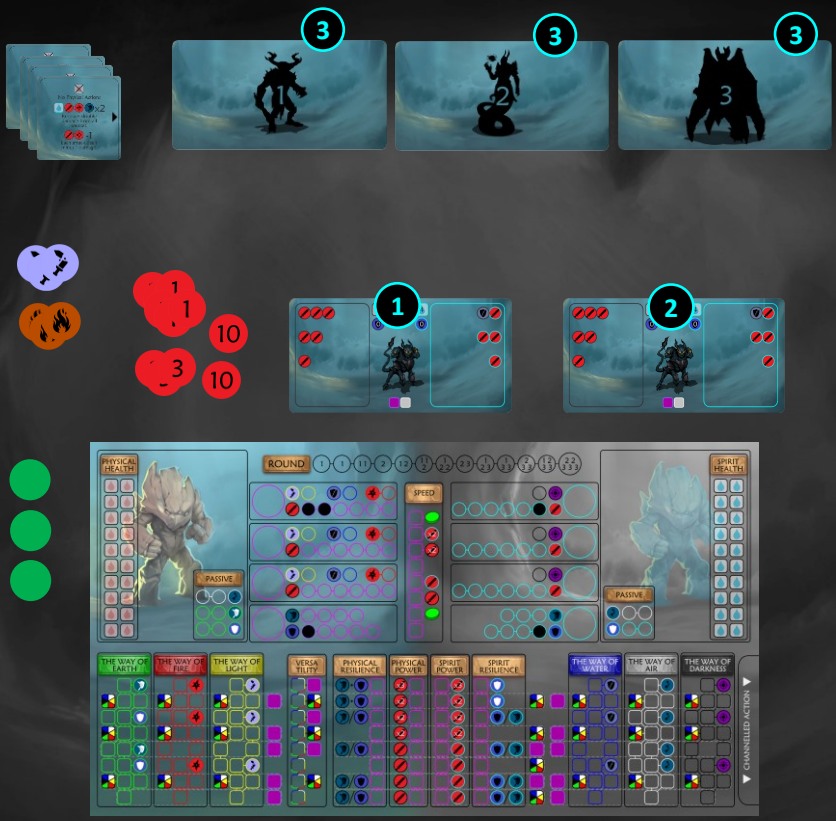
On elemental tracks you have to follow one of two paths and once selected you cannot fill the other.

The left path always gives additional wild essences, the right path gives attack and defence bonuses

CHARACTER SHEET LAYOUT



SETUP



Prepare the game components as laid out above.
Space above the sheet (1) is best reserved for currently battled enemy. Space above and to the right (2) is best reserved for previously defeated enemies (resources).

When preparing your first game divide the enemy deck into 3 levels but use only strength 1 enemies (1 hand above the portrait). Create a deck of 11 card marked with 1 on the back (level 1 enemies), an 11 card deck of level 2 enemies and an 11 card deck of level 3 enemies. (3)

After your first game there will be additional steps included in the setup. You can learn about roguelike progression on page 17.

GAMEPLAY

GOAL OF THE GAME

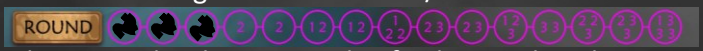
Fight enemies and survive 13 rounds with as much physical and spirit health left as possible.

ROUND STRUCTURE

- **1. Draw enemies**
- **2. Spend Resources**
- **3. Fight enemies**
- **4. Fill in round tracker**

Step 1: Draw enemies

Use the first un-filled slot on the round track and draw enemies matching the level number/s in the circle.

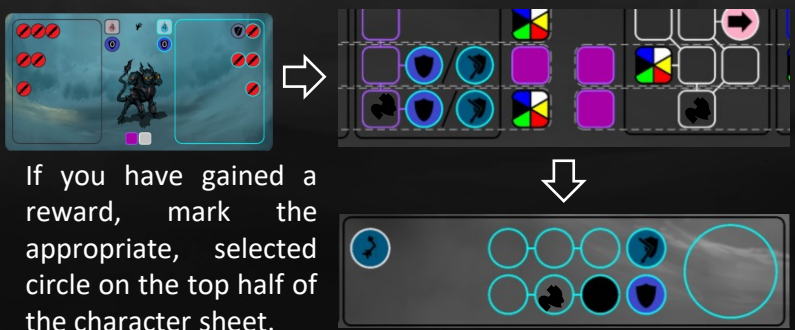


In the example above it is the forth round and 1 enemy card from level 2 deck (2 on back of card) has to be drawn.

