

LUMO AMUZO



WISP IN THE VALE™

By P.D. Warne

A GAME OF GHOSTLIGHT PATH-PUZZLING



4 players | Ages 8 and up | 20 minutes

WISP IN THE VALE

— For use with the Larklamp Magic Lantern Game System —

The will-o'-the-wisp is a malevolent spirit that appears at night near swamps, woods, bogs and vales, luring travellers off their paths and into darkness using the light of its lantern.

A wisp has been lurking in a vale nearby, enticing friends and neighbours from your village with its unearthly glow. You and your fellow villagers must work together to elude the wisp's charms, cross the vale and get home safely before you are all cast into endless sleep, never to be seen again.



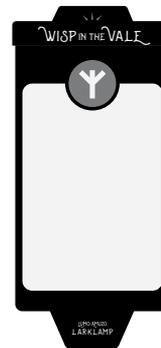
For video instructions on game setup and how to play visit WWW.LUMOAMUZO.COM

WARNING

CHOKING HAZARD! Not for use by children under three years of age.

DESIGNED AND INTENDED FOR USE WITH ADULT SUPERVISION ONLY.

COMPONENTS



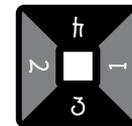
4X WISP IN THE VALE SIDE PANELS



1X WISP GAME PIECE



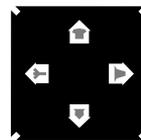
1X SOLDIER GAME PIECE



1X WISP IN THE VALE TOPPET PLATE



1X FARMER GAME PIECE



1X WISP IN THE VALE BASE PANEL

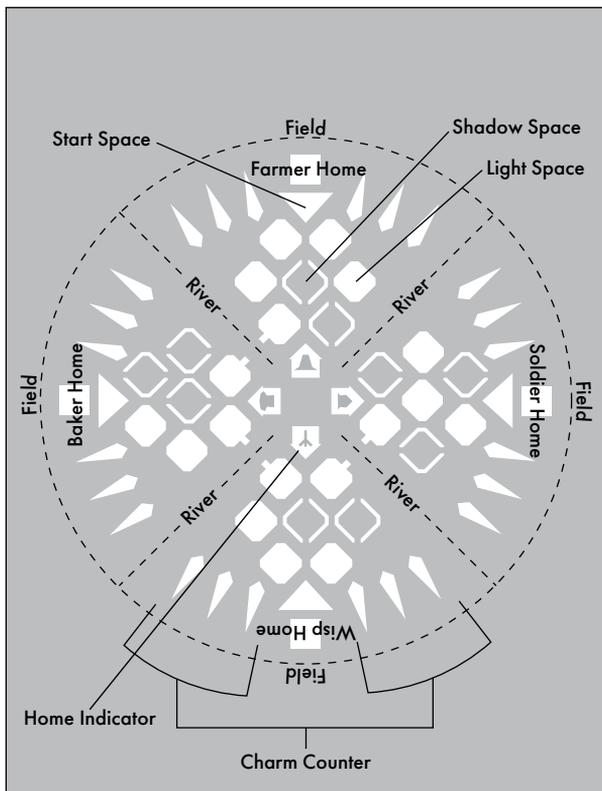


4X CHARM MARKERS



1X BAKER GAME PIECE

THE BOARD



FIELDS: The board is projected in four (4) FIELDS around the *Larklamp*. Together, the FIELDS make up the game board.

LIGHT SPACE: There are 18 fully-illuminated LIGHT SPACES on the board.

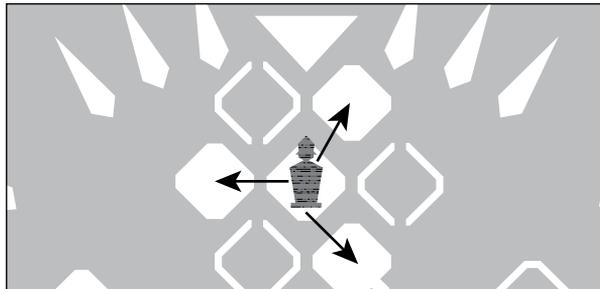
SHADOW SPACE: There are 10 partially-illuminated SHADOW SPACES on the board.

START SPACE: There is one triangle-shaped START SPACE at the top of each FIELD.

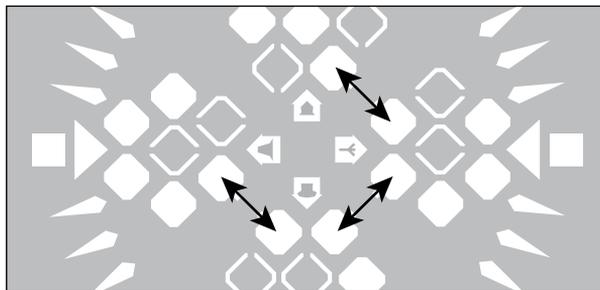
HOME SPACE: There is a square-shaped HOME SPACE located above the START SPACE in each field. Each home belongs to a different player. The symbols on the base panel indicate the FIELD in which each player's home is located.

