

The Spirits

New adventures
for 3 to 6 gem hunters
aged 8 years and up

NIAGARA



Only playable in
combination with
NIAGARA.

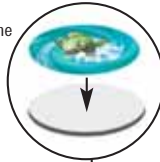


The hunt for the gems continues! Malicious whirlpools challenge the skills of the canoeists who want to get a good haul. The only hope for a trapper is to call the kind river spirits "Bathing Beaver" and "Hurried Elk". But canoes with more capacity also encourage pilferers who can now make a lot more profit . . .

Preparation:

Prepare the material in the same way as you would for the game NIAGARA, but with the following changes:

Before playing THE SPIRITS OF NIAGARA for the first time, fix the round "whirlpool" sticker onto any of the NIAGARA river discs.



You put the "whirlpool" river disc next to the lilac discovery place



If you are playing in a group of three, you place only 6 gems on each of the discovery places. If you are playing in a group of six, you place 8 gems of the same colour on each of the discovery places. (The necessary additional gem of each colour is already included in the NIAGARA basic game.)



The beaver is located next to the weather track.



Fold the collapsible Hurried Elk card along the marks and place it at the red discovery place.

Each player places a double canoe and a single canoe in their colour on the landing place. (You don't need the second single canoe used in NIAGARA.)



You may stick the rectangular "discard spaces" sticker (for the sixth player) on the game board.



Each player receives the 3 new paddle cards of his colour (in addition to the 7 cards from NIAGARA). The complete set of cards for the sixth player is included in this expansion.



Fig. 1

Aim of the game:

As for NIAGARA: The first player to have collected five different gems, four gems of the same colour or any seven gems wins.

How to play:

The rules of NIAGARA apply without any modification. The following rules are added:



Double canoes

Double canoes are moved, loaded, and unloaded in accordance with the same rules as the single canoes. The following rules are new:

Double canoes can load and unload up to two gems (see figure 2). (Still, this can only happen at one discovery place.)



Figure 2: Ben BROWN has played a "7". He moves his double canoe one space and reaches the yellow discovery place. There he unloads a lilac gem and loads two yellow gems using the last 6 paddle points.

Double canoes may steal gems in accordance with the regular NIAGARA rules. For double canoes, the following rules also apply:

Empty double canoes can steal two gems at the same time - even from different canoes. If a double canoe is already carrying a gem, it may only steal one gem (see figures 3a and 3b).



Figure 3a: Gina GREEN has played a "3". She unloads one lilac gem from her double canoe and moves one space up-river. There she steals a red gem from Yanni's canoe and a blue one from Bridget's canoe.



Figure 3b: Bert BLACK moves his canoe up-river and reaches the same space. Since his canoe is already carrying a gem, he can only steal one gem. He chooses Gina's red gem.



The whirlpool

A canoe may never stay on the whirlpool river space.



down-river

If a canoe is moved down-river and crosses the whirlpool space, the whirlpool is counted as a normal space. If a canoe ends its movement on the whirlpool space, it is immediately moved one space down-river and left there (see figure 4a).



Figure 4a: Rose RED has played a "4". She moves her canoe down-river and lands on the whirlpool. But because she cannot stop on this space, she has to move the canoe one (additional) space down-river.

up-river

If the canoe is moved up-river, it is more difficult to overcome the whirlpool. A canoe that crosses the whirlpool needs an additional paddle point (see figures 4d and 4e). If the canoe movement ends on the whirlpool, it is immediately moved one space down-river and left there (see figures 4b and 4c). The owner of this canoe may not steal while the canoe is on this space.



Figure 4b: Bert BLACK has played a "2", so that his canoe ends its movement exactly on the whirlpool. But it cannot stay there, so Bert has to move his canoe one space (back) down-river.



Figure 4c: Bridget BLUE has played a "4". Her canoe reaches the whirlpool but cannot overcome it, because she loses the last paddle point on the whirlpool. She too has to move her canoe one space (back) down-river. Since the whirlpool has brought her down-river, she must not rob Bert BLACK's loaded canoe.



Figure 4d: Yann YELLOW's "5" is enough to overcome the whirlpool. He needs 3 paddle points to reach the whirlpool and loses the

fourth one on this space. With the fifth paddle point he crosses the whirlpool and reaches the next river space.

If the whirlpool is right on the fork in the river (next to the yellow discovery place) and your canoe ends its movement on the whirlpool, you may place this canoe either in the left or in the right river branch (see figure 5).

