

Soulgivers clarified rules

Terminology:

Cell- One of the 4 circles on a tile. These are the spaces your hero's move around on and modifiers may be placed

Obstacle- An element on the board that blocks movement and line of site. As of now, the only obstacles are soulgivers, printed walls, and the shell modifiers(The Border if you're the opposing team).

Souls- Souls are not obstacles so they do not block movement or line of site. A soulgiver may occupy a space with a soul on it.

Modifiers- (3 per team at start of game) 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.

Barrier- It is not considered an obstacle. In the 1vs1, it must be destroyed with an Attack: Destruction in order to access the tile the Fragment is on. In the 2vs2, it raises and lowers on the tile the Fragment is on according to particular conditions and it cannot be destroyed.

Fragment- It is not considered an Obstacle and never occupies a cell; it is always placed at the center of a tile instead. The fragment has 2 shields at 90 degrees from each other. Carrying the fragment reduces the movement of the soulgiver by 1.

Portal- These spaces are where your Soulgivers start from and where the fragment must be carried to win. Soulgiver abilities cannot be used while they are in the portal.

Double soul- When a soulgiver absorbs a soul, they can now use 1 tribute to use one ability from both soulgiver and soul. *You activate both abilities, and then you can manage them also by interspersing with movement.*

Population ability

You can use this card starting on your second turn. It is a special power you can use once per game. You may play this card on your turn or the opponent's turn for free, but only right after a Soulgiver is activated.

THE BORDER – 6 Shell Modifiers

The Border cannot be moved, removed, or covered by Soulgiver Abilities or Anomalies.

The Border can be placed on any cell without a Soulgiver on top

The Shell Modifiers are considered Special Modifiers and cannot be covered by regular Modifiers.

The Shell Modifiers are also considered Walls by the opponents and have the same properties of regular Walls as well.

The Border is considered an immaterial wall for the Shells. Therefore, Shells can go through it only if there is a free cell beyond it. The fragment may pass through on a shell as well.

The Ghost can go through the Border as long as it doesn't end its movement on a Shell Modifier.

The Runner cannot use LEAP to jump over Shell Modifiers since they are considered Walls.

EVENT HORIZON – 4 Specter Modifiers

Event Horizon cannot be moved, removed, or covered by Soulgiver Abilities or Anomalies.

Event Horizon can be placed on any Black Hole or Black Hole Modifier without a Soulgiver on top

The effects of Event Horizon are active as long as this ability is in the game. All opposing Soulgivers that pass next to a Specter Modifier while Event Horizon is in the game are sucked into the Black Hole and destroyed by the Black Hole (or blocked on top).

The order in which the opposing Soulgivers are sucked into the Black Hole depends on the order in which each Specter Modifier is placed. The order multiple Soulgivers are sucked in is decided by the person activating Event Horizon.

The Shell Modifiers are considered Special Modifiers and cannot be covered by regular Modifiers.

The Specter Modifiers are also considered Black Hole Amplifiers.

The Spacewalker and the Holemaker are attracted and blocked on top of the Black Hole by Event Horizon, but they are not destroyed.

If a Specter Modifier attracts a Spacewalker or a Holemaker, these two Soulgivers block the Black Hole and prevent Event Horizon from attracting and destroying other Soulgivers.

The Runner is normally affected by this Population Ability.

The Spacewalker cannot use their WORMHOLE AURA when they are trapped and block on top of a Specter Modifier.

Soulgiver abilities:

Aeger

Infection- *You must pay for this ability in decay instead of tribute.* Choose a tile in range. Increase the Decay of all soulgivers on chosen tile using the following; If there is 1 or 2 soulgivers on the tile, increase decay by 1 for each. If there are 3 soulgivers, increase two of the soulgivers by 1 and the third by 2. If there are 4 soulgivers, increase two of them by 1, one of them by 2, and the final by 3. Aeger's player chooses which soulgivers get which increases of decay.

