

LUK

ANCESTRAL SPIRITS



ULUK

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KICKSTARTER

This game was crowdfunded on Kickstarter, and our special thanks go to each and every backer of the campaign. We are very happy that you believed in us and extremely grateful for your generosity. Uluk would not have happened without your immense support!

INTRODUCTION

Since the beginning, we have lived in harmony with the Ancestral Spirits. Every triber knows that when they die, they will go to feast in the roots of the Great Uluk Tree, but what not everybody is aware of is that they can communicate with their living relatives when the stars are right, and guide them with their knowledge and experience towards a better tomorrow. A wise Archleader will certainly make use of such knowledge. Will you?

The **Ancestral Spirits** expansion increases the level of player interaction and tactics in **Uluk** by introducing two new types of cards: Mystical Vision and Ancestral Wisdom. Mystical Vision cards provide special one-time bonuses and an ability to change the game environment for your benefit or demise of your opponents. Ancestral Wisdom cards are secret objectives that let you score extra Happiness Points whenever fulfilled during the game.

EXPANSION COMPONENTS

- 28 Mystical Vision cards
- 24 Ancestral Wisdom cards
- 3 Feast cards

GAME SETUP

Proceed with the setup according to the rules of the core game (solo or multiplayer). Shuffle the extra Feast.



cards together with the Feast cards from the core game (and other expansions - if applicable). Distribute them to the players as normal, then put any remaining Feast cards in the box. Shuffle the Mystical Vision cards and the Ancestral Wisdom cards separately, and place them in two decks near the main board. Before the beginning of the game, deal one random Mystical Vision card and two random Ancestral Wisdom cards to each player. The players may look at their cards at any time during the game, but they should not show them to the other players.

GAME OVERVIEW

Each time you place a triber on the Shaman's Hut, you draw one Ancestral Wisdom card, additionally to the normal effect of this space. You may look at the card, but don't show it to the other players. If you manage to collect a set of resources matching the set marked on the card on your tribe board (fulfill the requirements), you may decide to reveal and discard the Ancestral Wisdom card during your turn in any game phase to immediately gain Happiness Points as marked on the card. You may have any number of Ancestral Wisdom cards, and you may fulfill any number during the game. You do not have to spend the resources marked and return them to the general pool, just have them gathered on your tribe board when you decide to reveal the card.

Each time you place a triber on the Temple, you get one Mystical Vision card, additionally to the normal effect

of this space. You may look at it, but don't show it to the other players. Mystical Vision cards may be used at the end of each Errand Phase. The players take turns to play them in a clockwise order, starting from the current First Player. On their turn, a player may either play one card or pass. If you play a card, apply its rule and discard it. Continue until all players have passed. Then the Errand Phase is over and no more cards may be played this season.

In solo games, only the player may acquire and play Ancestral Wisdom and Mystical Vision cards, the Free-loaders do not use them at all.



CARDS EXPLANATION



Choose a player. They get 1 piece of the indicated resource (*uluk*, *mgobu*, *tlön*, *zork*, *fnörd*, *hlák*) fewer in the Harvest phase.



Move the Harvest marker on the indicated Harvest track 1 space up/down (according to the arrow on the card).



Each/chosen player loses the indicated token/card (resource, Hunger, Poison, Invention). Return it to the general pool/discard pile.



Choose a player. Take the Monument token from them.



Choose a player. Take one Poison token from them. Place it on the corresponding space on your tribe board.



Exchange one of your Invention cards with one of the Invention cards available in the Workshop.



Choose another player's Invention card. Until the end of the season, you may hunt/gather/process resources as if you had this card.



Reveal two extra Invention cards from the deck, then take one of all available Invention cards.



Choose a hunting/gathering area. If you are tied for the number of triblers with another player there, you win this tie.



Move one of your triblers to any other available space.



No Poison tokens may be used next season.



Place one resource token from the general pool on any unprocessed resource space on your tribe board.



Choose a face-up Monument token. If there is only one tribler space left to be filled to build the Monument, consider it built. All normal rules and bonuses apply.



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