



8+



30m



1-4

Cristian Bustos and Bernardo Vásquez

WHISPERING WOODS

Illustrated by Weberson Santiago

Whispering Woods is a magical place where spiritual animals live together in harmony. Each spiritual animal tries to protect the woods by following its paths and collecting the elements necessary to fulfill different missions. Hidden among the woods is a world of magic and mystery, but also challenges and jeopardy since a misstep could lead to dire consequences.

Make your woods grow and make a careful plan for walking along its paths. Are you ready to delve into the depths of the woods and discover its secrets? Listen carefully to its whispers as they will guide you to victory. At the end of this rulebook you will find an advanced variant of the game that allows you to play a solitaire version of Whispering Woods.

🦄 The Goal of the Game 🦄

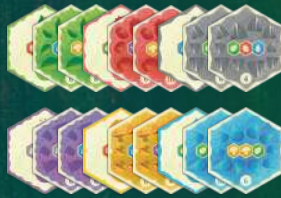
Whispering Woods is a competitive game of planning, management, and placement of tiles. The game is played in turns, in which each player will make their woods grow. You must choose tiles from the market to place in your game area and try to fulfill various missions, with the aim of obtaining the largest number of victory points at the end of the game.

Wisely plan the location of your tiles and the order that you move through them, so that you can optimize your strategy as much as possible.

🦄 Components 🦄



1 cloth bag



96 tiles
16 of each color



16 animal pieces:
4 of each color



4 starting tiles



10 combo cards:
4 x2 cards, 3 x3
cards, 2 x4 cards,
y 1 x5 card

Special components solitaire version



6 mission cards for
the solitaire version



4 solitaire
version tiles



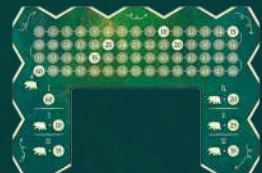
1 solitaire version
score marker



1 starting player
/ solitaire version
token



1 rulebook



1 solitaire version
board

🦋 Game Setup 🦋

- A** Give each player 1 starting tile and the 4 animal pieces for their color. Put the remaining starting tiles and animal pieces back in the box since they will not be used during the game.
- B** Each player must place one of their animal pieces on top of their starting tile in the playing area and leave the rest of the animal pieces in their color nearby.
- C** Divide the combo cards into their different types (x2, x3, x4, and x5) and leave them on the table as shown in the picture.
- D** Put all the tiles in the bag. Then, to create the starting market, randomly take 6 tiles from the bag and put them with the A side up on the center of the table.
- E** Whoever has walked most during the day you are playing take the starting player token and will be the one who starts all the rounds in that game.



Example of a 3-player game setup.



🌿 Anatomy of the Tiles 🌿

Except for the starting tiles, all of the tiles have the same structure. The tiles come in 6 different colors, which represent the different elements that you can find in the woods: fruits 🍎 (red), flowers 🌸 (purple), mushrooms 🍄 (yellow), leaves 🍃 (green), water 💧 (blue), and minerals ⬛ (grey).

Additionally, each tile has two different sides:



🌿 Side A 🌿

Woods tile



🌿 Side B 🌿

Mission tile

It shows the color of the tile. It also shows information about the path that is found on the other side and the victory points that are earned if this path is followed. So long as it is with this side up, it is referred to as a woods tile.

It shows the path that is the mission of the tile, as well as the victory points earned it is completed. Each path is a mission that earns points when it is completed. So long as it is with this side up, it is referred to as a mission tile.

🌿 Game Play 🌿

Whispering Woods is played in turns that move clockwise around the table. Each player's turn is made up of the following steps, which must be carried out in order:

- 1 Refill and optionally renew the market
- 2 Take tiles from the market and place them in your woods
- 3 Complete the mission tiles (optional)



1 Refill and optionally renew the market:

Randomly take woods tiles from the bag and place them in the market until there are 6 of them (skip this step in the first turn of the first player who plays). At the start of each turn, there must be 6 available tiles.

Additionally, at the start of your turn you can turn over a mission tile that you completed prior to that time in order to renew the market. This step is optional and **you can only do it once per turn**, so long as you have available mission tiles. **At the end of the game, while each mission tile you have turned over to renew the market will award you its respective victory points as normal, it will also subtract 1 victory point from your final score.**

Note that at the start of the game, since you will not have completed any mission tiles yet, you will not be able to perform this action.

