

# Nusubito

2 Players  
30-60 minute Playtime  
Ages 14+

Core Mechanics:  
Hidden Movement  
Abstract Strategy

Nusubito  
Rules Booklet v18  
Oz Durose  
© Finngrim Studios LTD 2021  
27/04/2021

# The Legend of the Nusubito

In a distant land, filled with war and feuding nations, an entertainer goes about his craft.

The tavern at the foot of the Unseen Mountains was filled with good cheer as the old man spun his tales. The children sat around, eyes wide with awe and wonder as he told of a daring thief known only as the Nusubito. The adults sat and drank and rolled their eyes at the man, but would crack the occasional smile when the jokes proved too grown up for the younger ones.

'The mighty Nusubito leapt from rooftop to rooftop, the ghoul not far behind! With one smooth motion he spun, letting loose two darts, which pierced the silvery mists in silence before striking their target. The ghoul faltered, black ooze pulsing from the wounds in its chest, and fell from the rooftops with a sickening crunch.'

One small child pulled a face. The Storyteller continued.

'But this was no time for the Nusubito to relax. From his right another creature stalked towards him, its long limbs twisting as it crawled along the slate. And again he ran, leaping from across the rooftops as the creature chased. In his panic he had lost his way, running to the outskirts of the village and the cliffedge beyond. He skidded to a halt, moments short of falling to his own gruesome death. The ghoul had him cornered.'

'The Darts!' one child cried out.

'No, he's used them all!' responded another.

'True,' the old man said, 'The Nusubito had used his last dart. There was nothing he could do, the ghoul had him cornered. In a mess of deranged motions it leapt at him, pinning him down against the rooftop with its mangled claws, breathing rancid breath upon his face. From fanged jaws spoke long-dead voice, "Jewels".'

'See, I told you the temple sent them,' one child poked at another, 'they want jewels he stole from the High Priest.'

'Indeed! That is what they were after. So then the question; what did the mighty Nusubito do?' asked the Storyteller.

The children called out their responses, one after the other, until a stranger stood up at the back of the tavern. 'He used the Unseen Coin to escape,' the stranger said.

The tavern went silent.

'Indeed,' said the Storyteller, 'the Unseen Coin.' he turned to the children. 'The very coin he stole from the Temple of Mists, high above the clouds on this very mountain! Nusubito struggled under the mighty weight of the ghoul, but managed to grasp the ancient coin in his pocket. Then his face seemed to... fade... as though melting into the air around him. Before the nightmarish gaze of the monster, the Nusubito became one with the mists. He escaped from the grasp of the creature and floated along the nighttime breeze, coming to rest upon the tip of the tallest mountain. There he looked down upon the village and the confused beasts below. He took the High Priests' Jewels from his satchel, and admired how they glimmered in the moon's cold light.'

With that, the story ended, the master thief having pulled off another heist.

As the storyteller packed up his props and collected his coin, the stranger approached.

'Do you know what happened to that Coin?' the stranger asked.

'The stories say that the Priests of the Mists stole it back.' responded the storyteller, taking care not to look at the new comer. 'That they stripped Nusubito of his power when they did that. The coin is said to be hidden in a temple atop the Unseen Mountain.'

'Indeed.'

The response was more thoughtful than the storyteller would have liked. He wanted to remind the stranger that Nusubito was a children's story, and nothing more, but couldn't find the words.

The stranger thanked the old man for the tale, placing a few coins on the table for him, and left the tavern into the night.

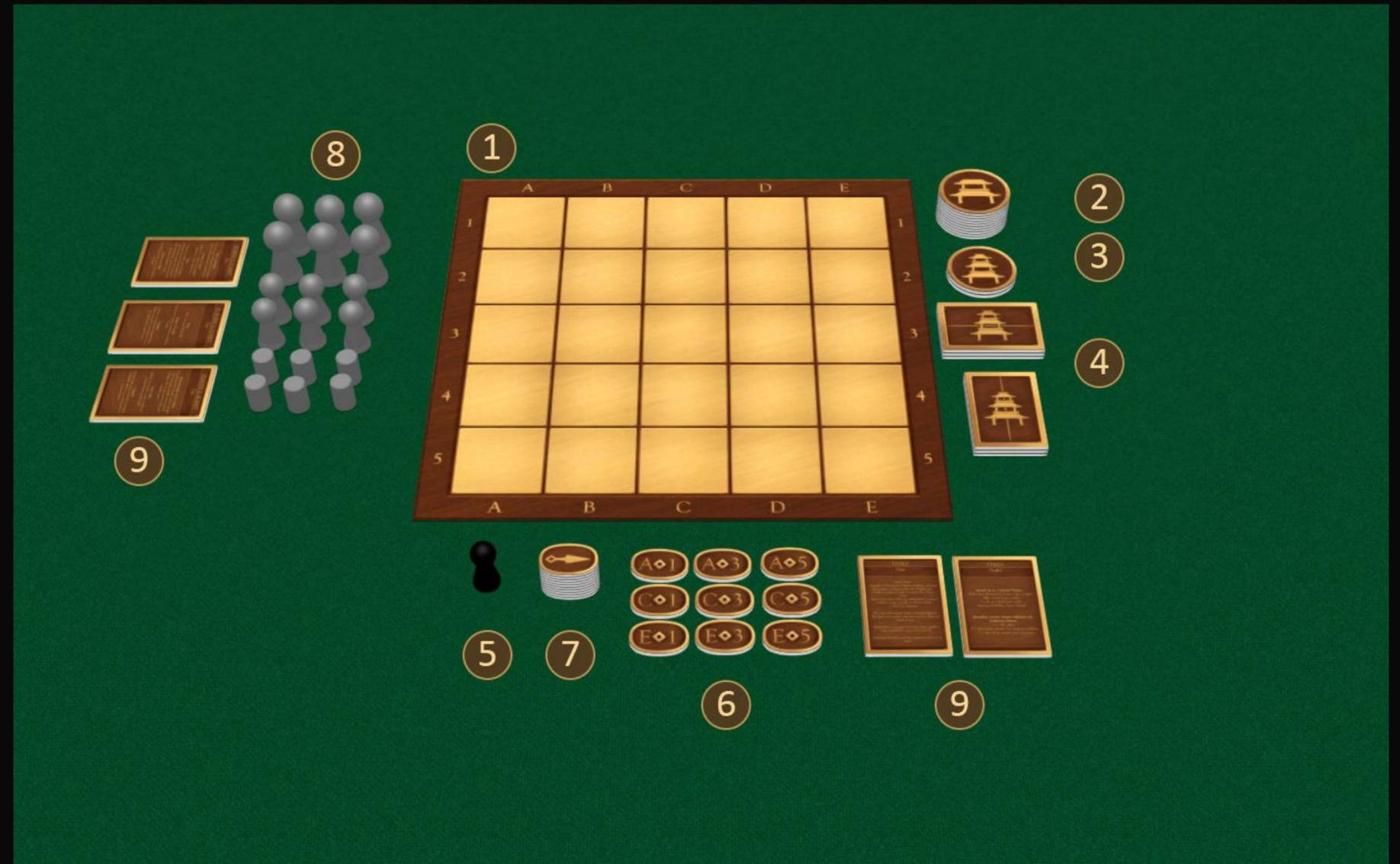
At the foot of the Unseen Mountains, the stranger stared up at the sheer mountainside that pierced the clouds.

Above the clouds, beyond the sight of mere mortals, were the Unseen Temples where the Coin lay waiting to be reclaimed.

With one graceful leap, the stranger started to climb.

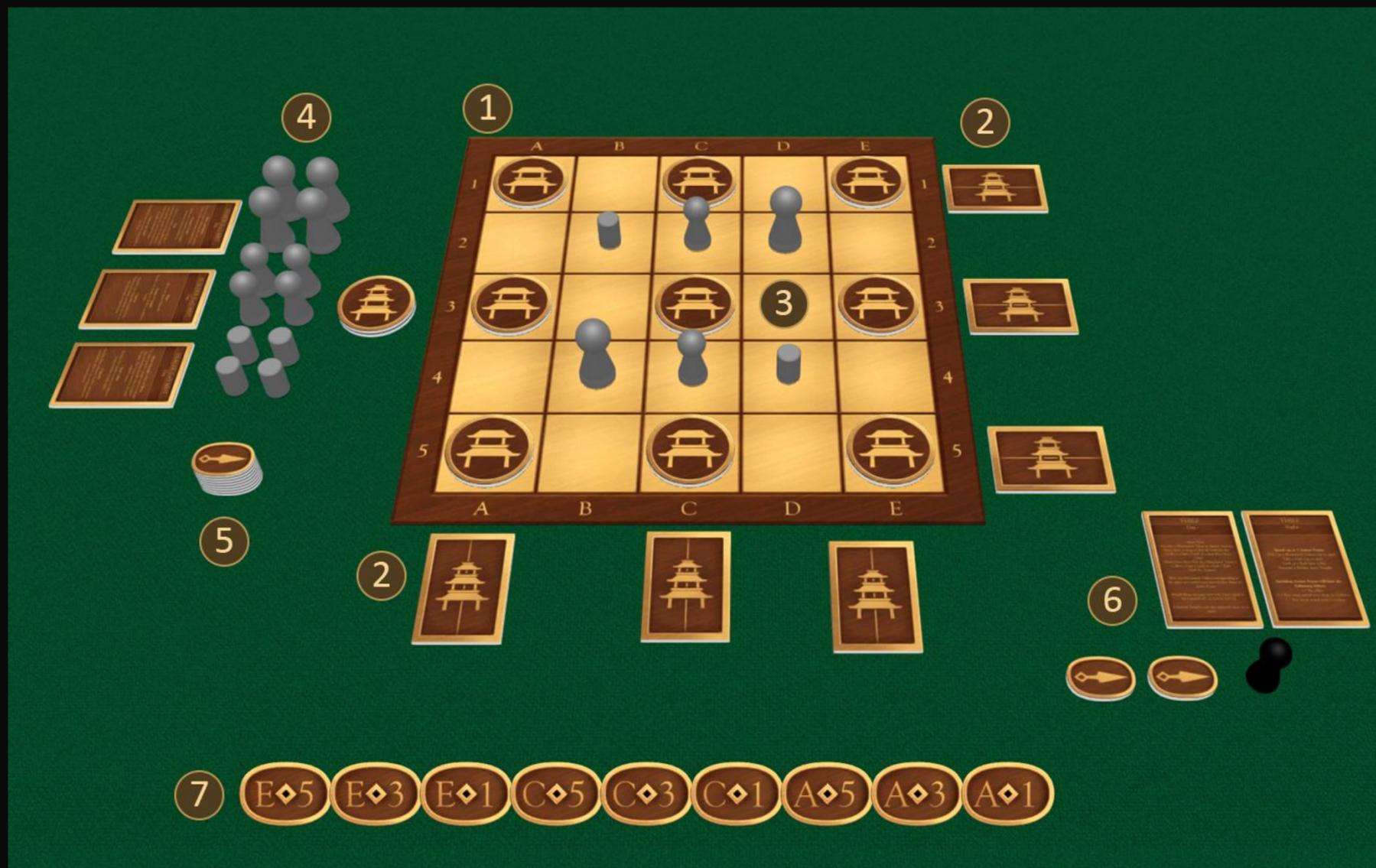
# Components

Courtyard (1)	A 5x5 grid placed in the centre of the table, with a coordinate system running along the edges.
Temples (2)	Nine temple tiles to be placed on the A1/3/5, C1/3/5 and E1/3/5 spaces.
Temple Bolster (3)	Two smaller Temple tiles to show which temples have been Bolstered.
Rods (4)	Six Rod Cards to be placed along the 1/3/5 rows and A/C/E Columns. There must be one green and two red per axis.
Player Marker (5)	A Player Marker to represent the Thief when they are revealed.
Coins (6)	A sets of Nine Coins correlating to the nine temples. The Thief player will take the set into their hand, using them throughout the game to track their movement.
Dart Pool (7)	A pool of nine Darts that can be used to attack the Mists. The Thief takes two of these into their inventory at the start of the game
Mist Pawns (8)	Six Mist Pawns per level to populate the board throughout the game.
Player Aids (9)	Cards with rules summary for the Thief and each Mist



# Setup

1. Put the Courtyard in the centre of the board and place the nine temples in the A1/3/5, C1/3/5 and E1/3/5 spaces.
2. Take the six Rods and divide them into their two sets. Shuffle each set and deal the Rods face down along the right and lower edges of the board along the 1/3/5 rows and A/C/E columns. It is important that each axis (horizontal and vertical) has one green Rod and two red Rod and that they align with the Temple rows and columns.
3. Place six Mist Pawns on the board depending on the configuration you wish to play. The basic setup is a 0/1/2 configuration, with a Healer (Lv0) on B2, Builder (Lv1) on C2 and Seeker (Lv2) on D2. This is mirrored onto the other side of the board (lv2 on B4, Lv1 on C4 and Lv0 on D4).
4. Place the remaining Mist Pawns with to their relevant Player Aids next to the board. Place the Temple Bolster Components with the Builder Mist Pawns.
5. Place the pool of Darts next to the board.
6. Choose which player will play the Thief. Place the Player Marker on the table near them, along with the Thief Player Aid and two Darts from the pool.
7. The Thief player should now pick up all the Coins into their hand\*. They start their first turn on temple C3, the middle temple.



