

SOLSTIS

A GAME BY
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ILLUSTRATIONS
Gorobeï

In ancient times, to become an adult you first had to pass an initiation rite.

Every year, on the summer solstice, those undergoing their rite of passage would set off to explore the nearby mountain – majestic, disquieting – to light beacons upon its peaks.

And who knows, to encounter perhaps some of the mischievous spirits of the mountain...

The rules in just 3 mins!



COMPONENTS

48 Land tiles



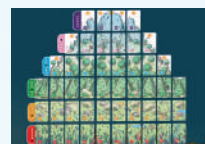
12 Rainbow tiles



15 Spirit tiles



1 player aid



SETUP

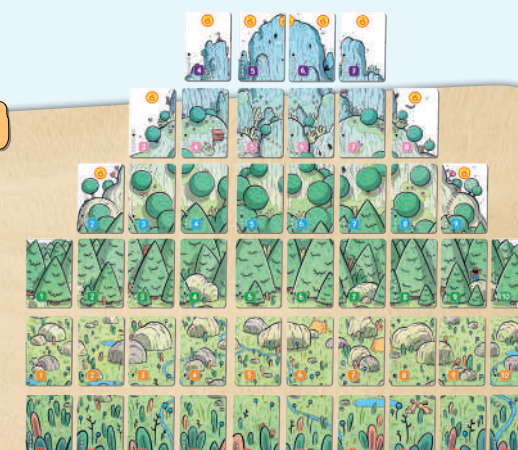
- 1 Place the **Land tiles** face down, in a random heap on the table, and mix them up so that they're thoroughly shuffled. Place the resulting pile to one side of your play area. This pile forms the **Land** draw pile.
- 2 Draw 6 **tiles** from the **Land** draw pile, without looking at them, and form a line, face down, in the center of the play area.
- 3 Draw 6 more **tiles**, and place 1 face up on each of the tiles in the line you have just formed.

(There are now 6 piles in the middle of the table, each consisting of 2 tiles, with the top tile face up and the bottom tile face down. This is the display.)



The number in the box shows which column the **Land tile** goes in. The color of the number box shows which row the **tile** goes in. All **tiles** in the same row have the same box color, and show the same type of landscape.

LAND TILES



GOAL OF THE GAME

PROVE YOUR METTLE AND GET THE HIGHEST ★ COUNT POSSIBLE BY:

- **EXPLORING THE MOUNTAIN.** Assemble as many **Land tiles** as you can into the biggest portion of the panorama possible.
- **ENCOUNTERING SPIRITS** of the forest. Every spirit you pick up gives you at least 1 ★... but try to avoid the **Evil Spirit**!
- **LIGHTING FIRES ON PEAKS.** Create a path of **tiles** between the valley and the fires on the peaks.

HOW TO PLAY

Decide who will go first any way you like. Each of you takes turns to play, completing all the actions in the order shown. When the first player finishes, it's the second player's turn. Play then alternates between them.

When it's your turn, you must:

1 SELECT A TILE FROM YOUR HAND

Select a **tile** from your hand and place it face up in the middle of the play area.

