

# Living Forest

## Solo mode



*Onibi is attacking, and there is only you standing between him and the Sacred Tree. You must take up the fight to protect the Living Forest against the waves of his attacks, and make the Forest strong enough to expell him once and for all.*

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# Setup

Setup the game as in the base game, except for the following points:

- Only use 2 Protective Trees for each of the costs from 1 to 5 and 1 Protective Tree for each of the costs from cost 6 to 11.
- Place only 7 Fire Varan cards on the Fire Varan board. Place the rest back in the box.
- Leave the Fire Victory tiles in the box and place the Sacred flower and Protective tree Victory tile of the other spirit close to the Circle of Spirits.
- Place the Spirit you are playing on the 2/4 space of the Circle of Spirits and any other Spirit on the 2/3/4 space of the Circle of Spirits.
- Only use 1 Forest board, the one of the Spirit you want to play.
- Place your 2 Victory tiles on top of each other in the order of your choice.
- Form 11 stacks of 1 to 3 Fire tiles as shown below and place them in a row next to the Guardian Animal board, then store the remaining Fire tiles back to the box.



*This will serve as a rounds counter.*



Round 1:		Round 5:		Round 9:	
Round 2:		Round 6:		Round 10:	
Round 3:		Round 7:		Round 11:	
Round 4:		Round 8:			

# Difficulty

Choose your level of difficulty among the five possible listed here on the right in ascending order of difficulty. If necessary, adjust the setup according to the level chosen.



**Guardian Spirit:** Take 2 Fragment tiles.

**Will of the Forest:** Setup the game as explained before, do not change or add anything.

**Grand Protector:** Take 1 Fire Varan card and shuffle it with your 14 starting Guardian Animal cards.

**Sankis Chosen one:** Take 2 Fire Varan cards and shuffle them with your 14 starting Guardian Animal cards.

**Bane of Onibi:** Take 1 Fragment tile. Add a third Spirit on the Circle of Spirits by placing the 3 figures as in a 3-players game. Add the 2 Flower and Tree Victory tiles of the new Spirit near the Circle of Spirits.

## Solo mode Gameplay

All rules remain the same as in the multiplayer game, except:

### Fire tiles

At the start of each turn, whether Guardian Animal cards have been taken or not, add the Fire tiles stack corresponding to the current turn on the Circle of Spirits.

### Circle of Spirits

If there are any Fire tiles left on the Circle of Spirits in the end of a round, move the other Spirits 2 spaces forward, if not, move them 1 space forward.

If another Spirit jumps over you, lose the Victory tile that is on top of your Victory tiles stack. Place it near the Circle of Spirits.

Whenever you jump over another Spirit, take one of the Victory tiles available near the Circle of Spirits and place it on top of your Victory tiles stack.

## Winning

You win by having:



**12 different Protective Trees**

or



**12 Sacred Flowers visible**

However you can't win with Fire tiles.



## Losing

If you did not win the game by satisfying one of the 2 conditions stated above at the end of the 11th round, you lost against Onibi.

You will also lose the game if:



You draw **the last Fire Varan card** from the Fire Varan Board.

or



You place an **8th Fire tile** on the Circle of Spirits.

or



If the other Spirit passes you, and takes your last Victory tile.