

RULE
BOOK



"A body may not survive without mind, but no mind requires a body." —Erasmus

"Mind exists beyond the thought of humans." —Jean d'Ormesson

"Our body is below the heavens, and the heavens are below the mind." — Leonardo Da Vinci

THE SITUATION

The Hermit's makis are too successful!

Friends, jealous ones, curious ones, from all three Spiricosms are troubling the Hermitage. Makis slip, fall, go from one spirit to the next ... when you think Ned sorted it all recently! Will this all stop only when the stocks will be empty?

2

You're in this joyous party: use your special powers, deceive your rivals, avoid their traps, as well as the Tower's ones. Enjoy the feast!

GOAL

Gather more makis than your rivals
—or makis worth more points—
until the maki bag is empty.

A Japanese Delight

The makis you'll find here are sushi rolls (巻き寿司 < makizushi >), and sushis are a delicious specialty from Japan—although the version you'll find in this game isn't edible; please don't place tokens in your mouth.

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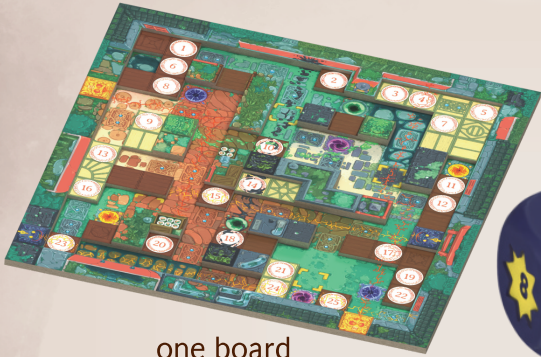
This Makirama version is a prototype. Rules and game components may change.

Rules, version 1.5.7

1 novembre 2022

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COMPONENTS



one board
(in 2 folded halves)



1 dice



1 maki bag



6 characters (cards + 2D figurines)



50 Ability cards ()



40 Events cards



4 memo cards



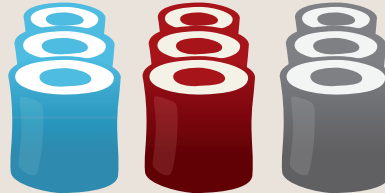
50 makis ()
(usually with a number behind)



60 Ether points ()



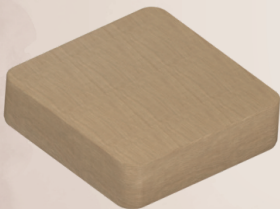
6 Start Areas
tokens ()



3 score tracking tokens



1 First Arrived token



4 crates



3 Saturated tokens



6 Toximaki cards



18 move ±1
counters



6 move ±5
counters

GAME MODES

Team Up

A game is played in **teams** with **6 characters**.
Each team includes 2 characters, and 1 or 2 players.
In other words, a player controls 1 or 2 characters
within the same team, based on your mood, skills, and
how many of you there are.

3 advanced players :

a 2-character team per player



4 players :

two advanced players with 2-character teams,
a team of 2 players with a character each



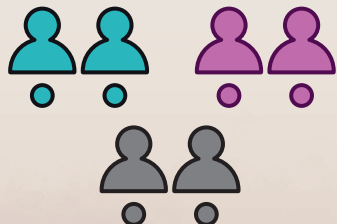
5 players :

an advanced player
with a 2-character team,
and two teams of 2 players
with a character each



6 players :

three teams of 2 players with a character each



Quick Game

Remove any number of the following items:

- A** Relics (Event cards with white outlines),
2 avocado makis and 2 salmon makis (pick them randomly)
- B** the royal maki (1)
- C** the haunted makis (2)
- D** the seasonal makis (4)



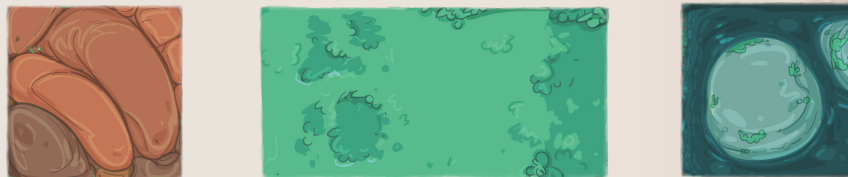
THE PROMENADE

The game board is also known as “the ground.”
This first one in this box is the Promenade.



Base Tiles

A character can go on these tiles ...



... if they're free (details p. 10).



Decor

Unmoving obstacle;
blocks both sight and movement of individuals.

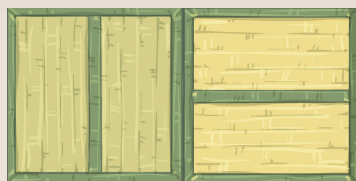
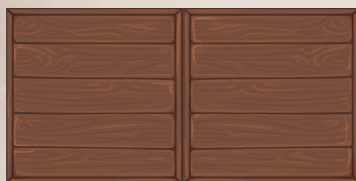


By default, objects can't go there, but a maki can (détails p. 18).

