THE SEEKER IN THE FOREST OF WYR

In ancient days the Seeker, guardian of the Metsäsuomalaiset people and endowed with five magical objects, journeyed within the Forest of Wyr, one with the natural world. The Seeker attracted the company of the Menninkäinen and Keiju, kindly though capricious forest spirits, while protecting those under his care from evil pursuits of the Ajatar.

You are this Seeker, bound to the wood and the land.

Beware though, the Forest of Wyr is large and its paths many. Its elder trees can confuse the unwary and cause them to lose their way.

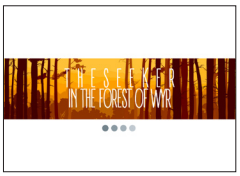
The Seeker in the Forest of Wyr is a solitaire game lasting about 20 minutes.

To Win:
The goal of the game is to finish one of six Quests randomly chosen from the Quest Deck at the start of the game.

Setup:
Divide the cards into five separate decks and shuffle each deck. Included are three Player Aid cards for reference, set these aside.

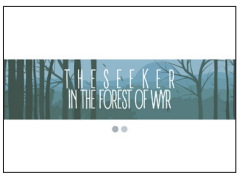


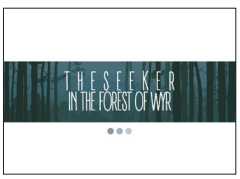
This is the Seeker Deck. It contains your Abilities Cards, used to navigate the Forest of Wyr. It also contains five magical objects that will assist you to overcome tasks. Before shuffling, rotate half of the cards in the deck 180 degrees.



This is the Quest Deck. There are four Basic (B) Quest Cards and two Advanced (A) Quest Cards. For the first few games only use the Basic Quest Cards. After shuffling this deck, choose one Quest Card, setting the others aside, and look at the Quest. This is your goal for winning the game. Draw 5 cards from the 3rd Stage Deck and shuffle the Quest Card in with them then place the six cards on top of the 3rd Stage Deck.



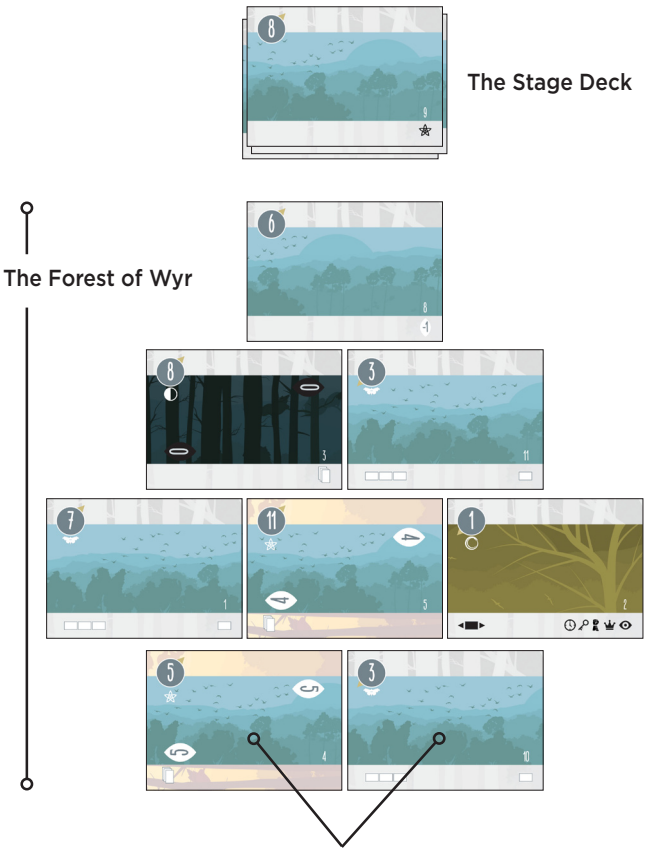




These are the Stage Decks (1st, 2nd and 3rd respectively). They form the stages of your journey through the Forest Of Wyr.

After adding the Quest Card to the 3rd Stage Deck, place the 3rd Stage Deck face down on top of the 2nd Stage Deck and then both these decks on top of the 1st Stage Deck.

Place the complete Stage Deck in front of you as a face up draw pile, and deal eight cards out in a stacked pattern to form the Forest of Wyr.



The Seeker's Path through the Forest

Draw four cards from Seeker Deck as your initial hand, but do not look at them yet. You are ready to begin your Journey.

Play:
During each turn of the game you will choose one of the two bottommost row's Stage Cards - *your Seeker's Path*. Two of the goals (see next page) may make this choice for you. You must choose the card before you draw any cards to your hand.

If you have fewer than four cards currently in hand, draw back to four from your Seeker Deck. If, while doing this, you cannot draw new cards from your draw pile, shuffle the discard pile to form a new draw pile. Always rotate the new draw pile 180 degrees before drawing cards from it.