RIVER: In between each FIELD is a shadowy RIVER, which players must cross to get to another FIELD. A RIVER can only be crossed at the bottom of each FIELD, in the LIGHT SPACES closest to the *Larklamp* (see diagram below).

CHARM COUNTERS: Each FIELD contains a CHARM COUNTER at its top, surrounding the START and HOME spaces. CHARM COUNTERS are only used in *Race in the Vale* minigame.



Villagers can move on LIGHT SPACES in any direction. The wisp can move on LIGHT or SHADOW SPACES in any direction.



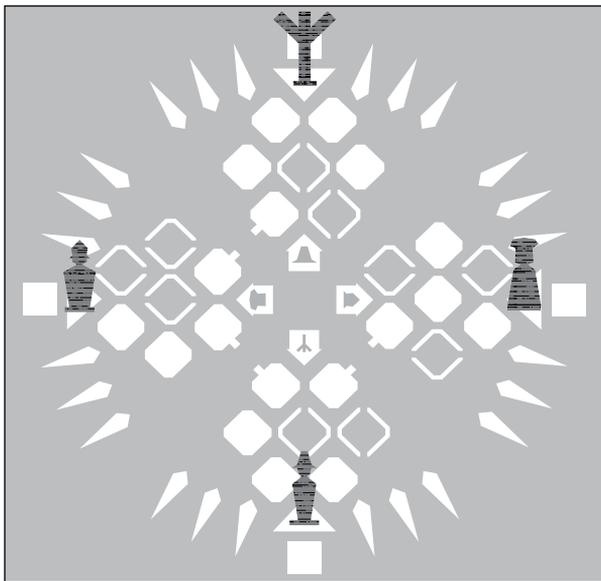
Villagers can only cross the RIVER in the LIGHT SPACES at the bottom of each FIELD. The wisp cannot cross the RIVER unless it teleports (see **Wisp Actions**).

THE TOPPET

- The toppet is spun to determine how many actions each player wins during a game round.
- When the toppet lands, the upright number touching the table surface is the number used for gameplay.

GAME SETUP

1. Place all *Wisp in the Vale* side panels in the *Larklamp* with their front (artwork) sides facing outward.
2. Each player chooses a game piece.
3. Each player sits in front of the **FIELD** that is directly across the board from their **HOME SPACE**.
4. Each player places their game piece in the **START SPACE** at the top of the **FIELD** they are sitting in front of (see **The Board**).
5. The player to the left of the wisp takes the first turn.



OBJECTIVE

1. **VILLAGERS:** Reach home safely before the wisp puts you and your neighbours to sleep in the vale.
2. **WISP:** Put the villagers to sleep in the vale before they reach home.

PLAYER TURNS

Three (3) players are villagers working together and one (1) player is the wisp working against the villagers. Players take turns moving across the vale while strategically helping or hindering one another using charms.

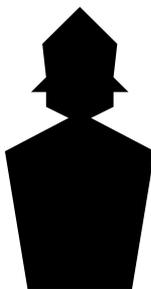
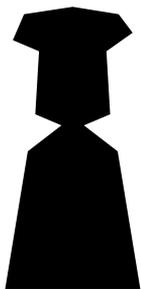
1. **SPIN THE TOPPET TO DETERMINE HOW MANY ACTIONS TO TAKE.** The number that the toppet lands on is the number of actions a player can take (e.g. 1, 2, 3 or 4 actions).
2. **SPEND ALL ACTIONS.** Villagers and the wisp have different options for the actions that they can take (see the next two (2) pages).
3. **CONTINUE TURNS IN A CLOCKWISE DIRECTION UNTIL THE VILLAGERS OR THE WISP WINS.** Everyone, including the wisp, takes a turn.



Race in the Vale, a 2-4 player minigame, is included later in this rulebook. It's a great introduction to the many of the concepts included in *Wisp in the Vale* gameplay and can be used as a warm-up game.

VILLAGER ACTIONS

EFFECT	COST	EXPLANATION
Move	1 action	Move one (1) LIGHT SPACE in any direction (up, down, left or right) or across the RIVER.
Cast a charm: FIELD FLIP	1 action	Remove any side panel from the <i>Larklamp</i> . Turn the panel around and replace it in the <i>Larklamp</i> with the the back (blank) side facing outward.
Cast a charm: FIELD SWAP	1 action	Switch any two (2) side panels from the <i>Larklamp</i> . Do not flip the panels when they are switched.
Cast a charm: WAKE UP A VILLAGER	2 actions	Stand up a villager that has been put to sleep by the wisp. They may now move normally and play their turn.



