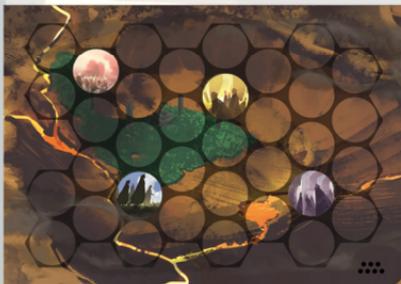


SOULFALL

Soulfall is a barren land brought back from the edge of destruction by a mysterious group of entities known as the Lords. Preventing the destruction of the land, the Lords gained the devotion of the remaining survivors of Soulfall. Now, various Nomad tribes begin to expand across the land, eking out a new life in the ruins of an old world, establishing outposts and living in the shadow of the powerful - and often unpredictable - Lords of Soulfall.

SETUP

Place the board in the middle of the play area (on the " side for a 2 player game or on the " side for a 3-4 player game). Shuffle the Lord cards and deal 4 to each player, face down, forming the player's hand. Place the remaining Lord cards in a face down deck, accessible to all players. Take the top card of the deck and put it face up next to the deck, forming the discard pile. Place the Devotion cards to the side of the play area. Give each player a Nomad card and the 10 corresponding Nomad Markers. Place the Tower card to the side of the play area. Each player takes 1 Shard and the remaining Shards are placed to the side of the play area. Give the 3 Action Cards to the oldest player.



Beginning with the youngest player, and continuing clockwise, each player places 1 of his Nomad Markers on an unoccupied space on the board. The oldest player takes the first turn.

PLAYING SOULFALL

Each player is the leader of a Nomad tribe, leading them across the barren land. Along the way, he will expand his tribe, build Outposts, try to gain the favor of the Lords, and collect Shards, all while preventing the other players from doing the same. The player with the highest score at the end of the game wins.

The back of each player's Nomad card offers a reference to various game rules, game ending requirements, and a scoring breakdown.

PLAYER TURNS

Soulfall is played over a series of player turns. During a player's turn, he takes and uses the 3 Action cards to perform various actions. The various actions available to the player are detailed on the cards. A player cannot perform a single, specific action more than once during his turn. The player **must** use all 3 Action cards. Once he has used all 3 Action cards, his turn ends and the player to his left takes a turn. If he has activated a game ending condition, he takes the Tower card.

Return this card to the side and select an Action that you haven't yet selected this turn:

Draw

Draw 2 cards and discard 1 card from your hand.

Play

Reveal a Lord card from your hand, carry out its ability, and then discard it.

Populate

Place 1 of your Nomad Markers on the board, on an unoccupied space adjacent to 1 of your Outpost or Nomad Markers.

Prosper

Gain 1 Shard.

Devote

Discard a Lord card from your hand, and take that Lord's Devotion card, from the side of the play area or from another player, and place it face up in your play area.

Build

If you have more Nomads than Outposts on the board, flip 1 of your played Nomad Markers.

ACTIONS

Each Action card lists the Actions available to the player during his turn. A player performs 3 different Actions, and returns 1 Action card from his hand to the side of the play area as he performs these actions.

**Remember that a player can not perform a single, specific action more than once during his turn!*

Draw

The player draws the play cards from the Lord deck, and then chooses 1 card from his hand and discards it.

**The top card of the Discard Pile is known as the Current Lord.*

In the event that there are no cards left to draw in the deck, the discard pile is shuffled into the deck, and the top card of the deck is placed in the discard pile.

**Players do not have a maximum hand size.*

Populate

The player places 1 of his unplayed Nomad Markers on an unoccupied space on the board, adjacent to 1 of his Nomad or Outpost Markers.

**A player's last Nomad Marker can never be removed from the board.*

Prosper

The player takes 1 Shard from the side of the play area.

**A player's last Shard can never be taken or lost.*

Build

If the player has more Nomads than Outposts on the board, he may flip 1 of his Nomad Markers.

**A player's last Nomad Marker can never be removed from the board.*



Devote

The player chooses and discards a Lord card from his hand and takes the discarded Lord's Devotion card from the side of the play area, or from another player, and places it face up in his play area.

A player is **Devoted** to a Lord if he has that Lord's Devotion card in his play area.

** A player may be Devoted to any number of Lords.*

Each Lord has 3 unique, corresponding Lord cards. Any one of a Lord's card can be discarded to acquire that Lord's Devotion card.

Play

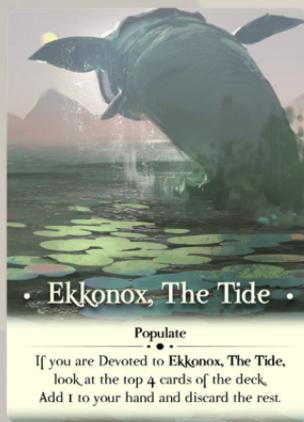
The player chooses a Lord card from his hand, reveals it, performs its abilities, and moves it to the discard pile.

Each Lord card has 2 abilities. The top ability usually grants the player an Action or choice of Actions. The bottom ability is always situational, and may only be performed if the requirements are met. If a player is able to use both abilities, he must. In this case, he performs the top ability first and then the bottom ability.

Lord cards also allow the player to perform a certain action more than once during his turn. For instance, if the player has already used the **Populate** action, and then chooses the **Play** action to play a Lord card that says **Populate**, he can still Populate as a result of the Lord card's ability.

Several Lord cards allow the player to **Destroy**. To Destroy, the player selects an opposing Nomad Marker on the board and returns it to the opposing player.

**A Lord card does not go to the discard pile until its abilities have been performed.*



ENDING THE GAME AND SCORING

Once a player has acquired the Tower card, each other player receives 1 additional turn, and the game ends. A player must take the Tower card if, at the end of his turn:

He has 8 or more Shards

and/or

He has 4 or more Outpost Markers on the board

and/or

He has 2 or fewer unplayed Nomad Markers

****Once a player has taken the Tower card, nothing can be done to prevent the game from ending.***

Each player scores points for his Tribe's accomplishments throughout the game. Each player scores a number of points equal to:

(his played Nomad Markers **plus** his Devotion cards)

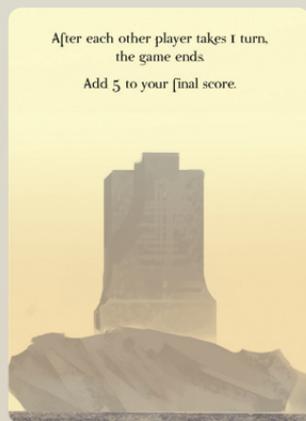
Multiplied by

(his Shards **plus** his Outposts)

****Please remember that the parentheses are important when determining scores!***

The player with the Tower card adds 5 points to his final score.

In the event of a tie, the player with the most Shards wins the tie. If a tie still exists, the tied players then compare their number of played Nomads and the player with the most wins the tie.



In this example, Will, the Yellow player, scores a total of 42 points.

He has 5 played Nomads, 4 Shards, 2 Outposts, and 2 Devotion cards.

(5 Nomads **plus 2 Devotion Cards) 7**

Multiplied by

(2 Outposts **plus 4 Shards) 6**

$$7 \times 6 = 42.$$

To make counting score easier, Small Box Games recommends that each player remove his played Nomads and Outposts and place them on his reference card at the end of the game.