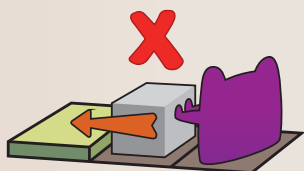


High Tiles

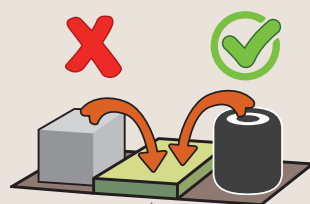
These tiles are a bit higher than base ones.



As on base tiles, characters can go on and leave these tiles.



Objects can't go there ... except for makis, which can appear or teleport there.



objet qui parcourt
Téléporte un objet



a character
(meet Harvi,
our test subject)

Special Tiles

Start Areas

Characters appear on these tiles. Special tokens () correspond to each Start Area, with the same patterns.



Plates



Makis appear on these.
Each plate is numbered.

Crate Tiles

These are where crates appear.



Card Tiles

When a character ends their turn on a card tile, they draw 1 or 2 Ability cards, based on the tile:



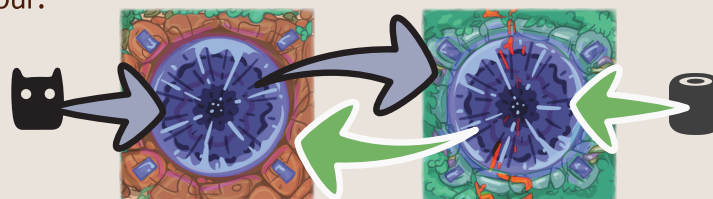
1  : draw 1



2  : draw 2

Teleporter Stratum

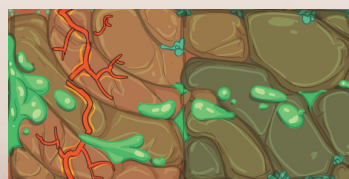
When on a teleporter stratum, all individuals and/or makis must teleport to the other teleporter stratum with the same colour.



Thankfully, you won't be teleported back and forth in an infinite loop upon arrival.

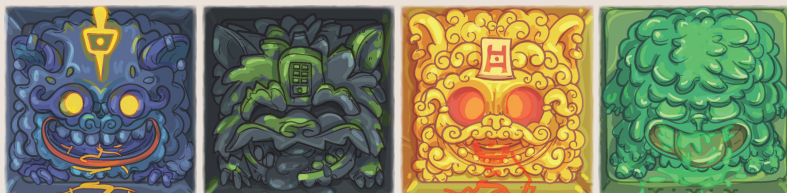
Traces de projectile

Projectiles move along these tracks ...
... most often because of certain Events.



Projectile Statues

Found in the decor, these statues are where projectiles start and end their route.



SETUP

1. Form teams, and pick the first player
2. Pick your characters (1 or 2 per player)
3. Put all but seasonal makis in the bag; draw **9 makis** and place them on their corresponding plates. Then add seasonal makis to the bag.
4. Place crates on their respective tiles
5. Each character (except Ned) gets 5 .
6. Each character **draws 1 random Start Area token** () , then is placed on the corresponding .
7. One character from each team is **saturated** and takes the corresponding token

We recommend the saturated character (détails p. 10 and 20) to play before their teammate.

Think about it if a character in your team is First Arrived.

8. Pile up and shuffle Ability cards, face down. Do the same with Event cards.
9. Spread out the Toximaki cards.

Character Choice

Two options:

- **Free choice**
- **Selective draw:** pile up and shuffle character cards, face up; place the top card next to the pile; turn by turn, players select their characters from the two visible ones.

Note : In the future, other playable characters can join the game. No character can appear twice in a game, though.

First Player

The first one to play is either the first who suggested to eat an Asian meal today, or the last one who ate makizushis. And if no-one has ever tried this delicious delicacy ... what are you waiting for?!

The first player also gets the **First Arrived token** (it gets attributed to their first character if they have two).



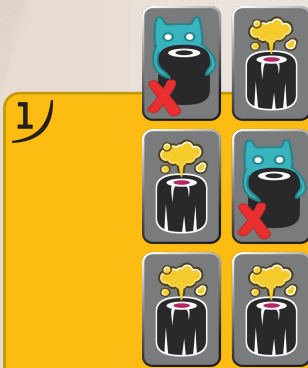
7

GAME TURN

The game is played turn by turn, one character after the other, in clock-wise orientation.

Each **character turn** is a new turn.

Each turn is composed of 3 consecutive **phases**.



1)

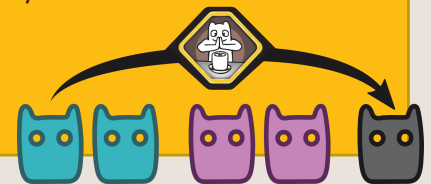
During the **toximaki phase**:

If you have the First Arrived token, **pick 2 toximaki cards** to activate (face up), and deactivate all the others (face down).

Then give the First Arrived token to the fourth player after you.



1)



2)



During the **active phase** (also named « active turn »), you can (in any order):

- Use a **Mobility Roll**: roll the dice; the result is your maximal Main Move
- Use one or more **Abilities**
- Spend one or more **Bonus Move counters**



2)

3)

During the **final phase**:

1. Pick 1 **Event card** and apply its effect
2. Pick 1 **maki** from the bag, and place it on the corresponding plate...
3. ... redo this until there's **at least 9 makis** on the ground
4. Pick 1 or 2 **Ability cards**, if you're on a **card tile**
5. Switch to the **next active individual**, following the character order



3)



END OF GAME

When?