If during the river movement the whirlpool falls over the waterfall, it is placed back onto the riverbed next to the landing place as the next river space.



Figure 4e: Gina GREEN has played a "6". First, she loads a gem (for 2 paddle points). With the 4 remaining paddle points, she overcomes the whirlpool. Now Gina can rob Yann.



Figure 5: Yann YELLOW has played the "3" and moves his canoe out of the right river branch. But with this number of paddle points, it cannot cross the whirlpool. So Yann has to park his canoe one space down-river and chooses the left river branch.



"7" card

With this card the player can use seven paddle points.



"Lasso" card

A player who plays this card immediately removes his canoes from the water and places them on the nearest river bank (see figure 6a).



Figure 6a: Yann YELLOW has played the "lasso". He places his canoes on the riverbank.



Figure 6b: After the river movement, Yann YELLOW puts his canoes back on the water. One of his canoes meets the whirlpool and is drifted one space down-river.



Figure 7b: Bad luck for Rose RED: She has pulled her canoe on the riverbank opposite the red discovery place. After the river movement, the whirlpool is located right there. So after its return to the water, her canoe falls over the waterfall.

The three new paddle cards

The tongue of land on which the blue and the red discovery places are located must not be used (see figure 7a).



Figure 7a: The tongue of land is off-limits to canoes. Bridget BLUE must pull her canoes on the riverbank on the side.

As long as a canoe is on the river bank, nobody can steal its gems or load or unload gems into or out of it.

After the river movement, the players put their canoes back on the water - on the river space where they left the river. If there is the whirlpool now, the concerned canoes are placed one space down-river (see figure 6b).

- If the whirlpool is right next to the yellow discovery place, the owner may decide whether to place his canoe onto the left or the right branch of the river.
- If the whirlpool is right next to the red discovery place, the canoe immediately falls over the waterfall because of the whirlpool (see figure 7b).

Canoes that are not on the river (but on the landing place) while a "lasso" card is played may not be placed back on the water after the river movement.



"1/2/3" card

A player who plays this card may only move one of his canoes. He may choose freely for which one he wants to use 1, 2 or 3 paddle points. (It is possible to load or unload gems in accordance with the regular NIAGARA rules.)

Like the "cloud" card, the "1/2/3" and "lasso" cards are not taken into account when determining the river speed (see figure 8).



Figure 8: Bridget BLUE has played a "7", Rose RED and Yann Yellow both have chosen the "lasso" card. Ben BROWN and Bert BLACK have played their "1/2/3" cards. Gina GREEN has chosen the "cloud" card and moves the cloud along the weather track from "0" to "+1". The river moves 8 spaces (lowest paddle card = 7; current weather = 1; 7 + 1 = 8).



"Bathing Beaver"

As soon as a player places the cloud on the "+2", the beaver is immediately placed on the first river space (next to the landing place). (If the whirlpool is on this river space, the beaver is placed one space down-river.) It is possible that several canoes are on the same river space as the beaver.

As soon as the beaver has fallen over the waterfall, the cloud on the weather track is again placed on the "0", and the beaver waits for his next action . . .



"Hurried Elk"

If a player's canoe is next to the red discovery place at the beginning of his turn, the player may take the elk with him. He places the collapsible card back on the river space and his canoe inside the card. Afterwards, he executes the action on his paddle card.

As long as the elk is on board the canoe, the owner has two more paddle points than indicated on the paddle card during each turn for this canoe (see figure 9).

It is not possible to take the elk away from another player.

Figure 9: Yann YELLOW has played a "5". Since one of his canoes is located next to the red discovery place, it picks up the elk. So Yann can now use 7 paddle points for the movement of his "elk canoe". He loads a red gem and crosses the whirlpool.



If a player plays the "1/2/3" card and possesses the Hurried Elk, he uses either 3, 4 or 5 paddle points for this canoe or he uses 1, 2 or 3 paddle points for his canoe without the elk.

A player who plays a "cloud" or a "lasso" card cannot move canoes, and so cannot move an elk canoe either.

Hurried Elk remains on the same canoe until it falls over the waterfall or reaches the landing place. After the next river movement, Hurried Elk is placed back on the red discovery place where it can be picked up again during the next turn.

Game end and winner:

As per NIAGARA.

Published by Zoch Verlag
Copyright: 2006
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