Step 2: Spend resources

You can skip this step in round 1 (no defeated enemies yet).

Look at the bottom of the cards of the enemies defeated in the previous round. That will show you the type (colour) of the essences you gain and therefore the slots you can fill on the character sheet.



If you have gained a reward, mark the appropriate, selected circle on the top half of the character sheet.

Filled circles represent the value – Example above shows shield with value increased from 1 to 2.

GAMEPLAY

Step 3: Combat

Assign actions (You start with 1 action token)

Combat starts by assigning the action token to the actions that the player wants to take against the enemies.



Player has selected a physical attack action for 2 damage

Action selection limitation:

- You can select the number of actions equal to the number of action tokens you have available.
- You can only place one action token on each action slot.
- You can only perform actions in one realm (only left side or only right side of the sheet)

Perform actions

After selecting the actions, perform them in any order, dealing damage and applying status effects to the enemies.

You only affect the physical health and physical actions of the enemies if you have selected physical actions.

You only affect the spirit health and spirit actions of the enemies if you have selected spirit actions.

GAMEPLAY

Step 3: Combat (continued)

Perform actions (continued)

You can improve your actions through elemental tracks:

Way of Fire – adds splash damage to physical attacks. 2 damage to all enemies that are not the target of the attack.

Way of Light – adds disarm effect to physical attacks.

Way of Water – adds shatter shield effect to physical attacks. Attack ignores enemy's shield value.

Way of Darkness – adds an additional target to spirit attacks.

Way of Air – adds passive deflection of ranged attacks. Each deflect point affects 1 ranged attack.

Way of Earth - adds passive shield and/or reflect that are independent of selecting actions.



Once you have attacked Mark damage dealt to enemies with damage tokens.

If you have reduced the **physical health** of an enemy to 0 place a **Double Damage Tile** on top of their physical action.

If you have reduced the **spirit health** of an enemy or enemies to 0, those enemies are defeated and you can slide **one chosen** enemy under the character sheet to show the spirit action where **Channelled Action** is marked. In the next cycle if you assign tokens to spirit actions you can also use all attacks of the channelled action for free, then remove the card. (Channeled actions do not stay for next round)

If enemies have reduced **your physical health** to 0 then you will not be able to use physical actions from now on. Scratch the physical action slots out on your sheet as a reminder of that and from now on you will take double damage from all sources in spirit (right side)

If enemies have reduced your **spirit health** to 0 then you are eliminated from the game.

GAMEPLAY

Step 3: Combat (continues)

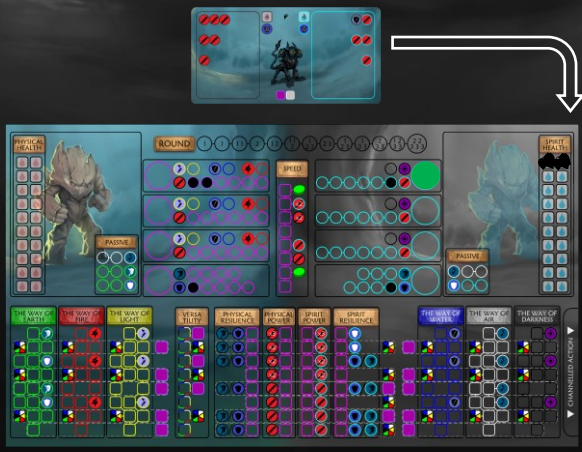
Enemies attack

Enemies deal damage and apply status effects to your character.

If you have selected physical actions, enemies can only affect your physical health and physical actions.



If you have selected spirit actions, enemies can only affect your spirit health and spirit actions.



GAMEPLAY

Step 3: Combat (continues)

Manage status effects

At the end of each combat cycle manage status effects on enemies and your character.

