

KIWETIN

RULES

CHARACTERS



KI

BASE MOVEMENT +1

The most imposing spirit is as solid as a rock. It does not move quickly, but has more grip.



WE

BASE MOVEMENT +2

Well-balanced, it moves and braces itself with ease.



TIN

BASE MOVEMENT +3

Due to its small size, it moves very quickly. However, it is harder for it to grab the branches.

DICE



MOVEMENT DIE

Adds one, two, or three to the spirit's base movement to give the total movement for this turn.



GRABBING DICE

To remain on a space, you must grab a branch. Roll a score equal to or higher than your total movement on one of the dice.

RÜNES



At the beginning of the game, each player draws 3 Rüne Cards and keeps them secret. Their effect could change everything!

ACTION TILES



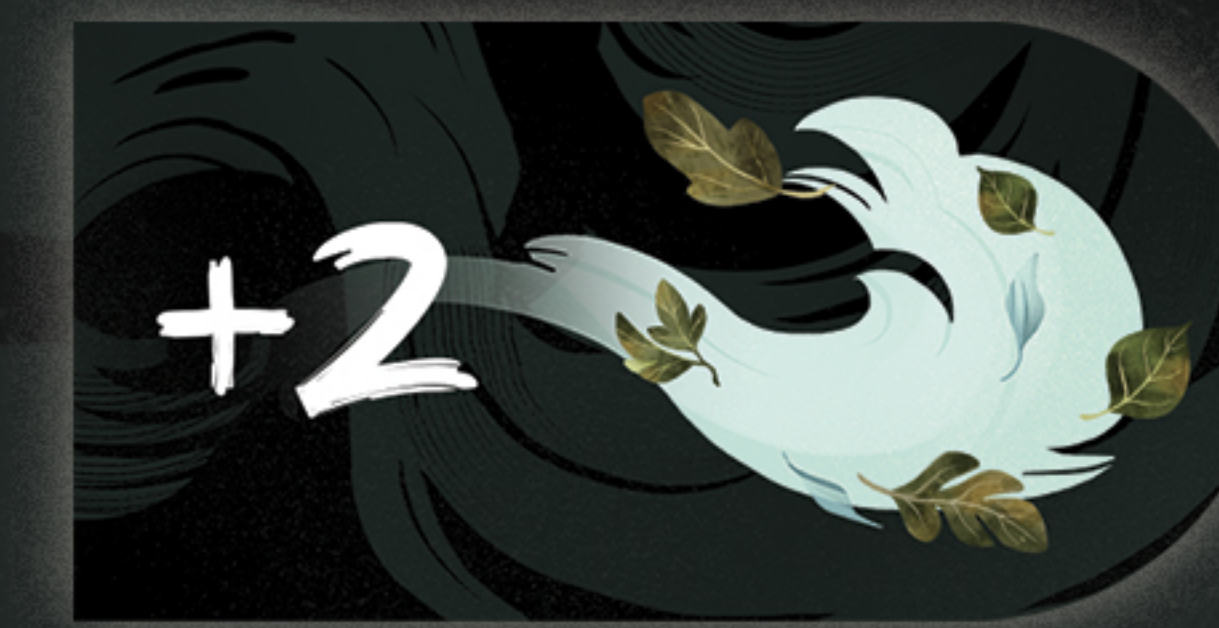
BREEZE

Move up one extra space.



GUST

Go back one space.



ZEPHYR

Move up two extra spaces.



SQUALL

Go back two spaces.



SPIDER WEB

Lose your next turn.



BOUNCY MUSH

Don't grab and replay instantly!



STRONG BRANCH

No need to roll the grabbing dice.



ROTTEN BRANCH

To remain on this space, roll the grabbing dice and succeed twice.



RÜNE

Draw a new Rüne card.



WHIRLWIND

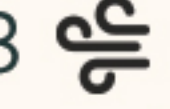


Each player now interprets the spirit of the player on his right! Get his colored token to remember your new spirit!