The game is over when there is **no maki left**, neither in the **bag**, nor on the **ground**.



Counting Points

Each **maki token** shows how many points it's worth. Add up the points from each maki in your loot.



Don't forget the point provided (under conditions) by some **relics**.



The team with the most points wins the game.



Tip: To help with counting, use a score tracking token, and move it along the numbered tiles along the ground's edge.



In Case of a Tie

Tied teams must be settled.

Criterion 1:

the team with the most valuable type of makis wins.



Criterion 2:

the team with the largest amount of the most valuable type of maki wins.



SPIRIT TEAMS...

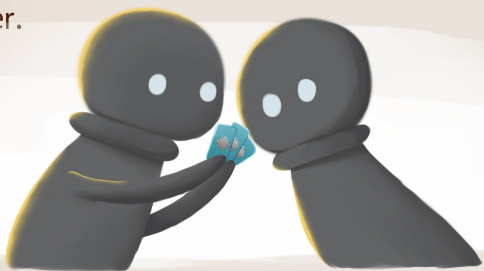
...and team spirit!

Members of a team play one after the other, then it's the next team's turn to do the same.

Each team includes a **saturated** character, who can't collect makis by default. If that's you, your role is to support your teammate by astutely moving makis.



Members of a team can show their Ability cards to each other.



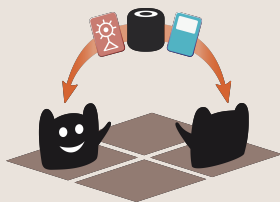
10



Nearby tiles

Nearby allied characters can give each other the following elements:

- makis from their loot
- Ability Cards
- Relics from their loot



Note: When not nearby, allies characters keep their loot (makis, Relics) separate; the total value of each character's loot is added up at the end of the game.

MOVES

Fundamentals

During their active turn, characters (then named the "active character") can travel on the ground, mainly using **Move Points** (🐱➡).

Spending **1 Move Point** allows you to move **1 tile**.

Travel is done by moving a character to a **free adjacent tile**.

Important: When traveling multiple tiles, go one by one. Never skip a tile!



Adjacent tile

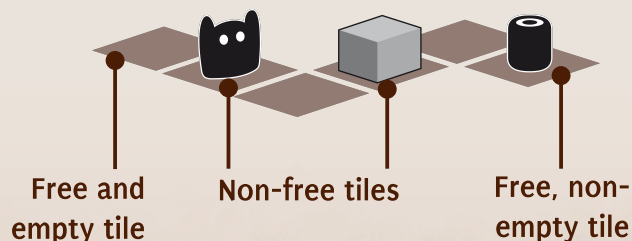
This is a tile that shares two right angles with the current one. In other words, it shares a side with the current tile.

Free tile, empty tile

A tile is **empty** when there's no individual or object on it.

A tile is **free** when there's no individual or blocking object* on it.

* Makis are non-blocking objects: tiles with makis on them remain free.



Main Move

There is only one main move per active turn, since there is only one Mobility Roll per turn (reserved to the character who's turn it is).



Values shown on the dice are:



The **Mobility Roll** result gives you the same number of temporary Move Points: that is the maximum number of tiles the active character can **travel** on during its Main Move.

E.g.



One can spend **bonus Move Points** (see counters p. 16) before or after the Main Move, and travel even more tiles.



Other Moves

Travel

Move tile by tile.



Push

Follow an adjacent target, tile by tile, in a straight line.



Note: A character, pushed in an effect remain subject to the same permissions and restrictions as when moving by itself. For instance, a character can be pushed from base tiles onto high ones.

Teleport

Instantly move the target to another tile, without traveling on intermediate tiles.



Exchange location

Teleport to each other's place.



Move aside

Remove an object from a target tile, and teleport to a nearby tile.



CARDS

The main cards are:

character cards, Ability cards (), and Event cards.

Unless otherwise specified, the effect of a card only impacts its user.

Note: If the indications or requirements of a card go against the rules, the card prevails.

Preview



- 1 Title
- 2 Illustration
- 3 Effect
- 4 Background text

Character Cards

Each character has its own personal card, on which you'll find specific, individual Abilities.

You must keep this card for the entire game, and all players can read it freely.

Note: Sometimes, characters are referred to as "individuals." This will become important in the future; for now, consider these words synonyms.

Spiricism and Origin



The game is set in the Maki hermitage, in one of the Spiricosms (three intertwined, ethereal worlds). Each character originates from one of these worlds (except Ned, who isn't a spirimonster).



Usually, those from the Fiery () or the Gloom () get advantages on Ability cards, while those from the Wonderful () and the hermitage residents () get advantages on Event cards.

Anatomy of a Character Card

Icons and Pictograms

- Ether points
- Move points
- Ability card
- Maki
- In range
- Start Area token
- Start area
- Cost in Ether
- Cost in Ability cards
- Cost in Move points
- Alternative cost (here Ether / cardd)
- Max range
- Mini and max range
- Sight blocked by decor, character, maki stacks
- Pass through (no sight needed)
- Range in line only
- Crate tile
- Relic
- Carried Ability
- Ability card with a Carried Ability
- Surprise activation
- Max use per turn
- Passive Ability

13

1

kalilk?

volunteering intern

2

Fiery

3

9

Ability 1

Do the thing, there, at . Yeah, you know, the thing! No? Thankfully, you're in the right place to learn.

