



S O U L G I V E R S





The Age of Decay

What does death look like to an immortal population? For those who have always benefited from an immutable eternity of a cold and silent universe and have never conceived life as an accidental path destined to end and, death had no face. In their language, in my language, there was no word to describe this death; not even an anguishing concept destined to shake the consciences of the insomniacs, nor to unsettle the spirits with stifling promises. For all of us, existence flew slowly as the dense flowing of our Souls, the precious life force concealed inside our bodies, a constant source of energy and power.

The young creature came running, leaving behind them small irregular footprints on the fresh morning sand. They were exhausted, their eyes full of terror spoke to me before their mouth did. They had traveled all night through the desert from the closest village to get to this remote and inhospitable place.

They raised their finger to the sky, indicating something I unfortunately knew already, then, shaking, they showed me the signs on their arms, and I saw something hard to erase. The layers of their body-shell were breaking and flaking apart under the delicate touch of my fingers. They felt so fragile, brittle like the barren land of the sacred mountains where I woke up eons ago.

I thought their family had sent them to me to help them in some way, but I was wrong. They had come to deliver a message. For a moment, the terror seemed to leave their face and, with their voice scratched with pain, they finally spoke: Decay, they said, causing the side of their mouth to crack: The Decay has begun.

I did not have time to answer. The young creature teetered and then fell in front of me, shattering. Their bright Soul spilled from the cracks in

their body and the sand absorbed it in a few moments, leaving moist reddish spots. What was left of that poor life looked like a shattered vase by my feet.

I arrived at their village too late, and I would forever regret it. Irregular lines of white houses appeared asymmetric and spartan here and there in the rock chasms and continued to the top of a barren hill and then inside the hill itself with a series of windy tunnels. Nothing could tarnish the silence of that scene. Walking, I noticed the house doors were bolted and each one of them still bore the signs of wet paint evoking the symbol of the Shelter, an ancient ritual of protection usually used only during dangerous sandstorms. In the darkness of their austere rooms, my siblings laid on the ground one after the other. Their inanimate remains seemed grudgingly staring at me. I could not do anything for them.

I moved on and wandered around the sunny streets until my legs started to tremble and discouragement filled my throat. I slumped helpless to the edge of a rocky declivity contemplating a spot in the sky about three spans above the horizon, right where the creature had indicated too. Reluctantly, I decided to face that horror again, so I observed; despite the huge distance that separated us, I could see the arches and structures of what remained of the now nonexistent First Ring, the gigantic divine planet my people prayed to daily and whose ruins floated inertly in the celestial vault, creating odd bloated clouds of dark fluids. Part of this matter was caught in the wind of the atmosphere and blown downward where it crumbled into millions of delicate black snowflakes. I could feel them itch on my skin. First Ring doesn't exist anymore, I whispered without anyone hearing me.

There was a sudden glare, a sparkle in the dark of our universe. Then, the flash became brighter and vibrated in the ether making its most remote corners shake. It all happened too quickly. The white dawn of an ordinary day was now stained with rotten and irregular streaks like contorted branches in the wind. Darkness descended, crumbling down from our mountains, and made its way through the plains and, eventually, into our homes. An almost tangible matter made the air dense, suffocating. That was the moment in which First Ring fractured and all of the sudden the balance that had been making our reality immutable for thousands of years changed. Without it, our very own existence started to fall to pieces. Then, morning came, and the first villages to be hit called it The Decay. It brought us fear. The Decay did not have a cure, not even for those like me.

I had just dismissed these dark thoughts when the air teared right in front of me. Two hands appeared and clutched the extremities of that invisible tear and expanded it, opening a bright portal that was big enough to be crossed. From there, seven figures I had never seen before came out, but that I immediately recognized as my kin. Gods, warriors, legendary heroes. There are many ways to call us, only one to really define us: Soulgivers. We are protectors born at the beginning of time to protect this world civilization, we are beings blessed by the sacred inhabitants of First Ring, the guardians of an empty universe.

One of them held out their hand. In their hollow and trait-less face, I saw the reflection of a thousand interstellar journeys and the full calm of those who have rested at the edge of the cosmos and heard its voice, listening to each pure note. Immediately, I felt a devout respect for them, and I listened to their words, ready to follow them everywhere they would have taken me.

The news struck me right in the chest: They knew where to find the cure for The Decay. I sprung up; my Soul was glowing with energy while I got ready to listen to the rest of the story. They told me about the Fragment: A sort of magical nucleus formed from the rubbles of First Ring the day of the great catastrophe. Even though my view was just like that of a god, I could not imagine how a piece of a dead planet could stop such an aggressive cosmic disease, so another Soul-giver stepped forward. They towered over the others by a few meters and the top end of their head ended in a series of eight elegant ta-

pering horns, whose tips seemed contorted by the wind. Four small fire spheres and a bigger sphere orbited around their face like miniature planets. With composed movements, the figure cupped their hands and poured a drop of their Soul into my mouth. Our Souls fused, combining thoughts and memories. In that moment, I understood everything and realized the necessity of believing, because from then on, we would have not been able to foresee nor control what was going to happen. We had reasons to believe that the Fragment was the seed from which to forge a new First Ring to reinstate balance into the universe. Only then, our civilization would survive The Decay. We could have had the privilege of recreating the best world possible, a place for wealth and prosperity, just like First Ring had been for its extinct population. But what price would we, Soulgivers, and our siblings have to pay? Would we live up to such an endeavor? I delved into my fears and they invited me to follow them in this rescue mission.

We remained in that place for an indefinite time, contemplating the absurd black snow filling our stares with microscopic particles of darkness, until the moment in which it was time to leave. Letting a part of the energy in our Soul spill to the ground, we created a portal similar to the one they used to come to me, but much bigger and that lead to places beyond the atmosphere. The seven crossed it with no hesitation. I laid eyes for the last time on the bolted village doors and the ruthless silence all around it, then I followed them. Our fate seemed to be written already, but we ignored that things would have soon worsened.

Today is a day of war. I am writing this memoire so that tomorrow, in this mutable universe far different from what we thought it was, someone could read it and remember the Shell people. I am observing the Fragment floating above our heads; it's so perfect in its slow rotation. I think it is wonderful, unutterable with mere words. It is a heap of primordial pulsing energy that looks like a sharp glassy and icy mountain, that was undoubtedly molded from the purest matter nature has ever conceived.

A nucleus whose iridescent core now contains and protects the history of First Ring and the millions of beings who were once alive, those whose greatness we had only been imagining and invoking for eternity. Acting as a dark counterpart to this beautiful vision, there

is the desolation of its rubbles. I sight evil discharges coming out of the cracks from the portions of land and burnished steel under our feet and then dance among the metals of the alien structures which have fallen into ruin.

We advance one step after the other in the clutches of The Decay, we get closer to them. Some of us hoped until the end that it was just an absurd vision from the disease, but now we know the truth. We are not alone. Another population preceded us and is waiting for us in the shadow of the Fragment. From where I am standing, I can finally see them better. Beings so similar to us in number and in the immense power they radiate, yet their eyes and their words are different. It is like looking in the mirrors and with horror discovering you are a stranger.

These creatures, these monsters, it is us and it is not us at the same time. My companions observe them, and they do the same. We are all Soulgivers. We try to understand each other, but the truth soon emerges. It is one and terrible. They desire the Fragment just as much as we do and the advanced signs of The Decay on their bodies are the sad confirmation of it. I wonder from which universe they

come from and why we never knew anything about them. How many realities exist beyond ours? I am shaking. Which world has the right to survive?

The battle is inevitable. Some of them are already screaming, we rebut loudly. I inspire courage and vigor to my companions whispering the ancient magical litany as a tribute to victory, at least as long as I will have the strength to stand. I think back to the warm sand of my land while the sacred land of First Ring falls to pieces, raising, and the space time tears generating dreadful black holes around us.

Now I know the meaning of death, but no matter how brittle my body is, my Soul is ready to go on and, together with my siblings, we will win this battle.



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1. Game Contents.



TILES (25)

The Soulgivers game board consists of 25 tiles arranged in a 5x5 grid. Each tile is divided into 4 cells. There are three types of tiles:

BASIC TILE
INTERFERENCE TILE
OTHER TILES

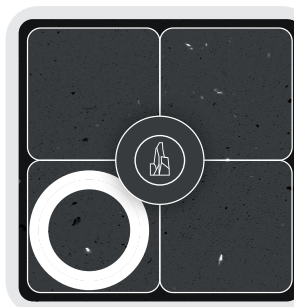
Basic Tile (3)

A Basic tile is a tile in which all 4 cells are free from any obstacle. When the Basic tile is placed at the center of the board, it is called Mother tile: it is the Fragment starting point. The Barrier is placed on the Mother tile.



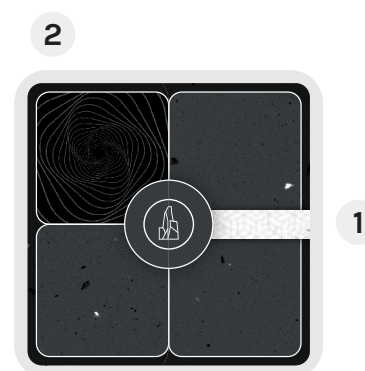
Interference Tile (2)

An Interference tile contains a special cell with a circle on it.



Other Tiles (20)

The remaining tiles of this set have cells with Walls (1) or Black Holes (2) printed on them.



SOULGIVERS CARDS (20)

The Soulgivers cards are divided into two decks of 10 characters each, representing the first two populations fighting for the Fragment: Shells and Specters.

