

OLFA
AND
SOMETHING SHINY

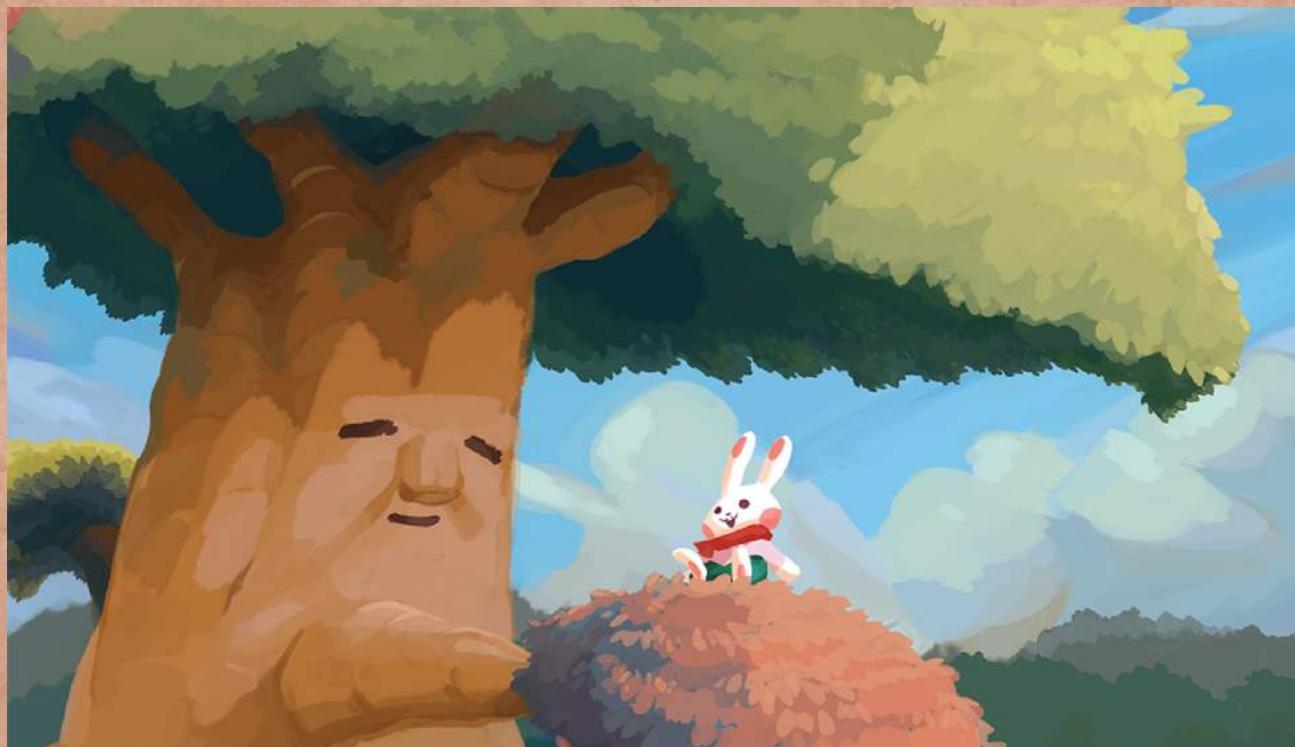
RULEBOOK

DEMO



Welcome to this world, Eila! I am the Great Tree, and I will guide you through the start of your journey.

Eila and Something Shiny is a story-driven game, played over several chapters which tell a fantastic adventure story about Eila. This rulebook is for the demo version that will only cover the basic rules.



Components

The game consists of

1 Rulebook 3 Comic Books



15 Food Tokens (Orange)



15 Gold Tokens (Yellow)



15 Energy Tokens (Green)



15 Knowledge Tokens (Grey)



8 Fear Tokens (Brown)



5 Magical Stone Tokens (Purple)



5 Heart Tokens (Red)



1 Card Stand



2 Goal Cards



39 Event Cards
(001-011, 101-128)



3 Habit Cards
(H01-H03)



2 Inventory Cards



5 Item Cards



Important: Do not shuffle / rearrange or look through any of the card decks or comic books before you are told to do so.

Setup

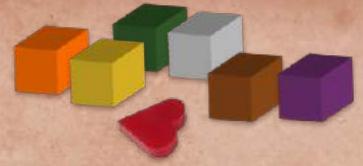
The setup of each Chapter is fundamentally the same. For your first game, you should start by playing Chapter 0, which is a tutorial. Details for setting up Chapter 0 are found in speech bubbles.