\* To do this on Tabletopia, select the coins and drag them to the bottom of the window. Release when you see the coloured glow.

# Game Overview

Nusubito is an asymmetrical hidden movement game played over a series of Day and Night cycles. Each Day Phase has three rounds, whereas each Night Phase has one round. These two phases work differently; the Days are used to move across the Temple Complex whilst the Nights are used to stock up on resources.

Each round starts with the Thief taking their turn, then the Mist taking theirs. Once the three Day Rounds are completed, move onto the Night phase, starting with the Thief, then the Mist.

Play continues over an unlimited number of Day and Night cycles until the Thief finds the Treasure, cannot make a legitimate move or is captured by the Mist. See *'End Game Conditions'* to read how the game comes to a conclusion.

During a Day Turn, the Thief must secretly leap to a new temple, attacking the Mist that stand in their way. As this is a hidden movement role, they will not be moving their player marker, but instead they will place relevant Coins face down in front of them, representing their movement and signifying the end of their turn.

They may choose to move twice per turn, three times if they sacrifice a coin, or move once and gain a resource - either a Dart from the Pool, a previously placed Coin, or look at a Rod along their row or column. Thief actions are described further in the *'Thief Day Actions'* section.

The Mist play very differently. They have three actions per day turn, with which they can perform actions with any Mist Pawn on the board, however, each Mist may only be played once per turn. Mist actions are described further in the *'Mist Day Actions'* section.

During the Night Phase, neither side may move. Instead they may spend Action Points to gain resources or upgrades. This comes with no penalty for the Mist, but Thief must be aware that the more Action Points they spend, the more information about their location they will have to give.

Finally, at the end of the Night Phase, all attacked Mist are healed, stood back in an upright position, ready to fight again!

Further information about the Thief and Mist Night actions can be found in the sections *'Thief Night Actions'* and *'Mist Night Actions'*.

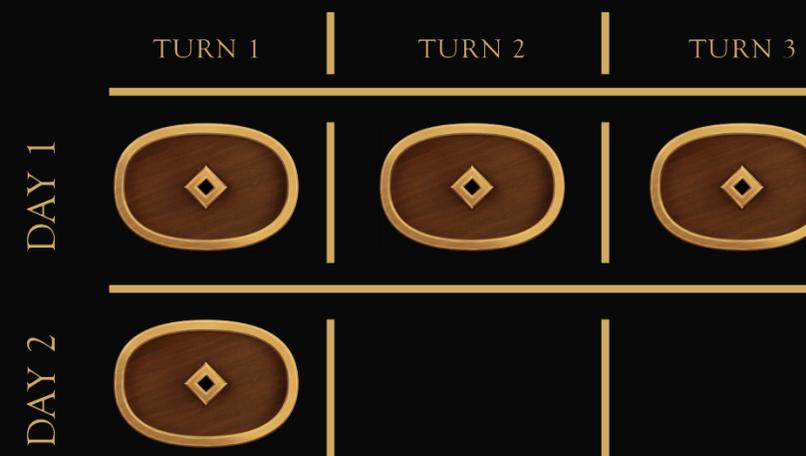
# Keeping Track of the Days

The Thief will be using their hand of movement tokens - known as Coins - to keep track of their position throughout the game. They can also be used to keep track of the games turns and phases.

To do this, the Thief should place their Coins face down in front of them in rows of three. On their first turn, they would place a Coin down. On their second turn, they would place their second Coin to the right of the first, and on their third turn, they would place their third coin to the right of the second.

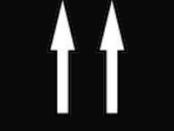
With three Coins in a row, they know that the day phase is over and the next turn is a Night turn. They will not place a Coin during the night phase as they will not move, but on the first turn of the next day, they will start a new row, placing their Coin in position under the first Coin placed.

Below is an example of how this might look.



# Icons throughout this Book

Throughout this book, you will see a number of icons. Below is a list of the icons used and what they represent.

	Thief Player Opaque = Revealed Translucent = Hidden		Mist Pawns; Healer, Builder, Seeker		Thief cannot move to this Temple
	Attacked Mist Pawn		Spawn (In this case, spawn a Healer)		Thief does not have this Coin
	This Mist Pawn cannot be attacked		Heal (In this case, heal a Builder)		Sacrifice a Coin
	Attack Cost (in this case, minus two Darts)		Sacrifice (in this case, sacrifice a Builder)		Remove Bolster from a Temple
	Move Once		Move. Any solid white arrow like this will show how a Mist may move.		Play a Coin face Down
	This Leap costs two movements		Upgrade		Reveal your current location Coin.
	Do nothing/Hide		Heal All		Look at a Rod/Flip a Rod
	"And"/"Add"/"Gain"		Find the Treasure. This is the Icon on the Green Rods.		
	"Or" (when choosing between options)				

# Term Glossary

**Attack** - The Thief spends Darts to knock a Mist Pawn into a Downed position. Note that this is not an action.

**Bolster** - A temple with the Bolster component on it will take two movements for the Thief to move to or from.

**Coin** - Coins are used as movement tokens, a way for the Thief to keep track of their location without using the player marker. The Coins played, as well as the ones in your hand, must remain hidden from the Mists at all times.

**Courtyard** - The 'ground' portion of the temple complex, not on the temples.

**Downed** - Mist Pawns that are laid on their side having been attacked by the Thief. Downed Mist cannot be used for any reason until healed.

**Heal** - Return a Downed Mist to its Upright position, ready to be used again.

**Leap/Move** - the Thief can leap between from their current Temple to a neighbouring Temple once per movement.

**Location Coin** - The Coin played to represent the Thief's location at the end of each turn.

**Mist Pawn** - the pawns on the board that represent the temple's guards.

**Neighbouring** - anything that is adjacent to the item in question. This is typically one space orthogonally, but in some cases can be diagonally, or, in the case of the temples, the next temple along on a row or column.

**Orthogonal/Diagonal** - Orthogonal refers to the direction along a row or column, joined by a space's edge, diagonal refers to the direction from the corner of a space.

**Occupy** - when a Seeker Pawn is on a temple.

**Pool** - a collection of items not currently in play, typically the pawns or darts.

**Reveal** - the Thief may use their player marker to show their opponent which row, column or temple they are on.

**Rod** - cards along the side of the board which align with the rows and columns of the temples. A Rod can be looked at from any temple along its row or column, and the Rod's colour counts for all of the temples along that row or column. The treasure can be found on temple where the two green Rods meet (eg if Rods E and 3 are green, the treasure will be on temple E3)

**Sacrifice** - remove one or many Mist Pawns from the board, back into their pool. The Thief may Sacrifice a Coin, placing this Coin face down under their Location Coin.

**Stream** - A continuous line of connecting neighbouring Mists. Downed Mists will break the stream.

**Spawn** - Take a Mist Pawn from their pool and place it onto the board.

**Upgrade** - sacrifice a set of neighbouring Mist Pawns to spawn a Mist of the next level.

# End Game Conditions

The game comes to a close when one of three conditions are met:

- 1 - The Thief declares they have found the hidden treasure
- 2 - The Mist declares they have Captured the Thief
- 3 - The Thief declares that they cannot perform a valid move

# Finding the Hidden Treasure

In order to win the game, the Thief must find the hidden treasure.

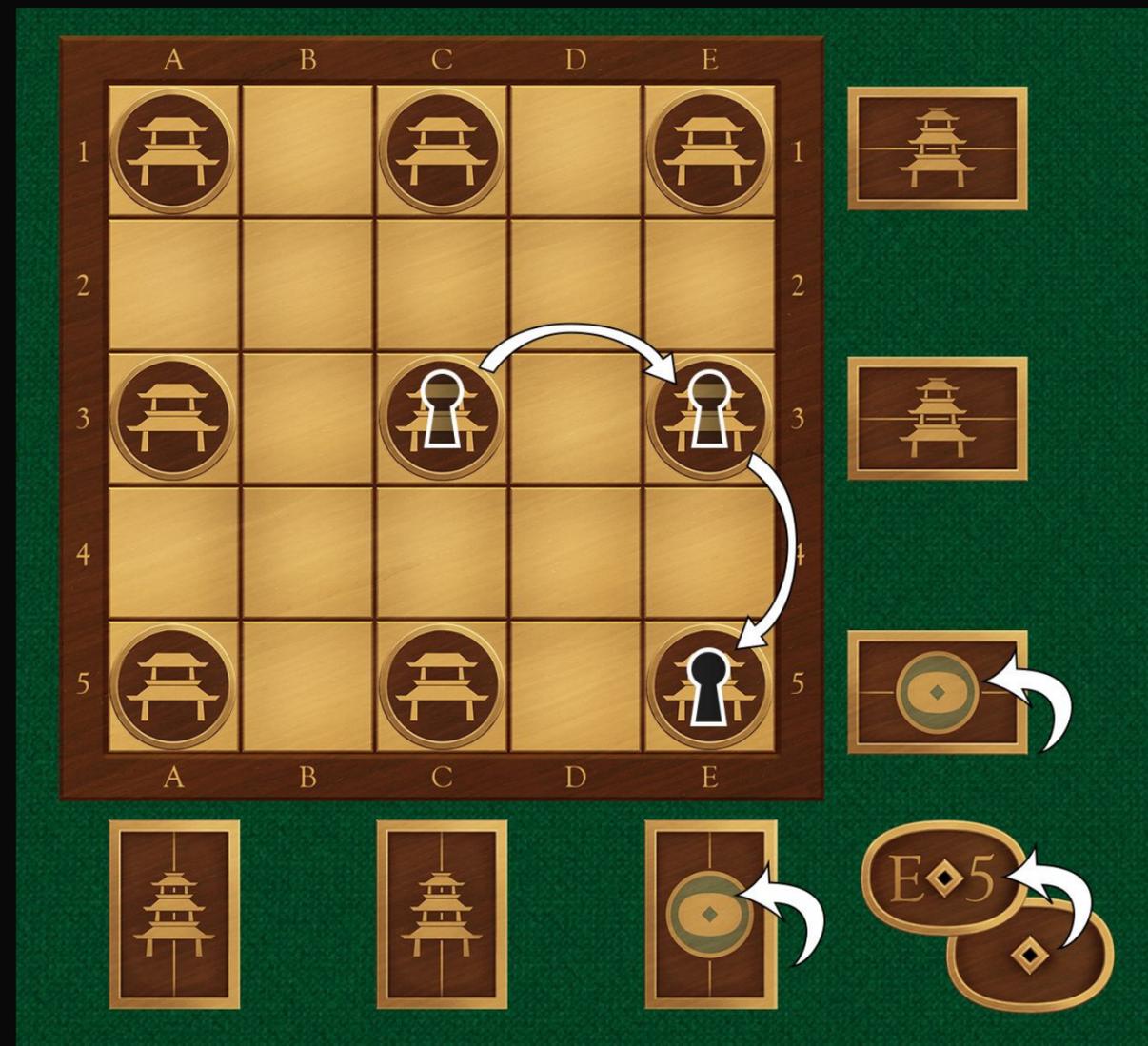
To do this, they must first uncover its location. The treasure is hidden in the temple where the two green Rods meet (Rods with the Coin symbol). In every game there will be one green rod and two red rods relative to the vertical and horizontal positions of the temples, which is to say Rows 1/3/5 and Columns A/C/E. These will be shuffled and placed face down at random.