5

Ability 2

Being there, Harvi is torn between feeling privileged or ... unlucky.

6

Harvi

- 1 Spirimonster species
- 2 Special attribute
(one or more, but most don't have any; useful to upgrade or avoid some effects)
- 3 Cosm of origin

- 4 Character Abilities
- 5 Passive Ability (either the effect is always active, or it automatically activates when a specific situation / condition is met)
- 6 Character name

Ability Cards

Keep the Ability cards you drew, in your hand or face down in front of you.

With the makis you gathered, these constitute your **loot**.

You'll find more on how to use (drawn and Character) Abilities on p. 15 onward.

For your first game, we recommend not to spend too much time on Ability cards. Instead, get used with Character Abilities first.

Any used **Ability card** must be removed from its user's loot, and placed onto a **discard** pile.

When discarding multiple cards all at once, you can discard them in any order you choose.

When the draw pile is empty, shuffle the discard pile, then use it (cards face down) as the new draw pile.

Carried Abilities



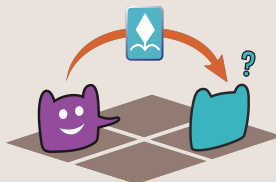
A card with a Carried Ability can be given to a nearby rival character, for free.

The player targeted by this gift can't refuse.

This action must happen during your active phase, in **exchange** of which you get a bonus.

Bonuses can include:

- Teleport to your Start Area
- Exchange Saturation with your teammate
- Gain x bonus Move Point counters
- Choose between these effects



Event Cards

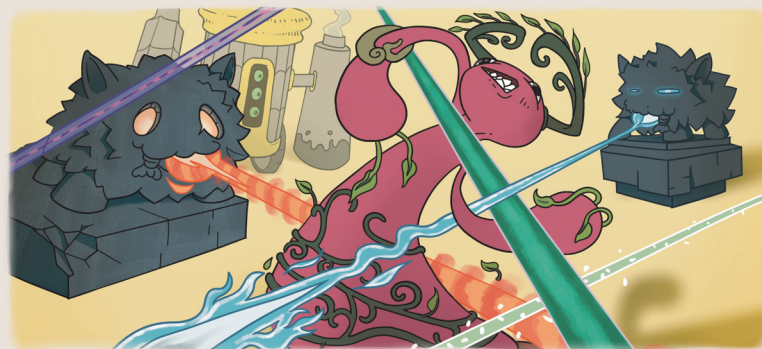
Effects of normally drawn Event cards must be immediately applied.

When the effect of an Event is resolved, place its card onto a **discard** pile (separate from the Ability card one).

When the draw pile is empty, shuffle the discard pile, then use it (cards face down) as the new draw pile.

Activated Projectile Statues

When an Event activates one or more statues, a virtual projectile goes over an **itinerary** that follows the **projectile track** with the corresponding colour.



Note: Despite itinerary and track are linked, they're separate elements. In the future, some effects may extend an itinerary beyond its track.

Projectiles "**hit**" any game element currently on its itinerary.

Relics

Once drawn, these cards remain face up until the game ends, and belong to one character at a time (their "**owner**").

Relics can be offered or taken freely from a nearby allied character (with their consent).

Karma

For the ongoing game turn, karma conditions the activation of an effect (or a bonus to an effect) with a specific action (or lack thereof) during the same turn.

E.g.

Karma : if you haven't obtained any  this turn,

If the word "Karma" is underlined, the condition is mandatory to use the card.

E.g.

Karma : you must be **saturated**.
If you're not ... now you are.

Lists of Effects

Some Abilities or Events have more than one effects, presented as a list.

Numbered or Bullet Lists

The effects of a **numbered list** must be applied in that order.

Inversely, the effects of a **bullet list** can be applied in any order you may choose (for an even bigger strategic and psychological impact).

Variable Cost

In these cases, you may choose to apply one or more effects, which change the cost "x" you pay.

Even or Odd

Some effects require you to roll the dice, then have two possible resolutions, depending on its result.

If the **dice result** is a **multiple of 2**, it's **even**.



Any other result is **odd**.

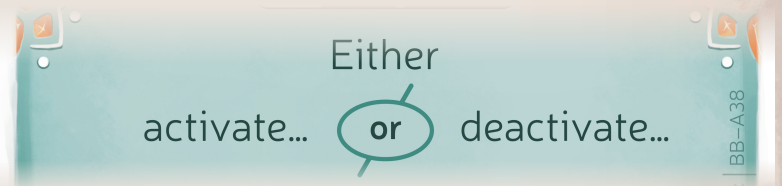


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Either ... Or ...

Some effects require you to choose one of two options ...

E.g.



... and you can only pick one ... unless otherwise specified.

E.g.

Karma : if you haven't obtained any  this turn, don't pick and collect everything that's offered below.

