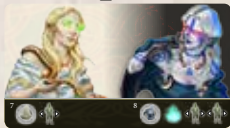




RULEBOOK

Components



15 Action cards (tarot size)

Those cards represent a Divinity in light (on the left) and dark (on the right) form. Under each Divinity there is the corresponding action. Each action card can house a maximum number of Members of the Clan equal to the number of players. If a card is full, it is not possible to add or move new Members of the Clan on it.



5 Temple cards (little size)

These cards show the two Devotion Power (DP) score tracks for each Divinity - one track for the light form, and one for the dark. When a player gains the first DP, he must take one of his Clan Member and place it on the card in the correct place (bottom circle value is 1, top circle value is 5). Improvements or losses in DP are shown moving the clan Members on the corresponding track.

Note: a player may have one of his Member of Clan at same time on the light and the dark track of the same temple.



1 Graveyard and Round card

This card shows the Graveyard with 4 graves, and the current Round (day/night). When a player Clan Member dies, that Clan Member must be placed on Graveyard card in an empty grave space.



1 Victory Points (VPs) card

This card is used to track the Victory Points (VPs) for each player.

56 Clan Members (14 cubes for each player color)

Players use their Clan Members to perform actions.

16 Wood (brown), 16 Gold (yellow), 16 Stone (gray) cubes

These are the game resources and are used to buy items or score.

8 Will-o-wisp (blue) cubes

These can be used to buy items or score VPs. However, they can also produce negative effects.

8 VP-counter discs (2 disc for each color)

These tokens are placed on the VPs card to show current player VPs (use two discs for the second round on the VPs card).

1 First player marker (big black disc)

This disc is used to indicate the current first player.

1 Round-counter token (small black disc)

This is placed on the Graveyard and Round card to show the current Round and round type - day/light (sun) or night/dark (moon).



15 Items (3 each of Sickle, Rune, Sacred Bonfire, Dolmen, and Horn)

These represent game items. Each item holds a special power.

4 Player Screens

These are used to hide a player's resources.

Setup

Shuffle the 5 Temple cards and place them, randomly, face up on the table to form a column. Then shuffle the Action cards. Draw cards one at a time and place each card near its corresponding Divinity Temple card. When all cards are placed, there will be a **5x3 grid of cards**. This will create the game board - the Celts' village.



Place the **Graveyard and Round card** near the board, along with the **Victory Points card**. Place the **round-counter disc** on first sun space.



Each player must:

- Take 10 clan members of his color in 4 players, 12 in 3 players, 14 in 2 players.
- Place his VP counter on the 0 space on the VPs card.
- Take 2 wood, 2 stone and 2 gold and place them behind his Player Screen: these resources represent the “Roman resources” (to attempt to corrupt the inhabitant of the village).

During the game, all players must keep their resources and Will-o-wisps hidden behind their player screen. Resources, Will-o-wisps and Clan members not placed on cards form the player's **pool**.

Create the game reserve based on the number of players:

2 Players: 6 wood, 6 gold, 6 stone resources, 6 Will-o-wisps, 2 items of each type (2 Sickle, 2 Rune, 2 Sacred bonfire, 2 Dolmen, 2 Horn items).

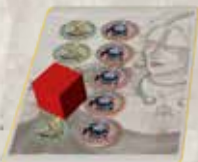
3 Players: 7 wood, 7 gold, 7 stone resources, 7 Will-o-wisps, 2 items of each type.

4 Players: 8 wood, 8 gold, 8 stone resources, 8 Will-o-wisps, 3 items of each type.

Randomly select the **first player** and give him/her the first player marker, which must be kept in sight for all players to see.

Starting with the first player and proceeding clockwise, each player places one Clan Member on an action card of their choice. This process is repeated until each player has placed a set number of Clan Members on action cards (4/3/2 Clan Members when playing with 2/3/4 players). You may chose to place them on a empty action card or on a card with a yours or opponent's Member of the Clan already present.

