



# Spheres of Life

## Mythical Forest



Become the Strongest Hero and Restore the Balance!

Rules 1.5

Created by Eduards Pulks

## Your Quest on Becoming the Strongest Hero!

Disclosure: The game, its rules, its backstory, and its characters are a form of imagination. The game is not based on real-life events and/or people.

Your goal in the Spheres of Life is to beat your opponents by having the most points at the end of the game. Simple, right?

But the game has a fair amount of nuances, so we recommend playing it at least 2-3 times to find your play-style, learn the best strategy, and have the most fun!

### How to Read the Rulebook?

First, read this side of the page (**A and B Sections**). Here you will learn all the basics of the game. On the other side you will learn how to count points, detailed explanations, backstory and the two-player mode.

### Rules Version 1.5

This is the rule version 1.5, so **if you have played the Spheres of Life: Mythical Forest with its original rules, go to the website and find "Rules 1.5 - Key Updates"** to quickly learn what's changed.

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## A1. Before the Game

Before starting the game, some key points need to be highlighted. **After learning the rules, you can use this section as a quick reference.**

The goal of the game is to **have the most points at the end of the game**. You collect points by gathering the **Noble Animals** while avoiding the **Corrupted Animals**.

The gameplay is divided into **3 Phases: Day, Night, and Dream**. In these Phases, you will be able to get new cards, exchange cards, take Actions against other Players, and use your Ability Cards.

There is also a **two-player mode**. But before getting there, read the standard rules.

*0. The rules have some nuance, so we recommend playing it at least 2-3 times for the best experience.*

- The Players take turns and change Phases in a **clockwise direction**.
- Normally, the **Phases** change as follows: Day, Night, Dream, Day, and so on, but certain effects can change this sequence.
- Ability Cards** can be used only during the Dream Phase.
- There is no limit to how many **Ability Cards** can be used in a single Dream Phase, but they cannot be played out while another Ability Card or an Action takes effect. The exception is the block ability (Apple of Life).
- Hero Cards** can be used at any time (during Day, Night, or Dream). These cards can be used once per game. Once used, flip the Hero Card upside down.
- If a Player chooses the **Windmaster Hero Card**, they begin the first three Rounds (first Day, Dream, and Night). Otherwise, begin rotating Players after the first Day Phase.
- After the Night Phase**, if any cards are left on the Table - Discard them.
- Discarded cards are put in the Discard Pile and set frontside up for everyone to see. Players may look freely at the Discarded cards but are not allowed to change the order.

## A2. Card Types

The Spheres of Life: Mythical Forest has 110 cards in total, sorted into 6 card types:

- Noble Animals** (9x3) - These cards will grant you points;
- Corrupted Animals** (9x3) - These Cards will reduce your points;
- Hero Cards** (7) - Unique cards possessing a powerful Ability that can be used once per game;
- Ability Cards** (39) - Cards with an effect;
- Phase Cards** (3) - Cards representing the current phase of the game;
- Cheat-sheet Cards** (7) - Reference cards outlining some elements of the game. These cards are not part of the gameplay.



## A3. Setup

- Remove the cheat-sheet cards (7 cards). You can use them or not. \*These cards have a checkered frame.
- Separate the **Hero Cards** and **Phase Cards** from the Main Deck.
- Each Player chooses one Hero Card.
- Now shuffle the Main Deck as well as you can. The Main Deck contains the **Noble Animals**, **Corrupted Animals**, and **Ability Cards**.
- Deal three cards** to each Player from the Main Deck.
- Pass the **Phase Cards** (starting with Day) to the first Player.
- Now you are ready to go - a new Day begins!

## B1. The Day Phase & First Round

**The Game always begins with the Day Phase.**

- During the Day Phase, **each Player will get two new cards** - one known, one random.
- At the beginning of each Day, put one card per Player on the table\*. These cards are put **openly for everyone to see**.

\*That means, if there are 3 Players, put three cards on the table. If there are 5 Players - put five cards, and so on.

- Players take turns in their respective order and pick up one card of their choice.
- Then, every Player picks up one additional card - this time, one random card from the top of the Main Deck.
- When all Players picked up their two cards, the Day ends, and the next Round - the Night Phase - begins.  
Players cannot skip their turn during the Day.

## B2. The Night Phase

During the Night, you can leave behind what's holding you back. In this Phase, you can get rid of up to two of your cards. Or exchange them with the Table.