1. Name of the Soulgiver
2. Soulgiver's Icon
3. Illustration
4. Movement (*maximum range and type of movement*)
5. Fragment Collection Icon
6. Attack: Destruction Icon
7. Passing and Dropping the Fragment Icon
8. Soulgiver's Ability (*one or more*)
9. Soulgiver's Passive Aura (*if present*)

1 Name of the Soulgiver

3 Illustration

4 Movement (maximum range and type of movement)

8 Soulgiver's Ability (one or more)

9 Soulgiver's Passive Aura (if present)

7 Passing and Dropping the Fragment Icon

5 Fragment Collection Icon

6 Attack: Destruction Icon

2 Soulgiver's Icon

THE PROTECTOR

Carica 3 ■■

Raggiunge e respinge indietro di 1 casella 1 pedina. Il Frammento, se trasportato da quella pedina, non viene perso.

Suolo Sacro (A)

Le pedine alleate sulla tessera del Protector non possono essere distrutte da attacco: distruzione.

SG02 CORE SET © 2019 Luca Cervini

THE SPACEWALKER

Teletrasporto (C)

Lo Spacewalker si scambia di posto con una pedina alleata. Il Frammento, se trasportato, viene depositato prima dello scambio.

Wormhole (A)

Può entrare e uscire dai buchi neri della mappa come fossero collegati. I buchi neri non distruggono lo Spacewalker.

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SOULGIVERS GAME PIECES (20)

A Soulgiver is a game pieces that represents a character from one of the two different fighting races. There are 10 Soulgivers for each team. Each Soulgiver has a corresponding card in the Soulgivers deck which indicates the its characteristics and Abilities.

A Soulgiver shows:

1. The name of the Soulgiver
2. The color of their population
3. The Soulgiver's icon
4. The shields



SOULS (20)

A Soul is a special game piece whose color refers to the populations it belongs to. A Soul is placed on the game board when the corresponding Soulgiver is destroyed.

The Soul shows:

1. The name of the Soulgiver
2. The color of their population
3. The Soulgiver's icon



FRAGMENT (1)

The Fragment is the element both factions are fighting for. The Fragment can be either passed, carried, or dropped by the Soulgivers according to specific rules.

The Fragment is magnetic. It is declared carried when it is positioned on top of the Soulgiver carrying it and it moves with them.



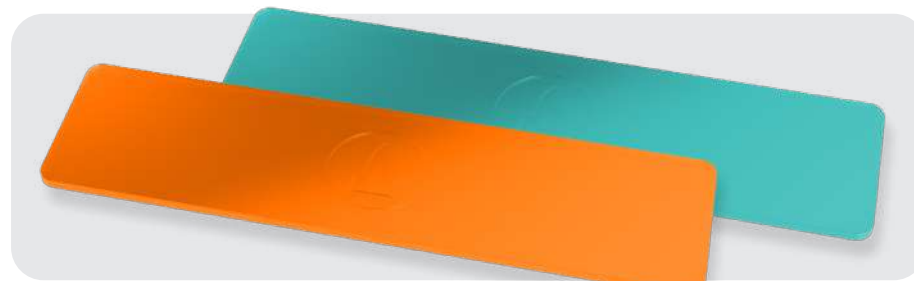
BARRIER (1)

The Barrier is an energy field that protects the Fragment at the beginning of the game. It prevents the Soulgivers from having access to the Fragment until the Barrier is destroyed with an Attack: Destruction.



PORTALS (4)

The Portal is also the Soulgivers' entry point into the game and where you need to deliver the Fragment in order to win. Each faction has 2 Portals characterized by the faction's color and they are placed in specific places on the side of the board. Each Portal is to be considered a single large cell.



MODIFIERS (20)

Modifiers have various colors or symbols depending on their type. They can be positioned on top of a cell free from Soulgivers or on top of other Modifiers to indicate an active change in those spaces.

1. **SHELL MODIFIER (6)**
(created by the Shell Ability)
2. **SPECTER MODIFIER (4)**
(created by the Specter Ability)
3. **BLACK HOLE MODIFIER (6)**
(posizionati dal Soulgiver "The Holemaker")
4. **PATCH MODIFIER (4)**
(placed by "The Patcher" Soulgiver)



TRIBUTE ESSENCE TOKEN (6)

Each player has 3 Tribute Essence tokens that can be used to take **Tribute Actions**. The Tribute Essences tokens reset at the beginning of a new turn, ready to be used again.



DECAY DICE (6)

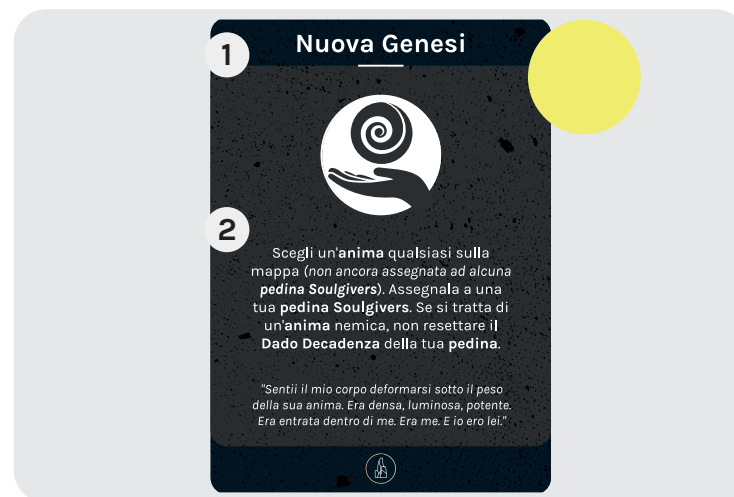
The Decay Dice represent the passing of the time for the Soulgivers in the game. Each Decay Dice has 6 faces with numbers from 1 to 6. When a new Soulgiver enters the game from a Portal, the player positions a Decay Die on their card indicating number 1.



MAZZO ANOMALIE (20)

The Anomaly deck contains 20 cards and the two players share it. There are 10 different types of Anomaly cards.

1. Name of the Anomaly
2. Description



POPULATION ABILITY (2)

Each population has a unique, special Ability that can be used only once throughout the entire game.

1. Name of the Population Ability
2. Description



RECAP CARD (4)

Each player has an "Player's Actions card", which summarizes all the actions the player can take during their turn and the opponent's turn.

Moreover, each player also has a "Soulgivers' Abilities" card, which summarizes the main characteristics of the 10 characters of this first core set.



2. Goal of the game

Capture the Fragment and deliver it to one of the Portals to win the game. Strategically combine the Abilities of your Soulgivers and absorb the Souls of your defeated heroes to boost those who are still alive.

Don't forget to draw new Anomalies: special actions that can reverse the course of the battle. Whatever your strategy is, you must make your mind up quickly: **the Decay consumes your characters more and more each turn, until it destroys them.**



3. Setup.



SET UP PHASE:

- 1.** Place a Basic tile at the center of the board. When a Basic tile is placed there, it is called Mother tile.
- 2.** Place the 2 Interference tiles as shown in the image.
- 3.** Shuffle and arrange the remaining 22 tiles facing down to form a 5x5 grid. Then, flip them.
- 4.** Shuffle and place the Anomaly deck facing down near the game board.
- 5.** Place the Fragment at the center of the Mother tile.
- 6.** Place the Barrier on the Mother tile.
- 7.** Each player chooses a population and takes the corresponding Soulgivers deck made up of 10 cards.
- 8.** Place the Portals of your population on the board as shown in the image.
- 9.** Each player places in their area: 1 Population Ability card, 3 Tribute Essence tokens, 3 Decay Dice, 1 Player's Action card, 1 Soulgivers' Abilities card, and their Population Modifiers.
- 10.** Also, each player places 4 Blackhole Modifiers and 2 Patch Modifiers in their area.
- 11.** The first player to start is the one who can draw better. In case of a tie, flip the First Player coin.
- 12.** In turns, the players can switch one Basic tile or one Obstacle tile next to their Portals with another Basic tile or Obstacle tile on the board. The first player goes first. The tiles can be rotated as desired. The tile cannot be switched with a tile next to the opponent's Portals, Interference tiles, or the Mother tile.
- 13.** Both players choose 3 cards from the Soulgivers deck without showing them to the opponent. The 3 chosen cards will make up your starting team. Then, they shuffle their decks.
- 14.** In turns, place on your Portals the 3 Soulgivers corresponding to the 3 chosen cards as desired all at once.
- 15.** The player who goes second draws 1 Anomaly card from the deck and positions it in their area facing down.

The Decay Era Begins.

4. Turn Sequence.

On your turn, you can move and take actions with all your Soulgiivers in the game, **as long as you declare which Soulgiiver you intend to play each time**. The Soulgiiver you declare is considered Active. You can only activate each Soulgiiver once during your turn. You cannot take actions with a different Soulgiiver until you declare it Active, deactivating, in this way, the previous Active Soulgiiver.

4.1 PREPARATION PHASE

Place all your Tribute Essence Token in front of you and the Decay Dice in their starting position on the cards of the Soulgiivers in the game.

The suggested starting and ending position of the Decay Dice is indicated in the image here below:

Posizione a inizio turno



Posizione a fine turno



4.2 ACTION PHASE (P. 17)

The Action Phase includes:

1. FREE ACTIONS

Soulgiiver's Movement and Shield Rotation
Soul Acquisition

2. TRIBUTE ACTIONS

Collecting the Fragment
Passing the Fragment
Dropping the Fragment
Soulgiivers' Abilities
Attack: Destruction

3. SPECIAL ACTIONS

Population Ability
Drawing an Anomaly card
Playing an Anomaly card

4.3 ENDING THE TURN (P. 27)

The Decay of all your Soulgiivers in the game increases by 1. Moreover, the Soulgiivers who used one (or more) Tribute Essence, increase their Decay of an additional +1.

4.2 DETAILED ACTION PHASE

During your turn, you can take all the actions you desire, in whatever order you desire, as long as you declared each time which Soulgiver you want to activate and as long as the requirement of each Action is fulfilled.



You cannot repeat the same action with the same Soulgiver. For example, you cannot move twice or attack twice, or activate an Ability twice with the same Active Soulgiver. Even Soulgivers with more than one Ability can activate only one ability per turn.