1. Separate out the Event cards for your Chapter, which are shown in the relevant Chapter's Comic book (and will also be those that start with the same number as the Chapter). If the order of the cards has been altered, reorder them in ascending order. Separate the cards into three face-down stacks, according to the color in the bottom left hand corner of the card back.

Chapter 0 uses card numbers beginning with 0 (numbers 001-011).

2. Place all of the tokens in piles sorted by type and within easy reach of you, to form the supply.

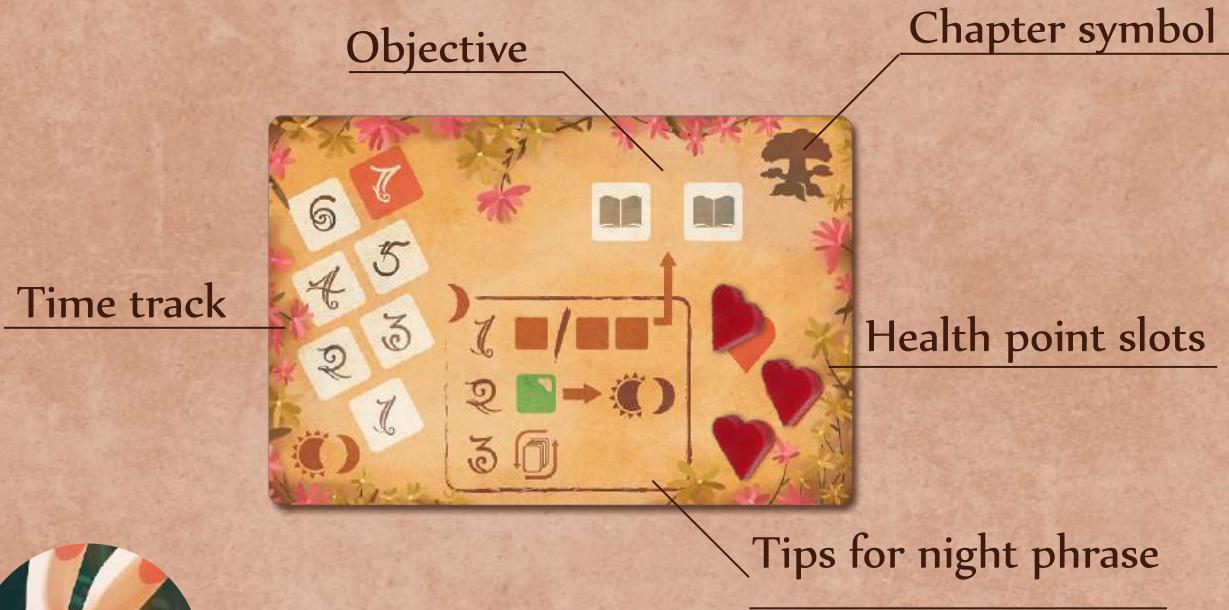


3. Put all of the green Event cards into the Card stand.

For Chapter 0, use the Goal card with the tree symbol in its upper right corner, and the Chapter 0 Event cards (numbered 001 to 005).



4. All of the Habit cards, Item cards, and Support cards are used in every game, no matter which Chapter you are playing. These cards should be placed in separate decks in ascending order with card 01 on top.
5. Place both of the Inventory cards nearby.
6. Leave space for three empty areas for use during the game. These areas are the Past, Present, and Future zones where your Event cards will be played.
7. Place Heart tokens onto all Health Point slots of the Goal card. This represents your current Health.



In Chapter 0, I will start with 3 Health Points.

Okay, Eila! Now everything is ready, let's begin!



Gameplay

Before you begin a Chapter, read the prologue from the Comic book for that Chapter.

Chapter 0 is special. It doesn't have a prologue, but all of the others do.

Gameplay takes place over a number of Rounds, with each round split into two Phases: Day and Night. In the Day Phase, you will reveal and then resolve Event cards from the Card stand one after one after another. In the Night Phase, you will place Resources onto the Goal card, consume Energy, and shuffle the Future card deck and place it back in the Card stand.

Winning and Losing

You win the game if you complete the objective on the Goal card (by putting the required tokens onto it).

You lose the game if either of the following conditions are met:

- You have no Health Points remaining.
- 7 Rounds have passed (shown by having gathered 7 Energy tokens on the Goal card).

