

ANiMiSM



3-4 players

8 and up

30 minutes

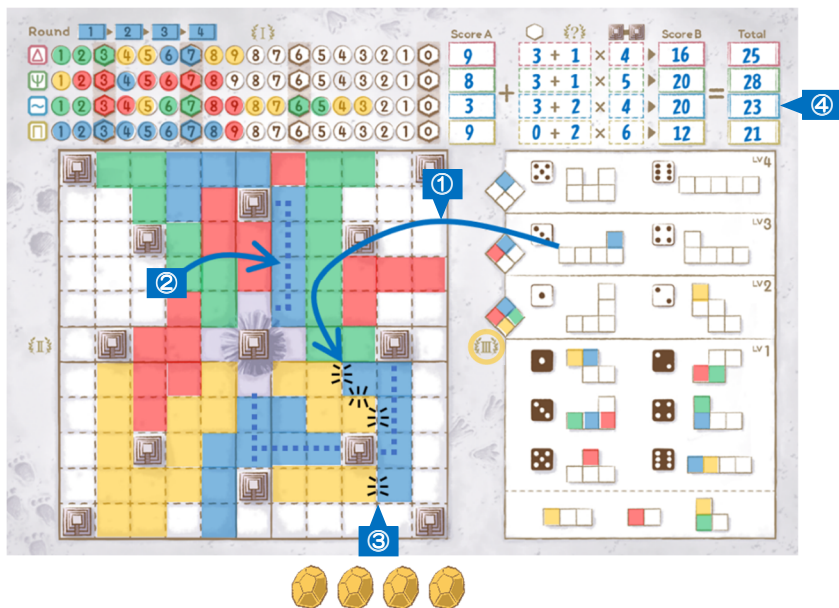
Game Overview

~ In an uncharted land after a long ice age, players take on the role of one of four tribe leaders setting out to cultivate this mysterious land using the power of spirits. For the prosperity of your tribe, connect the altars left behind by ancient civilizations with pilgrimage routes and deepen your faith in spirits. But be careful of the rival tribes! They may get in your way while taking advantage of the paths you've already built! ~

Animism is a pen and paper game where you write on your sheet but also other players until the game ends. During the game, each player simultaneously fills in a space on the sheet they receive, then passes it to the next player.

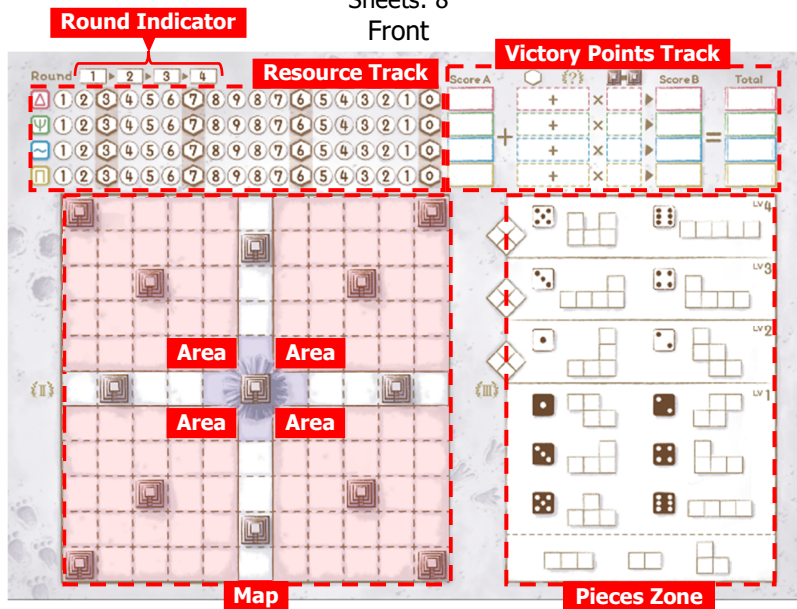
Players fill in the sheet they receive with pieces of his or her own color (①) aiming to connect the altars scattered by creating a pilgrimage route (②). The resources (the power of spirits) needed to purchase pieces can be obtained by neighboring routes with other players (③). Try to get the highest score by connecting many altars on your route while trying to be adjacent to other players' routes (④).

The winner is the player with the highest total score on all sheets.



Components

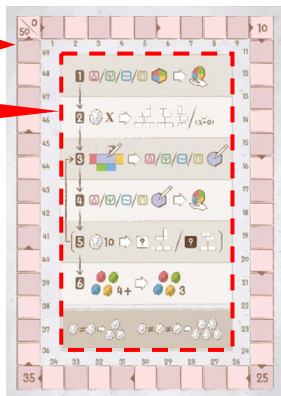
Sheets: 8
Front



Back

Scoring Track

Summary



※ If the sheets are difficult to clean, please wipe them with some alcohol.