1. FREE ACTIONS



- SOULGIVER'S MOVEMENT AND SHIELD ROTATION
- SOUL ACQUISITION




IMPORTANT

When you switch from an Active Soulgiver to another, you cannot take other actions or move the previous piece.

• SOULGIVER'S MOVEMENT

The **MOVEMENT** of a Soulgiver is indicated on the Soulgivers with this  or this  icon.

Each cell counts as 1 in the movement.

The **RANGE**, expressed with a number , always indicates the maximum number of cells that the Soulgiver can move in each turn, not the distance it must cover.



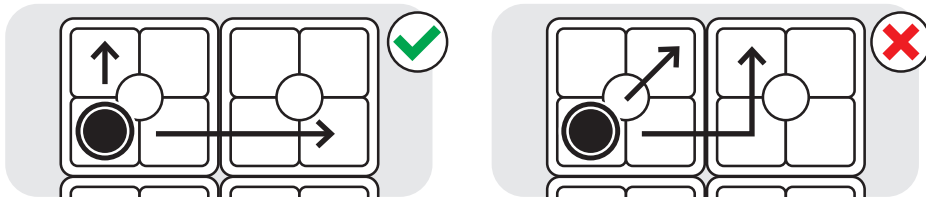
IMPORTANT

You can pause the movement action of your Active Soulgiver to take other actions with that character (Tribute, Free, or Special Actions) and then you can end the movement, if you desire.

TYPES OF MOVEMENTS

The movement can be **LINEAR** or **PERPENDICULAR**

LINEAR: The Soulgiver can only move following a straight horizontal or vertical line, it can never move following a diagonal line, and it can never turn direction.



PERPENDICULAR: The Soulgiver can make ninety-degree turns (one or more times) during their movement, but it can never turn diagonally.



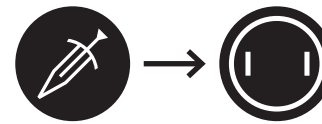
ROTAZIONE SCUDI

When the player ends their Active Soulgiver's movement, they can rotate the shields as desired.

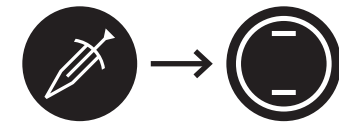
The shield is indicated by one or more lines on top of the game piece and its color refers to the faction the Soulgiver belongs to. **It is the only protection a Soulgiver has against an Attack: Destruction.** Shields cannot be destroyed in any way. You will find more on the shields on page 22.

A shield must be rotated in the direction the Attack: Destruction comes from to stop the attack!

Not Destroyed

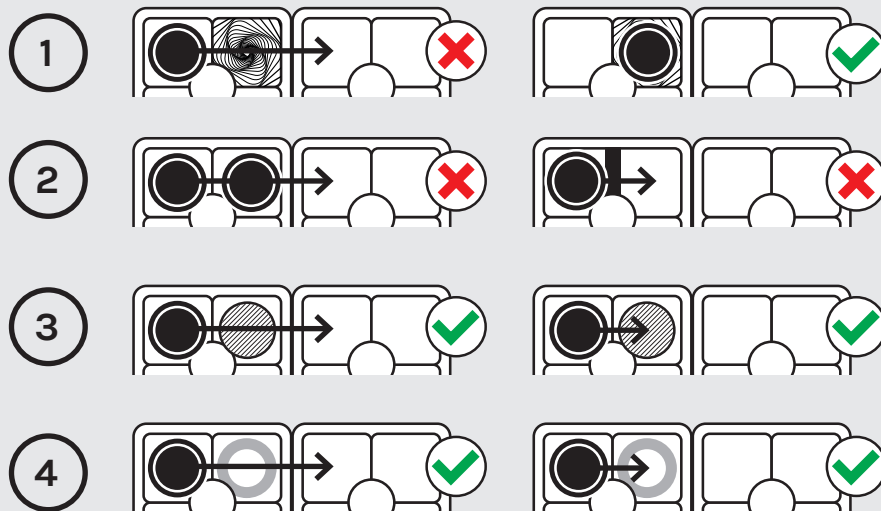


Destroyed



MOVEMENT: FOUR FUNDAMENTAL RULES

Note: Some characters might break the following, according to what is written on their character's card. The cards always trump the rules.

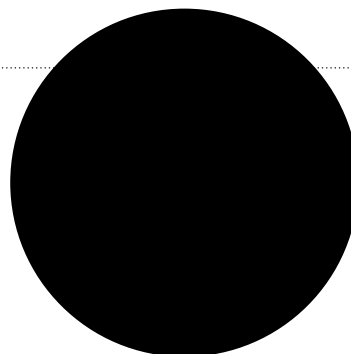


A Soulgiver CANNOT GO OVER a BLACK HOLE cell, but it can stop on it, which would result in DESTRUCTION.

A Soulgiver CANNOT GO THROUGH or STOP on cells occupied by another SOULGIVER, a WALL, or a WALL MODIFIER.

A Soulgiver can GO THROUGH or STOP on a cell on which there is an allied or opposing SOUL. The SOUL is not automatically absorbed.

A Soulgiver can GO THROUGH or STOP on an INTERFERENCE cell.



• SOUL ACQUISITION

All the characters can absorb a Soul, but only if the Soul belongs to their same population.

To absorb a Soul, the player must simply enter the tile with a Soulgiver where an allied Soul is on (it is not necessary to stop on the exact cell) and activate the Soul Acquisition Ability.

To absorb the Soul, simply stack it under your Active Soulgiver and place the Soulgivers card of the fallen hero underneath the Active character card, leaving all of the abilities visible. From this moment on, this character has a Double Soul. Move the Decay Die back to 1. (More details on page 28.)

The Soulgiver that has a Double Soul now also gains all the characteristics of the Soulgiver the Soul belonged to:

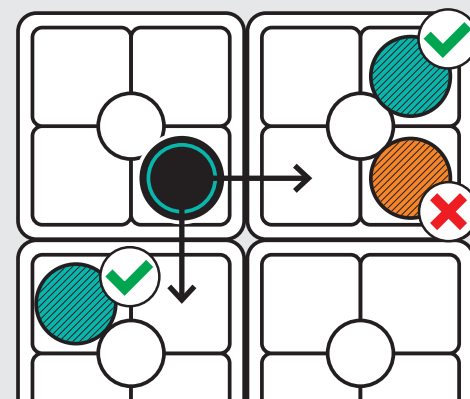
- Ability
- Aura



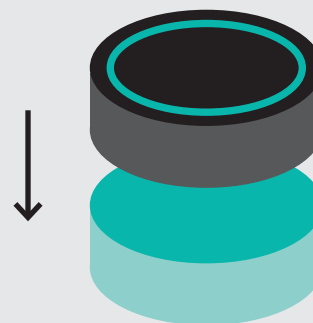
IMPORTANT! When in Double Soul, you can use one Ability from both characters by paying only 1 TRIBUTE ESSENCE .

(Example: The Volomancer has two Abilities; if the Spacewalker absorbs the Volomancer's Soul, with one Tribute Essence you cannot use Teleport, Mental Control, and Acquiescence, but you would be able to use Teleport and Mental Control or Teleport and Acquiescence.

Absorbing a Soul from the same faction.



1. Stack the Soul under the Soulgiver.
2. The card of the Soul goes underneath the Active Soulgiver card. (Leave the Abilities and Aura visible.)



2. TRIBUTE ACTIONS

On your turn, you cannot take actions of the same type with the same Soulgiver. For example: you cannot activate Attack: Destruction twice with the same Soulgiver.

ACTION TYPES:

- **FRAGMENT COLLECTION (0 Shields, -1 movement Range)**
- **PASSING THE FRAGMENT (3 Exact Linear Cells)**
- **DROPPING THE FRAGMENT**
- **ACTIVATING A SOULGIVERS ABILITY**
- **ATTACK: DESTRUCTION**

Reset your 3 Tribute Essence tokens per turn.



Possible Tribute placements:



Every time you use a Tribute Action, remember to pay its price by placing a Tribute Essence token on the icon on the card corresponding to the action. You have 3 Tribute Essence tokens per turn. **However, some Tribute Actions might require a payment in Decay. In that case, you just need to increase the Decay Die by the required amount, without spending a Tribute Essence.**

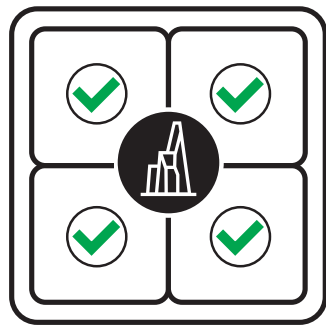
● FRAGMENT COLLECTION

To activate the action **Fragment Collection**, you must have a Soulgiver on the same tile of the Fragment.

The Fragment is declared carried when it is placed in its dedicated insert on top of the Soulgiver after paying 1 Tribute Essence for the action.

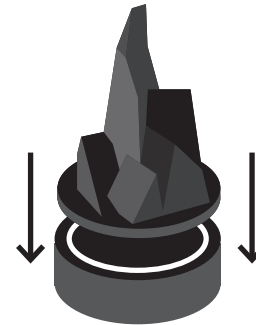


- The Soulgiver that is carrying the Fragment loses all their shields, therefore it can be attacked from every side.
- The Soulgiver carrying the Fragment is slowed down, therefore it moves by -1 in respect of their normal movement.



REMEMBER:

When at the center of a tile, the Fragment must be considered as on all 4 of the cells surrounding it at the same time.