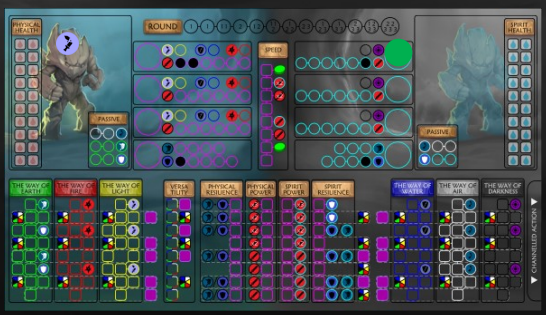
Burn status effect - deals 1 damage to the physical form of the character before the action tokens get reassigned. Burn is not reduced by shield.

Disarm status effect – each token prevents the next single attack from enemy or character and is removed at the end of the cycle.



In this example the enemy would not perform the first physical attack for 3 damage. But it would perform the next two attacks for 2 and 1 damage.

Disarm tokens applied by the enemies to the character are applied in the next combat cycle. Remove them when an attack is prevented or at the end of the next cycle if you have selected actions in the opposite realm and disarm does not have any effect.



In this example an enemy has applied disarm to the character in previous combat cycle, in this cycle the player has chosen a spirit attack action which is not affected by disarm. The disarm token will be removed at the end of this combat cycle.

GAMEPLAY

Step 4: Mark the round tracker.
The combat ends if either the character or all the enemies have their spirit health reduced to 0.
If the player has been defeated the game is lost.
If the enemies have been defeated the player fills in the current round circle to mark that it has been successfully completed.

END OF THE GAME

The game ends when all 13 rounds are completed or if the character loses all spirit health.
If you complete all 13 rounds you win and the sum of your remaining health is your final score. If your spirit health is reduced to zero – you loose.

COOPERATIVE PLAY

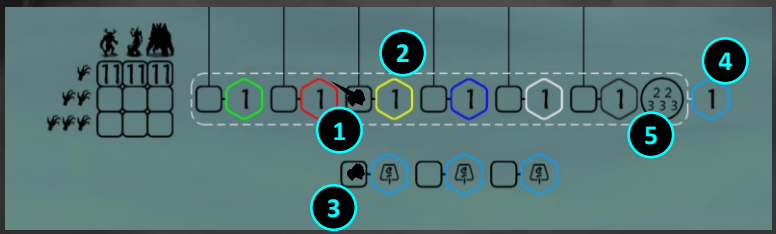
2 to 4 players can play the game together in a cooperative mode. Each player will require their own copy of the game. Each player draws enemies from their deck, then spends resources, the players fight enemies together and finally mark completed rounds. During combat players decide the order in which they play, but each player has to complete all their actions before the next one starts.

The differences to solo game:

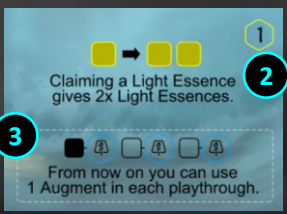
- After drawing enemy cards players can place them above each player sheet as they like. This determines who the enemies will be attacking.
- Players can attack any enemy (above their own or other player's sheet).
- The player who kills a spirit receives the card as a channelled action.
- If a player character is killed the enemies above that player sheet must be placed above other players. Players choose how.
- After completing a round defeated enemies are divided equally between players but players decide who gets which card – that determines resources for next round.

ROGUELIKE PROGRESSION

The roguelike progression sheet is used in between games to store your progress.
After the first game of Spirit of Earth is finished, no matter if won or lost, mark up one of the 6 bottom squares (1) and receive as a reward the first augment. (2)



This augment also indicates that from now on in every game you will be able to draw one random Augment card. (3)



From now on, every time you finish a game, no matter if won or lost, you will mark up a field and unlock an augment. In subsequent games you will be drawing augments from the ones that you have already unlocked.

To unlock a row bonus augment (4) you will need to win at least one game – you can only mark up symbol (5) when you defeat all enemies in all 13 rounds.