2 CHECK IF YOU CAN CAPTURE ANOTHER TILE

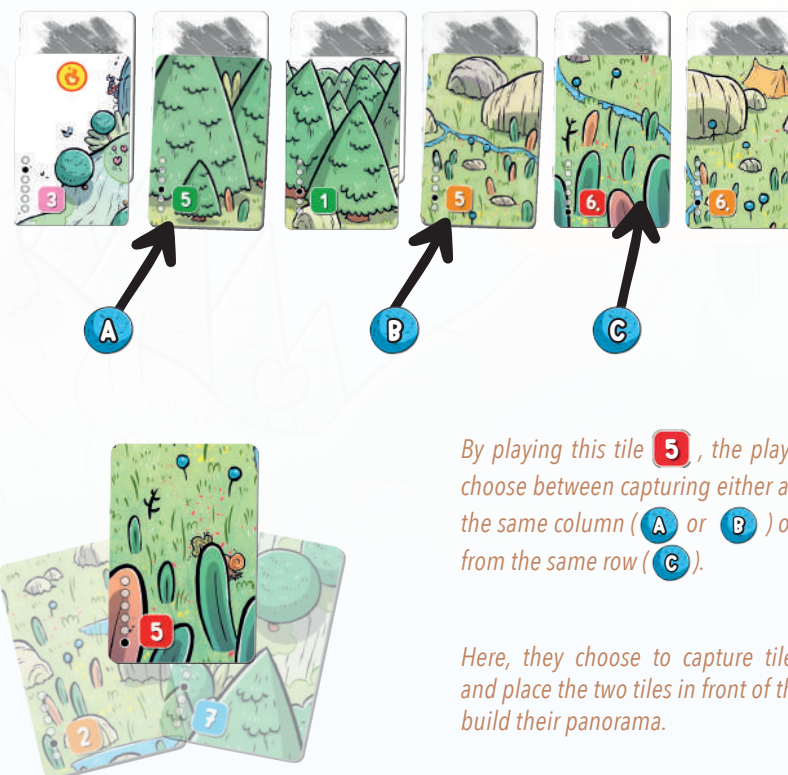
Check whether the **tile** you just placed down allows you to capture an additional tile.

► CAPTURE POSSIBLE

You can capture an additional **tile** if the **tile** you've played belongs to the same **row** (same-colored number box and similar landscape) OR the same **column** (same number in the number box) as any of the **tiles** in the display.

If you can capture one or more **tiles** in the display this way, then you **MUST** capture just one of them.

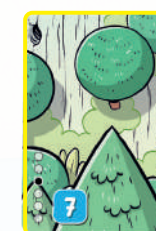
When you capture a tile, you take the **tile** you just played as well as the captured **tile** and place both of them in front of you, so that you're gradually creating the mountain panorama that is shown on the **player aid** (use the latter to find out exactly where you must place your **tiles** to recreate it). If the **tile** you captured from the display still has a face-down **tile** below it, then you must immediately turn over that **tile**.



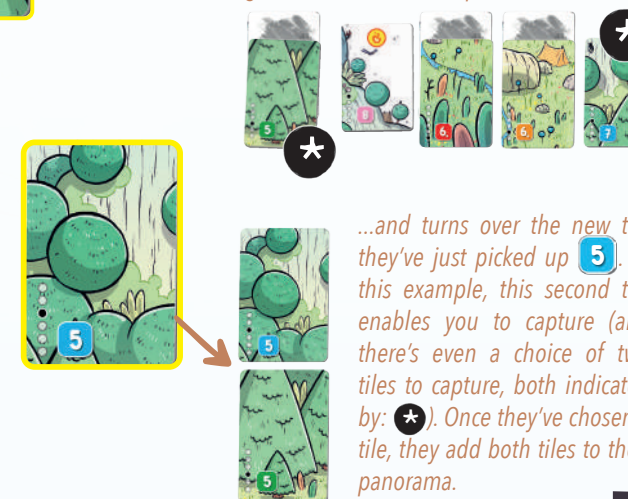
By playing this tile **5**, the player can choose between capturing either a tile in the same column (A or B) or a tile from the same row (C).

Here, they choose to capture tile **B** and place the two tiles in front of them to build their panorama.

► SECOND CHANCE



The first tile played here **7** wouldn't enable you to capture any of the available display tiles. So the player adds it to the display and gets to draw again from the **Land** draw pile (a Second Go)...



...and turns over the new tile they've just picked up **5**. In this example, this second tile enables you to capture (and there's even a choice of two tiles to capture, both indicated by: ★). Once they've chosen a tile, they add both tiles to their panorama.