Day phase

This Phase consists of the following four steps, resolved in order:

1. **Reveal the Event** card from the card stand and place it face up in the Present zone.
2. **Choose an effect** from those listed on the Event card. Follow the instructions shown on your chosen option. The options on the cards often indicate the same zone, but the different options will have different costs or effects. For more details on this, see Card Effects on page 14.

With Event card 001, you could choose to:
A) Acquire one Food token; or B) Place Event card 006 face down in the Future zone.



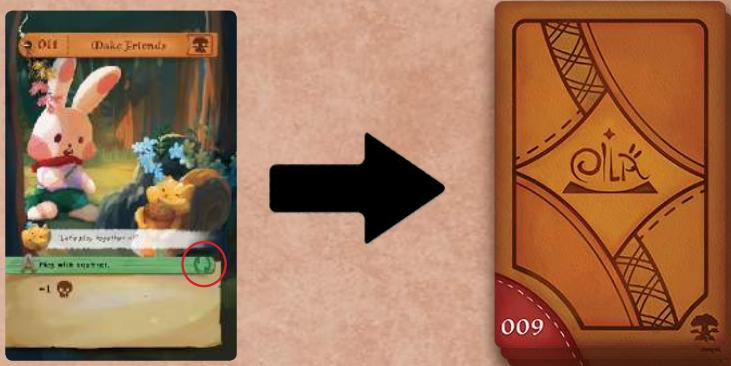
“Present”

3. Resolve the Event by placing it into another zone, according to the color of the option you chose:

White with a right arrow: flip the card face down and place it in the Future zone. Cards placed in the Future zone will return during the next Day.

Yellow with a left arrow: flip the card face down and place it in the Past zone. Cards placed in the Past zone will not be used again in this Chapter.

Green with a recycle symbol: Return the card to its original card deck, in the correct place as determined by the card number.



4. The Present zone will now be empty again. Repeat steps 1-3 above with the next card from the Card stand. When there are no cards remaining in the Card stand, proceed to the Night Phase.

Remember: There may never be more than one Event card in the Present zone.

Night phase

When all the cards in the Card stand run out, the Day has ended and you must proceed with the Night Phase. Follow these steps, in order:

1. Take 0-2 **Resources** from your Inventory cards (see Resources on page 12) and place them onto matching spaces on the Goal card. If you successfully fulfill all the requirements shown on the Goal card, you win the game immediately!



2. Take one Energy token from your Heart Inventory card (see Resources on page 12) and place it onto the lowest numbered empty space on the Time track on the Goal card. If you don't have an Energy token, you must instead use one Heart token.

Remember: If you ever run out of Heart tokens you lose the game!

If the token you just placed fills the 7th slot on the Time track, then 7 days have passed and you have lost the game!

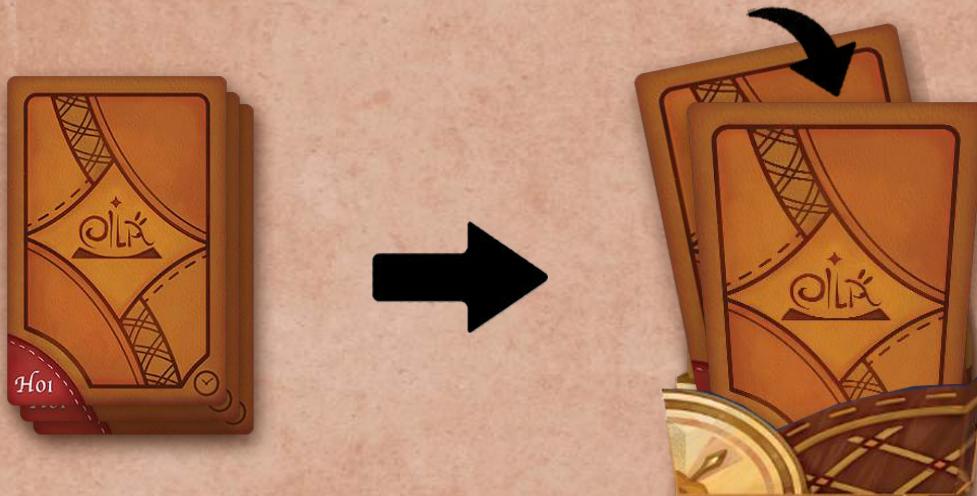
3. **Shuffle** all the cards in the Future zone and put them into the Card stand, with the card backs facing you. Then start a new round.

Game End

When you win a Chapter, read the ending Comic book for that Chapter. Then, take all the Habit, Item, and Support cards you have acquired and put them aside. They will assist you in the next Chapter!

