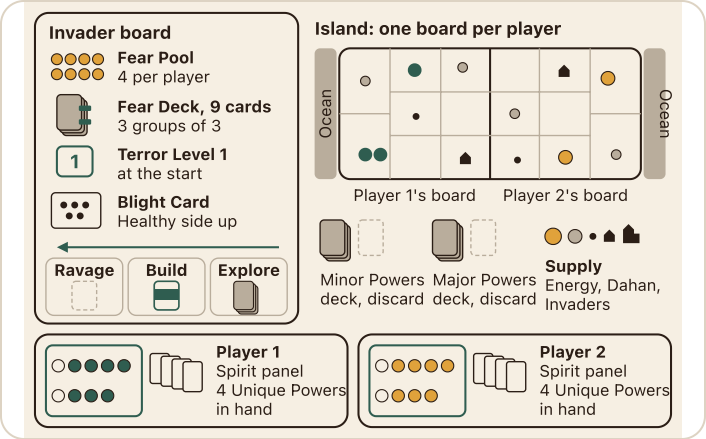
THE LUDARIUM · TEACH SHEET

Teach Spirit Island in ten minutes

1 to 4 players · 90 to 120 minutes · Ages 14 and up

The goal: Work together to drive the Invaders off the Island before Blight, a lost Spirit, or time beats you.



On your turn

1. Spirit Phase, everyone at once: Grow, gain Energy, then play and pay for Power Cards.
2. Energy and Card Plays come from the highest uncovered number on each Presence Track.
3. Fast Powers: resolve Fast Power Cards and Fast Innate Powers.
4. Invader Phase: any Blighted Island effect, then resolve earned Fear Cards in order.
5. Ravage, then Build, then Explore, each only in the lands its card shows.
6. Slide each Invader card one space toward the discard.
7. Slow Powers: resolve Slow Power Cards and Slow Innate Powers.
8. Time Passes: discard played cards. Damage and Elements go away.

Three tips for your first game

1. Read the track: lands that Explore now will Build next turn and Ravage the turn after.
2. Clear lone Explorers before they Build. One Explorer is easy to stop; a Town is not.
3. Keep Presence out of lands about to Ravage. The Blight it adds destroys Presence.

Setup

1. Invader board: put 4 Fear markers per player in the Fear Pool.
2. Fear Deck: 9 cards in 3 groups of 3, split by the Terror Level 2 and 3 dividers.
3. Invader Deck on Explore: 3 Stage I cards on top, then 4 Stage II, then 5 Stage III.
4. Blight Card Healthy side up (all players new: the printed space). Add the Blight shown, plus 1.
5. One Island board per player. Add the Invaders, Dahan, and Blight shown in each land.
6. Each player takes a Spirit panel, its 4 Unique Power Cards, and follows the panel's Setup.
7. Fill both Presence Tracks, leaving the leftmost number on each uncovered.
8. Invaders start: reveal 1 Invader card, Explore there, then put that card on Build.

Scoring

- The whole table wins or loses together. Scoring is optional.
- Explorer: 1 Health, 1 Damage. Town: 2 and 2. City: 3 and 3.
- Destroying a Town generates 1 Fear; destroying a City generates 2 Fear.
- Dahan: 2 Health. After a Ravage, each surviving Dahan deals 2 Damage.
- A Ravage dealing 2 or more Damage to a land adds 1 Blight.
- Added Blight destroys 1 Presence of each Spirit there, and cascades if the land had Blight.
- Empty Fear Pool: earn the top Fear Card and reset the markers.
- Terror Level 1: win with no Invaders. Level 2: no Towns or Cities. Level 3: no Cities.

Game end: You win the moment the current Terror Level's condition is met, or when you earn the last Fear Card. You lose if the last Blight leaves the Blight Card and it says you lose, if any Spirit has no Presence on the Island, or if you must Explore with an empty Invader Deck.

Free course: theludarium.com/academy/spirit-island/

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