To renew the market, simply replace the 6 available tiles with 6 new woods tiles from the bag. Then put the discarded 6 tiles back in the bag.

Example 1: Patricia previously completed a mission tile and decides to turn it over to renew the market.



2 Take tiles from the market and place them in your woods:

Each turn, you **must** take tiles from the market and place them in your woods. The only placement rule is that the tiles must **always** be connected with at least one tile that you have already placed. This means that at least one side of each tile that you place must be adjacent to one side of a tile that you placed in your woods previously.

In this step, you must choose between 2 options:

- A Take **2 woods tiles** that are available in the market and place them in your woods.
- B Turn over **1 market tile** and place it as a mission tile in your woods. If you choose this option, you must also place 1 animal piece on top of the mission tile you chose. Note that if you do not have available animal pieces, you cannot take a new mission tile from the market. In other words, you can choose this option a maximum of three times during the game.

Example 2: Patricia takes 2 woods tiles from the market and places them in her woods bringing her turn to a close.



Example 3: Rocky turns over a woods tiles from the market and places them it as a new mission tile in his woods. Then, he places an animal piece on top of it.



3 Complete the mission tiles (optional):

You can complete the mission tiles in your turn. In order to complete a mission you must follow the path on the tile. The path on each mission tile is the sequence of woods tiles that it indicates. To follow it, you must have the animal piece that is on that tile move over the woods tiles in the order indicated, or in the reverse order, of that specific path (e.g., in order from left to right or from right to left).



This path can be followed grey-grey-green-green OR green-green- grey-grey.

You can complete as many mission tiles as is possible in your turn. To do so, you must move the animal piece in question through adjacent tiles in consecutive order from where it is located until the end of the path, being careful to pass through only the colors and sequence specified on the mission tile. The shape of the route this sequence takes is your choice, as it can be a straight line, a zigzag, or even around the mission tile. After walking a path with your animal piece, place the mission tile where the path began in your personal gaming area. As it has been completed, it will grant you its indicated victory points at the end of the game.

However, your woods can never separate. You cannot walk a path if that means that when you remove the mission tile, it causes your woods to split into two or more separate sections.

In addition, turn the tile where your animal concluded their path over. This tile then becomes a new mission tile, which can be completed immediately if your animal piece is able to walk along the indicated sequence of tiles.

Example 4: Rocky follows the path indicated on the mission tile of green-green-blue-blue and then puts the mission tile in his gaming area. Then, he turns over the tile where the animal finished the path, showing that the green-green-red sequence will be the new goal for that animal piece.



🦌 Combos 🦌

A combo is when you are able to complete more than one mission tile in the same turn, whether it is with a single animal piece or with various different ones. So, if you are able to complete two mission tiles in a single turn, you will earn a x2 combo multiplier. Take the combo card of the matching combo as a bonus, which will give you victory points at the end of the game. If there are no more cards for the combo you have achieved, you have to take the next lowest available bonus.

Example 5: After finishing the first path, Rocky then follows a second path with the same animal piece in the same turn, and earns a x2 combo card.



Remember that you can **never** split your woods. If during your turn you are trying to get a good combo by completing various missions, and you suddenly notice that your woods would separate if you complete a mission, you are not allowed to complete that mission and will only get the combo card for the missions you have been able to complete.

Example 6: Later in the game, Patricia is able to follow the path of 4 tiles in a single turn, using 2 different animal pieces. She should then take a x4 combo card. However, the x4 cards have already been achieved and taken by other players earlier in the game, so Patricia instead must take a x3 combo card.



🐾 The Starting Tile 🐾

The starting tile is a special mission tile that shows this sequence:



This means that in order to follow this path, the animal piece must start and finish its route on woods tiles of the same color, and in between them must pass through four tiles of different colors.

🌀 The End of the Game 🌀

The end of the game is brought on in one of two different ways. In both cases, the round must come to an end after everyone playing has had the same number of turns.

Generally, the last round is activated because one player is able to complete a certain amount of mission tiles. This number depends on how many players there are:

2 players – 10 mission tiles

3 players – 9 mission tiles

4 players – 8 mission tiles

In some particular occasions, the last round can also be activated because there are not enough tiles left in the bag to put the full number in the market. In that case, the final turns are played with the available tiles that are left in the market.