MAGNETIC:

The Fragment is a magnet and it easily **sticks on top of the game piece that captures it.**

• PASSING THE FRAGMENT



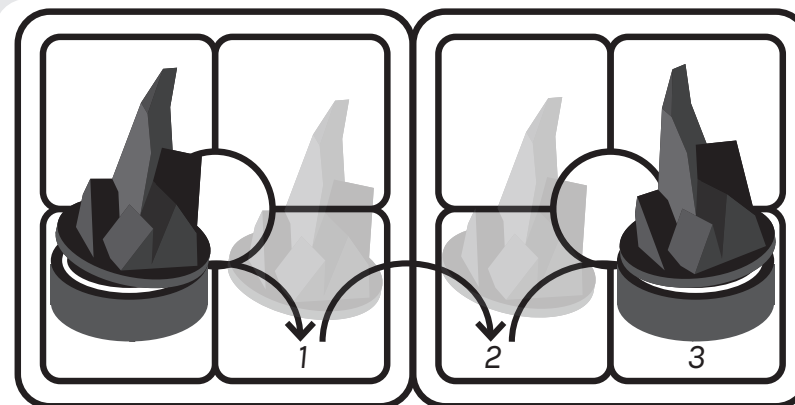
The Fragment can be passed from one Soulgiver to another by paying 1 Tribute Essence for the Action: Passing the Fragment. The two Soulgivers must be at 3 exact linear cells and the line of sight must be clear.

After passing the Fragment, it is immediately considered **CARRIED** by the receiving Soulgiver, without paying any additional Tribute Essences.

• DROPPING THE FRAGMENT

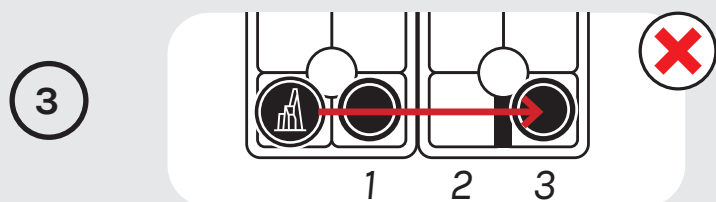
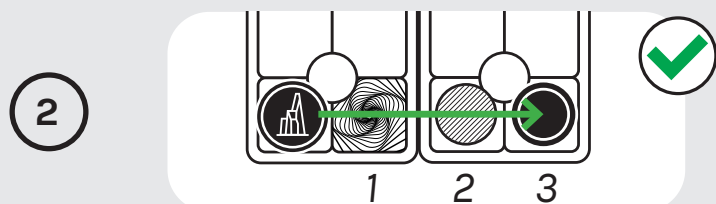
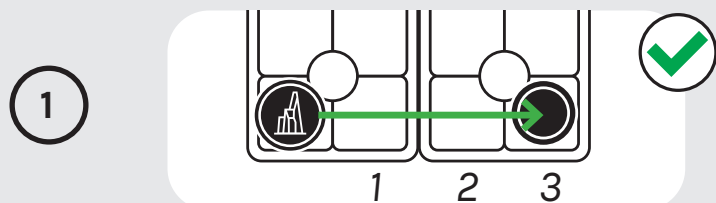


The Soulgivers carrying the Fragment can **DROP** it by paying 1 Tribute Essence. Remove the Fragment from that Soulgiver and place it at the center of that tile.



WATCH OUT: The Fragment can be passed only at 3 EXACT LINEAR CELLS and only if the passing Soulgiver has a clear LINE OF SIGHT (that is if there are no other Soulgivers or Walls in between the passing and receiving Soulgivers. Souls, non-Wall Modifiers and Black Holes do not block the line of sight. The Fragment can be passed only in a straight line.)

GUIDE TO PASSING THE FRAGMENT:



The Fragment can be passed in a straight line only to a Soulgiver exactly THREE EXACT CELLS away.

When passing, the Fragment can go over BLACK HOLES and SOULS.

The fragment cannot go through WALLS, WALL Modifiers, or SOULGIVERS.

• SOULGIVERS' ABILITIES

They are the character's powers, which can be activated on your turn by paying 1 Tribute Essence (but in some cases you might have to pay in Decay). They are effective immediately after their activation, according to the text on the Soulgivers card. **Some Soulgivers have more than one Ability on their card: in that case, you can only choose one per turn.**

The Abilities must follow the rules displayed on the card, like the maximum range of the Ability.



Example of RANGE and type of attack, linear or perpendicular, according to what is indicated by the corresponding icons:



Range: max (3)
linear cells.



Range: max (3)
perpendicular tiles.



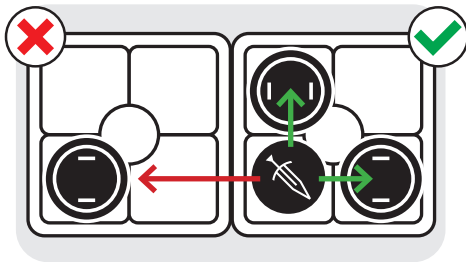
Range: max (4)
perpendicular cells.



Range: everywhere on the board.

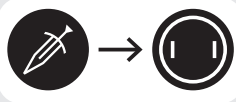
• ATTACK: DESTRUCTION

If present, Attack: Destruction is indicated with an Attack: Destruction icon  on the Soulgivers card.



Attack: Destruction can be activated only when the target is **PERPENDICULARLY NEXT TO** your Soulgiver and by paying 1 Tribute Essence. **The target can be one of the opponent's Soulgivers or the Barrier.**

Destruction
does not go
through.



Destruction
goes through.



SHIELDS:

Attack: Destruction allows the player to eliminate one of the opponent's Soulgivers from the game, but it is possible only if the Soulgiver does not have a shield that protects the side from which the Attack comes from.

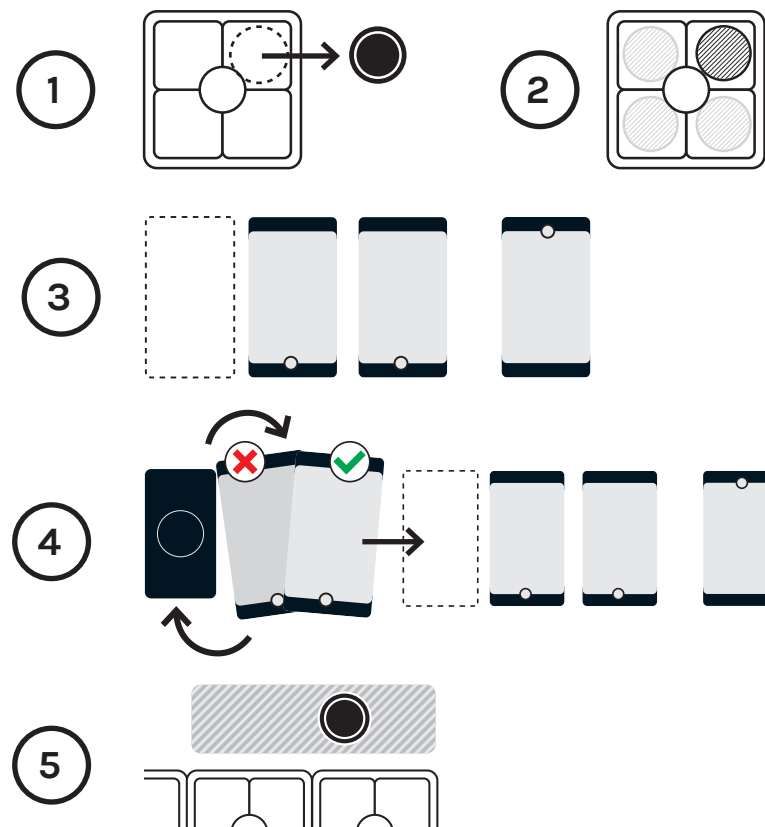
Just like an Attack: Destruction, a shield is only considered perpendicularly, never diagonally. **The Shield of a Soulgivers does not wear out and can be used for the entire game.**

DESTRUCTION OF A SOULGIVER

When a Soulgiver undergoes an **Attack: Destruction**, goes on a **Black Hole**, or is simply the target of a circumstance that **Destroys** it, the piece is **removed from the game** and their **Soul** is placed in their place on the tile.

WHEN A SOULGIVER IS DESTROYED:

1. Remove it from the game.
2. Substitute the Soulgiver with its corresponding Soul. If it is possible, place the Soul on the exact same cell the destroyed Soulgiver was on, otherwise place it on any free cell from Soulgivers of that tile. If all four cells of that tile are occupied, place the Souls on a free cell on the next tile.
3. Place the card of the destroyed Soulgiver facing down in the Destroyed Soulgivers area near the Soulgivers cards in the game.
4. At the beginning of your next turn, draw 2 cards from your Soulgivers deck. Choose one and put the other one back without showing it. Then, shuffle the deck. Place your new Soulgivers card in front of you.
5. Place the new Soulgiver on one of your Portals, in front of any cell. The new Soulgiver must enter the board before your turn ends or the new Soulgiver is destroyed instantly.



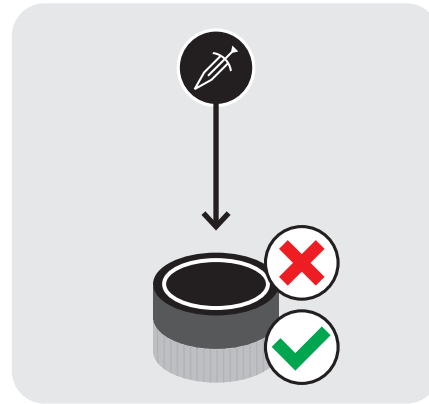
WATCH OUT

When a Soulgiver ends on a Black Hole, they undergo Destruction and their Soul is placed on that same tile according to normal rules of Destruction. If the Soulgiver has a Double Soul, the absorbed Soul is removed from the game while the Soulgiver leaves it Soul. If the Soulgiver undergoes Attack: Destruction or goes on a Black Hole while carrying the Fragment, the latter is dropped at the center of that same tile.



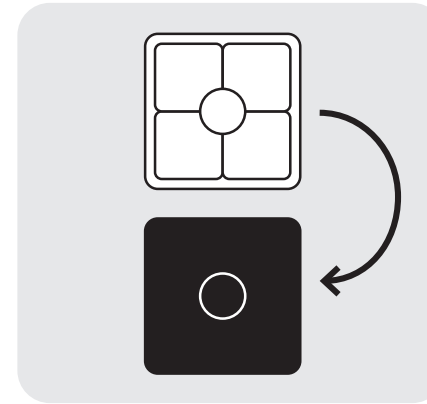
DESTROYING THE BARRIER

At the beginning of the game, the **Barrier** blocks all access to the **Fragment**. It can be destroyed by a Soulgiver next to it through **Attack: Destruction**. Then, it is removed from the game.