※ During the game, resource tokens are assumed to be infinite. If there is a shortage, please substitute them with something else.

Rulebook: 1

Resource tokens: 48 (12 tokens for each of the 4 colors)

Dice: 2 (1 White, 1 Black)

Markers: 4 (1 for each of the 4 colors)

Erasers (fabric): 6 (※4 used in the game and 2 as replacements)

※First, we'll explain the rules for a 4-player game; the rules for a 3-player game are explained at the end of this rulebook.

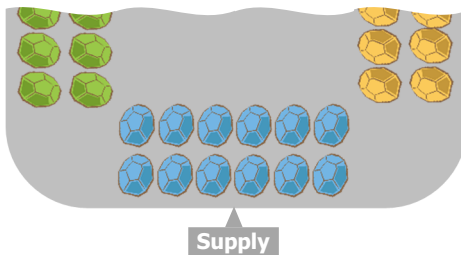
Setting up the game

Each player receives two sheets, one with the front side up, and the other with the back side up in front of him or her. From now on, the sheet with the back side up becomes the scoring track and summary.

Each player receives one marker and one eraser. The color of the marker received by each player is the color of that player.

Each player places all resource tokens of the same color as the marker in the center of the table. This space is treated as a supply for tokens in the game. To make it easier to identify each other's colors during the game, each player places resources of his or her own color closer to him or her than resources of other colors.

Each player fills in the [1] box in the round indicator (see [Components]) of the sheet with a marker. During the game, the highest number among the colored boxes indicates the current round.



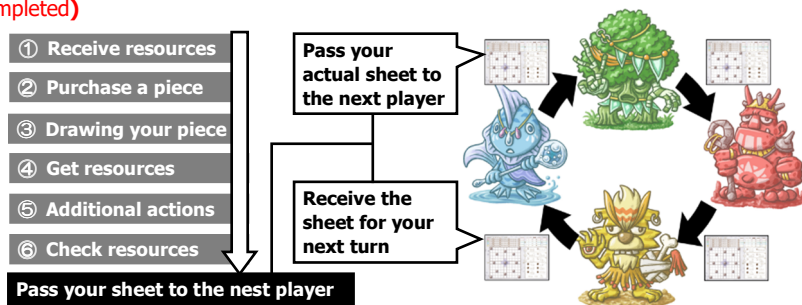
How to play

All the players follow the phases in the order indicated below:

- | | |
|-----------------------------|---|
| ① Receive resources | ④ Get resources |
| ② Purchase a piece | ⑤ Additional action (you may pass) |
| ③ Drawing your piece | ⑥ Check resources |

Whenever all players have completed all phases, each player passes the sheet to the player to his or her left and receives the sheet from the player to his or her right.

(Note: Until all phases are completed, each player must not check the sheets that other players are filling out. You may check them after all phases are completed)



When the sheet given to you at [Setting up the Game] (the sheet on which you filled the round indicator yourself) comes back after a round, you can move on to the next round.

Before proceeding, fill the box with the next number in the round indicator.

The game continues until the end of the fourth round.

① Receive resources

Each player checks the resource track (see [Components]) for his or her color. The resource track consists of a row of circular and hexagonal squares.

If a hexagonal square is filled on your track, you will receive a resource of the same color as the filled square from the supply. (*In the first round, you will not receive any resources because your track is not filled with any color.)

You are the blue player. When you check the resource track on the sheet you received from the previous player, you see that the first hexagonal square is filled in red. You receive one red resource from the supply.

Check the blue track

Receive 1 red resource



② Purchase a piece

Each player must perform one of the following actions A or B.

Action A: Pay resources for the cost and purchase a piece.

Action B: Purchase a piece of one square without paying resources.

In Action A, the first step is to check the available pieces in the pieces zone (see [Components]). The pieces zone is divided into four frames for each level. Each of the level 2 to 4 frames has a checkbox for the right to purchase pieces.

Each player can purchase the pieces in the frame with his or her color already checked in the checkbox. The pieces in the level 1 frame can be purchased from the beginning.

(※How to check the checkboxes is explained later in [3. Drawing your piece].)



The cost of each piece is the number of squares in the piece plus the number of times the piece has been purchased so far. Each piece consists of 2 to 5 squares, some of which are filled with the color of the player who has already purchased this piece. (※If no player has purchased a particular piece, all the squares for this piece are left blank.)