Beginning of a New Chapter

During setup for a new Chapter, place any Habit cards you acquired in previous Chapters at the back of the Event card deck in the Card stand. If you have acquired more than one Habit card, you may choose the order in which you place these cards.



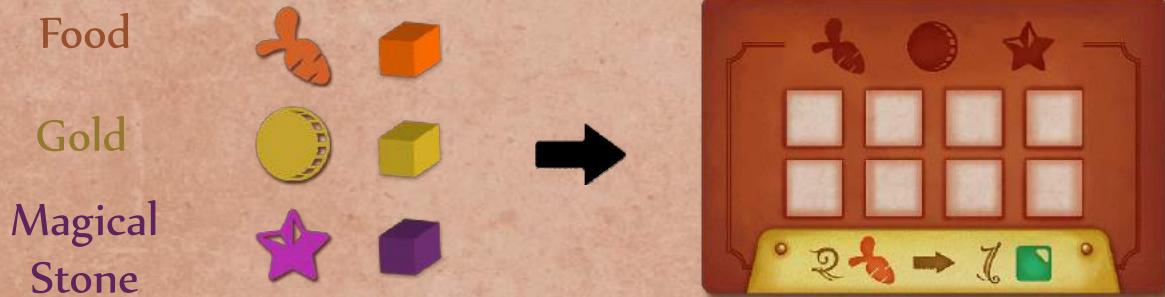
Place any Item or Support cards you acquired from previous Chapters in front of you, to the left of the game area. They can assist you in different Chapters (see Card Effects on page 14). Try to discover all of the possibilities!

Additional Rules

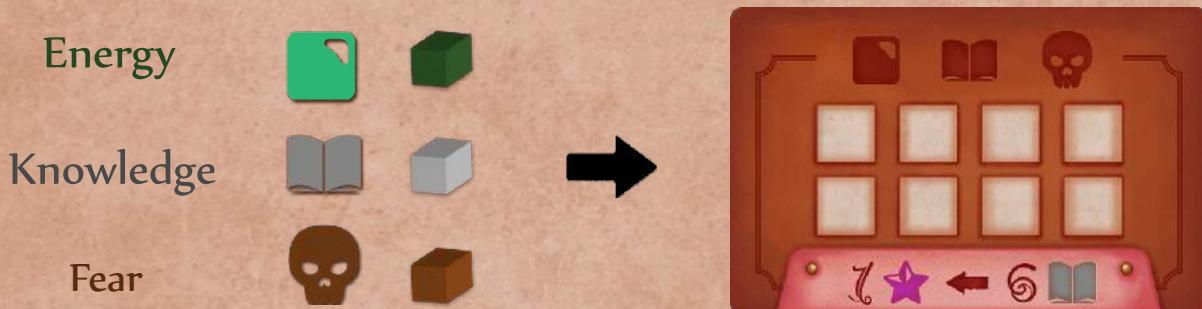
Resources

There are 6 types of Resources, which are separated into 2 types: Physical Resources and Non-Physical Resources.

The Physical Resources are Food, Gold, and Magical Stone. When you acquire them, take matching tokens from the supply and place them in empty spaces on the Hand Inventory card:



The Non-Physical Resources are Energy, Knowledge, and Fear. When you acquire them, take matching tokens from the supply and place them in empty spaces on the Heart Inventory card:



Each Inventory card has 8 Resource spaces, which means you may only keep a maximum of 8 tokens on each card. When there is no room to acquire new tokens, you may discard tokens of your choice (returning them to the supply to make space for the new tokens) or forego acquiring the new tokens.

However, acquiring a Fear token is compulsory, so if you have no empty spaces on the Heart Inventory card when you acquire a Fear token, you must discard a non-Fear Resource of your choice to make space. Similarly, you may not discard Fear tokens by choice. They can only be removed by certain card effects.

Converting Resources

The bottom of each Inventory card shows an action to Convert Resources. This can be done at any time during the game, and any number of times. However, Resources can only be converted in the direction of the arrow shown on the card; you cannot convert them back the other way!

You may convert 2 Food into 1 Energy (but not the reverse).
You may convert 6 Knowledge into 1 Magical Stone (but not the reverse).