ABILITIES

You can use abilities during any of your active turns, **before, during, or after your Main Move.**

In order to use an ability, first:

- check that your active character can pay the ability's cost
- determine your target (or targets)
(an individual, a free tile, an object, a projectile statue ... depending on the effect)
- check that your targets are valid and in range

 A cost in **Move points** () can be paid using **Bonus Move counters** or your **Main Move**.



Then, you must:

1. **state** the Ability,
for advanced players, its name is enough
2. **pay** the Ability's cost
3. **state** your targets
4. **apply** the Ability and its effects
5. **discard** the Ability card (if that's the case)

Note: An ability in use can't be hidden; other players can check the card if they so desire.

Surprise Activation

A surprise Ability can be used during another character's active turn, or even during a final phase.

Some surprise Abilities are only possible when a specific condition is met (e.g. an individual is adjacent), and thus can be applied during another ongoing effect.

If that other effect hasn't lost its target and remains possible after being interrupted by a surprise Ability, it keeps going as it were.



Note: When a surprise Ability interrupts your **Main Move**, you don't lose your remaining temporary Move points, and can keep using them once the surprise effect is over.

Passive Abilities

Passive abilities are also surprise Abilities.

Range

Any targeted game element is considered "in range" () if they're on an in-range tile.

Range is characterised by:

- the min and max distance (in tile number) to which a game element can be targeted
- its type (in line only , sight blocked  or pass-through .

Range adds up orthogonally from a game element (most often, a character).
Meaning, a distance of **1 tile** corresponds to a **range of 1** (👉1; 👈1).

4	3	2	3	4
3	2	1	2	3
2	1	🐱	1	2
3	2	1	2	3
4	3	2	3	4



character using an ability



tile in range

Patch (example)



"Patch" has a range of 2.
This means all tiles from **zero to 2 tiles** from the character using this Ability are in range and can become **target** of the effect.

In turn, that means the tile where the character is can also be targeted by this ability, depending on the text of the effect.

		2		
	2	1	2	
2	1	🐱	1	2
	2	1	2	
		2		

Stellar Half-Push



Such an Ability can only be used in line (↔).

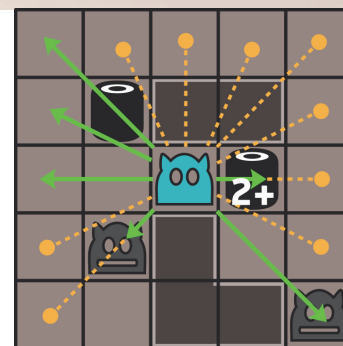
Here, the range is constrained between two values (**from 1 to 2**), meaning tiles too far away **and** tiles too close (here zero, the tile where the character is) are both out of range.

		2		
		1		
2	1	🐱	1	2
		1		
		2		

Sight

In a given direction, trace an imaginary line. If it passes through an **obstacle** (decor, maki stack, or other character), tiles behind said obstacle are out of sight.

Even if the distance would normally be correct, these tiles are out of range, and inaccessible to the effect you want to apply.



● targeted tile is out of sight



other character



decor



maki



maki stack



Some Abilities have a **pass-through range** (↔), which grants you access to out-of-sight tiles.

OBJECTS

The main objects (the only ones, in this edition of the game) are **makis** (🐱) and **crates**.

An object **can be pushed** by an adjacent character. Such a move costs **1 Move point** per tile on which the object is pushed. For each tile, the character must remain adjacent and **follow the object**.

By default, an object:

- can't appear on a decor
- doesn't block sight

Makis

There are makis of all sizes, but the biggest ones are best renowned. You're a foodie, right?



Avocado



Salmon



Refined



Flying



Blue-tea



Masked



Seasonal



Haunted



Royal

Three of these makis have special characteristics.

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A **free tile** with a maki on it remains a free tile.



Seasonal makis appear on the current character's Start Area .

If in a given loot ...

... there's more avocado than salmon makis, it's worth **4 points**.

... there's as many or more salmon than avocado makis, it's worth **3 points**.

Throughout the game, and until the end, its value can vary from a character to another, based on the relevant character's current loot.



Note: A plate with one or more makis on it remains a **free plate**, but not an empty one.



When picking a Haunted maki up (that is, when maki and character are on the same tile), roll the dice.

Even result: collect it.

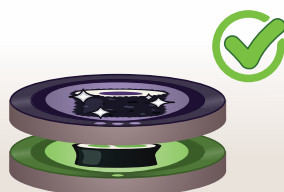
Odd result: give it to the next rival character (following turn order), but immediately earn **3 points** for your final score.



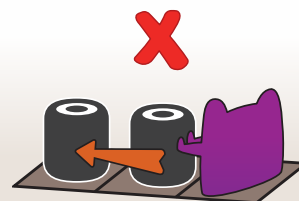
Any character with **3 or more** masked makis earns an extra **5 points** when the game ends.



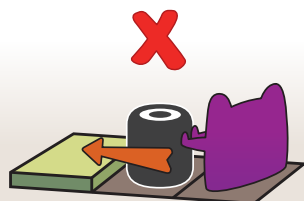
Makis can stack up on top of other makis
(when appearing, or when teleported).



