

How to Start Saigm

If this is your first time playing Saigm, welcome and enjoy!

On your first game:

- Prepare the Mystery Creature Cards associated with the Favorable Food, Good Food, and Nuisances on the Players' Cards. A Light or Dark Guardian should assemble these cards so Bixis do not know what Scent Pattern is associated with which Creature Card from the get go.
- Set aside the Known Creature Cards. These should be out of sight of Bixi players but should be within easy reach of the Dark or Light Guardian.
- Shuffle the Mystery Creature Cards and then lay them out face down in ordered columns and rows.
- Begin play following the turn instructions above under Turns and Rounds in the "How to Play" PDF.
- When a match is made with the Mystery Creature Cards, find the three matching Known Creature Cards and place them to the side of the play area where all players can see the revealed creature. If players do not win by the end of Fall (See the Season rules), Guardians should return the Known Creature Cards back into the Creature Card stack that is hidden from Bixi players.
- Refer to the Creature Card rules above for how each Creature Card affects the players.

After your first game, follow the same process as the first but with the following key differences:

- If a win occurred in the previous game, place only the discovered Known Creature Cards into the playable deck and remove their associated Mystery Creature Cards from the game. Any Mystery Creature Cards that remain undiscovered should continue to use the Mystery cards. Shuffle the discovered known Creature Cards into the deck.
- If a loss occurred in the previous game, the Known Creature Cards discovered in the lost game are no longer discovered. Their Mystery Creature Cards are shuffled back in instead and the known Creature Cards are returned to the stack that is out of the Bixis' sight.
- Creature Cards discovered in games previous to a loss are never replaced with their Mystery Creature Cards again unless specific Light or Dark Guardian abilities are enacted.
- Guardians may start adding in Competitors and Predators into the game at a rate that is good for the Bixis. But the playable deck should never exceed a number of cards equal to 18 + the number of players. When Competitors and Predators are added, some Prey or Nuisance cards should be removed.