The Thief must discover which row and which column holds the green Rods. In the example opposite, the green Rods are found on Row 5 and Column E, revealing that the treasure is hidden in Temple E5.

Once the Thief has this knowledge, they must make their way to the relevant temple and declare that the hidden treasure has been found. This is a Bonus Action, and so will may be used at any point during a Day turn, even after moving once and performing an action. Declaring that the treasure has been found the will end the game.

The Thief must then reveal their location, flipping their current Location Coin, followed by the two Rods. If both Rods are green, the Thief finds the hidden treasure and escapes the Temple Complex. If one or both Rods are red, then the Mists rush the Thief and claim the victory.

Finding the Treasure can only be performed during a day turn.



*The Thief player knows that the treasure is in Temple E5, having seen that the column E and row 5 rods are both green. They make their way to E5 on their next turn, placing down the E5 Coin, Even through they have used both actions to get there (from C3), they may still use the Find the Treasure bonus action. Once they do, they reveal their E5 Coin and the E and 5 Rods. They are both green, and the Thief wins.*

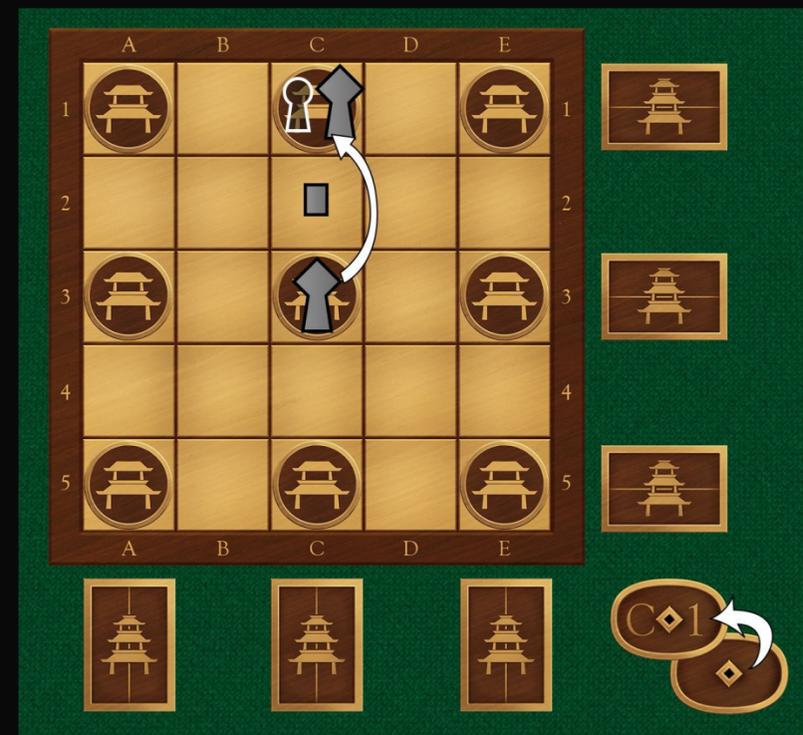
# End Game Conditions

## The Thief is Captured

The Mist player may call an end to the game by performing the 'Capture the Thief' Bonus Action.

If the Mist player believes one of their Seeker Mist Pawns are on the same temple as the Thief, they may declare that they are Capturing the Thief. When this happens, the Mist player must select which Seeker they are using to capture, then the Thief player must reveal their location. If the Mist player was correct, the Thief is captured and the Mists wins. If the Mist player was wrong, either by choosing the wrong location or the wrong Seeker, the Thief wins.

Capturing the Thief is a Bonus Action, and as such does not cost one of the Mists normal day actions. They may choose to Capture the Thief even after spending all three of their actions that turn. Capturing can only be performed during the Mist's day turn.

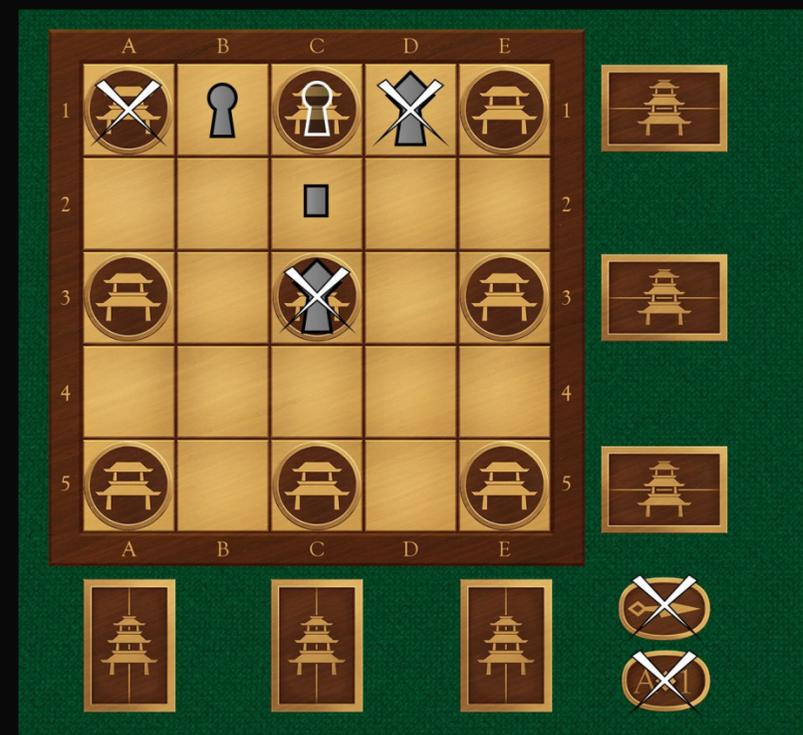


The Mist player has a Seeker on Temple C3 and believes they know where the Thief is; C1. They also have a Healer on C2, bridging the way between the two temples, so they use an action to move to C1 and the bonus action to Capture! The Thief player then reveals their location, flipping their coin, revealing that they were, indeed, on C1. The Mist player wins the game!

## Unable to Perform a Valid Move

As soon as the Thief is unable to perform a valid move, they must declare so. Once this happens, the game ends and the Mist claim the victory. This can happen in two ways.

- 1 - The Thief cannot place a valid Coin down because each token in hand will take more than three steps to get to. If the Thief cannot move, they have been cornered and trapped by the Mist.
- 2 - The Thief does not have enough Darts to defeat the Mist standing in their way. If the Thief cannot spend the required number of Darts to make a movement, they have been cornered and therefore cannot make a legitimate move.



The Thief is on Temple C1 with no Darts. There is a Seeker Mist on D1 and C3, so they would need two Darts to move to E1 or C3, so even if they spent an action to pick up a Dart at the start of their turn, they would not be able to get to those temples. The only other option is A1, but unfortunately they do not have that Coin in their hand. The only way to move to A1 is to spend an action picking up the A1 Coin. But with the Builder on B1, they would also need a dart. The Thief realises that they are cornered, and so respectfully resigns from the game.

# Thief Day Actions - Movement

On each day turn the Thief must move to a new temple.

As their movement should remain hidden at all times, and as such the Thief will not be using their Player Marker to keep track of their location. Instead, they will be playing Coins from their hand. Simply choose a location you want to move to using the following rules, and place the relevant Coin, face down on the table. However, if you do not have the Coin, you cannot end your turn on that temple.

The Thief may look at their previously played coins at any time, but it is important to keep this information secret from the Mist player.

Each turn, the Thief may Move once, twice or three times, leaping to a new temple the chosen number of movements away. Each movement must be to a neighbouring temple, moving orthographically only, not diagonally.

Once the Thief has chosen their ending location, they must place the relevant coin face down on the table. Please note that the Thief only places down the Coin representing their end location, not any locations passed through to get there.

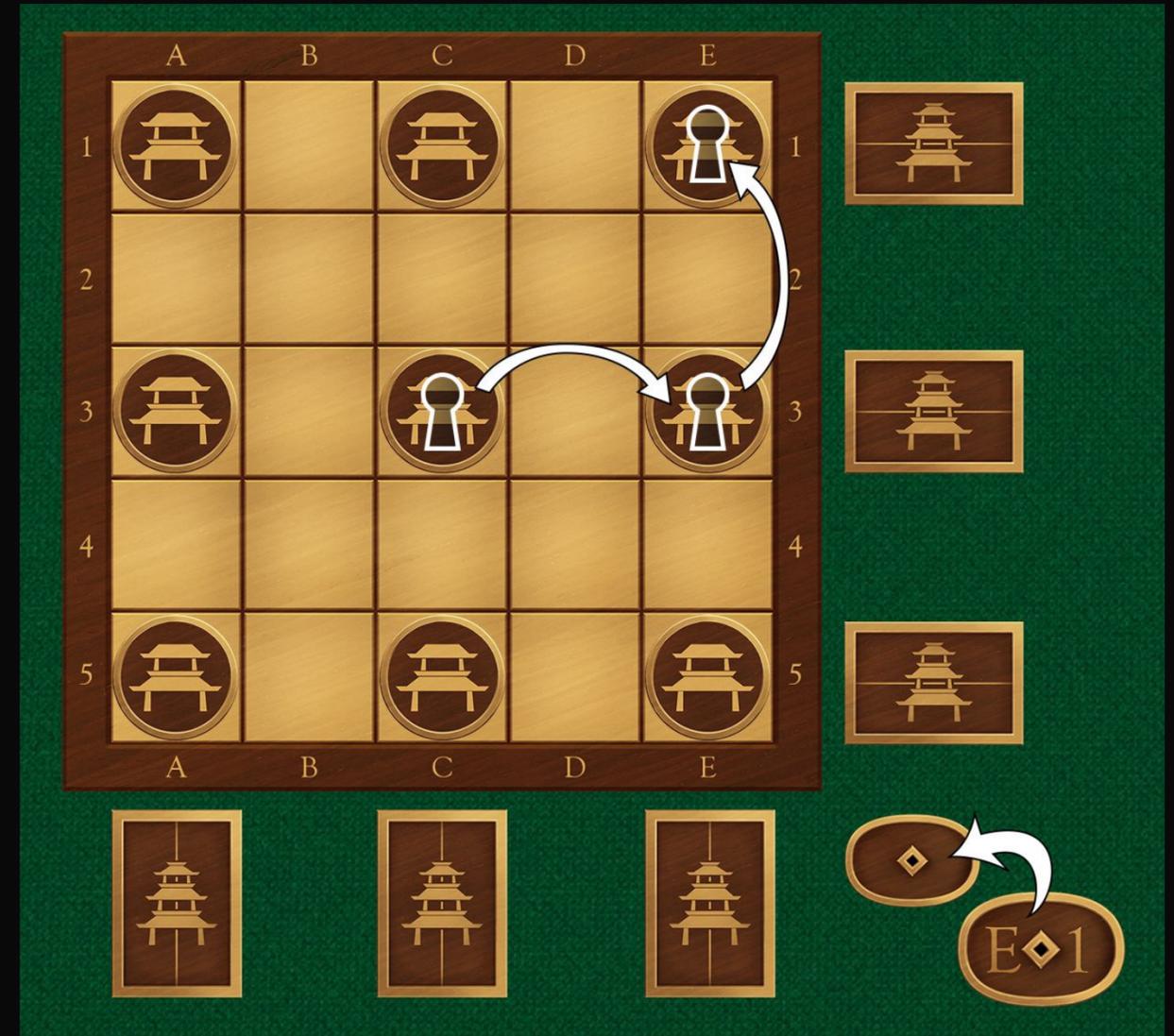
If the Thief chooses to **Move Twice**, they play their Location Coin and end their turn.

If the Thief chooses to **Move Three Times**, they must Sacrifice a Coin, placing any Coin from their hand under the Location Coin played this turn.

If the Thief chooses to **Move Once**, they play their Location Coin, but may also perform an action - gathering darts, previously played coins, or looking at Rods.

In addition, as the thief moves, they will be spending Darts to attack the Mists they pass, knocking them into a 'Downed' state, removing the threat until the Mists are healed again.

All of these rules will be explained in further detail over the next few pages.



The Thief has chosen to Move twice this turn, from C3 to E1, through E3. They only need to play the Coin representing the temple they have ended their movement on, so will only place the E1 Coin face down in front of them.

# Thief Day Actions - Movement

## Bolstered Temples

Occasionally, a Builder Mist may sacrifice themselves to Bolster a neighbouring temple. This will make the Temple more costly for the Thief.