► RAINBOW

If the **tile** you draw on your **Second Chance** won't let you capture anything, you must add it to the display, and it becomes available for the next player to use if valid. In compensation, you pick

up a **Rainbow tile** and place it orthogonally adjacent (one of the sides must touch) to one of the **Land tiles** in your panorama. Rainbow tiles are wild cards that replace any **tile** of any sort. Later in the game, when you pick up the **tile** that should go where your **Rainbow tile** is in your panorama, one of the following two scenarios occurs:

● If the **Rainbow** is "blocked" by a **Spirit** (see **Spirits** section), you keep the **Rainbow** in your panorama and remove the corresponding **Land tile** from play and return it to the box.

● If the **Rainbow** is "free" (not covered by a **Spirit**), you move it to another position of your choice in your panorama, then place the **Land tile** you just picked up in the spot from where the **Rainbow** was just moved.

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BUILD YOUR PANORAMA

Use **Land tiles** to gradually build up a panorama, a testament to your journey, and encounter mountain **Spirits** along the way!

You can end up with several unconnected sections of the complete panorama during the game of course. You can connect these later to form larger sections if you find the right **tile** to play. Remember that only the biggest panorama section adds to your ★ count at the end of the game (even though certain **Spirits** may affect your final score).

► SPIRITS

To encounter a **Spirit**, you need a square in your panorama, consisting of 4 orthogonally adjacent tiles (with sides touching). You can now choose to either:

● Draw the first 2 **Spirits** from the **Spirit draw pile**, choose one, and place it in the middle of the

one of the squares formed this turn. Then place the other, face up, next to the **Spirit** draw pile (gradually creating a collection of face-up **Spirit** cards, spaced so they can be seen clearly).

● Choose a **Spirit** from the face-up collection next to the **Spirit** draw pile, and place it in the middle of the squares formed this turn.

NOTE: You can use the same **Land tile** to form different squares.

The player just made a square in their panorama using the **Rainbow tile** they drew. They therefore draw a **Spirit**, and place it at the center of the 4-tile square that they completed to encounter the **Spirit**. The **Rainbow tile** is now blocked by the **Spirit**.



IMPORTANT! Even if you create multiple squares in your panorama in the same turn, you can only encounter a single Spirit that turn.

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DRAW A NEW LAND TILE

IMPORTANT: The player finishes their turn by taking a new **Land tile** from the **Land** draw pile. Now it's the next player's turn.



SPIRIT TILES



The effects from **Spirits** on tiles with a plain background trigger as soon as you pick them up. If it's a **Spirit** on a blue background, the effects only trigger at the end of the game.



Pick up a **Rainbow tile** and place it in your panorama.



Add a **tile** from your hand to your panorama. You draw 2 **tiles** at the end of your turn.



Add a **tile** drawn at random from the **Land** draw pile to your panorama.



Immediately draw a **Land tile** (you'll therefore have one extra tile in your hand during play).



Add a **tile** to your panorama that you've randomly selected from your opponent's hand. Your opponent takes a new **tile** from the **Land** draw pile in compensation, if there are any left.



Add a face-up **tile** of your choice from the display to your panorama.



Finish your turn, then play another full turn (so you get 2 turns).



+ 1 ★ for every **Spirit** with a plain background in your panorama.



+ 1 ★ for every **Fire** symbol that has not been lit.



+ 1 ★ for each separate panorama section (even those made of a single **tile**).



At the end of the game, before you calculate the scores, add all the **tiles** you have remaining in your hand to your panorama.



+ 1 ★ for every **Spirit** with a blue background in your panorama, except this one.



+ 1 ★ for every **Rainbow tile** in your panorama.



+ 1 ★ for every lit **Fire** symbol.

END OF THE GAME

When there are no more **tiles** in the **Land** draw pile, the game is almost over. From that point, you keep playing in turns (without proceeding to stage 4 of the usual turn).

BUT you can ONLY play if you're able to capture a **tile** from the display with one of the **tiles** in your hand.

If you can still capture a **tile**, then you must do so. If not, you skip your turn.

The game ends when neither player can capture a **tile**. It's then time to calculate the scores.

CALCULATING THE SCORES

Each of you gets stars (★) for:

● YOUR BIGGEST PANORAMA

Every **Land tile** in your biggest panorama gets 1 ★.

Note: **Rainbow tiles** in this panorama score no points at all.