Each Stage Card on the Seeker's Path has a number in the upper left representing the Amount of Time you must take to overcome the card with the Abilities you have in your hand. The pointer icon next to the number shows whether you must have:

a total Abilities Number either greater than

or exactly one less than the Amount of Time needed



An Introduction to the Cards



One of the six Quest Cards [4 Basic (B) and 2 Advanced (A) Quests] is chosen during setup and shuffled into the bottom of the Stage Deck. When this card is drawn, the game enters the final phase and no further cards will be added to the Forest of Wyr.
When playing with *The Expectation of All* Quest, anytime a Dead End card reaches the bottommost row you must choose this card as the one you encounter. If two or more are there, you may choose the order you encounter them.
When playing with *The Bounty of Gifts* Quest, anytime a Ajatar card reaches the Seeker's Path you must choose this card as the one you encounter. If two or more are there, you may choose the order you encounter them.
When playing with *The Trials of Strength* Quest, you may only use the Magic Object cards in your Seeker's Deck for their Abilities numbers. You may not use any of their Magical Powers
When playing with *The Guardian of Wyr* Quest, you choose from any two of the four Basic (B) Quests. You must meet the goals on both of these cards simultaneously to win. Both cards are shuffled in with the 3rd Stage Deck during the game setup. When the Quests are drawn at the end of a turn, late in the game, they are stacked, one on top of the other, and moved together down through the Forest of Wyr.

The Seeker Cards are double sided and show the Abilities you have to draw from in your current hand of cards. Five of the cards in your Seeker Deck also list Magical Objects which give you certain powers during the game. You may choose to play a card for its Ability Number or for its Magical Power, never both.

If you use a card for its Magical Power you discard it from your hand.

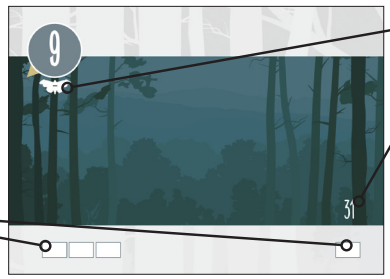
You can play a Magical Object at any time during your turn.





Cards can be played for their Abilities, adding their numbers, to overcome the time it takes to complete tasks given to you on your journey. You will always use the Ability Number in the upper left of the card. Cards from your hand are discarded after being played. Each time you form a new draw pile from the discard pile you will shuffle the deck, and rotate 180 degrees before you draw your new hand of cards.

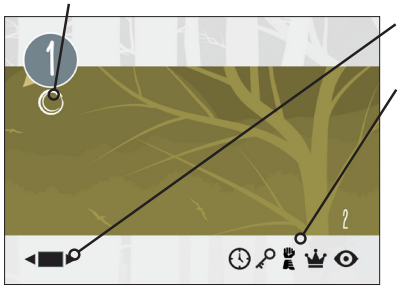
The Keiju are friendly spirits and, when overcome, are placed in a special pile if you have chosen the Quest Goal: *The Triumph of Harmony*. Additionally they change the number of cards on the Seeker's Path on your next turn



Keiju Icon

The Initiative Number determines which card is moved downwards to fill a gap in the Seeker's Path.

Ajatar Icon



The Ajatar are troublesome spirits.

If overcome, remove all cards from the Seeker's Path before moving cards in the rows. If you do not overcome them you will be forced to remove a Seeker Card with a Magical Object, if you draw one in your next hand of cards, from the game.

The Key of Change can help you with this task.

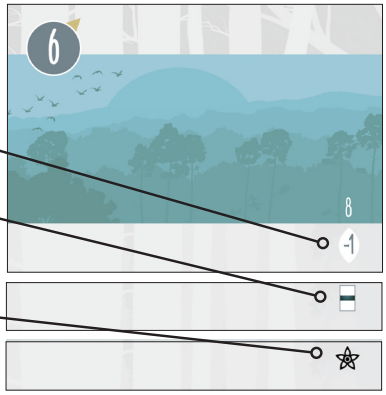
When playing with *The Bounty of Gifts* Quest, anytime a Ajatar card reaches the Seeker's Path (the bottommost row) you must choose this card as the one you encounter. If two or more are there, you may choose the order to encounter them.

Some cards you encounter in the Forest of Wyr, if not overcome, may adversely effect your next hand of cards.

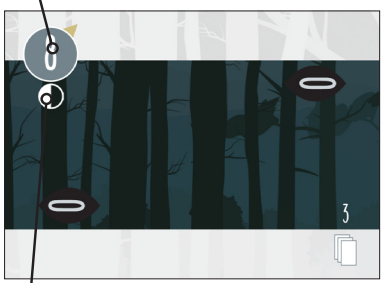
Subtract 1 from your next hand's Abilities total.

Draw one card less to your next hand.

If you draw one in your next hand of cards, remove the Menninkäinen Card from the game.



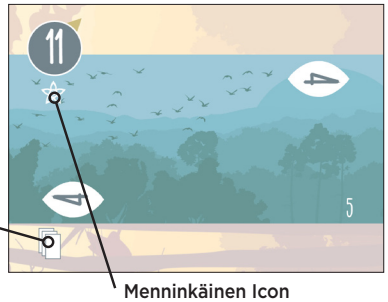
The Amount of Time needed to overcome this card's task with the total of the Abilities Numbers on the Seeker Cards you play from your hand.