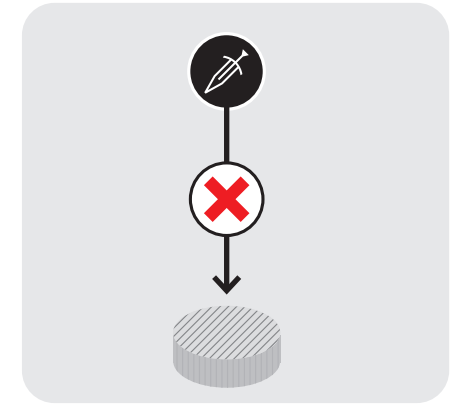
DESTRUCTION IN DOUBLE SOUL

When a Soulgiver has a **Double Soul**, it has two life points. When it is targeted with an **Attack: Destruction** a first time, the Soulgiver loses the acquired Soul, but it remains in the game (the destroyed Soul is removed from the game.) That Soulgiver will have to undergo another **Attack: Destruction** to be definitively removed from the game and their Soul is laid down on the board.



DESTRUCTION OF A TILE

Some **Abilities** and/or **Anomaly cards** might entail the **destruction of a tile**. When this happens, flip the destroyed tile facing down. It cannot be crossed anymore by any Soulgiver and it is not considered a **Black Hole**. However, it can still undergo changing and moving. When moving the Soulgivers, a **Destroyed tile** is considered a limit they cannot cross.



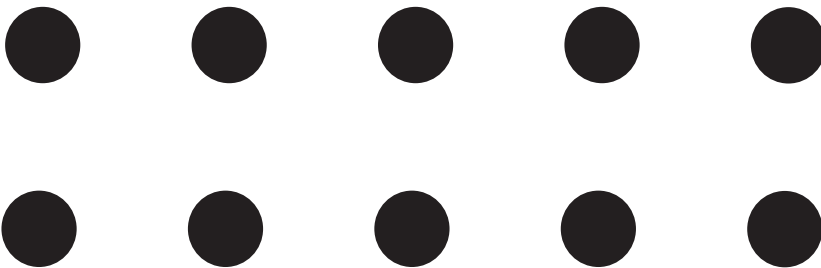
DESTRUCTION OF A SOUL

A Soul can be destroyed only when it undergoes an **Ability** or an **Action** which explicitly entail their **Destruction**. **It is not possible to target a Soul with an Attack: Destruction**.

When a Soul is **Destroyed**, it is removed from the game.

3. SPECIAL ACTIONS

- DRAWING AN ANOMALY CARD
- PLAYING AN ANOMALY CARD
- POPULATION ABILITY



• DRAWING AN ANOMALY CARD

You can draw 1 **Anomaly card** from the shared deck, by paying 1 **Tribute Essence** at any time on your turn, as long as the **Interference cell** is free from any of the opponent's Soulgivers. Do not show this card to the opponent.

You can draw 1 **Anomaly card** per turn and can hold up to 3 **Anomalies** at the same time. You can decide to draw one card even if you are holding 3 already, but you will have to put one back in the deck and shuffle it. If there are no more cards in the **Anomaly deck**, the used cards should be used to make a new deck. See page 26 to see how to play an **Anomaly card**.

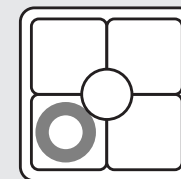
• PLAYING AN ANOMALY CARD

You can play an Anomaly card **during your opponent's turn** when they active one of their Soulgivers, as long as no Interference cell is occupied by an opposing Soulgiver. **You can only use one Anomaly per turn.**

On your opponent's turn: you can play an Anomaly only right after your opponent declared which Soulgivers they want to activate, but before they declare which their first move will be. For example, it is not allowed to wait until your opponent declared they want to move or attack with their active Soulgiver before you decide to play or not play the Anomaly.

INTERFERENCE CELLS AND ANOMALIES

The interference cells are special cells with a white circle on them, on which you can move and stop a Soulgiver in in order **to prevent your opponent from drawing or playing their Anomaly cards.**



WATCH OUT

When a Soulgiver is on a Portal, they are not considered in the game, but their activation can be used to play an Anomaly card, as long as that Soulgiver is not the direct target of that card. The Anomaly card takes effect before any other action by your opponent.



EXAMPLE OF HOW TO PLAY AN ANOMALY:

Stefano starts his turn > Stefano declares he activates his Volomancer > Valentina intervenes by playing the Anomaly card "Temporal Suspension" and chooses Stefano's Volomancer as the target > According to the Anomaly, Stefano has to increase the Decay Die of his character by 2, who, being at 4 already, would reach 6 > Stefano's Volomancer is Destroyed and drops their Soul > Since Stefano does not have the Volomancer anymore, he continues his turn declaring which Soulgiver he wants to activate second.

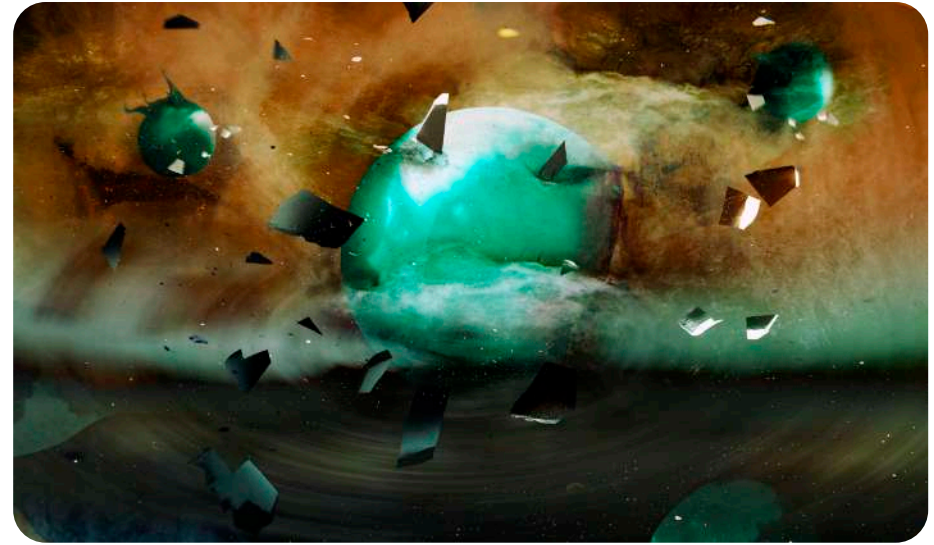
• POPULATION ABILITY

All the Soulgivers populations have a special card. It is a unique power, which can be used only once throughout the entire game.

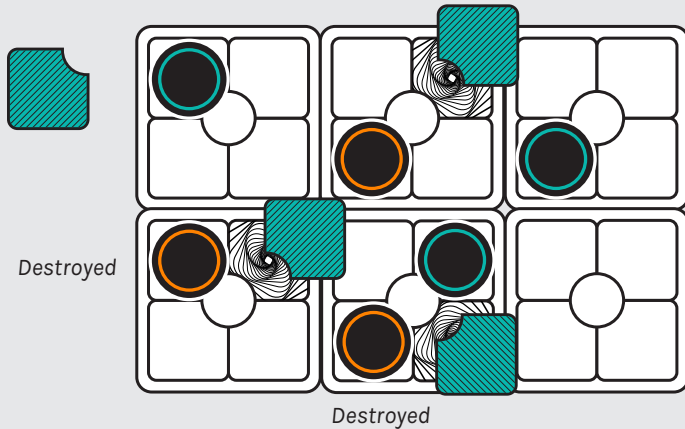
You can play this card at any moment, after the activation of a Soulgiver, starting from the second turn. You do not have to pay any Tribute Essences. The Interference cell does not block this Ability.



The Population Ability cannot be covered or removed by any Abilities, Anomalies, Modifiers, or other Population Abilities.



If you want to play the Population Ability on your turn, the opponent can respond with an Anomaly card. The Anomaly always takes effect before the Population Ability.



EXAMPLE OF "EVENT HORIZON" IN PLAY:

It is Giulia's turn > Giulia plays the Specter Ability and places the corresponding 4 Specter Black Hole Modifiers on 4 Black Hole cells and/ or Black Hole Modifiers > All the Soulgivers pieces of her opponents Riccardo that are perpendicular next to the Modifiers are attracted and Destroyed, and their Souls are positioned on the board > Giulia's turn continues. The 4 Specter Black Hole Modifiers will stay placed and Active until she starts her next turn and will attract all the opposing Soulgivers that pass next to them.

4.3 END OF THE TURN PHASE: DETAILS

At the end of your turn, all your Soul-givers in the game increase their Decay by 1. Moreover, the Soul-givers who used one or more Tribute Essences increase by an additional +1 their Decay.



REMEMBER

When the Decay of a Soul-giver reaches 6, that character is immediately Destroyed.

HOW TO USE THE DECAY DICE

The Decay Dice represent the spreading of the disease on all the Soul-givers in the game. Each Decay Dice has 6 faces with numbers from 1 to 6. When a new Soul-giver comes into the game and it is placed on the Portal, the player must also place a Decay Die on the corresponding card, showing number 1.

At the end of each of your turn, increase the Decay Dice of all your characters by +1, even the Soul-givers you did not activate. Moreover, all Soul-givers that have one or more Tribute Essences on their card must pay an additional +1.

Then, all the Soul-givers that have reached number 6 are immediately destroyed and leave their Souls on the board. At the beginning of your next turn, you will draw new Soul-givers according to the rules in this rulebook.