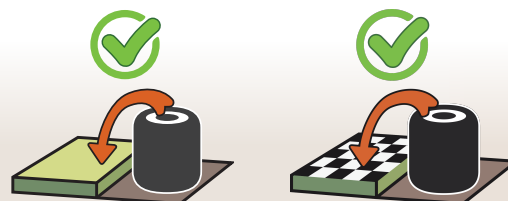
Makis can't be pushed onto
an adjacent object.



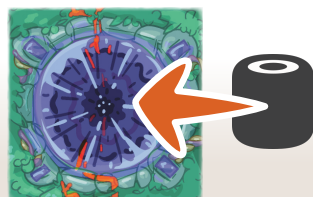
Makis can't be pushed or moved aside
onto a **high tile** (unless it's already on one),



but they can be teleported on one,
even on a Start Area.



Makis can be placed on
a **teleporter stratum**.



"Destroyed" makis are removed from the
game. They don't go in the bag.



Maki collection

Pickup:

Move your non-saturated
character onto a tile on which
there is a maki

Luck:

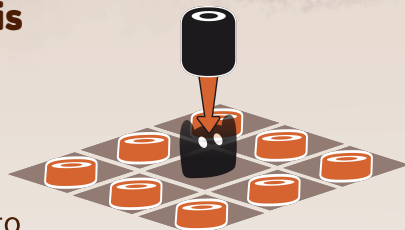
A maki appears or is moved onto
a tile on which your non-saturated
character happens to be

Effect:

Some card effects allow you to
directly collect a maki
(even if saturated, or if it's a toximaki)

Moving Aside Makis

If a maki ...
appears on, or
is teleported onto



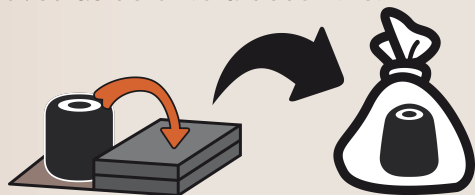
your **saturated character**,
you must move it aside.



Similarly, if your saturated character moves
onto a maki, you must move it aside.

Destroying Makis

Makis are rare objects, in that they can teleport
or be moved aside onto a decor tile.



When this happens, such makis are destroyed
and can't be recovered.

Traveling Makis

Due to some card effects, makis can also travel
over tiles, without being pushed nor teleported.

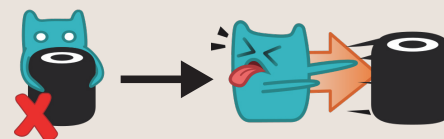


When that happens, makis can move onto **high tiles**.



Toximaki

When your character arrives onto a maki declared as
Toximaki (the corresponding card being active), you can't
collect it, and must move it aside.

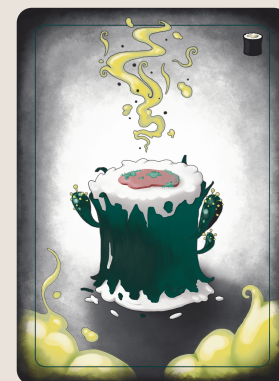


Toximaki activation:

Look at inactive Toximaki cards (those face down), and
place one face up.



Active Toximaki



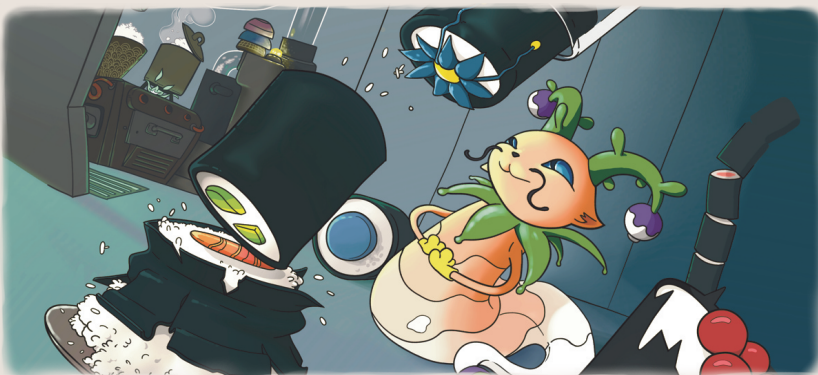
same card, face down:
it's inactive

Note: Only inactive Toximaki cards can be activated ... and
only active ones can be deactivated.

Maki Stacks 2+

When 2 or more makis are stacked up, they become a **stack**.

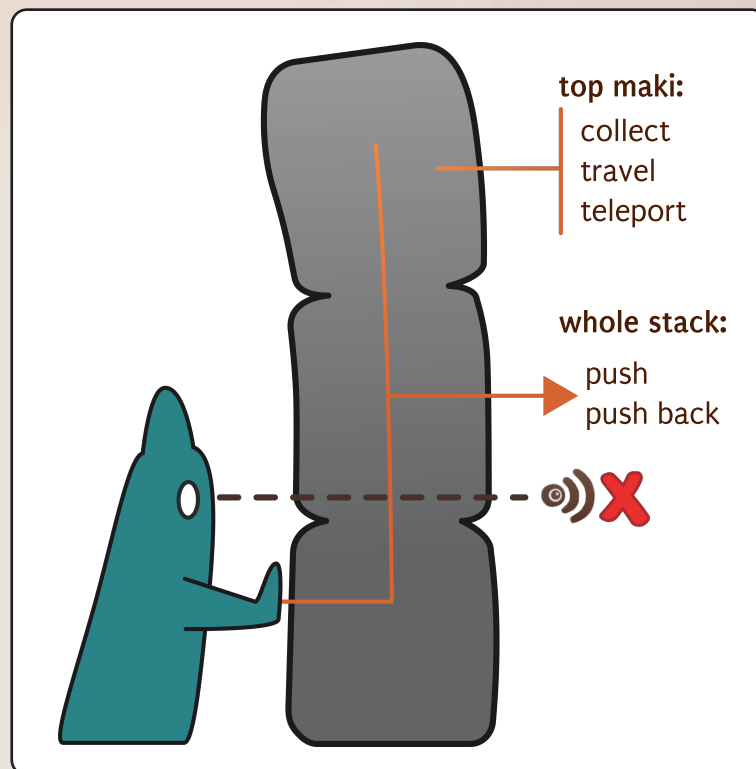
You can check items of a stack at any time.