If you do not overcome a Dead End during the game, it will be added to your Seeker Deck's discard pile. These cards offer no additional Abilities Numbers when drawn to your hand.

The Significance of Farsight can help you remove these cards from your Seeker Deck.

The Menninkäinen are capricious spirits but collecting them adds new Abilities cards to your Seeker Deck when they are overcome. The *Gauntlet of Numinousness* can help you with this task.
If overcome, add these cards to your Seeker Deck's discard pile.



Menninkäinen Icon

Dead End Icon

When playing with *The Expectation of All* Quest, anytime a Dead End card reaches the Seeker's Path (the bottommost row) you must choose this card as the one you encounter. If two or more are there, you may choose the order to encounter them.

From the cards in your hand, discard cards to your Seeker Deck's discard pile, adding the Abilities Numbers in the upper left, of those you discard, to overcome the Stage Card you chose on the Seeker's Path. Be sure when discarding cards to keep their current orientation when placing them on the discard pile (i.e. the current Abilities Numbers should be oriented upward when placed face down on the discard pile.)

The Magical Objects in your hand of cards can grant you special powers during your turn. You can play a Magical Object at any time during your turn. Discard them when you use their powers.

If you use a drawn card as a Magical Object you may NOT also use the Abilities Number as an addition to your total.

The Watch of Broken Time allows you to swap the positions of ANY two cards currently in the Forest of Wyr.

The Key of Change subtracts 1 from your total Abilities Number when attempting to overcome Ajatar cards.

The Gauntlet of Numinousness lets you draw an extra card to your hand when attempting to overcome Menninkäinen cards.

The Crown of Passages gives you the ability to rotate any of the cards in your hand to give you the best available Abilities Numbers for your task.

The Significance of Farsight will allow you to permanently remove a Dead End card drawn to your hand.

If you are able to overcome the Stage Card it will either be removed from the game, temporarily grant you a temporary Abilities bonus or penalty, be set in a special pile, or be added to your discard pile depending on the card:

Ajatar Cards, if not overcome, will force you to lose a Magical Object from your next hand of cards (if you do not have a Magical Object in your next hand, this rule is ignored). The card is removed from the game. If overcome, The Ajatar card is removed from the game along with any remaining cards in the Seeker's Path (the bottmmost row). The Quest Card - *The Bounty of Gifts* - is related to these cards.

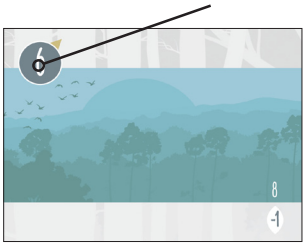
Dead End Cards, if not overcome, are added to your Seeker Deck discard pile. If overcome, Dead End cards are removed from the game. The Quest Card - The *Expectation of All* - is related to these cards.

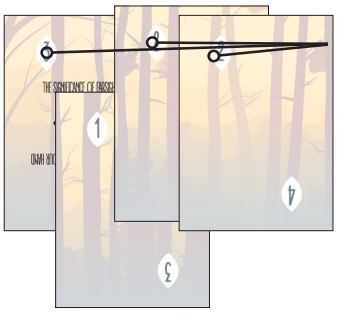
Keiju Cards, if not overcome, are removed from the game. If overcome, they are kept aside in a special pile if you have drawn *The Triumph of Harmony* as your Quest Card. They will also change the number of cards on the Seeker's Path for your next turn.

Menninkäinen Cards, if not overcome, are removed from the game. If overcome, they are instead added to your Seeker Deck's discard pile and, when later drawn to your hand, they can be added to your total Abilities Number and used to overcome other cards on the Seeker's Path. The Quest Card - *The Arrival of Spirits* - is related to these cards.

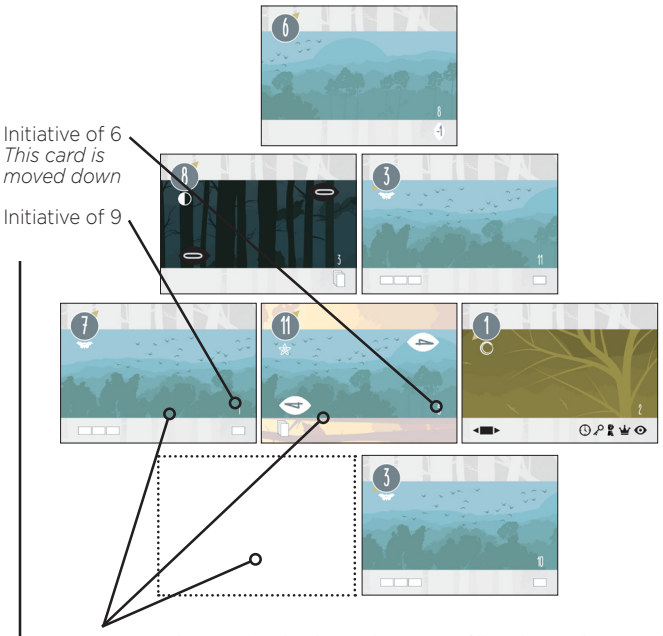
Whether a chosen card is overcome or not, it will be removed from the Seeker's Path. Once removed, move cards, directly from the rows above, down to fill in any gaps in the bottommost row so you have two cards again creating the stacked pattern of the Forest of Wyr (unless a Keiju or Ajatar card directs otherwise).

