

# KIWETIN

## RULES



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## CHARACTERS



# KI

BASE MOVEMENT	<b>+1</b>
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The most imposing spirit is as solid as a rock. It does not move quickly, but has more grip.



# WE

BASE MOVEMENT	<b>+2</b>
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Well-balanced, it moves and braces itself with ease.



# TIN

BASE MOVEMENT	<b>+3</b>
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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.

Any number of Rünes can be played at any time, even if it's not your turn, but cannot be played on a spirit that has reached the Sacred Flower space.



## 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

Replay instantly!



### STRONG BRANCH

No need to roll the grabbing dice.



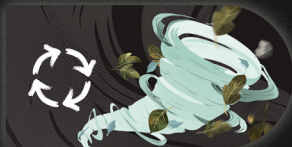
### ROTTEN BRANCH

Roll the grabbing dice twice to remain on this space.



### RÜNE

Draw a new Rüne card.







### WHIRLWIND

Each player now plays as the spirit belonging to the opponent on their right. Pass the colored tokens to the left to remember your new spirit.

## PREPARATION

- 1 Unfold the game board.
- 2 Place the action tiles face down and mix them up. 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.
- 3 The last player who went into a forest chooses his spirit and begins the game first.
- 4 Place a colored base clip under your character and take the corresponding token.
- 5 Shuffle the R ne cards and deal three to each player, forming 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  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.
- 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. (If there is an action tile on that space that you haven't triggered, its effect applies.)
  - **HEADWIND!** If 2  are rolled, go back 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.
- 5 Play passes to the left. If there are no r nes in the draw pile, shuffle discarded r nes to make a new one.

## 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.



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