● FIRES LIT ON YOUR PEAKS

Certain **tiles** have **Fire** icons.

You can only light a **Fire** if you can follow a path between the **tile** with the **Fire** on and a **tile** in the bottom row of your panorama (the **tiles** with a red number box). Each **Fire** linked to the bottom row earns you 1 ★.

● SPIRITS ENCOUNTERED

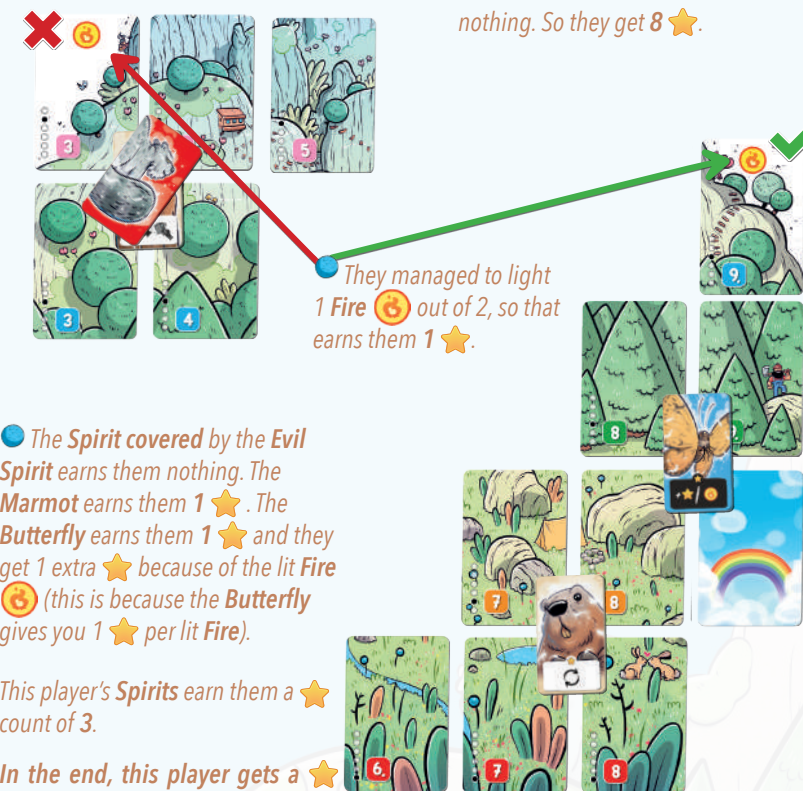
Watch out! If you've got the **Evil Spirit**, place it on another of your **Spirits** (the **Spirit** you cover is chosen by your opponent). These two **Spirits** don't earn you a single ★. All the other **Spirits** each earn you 1 ★, but some of them also give you other ★ bonuses.

THE PLAYER WITH THE HIGHEST ★ COUNT WINS THE GAME!

In case of a tie, the players share the win and can replay the game to break the tie.

Scoring example:

● This player's biggest panorama section has 9 **tiles** in it. Each **Land tile** earns them 1 ★, and the **Rainbow tile** earns them nothing. So they get 8 ★.



● The **Spirit** covered by the **Evil Spirit** earns them nothing. The **Marmot** earns them 1 ★. The **Butterfly** earns them 1 ★ and they get 1 extra ★ because of the lit **Fire** (this is because the **Butterfly** gives you 1 ★ per lit **Fire**).

This player's **Spirits** earn them a ★ count of 3.

In the end, this player gets a ★ count of 12!

THE EVIL SPIRIT



When you pick up the **Evil Spirit**, you're forced to keep both it and the other **Spirit** you drew at the same time. Place the normal **Spirit** on your panorama as usual and keep the **Evil Spirit** somewhere in front of your panorama.

The next time you encounter a new **Spirit**, give the **Evil Spirit** to your opponent... and they can give it back to you if they encounter a **Spirit**, and so forth.

At the end of the game, the player with the **Evil Spirit** has to use it to cover one of their own **Spirits**, as chosen by their opponent.

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