SET UP

- 1 Unfold the game board.
- 2 Mix the action tiles face down. Roll the movement die and place the first tile that number of spaces from the starting space; roll again and place the next tile that number of spaces from the first. Keep going until you reach the end of the board. Do not place a tile on the Sacred Flower space. Tiles must be placed face up. Don't place any tiles on the Sacred Flower space. From 4 players, we suggest placing the action tiles on the side of the board in order to gain space and playability.
- 3 The last player who went into a forest chooses his spirit and begins the game first. Kiwetin is played clockwise.
- 4 Place a colored base clip under your character and take the corresponding token.
- 5 Shuffle the Rüne cards and deal three to each player. Form a facedown draw pile with the leftovers.



HOW TO PLAY

- 1 Roll the movement die and add the result to your spirit's base movement capability. (For example, if you chose **WE** and rolled a 3 , your total movement is 5) Remember this number. Move your spirit upward to the space corresponding to your result.
- 2 If your spirit has landed on an action tile, apply its effect immediately. If this sends you to a different space containing an action tile, apply its result also. However, any action tile effect is triggered only once per turn per spirit.
- 3 Once your spirit has come to a stop, you must grab a branch to stay on that space. Roll both grabbing dice. One of the dice must have a number equal to or greater than your total movement from step 1. A player only grab a branch once per turn (Except if he stops on **ROTTEN BRANCH** or **WHIRLWIND**).
- 4 If neither die displays such a number or if one die shows an , you failed to grab a branch and must move back the number of spaces corresponding to your base movement.
 - **HEADWIND!**
If 2  are rolled, go back directly your base movement + one more space.
 - **TRADE WINDS!**
If you have rolled the same number twice and it is equal to or greater than your total movement, you may move up one extra space.

If your spirit stops on a space with an action tile whose effect has not yet been applied, apply it immediatly! Do not grab a branch again.

WINNING THE GAME

The first spirit to land and remain on the Sacred Flower space is the winner. Note that the grabbing number required is still equal to the total movement, even if you just came from the space below. If you have landed on the Sacred Flower without rolling movement dice, you need to roll it to determine your branch grabbing difficulty.

RÜNES SPECIFICATIONS

- 1 You start the game with 3 Rüne cards and not one more! To get more during the game you will have to hit the RÜNE action tile.
- 2 A Rüne card (or all) can be played at any time, even outside your turn. Be sure to apply an effect at the right time. The effects of Rünes are not retroactive. (For example, **DESTRUKT** must be played before your character touches the tile, not when he lands on it.)
- 3 If a player puts his character on the Sacred Flower, no Rüne or Tile effect can affect him. But as long as the character has not touched the space ... Everything is allowed!
- 4 A played Rüne card must be discarded.
- 5 If there are no more Rünes in the draw pile, shuffle the discarded cards and form a new pile.

ACTION TILES SPECIFICATIONS

- 1 If you come across a **WHIRLWIND** tile, all players interpret the character of the player to their right. You do not have to grab a branch. Next player, your turn!
- 2 On a **ROTTEN BRANCH**, if you miss your first grabbing roll, you step back from your basic movement without having to grab a second time. If you get a **TRADE WINDS** on your first roll, you move one more space without having to grab a second time.
- 3 The effect of a **SPIDER WEB** applies to the character, so it is the player who interprets this character who is affected the turn lost. (For example, you have just landed on the **SPIDER WEB** and on the next turn, a player lands on **WHIRLWIND**: the player who plays your character will lose his turn instead of you)

**FLYOS
GAMES**

Original idea: **Gary Paitre & Thomas Filippi** - Illustrations: **Natalie Dombois (ENDE)**
Graphic Design: **Gary Paitre** - Business Operations: **Thomas Filippi**
Thanks to: **Emilie, Kraist, Martin, Benoit** and **Alice**
Special backers: **Daniel Gazzola, Skunkoon, Crichton Oswald, Roy Somers, Pascal Bolduc, Derick Dancer, Esther, Luke Cardellino** and **Robby Clark**