WATCH OUT

When an ally absorbs a Soul (Double Soul Mode), they obtain the benefits immediately. Reset their Decay Die back to 1.



5. Double Soul and Aura.

5.1 DOUBLE SOUL PIECE

When a Soulgiver collects a Soul from the game board, it is called a Double Soul piece.

A Double Soul piece gains all the Abilities and the Aura of the characters the Soul originally belonged to. Place the fallen hero's card underneath the Active Soulgiver card, making sure you can read the Abilities and Aura written, as showed in the nearby picture.

Bring the Decay Dice back to 1.

The card of the Soul goes underneath.

Absorbing an allied Soul.



Soul under the Soulgiver.



DETAILED RULES: DOUBLE SOUL PIECE

- A Double Soul piece can take up to 2 Abilities (1 for the Soulgiver and 1 for the Soul) in the order you desire, by paying only 1 Tribute Essence.
- If a Soulgiver absorbs a Soul after using an Ability by paying 1 Tribute Essence, it is not possible to activate the Ability of the newly absorbed Soul for that turn. The Aura is active immediately.
- When a Double Soul piece is hit by an Attack: Destruction, it loses the acquired Soul, but it remains in the game.
- If a Soulgiver has a Double Soul and goes on a Black Hole, it is immediately declared Destroyed. The acquired Soul is removed from the game, while the Soulgiver's original Soul is laid on the board according to the normal Soul rules.
- A Double Soul Soulgiver that has the Spacewalker's or the Holemaker's Soul is not destroyed by Black Holes, since it has absorbed their Auras. If an Aura contradicts the other, the Soul of the live character trumps the Soul of the fallen one.
- You cannot move twice or attack twice with a Double Soul Soulgiver.
- A Soulgiver cannot absorb more than one Soul at the time or remove a Soul that has already been absorbed.

5.2 AURA **A**

The Aura is a passive characteristic some Soulgiwers have, and it is displayed on the Soulgiwers card. **The Aura allows a character a permanent bonus that lasts for the entire game.**

It does not have any activation costs and it cannot be disabled by the players. The Aura is passed down when in Double Soul.

6. Portals.

The Portal is also the Soulgiwers' entry point into the game and where **you need to deliver the Fragment to in order to win.**

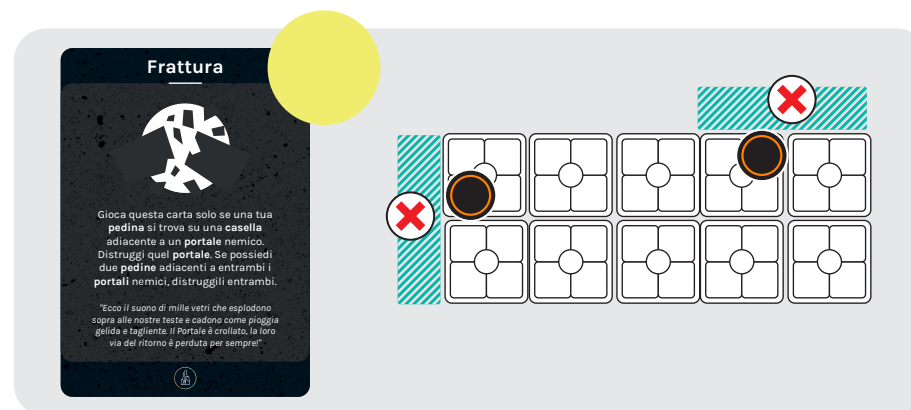
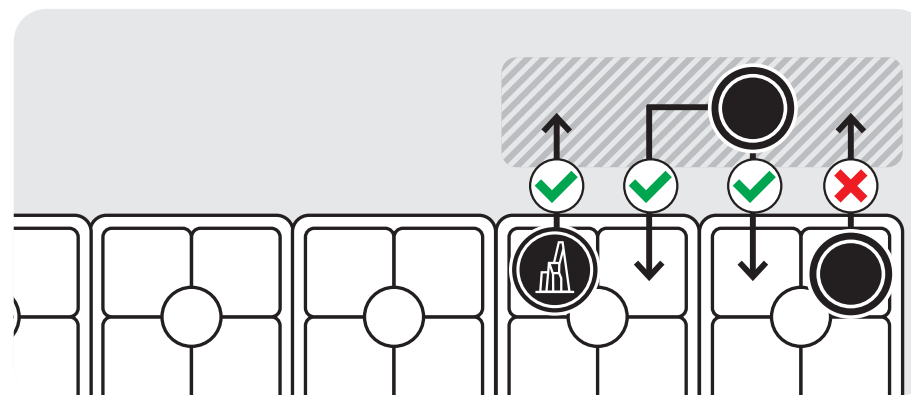
Before bringing a character into the game, place a Soulgiwer on any spot on your Portal. The first action you need to take is the Movement, in order for them to be considered in the game. The first step counts as 1 movement point.

The Soulgiwer on one population cannot enter the Portal of a different population, while they can go back on one of your Portals only if they are carrying the Fragment.

DESTRUCTION OF A PORTAL

A player can destroy a Portal that belongs to their opponent by using the "**Frattura**" Anomaly card. This specific action is allowed only if one of their Soulgiwers is next to the opponent's Portal they intend to destroy.

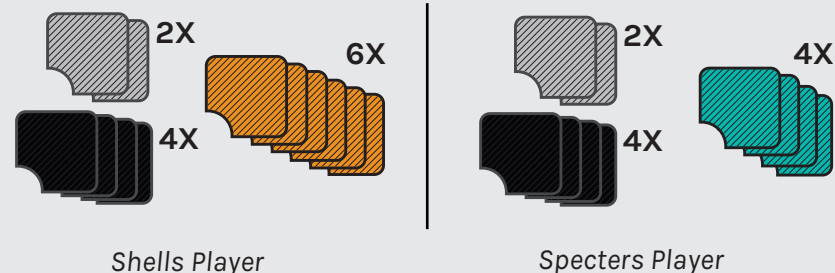
Go to paragraph 8. "End of the Game" at page 31 for more details.



7. Modifiers.

Modifiers are a very important part of the game, since, once they have been placed on the board, **they temporarily switch the properties of the cells underneath** (or other Modifiers) with theirs.

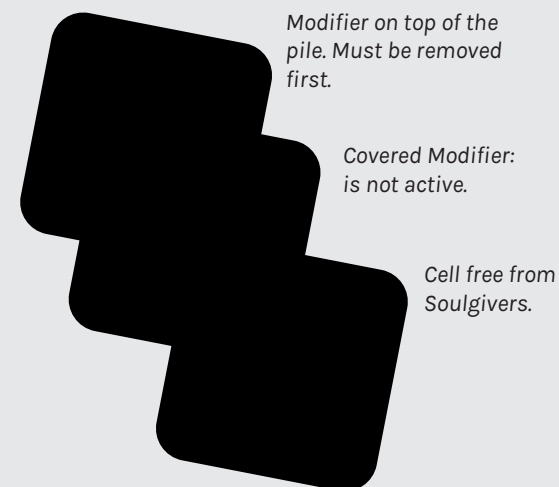
Distribution of the Modifiers at the beginning of the game according to the players.



PRIORITY OF PLACEMENT AND REMOVAL OF A MODIFIER

When a game action or an Ability place or remove a Modifier on the board, there are a few simple rules to follow:

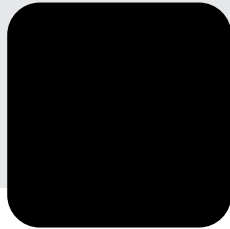
- You can place a Modifier only if the cell or the Modifier underneath is free from Soulgivers.
- Once they have been placed on the board, the Modifiers can be taken back (or replaced, according to the cases) only from the top down of the pile.
- Except for Shell and Specter Modifiers, all Modifiers on the map are considered owned by both players and can be taken back according to the rules of the Abilities that allow it, as long as the player does not have more Modifiers than what they were given to at the beginning of the game..





BLACK HOLE MODIFIERS

They belong to the Hologrammer
They are not obstacles
They turn the cell into a Black Hole
They do not cancel the Walls printed on the board
They cancel any Modifier underneath them
They cover Patches



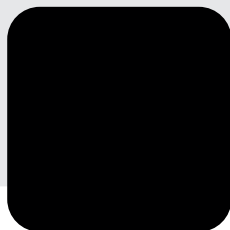
PATCH MODIFIERS

They belong to the Patcher
They are not obstacles
They turn the cell into an empty cell
They cancel the printed Walls if they border on them
They cancel any Modifier underneath them
They cover Black Holes



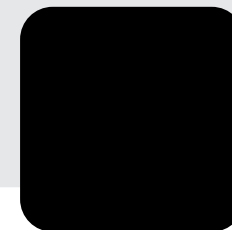
SHELL WALL-TYPE MODIFIERS

They cannot be covered by other Modifiers
They hinder any replacement of the tiles on which they are placed
They do not cancel the Walls printed on the board
They turn the cell into a special Wall
They cover anything that is underneath them



SPECTER AMPLIFYING-TYPE MODIFIERS

They cannot be covered by other Modifiers
They hinder any replacement of the tiles on which they are placed
They do not cancel the Walls printed on the board
They turn the cell into a Black Hole Amplifier
They cover anything that is underneath them





8. End of the game.

Soulgivers, the time is over.

Did you manage to conquer the Fragment and create a new First Ring in the image and likeness of your people?

Or did you let the Decay run its course and devoured you and your enemies erasing all forms of life that had ever existed in the entire Multiverse forever?

7.1 VICTORY BY CONQUEST

The game ends when one player positions the Fragment on one of their Portals, winning through Conquest.

A Faction that still has one or both Portals can only win by Conquest.



When a team runs out of their characters, but still has their Portals, the opponent must deliver the Fragment in the shortest time possible. The Decay of their game pieces increases by 3 each turn, instead of the normal +1 (You do not have to add the extra +1 for the Tribute Essences). Anomalies and Population Ability can be used normally.