The Amount of Time needed to overcome this chosen Seeker's Path Stage Card task. The pointer icon indicates you must play at least a total Abilities Number of '7' from your hand to overcome this card.



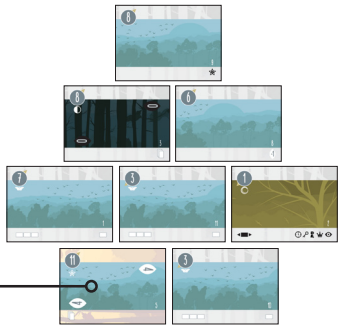


Discard the 3, 2, and 2 (equalling 7) as the total Abilities Number needed to overcome the chosen Stage Card on the Seeker's Path.



Move a card immediately above the gap to fill in the Seeker's Path. If two cards can be moved, the card with the lowest Initiative Number is the one chosen.

Move cards down the rows, filling in gaps. The highest row will have a new card placed from the Stage Deck draw pile.



If you have the choice between moving two cards or having to remove a card - because of a Keiju who was not overcome - re/move the one with the lowest Initiative Number first. Keep moving cards down the rows until the card in the highest row is removed. Add the top card from the Stage Deck as the new card on the highest row.

You must now discard at least one card from your hand if you have four. You may, as well, discard any other cards in your hand to your Seeker Deck's discard pile that you choose to. You then begin a new turn.

End of the Game:
When the Quest Card is drawn from the Stage Deck's draw pile, remove any remaining cards in the draw pile from the game.

The Quest Card is added to the Seeker's Path and play continues normally in its final phase.

When the Quest Card reaches the bottommost row of the Seeker's Path (The Quest Card always has the highest Initiative Number when deciding what cards to move at the end of a turn) the game ends.

If you have met the goal of your Quest you win the game and will be regaled in song by the Metsäsuomalaiset people. If you have not met the goal of your Quest, begin again with a new goal and redeem yourself as their guardian.

Icon Glossary


Ajatar Icon


Dead End Icon


Keiju Icon


Menninkäinen Icon


Add this card to your Seeker Deck's discard pile.


Modify your Total Ability Number by this amount on your next turn.


Draw one less card to your next hand.


If you draw one in your next hand of cards, remove the Menninkäinen Card from the game. If you draw more than one you may choose which to discard.


Move cards downward so you will have 3 cards on the Seeker's Path for your next turn.


You will not add a new card to Seeker's Path for your next turn.


Remove all cards from the Seeker's Path before moving two new cards downward.


If you draw one in your next hand of cards, remove the Seeker Card with a Magical Object from the game. If you draw more than one you may choose which to discard.


An Abilities Number used to overcome the Amount of Time needed for a task on a Stage Card.


The total of your Abilities Numbers must be at least one greater than the Amount of Time shown on the Stage Card to overcome the task.


The total of your Abilities Numbers must be exactly one less than the Amount of Time shown on the Stage Card to overcome the task.

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THE ARRIVAL OF SPIRITS
END THE GAME BY COLLECTING SEVEN OR MORE MENNINKÄINEN