The Clan Members can be placed on any action card. When a player place his **first** Clan Member on a card he gets **2 Devotion Power (DP)** on the associated temple card (light or darkness, his choice);



EXAMPLE 1. The red player put his first clan member on an action card related to Sirona, so he immediately gains 2 DP on the corresponding temple card. He chooses the light track.

The DP score is shown by placing another Clan Member from player pool on the corresponding DP track on the temple card. Every other member placed on an action card during the setup phase will give only 1 DP. During the game, whenever a player places a new Clan Member in play it won't give more DP.

Game-play

Samhain lasts a certain number of rounds, depending on the number of players, as show in the chart below:

Players	Rounds
2	6
3	5
4	4

Based on the current round, players will perform light or darkness actions; odd rounds (1-3-5) are day/light rounds (represented by the Sun on the Graveyard and Round card), while even rounds (2-4-6) are night/dark rounds (represented by the Moon). In a 3-player game, players may perform both day or night actions, during round 5. Each round consists of 2 phases:

1. Action phase
2. End round phase

1. Action phase

Beginning with the first player and proceeding clockwise, each player must perform ONE of the following actions:

- **Movement and activation.** Move (or not) and use an not-exhausted Clan Member to activate one action card.
- **Expansion of the clan.** Increase the number of active Clan Members.
- **Pass** (can only be done once all of a player's Clan Members have been

exhausted). *Note: When all players pass consecutively the round ends.*

Movement and activation

A player chooses one of his unexhausted Clan Members already on the game board and performs the two sub-actions below (in the following order):

1. Movement (optional): the player moves the chosen Clan Member to an adjacent action card. No diagonal movement is allowed. *Note: the player cannot moves a Clan member to a full action card.*
2. Activation (mandatory): the player takes the action associated with the action card where the chosen Clan Member is located.

Starting from the current player and proceeding clockwise, **every player** that has any unexhausted Clan Member on activated action card must perform the action according to the round they are in (day or night). Alternatively, they can choose to spend **1 MP** and take to the opposite-round action (i.e. take the day/light action during a night/dark round or vice-versa).

When a player can't perform the action he has chosen (because he doesn't own the requirements or because the benefits of the action are not yet available) **he must take 1 Will-o-wisp from the reserve and ignore the action.**

Note: a player is always obliged to perform an action if he can and he cannot voluntarily choose to take the Will-o-wisp token.

Multiple Points (MP): allows players to add clan members to the board and/or to do special actions. 1 MP can be gained by paying 1 resource (wood, stone, or gold), by reducing DP by 1 step on a temple, or by losing 1 Victory Point (VP).

For example, a player can obtain 1 MP by paying 1 wood resource and another 2 MP by losing 2 VPs.

A player can reach zero (0) in one of these categories, but cannot go to a negative value in any way). *Note: paying the last DP on a temple cards mean to return the clan member into his owner's pool.*

When the activation ends, all the clan members involved become exhausted. To show that a Clan Member is exhausted, place it in the black area of the card (*exhausted area*). Exhausted Clan Members on the same card are ignored.

EXAMPLE 2



In a 3-player game, the red player activates the card shown. He chooses the day/light action (on the left), so he spends 1 gold and 1 stone and takes 1 available Dolmen. The purple and green players also have to perform an action: the purple player, second in turn order, spends 1 gold and 1 stone and takes the second and last Dolmen. So the green player may not perform the day/light action, due to the fact that there are no Dolmen left, and takes a Will-o-wisp. Alternatively, the green player could pay 1 MP to perform the night/dark action, exchanging the position of one of his Clan Members with another player's Clan Member, gaining a Will-o-wisp and 1 VP.