The yellow player has purchased this piece once

The green player has purchased this piece once



This piece is made of 3 squares

+

Purchased twice



The cost for it is 5

Each player chooses only one piece that can be purchased and pays resources equal to the cost needed. The same piece can be purchased again later.

(Note: You cannot purchase a piece with all squares filled.)

Immediately after purchasing a piece, each player must fill one of the squares that make up the purchased piece with his or her own color.

You pay 5 resources to purchase this piece



You then fill 1 square in your color



In Action B, you purchase a single piece consisting of only one square without paying any resources. This piece is not listed in the pieces zone and can be purchased from the beginning.

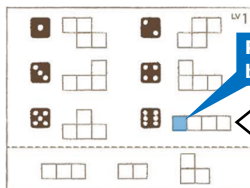


Purchasing a 1 square piece

[Special rules for the first round only]

The following rules will be added for the first round only:

- You must choose action A.
- You must roll the black die and purchase the piece corresponding to the roll.
(※ There is only one black die, so please pass it between players)
- Regardless of the type or number of times you purchase a piece, the cost to purchase each piece is free, and you do not need to pay for resources.



Purchasing a piece using the black die result for free

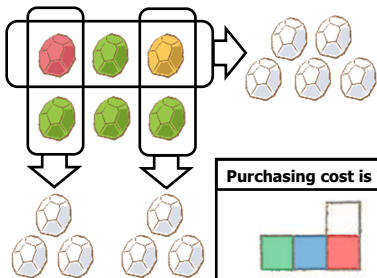


[Special rules for paying resources]

Only when paying for resources, each player may pay for 3 resources with a pair of 2 different colors. In the same way, each player can pay for 5 resources with a set of 3 resources of different colors.

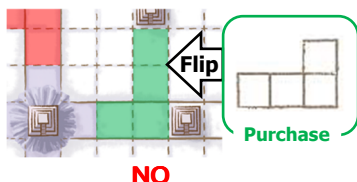
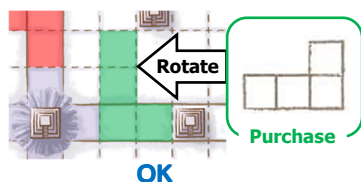
Even if the number of resources paid according to these special rules exceeds the amount required for payment, you will not receive the difference in resources. (※ To put it simply, no change is given.)

You are the blue player. The cost to purchase the piece you want is 7, but you only have 6 resources on hand: 1 red, 1 yellow, and 4 green. You pay one set of red, green, and yellow for 5 resources, and pay the missing 2 resources with 2 greens. Alternatively, you can pay one pair of red, green, and one pair of yellow and green for three resources each and pay the missing resource with one green.

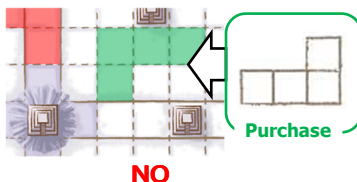
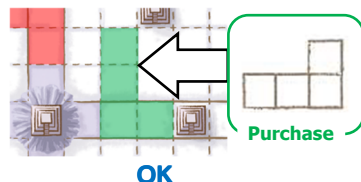


③ Drawing a piece

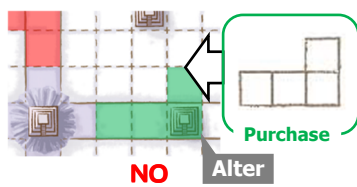
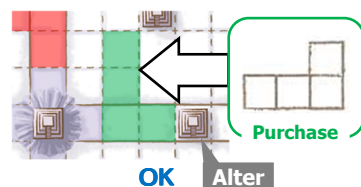
Each player draws and fills a piece by filling squares on the map. Pieces currently being filled in can be erased and filled again, but previously filled in pieces cannot be modified or overwritten. You can rotate pieces on the map, but not flip them.



The pieces must be placed in such a way that some of their edges are adjacent to squares that are already filled with one of the colors. In the center of the map there is a cross-shaped square filled in purple, which is also a "filled square".

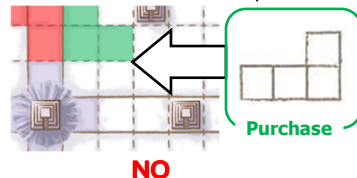
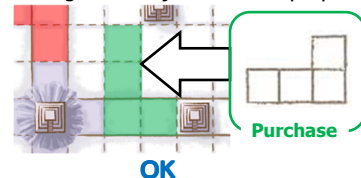


The map is dotted with squares that contain pyramid-shaped buildings. These squares are referred to as **"Altars"** in the following descriptions. Each player may not fill in the altar when filling in pieces.