If a Temple has been Bolstered, it will cost the Thief both of their movements to move to or from. The Thief cannot move between two Bolstered temples, even if they are neighbouring.

There are no additional penalties for the Thief if a temple is Bolstered whilst they are on it. It will just require both movements to exit on their next turn.

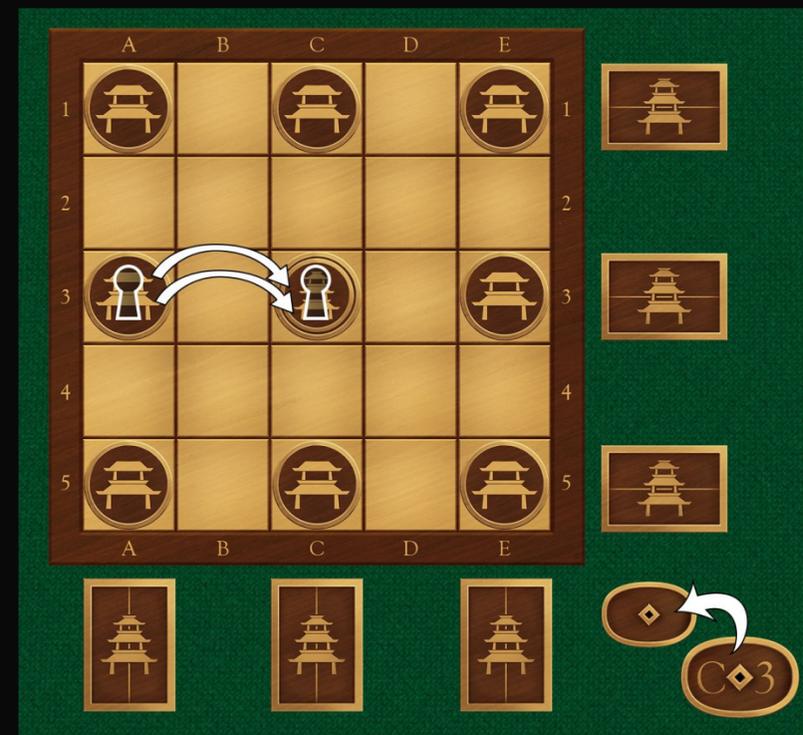
## Moving Three Times

If the Thief chooses to, they may sacrifice any Coin from their hand to make a third movement during a turn. This can only be done if they plan to make three movements, and as such, they cannot move one, perform another action such as Pick Up a Dart, then sacrifice a Coin to move again.

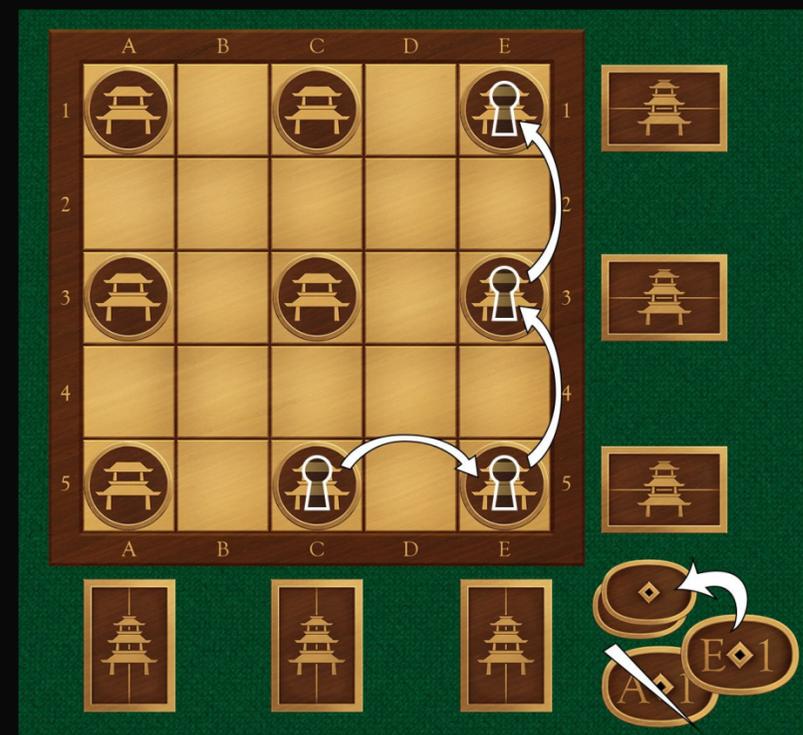
This is particularly useful in the following situations:

- When trying to shake the Mist.
  - If the Thief believes the Mist know exactly where they are, they may move three times in an attempt to reach a better location.
- When restricted by Coins.
  - When the only Coins in their hand are three moves away from their current location, the Thief may sacrifice a Coin to reach it.
- Before Entering Bolstered Temple.
  - When the Thief needs an additional movement to move onto a bolstered temple, they may sprint to give them that option. They may move once to a temple neighbouring the bolstered temple, then use the other two movements to move to it.
- After Exiting a Bolstered Temple.
  - The Thief must use both movement to move from a bolstered temple, but may then sprint to a neighboring temple.
- Doubling Back on Yourself
  - Moving in one direction to attack a Mist, only to go back in the opposite direction.

When moving three times, the Thief must place both the sacrificed and used Coins face down in front of them. Place the sacrificed Coin first, with the played Coin - the one stating their end location - face down on top of it.



The Thief wants to move to E3 from A3. As C3 is Bolstered, it will take them two day turns to do this. They will need to spend two movements to move to C3, then two movements to move from C3.



The Thief is on C5 and wants to move onto the E column to check the Rod there. Unfortunately they don't have Coins E3 or E5 in their hand.

They choose to move three times to E1, sacrificing Coin A1, a Coin they don't need, placing it face down in front of them. Then they place the used Coin face down on top of it, E1.

On their next turn, they may spend an action to look at the E column Rod before moving.

# Thief Day Actions - Special Actions

If the Thief chooses to move only once during a turn, they may also perform a Special Action. These actions can be performed either before or after the movement, but certain rules must apply. For example, the Thief cannot pick up a previously played Coin and play it during the same turn, and they cannot play a Coin and pick the same Coin up that turn.

Each turn the Thief chooses to move once, they may also perform one of the following:

- **Collect A Dart** - The Thief may take a Dart from the pool and place it into their inventory. If there are no more darts in the pool, they may not take this action.
- **Look at a Rod** - The Thief may secretly look at a Rod on their row or column (ie, if they have leapt one temple to C3, they may look at Rods C or 3). Their opponent may know which rod they have looked at, but must not know the Rod's colour. In order to keep track of the Rods they have seen, the Thief may wish to rotate the rods 90 degrees after looking.
- **Pick Up A Coin**- The Thief may take a Coin that they have played on a previous turn back into their hand. They may secretly look at the previously played Coins to find the one they want. They cannot pick up any Coins played this turn (ie they cannot play C3 and pick up C3), nor can they pick up a Coin to play this turn (ie pick up the C3 Coin and instantly play it).

## Bluffing Movement

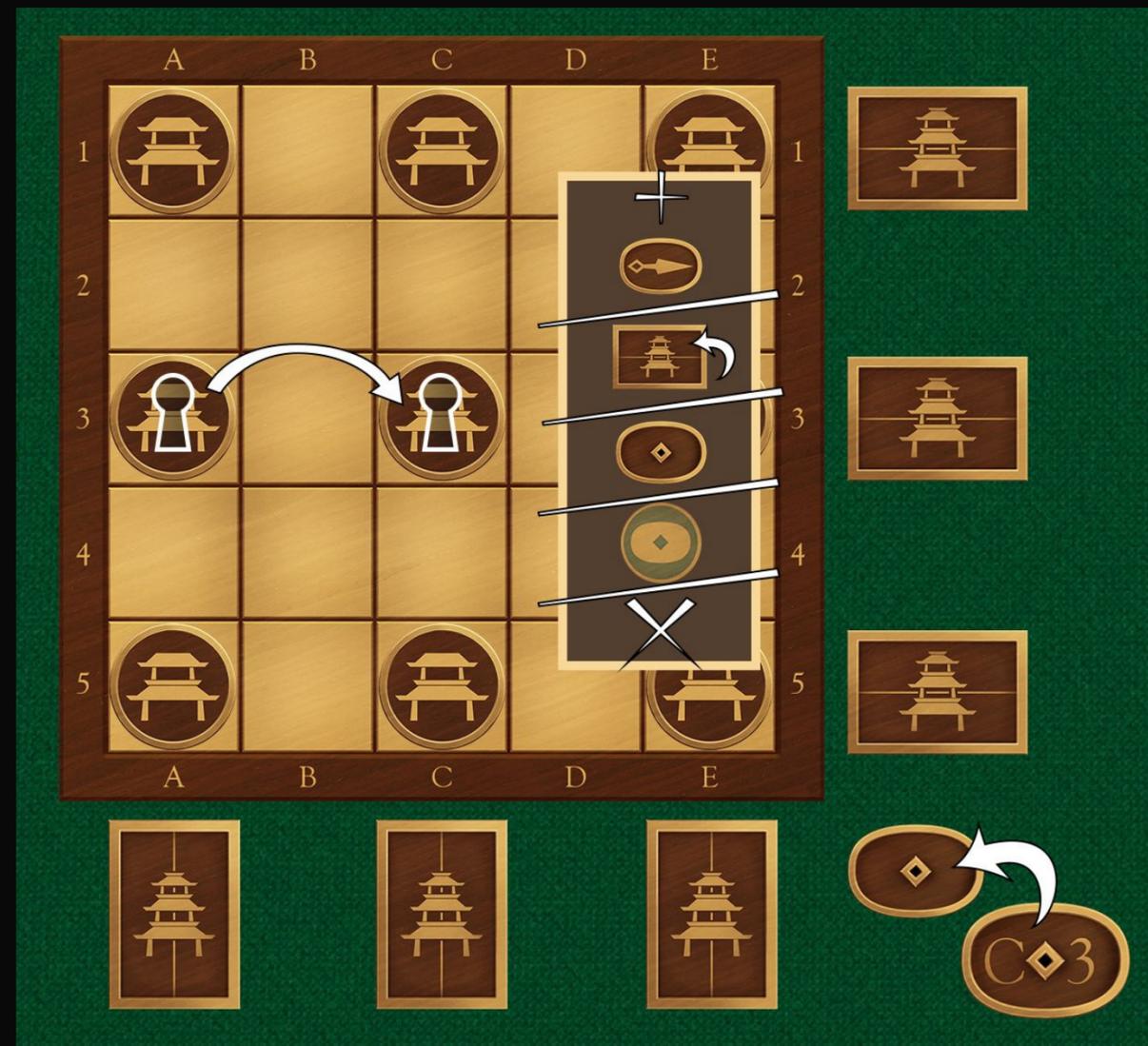
The Thief may choose to do nothing once they have made any movement less than their full movement.

This is another way to throw the Mist off their scent, causing the Mist to think they have moved more than they have. The Thief may choose to do nothing after moving once, causing the Mist to think they have moved twice. The Thief may even openly sacrifice a Coin to suggest they are moving three times, when only actually moving once or twice.

## Find the Treasure - Bonus Action

Declare that they are on the same temple as the treasure. The Thief must reveal their location using the Player Marker and show the latest placed Coin. Then reveal the two rods that meet at your temple. If both rods are green, the Thief has won. If one or both are red, the Thief loses. Either way, this is a game ending action.

This is a bonus action that can be performed at any point during the Thief's Day turn.



*The Thief has chosen to Move once this turn, placing down their C3 coin. As they have moved once, they may choose any of the five actions to take, Collect a Dart, Look at A Rod, Pick Up A Coin, Find the Treasure or Hide.*

*Knowing that the number of Coins in their hand is getting low, they choose to Pick Up a Coin. They look through all of their previously played Coins and may choose any of them, except the one just played - C3. They pick up A1, which was played as a sacrifice a few turns before.*

# Thief Day Actions - Attacking Mist

One of the main obstacles the Thief will face is the Mists, the spirit-like guardians of the Temple complex.

The Thief cannot move over, to or from a space containing an Upright Mist pawn, and so to make their move, the Thief must attack! To attack a Mist pawn, they must spend the required number of Darts from their Inventory, then place the attacked Mist on it's side. That Mist is now 'Downed' and cannot be used on the Mist's turn until healed. 'Downed' Mists pose no threat to the Thief, and may be moved over without spending Darts.