B


THE GUARDIAN OF WYR
COMPLETE TWO BASIC (B) QUEST GOALS WITH ONE GAME

A


8
3


THE BOUNTY OF GIFTS
END THE GAME WITHOUT LOSING ANY OBJECTS

B


THE TRIALS OF STRENGTH
END THE GAME WITHOUT USING ANY MAGICAL OBJECTS

A


1
2


THE EXPECTATION OF ALL
END THE GAME WITHOUT ANY DEAD ENDS IN YOUR DECK

B


THE TRIUMPH OF HARMONY
END THE GAME BY BEFRIENDING SIX OR MORE KEIJU

B


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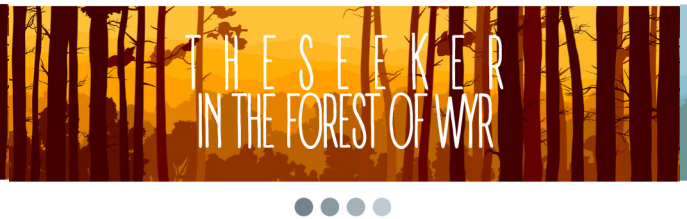
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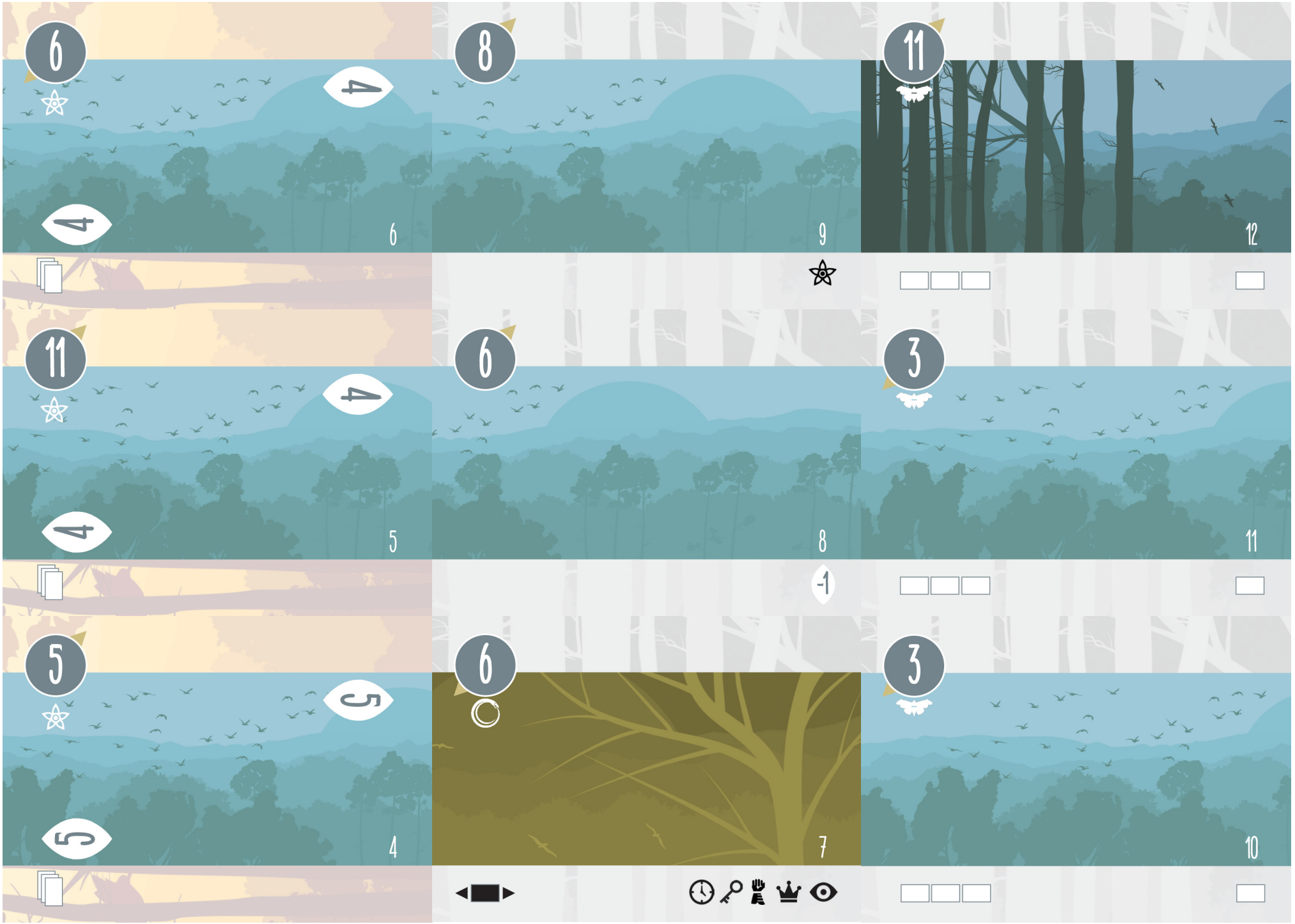
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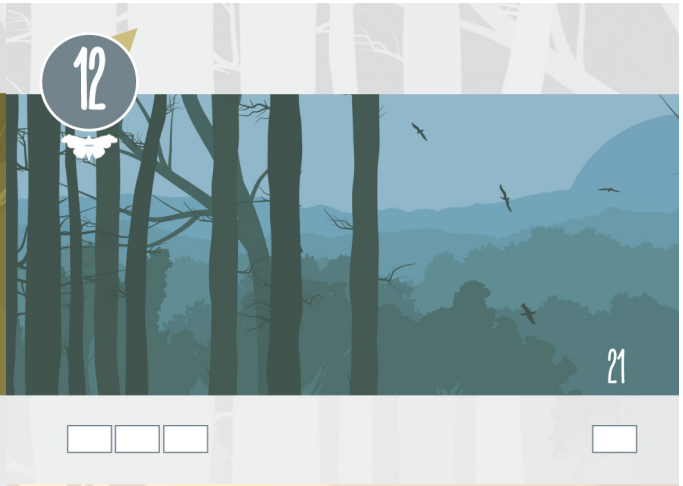
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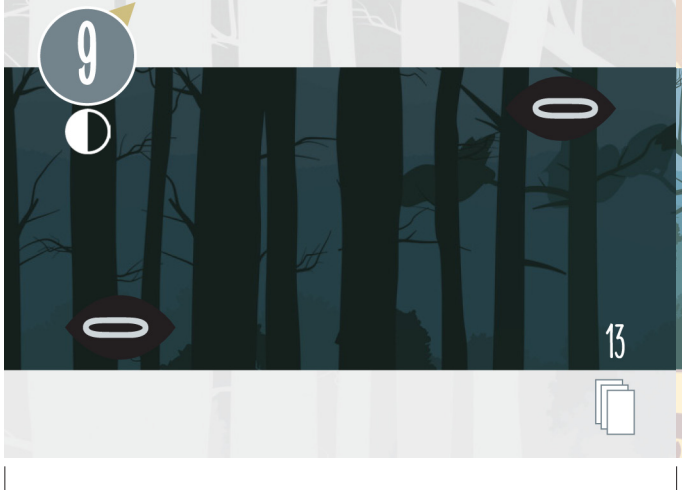
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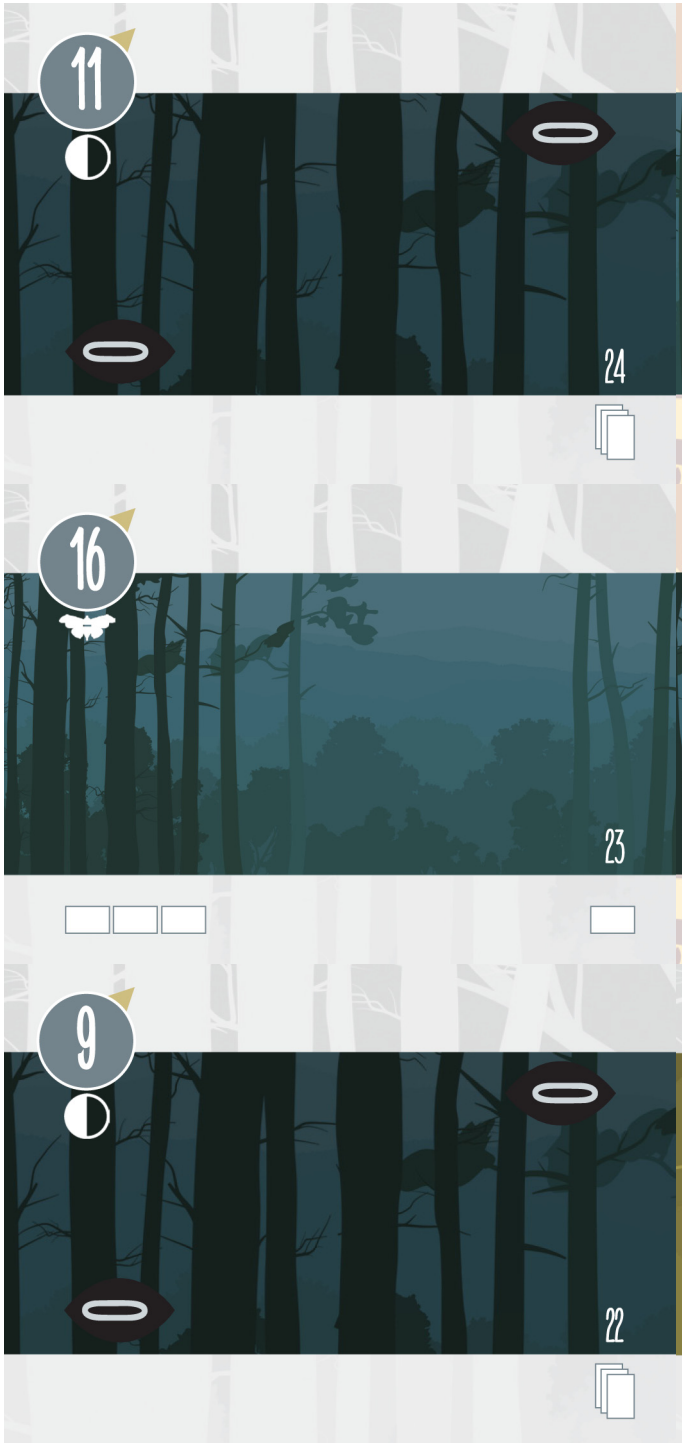
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THE SEEKER
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1