If a player has two or more Clan Members on the same card, he must activate as many actions (identical or different) as the number of Clan Members he has there. These activations are consecutive, they all happen before the next player's activations and the current player has to pay the requirements of the action for every single Clan Member there. If the player chooses to repeat the same action, the player gains a +1 bonus on the action: he may gain 1 additional resource, DP, or VP (according to the action benefit), or a discount of 1 in resources, DPs or VPs (according to the action cost) in the cost of the action's requirements. *Note: a player takes 1 Will-o-wisp for each action he cannot perform.*

EXAMPLE 3



The green player activates the card shown and performs the day/light action. He spends 3 stones and gets 3 VPs. Then the red player, having two Clan Members on this card, must perform two activation. First he chooses to activate the day action: he spends 3 resources of the same type to get 3 VPs. Second, he chooses to repeat the day action to gain the bonus: he may choose to spend 2 resources to get 3 VPs or spend 3 of them to get 4 VPs (or, as usual, he must take 1 Will-o-wisps for each action he has chosen if he cannot perform them).

Expansion of the clan

The current player can add 1 Clan Member from his pool to the game board by spending $X+1$ MP, where X equals the number of Clan Members he already has on the board. The new Clan Member is unexhausted and can be placed on any not full card orthogonally adjacent (not diagonal) to an action card where the player already has a Clan Member. For example, the fourth clan member costs 4 MP ($3+1$). If the adding Member of the Clan is the unique Member of the player, he may place it on an action card of his choice. If the player has no more Clan Members in his pool, then he cannot choose this action. *Note: Clan Members on the Graveyard card and on Temple cards are not considered in play when checking the price for a new Clan Member.*

Pass

When a player chooses to pass, he simply skips his turn. A player can only pass once all of his Clan Members in play are exhausted.

Note: If a player chooses this action, he may perform further actions in successive turns of the same round.

2. End round phase

When all player passes consecutively, the round ends immediately. The players now perform the following sub-actions in this order:

- Gain VPs by DPs
- Advance the round counter
- Pass first player token
- Reactivate clan members
- Reactivate Items

Gain VPs by DPs

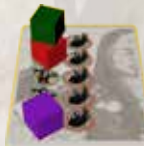
Players check their DP on the current track on each Temple card (day/light track on odd rounds or night/dark track on even rounds). For every temple, the player with the highest DP on the current track gains 2 VPs. The player with the second highest DP gains 1 VP. In the event of a tie, no VPs are given. After the scoring the Members of Clan remain on their position on the tracks.

During round 5 in a 3-player game, DP will be checked for both tracks independently.



EXAMPLE 4

In this case, the red player gains 2 VPs. The green and purple players do not gain any VPs because they are tied for second place.



EXAMPLE 5

In this case, nobody gains VPs because the green and red players are tied for first place, while the purple player is alone in third place.

Advance the round counter

If the round just played was not the last round of the game, the first player advances the round counter token to the next round. Otherwise, the game ends (see END OF THE GAME).

Pass first player token

The player with the first player marker passes it clockwise.

Reactivate clan members

All exhausted Clan Members are moved on the action space of the card they are on, to be played again in the next round.

Reactivate Items

All used Items are turned face up to be used again in the next round.

Special Events

Will-o-wisp

A player takes a Will-o-wisp when he can't perform an action during activation, when he gains DPs and doesn't own in his pool a Member of the Clan to place on a temple card or he already has 5 DPs (he may not voluntarily renounce to gain DPs). When the last Will-o-wisp in the reserve is taken by a player, the round pauses and a Will-o-wisp event **immediately begins**. When this happens, the player (or the players, if there's a tie) who collected the most Will-o-wisps must sacrifice 1 Clan Member on the board or on a Temple card, moving it to the Graveyard. **Then**, all players, starting with the first player and proceeding clockwise, must put their Will-o-wisps back in the reserve. For each one they return, they must pay 1 MP. If a player cannot pay MPs (he has no VPs, DPs or resources), then he simply returns his Will-o-wisps to the reserve.

Note: the Will-o-wisp event pauses every action. Any remaining action(s) will be completed after the Will-o-wisp event has ended.