[Special rules for the first round only]

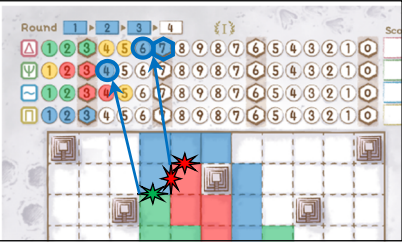
For the first round only, the pieces must be placed on the map so that some of their edges are adjacent to the purple square in the center of the map.



If you place a piece adjacent to a square of another player's color, you must fill the square of the resource track of that color with the number of adjacent edges, from the left.

(Note: Even if you place a piece adjacent to a square of your color, you may not fill the square of the resource track of your color.)

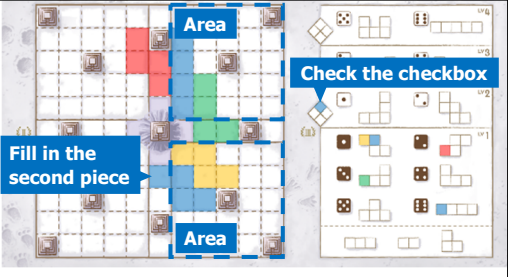
You are the blue player. You have placed a piece on the map. This piece is adjacent to a red square on two sides, so you must fill two squares of the red resource track. The piece is also adjacent to a green square on one side, so you must fill one square on the green resource track.



When all squares in a resource track of a color are filled, no more squares can be filled, but it is still possible to fill a piece adjacent to a square of that color on the map.

There are four areas in the map (see [Components]). After filling in the pieces, each player checks the checkbox of the same level as the number of areas that have been filled with his or her color.

You are the blue player. You have filled in the map with the second piece, and since you are coloring for two areas, you check the checkbox for Level 2. From the next time you play this sheet, you will be able to purchase a piece of the level 2.



④ Get resources

Each player receives resources of the same color from the supply according to the number of squares of the resource tracks filled in the previous [3. Drawing a Piece].

(Note: You will never receive resources of your color during this phase.)

You are the blue player. In [3. Drawing a Piece], you have filled in two squares of the red resource track and one square of the green resource track. You receive two red resources and one green resource from the supply.



⑤ Additional actions (you may pass)

※Each player may choose to follow or ignore this phase at will. In the first round, this phase is always ignored.

In this phase, you must roll a white die and a black die and purchase the piece corresponding to the roll of either die.

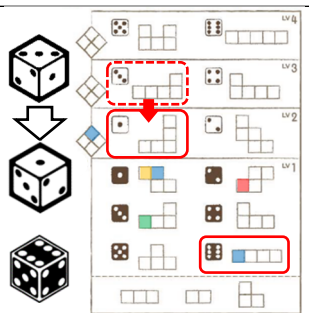
Note: The pieces corresponding to the white die roll are only available in levels 2 to 4 of the pieces zone, so you must have checked the checkbox first in order to purchase them.

The cost to purchase any piece is 10 regardless of the type of piece or the number of times the piece has been purchased so far. (※Be careful not to forget filling one of the squares that make up the purchased piece.)

By paying more resources, you can re-roll the white die OR black die a number of times corresponding to the number of resources you paid.

You can apply the Special Rules described in [2. Purchase a piece] to the payment of resources, but you will not get the resources back if you don't use all your re-rolls.

You are the blue player. You have chosen to use an additional action. The roll of the white die is [3] and the roll of the black die is [6]. You can only purchase pieces from the level 1 and 2, and you cannot purchase the white [3] piece. The first roll is a [1], so you purchase the white [1] piece. With two rolls left, you interrupt the roll, but you do not get your resources back.

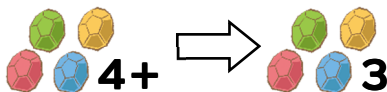


After purchasing a piece, each player performs the same process as in [3. Drawing the Piece] and [4. Get Resources], in that order. As a result of each process, you can check a new checkbox or receive a new resource.

(Note: You may not perform Additional action two or more times in a row.)

⑥ Check resources

If each player has four or more resources of each color remaining in front of him or her, these resources are returned to the supply until the players have at most three of each color.



End of the game

When the fourth round is over (when the sheet with the [4] box in the round indicator filled by you has returned to you), the game ends and you can move on to scoring.

The scoring is calculated as follows: each player calculates each score for all players on the sheet he or she has in front of him or her, and adds up his or her scores on all sheets.

- ① Calculate the score A on each sheet
- ② Calculate the score B on each sheet
- ③ Calculate the total score on each sheet
- ④ Calculate the final score on all sheets



① Calculate the score A on each sheet

Each player checks his or her resource track. For each colored track, write the number in the rightmost square of the colored track in the box labeled [Score A] in the same column. This number becomes the score A.

