PSYCHOPOMP!

Psychopomp! the Expandable Card Game
2 players • 5 - 10 minutes • Ages 11+

You've been given a unique opportunity: to become the next **Psychopomp** - a being dedicated to guiding souls to the afterlife.

Employing the help of **Spirit Animal** cards, compete for control of the **Battlefield** and reclaim lost **Souls** scattered across it.
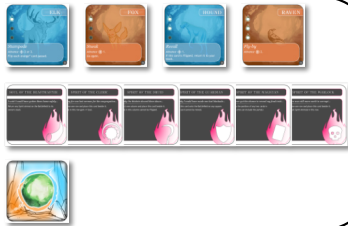
The player that collects the most Souls wins!

Components

Each player needs the following cards before play can begin:

Spirit Animals:
10 double-sided Spirit Animal cards:
(4 Elk, 3 Fox, 2 Hound, 1 Raven)

Vengeful Spirits:
6 Vengeful Spirit cards:
(Spirit of the: Beastmaster, Cleric, Druid, Guardian, Magician & Warlock)

Portal:
1 Portal card

Set-up

Psychopomp! is played on a 5x5 grid known as a **Battlefield**. Place down one **Portal** card to mark the middle of this grid. The other Portal card can be removed from the play area until the game ends.

Shuffle your **Vengeful Spirit** cards & randomly deal two of them onto the **Battlefield**, one on each of the grid corners closest to you. Other Vengeful Spirit cards can be removed from the play area until the game ends.

Gather your **Spirit Animal** cards and arrange them into separate **Stacks** (one for each animal). Randomly decide which player is going first: flip their **Spirit Animal** cards so they're orange-side up. The second-turn player flips their **Spirit Animals** to be blue-side up.

An example of a correctly set-up Battlefield.

How to Play

Players alternate turns playing one card onto the **Battlefield** with the goal to have the most **Souls** on cards of their colour at the end of the game.

First, declare which card you're playing from your **Stack** and mark which card on the **Battlefield** its movement starts from. Cards then **Advance** from this starting card, potentially moving over other cards in play, but never landing on top of another card.

The only exception are **Vengeful Spirit** cards, which must be landed on to be captured. Once captured, **flip** the card face-up and apply its effects immediately.
If a Vengeful Spirit does not specify where to move it, remove it from the play area for the rest of the game.

Icons

💧	This icon represents a Soul. Count these at the end of the game to determine the winner.
◉	This icon depicts which direction a card can move: up, down, left or right.
✳	This icon depicts which direction a card can move: up, down, left, right or diagonally.
α	This icon is an accessibility tool for colourblind players. It appears on Orange cards.
β	This icon is an accessibility tool for colourblind players. It appears on Blue cards.

Definitions

Advance	When played from the Stack, move a card the indicated number of spaces from any card of your colour on the Battlefield *or* from the Portal card. Cards cannot change direction after movement starts.
Flip	Turn the indicated card over, swapping its colour (or changing its face).
Swap	Change the position of two cards on the Battlefield with each other.
Go Again	Play another card before ending your turn (this can be used more than once in your turn).
Stack	A collection of cards of the same type. Stacks must not be hidden from either player.
Battlefield	The 5x5 square grid which all cards are played around. Comprised of Rows & Columns.
Row	A series of squares on the grid oriented from left to right.
Column	A series of squares on the grid oriented from top to bottom.

Other Rules

The Orange player takes the first turn and wins the game in the event of a tie. Before their first turn, the Blue player selects one face-down Vengeful Spirit card on the Battlefield and looks at it, then returns it to the same square.

Once played, cards cannot be moved except by a card effect.

To quickly attribute ownership of each card, cards should always be played such that the player who owns them can read the card without rotating it. Maintain this orientation even when flipping cards.

Ending the Game

If a single player is unable to make a legal move, or **both** players have no cards left to play, the game ends. If only one player has cards, they may continue to play uninterrupted.

Both players count how many Souls appear on cards of their colour, ensuring to check for any potential modifiers to these values.

Whichever player has the most Souls wins the game!