7.2 TIE BY EXTERMINATION

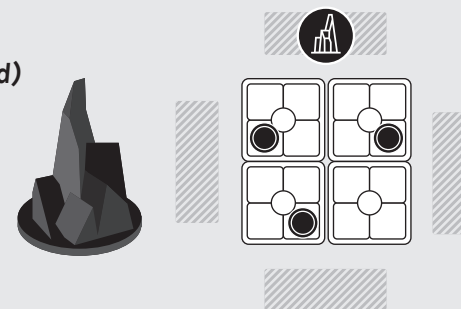
The players can try to tie by Extermination only if there are no more Portals on the board, but you still have Soulgivers on the board or in the deck. You can tie only by Destroying all the opponent's Soulgivers so that your opponent will have no more new Soulgivers to play.

7.3 DEFEAT BY DECAY

If the Fragment has not been conquered and both players ran out of Soulgivers, but there is still at least one Portal standing, the Decay has won.

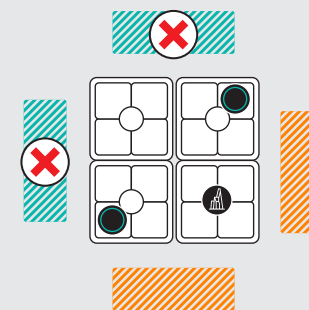
Victory by CONQUEST.
(The Fragment was collected)

1 POINT TO THE WINNER



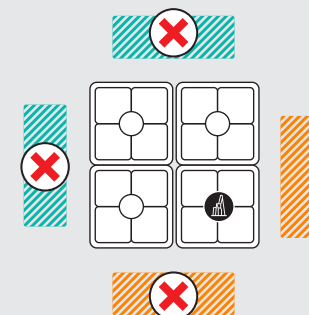
Tie by EXTERMINATION.
(The team has no more Portals but still has Soulgivers in play.)

0 POINT TO THE PLAYERS



Defeat by DECAY.
(There is at least one portal still, but the players have no more Soulgivers to play.)

-1 POINT TO THE PLAYERS

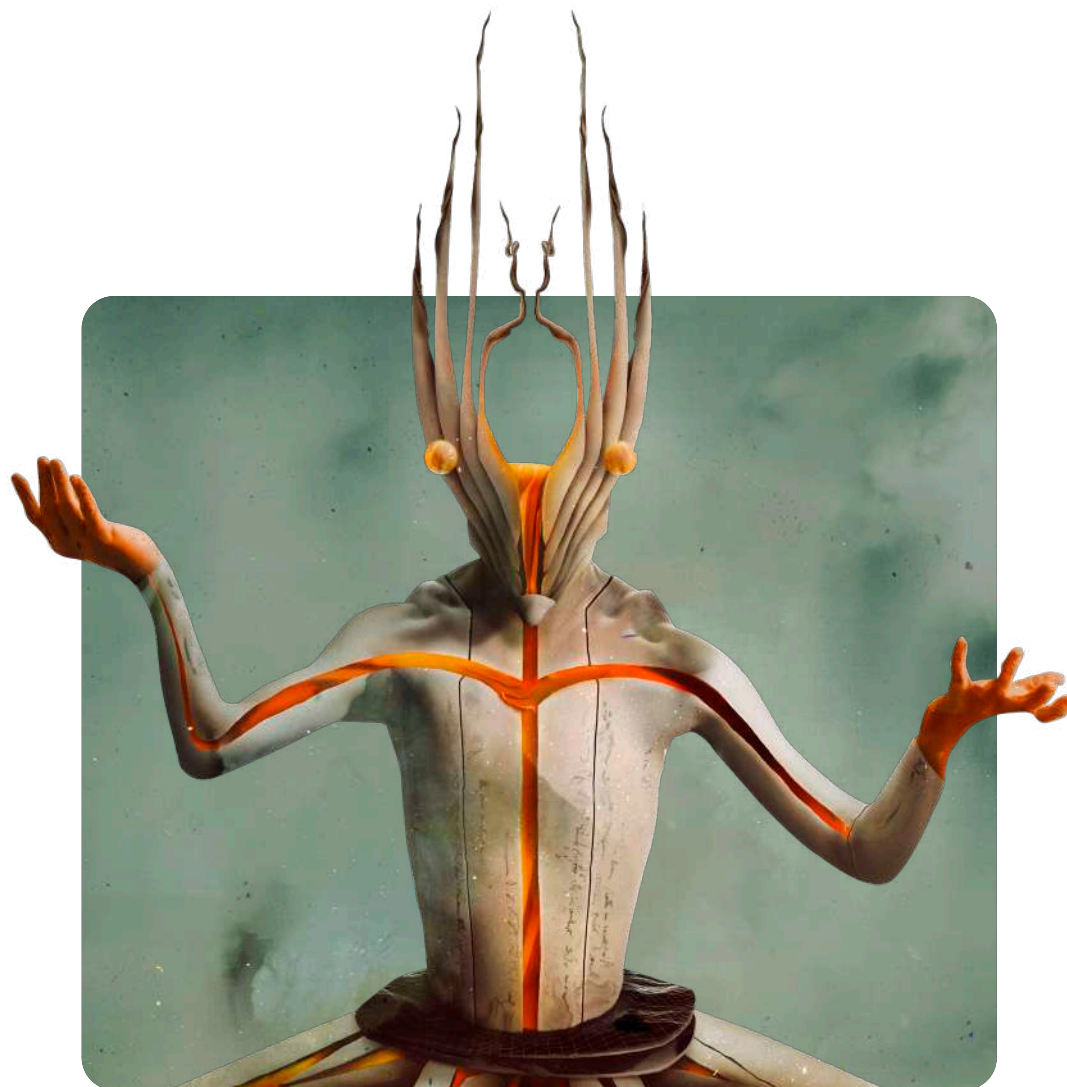


9. Soulgivers.

To learn in depth about the Soulgivers world, we invite you to read the stories and material, starting from this rulebook (where you can find the first story *The Age of Decay*), and then land onto our website soulgivergames.com and our social media, which are filled with extra content and updates!

The Soulgivers world you love does not end with this box and its content, but it is in constant expansion within a mysterious story about the lives of these extraordinary creatures and the Decay that plagues them.

But who really are the Soulgivers? At the moment you know that they are creatures who are thousands of years old, who were born to protect the reality they belong to and their people, and who ignore the existence of the multiverse - at least until the dramatic encounter of the Shells with a population from a parallel universe, the Specters, occurred (see the opening story to this rulebook). Soulgivers is about diversity and war for survival, in which life is crushed by a cosmic disease, but is also about sacrifices and rebirth.

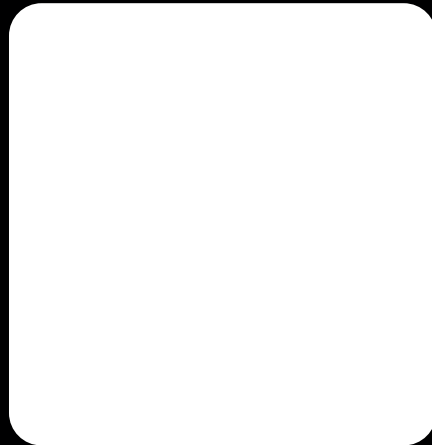


SHELLS ●

Shells are a civilization of creatures living on a planet covered with deserts, whose population is rooted in the land and tradition. Their Souls have their characteristic orange color and the consistency of a dense shiny liquid, scorching hot to the touch like lava. Shells are protected by layered levels of skin and membranes which form odd anthropomorphic shells. Despite their apparent fragility which is accentuated by the Decay, the Soulgivers have the ability of erecting indestructible Walls with the husks of their body in order to defend themselves.

SPECTERS ●

Specters are dark creatures who are dedicated to science and to the study of life. They have unstable Souls which can change density, usually presenting as intangible fog. The Specters' bodies are made of a material similar to glass that are hidden under cloaks of organic fabrics of unknown origin. These creatures know a good part of the Multiverse laws that surrounds them. Their population is a group of inanimate crystal creatures in a universe in which the sun emanates feeble, cold light. They are the first people to reach First Ring.



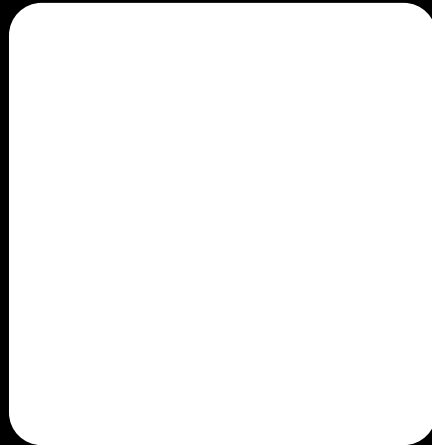
THE RUNNER

LEAP

The Runner can leap over Soulgivers, non-Wall Modifiers, non-Patch Modifiers, and Souls. When the Runner leaps, they always land on the first free cell, so they can jump over various elements in a row if there is no free cell in between these elements.

SUPERLUMINAL SPEED

The Runner cannot be targeted with Abilities or Anomalies that require the player to choose a target. However, they are affected by all Abilities that target an area or the tile on which the Runner is on in that moment.



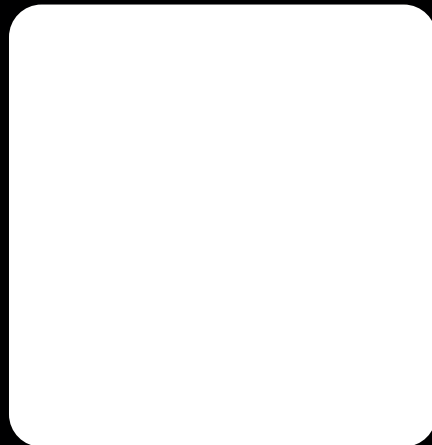
THE PROTECTOR

CHARGE

The Protector charges at a Soulgiver within the Ability range following a straight line. Then, the target recoils and falls back by 1 cell (if the cell is free from obstacles).