Then, once the final round has been completed, each player counts up their final score. To do so, each one must add up the victory points from all of the mission tiles that they were able to complete over the course of the game and the combo cards they earned. After this, each player must subtract 1 victory point for each mission tile they turned over to renew the market.

The player with the most victory points wins the game. If there is a tie, the person whose woods has fewer tiles (both mission tiles and woods tiles) will obtain victory. If there is still a tie, then the tied players share the win.

Example 7: Patricia ends the game with the following tiles and cards in her playing area. For the tiles she has fulfilled, she gets 58 points. Since she used two tiles to renew the market, she loses 2 points. Additionally, she earns 8 points for her combo cards, scoring a total of 64 points.

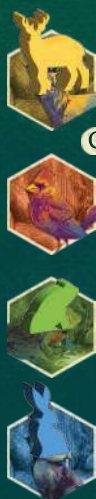


🦊 SOLITAIRE MODE 🦊

Whispering Woods has an advanced solitaire mode. We recommend playing this variant only once you have mastered the base game. This section will detail the differences this variant has with the base game.

🦊 Game Setup 🦊

- A** Take 1 starting tile and 1 animal piece of each color. Put the other starting tiles back in the box, along with the extra animal pieces, and the combo cards, since they will not be used during the solitaire game.
- B** Place one animal piece of your choice on top of the starting tile.
- C** Take the 4 solitaire variant tiles and leave the other 3 animal pieces on their respective colors.
- D** Put the solitaire variant board near your tile, placing the Mission 1 card below it so that it is seen at the opening, and then place the score marker for the solitaire variant next to the first space on the score tracker.
- E** Place the solitaire piece within reach.
- F** Place the tiles in the bag. Then, in order to create the starting market, randomly take 6 tiles from the bag and leave them next to the woods in the center of the table.



C



F



B



E



🌀 Solitaire Game Play 🌀

The solitaire variant of the game has some changes as compared to the competitive game. In this variant, the challenge is to overcome different levels before the available rounds run out. There are 6 levels of increasing difficulty.

Each turn works like in the base game. The only difference is a slight change in step 3. Also, an extra step is added to each turn:

- 1 Refill and optionally renew the market
 - 2 Take tiles from the market and place them in your woods
 - 3 Complete the mission tiles (optional)
 - 4 Close the round
-
- 3 Complete the mission tiles (optional)

This works the same as it does in the base game, except for 2 changes. The first is that no bonuses are obtained for doing combos. The second, depending on which animal piece was used to follow the path, you must leave the completed mission tile next to the solitaire tile of the matching color.

Rocky fulfilled 4 mission tiles with his yellow animal piece, 2 with his red animal pied, and 1 with his blue and green animal piece. He leaves them next to the solitaire tiles matching their colors.



4 Close the round

When you have performed all of the previous steps, your turn is then over. You must take a random tile from the bag and leave it in the first available space on the round marker that is located around the solitaire board. Additionally, **you must remove all the tiles from the market that have the same color as the one you have just drawn from the bag.** Leave them off to one side, since they will not be used again. Finally, fill the market before starting the new round, so that there are 6 available tiles, as usual.

The game comes to an end when you place a tile in the last available space on the scoreboard.

🐾 Complete Missions 🐾

The goal in the solitaire variant of the game is to complete the levels before the rounds available to do so run out. Each level has between 1 and 3 different missions, a minimum score to pass them, and some have special conditions as well. The missions can be completed in any order.

In principle you should have 12 rounds to overcome the requirements of each level. However, each time you are able to complete one of the missions for the level, you then have an extra round available. This is marked on the Mission card that you are fulfilling, where you can place the step 4 tile before filling in the spaces around the table. That way, level 1 can last up to 13 rounds, level 2 up to 14 rounds, and levels 3 to 6 can last up to 15 rounds.

Rocky is able to complete one of the level 3 goals, so he gets an extra space to put the tiles in with the corresponding extra round.



Level 1

- Complete at least 1 mission tile with each animal piece.

Minimum score to pass the level: 60 points.

Level 2

- Complete at least 1 mission tile with each animal piece.
- Complete at least 2 pairs of mission tiles that have the same color.