Graveyard

Whenever a Clan Member is sacrificed or killed in any way, its owner moves that Member to an empty grave space on the Graveyard card. The Graveyard has as many empty grave spaces as the number of

players+1. For example, there are four empty grave spaces in a 4-player game. You can use VP tokens of not-playing players to cover not-used Graveyard spaces.

When the Graveyard is full (i.e. all of the empty grave spaces on the Graveyard card are filled with Clan Members), all Clan Member on the Graveyard card returns to respective player pool.

Special Actions

From Items

Some action cards allow players to get Items. When a player takes an item, he must put it in front of him and may use it once per round. To remember this, when a player uses a item, he turns it face down.

There are 5 different items:

- **Dolmen:** allows you to avoid that a clan member you own has to perform the action of the card, activated by an opponent or by yourself becoming exhausted.
- **Horn:** allows you to move one of your Clan Members to an adjacent card. This movement can include an exhausted Clan Member and can be used to move diagonally. It does not count as your normal Move action, but must be done during your turn.
- **Rune:** allows you to gain during your turn 1 resource of any type (wood, stone, or gold), if present, from the general reserve.
- **Sickle:** allows to convert during your turn 1 MP to 1 MP of another kind. For example, you can convert 1 resource to 1 VP, or convert 1 VP to 1 DP on any Temple card.
- **Sacred bonfire:** makes 1 of Will-o-wisps in your pool ineffective when the Will-o-wisp event takes place and during final scoring.

Countermove (Optional)

Whenever an opponent player performs an action on a card where you do not have a Clan Members, it is possible to copy that action during his turn. To do so, you must spend 1 MP and place 1 of

your unexhausted Clan Members already on an action card in the exhausted position. If you do not have any active Clan Members on the board, you cannot perform a countermove.

End of game

When the last round of the game is done, the game ends.

All players must now reveal the resources behind their screens. At the start of the game, each player was given two Roman resources of each type. If one or more players do not still have all six starting Roman resources, the player (or players) who has spent the most Roman resources is a traitor and so:

- Immediately loses the game (in a 3 and 4-players)
- Immediately loses 6 VPs (in a 2-player game)

Then, all players still in play, if any, gains VPs:

- +1 VP for every 2 resources in their pool
- -1 VP for every Will-o-wisp in their pool

The player with **the most VPs wins the game**. If there is a tie, the player with the most Clan Members on the board wins the game. If there is still a tie, the player with the least Will-o-wisp in his pool wins. If the tie persists, all tied players share the victory.

Action cards keys



convert



each is equal



steal



move



back in pool



exchange



= different



= identical



or



opponent's Clan Member



Will-o-wisp to an opponent

Action cards in detail:

1. Gain 1 DP on Cernunnos' light track and 1 Wood from the reserve.
2. Gain 1 Will-o-wisp, 1 DP on Cernunnos' dark track and 2 Wood from the reserve.
3. Pay 1 Wood and 1 Stone and gain a Sickle. If there is not a Sickle left in reserve, the player gains a Will-o-wisp.
4. Gain 1 VP and give 1 Will-o-wisp from your pool or from the game reserve (your choice) to an opponent.
5. Pay 3 resources of the same type to gain 3 VP.
6. Pay 2 Will-o-wisps to kill an opponent's Clan Member.
7. Gain 1 DP on Sirona's light track and move 1 of your Clan Members (active or exhausted) to an adjacent card (not diagonal). Moving an exhausted Member means to place it on the exhausted area of the new card.
8. Gain 1 Will-o-wisp, 1 DP on Sirona's dark track and move 2 of your Clan Members (active or exhausted) to adjacent cards (not diagonal). This action can be used to move 2 different Clan Members once each, or the same Clan Member twice.
9. Return the Clan Member which is doing the action to your pool and gain a Rune. If there is not a Rune left in reserve, the player gains a Will-o-wisp.
10. Gain 2 Will-o-wisps from the reserve to steal 1 Item from an opponent. Re-activate the item (if used) and give a resource of your choice from your pool to the opponent you've stolen from.
11. Return one of your Clan Members from the Graveyard to an action card on exhaust area and gain 0 VPs, or return an opponent's Clan Member from the Graveyard to their pool and gain 2 VPs.
12. Gain 2/3/5 VPs if you have 3/4/5 different items.
13. Gain 1 DP on Sucellos' light track and 1 Gold from the reserve.
14. Gain 1 Will-o-wisp, 1 DP on Sucellos' dark track and 2 Gold from the reserve.
15. Pay 1 Gold and 1 Wood and gain a Horn. If there is not a Horn

