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# Soul Puzzler

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## THE WORLD OF AURASAL

AURASAL IS A COSMIC MYSTERY. A LARGE BEAUTIFUL WORLD FULL OF WONDER, DELIGHTS, AND SWEEPING VISTAS WHERE THE SUNLIGHT SHINES WITH A CONSTANT, WARMING PRESENCE. HOWEVER, PERHAPS DUE TO THE QUIRKS OF NATURE OR THE WHIMS OF SOME UNKNOWN POWER, THE WORLD SPINS IN SUCH A WAY IN WHICH THE SUN ONLY SHINES ON ONE HALF OF THE PLANET.

IF THE WORLD OF LIGHT IS SOMETHING OF A BEAUTIFUL WONDER, THE DARK SIDE IS ITS ANTITHESIS. COLD, GLOOMY, UNKNOWN AND FORGOTTEN — THE MIDNIGHT LANDS ARE FULL OF THE MOST HOSTILE TERRAIN IMAGINABLE.

NEAR THE EQUATOR OF AURASAL LIGHT MERGES INTO THE DARKNESS; HERE IN THE FOREVER DUSK AND ETERNAL DAWN, EXISTS AURASAL'S CROWN JEWEL, THE CITY OF CONCORDICA.

AND IN THIS PLACE WHERE THE DENIZENS OF THE LIGHT AND DARK MEET, TRADE, AND POLITIC, THEY ALSO DO SOMETHING MORE. THEY FIGHT. THE BOARD GAME IS BASED ON A POPULAR EVENT IN CONCORDICA IN WHICH SOULS ARE WAGED AGAINST ONE ANOTHER TO PROVE THEIR MIGHT AND INTELLECT. EVERY YEAR THERE IS A TOURNAMENT IN WHICH DIFFERENT COUNTIES SEND REPRESENTATIVES TO BATTLE FOR A PLACE AMONGST THE GREATEST IN THE REALM.

*THIS IS THE SOUL PUZZLER TOURNAMENT.*

## SETUP:

EACH PLAYER SELECTS ONE OF THE CHARACTER CARDS AND TAKES THEIR RESPECTIVE SOUL TOKENS AND PLACES THEM INTO THEIR SOUL POOL IN FRONT OF THEM.

PLACE THE BOARD IN-BETWEEN BOTH PLAYERS AND PLACE BOTH SCORING TOKENS ON "0".

PUT ASIDE ANY ABILITY TOKENS REFERENCED ON THE BACK OF YOUR CHARACTER CARD.

ABILITIES WITH A NUMBER WITHIN PARENTHESIS, EX. SHINI (2), MEANS THAT WHEN YOU START A GAME, YOU PUT 2 SHINI CROW TOKENS OFF TO THE SIDE OF THE BOARD. ONCE ONE IS USED ACCORDING TO THAT ABILITY, IT IS FLIPPED AND BECOMES A REGULAR SOUL TOKEN FOR THE REST OF THE GAME. YOU MAY THEN PLACE A SOUL TOKEN AS NORMAL. IF BOTH TOKENS ARE USED, YOU MAY NOT USE THIS ABILITY AGAIN THIS GAME.

FLIP A TOKEN IN ORDER TO DETERMINE THE FIRST PLAYER.

## GAMEPLAY:

DURING EACH TURN A PLAYER MAY TAKE ONE OF TWO ACTIONS:

- PLAY A SOUL TOKEN FROM THEIR SOUL POOL
- SWITCH A SOUL TOKEN'S LOCATION WITH AN ADJACENT SOUL TOKEN\*

\*ANY SOUL TOKEN THAT IS NOT LOCATED DIAGONALLY, IS ADJACENT TO THE SOUL TOKEN NEXT TO IT.

IN ORDER TO PLAY A SOUL TOKEN, YOU TAKE A SOUL TOKEN FROM YOUR SOUL POOL AND PLACE IT IN THE BOTTOM MOST SQUARE OF THE COLUMN OF YOUR CHOICE. ONCE THE SOUL TOKEN IS PLACED OR A SOUL TOKEN IS SWITCHED, THE TURN THEN GOES TO THE NEXT PLAYER. YOU MAY NOT UNDO AN OPPONENTS TURN BY SWITCHING BACK A SOUL TOKEN THAT WAS JUST SWITCHED. ONLY ONE ACTION MAY BE CHOSEN EACH TURN UNLESS AN ABILITY TELLS YOU OTHERWISE.

IF AT ANY TIME DURING YOUR TURN, OR YOUR OPPONENTS, THERE IS A ROW OR COLUMN OF 3 OR MORE ADJACENT SOUL TOKENS OF THE SAME COLOR, THE SCORING BEGINS.

DURING SCORING, EACH PLAYER REMOVES ANY OF THEIR SOUL TOKENS THAT ARE IN A ROW OR COLUMN OF 3 OF MORE LIKE SOUL TOKENS AND PLACES THEM BACK INTO THEIR SOUL POOL. ONCE THIS STEP IS DONE, EACH PLAYER GAINS POINTS EQUAL TO THE SOUL TOKENS THEY REMOVED. AFTER SCORING, EACH PLAYER MAY TRIGGER THEIR SCORE ABILITY ON THEIR CHARACTER CARD IF POSSIBLE. AT THIS STEP IF THERE ARE ANY SOUL TOKENS NOT ON THE BOTTOM ROW OR ADJACENT TO ANOTHER SOUL TOKEN BELOW THEM, THEY ARE MOVED DOWN UNTIL THEY ARE.

IF AT ANY TIME DURING YOUR TURN YOU NO LONGER HAVE ANY SOUL TOKENS IN YOUR SOUL POOL, YOU MUST TAKE THE SWITCH ACTION.

THE GAME ENDS WHEN ONE PLAYER GETS TO 15 POINTS. IF BOTH PLAYERS WOULD HIT 15 POINTS ON THE SAME TURN, THE PLAYER WITH THE MOST POINTS OVER 15 WINS. IF THEY ARE STILL TIED, THE GAME CONTINUES UNTIL ONE PLAYER HAS A HIGHER SCORE.



# Soul Puzzler Tournament

Player 1

Player 2

Player 3

Player 4



## Champion



Player 5

Player 6

Player 7

Player 8