Makis in a stack are always in sight,
but they can't be targeted by an effect that goes against the following rules*:

*unless that effect specifically mentions otherwise

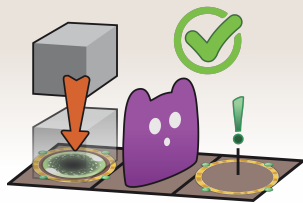
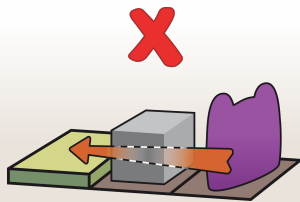
- A stack **blocks the sight**
- When moving onto a stack, a non-saturated character gets all makis in it (except for Toximakis)
- When **moving aside** all makis in a stack, each maki from top to bottom is moved aside independently and can land on different tiles
- Makis can't be **pushed** or **pushed back** separately from the rest of their stack; the whole stack moves at once
- All other **special moves** (travel, teleport) affect the maki on top of the stack, but not those below it
- When an effect allows to **collect** a maki on the board, only collect the top maki of a stack, not those below it
- Makis can be **destroyed** without regard to their location in a stack



Crates

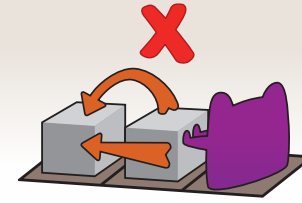
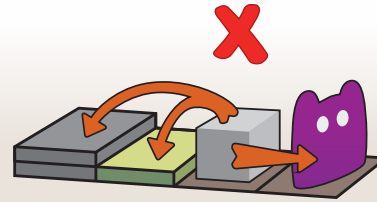
*They might be fissured and not exactly cubiform ...
they're still in your way.*

Crates prevent you from stopping on or passing through a tile.



Crates can be placed onto a **teleporter stratum**, but then prevent its use.

Crates can't be moved onto the **decor**, a **high tile***, or a tile with a **character** or **another object**.



You can't stack up crates.

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There is a maximum 4 crates on the ground at the same time.

Note: A tile with a crate on it isn't a free tile.

*otherwise, the maki hermit gets angry and destroys the Promenade ... along with the table, while we're at it.

SATURATION

Each team has a **saturated** character, and a non-saturated one.

Non-Saturated Characters

You can collect makis by moving onto them.

Saturated Characters



Like with other objects, you can't collect makis from the ground by moving onto them.

You can usually move them **aside**, **push** them, or collect them thanks to an effect.

Saturation Exchange



Teammates decide by themselves which character is saturated before they arrive on the ground, but saturation can also change during the game.

Still, there is only one saturated character per team.

When your saturated character becomes non-saturated (willingly or not, always through an effect), give the saturated token to your teammate.

And vice-versa: when your non-saturated character becomes saturated, you take the corresponding token from your teammate.

This exchange is only possible through the effect of a card.

E.g.

Gagne 1  et deviens **saturé**.

BB-E16-

MOVE COUNTERS

They're here to help you count **Mobility Bonuses** and **Penalties** your character may get through Abilities and Events.

Stocked Bonuses

You can aggregate and stock **Mobility Bonuses** until you decide to use them.



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Penalties



Mobility Penalties automatically decrease the amount of stocked Bonuses.

If you don't have any Bonus left in stock, stock the remaining Penalties until your next **Mobility Roll**, and use these Penalties on the Roll's result.

Important: Only an effect with the word "lose" and the  pictogram give this Penalty.

You can't get a malus by paying a cost in Move Points or by having them stolen.

You can only spend or lose to theft what you had, and you can't "borrow" Move Points.

ETHER

Ether plays a major role in complex spirimonster interactions, as well as in the fabric and balance of the Spiricosms.

Many Abilities require a cost in Ether (🌀).



preview for
a character card



preview for
an Ability card

STRATA

These are static elements placed on a tile. They don't block movement through, nor (usually) stopping on a tile.

The only type of stratum here is the **teleporter** (see p. 6). These strata are neutral: anyone can use them, and no-one can own them.



Gash can pass or stop on them without setting off their effect.



Crates can't be teleported through a teleporter stratum

When a **crate** or a **character** is on a teleporter, its colour-matched pair is closed.

Individuals and makis can still go on this pair's tile but they won't teleport.