Example of calculating score A for the red player



② Calculate the score B on each sheet

Score B is calculated by multiplying the number of hexagonal squares filled with the player's color by the highest number of altars connected by squares of the player's color.

(※The box with a [?] is used in the Advanced Rules section below).

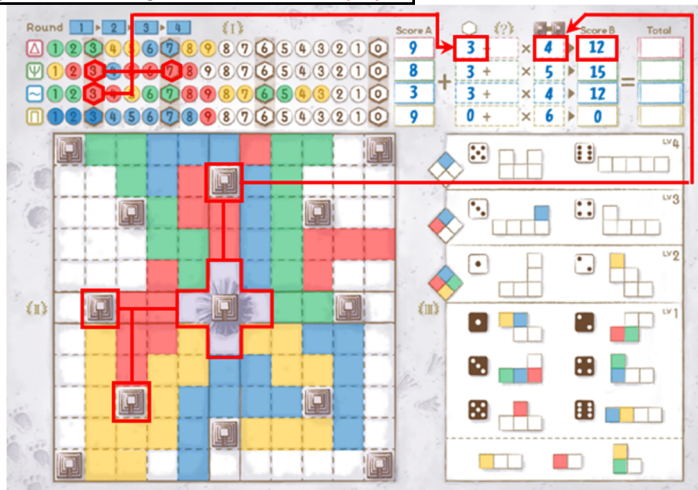


Initially, each player checks his or her resource track. Count the number of colored hexagonal squares in all the tracks and write the number in the box of the same color as the hexagonal square.

Next, each player checks the map and counts the number of connected altars for each color of the connected squares and writes that number in the box of the same color as the altar. The purple square in the center of the map is treated as one altar with a total of five squares. If there are multiple altar groups connected by consecutive squares of the same color, the one with the highest number of altars will be selected.

Multiply the numbers in the above two boxes and enter the result in the box labeled [Score B] in the same column. This number will become score B.

Example of calculating score B for the red player



③ Calculate the total score on each sheet

Each player writes the sum of score A and score B in the box labeled [Total] in the same column. This value becomes the total score.

④ Calculate the final score on all sheets

Each player checks his or her total score on all sheets and adds up the scores to get the final score. When adding up the scores, you can use the scoring track around the summary. (*Place the resources of your color on the scoring track.)

The player with the highest final score is the winner. If there is more than one player with the highest score, the winner is the one with the most resources. If there is still a draw, the leading players win the game together.

3-player rules adjustments

For a 3-player game, the following rules are added to the 4-player game rules.

[Setting up the game]

For all sheets, color in the four altars outside the area in such a way that they are framed, with the color that was not selected.

[3. Drawing a piece]

If each player fills in a piece adjacent to a colored altar, he or she fills in the squares of the track of the same color as the number of adjacent edges. (*If you place a piece adjacent to a colored altar, you will receive a resource of the same color, like explained in [4. Get resources].)

(Note: You may not fill in a piece only adjacent to a colored altar)



Advanced rules

In the Advanced rules, the calculation method for score B is changed: Score B is the multiplication of [Number of hexagonal squares filled with the player's color] + [Special Bonus] and [Maximum number of altars connected with squares of the player's color].

The special bonus is chosen during the game for each sheet from the following three.

I [Number of resource tracks with the highest number of filled squares]

II [Number of areas with the highest number of filled squares]

III [Number of frames with the highest number of filled squares]

(※All special bonus including ties for first place)

Each player may choose a special bonus for a sheet only once. You can choose a special bonus by circling one of the marks (I-III) on the sheet with a ○ by the end of the [6.Check resources] phase.



(Note: You cannot choose a special bonus that has already been chosen by another player.)

In [2 Calculating the score B on each sheet], each player counts the special bonuses of all players and writes that number in the box marked with a [?]. (※If one of the special bonuses has not been selected, just ignore it.)

Example of special bonus

I has been chosen **Red** [1], **Green** [1], **Blue** [1], **Yellow** [1]

1st=Yellow
1st=Red
1st=Green
1st=Blue

Round 1 2 3 4

Player	Score	Special Bonus
Yellow	9	3
Red	8	3
Green	3	3
Blue	9	0

Enter the number of times the special bonus I, II or III

II chosen
Red [0]
Green [2]
Blue [1]
Yellow [1]

III chosen
Red [1]
Green [1]
Blue [2]
Yellow [2]

No 1st place
1st=Blue
1st=Yellow
1st=All tied

If you have any questions or comments about the game, please contact us at info@fudacoma.jp

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