Card Effects

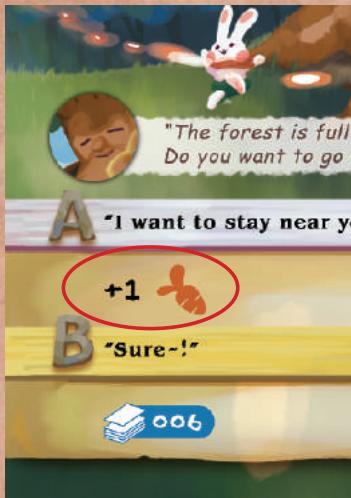
The Event cards in the game have a range of effects, as listed below. Where multiple effects are separated by commas, resolve all of them from left to right, as shown on the card.

Where multiple effects are separated by slashes, choose and resolve one of those effects.

If there is an arrow, you must pay the cost to resolve the effect; if you cannot pay the cost you may not choose that option.

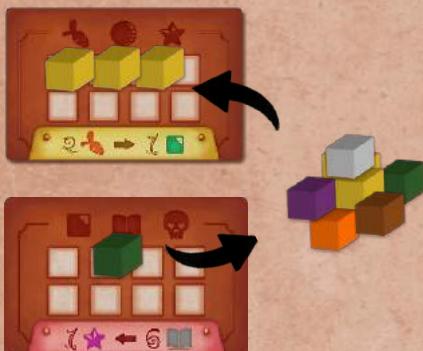
+1 🐿️ / +1 🍷 / +1 📖 / +1 ⭐ / +1 📕 / +1 🦴

Acquire the depicted number of Resources. Take them from the supply and place them on the appropriate Inventory card.



-1  / -1  / -1  / -1  / -1  / -1 

Pay the depicted number of Resources. Take them from your Inventory and return them to the supply. You cannot choose this option if you do not have the Resources to pay the cost shown. The only exception to this is for Fear, which you may choose even if you don't have enough Fear in your Inventory to pay the full amount. In this case, pay as many Fear as you can (including paying nothing if you have none).



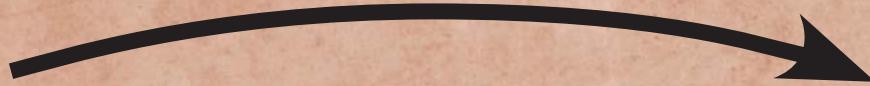
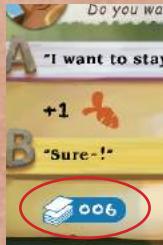
Convert Resources is shown with an arrow and works as explained in the Converting Resources section on page 13. Cards that show an X can be used to Convert any number of Resources, including zero, where the number of Resources you pay is equal to the number of Resources you acquire.

Remove a Heart token from the Health Point slots on the Goal card. If this removes your last Heart token, you lose the game!





Find the corresponding number card from the blue Events deck and put it in the Future zone.

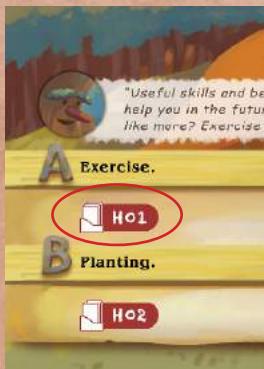


Blue events deck

"Future"

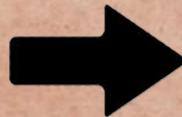


Find the corresponding number card from the red Events or Habit cards deck and place it at the front of the Card stand (so it becomes the next card you will reveal).





Acquire the specific Item card by finding it in the Item cards deck and placing it in front of you. Item cards can be used immediately after being acquired, and may give you the ability to select certain card options or provide an effect that resolves at a certain time, as described on the card. The Item card deck is never shuffled, and you will keep any Items you acquire from one Chapter to the next.



OR



OR



Some card options have a purple block **B** with a Tool symbol in it. These options can only be selected if you have acquired the Tool Item card. You don't discard the Tool Item card after using it.

Support cards work in a similar way to Item cards but represent something other than a physical object you might use. They follow the same rules as explained above, with each card saying how it can be used.





Turn summary

The Day phase follows these steps repeated

1. **Reveal the Event** placing it in the Present zone
2. **Choose an effect** and follow its instructions
3. **Resolve the effect** placing the card in another zone

When the card stand is empty proceed to the Night Phase

1. Place **Resources** on your Goal card(Specific on the Goal Card).
If the Goal is now complete you win!
2. Place 1 Energy (or 1 Heart if you have no Energy) on the **Time track**. If you run out of Heart tokens or have filled the Time track you lose!
3. Shuffle the **Future zone** to form a new Event deck and place it into the card stand.

Repeat the above phases until you either win or lose the Chapter.

More elements such as combats, riddles, and movements on the map will be introduced one by one starting from Chapter 2. The additional rules will be covered in the final version of rulebook!