ROGUELIKE PROGRESSION

To gain better augments you will have to progress along the marked lines but also remember that the higher up the track the more difficult enemies become. Enemy decks are built according to the matrix next to each row (1) and in every row after the first enemies also gain augments. (2)

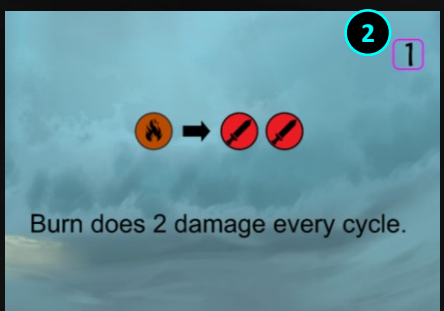
To unlock augments in higher rows you will be building decks from enemies of higher strength indicated by the hand symbols. (3)

At the highest levels you will have to win games to mark the slots. (4) But you will gain the ability to remove some of the augments before drawing (5) and an ability to choose 1 or 2 of the augments rather than drawing randomly. (6)

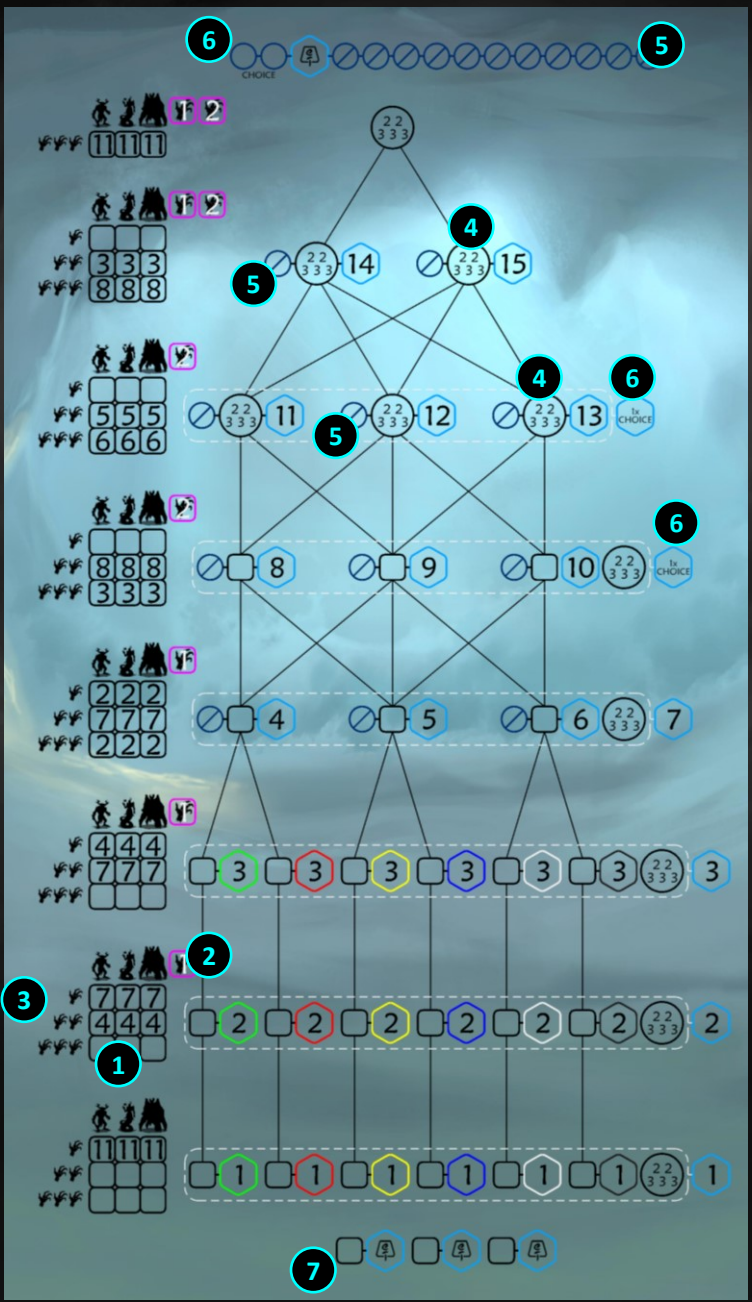
When setting up the game follow these steps:

- Decide which row you want to play – this will determine which augments you will be able to unlock after the game.
- Create enemy deck based on the matrix in selected row. (1)
- Draw an augment for the enemies. (2)
- Create a deck of all unlocked player augments.
- Review and remove a number of unwanted augments equal to the number of marked spots in (5)
- Review and choose a number of augments equal to the choice fields marked at the top. (6) Blindly draw up to the number of augments that you can use. (7)

  If you have 2 choices unlocked (6) but you can use only 1 augment, (7) then you only get to choose 1.