Note: Your **saturated** character can use a teleporter with a **maki** on the other side; you just need to **move it aside** upon arrival.

Same thing with your **non-saturated** character and a **Toximaki**.

THE CHARACTERS

Playable in the base box.

(Spirimonsters are genderless; we refer to them as it / its.)

Ned the masked koala with striped socks

His main difference with other characters is his origin: the Numericosm.

His accidental arrival among the spirimonsters introduced him to the hermits and the makis. As such, Ned is familiar with the place. Has he come to assist Tiri—moving makis to better protect them ... or is he as gluttonous as everyone else?



Juno Blablabla



Tip:
Using its “Distraction” Ability, Juno can target itself!

Pokita

The Pr. Pokita hibulus is a cornerstone of the Maki Hermitage.

For each maki recipe, when Tiri érmit provides the artistic structure, Pokita supplies the scientific foundation. In order to work in a quieter environment, Pokita often avoids the troubled Hermit’s Tower in favour of nearby labs.



Abib

The Jovial Court hasn’t gotten the usual maki delivery, nor any news from the Hermitage, so they sent Abib to investigate and act according to its own morals.

Originating from the Gloom, Abib maintains a certain exactness, especially when compared to this new crowd.

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Anék

During the last gala organised in the Hermitage, Anék gyrated so much that it didn’t see the party come to its end. Long, long was its dance ... until it fell out of exhaustion. Now, since the cooks had made too many makis, it was invited to refuel off of kitchen remains. Anek accepted ... but needed to regain so much energy that it’s still there.

One maki leading to another, Anék ended up exploring all over the hermitage without realising it.



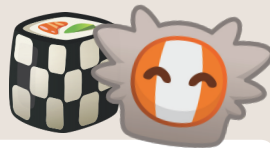
Gash Blablabla

Tip:
Using “Gourmand Control,” Gash can also move a Toximaki, thus keeping it for its team when the time comes.

FREQUENTLY ASKED QUESTIONS

Abilities

A **Seasonal maki** appears, and Ned's loot has neither Avocado makis, nor Salmon ones. What should he do with its “**New Challenge**” passive Ability?



⇒ Both are equally missing (zero each), so the Seasonal is worth 3 points for Ned ... who gets no bonus.

Wandering Hands – I’d like to use this Ability card, but my character’s **saturated**. Can I?

⇒ Yes. Stealing means immediately collecting.



Haste – Can I do a Mobility Roll (without using it yet) just before using this card?

⇒ Yes. Abilities can be used in between a Mobility Roll and its Main Move.

Gourmet Intelligence – I just used this Ability. Can I share the number with my teammate?

⇒ No. This is private intel.

(Have you already forgotten your promise? Can’t a source trust their contact? How disappointing.)



Speaking for the Jovial Court – Must makis be drawn following the character order?

⇒ Not necessarily; in this case the card user picks the order.



An individual moves onto a **teleporter stratum**.
At the same time, they’re in range for another individual’s **surprise Ability**, and become its target.
Which has priority?

⇒ Surprise Abilities have priority over teleportation.

An individual moves on a tile to **pick up a maki**.
At the same time, they’re in range for another individual’s **surprise Ability**, and become its target.
If this Ability implies a **forced move**, which has priority?

⇒ Surprise Abilities have priority over maki pickups, but the Ability’s user may decide to activate it after the maki is picked up, if they find a strategic interest in doing so.



In Good Company – I'm saturated and my teammate or me has this card. Provided I follow all conditions, when can I use it?

⇒ After applying your Event, and before the next character begins their turn.

Events

Under Pressure – There are more than one adequate plate at the same distance. What should I do?

⇒ Choose your favourite plate, based on your strategy.



The Hermit's Mercy?

– There isn't enough maki. What should we do?

⇒ Draw them following turn order, as you would normally. Some characters won't get any, indeed.

– I got a maki worth 1 or 2 points, but was immediately hit with a “**Ethereal Negation**” Ability. Do I still earn 3 points for my team?

⇒ Yes, you do. Enjoy!

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Every character appearing in this rulebook consented to it.
No spirimonster (not even Harvi) has been bothered.

GLOSSARY

Ally / Teammate

Another individual, player, or even game elements (when relevant) in your team.

Character

Stands for Ned and the main spirimonsters.

Discard pile

Reserve of used cards, face up. There are two discard piles: one for Ability cards, and one for Event cards.

Draw

Pick one or more game elements at random.

Draw pile

Supply of cards, face down, to be drawn from. There are two draw piles: one for Ability cards, and one for Event cards.

Free tile

Tile that's empty or not; can't contain any decor, character, or object (except makis).

Individuals

Stands for both characters and primitives.

Karma

Conditions the activation of an effect (or a bonus/penalty to an effect) to a precise action (or lack thereof) during the current game turn.

Loot

Total of makis and relics owned by a character.

Obstacle

Decor, maki stack, or character, blocking movement, sight, or both.

Primitives

(none is in this version of the game)

These are spirimonsters, but not characters. They appear differently on the board.

Rival

Another individual, player, or even game elements (when relevant) in a different team.

Spirimonster

Stands for any individual ... except Ned.

Stack

Group of makis, stacked up on each other.