- At the beginning of each Night, pick up cards - **twice the number of Players** (i.e., if there are 4 players, then 8 cards) - from the Main Deck and set them **openly** on the Table.
- Now, Players take turns and are **allowed** to Discard **up to two** cards from their Hand. Then, each Player is allowed to pick one card per each discarded card. Or they can pick no cards if they choose. \*This might sound complicated, so read the next section (B3) for a better understanding.

3) When all Players completed their turn, all of **the cards remaining on the Table are Discarded to the Discard Pile.**

4) The Player holding the Phase Card passes it to the next Player in a clockwise direction. Now, this Player will start the next Round.

5) The Night Phase ends, and the Dream Phase begins.

Players may skip their turn during the Night.

## B3. The Night Phase - Example Round

**For example, 3 Players are playing the game.** That means six cards are drawn from the Main Deck and put on the Table openly (for everyone to see).

The first Player Discards two of their cards. So, they are **allowed** to pick up to 2 cards, but they pick up only 1 card from the Table.

The next Player Discards only one card from their Hand and, therefore, is allowed to pick up one card, which they pick from the Table.

The third Player decides to Discard no cards, so this Player is not allowed to pick up any cards from the Table.

This example Round ends with three cards left on the Table - these cards are Discarded to the Discard Pile.

Now, the Phase Cards are passed on to the next Player, and this Player starts the next Phase - the Dream.

**IMPORTANT.** Nearing the end of the game, there might be a situation when there are not enough cards in the Main Deck to suffice for every Player.

In that case, Players pick up cards in the respective order until no cards are left. \*If there are no cards to pick in the Night Phase, every Player still can take their turn to discard the 0-2 cards.

When the Main Deck runs out of cards - the LAST Dream Begins. Read more in the "End of Game" section.

## B4. The Dream Phase

During the Dream Phase, Players can use **Ability Cards** and perform **Actions** and **Bonus Actions**.

### 1. Actions

Each Player takes turns and **must** complete one of three possible Actions:

- **Steal.** Take one random card from another player. The regular steal (i.e., without using a specific Ability) allows you to take one random card from a Player's Hand.
- **Gift.** Give one of their cards to another player. This means you give one card to another player of your choice. They cannot refuse this gift (unless a specific Ability allows it). You can gift any card that is in your Hand.
- **Exchange.** You can propose an open exchange - tell everyone you wish to exchange one particular card you own for another specific card (e.g., "I Want to Exchange my Noble Rabbit for the Noble Deer"). **If no one agrees to the exchange, you must do the Steal or Forced Gift Action.**

The Actions are completed in the respective order - starting from the Player who holds the Phase Card. After one Player completes their Action, the following Player can initiate their Action.

Players **must complete their Action**, except in the extremely rare case if no Players have any cards in their Hand during the Dream Phase.

### 2. Ability Cards

During the Dream, the Players can use their **Ability Cards**. You can play as many **Ability Cards** as you want during the Dream Phase. **They can be played out at any time** during the Dream Phase (i.e., you don't have to wait for your turn, like with Actions.), but only one Ability/Action can take place at the same time.

Read more about Ability Cards and use cases on the other side of this rulebook.

### 3. Bonus Action(-s)

**Just before the Action**, Players may perform a **Bonus Action** - one type of Bonus Action per turn. In the Main Game, there is only one type of Bonus Action - **Banking a Set**. \*Bonus Actions can be skipped, but cannot be blocked.

**Banking a Set**, explained:

- Just before your Action, you can bank a complete set of Animals (A complete set consists of 3 copies. For example, 3 Noble Rabbits; or 3 Corrupted Snakes).
- There is no limit on how many sets you can bank in total, but you can bank only one set during a single Dream Phase.
- **Points for banked sets.** When a set is banked, it no longer has the original points. A Banked Noble set will give you positive 6 points. And a Banked Corrupted set will give you +3 points. Read more in the "Counting Points" section.
- A Banked Set cannot be gifted, discarded, stolen, or otherwise removed. In short, a banked set will provide guaranteed points at the end of the game.

**The Dream Phase ends when the last Player has completed their Action**, or the Dream is ended by an Ability. Then pass on the Phase cards and begin the next Phase.

## B5. The Last Dream - End of the Game

**In a nutshell, the Game always ends with a Dream Phase - the LAST Dream.**

The Last Dream comes after the Round when the last card from the Main Deck is picked up or Discarded. In other words, **when the Main Deck runs out of cards** - the following Phase will always be the Last Dream.