THE WATCH OF BROKEN TIME

SWAP POSITIONS OF 2 CARDS ON THE PATH

4

2

THE CROWN OF PASSAGES

ROTATE CARDS IN HAND AS DESIRED

5

2

THE KEY OF CHANGE

-1 TO YOUR ABILITIES TO DEFEAT AN AVATAR

4

1

THE GAUNTLET OF NUMINOUSNESS

DRAW +1 CARD IF COLLECTING MENNINKÄINEN

2

3

THE SIGNIFICANCE OF FARSIGHT

REMOVE A DEAD END FROM YOUR HAND

3


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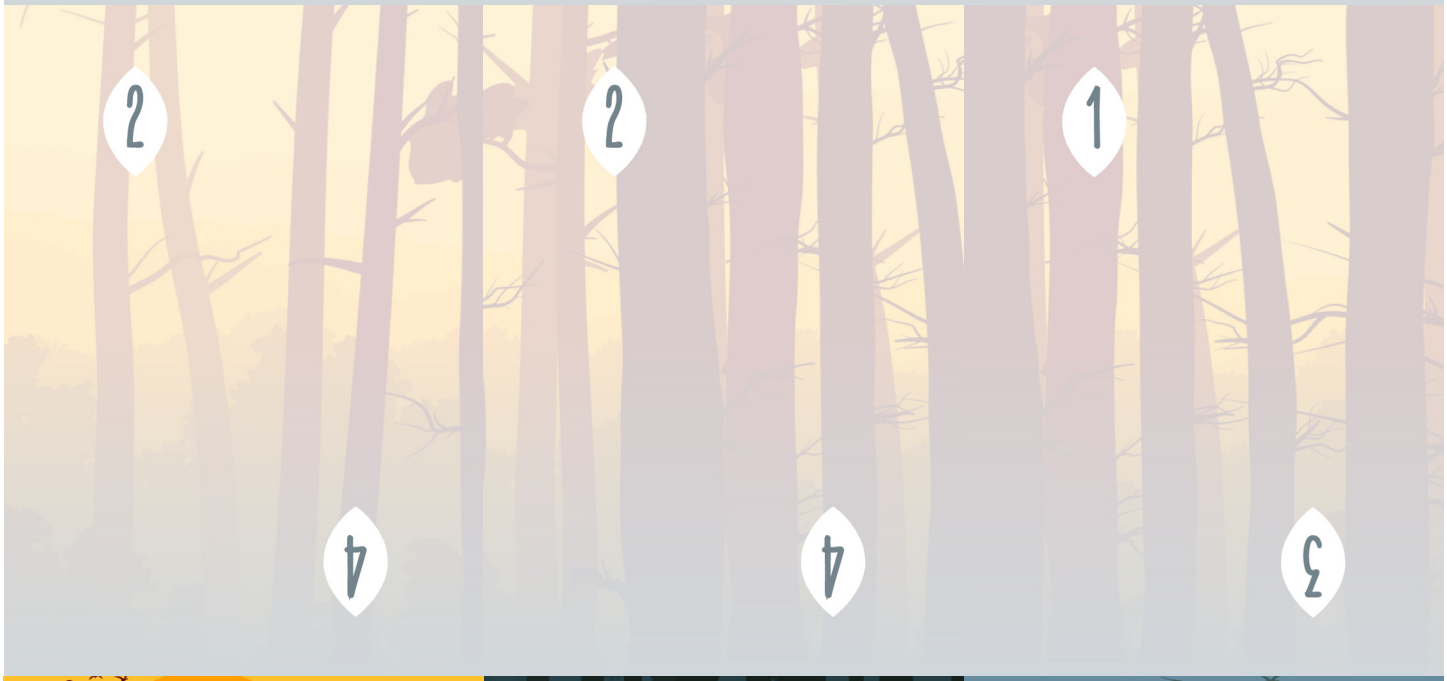

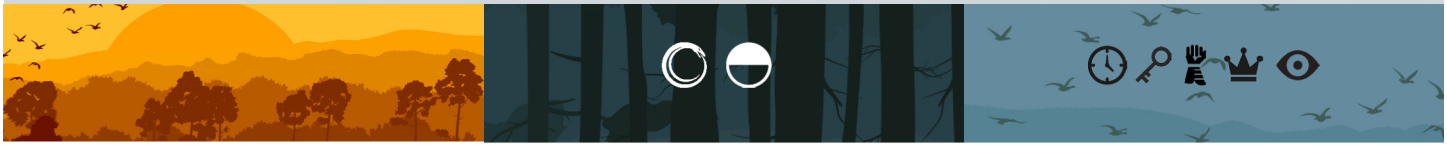

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When playing with *The Expectation of All* Quest, anytime a Dead End card reaches the Seeker's Path (the bottommost row) you must choose this card as the one you encounter. If two or more are there, you may choose the order you encounter them.

When playing with *The Bounty of Gifts* Quest, anytime a Ajatar card reaches the Seeker's Path (the bottommost row) you must choose this card as the one you encounter. If two or more are there, you may choose the order you encounter them.

Ajatar Cards, if not overcome, will force you to lose a Magical Object from your next hand of cards (if you do not have a Magical Object in your next hand, this rule is ignored). The Magical Object card is removed from the game. If overcome, the Ajatar card is removed from the game along with any remaining cards in the Seeker's Path (the bottmmost row). The Quest Card - *The Bounty of Gifts* - is related to these cards.