Magnificent Decay- *You must pay for this ability in decay instead of tribute.* Choose an opposing soulgiver. Increase the chosen soulgiver's decay by up to 3 by paying that amount of decay+1 on Aeger. *For example, if you wish to increase an opposing soulgiver by 1, it would cost Aeger 2*

Architect

Mold- Choose the tile the architect is on or one of the 4 adjacent tiles. Slide the tiles of that row one vertically or horizontally. The tile that goes out one side of the board will fill in the space on the other. *If the Fragment is on one of the tiles that would be moved by Mold, (on the tile or carrying by a Soulgiver), the Architect can't move that row. An Architect cannot use its Mold to undo an opposing architects Mold from the turn before.*

Blower

Tornado- All soulgivers in the four adjacent tiles to Blower's current tile are moved back 2 cells in a straight line. *All movement is at the same time. Absorbed souls and the Fragment are dropped before movement. If the moved soulgivers run into an obstacle, their movement is stopped. If they are moved into a black hole, they are destroyed(except for spacewalker and holemaker).*

Confuser

Chaos- Rotate 2 tiles as desired. *You can use this ability to undo what an opposing Confuser just did a turn previous.*

Vertigo-(Aura) At the end of their movement, rotate all the opposing Soulivers adjacent to Confuser as desired.

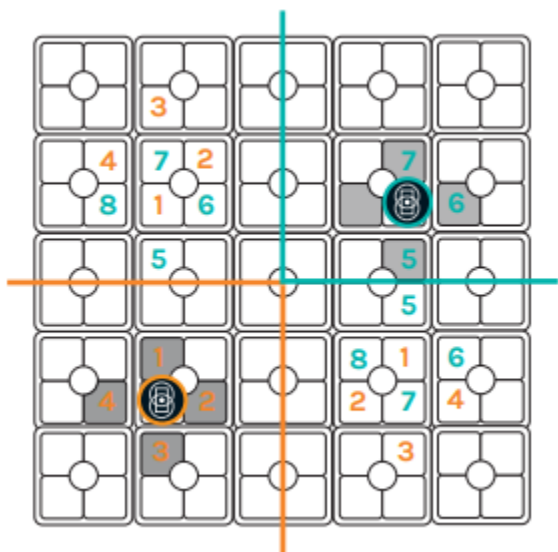
Gatekeeper

Gate- Place two gate modifiers on empty cells from the below pattern. Allied Soulivers can “Enter” or “Peek” when on one of these gates by paying 1 decay. This can be once a turn for each allied Souliver. The Gatekeeper cannot use the gates but can move onto a Gate space costing no movement points. *The gates are not obstacles. They do not cancel walls. They cancel any modifier underneath them.*

Link-(Aura) If Gatekeeper in on one Gate while another active souliver carrying the Fragment is on the other gate, move the fragment to the gatekeeper at no cost. *This is automatic as long as the conditions are met.*

Enter- An allied Souliver may enter one gate and leave the other gate as if they were the same space. The fragment is not dropped.

Peek- Allied Soulivers on a gate may activate their abilities as if they were on the other gate. The range starts from the other gate, not the one they are on. The ability must be paid for normally.



Ghost

Eradicate- *You must pay for this ability in decay instead of tribute.* Choose a soul or a Soulgiver in double soul even through obstacles. Absorb the soul but do not reset your decay die if you absorbed an opposing soul. *If the Ghost is already in double soul, they reject the current sole and replace it. The rejected soul is dropped on the current cell. When in double soul, Ghost pays 1 decay to use Eradicate and a soul's ability. If using only the soul's ability, pay for it in tribute.*

Incorporeal-(Aura) Ghost cannot be stopped by obstacles, including the Border, but cannot stop on them. When carried, the Fragment moves with Ghost through these things as well. The Ghost cannot go through the Barrier. Cannot attack through walls

Holemaker

Black Void- Place one Black hole modifier on a free cell. *You may place on a cell that has a patch modifier, temporarily canceling the patches effects.*

Tear- *Must have already used Black void first.* Pick up a black hole modifier on the board and place it on a free cell of Holemaker's current tile. *The black hole location must not have a Solegiver present in either the origin or destination of the black hole. Black holes may be placed on top of patches. If another modifier is on top of a black hole, you cannot move it.*

Antigravitonic-(Aura) *Black holes do not destroy Holemaker.* When on a black hole, they cannot be moved by Soulgiver abilities or Anomalies