**When the Last Dream is completed, the Game ends.**

Read more details about the Last Dream in the next section.

## C1. End of the Game

As we established in the previous (B5) section, the Game ends after the LAST Dream is completed.

Some notes about the Last Dream:

1. The Last Dream always comes **after the Main Deck runs out of cards**. When the last card is picked up from the Main Deck, the following Phase will always be the Last Dream.

2. If the last card is picked up in a Dream Phase - the next Phase will be **another** Dream Phase (i.e., the last Dream Phase).

3. The Last Dream is just like a regular Dream, but with one notable change - During the Last Dream, you **cannot use cards and/or effects that change the Dream to Day or Dream**.

Therefore, the Last Dream **can be restarted**, but it cannot be changed to a different Phase. This applies also to the Hero Cards.

4. The Last Dream is completed when all Players complete their Action in the Last Dream.

**Now, the game ends, and a winner is found.**

## C2. The Winner

After completing the Last Dream - game ends. Now, every Player counts their points.

### The Player with the most points wins.

If there is a draw, the Player with fewer cards on Hand wins. If they possess the same number of cards, the Playthrough ends in a draw.

Or you can play multiple rounds and add up points each time to see who will be the overall winner.

## C3. Counting Points

### Cards on Hand (i.e., unbanked cards)

1. **Ability Cards**. Each unused **Ability Card** left in your Hand at the end of the Game is worth one negative point.

2. **Animal Cards**. In a nutshell, if unbanked - **Noble Animals** give you points, and **Corrupted Animals** reduce your Points. Multiple copies of the same animal in your Hand will grant you bonus points (positive or negative). For example:

a) 1 *Noble Rabbit Card* - gives (+) **one** point.

b) 2 *Noble Rabbit Cards* - give (+) **four** points.

c) All 3 *Noble Rabbit Cards* - give (+) **nine** points.

Similarly, if you have:

a) 1 *Corrupted Snake Card* - gives (-) **one** point.

b) 2 *Corrupted Snake Cards* - gives (-) **four** points.

c) All 3 *Corrupted Snake Cards* - give (-) **nine** points.

\***If you use multiple decks**, the max. set is still 3 cards. So, if you have 4 copies of the same animal card on hand, that means you will have 10 points (i.e., 9+1). If you have 5 cards, it is 13 points (i.e., 9+4), and so on.

### Banked Sets

When counting points, count the Banked Sets last. Read more about banking sets, in Section B4 (under Bonus Actions).

1) **Banked Set of any Noble Animal** = +6 Points

2) **Banked Set of any Corrupted Animal** = +3 Points

Yes, by banking a Corrupted Set, you will get positive points.

For Example, at the end of the Game, on Hand, you have 1 *Corrupted Bear Card* (-1), 2 *Corrupted Wolf Cards* (-4), 3 *Noble Rabbit Cards* (+9), and 2 *Apple of Life Ability Cards* (-2). In total, for these cards, you would get +2 Points.

Additionally, you had banked one *Noble Bison set* and one set of *Corrupted Snake cards*.

The banked Noble Bison set will grant you an additional +6 points, and the Snake Set - +3 points. **So, now, in TOTAL, you have +11 points.**

## D. The Dream Phase. Explanations

### Actions, Abilities, Bonus Actions, Turns.

- During the Dream, Players take turns in a clockwise direction and perform Actions.

- Actions cannot be skipped unless a specific Ability allows (and in the extremely rare case if no Players have any cards in their Hands during the Dream Phase).

- Just before their Action, the Player can perform a Bonus Action.

- Additionally, at any time during the Dream, any Player can use their Ability cards.

- The Ability Cards can be used at any time during the Dream Phase, but only one Ability or Action can take effect at the same time (see more in Sections B4 and E).

- Bonus Actions and Abilities are optional.

- Actions and Ability Cards can be blocked, but a Bonus Action cannot be blocked.

- Actions (and Bonus Actions) must be played out in the respective order, but Ability Cards can be played anytime during the Dream, so be sure to be quick!

### Completing a Dream:

- When the last Player of the Round completes their Action, the Dream Ends and a new Day begins. The Phase Cards are then given to the next Player, and that Player begins the Day Phase.

- When the Main Deck runs out of cards, it triggers the LAST Dream. When the Last Dream is completed, the Game ends.

- If a Dream Phase is restarted - it counts as a new Dream, so Actions and Bonus Actions restart as well. The Last Dream can be restarted as well.