- left in reserve, the player gains a Will-o-wisp.
16. Gain 1 Will-o-wisp, 1 VP and place an opponent's clan member token in the exhaust area of the card it is on.
 17. Gain 2 VPs for every pair of the same item you have.
 18. Pay 2 different resources to kill an opponent's Clan Member and gain 1 VP.
 19. Gain 1 DP on Morrigan's light track and a resource of your choice.
 20. Gain 1 Will-o-wisp, 1 DP on Morrigan's dark track temple and 1 DP on a temple of your choice. This action can be used to gain 2 DPs on Morrigan's dark track temple.
 21. Pay 2 your DPs on any Temples and gain a Sacred Bonfire item. If there is not a Sacred Bonfire left in reserve, the player gains a Will-o-wisp.
 22. Choose a Temple card: an opponent of your choice loses 1 DP on that track. You gain 1 Will-o-wisp from the reserve and 1 VP.
 23. Kill your Clan Members which is doing the action and one Clan Member of another player on any action card. You gain 3 VPs. If the opponent's killed Clan Member is on this card, the opponent will not be able to do the action because his Clan Member is dead.
 24. For every first position (not tie) on a temple DP track, you gain 1 VP.
 25. Gain 1 DP on Belanos' light track and 1 Stone from the reserve.
 26. Gain 1 Will-o-wisp, 1 DP on Belanos' dark track and 2 Stone from the reserve.
 27. Pay 1 Stone and 1 Gold and gain a Dolmen item. If there is not a Dolmen left in reserve, the player gains a Will-o-wisp.
 28. Gain 1 Will-o-wisp, 1 VP and you can move an opponent's Clan Member to an action card of your choice or you can switch position between one of your Clan Members and an opponent's Clan Member. You can choose to switch 2 exhausted Clan Members as well.
 29. Pay 1 Wood, 1 Gold and 1 Stone to gain 3 VPs.
 30. Pay 2 Will-o-wisps to gain 2 VPs.

First/Easy game set up

Place cards following the action number: 1-2, 3-4, 5-6 in first row, 7-8, 9-10, 11-12 in second row, etc. Place the correspondent Temple card on the left of each row. Then:

4-player game:

- Player 1 places his Members of the Clan on the action cards with action number 25-26 and 1-2.
- Player 2 places his Members of the Clan on action cards with actions number 13-14 and 27-28.
- Player 3 on 19-20 and 5-6.
- Player 4 on 1-2 and 15-16. So in his first turn he gains wood and 1 DP on Cerunnos light track, and in his second turn he spend 1 wood and 1 gold to take a Horn.

3-player games:

Consider player 1-2-3 of the previous set up and place the third Member of the Clan:

- Player 1: on action cards with actions number 3-4.
- Player 2: on 25-26.
- Player 3: on 19-20. So in his first turn he may perform two times the action 19 and gains 2 DPs on Morrigan light track and 3 stone, for example, (2+1 bonus), and in his second turn he may spend these 3 resources to gain 3 VPs.

2-player game:

Consider player 1-2 of the previous set up and place the fourth Member of the Clan:

- Player 1: on action cards with actions number 9-10
- Player 2: on 21-22. So in his first turn he gains 1 gold, in his second turn he gains 1 stone, in his third turn he spends 1 gold and 1 stone to take 1 Dolmen, and in his fourth turn he spends 2 DPs on Belanos light track to take 1 Sacred Bonfire.