Patcher

Patch- Place one Patch modifier on a free cell. *You may place on a cell that has a black hole or black hole modifier, temporarily canceling the Black hole's effects. If the patch touches a wall, the wall is canceled until the patch is removed.*

Update- *Must have already used Patch first.* Pick up a Patch modifier on the board and place it on any other other free cell . *The Patch location must not have a Solegiver present in either the origin or destination of the Patch. Patches may be placed on top of Black holes and Black hole modifiers. If another modifier is on top of a Patch, you cannot move it.*

Hush-(Aura) All opposing Soulgivers that share a tile with Patcher cannot be activated. *If an ability or action is able to move the Patcher or your Hushed Soulgiver to another tile before your Soulgiver would activate, your Soulgiver may still activate.*

Protector

Charge- Choose a soulgiver. The Protector moves up to the target and pushes it back one cell if there are no obstacles that would prevent it. *The fragment is not dropped in this exchange. This uses no movement points.* The Protector does not take the place of the target so *there should be one cell between the protector and the target when finished unless the target was stopped by an obstacle.* While using charge, the protector can fall into a black hole if there is one between them and the target. This ability can be used on opposing or allied Soulgivers

Sacred Ground- (Aura) All allied Soulgivers on the same tile as the Protector cannot be destroyed by an attack.

Runner

Leap- Only when next to a black hole or non-wall obstacle. The runner can jump over one cell occupied with one of these elements and land on the first free cell in a straight line. *If they still have movement points, the runner may continue in the leap direction. The runner cannot leap over walls including the Shell's Border. The runner may spend some movement, then Leap a different direction if there is an obstacle, then continue it's movement in a straight line.*

Superluminal Speed-(Aura) The Runner cannot be chosen as the direct target of Anomaly cards or soulgiver's abilities

Soulcrusher

Soulstrike- Position Soulcrusher on a cell next to a soul or Double Soul Soulgiver. Choose a direction(forward, left, or right). The soul is forced to move 5 cells away in a straight line. If it hits a Soulgiver or Double Soulgiver, treat this as a normal attack. If the struck soul hits another soul, that soul is moved 5 cells away in the same direction. When a stuck soul hits another soul or an obstacle, it is destroyed and removed from the game. *If there are multiply souls or soulgivers on the target cell, you choose which you're striking. If striking a double soulgiver, disregard its shields as Soulcrusher is not an attack. However, if a struck soul encounters a double soulgivers shields, the shield stops the attack and the striking soul is destroyed.*

Spacewalker

Teleport- Target another allied Soul giver on the board. The Spacewalker and the target switch places. If either was carrying the Fragment, the fragment drops before the switch. *Cannot switch with a Soul giver still on the portal. Shield rotation of both remains the same for both.*

Wormhole-(Aura) *Black holes do not destroy Spacewalker.* Whenever the Spacewalker is moved onto a black hole, choose another black hole on the board to move to. Choose one of the adjacent cells of the new location and place the Spacewalker there. *The Fragment cannot go through black holes so it is dropped. If there are no free cells next to the exiting black hole, it cannot be chosen.*

Volomancer

Mind Control- Move an allied or opposing Soul giver up to 2 cells in any direction. *Fragments and absorbed souls are not dropped. You may force the target Soul giver into a Black hole or onto your portal for the win. If the target is carrying the Fragment, the movement remains 2. Shield rotation remains the same.*

Acquiescence- Force an opposing Soul giver to Pass the fragment to another allied or opposing Soul giver. *The Soul giver who received the Fragment does not need to pay a tribute cost. Normal passing rules apply; the Souldgivers must be 3 cells apart and be in clear line of site.*

Whisperer

Word of encouragement- Choose an allied soul giver in line of site that has already been activated this turn. The chosen soul giver repeats one of the paid actions they took during their activation. *It must be a paid activation ability that they did while activated this turn.*

Word of discouragement- Choose a direction from Whisperer. All opposing soul givers in range cannot activate their abilities or absorbed soul's abilities in the next turn. *This is stopped by, and cannot travel through walls and wall modifiers.*