SACRED GROUND

Only their allies benefit from this Aura. The Protector does not benefit from their immunity and can be Destroyed if their shields allow it.



THE ARCHITECT

MOLD

It allows the Architect to move the tiles on the board, together with what is on top of them, by sliding them horizontally or vertically. The tile that goes out one side of the board, goes back into the opposite side without rotating. During the next turn, the following player cannot undo the Mold action of the previous player with their own Architect.



THE VOLOMANCER

MIND CONTROL

This Ability allows the Volomancer to move any Soulgiver, even an allied one. By moving a Soulgiver, the Fragment (when carried) and the Soul (if in Double Soul) move as well. The Volomancer can even rotate Shields. The Ability movement range is to be intended as "up to..."

ACQUIESCENCE

This Ability consists of a linear or non-linear forced Passing of the Fragment between the targeted opposing Soulgiver and the Volomancer. The obtained Fragment is declared Transported immediately.



THE SPACEWALKER

TELEPORT

If one of the two involved Soulgivers carries the Fragment, it is dropped at the center of the tile before the Soulgiver teleports. The Spacewalker cannot use teleport with an allied Soulgiver still on the Portal.

WORMHOLE

Before the Spacewalker enters a Black Hole, they drop the Fragment, if carried, at the center of that tile. Going on a Black Hole cell uses 1 movement point as usual, then the Soulgiver is positioned on top of the exit Black Hole for free. If the Spacewalker has already used up all their movement, they can simply stand on top of that exit Black Hole, which will be considered occupied.



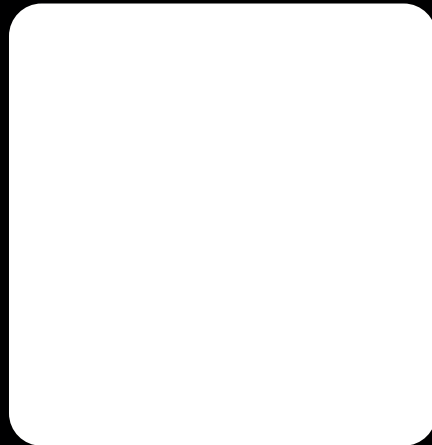
THE CONFUSER

CHAOS

All game elements on the chosen tiles move with the two tiles, including the Soulgivers. The chosen tiles can be rotated in any direction.

VERTIGO

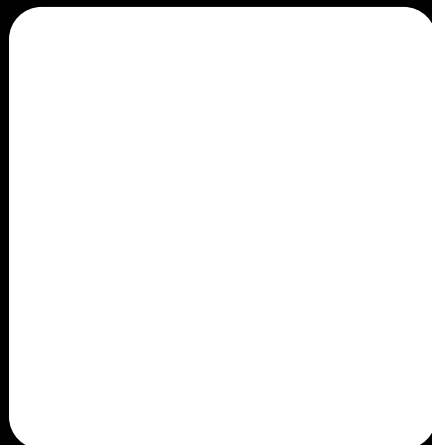
This Ability allows the Confuser to rotate all the opponent's Soulgivers, making them vulnerable targets to a possible Attack: Destruction.



THE BLOWER

TORNADO

The Blower blows in the direction of all four cardinal points and hits all opposing Soulgivers on the tiles next to the Blower. All Soulgivers on the same tile as the Blower are immune to Tornado. The Soulgivers that are hit are pushed away by the maximum number of cells required by the Ability, unless there are any obstacles or Black Holes. The Souls of Double Soul Soulgivers and the Fragment are dropped before the push.



THE PATCHER

PATCH

The Patch can be stepped on by all Soulgivers as an empty cell, free from any obstacle.

UPDATE

The repositioned Patch can be the opponents Patch as well. When a Patch is removed from the top of the pile it is on, the element that was underneath becomes active again.

HUSH

This Aura does not affect an already Active Soulgiver that enters the Patcher's range.



THE HOLEMAKER

BLACK VOID

The Holemaker can position only one Black Hole Modifier per turn as long as the Modifier is positioned on a cell free from any Soulgivers and not on an Interference cell.

ANTIGRAVITONIC

For the Holemaker, Black Hole cells are normal cells. They can stop on them without being destroyed. By stopping on it, they prevent the Spacewalker from using that Black Hole.



THE GHOST

ERADICATE

To activate Eradicate, the Ghost must not have a Double Soul already. When absorbing an opposing Soul, the Dacey die must not be reset. The Soul can be absorbed through obstacles, there is no need for a clear line of sight.

REJECTION

When they have a Double Soul, the Ghost can abandon the absorbed Soul by paying 1 Decay immediately. The abandoned Soul can be absorbed again.

INCORPOREAL

The Ghost can go through Soulgivers and Shell modifiers. They cannot go through the Barrier.

10. Summary of main rules.

AT THE BEGINNING OF YOUR TURN:

- Reset the 3 Tribute Essences necessary for Tribute actions.
- Place the Decay Dice in their starting position on the Soulgiivers cards in the game.
- Draw and place on the Portals any new Soulgiiver you might need if you have less than 3 Soulgiivers in the game.

DURING YOUR TURN:

- You can use all your Soulgiivers in game. Declare to your opponent which Soulgiiver you intend to activate and use it. Then, move on to the next one.

ACTION PHASE:

- For each Soulgiiver you activate, you can take different actions in the order you desire. You can pause the movement to take an action and then continue it. However, do not forget you cannot repeat actions of the same type (e.g. movement, attack, ability) with the same Soulgiiver.

FREE ACTIONS

Soulgiiver's Movement (+ shield rotation)
Soul Acquisition

TRIBUTE ACTIONS

Fragment Collection (0 shield, -1 movement)
Passing the Fragment (at exactly 3 cells)
Dropping the Fragment
Soulgiivers Ability
Attack: Destruction

SPECIAL ACTIONS

Draw an Anomaly Card (at the end of your turn, if you have at least 1 Tribute Essence)
Playing an Anomaly Card (only during the opponent's turn, once per turn only)
Population Ability (only one per game)

END OF YOUR TURN:

- All your Soulgiivers increase their Decay by 1. Moreover, all Soulgiivers that used Tribute Essences increase their die of an additional +1. When the die reaches 6, the Soulgiiver is immediately destroyed. You will draw your new Soulgiiver only at the beginning of your next turn.



REMEMBER:

- A Double Soul piece can carry out up to 2 Abilities (one for each of the two characters) by paying only 1 Tribute Essence.
- In your turn, you cannot take a same-type action twice with the same character. The Action types are: Movement, Absorbing a Soul, Soulgiiver's Ability, Collecting the Fragment, and so on...
- Souls are not considered obstacles. Soulgiiver and Modifiers can be placed on a cell where a Soul lays, but not where a Soulgiiver is.
- Soulgiivers and Walls, (and for Specters, Wall-type Shell Modifiers too) are considered obstacles and block the throw line.
- You can play an Anomaly only after the other player declared which Soulgiiver they intend to activate, but before they make their move.
- When you need to play a new Soulgiiver, always draw 2 cards from the Soulgiivers deck and choose one and put the other one back. Then shuffle the deck.

11. Glossary

In this page, you will find a collection of the main terms used in this game set.

For clarifications, updates, and more details, we invite you to visit our official webpage soulgiversgame.com

POPULATION ABILITY: It can be used only once per game; it allows the player to place Shell or Specter Modifiers.

The Border (Shell Ability) creates Wall Modifiers that the enemies cannot go through. All the Shells and only the opposing Ghost (thanks to his Incorporeal Aura) and all Shells can go through it with a simple movement, but they cannot stop on a Border Modifier. The Border blocks the enemies' line of sight.

Event Horizon (Specter Ability) creates Black Hole Modifiers that attract all opposing Soulgivers. If a Shell Holemaker or Spacewalker is attracted by them, they do not get harmed, but they cannot move off of the Specter Modifier and they block the passage through that Black Hole to a Specter Spacewalker

ANIMA: Souls are NOT obstacles and even if they are placed on a cell, they do not concretely occupy that cell.

BLACK HOLE: Whether it is printed on the board or placed as a Modifier, a Black Hole is not an obstacle and does not obstruct the line of sight. The Soulgivers can deliberately go on it with different consequences according to the character (usually, the Soulgiver is destroyed). The Runner can leap it with their Ability.

FREE CELLS: A cell on which there are no obstacles (a Soulgiver, for example) placed by a player. It can also be found as "Cell free from..." followed by the elements it excludes or includes according to the situation.

FRAGMENT: It is not considered an Obstacle and never occupies a cell; it is always placed at the center of a tile instead.

LINE OF SIGHT: The line of sight is an imaginary straight line that divides the Soulgiver from their target. It is called a clear line of sight when there are no Walls or other Soulgivers in between the Soulgiver and the target.

MODIFIER: The Modifiers cover an element underneath them (generally, a free cell or another Modifier), but they do not erase it. The Modifiers must be removed from the top down. A Modifier on top must be removed before a Modifier beneath it can be removed. When a Modifier is removed, the Modifier underneath (or the cell itself) becomes effective again. There are many types of Modifiers, their type defines whether they are obstacles or not (in this game set, Wall Modifiers are the only Modifiers considered obstacles). Shell and Specter Modifiers cannot be covered. A Modifier cannot be position on a cell when there is a Soulgiver on it.

OBSTACLE: An Obstacle is an element on the board that blocks the movement or obstructs the line of sight. In this game set, Soulgivers, printed Walls, and Wall Modifiers are obstacles.

SOULGIVER: A Soulgiver is the character's game piece on the Board. It is an Obstacle. It occupies a cell, it blocks other Soulgivers' movement, and obstructs the line of sight.

FREE TILE: A tile on which there are no obstacles (a Soulgiver, for example) placed by a player. It can also be found as "Tile free from..." followed by the elements it excludes or includes according to the situation.

12. CREDITS

SOULGIVERS is a board game created by Luca Cervini

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