It is important to note that Attacking a Mist is not an action, but something that happens automatically as you move throughout the Temple Complex, as long as you have the Darts to do so!

Healer (Lv0) Mist cost no darts, and may be attacked for free. Builder (Lv1) Mist cost 1 Dart each. Seeker (Lv2) Mist cost 2 Darts each. Spent darts are returned to the pool.

The Thief can only attack, and must attack, if they are leaping over, sharing a space with, or moving through a space with a Mist. If a Mist is 'Downed', it poses no threat to the Thief, and it's space is considered as though no Mist are there, even if that Mist is Occupying a temple. Because attacking is not an action, it does not change your ability to move or take actions.

# Attacking a Mist on a Temple

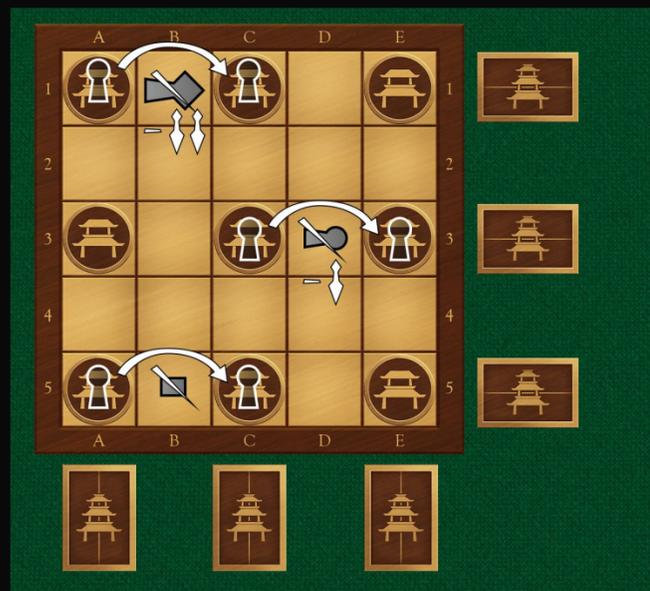
Seeker (Lv2) Mists may 'Occupy' a temple by positioning itself on the temple space. Doing this may block or restrict the Thief's movements, but more importantly it is a way for them to 'Capture' the Thief, winning the game.

The Thief may attack Occupying Seekers by moving from, through or onto the same temple and spending two darts. They land in a Downed position on a free adjacent (orthogonal) Courtyard space of the Thief's choosing. If there are no legal spaces onto which it can land, the Seeker will stay on the temple in a Downed position.

*The Thief is on Temple A1 when a Seeker moves onto the same temple. Luckily, the Mist player doesn't know where the Thief is, and so a Capture isn't declared. The Thief only has one dart, so must spend an action to collect a dart, then spend both darts to attack the Seeker as they move to another temple (C1). B1 has a Healer Mist occupying it, but space A2 is free, so the thief places the Seeker in a downed position there. They then move to C1, attacking the Healer for free as they go.*

## Attacking a Seeker from a Distance

The Thief may also attack a Seeker occupying a temple if they are on, or passing through, a temple along it's row or column. This also costs two darts, but the Mist will not be pushed from the temple. Instead it will be placed in a Downed position on the temple. Again, attacking is not considered an action, but where all other attacks are mandatory, this form of attacking from a distance is optional.



*The Thief Spends two darts to attack a Seeker (Lv2) Mist*

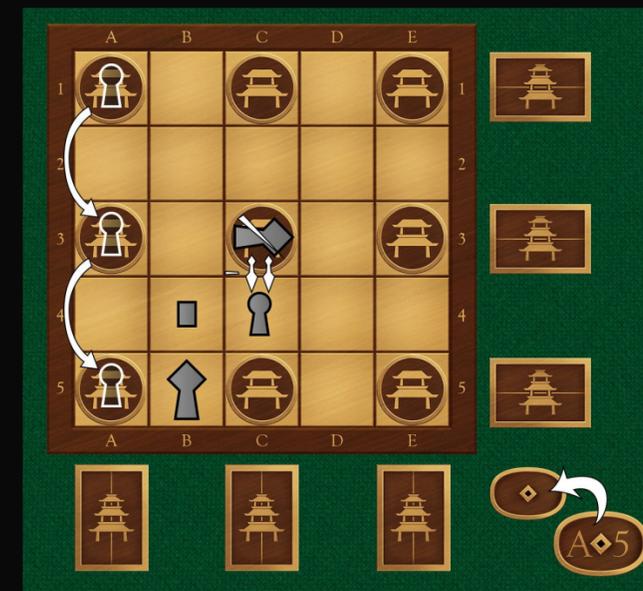
*The Thief Spends one dart to attack a Builder (Lv1) Mist*

*The Thief spends no darts to attack a Healer (Lv0) Mist.*



*The Thief attacks the Seeker on their temple, spending two darts to do so. As A2 is the only available neighbouring space, the thief places the Seeker there in a downed position.*

*They then move to C1, attacking the Healer for free as they go.*



*The Thief is moving from A1 to A5 through A3. It sees that a Seeker is dangerously close on C3, with the way to A5 linked by a stream of Mists. They choose to spend two darts to attack the Seeker, placing them in a Downed position on their temple, C3.*

## Mist Day Actions

The Mists are the ghostly guardians of the Unseen Temple Complex. They are charged with the mission to find and capture any who seek to steal from the Unseen Mountain.

The Mist Player can perform up to three actions per day turn. They may choose which of their pawns to use per action, but may not use the same pawn twice per turn.

Only one Mist can occupy a space at a time, and though some mist can travel through others, and the Thief may be hidden on the same temple as a Seeker, no two Mist Pawns may end their movement on the same space.

### Downed Mist

A Downed Mist may not be used to perform any actions. They may not move, be moved through or be sacrificed for special actions until they are Healed (returned to an upright position). They are simply blocking the space they are on.

## No More Mist

In a standard game of Nusubito, there are only six of each Mist pawn.

Once all six of one type are on the board, their pool is empty and no more Mists of that type may be spawned. Only after you have sacrificed them, returning them to the pool, may you start to spawn more of that type.

*The Mist player has all six Healers out on the board. They want to move their Seeker, but in doing so will not spawn a new Healer. They may do this, but instead they decide to Upgrade a set of Healers, taking three adjacent Healers from the board and placing them back into their pool. They place a Builder in one of the previously occupied spaces. Now when the Seeker moves, a Healer is spawned.*

# Healer (Lv0) Mist

The Healer Mist are the smallest of the Mist, but they are the building blocks upon which the rest of the Mists may form. They are free to attack, costing non of the Thief's Darts.

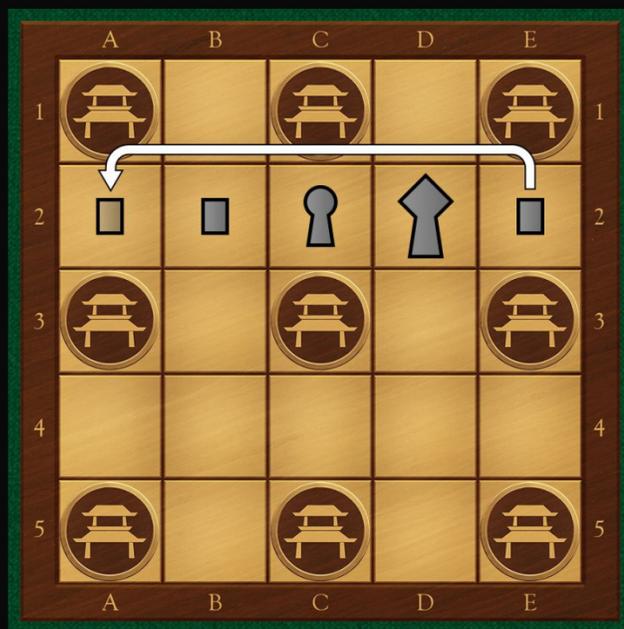
They may perform the following actions.

### Move One Space Orthogonally

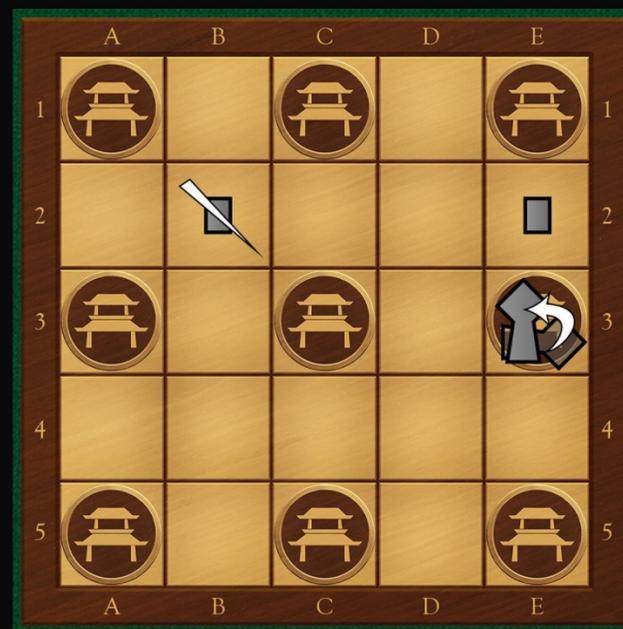
A Healer Mist may move one single orthogonal space per turn. They may not move diagonally.

### Move Through a Line of Mist

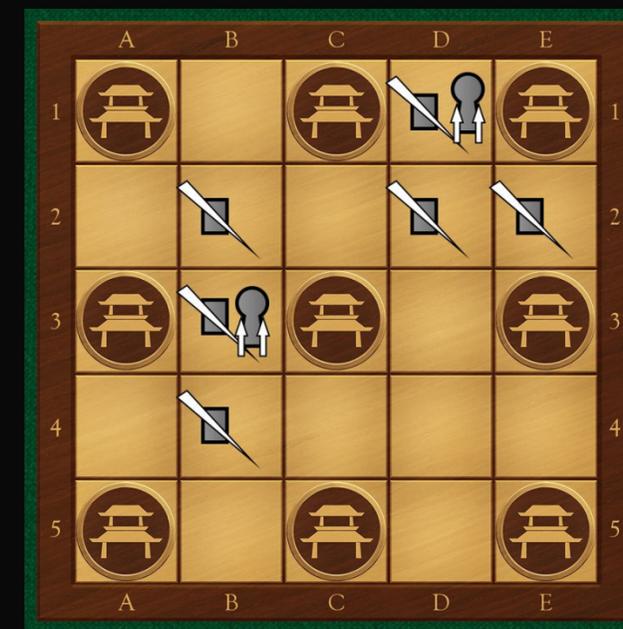
The Healer may move through any stream of linking Mists to the next available space, including over Temples if the temple is Occupied by a Seeker. They may move around corners with this action, but may not move through Downed Mist. If there are no available spaces at the end of a stream of neighbouring Mist, this action cannot be taken.



*A Healer may only move through a stream of linking Mists, including Mist on Temples. In this example, the Healer moves from E2 to A2 through the line of Mists.*



*Any Healer may be Sacrificed to heal a Downed Mists, as long as a Healer is neighbouring the Downed Mist. In this example, a Healer has moved to E2. As it has been used this turn, it cannot be used again to heal, and so uses B2's Sacrifice to heal it's neighbouring Seeker on E3.*



*When three Healers are neighbouring, the Mist player may spend an action to upgrade them, removing them and spawning a Builder in one of their spaces.*

### Sacrifice - Heal Mist

If a Healer Mist is neighbouring a Downed Mist, the player may sacrifice any Upright Healer on board to heal it, as long as that Mist pawn has not been used this turn. Remove the Healer's Pawn from the board, and stand the Downed Mist into an upright position. This action cannot be performed diagonally, but may be performed to a Downed Seeker on a temple.

The Mist player does not have to sacrifice the Healer next to the Downed Mist, but there does need to be a Healer next to it for it to be healed. In this way, the player may move a Healer into position next to a Downed Mist and Heal it by sacrificing another. This means healing can be done in one turn, without using the same Mist twice that round.