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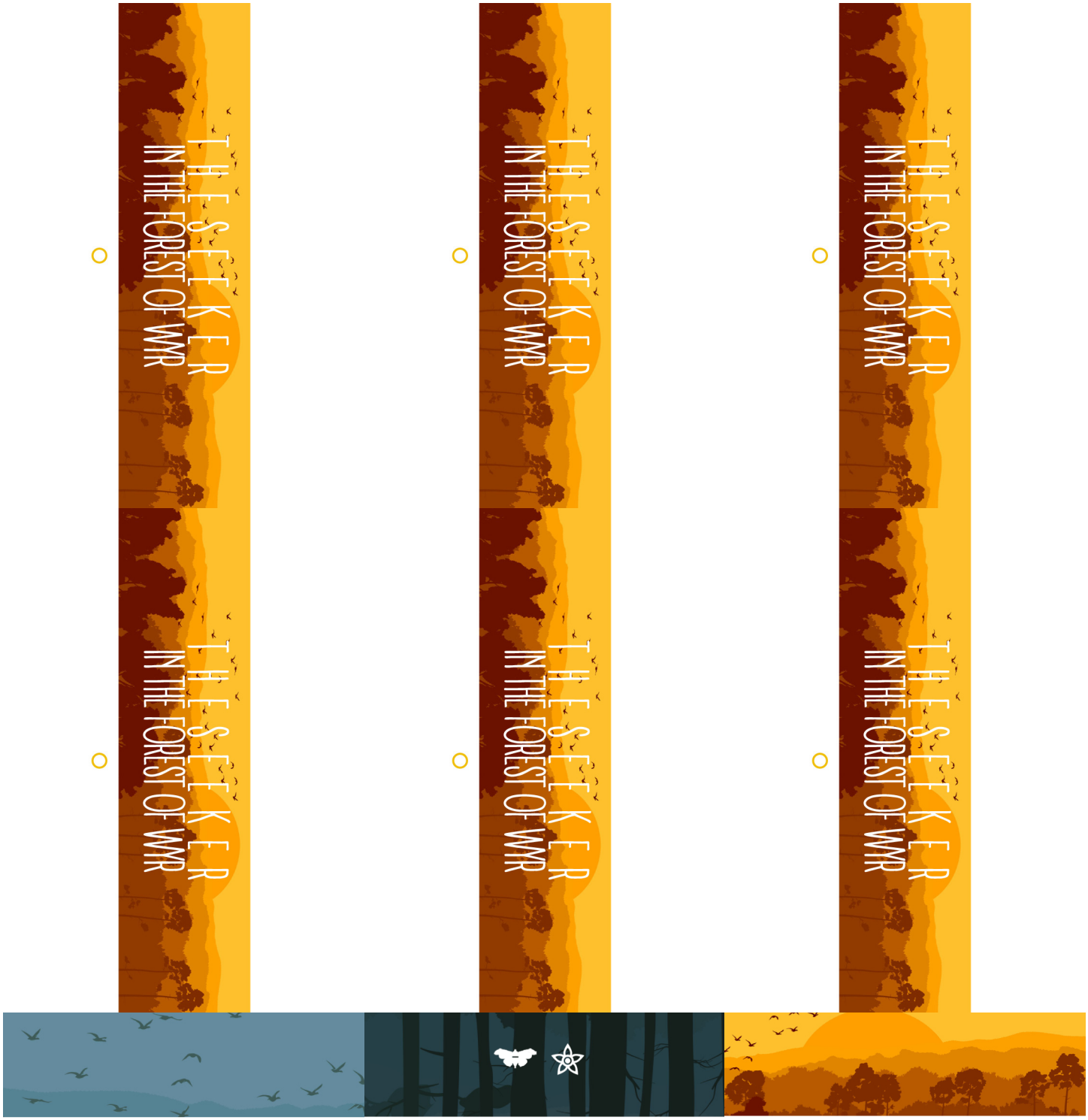
The Significance of Farsight will allow you to permanently remove a Dead End card drawn to your hand.



Cards can be played for their Abilities, adding the numbers, to overcome the time it takes to complete tasks given to you on your journey. You will always use the Ability Number in the upper left of the card. Cards from your hand are discarded after being played. Each time you form a new draw pile from the discard pile you will shuffle the deck, and rotate 180 degrees before you draw your new hand of cards.

Five of the cards in your Seeker Deck also list Magical Objects which give you certain powers during the game.

You may choose to play a card for its Ability Number or for its Magical Power, never both. If you use a card for its Magical Power you discard it from your hand. You can play a Magical Object at any time during your turn.

Keiju Cards, if not overcome, are removed from the game. If overcome, they are kept aside in a special pile if you have drawn *The Triumph of Harmony* as your Quest Card. They will also change the number of cards on the Seeker's Path for your next turn.

Menninkäinen Cards, if not overcome, are removed from the game. If overcome, they are instead added to your Seeker Deck's discard pile and, when later drawn to your hand, they can be added to your total Abilities Number and used to overcome other cards on the Seeker's Path. The Quest Card - *The Arrival of Spirits* - is related to these cards.

When playing with *The Trials of Strength* Quest, you may only use the Magic Object cards in your Seeker's Deck for their Abilities numbers. You may not use any of their Magical Powers.

When playing with *The Guardian of Wyr* Quest, you choose from any two of the four Basic (B) Quests. You must meet the goals on both of these cards simultaneously to win. Both cards are shuffled in with the 3rd Stage Deck during the game setup. When the Quests are drawn at the end of a turn, late in the game, they are stacked, one on top of the other, and moved together down the path through the Forest of Wyr.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IN THE FOREST OF WYR
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