ROGUELIKE PROGRESSION

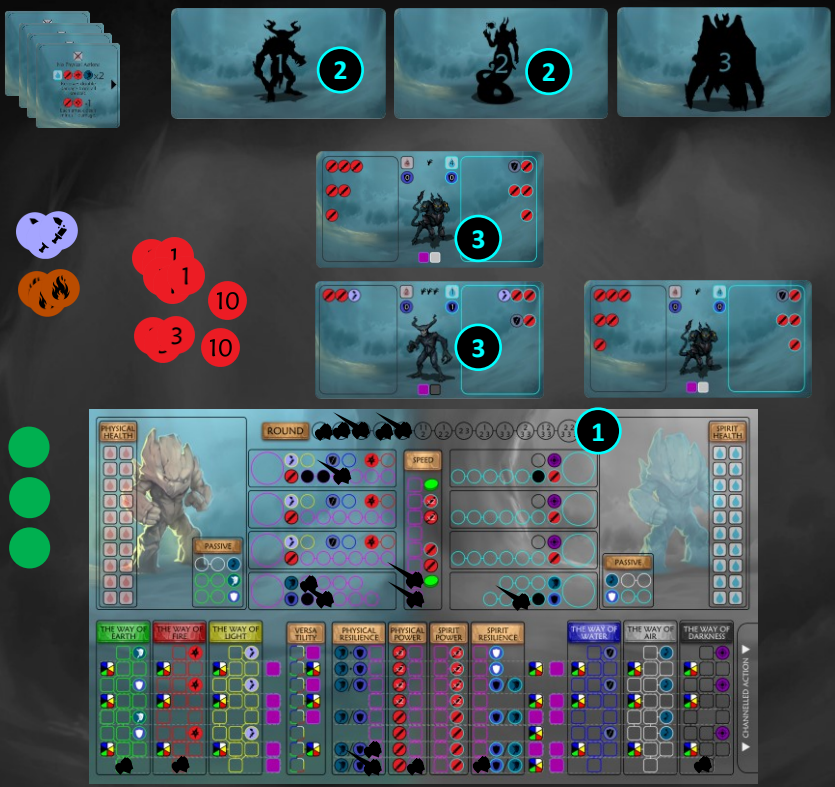






EXAMPLE SOLO ROUND PLAYTHROUGH

EXAMPLE SOLO ROUND



Step 1: Draw enemies

1. This is the 6th round of the game.
2. The player draws 1 enemy from level 1 deck and 1 enemy from level 2 deck.
3. Those enemies are placed above the character sheet.

EXAMPLE SOLO ROUND



Step 2: Spend resources

1. The defeated enemy from previous round carries 1 demon essence and 1 air essence.

2. The player spends the air essence on The Way of Air track and the demon essence in the Spirit Power track. (Always start filling in from the bottom)

3. The Spirit Power upgrade gives the player an upgrade to a spirit attack which the player adds to the top spirit action.