### Upgrade

If three Healer Mists are adjacent to each other, either in a straight line or around a corner, the Mist player may spend an action to sacrifice all three and spawn one Builder Mist in their place. Simply remove all three Healers, placing them back into their pool, and place a Builder from the pool into one of the three previously occupied spaces. Be mindful when placing Builders that they can only move diagonally. If there are no Builders in the Pool, this action cannot be taken.

# Builder (Lv1) Mist

The Builder Mists are more the cunning More. They can move fast and cause the Thief to move slow. They cost one dart to attack.

They can perform the following actions:

### Move One Space Diagonally

A Builder Mist may move one single diagonal space per turn. They may not move orthogonally.

### Upgrade

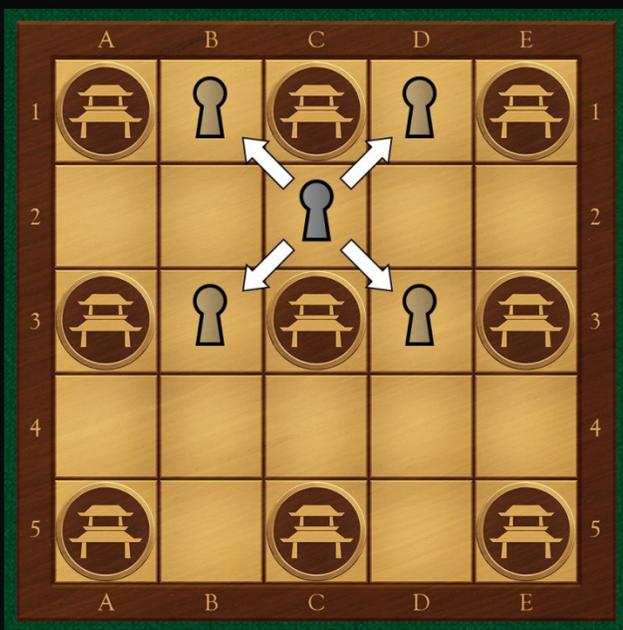
If the Mist player wishes, they may sacrifice three diagonally neighbouring Builder Mists from the board and place a single Seeker Mist in one of the previously occupied spaces.

### Sacrifice - Bolster a Temple

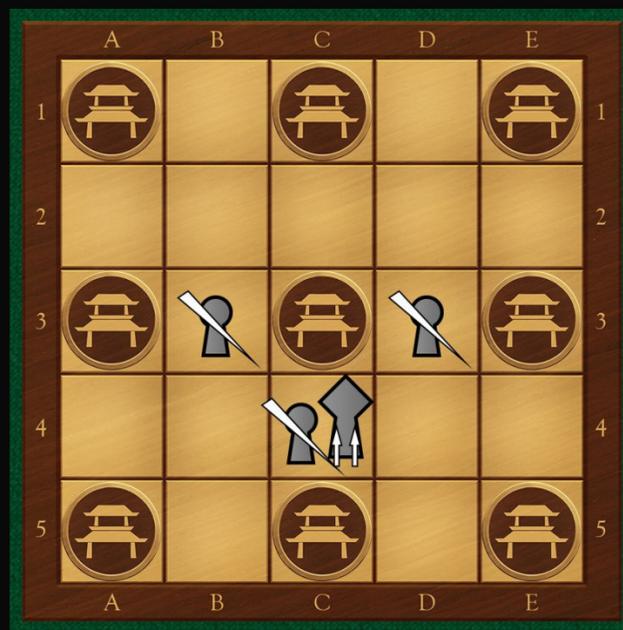
A Builder Mist can sacrifice themselves to bolster an adjacent Temple. Add the Temple Bolster component onto the chosen Temple and move the Mist to the pool. The Bolstered Temple now takes two movements for the Thief to move to or from.

There are only two Bolster components included in the game, and once they are both on the board, the Mist player may only continue to bolster by removing the Bolster from another Temple.

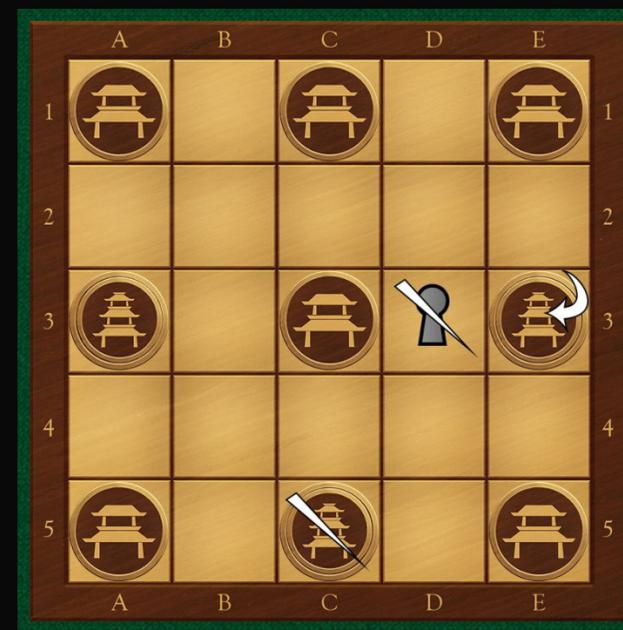
A Bolstered Temple cannot be bolstered again, nor can it be Occupied by a Seeker. If a Seeker wishes to move to a Bolstered Temple, a builder must be sacrificed to place the bolster onto a different temple.



*A Builder may move one space diagonally.*



*When three Builders are diagonally neighbouring, they may be removed and a Seeker spawned in one of the previously occupied spaces.*



*A Builder may Sacrifice themselves to Bolster a neighbouring temple. If both Bolster components are on the board, remove one component to place on the new temple, e.g. from C5 to place on E3.*

# Seeker (Lv2) Mist

The Seeker Mists are the largest and start out as the slowest, but they are the most powerful. They take two darts to attack.

They can perform the following actions:

### Move One Space and Spawn

A Seeker Mist may only move one space orthogonally per turn. When they move, they spawn a Healer Mist in their previous space. Simply place one of the Mist from the pool onto the space the Seeker has just moved from.

### Occupy a Temple

A Seeker may Occupy an adjacent temple by moving onto it, spawning a Healer in the space they just moved from. They may not move from the Temple back to the courtyard, but may move across the temples in search of the Thief.

In order for the Thief to move to, from or through a temple Occupied by a seeker, they must spend two darts to attack. If they do this, they must place the Seeker in a Downed position onto an available space adjacent to the temple. If no spaces are available, the Seeker stays on the temple in a Downed position.

### Seek

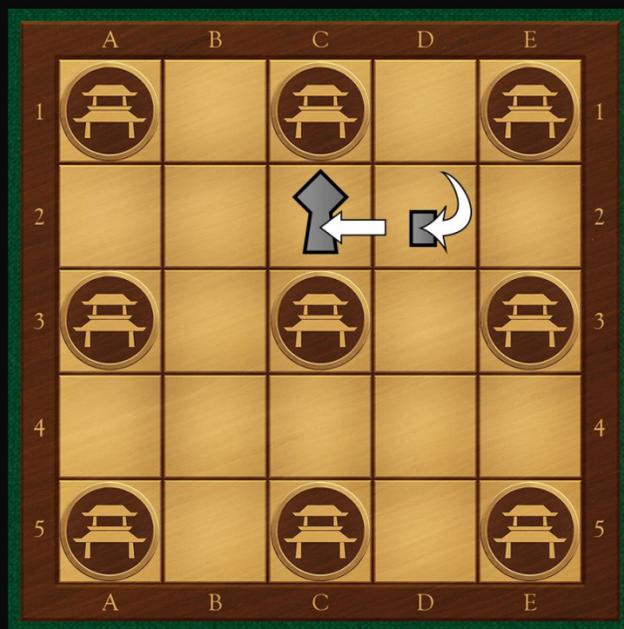
Once a Seeker is on a temple, they may move through any connecting stream of Mists on the courtyard and temple tops. They can only move between temples as long as Mist pawns link the way orthogonally, if there are no Mists linking the temples, the Seeker cannot move to it.

A Seeker may move through another Occupying Seeker as long as it completes a path to an available temple. A Seeker may not pass through a Downed Mist or to a Bolstered Temple. Seekers moving on Temples do NOT spawn Healers as they move.

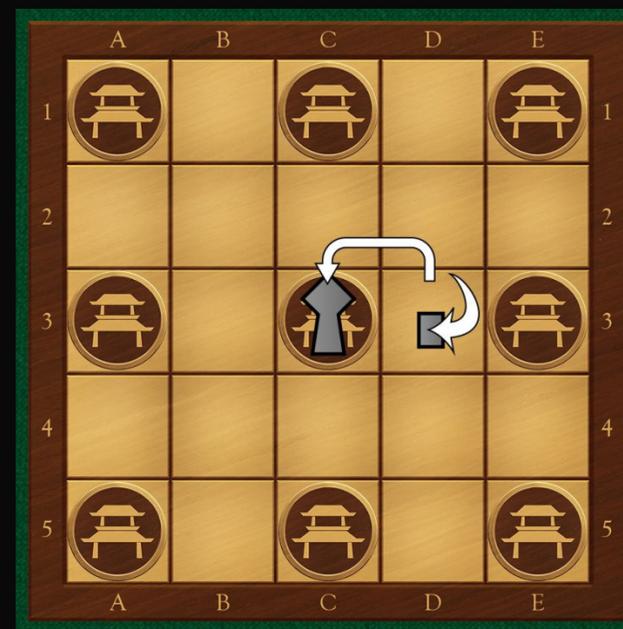
*There are Seekers on A5 and C3 temples, with Mist Pawns on B3/4/5 and C2. This has linked the way for the Seeker on A5 to move to C1, through the Seeker on C3.*

### Capture the Thief - Bonus Action

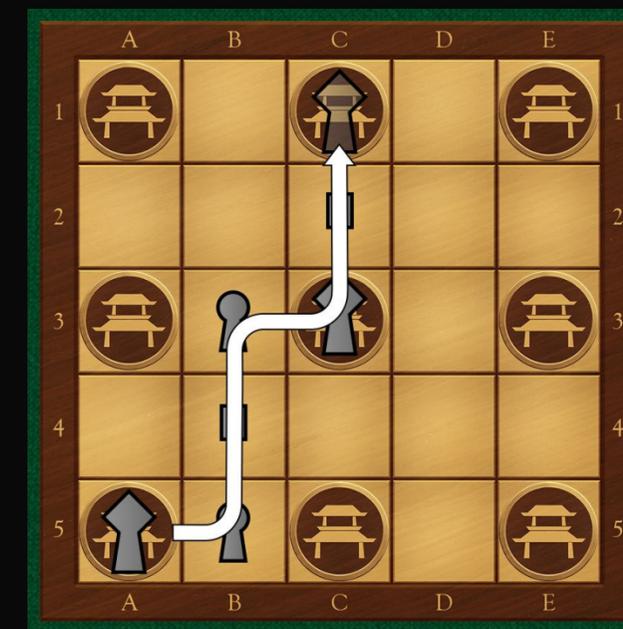
If a Seeker believes they are on the same temple as the Thief, they may Capture the Thief. This does not happen automatically, but is a bonus action that the Mist player must announce. As a bonus action, it does not count as one of the Mist Player's three day actions. Once the Capture has been declared, the Thief must reveal their location. If the Mist player is correct, they win the game. If they are not, they lose.



*A Seeker may move one space on the Courtyard, spawning a Healer in their previous space.*



*A Seeker may Occupy a temple, moving from the courtyard onto a neighbouring temple. They spawn a Healer in their previously occupied space.*



*A Seeker on a Temple may pass through any Mist Pawns on the board to move to an unoccupied temple. Healers are not spawned on Temples.*

## Thief Day Actions - Summary

The Thief must move from temple to temple to find the location of the hidden treasure. They start the game on the middle temple, C3, and may move anywhere from there.

### Actions

The Thief can do the following during each day turn

- Move Twice
- Sacrifice a Coin to move at total of three times.
- Move Once then Pick up a Coin (restrictions apply) / Collect a Dart / Look at a Rod
- Bluff Movement, hiding after moving less than suggested, but cannot move more than suggested.
- Find the Treasure (Bonus Action)

### Movement

Remember; the Thief MUST move at least one Temple each day turn, and can only move to a Temple as long as they have the relevant Coin in their hand to place down. They may move through Temples even if they do not have the relevant Coin, but cannot stop there. The Coin they place down MUST correspond to the Temple they have ended their movement on.

