Spirits of the Grove

COMPONENTS

5th Player (Purple) Components:


x1 Player Board


x1 Boat Token

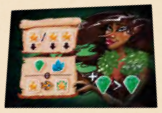

x7 Badge Tokens


x1 Tempo Wheel


x1 Singing Token


x1 Volume Tracker


x8 Rune Tokens


1 Muse Tile


x1 "Super Fan" Fan Card


4 Coins


3 Purple Bardstones


1 Red Bardstone


1 Blue Bardstone

Bard - The Word Weaver

x1 Bard Meeple
x1 Bard Card
x1 Starting Deck
x1 Instrument card
x1 Improv card
x6 Skill cards
x4 Muse Cards



Bard - The 6-String Mimic

x1 Bard Meeple
x1 Bard Card
x1 Starting Deck
x1 Instrument card
x1 Improv card
x6 Skill cards
x4 Muse Cards



x18 Spirit Cards

x6 Morning Spirits
x6 Daytime Spirits
x6 Night Spirits

x8 Event Cards

x2 Spring Events
x2 Summer Events
x2 Autumn Events
x2 Winter Events

SETUP

1. Separate the Spirits into 3 shuffled, face-down decks based on their card back / type.

Morning Daytime Night



2. Give each player 1 Spirit card from each deck.

Events: The Events from this expansion require the use of the Spirit cards. Do not use these events if you are not playing with the Spirit cards.

GAMEPLAY

Each player has 3 Spirit cards. Spirit cards grant powerful, one-time benefits when played.
Spirit cards can only be played by a player during their turn. They come in three different types which are related to the phase that they are allowed to be played during.

Morning Spirits can be played during a player's **Composition Phase**.

Daytime Spirits can be played during a player's **Singing Phase**.

Night Spirits can be played during a player's **Downtime Phase**.

After playing a Spirit, the player gains all benefits indicated on the card, then places the card face-up to the left of their player board to indicate that is has been played.

Unplayed Spirit cards grant no additional benefits at the end of the game.

SOLO MODE

When playing with this expansion in a Solo game, give the Rival 1 VP gem from each VP pool at the beginning of the game.