Minimum score to pass the level: 70 puntos

Level 3

- Complete at least 1 mission tile with each animal piece. The tiles must be a different color.
- Complete at least 2 mission tiles that have the same color with one animal piece.
- Complete at least 2 mission tiles with the same animal piece in the same turn.

Minimum score to pass the level: 75 puntos

Level 4

- Complete at least 1 mission tile with each animal piece. The tiles must be a different color.
- Complete at least 3 mission tiles that have the same color.
- Each animal piece must complete mission tiles that add up to 8 or more points.

Minimum score to pass the level: 80 puntos

Level 5

- Complete at least 2 mission tiles with each animal piece.
- Complete at least 6 mission tiles in different colors.
- Complete at least 3 mission tiles with the same animal piece in the same turn.

Minimum score to pass the level: 85 puntos

Special condition: each market change takes away 2 points (instead of 1) at the end of the game.

Level 6

- Complete at least 2 mission tiles with each animal piece.
- Complete at least 3 mission tiles with the same animal piece in the same turn.
- Each animal piece must complete mission tiles that add up to 12 or more points.

Minimum score to pass the level: 95 puntos

Special condition: each market change takes away 3 points (instead of 1) at the end of the game.

If you are able to fulfill the different requirements of the level before the rounds run out: congratulations! You got all the spirit animals to work together to overcome the challenges of the woods. Once one level is complete, you can begin a new game at the next level, with exactly the same setup.

On the other hand, if you are not able to achieve all the requirements of the level by the time the rounds run out, then you have failed. Unfortunately, you could not get the spirit animals to cooperate to complete the challenges. You will have to play this level again, with the same setup, and try to reach the goals this time.

When you complete one mission, you can move the solitaire score marker forward on the scoreboard. When you reach 60 points, take the Bear piece and move the score marker back to the beginning. The Bear piece is used to show you achieved 60 points.

Rocky is able to follow the path of a tile with each animal and gets 64 points, thereby passing the only mission and overcoming level 1.



🌀 Summary of 2 to 4 player games 🌀

Game Setup

1. Each player places 1 animal piece of their color on their own starting tile.
2. Place the combo cards on the table, split into their different types (x2, x3, x4, and x5).
3. Create a starting market by randomly taking 6 tiles from the back and leaving them with the woods side up in the center of the table.
4. Whoever has walked more during the day is given the starting player token.

Game Play

Turns are taken in clockwise rotation. At the start of your turn, there must always be 6 woods tiles available in the market. During your turn you must carry out these steps in order:

1. Refill and optionally renew the market: once per turn, you can turn over a mission tile that has been previously completed to renew the market. It will take away 1 VP at the end of the game.

2. Take tiles from the market and place them in your woods. You must choose between taking and placing:

- a) 2 woods tiles OR
- b) 1 mission tile, and placing 1 animal piece on top of this new tile.

3. Complete the mission tiles (optional): follow the path of a mission tile, going through the specific sequence indicated with your animal piece. Then take the completed mission tile and turn over the woods tile your animal piece landing on:

it will now be a new mission tile. You can complete multiple missions in the same turn.

Combos

If you are able to fulfill several different mission tiles in a single turn, then you have achieved a combo. Take the appropriate combo card as a bonus.

End of the Game

The final round is begun when one player completes a certain number of mission tiles that is dependent on the number of players in the game:

- 2 players – 10 mission tiles
- 3 players – 9 mission tiles
- 4 players – 8 mission tiles

If the tiles in the bag run out and it is not possible to renew the market, this also brings on the final round.

Scoring

Each player must add up the VP from the mission tiles they completed and the combo cards they achieved. Then they must subtract 1 VP for each time they used a mission tile to renew the market.

The player with the most VP is the winner. If there is a tie, the player with the woods made up of the fewest tiles wins. If there is still a tie, the tied players share the victory.



Game Design
Cristian Bustos and
Bernardo Vásquez
Illustrations
Weberson Santiago

**Editing
and development**
José Manuel Álvarez,
Laura Mena and Simón
Weinstein
Graphic design
Laura Mena

Writing of the rulebook
Simón Weinstein
Review of the rulebook
José Manuel Álvarez
Ketty Galleguillos
English Translation
Andrew Campbell