### Case examples:

- When picking a "random" card from another Player, it means the other Player does not show their cards to you (see more about card order in Section F).

If someone plays out the "Orb of Water" (i.e., Change Phase card), then another Player can block it with the "Apple of Life" (i.e., Block Ability). If the Block Ability Card is not played in this instance, then the Dream Round ends instantly, regardless of whether some of the players didn't complete their Action and/or use their Ability cards.

Someone banks a set as their Bonus Action. Then, Steals from another Player as their Action. Then the Player plays out Orb of Time (make the Dream restart) - *can this Player now do another Bonus Action and Action? Yes!*

## E. Hero Cards

In total, there are 7

### Hero Cards:

- 2 Druid Cards,
- 2 Warrior Cards,
- 2 Paladin Cards,
- 1 Windmaster Card.



The **Hero Cards** are a special kind of card possessing a powerful effect called the Hero Ability, which you can use once per Game. In contrast to regular Ability Cards, which can be used only during the Dream Phase - the **Hero Abilities can be used at any Phase!** Before the Game, each Player picks up one Hero Card.

**Windmaster** - This Hero technically has two effects. 1) Gets the first mover advantage. Who picks this card gets to start the first 3 rounds - the First Day, first Night, and first Dream Phase. 2) Once per Playthrough - change the time to Day or Night. Then you start the round (the current Phase ends instantly).

**Druid**. Once per Game, take another Player's cards, and look at them. You may keep up to two cards. Sort the rest as you wish and return them. The Player cannot change the order until the End of the current Round.

**Warrior**. Once per Game, lose up to 3 of your cards. You can either discard them or Gift them to one or more players. The Gift cannot be refused or blocked.

**Paladin**. Once per Game, Shoutout an Animal that you have on Hand (show it to everyone). Then everyone but yourself opens all their cards. If a Player(-s) have this animal on Hand - they give this Animal Card to you. \*If one Player has two copies of the same Animal Cards, they give you both copies.

### Important:

- *Unless expressly stated, the Hero Abilities cannot be blocked or prevented from being used.*

- *The chosen Hero Card can be used once per game. It can be used at any time of the Playthrough (up to the Point Counting Phase).*

- *After using the Hero Card's effect, flip the card over.*

## F. Ability Cards. Explanations.

**Ability Cards** have an effect, like changing the Phase, Drawing or Discarding cards, and so on.

The Ability Cards are collected from the Main Deck and can be used during the Dream Phase.

During the Dream Phase, you can play as many Ability Cards as you like.

**! IMPORTANT:** The Ability Cards can be used **at any time during the Dream Phase, but only one Ability, Action, or Bonus Action can take effect at the same time.**

Essentially, that means you don't have to wait for your Action (turn) to play out Ability Cards. But you cannot play out an Ability Card while another player performs their Action or uses an Ability Card. The only exception is the block ability - **Apple of Life\***.

**Yes, that means you have to be on toes and be ready to use your Ability/Action before someone else disrupts your plan!**

**Each Ability Card has a -1 point value**, so if you have unused Ability Cards at the end of the game, you must deduct one point per each unused Ability Card.

The game has nine different Ability Cards. Apple of Life has seven copies. Other Ability Cards have four copies.

You can read the effect of each Ability on the respective Ability Card and on the Cheat-sheet Cards.

\***Apple of Life** can block another Ability Card or an Action, but it cannot block a Bonus Action, or a Hero Ability.

### Explanations, Effects:

1. Ability Cards can be used only, if their effect can be fulfilled. E.g., if an Ability Card states to draw two cards from the Main Deck when there are 1 or no cards in the Main Deck - you cannot play the card!

2. "Random" card from Deck - the upper (i.e., unknown) card in the Main Deck.

3. "Random" cards in a Player's Hand - While picking a "random" card from another Player, the other Player shows only the backside of the cards.

4. Card Order - If an Ability allows to influence the card order in a Player's Hand - this Player cannot change the order to the cards in question until 1) Current Phase Ends, 2) Their Action (turn) or 3) The cards in question are used/stolen/discarded, etc.

5. When Blocking another Ability Card - both cards are discarded. When Blocking an Action, only the Apple of Life is discarded, but the blocked Player loses their Action (turn).

