Fluttering Souls

Overview

Fluttering Souls is a 2 player game, played over 3 - 5 rounds. In each round, players take turns collecting butterflies to earn victory points.

At the end of each round, players tally victory points from each set of butterflies they have collected. The player with the most victory points is awarded a white butterfly token; a visit from a lost loved one.
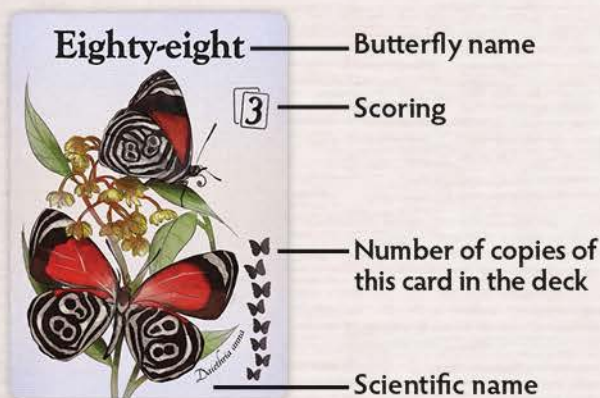
Collect 3 white butterfly tokens to win.

Components

21 butterfly cards
- 8 x Eighty-eight
- 6 x Blue Morpho
- 4 x Monarch
- 2 x Swallowtail
- 1 x Great Eggfly

15 layout cards

5 butterfly tokens (white)

Butterfly Card Anatomy

Eighty-eight — Butterfly name

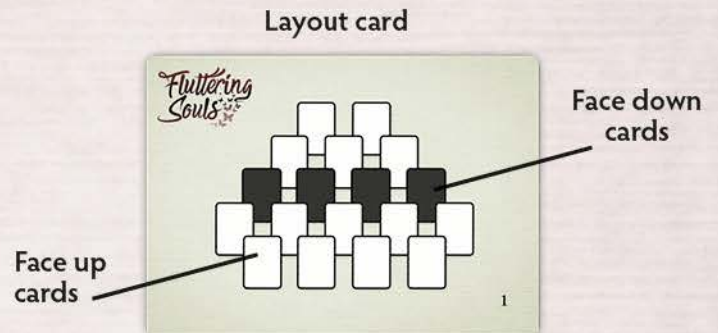[3] — Scoring

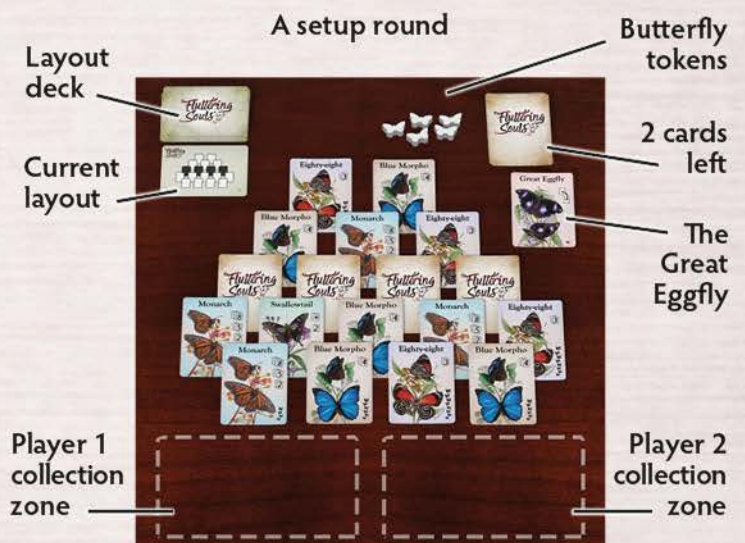— Number of copies of this card in the deck

Scientific name

Setup

Place the butterfly tokens to the side.

Shuffle the layout cards and place them face down on the table to make a deck. Draw one and place it face up below the deck. This will be the layout of butterfly cards for the round. White cards are to be placed faced up,

Layout card

Face up cards

Face down cards

and black cards face down.