4. The addition to the Spirit Power track also completes a row which gives the player an additional wild essence to use.

EXAMPLE SOLO ROUND



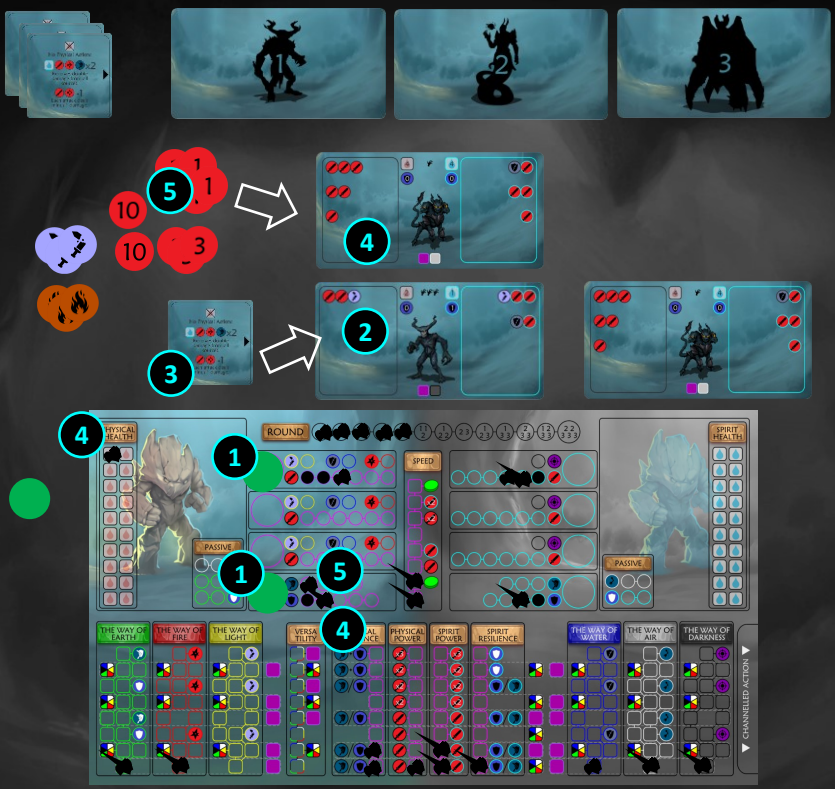
Step 2: Spend resources (continued)

1. The player uses the wild essence to fill in a slot in The Way of Water track.

2. This completes a row and the player receives a bonus in the form of another demon essence.

3. The player fills in another slot in the Spirit Power track and give another point of damage to the spirit attack and the player decides to add it to the top spirit attack.
This does not give any more benefits so Step 2 is complete.