A Bolstered Temple takes two movement to move to or from. A Thief cannot move between two adjacent bolstered temples.

The Thief may look at their played Coins at any time. The Mist may not.

### Attack

If the Thief passes over, move to, through or from a space with a Mist pawn, they must spend Darts to attack, placing the pawn on its side. They may also attack a Seeker from a distance, as long as they are on or passing through a temple along the Seeker's row or column.

Healer (Lv0) Mist cost no darts. Builder (Lv1) Mist cost 1 Dart. Seeker (Lv2) Mist cost 2 Darts.

### Finding the Treasure - Bonus Action

When the Thief believes they know where the two Green Rods meet (Rods with the Coin symbol), they must make their way to that temple and spend an action to Find the Treasure. This is a game-ending action. The Thief must then reveal their last placed Coin (current location) and the two Rods. If they are both green, the Thief wins. If one or both are red, the Mists win.

Bonus Actions can only be used during a player's Day turn.

## Mist Day Actions - Summary

The Mists must spend actions to spread across the courtyard, looking to seek and capture the Thief.

The Mist player has three actions per turn which must be taken by different pawns on board.

Each Mist may do the following:

### Healer Mists

- **Move** - Move one space orthogonally.
- **Move through Stream of Mists** - the Mists must be upright and in a linking line. They can move through Mists occupying Temples. The Healer moves to the next available space of the player's choosing.
- **Heal a Mist** - Sacrifice a Healer to turn an adjacent Downed Mists upright again.
- **Upgrade** - Sacrifice three adjacent Healers and spawn a Builder in a previously occupied space.

### Builder Mists

- **Move Diagonally** - Move one space diagonally.
- **Bolster A Temple** - Sacrifice the Builder to Bolster an adjacent Temple.
- **Upgrade** - Sacrifice three diagonally neighbouring Builders and spawn a Seeker in one of the previously occupied spaces.

### Seeker Mists

- **Move and Spawn** - Move one space orthogonally and spawn a Healer in the previously occupied space.
- **Occupy a Temple** - Move onto a neighbouring Temple, spawning a Healer behind them.
- **Seek** - Once on a temple, move through a continuous stream of linking Mists to another available temple. They do not spawn Healers on temples, and cannot move through Downed Mists or to Bolstered Temples.

### Capture the Thief - Bonus Action

If the Mist player believes their Seeker is on the same temple as the Thief, they may claim that they have Captured the Thief. This is a game ending action. The Thief then reveals their location. If the Mist Player is correct, they win, if they are wrong, the Thief wins.

This is not an automatic action, so if the Seeker moves onto the same temple as the Thief, continue play as normal. The Thief is only Captured if the Mist player states that they are using this action.

Bonus Actions can only be used during a player's Day turn.

# Thief Night Actions

During a Night turn, the Thief will not move, but may rest and restock. They have **Three Action Points** to spend on the following actions:

- **Take a Dart** - They may spend one Action Point to take one Dart from the Pool and into their inventory.
- **Look at a Rod** - They may spend one Action Point to look at the colour of one Rod along their Row or Column.
- **Pick up a Coin** - They may spend one Action Point to take one of their used Coins back into their hand.
- **Remove Bolster** - They may spend one action point to remove the Bolster from any temple on the board.

Spending Action Points will reveal the Thief's position the more they spend.

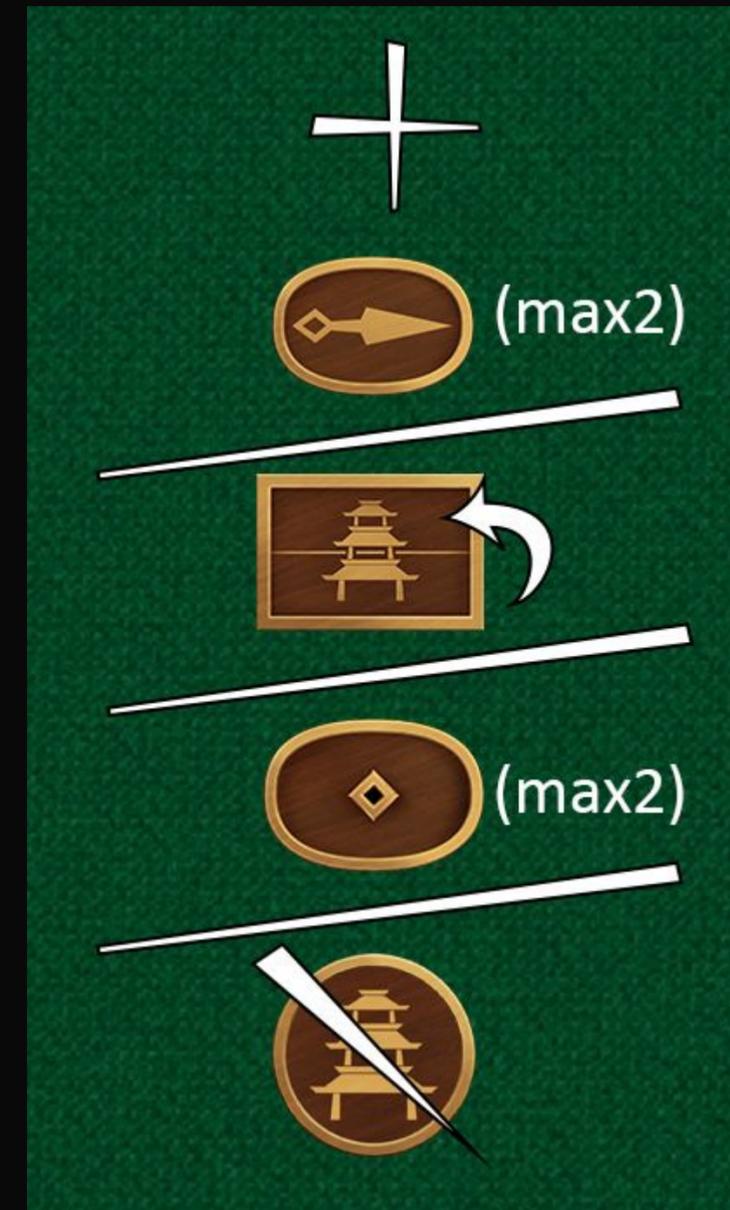
**If they spend none or one Action Point** - They remain hidden.

**If they spend two Action Points** - They must reveal which Row or Column they are on. They can do this using the Player Marker, placing it at the end of the relevant Row or Column.

**If they spend all three Action Points** - They must reveal their exact position, placing their Player Marker on their current location.

*The Thief takes their night turn. They are surrounded by Builder and Seeker Mists, but only have one Dart. They spend one Action Point to acquire another dart, opening up more movement possibilities. They know they are on the same row as the treasure - the row with the green Rod - and so choose to spend another Action Point to look at the colour of the Rod on their column. It is red. Having seen another red column Rod they can deduce which one is green. Unfortunately, they don't have that Coin.*

*They believe their opponent knows where they are anyway, and so decide to gamble! They use their last Action Point to pick up the Coin they need and, using all three Action Points, place their Player Marker on their temple, revealing their location.*



## Mist Night Actions

During a Night turn, the Mist will not move, but may upgrade and spawn. Please note, all Downed Mist remain unable to act during the night turn. At the end of the night all Downed Mist are healed, ready to start the next day. Also note that if you don't have any Mists of a type in your Pool, you may not spawn or upgrade to a Mist of that type.

The Mist have two Action Points to spend as follows, with no penalty for spending them both.

### Spawn a Healer (Lv0) Mist - 1 Action Point

Place a Healer Mist from the Pool anywhere on the board.

### Upgrade a Healer (Lv0) Mist to a Builder (Lv1) Mist - 1 Action Points

Chose a Healer Mist and replace it with a Builder Mist from the pool.

### Upgrade a Builder (Lv1) Mist to a Seeker (Lv2) Mist - 2 Action Points

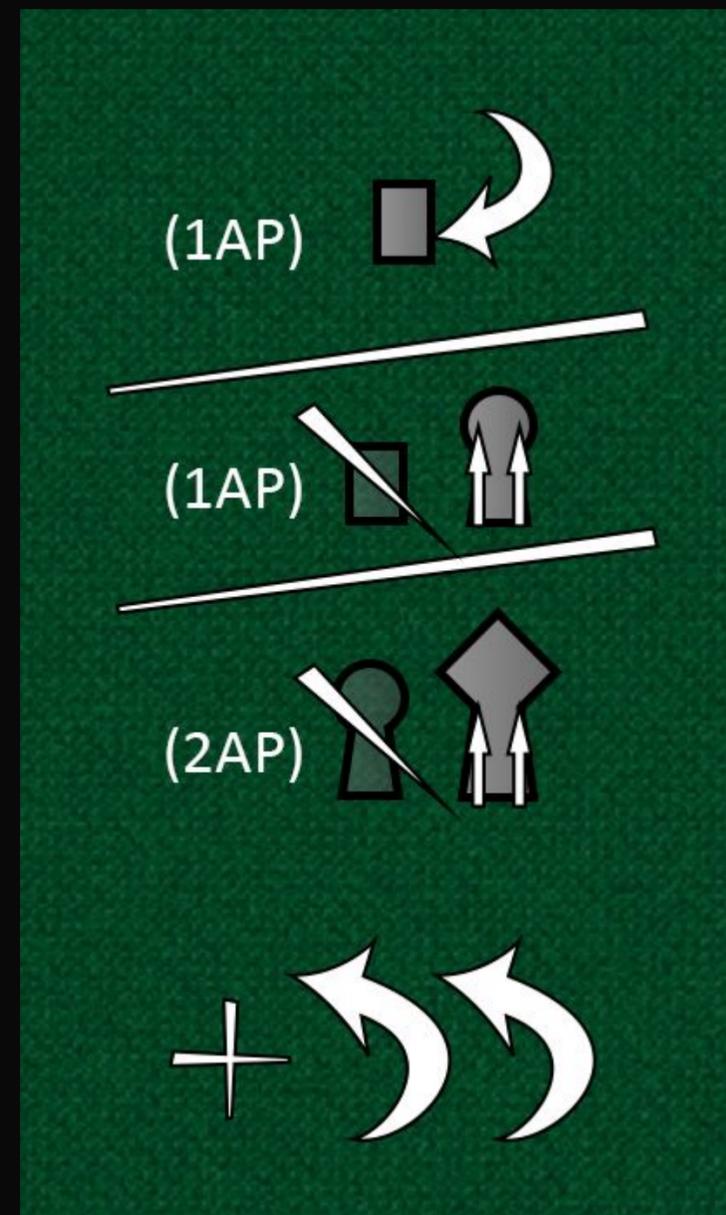
Chose a Builder Mist and replace it with a Seeker Mist from the pool.

### Heal all Mist for Free

Finally, at the end, Heal all of your Downed Mist back to an Upright Position.

*The Thief has just revealed which row they are on, having spent two of their night Action Points. Unfortunately for the Mist, they don't have any Pawns along that row, and as such, will likely lose the Thief on the next turn. Both of their Seeker Mists are Downed on Temples, and so have no way to spawn more Healers. They want to get another Seeker on the courtyard to start populating it!*

*They could spend both Action Points to spawn Healers in between the temples along the Thief's row, or spend them both to upgrade a Builder to a Seeker. Instead, they choose to upgrade a Healer to a Builder for one AP, and spawn a Healer along the Thief's row. Not ideal, but may give them an idea of where the Thief runs to. It also helps them upgrade three Builders into a Seeker on their next turn.*



# Thank you for playing!

Thank you for your interest in Nusubito.

If you have any questions about any of the rules, please let me know. I would love to hear your thoughts on the game. Email [games@finngrim-studios.co.uk](mailto:games@finngrim-studios.co.uk) with the subject "Nusubito Game".

Did you enjoy the game? Then you might want to support us!

If you would like to support the studio in their endeavours, please consider donating to us via our Ko-fi page - <https://ko-fi.com/finngrimstudios>

Remember, you can play this game via Tabletopia or download the print and play editions. More information can be found at [finngrim-studios.co.uk/board-game-design/](https://finngrim-studios.co.uk/board-game-design/)

I have been working on this project for a while now, trying to make it the best game it can be. That being said, I have aims to expand on it. I want to create;

- New actions for varied gameplay
- Solo Variants for both Thief and Mists
- Rules for a multiplayer experience

Any support can help us develop the game further, and with enough support we will look to bring this game to Kickstarter!

