

# 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 it 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.