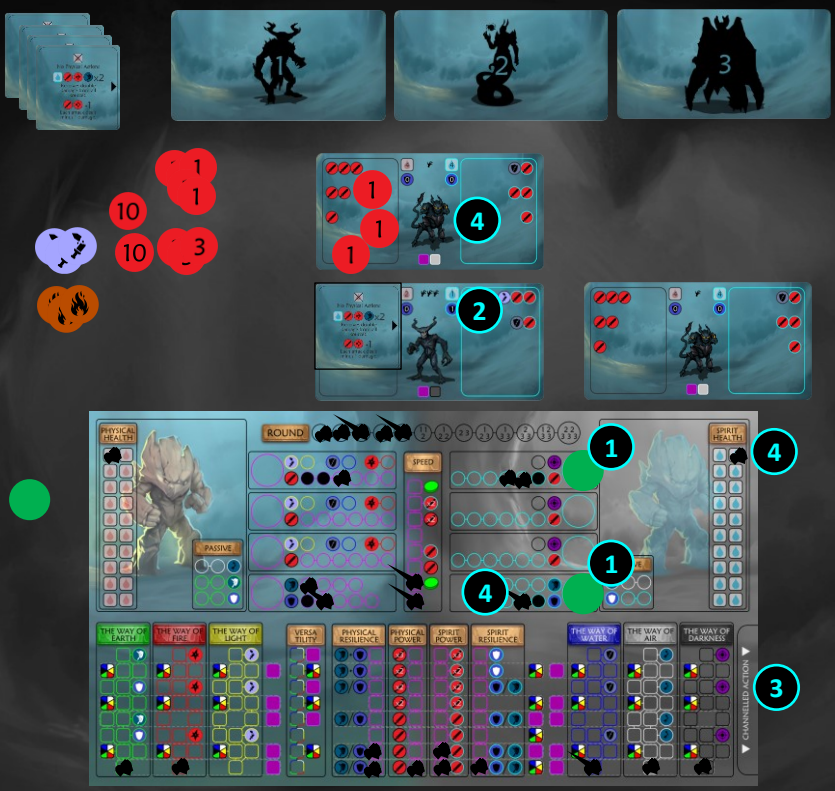
EXAMPLE SOLO ROUND



Step 3: Combat

1. The player assigns two physical actions in the first cycle.
2. The player spends the first attack for 3 damage on the weaker, second enemy.
3. That is enough to bring its physical health to 0 so the player will cover this side of the card with the Double Damage Tile
4. The first enemy attacks 3 times. The first attack deals 3 damage minus 2 shield (from the second action selected by the player), the second 2 minus 2 and the third 1 minus 2 resulting in total 1 damage to the player.
5. All 3 attacks reflect 1 damage each to the enemy so the player will place 3 damage tokens on the enemy card.
   The second enemy cannot attack in this form because its physical form has been destroyed indicated by (3)

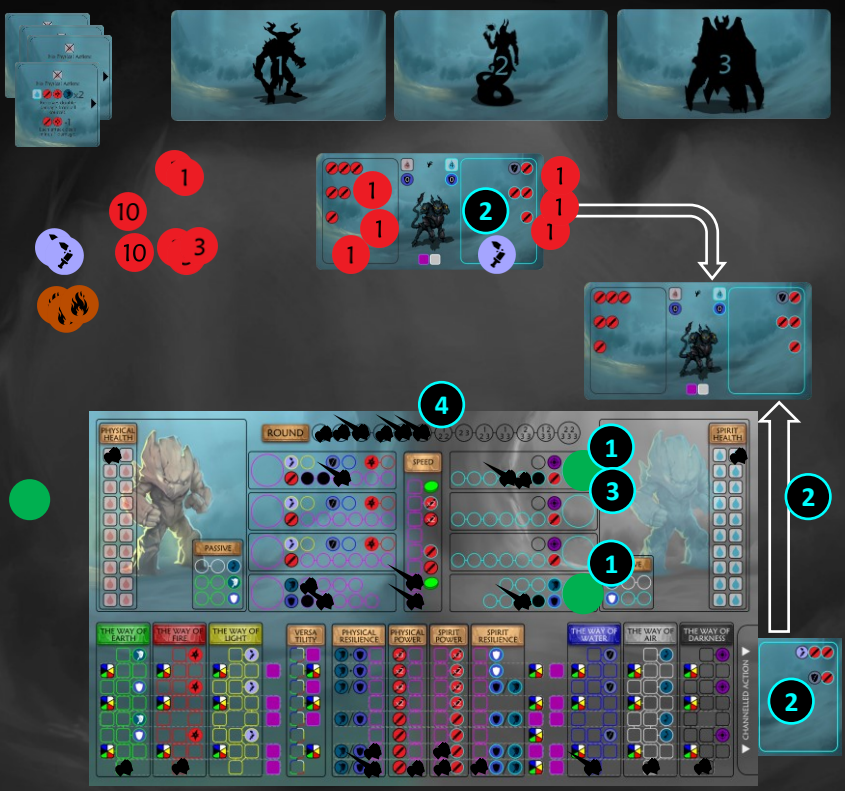
EXAMPLE SOLO ROUND



Step 3: Combat (continued)

1. In the second combat cycle the player assigns two spirit actions.
2. The player spends the first attack for 3 damage on the weaker, second enemy, this enemy receives double damage so the total damage equals 6 minus 1 for the shield.
3. That is enough to bring its spirit health to 0 so the player will move the card to the Channelled Action slot, sliding the card under the sheet to only show the spirit action.
4. The remaining enemy attacks 3 times. The first attack includes SHATTER SHIELD so it will do 1 spirit damage. The remaining attacks can't break the shield action selected.

EXAMPLE SOLO ROUND



Step 3: Combat (continued)

1. In the third combat cycle the player assigns two spirit actions.

2. The player spends the free Channelled Action to deal 2 damage and disarm the enemy's first attack. Then deal 1 more damage bypassing the shield.
   The Channelled Action card is moved to the resource pile.

3. The player then spends his first spirit attack action to deal another 3 damage to the enemy. This is enough to kill it.
   The defeated enemy card is moved to the resource pile.
   The combat ends.

Step 4: Mark the round tracker

Player fills in the current round circle on the round track to mark completion and can proceed to next round. 4





ROGUELIKE CAMPAIGN SHEETS