For now, thank you for playing!

Oz Durose  
*Finngrim Studios*

Game Design and Graphic Design by Oz Durose  
Developed under Finngrim Studios, LTD.

This concept was originally a branch of another game under development by Oz Durose, and so I would like to thank the playtesters of both Nusubito and And They Rise.

Playtesters: Christian Obokoh, Gareth Butts, Jon Stanbrook, Josh Barker, Kate Durose, Liam Wardle, Mads Haystrup, Peter Akrell, Peter Brown, Peter Edwards, Peter and Stephany Swan, Tom Palfreyman, In Game UK, Andrew Jinman, Rhys ap Gwyn, Chris Manley and Nick Shaw.

Thanks also to Moe Sugiyama for suggesting the name.

# Appendix A - Teaching Script (pg1)

## Introduction

Nusubito is a two player, hidden movement game with aspects of abstract strategy. In it, one player will take on the role of the Thief; a ninja-like character leaping across temple rooftops in search of a hidden treasure. The other player will control the Mists, the spirit guardians of the temple complex.

## Game Overview

The game is played over a series of Day and Night cycles, with three rounds per day, and one round per night.

During the day, the Thief will use Coins to secretly move from temple to temple, picking up darts, attacking the Mists and looking at the Rods as they go. The Rods give clues as to where the hidden treasure is, and will be shuffled at the start of the game.

On a Mists day turn, they get to move their pawns around the board, climbing temples and trying to capture the Thief.

During the night, neither player can move, but will gather resources or upgrade their characters.

## Winning the Game

To win, the Thief must find the hidden treasure. It can be found where the two green Rods meet, so if we have a green Rod on Row 1 and one on Column C, they will have to make their way to Temple C1 and declare that they have found the temple. They will then reveal their location and the who Rods. If they were right, the Thief wins! If not, the Mists win.

The Mists may also win if they capture the Thief! If at any point they believe that one of their Seeker Pawns is on the same temple as Thief, they may declare the capture. The Thief will reveal their location. If the Mist player was correct, they win, if not, the Thief wins.

In both cases, once a win condition has been declared, the game ends.

In addition, the game also ends if the Thief finds themselves unable to make a valid move. This tends to happen if they have run out of Coins or Darts, so it is important to keep track of those things. If this happens, the Thief forfeits the game, and the Mist Player wins.

## Starting the Game

Choose which player is going to take which role. The Thief will take the set of Coins into their hand, and take two darts from the pool onto the table in front of them. The Mist will shuffle the Rods, and deal them out secretly along the temple's row or column, being careful to place one green Rod and to red Rods along the right and bottom of the board.

The Thief will take their first day turn, starting from temple C3, then the Mists take their first day turn.

Continue like this until the end of the game!

## The Thief's Day Turn

The Thief will spend their turns moving from temple to temple, but their movement must remain hidden. As such, they will not be using their player marker, but instead they will use the Coins in their hand. Each turn they will choose which temple they wish to move to, and put the corresponding Coin on the table, face down (*Tabletopia Hint: flip the Coin in your hand before playing it*).

The Thief cannot move to a temple if they don't have the required Coin in their hand, but they may move through it.

Each day turn, the Thief can move to a temple two movements away, move to a temple three movements away by sacrificing a Coin, or move one temple and perform a special action.

Remember that the only Coin the Thief will play per turn is the one representing their final location, but if they choose to sacrifice a Coin to move three times, they place the sacrifice first, then play the location on top of it.

If the Thief moves once, they get to do something special. They can either gain a dart from the pool, secretly look at a Rod, pick up a Coin or Hide, choosing to do nothing with their second action. These can be done at any time, before or after moving once, but if the Thief chooses to pick up a Coin, they must not pick up a Coin to play this turn and they may not pick up the Coin played this turn.

To look at a Rod, simply ask your opponent to look away, and flip the card!

Sometimes a Temple is Bolstered. This will take both actions to move to or from, so try to avoid those if you can!

## Attacking Mists

As the Thief moves around, the Mists are going to get in their way and slow them down. To move over a space with a mist on it, the Thief must attack, spending Darts to knock the Mists into a 'Downed' position. When a Mist is Downed, they pose no threat and cannot be used by the Mist player until they are healed.

Healer Mists cost nothing to attack, but the Builders cost one Dart, and the Seekers cost two.

Seekers can move around the temple tops, and the same rule applies. You cannot enter their space or leave their space without attacking. When attacking in this way, choose a free adjacent space on the courtyard to drop the Downed Mist. If there are no free spaces, they remain on the temple top, Downed.

The Thief can also attack Seekers on Temple tops from a distance, as long as they are on or passing through the Seeker's row or column. When attacked in this way, the Seeker remains on the temple in a Downed position.

Attacking does not cost an action, so the Thief can attack as many times as they wish as long as they have Darts!

## Finding the Treasure

If the Thief believes that they are on the Temple where the two green (Coin Icon) Rods meet, they can Find the Treasure as a bonus action. This can be done at any time during the Thief's day turn. When they do this, the game will end, they reveal their location, and the two rods corresponding to their temple. If they are both green, the Thief wins. If not, the Mists wins.

# Appendix A - Teaching Script (pg2)

## End Turn

Once the Thief has placed their Location Coin, play moves to the Mists.

## The Mists' Day Turn

The Mists remain visible at all times. Each day turn the Mist Player can perform up to three actions with different Pawns on the board. The Mist player cannot use the same Mist Pawn twice, or a Downed Mist until it is healed, and they can only have one Mist Pawn per space.

Each Mist type has their own movements and special abilities.

## Movement

The Healer can move one orthogonal space or move through a stream of linking Mists to the next available space. This includes moving through Mists on temples. 'Downed' Mists break the stream and cannot be moved through in this way.

The Builder can only move diagonally one space. The Seeker can only move orthogonally once space, spawning a Healer behind them when they go.

## Special Abilities

Healers may be Sacrifices to pick up an Downed Mist next to any Healer on the board, including those on temples, placing the Sacrificed Healer back to their pool.

Builders can sacrifice themselves to Bolster an adjacent Temple, making it more difficult for the Thief to move to or from! Only two temples can be Bolstered at a time, so if the Mist player wants to bolster again, they must remove a bolster from another temple. They cannot Bolster a temple twice, or Bolster a temple with a Seeker on it.

Seekers can Occupy an adjacent temple, spawning a Healer as they do. Once on a temple, they can't voluntarily move down. Instead they can now move from temple to temple through a stream of linking upright Mist. Seekers cannot Occupy or move to a Bolstered temple.

## Capturing the Thief

If the Mist player believes they have a Seeker on the same temple as the Thief, they may spend an action to declare so. This ends the game, and the Thief must reveal themselves. If the Mist player was correct they win. If the Thief was on a different temple, the Mist player loses.

## Upgrading

The Mist player may spend an action to upgrade three adjacent Healers, sacrificing all three and placing a Builder down in one of their places. In the same way, they can sacrifice three diagonally neighbouring Builders in place for one Seeker.

## End Turn

Once the Mists have spent their actions, the game continues to the next round. Once three Day rounds have been played - which the Thief can keep track of by placing their Coins in rows of three - play moves onto the night phase.

The night phase consists of one turn each, in which players may not move, but can gain resources.

## The Thief's Night Turn

The Thief has three Action Points to spend, but the more they spend, the more they must reveal of their location.

They can spend Action Points to gain darts, pick up Coins, look at Rods or remove Bolsters from Temples.

If the Thief spends one Action Point, nothing happens, but if they spend two Action Points, they must reveal which Row or Column they are on. Spending all three Action Points forces them to reveal their location.

## The Mists' Night Turn

The Mist Player has only two Action Points to spend per night, but gets no penalties.

They can spend one Action Point to Spawn a Healer, one to Upgrade a single Healer to a Builder, or both Action Points to upgrade a Builder to a Seeker.

Once the Mists have spent their Action Points, they will Heal all Downed Mists for free, ready for the new day!

## Play Continues

Play Continues, with three day turns and one night turn, until one of the win conditions are met!

And that's how you play Nusubito! Enjoy the Game!

Oz

## Appendix B - Advice for Playing Online

Be it playing an old favourite with your usual group or trying something completely new before splashing out on a physical copy, Tabletopia is a great platform on which to play! It has also opened up a way for aspiring games designers to quickly prototype and easily iterate their designs, playtesting with friends or volunteers around the world. But there is a significant difference between playing a game online, and playing with physical components.

As such, please use the advice below to make your Tabletopia game of Nusubito as smooth as possible.

Firstly you're going to want to set up the game. It should be set up correctly when you first open the room, but you will want to shuffle the Rods. Clicking and dragging a Rod card will move it, and you can stack them into a deck to shuffle them by dragging one card onto another and releasing when the lower card turns an Orange colour. Then simply right click and choose the shuffle option. Once this is done, you can deal the cards as needed.

When cards and tokens are stacked, you can take from the top by clicking and dragging, but if you click the full stack (and it glows), you can then click and drag to move the whole stack. The Thief player can do this to pick up all of their Coins by clicking the stack, then clicking and dragging to the bottom their window. When a coloured glow shows at the bottom of the window, you can release the items into your hand. They will spread out and follow you around, but don't worry, no one else can see what you're holding.

The Thief player is going to be doing a lot of actions in secret, and where it would be easy to secretly look at a Rod or see what Coins you have played in real life, doing this online is more tricky. You may need to ask your opponent to look away from their screen as you flip the cards or tokens. Quickly pressing 'F' on your keyboard with your mouse cursor hovering over an item will flip them over.

You can also use 'F' to flip the Mists into a Downed position, and flip the Coins in your hand before placing them down. If you shift and click, you can highlight multiple objects, and clicking 'F' will flip them all!

If this is your first time using Tabletopia, feel free to play around with it and see what the system can do. You can reset the game via the menu in the top left of the screen.

Cheers,

Oz

# Appendix C - Play Summary

## Day/Night Cycles

There are three rounds per day turn, one round per night. Once the night is over, start the next day. Thief goes first each round, and starts the game from temple C3.

## Thief Day

- Move Twice
- Sacrifice a Coin to Move Three Times
- Move Once and Perform a Special Action
  - Collect A Dart
  - Look at a Rod on your Row or Column
  - Pick up a Coin (not played this turn, or to play this turn)

Place the Coin corresponding to the temple you are ending your movement on face down in front of you.

You may also Bluff your movement by taking at least one movement and choosing to do nothing.

You may perform the bonus action Find the Treasure at any point during your Day turn. This will end the game.

You MUST attack Mists you pass over with Darts - Healers = 0 Darts, Builders = 1 Dart, Seekers = 2 Darts. You can also attack Seekers on the Temples you are moving to or from, or from a distance along their row or column.

Bolstered Temples cost two movements to move to or from.

## Thief Night

Spend up to Three Action Points:

- Pick up a Coin
- Take a Dart
- Look at a Rod on your Row or Column
- Remove a Bolster

Spending Action Points will have the following consequences:

- 1AP = No Effect
- 2AP = Reveal your Row or Column
- 3AP = Reveal your Location

## Mist Day

Perform up to three actions per day, each Mist Pawn may only be used once per turn.

### Healer Mists

- Move one space orthogonally.
- Move through a stream of Upright Mists to the next available space the Player chooses.
- Sacrifice a Healer to heal a Downed Mist next to any Healer on the board.
- Upgrade. Sacrifice three adjacent Healers and spawn a Builder in one of the previous spaces.

### Builder Mists

- Move one space diagonally.
- Sacrifice a Builder to Bolster an adjacent temple.
- Upgrade. Sacrifice three diagonally adjacent Builders and spawn a Seeker in one of the previous spaces.

### Seeker Mists

- Move one space orthogonally and Spawn a Healer behind.
- Move onto an adjacent non-bolstered temple, Spawning a Healer behind.
- Move through a stream of upright Mists to an available temple. Do not Spawn a Healer when on temples. You cannot move to a Bolstered Temple.
- Capture the Thief (bonus action) - declare that you are on the same temple as the Thief. This bonus action can be performed at any time during your day turns and will end the game.

## Mist Night

Spend up to Two Action Points with no consequence:

- 1AP - Spawn a Healer
- 1AP - Upgrade a Healer to a Builder
- 2AP - Upgrade a Builder to a Seeker

Finally, heal all downed Mists before the start of the next Day.