### Case Examples:

1. Another Player used the Orb of Fire (draw a card) but hasn't picked up the card yet. Can I now play out my Orb of Time? - No. You have to wait until the effect of the used Ability Card is completed. I.e., only one Ability Card can be used simultaneously (except the Apple of Life, or it is expressly stated otherwise).

2. Another Player is trying to take a card from you with the Steal Action. *Can I block him with Apple of Life?* - Yes, you can. *Can I then Block the Block?* - Yes, you can.

3. The Dream Phase has just begun, and no one has completed their Action. *Can I use the Orb of Water?* - Yes, as long another Player does not initiate their Action or an Ability Card.

*If so, can someone block my Orb of Water?* - Yes

4. What happens if two Players use an Ability Card at the same time?

Simply be civil and agree on who was a tad quicker playing out their card. Or, flip a coin.



## F. Backstory

*Long ago, in a land far away, there was a beautiful and enchanted forest called **the Mythical Forest**. It was a place of wonder and magic where all kinds of creatures lived in harmony. The forest was protected by a powerful force known as **the Spheres of Life**, which kept the balance of nature in check.*

*However, one day, a dark and malevolent force began to spread throughout the forest, corrupting the animals and plants that lived there. The source of this power was unknown, but it seemed to grow stronger every day. As the corruption spread, more and more animals fell under its sway, becoming twisted and evil.*

***The Heroes of the Forest**, a group of wise and powerful heroes, knew they had to do something to stop the spread of this mysterious power. So they called upon the bravest guardians to join in the quest to defeat the corruption and restore the forest to its former glory.*

*And so, you, a brave and courageous Hero of the forest, answered the call and joined the guardians on their journey.*

*Despite their valiant efforts, the great heroes were faced with a difficult challenge: they could not come to a consensus on the best course of action to save the forest.*

*While some hoped to restore balance through harmony, others sought to amass the mightiest army of **Noble Animals** and become the most powerful hero in the land!*

***That meant there could only be one Savior of the Mythical Forest**, so the heroes split up, and each walked their own path. But regardless of their differences, the heroes were undaunted, and - one way or another - they vowed to do whatever it took to save the magical forest and restore its former glory.*

*Through their journey, they gathered with the good mystical forest animals to fight against the corrupted animals and the mysterious power that controlled them.*

*As the heroes journeyed deeper into the forest, they encountered many challenges and dangers as the corrupted animals tried to stop them! But that was not all!*

*Even the day and night were influenced by the corruption, and sometimes they were thrown into the realm of the dream, where nothing was as it seemed!*

*But amidst all the challenges, they found out that in extraordinary situations, they could use powerful abilities capable of influencing other heroes and the balance of the forest itself.*

*As they fought their way through the corrupted creatures, the heroes discovered that the source of the power was dark and ancient magic that had been sealed away for centuries. It seemed that someone or something had released this magic, unleashing its malevolent influence on the **Spheres of Life**, which corrupted the Mythical Forest.*

*Despite the challenges they faced, the heroes did not give up. They fought with all their strength and courage, and with the help of the **Spheres of Life** and one of the heroes proved to be victorious and was able to seal the dark magic away once again - by restoring balance or by becoming the strongest hero in the Land.*

*In the end, the **Mythical Forest** was restored to its former beauty, and the victorious hero was hailed as the Savior of the forest, and all the living creatures once again lived in harmony... Until the dark magic returned... but that is a story for the next set of heroes!*

## G1. Two-Player Mode

As with many games, the Spheres of Life is more fun when playing with several people. Therefore, we have created a special Two-Player mode. When playing with only one opponent - for a better pace and improved strategy, use these key changes in conjunction with the standard rules.

### Two Player Rules:

1) Each of you, pick up **Two Hero Cards** instead of one.

2) **During the Day**, put **6 cards** on the Table. Then, each takes turns and picks three cards (instead of one). Then, each draws three Random cards from the Main Deck. So, you each will get 6 new cards after the Day Phase (instead of two if played by standard rules).

3) **During the Night Phase**, you put **12 cards** on the Table (instead of four if played by standard rules). Then, each of you can Discard up to 6 cards (instead of two). For each discarded card, you can pick up to 1 card.

**In short, take two Hero Cards, and then multiply everything by 3 During Night and Day Phases. Otherwise, play the game as per standard rules.**

## G2. Alternative Rules

For those who like to mix things up, there are alternative rules you can play. We call these rules the "Purist Rules."

Everything is as in a normal playthrough, but **you don't use Ability Cards and Hero Cards** (take those cards out of play).