

In **Soulfall**, the 6 powerful Lords brought the world back from the brink of destruction and are worshipped as gods. In this combo building card game for 2 players, each player leads a fledgling tribe rebuilding after the near end. Using multi-use cards, players will call upon the Lords for help, expand their tribe, and search for shards of the old world. There are no points in Soulfall; the game ends and a player wins if they have a certain number and/or type of cards.

SET UP

Give each player **1 Tower Card / Reminder card**. This card is placed in front of the player, denoting their *Play Area* (the back offers a reminder of the 4 ways a card can be played). ***This card never counts as one of the player's cards for determining if they won the game!***

Shuffle together the **48 Lord cards** and deal 3 to each player, forming each player's hand (*a player's hand is kept secret from the other player*). Place the remaining Lord cards in a Nomad/Shard side up deck in the middle of the play area.

A start player is chosen using whatever method players agree on. The start player takes the **3 Action cards** and sets them in their play area, set to the front side. The game begins with the start player taking the first turn of the game.

There is also a quick set up card.

For a how to play video, please visit smallboxgames.com/soullfall

LORD CARDS

Soullfall revolves around drawing and playing the multi-use Lord cards. Each Lord card can potentially be played 4 different ways.



The front of each Lord card features 2 parts: **Lord** and **Devotion**. The **Lord** part features the Lord's name and an Ability which is used when the card is played from a player's hand when using a *Play Action*.

The **Devotion** part is used when it is played to a player's Play Area as the result of a *Devote Action*. *A player with a Devotion in their play area is Devoted to that Lord.*

Being Devoted to a Lord offers an ongoing triggered effect for the player, as well as making that Lord's cards more powerful when they are played.

Additionally, the back of each Lord card may be played to a player's Play Area as a **Nomad** or a **Shard** (*usually resulting from a Populate or Prosper Action*).

Lord card backs are played rotated to denote if they have been played as a Nomad (landscape/sideways) or as a Shard (portrait/upright).

A card can never count as both a Shard and a Nomad.



PLAYING SOULFALL AND ACTION CARDS

Soulfall is played using a set of **3 Action cards**. These Action cards explain the Actions and the order of play.

When a player has the 3 Action cards, it is their turn, and they will follow the text on the 3 Action cards to take Actions. A player may not select an Action they have already selected for the turn from an Action card.

Any Action a player uses is completed entirely before any other Action or effect occurs.

Draw: The player adds the top 2 cards of the deck to their hand and then discards 1 card from their hand. *There is no discard pile in Soulfall. Instead, any discarded card is placed face down on the bottom of the deck.*

Play: The player reveals 1 **Lord** card from their hand. They follow the revealed Lord card's Ability text and the card is discarded.

Each Lord card's Ability allows the player 1 of 2 Actions. However, if the player is Devoted to the Lord, they get both of those Actions, and they perform them in any order they wish.

When a player follows a Lord card's Ability's text, this may grant them use of an Action that they may have already used for the turn (or have not yet used). *An Action granted by a Lord Ability does not count as choosing that Action for the turn.*

Populate: The player adds the top card of the deck to their Play Area as a **Nomad**.

Prosper: The player adds the top card of the deck to their Play Area as a **Shard**.

Devote: The player plays 1 card from their hand to their Play Area as a **Devotion**. *A player may only ever have one current Devotion per Lord (example: a player may only have one Ginjinx, The Liar Devotion card in their play area).*

Devotion cards remain in a player's play area until they are Ousted. Each Devotion offers a bonus effect that occurs **after** a player completes a specific Action (as noted on the card).

Oust: This is a special Action that appears on some Lord cards. **A player cannot select Oust as an Action from the Action cards.** When a player **Ousts**, unless otherwise stated, they move one card in the other player's play area to the other player's hand.

ENDING THE TURN AND THE GAME

After a player has used the three Action cards, they check to see if they have won the game. If they have 9 Nomads and/or 9 Shards and/or 18 total cards in their Play Area, they win.

If they did not win the game, they count the cards in their hand. If they have fewer than 3 cards, they add the top card of the deck to their hand (*this does not count as a Draw Action*). If they have more than 3 cards in their hand, they discard cards from their hand until they have 3 cards in hand.

The 3 Action cards are flipped to the front side and they are passed to the other player, who then takes a turn.

Action/Ability Play Example



It is Jeb's turn, and he has Ginjinx's and Ehvagri's Devotions in his Play Area.

Jeb uses one Action card to Prosper. He adds the top card of the deck to his play area as a Shard. Ginjinx's Devotion allows him, after he Prospers, to play a card from his hand to his play area as a Shard. He does this.

Jeb uses a second Action card to Play. He reveals an Ehvagri Lord card from his hand and since he is Devoted to Ehvagri, he can Prosper and Populate. He adds the top card of the deck to his play area as a Shard and then the top card as a Nomad. The Ehvagri Lord card is discarded. He has no cards in his hand, so he can't use Ginjinx's Devotion effect.

He uses his third Action card to take a Draw Action. He adds the top two cards of the deck to his hand and then discards one card. Ehvagri's Devotion offers an effect after the player Draws. He follows the Devotion text and Ousts the Ehvagri Devotion card to his hand, which allows him to Populate and Prosper. He Populates and then Prospers. Ginjinx's Devotion allows him, after he Prospers, to play a card from his hand to his play area as a Shard. He does this and plays a card from his hand as a Shard.