Remove the Great Eggfly from the butterfly cards and place it to one side. Shuffle the other butterfly cards and place cards onto the table one at a time matching this round's layout, starting with the row closest to the Fluttering Souls logo. Take care to lay cards face down (without looking), face up, and overlapping as shown. Set the two remaining cards aside face down (without looking), away from the other cards.

A setup round

Layout deck

Current layout

Butterfly tokens

2 cards left

The Great Eggfly

Player 1 collection zone

Player 2 collection zone

The Legend of the White Butterfly

Many years ago, an apprentice merchant named Takahama fell hopelessly in love with a woman named Akiko. They became engaged, but tragically, Akiko died before they could be wed.

Takahama was distraught. He had built a life and a successful career, but he could not bear to be away from his love. Such was his dedication to Akiko that he abandoned his trade and gave his life to the upkeep of the cemetery where she was buried.

For 50 years Takahama visited Akiko's grave every day with a single pure white rose. One day, Takahama fell so ill he could not go outside. Fearing he may die, his sister and niece came to care for him. While he lay there, unable to move, a butterfly of the purest white landed gently on his pillow. Annoyed, Takahama's niece tried to shoo the butterfly, but it would not stray from the pillow of the dying man.

As Takahama's final breath left his body, so the butterfly flew to the grave of Akiko and disappeared. White butterflies are believed to be the visiting souls of loved ones. Worried that Takahama had not visited her grave that day; Akiko looked over him and did not leave until his soul had joined hers.

Playing a Round

The player wearing the most colourful clothing is the first player. The second player receives the Great Eggfly card (see rules below regarding the use of the Great Eggfly).

Starting with the first player, players take turns choosing one 'open' butterfly card to collect from the layout. They then place that butterfly card face up into their collection zone, the space in front of them.

An 'open' card is one that does not have another card overlaid on it. In the example below, the green highlighted cards are open and available for players to collect. When a face down card becomes 'open', immediately turn it face up.

Open cards for player 2 | Turn the face down card face up

Player 2 collects a Monarch | Open cards for player 1

Players continue collecting cards until there are none left. Then they score the round.

The Great Eggfly

The Great Eggfly is a very territorial butterfly. It is not worth any victory points, but it does win tied games.

After the player with the Great Eggfly collects an open card (turning any face down cards under it face up), they **may** replace the collected card with the Great Eggfly. This blocks access to the butterflies under it, and when timed well, can force your rival to collect it. The Great Eggfly may also be used by its new owner, so use it wisely!

Example: A player collects the open Blue Morpho card (1), turns the face down card beneath it face up, then chooses to replace the collected card with the Great Eggfly from their collected cards (2).

1. Collect an open butterfly | 2. Replace it with the Great Eggfly

Scoring a Round

Each player tallies their victory points from each set of butterfly cards they have collected. The player with the most points at the end of each round is awarded a white butterfly token. In the case of a tie, the player who has the Great Eggfly is the winner.

- **[4]** 3 × Blue Morpho = 4 points
- **[3]** 2 × Eighty-Eight = 3 points
- **[*]** 2 × Swallowtail = 0 points
  This pair may be used as a SINGLE wild card to add to another set.
  Cannot be used as a Great Eggfly.
- **[2]** 1 × Swallowtail = 2 points
- **[8]** 4 × Monarch = 8 points
- **[5]** 3 × Monarch = 5 points
- **[2]** 2 × Monarch = 2 points

  Great Eggfly = 0 points. Holder wins ties.

Starting a New Round

To start a new round, draw and reveal a new layout card. The player who just lost chooses to be first or second player this round. Give the Great Eggfly card to the second player. Shuffle all the other butterfly cards together, including the two remaining cards from the previous round. Use the shuffled butterfly cards to match the new layout card and place the two remaining butterfly cards aside, face down as usual. Play.

How to Win the Game

The first player to collect 3 white butterfly tokens is reunited with the soul of their loved one and wins the game.

Credits