WISP ACTIONS

EFFECT	COST	EXPLANATION
Move	1 action	Move one (1) LIGHT SPACE or SHADOW SPACE in any direction (up, down, left or right). Do not cross the RIVER.
Teleport	1 action	Move the wisp from its current SHADOW SPACE to any other SHADOW SPACE on the board.
Cast a charm: FIELD FLIP	1 action	Remove any side panel from the <i>Larklamp</i> . Turn the panel around and replace it in the <i>Larklamp</i> with the the back (blank) side facing outward.
Cast a charm: FIELD SWAP	1 action	Switch any two (2) side panels from the <i>Larklamp</i> . Do not flip the panels when they are switched.
Cast a charm: PUT A VILLAGER TO SLEEP	1 action	The wisp can perform this action only when it is in the same space as the villager it puts to sleep. Lay the villager game piece on its side. While a villager is asleep, they cannot move or play their turn.





A player can not use a charm to undo the last charm that was cast.

SHADOW SPACES

VILLAGERS

- Villagers cannot move into SHADOW SPACES.
- If, as a result of a FIELD FLIP or a FIELD SWAP, a villager ends up in a SHADOW SPACE, they cannot move from that space until either they or another player cast a new FIELD FLIP or a FIELD SWAP charm that changes the space from SHADOW to LIGHT.
- Villagers who are trapped in SHADOW SPACES may still spin the toppet and take actions during their turn.

WISP

- The wisp can move or teleport in SHADOW SPACES.
- If, as a result of a villager performing a FIELD FLIP or a FIELD SWAP, the wisp ends up in a SHADOW SPACE, the villager who cast the charm can teleport the wisp to any other SHADOW SPACE on the board.

have one (1) action to spend.

- Villagers at their home can choose to pass instead of spending their one (1) action during their turn.

WINNING THE GAME

THE VILLAGERS WIN if they all reach their homes.

THE WISP WINS if all of the villagers who have not reached their homes have been put to sleep.

REACHING HOME

- When a villager reaches their HOME SPACE, they are safe from the wisp and no longer move around the board.
- Villagers at their home continue to take a turn during the game round. During their turn, these villagers only

RACE IN THE VALE

MINIGAME

2 -4 PLAYERS, | AGES 7 AND UP | 15 MINUTES

It's been a damp, dark winter day and dusk is on the horizon. Villagers and spirits alike are in a hurry to cross the vale and reach home before nightfall.

GAME SETUP

1. Place all *Wisp in the Vale* side panels in the *Larklamp* with their front (artwork) sides facing outward.
2. Each player chooses a game piece.
3. Each player sits in front of the **FIELD** that is directly across the board from their home space.
4. Each player places their game piece in the **START SPACE** of the **FIELD** they are sitting in front of.
5. Determine the amount of charms each player receives for the game and place a marker indicating that number on each player's **CHARM COUNTER** (see **Using the Charm Counter**).
6. The youngest player goes first.

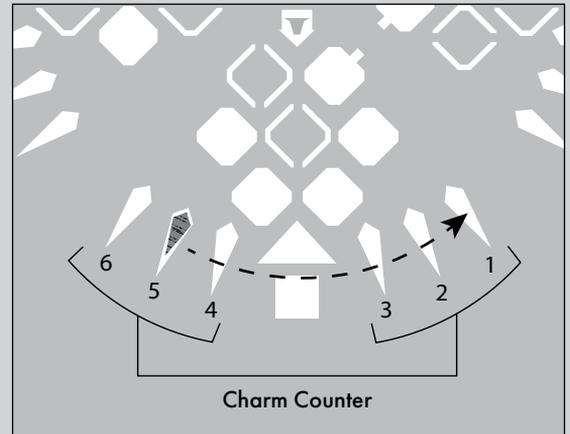


In *Race in the Vale*, all players (including the villagers) compete against each other, unlike *Wisp in the Vale*.

USING THE CHARM COUNTER

- At the beginning of the game, each player receives a fixed number of charms. **THE NUMBER OF CHARMS EACH PLAYER RECEIVES = TOTAL NUMBER OF PLAYERS + 2**. For example, if there are three (3) players, each player receives five (5) charms (3 + 2).
- Once the number of charms for the game has been determined, each player places their marker at that number on the **CHARM COUNTER** within their **FIELD**.
- Each time a player casts a charm, they must move the marker on their **CHARM COUNTER** one space from left to right.

CAST A CHARM, MOVE THE MARKER



- Once a player has cast all of their charms, their marker is removed from the board.

OBJECTIVE

Be the first player to cross the board and reach your home.

PLAYER TURNS

Players take turns moving across the board and playing charms to clear their own path and disrupt the path of others.

1. For each turn, players choose to do one (1) of three (3) possible actions:
 1. Move
 2. Cast a **FIELD FLIP** charm
 3. Cast a **FIELD SWAP** charm.
2. Player turns continue in a clockwise direction (including the player who is the wisp) until someone wins.

OPTIONS FOR TAKING A TURN

Move	Move one (1) LIGHT SPACE in any direction (up, down, left or right) or across the RIVER . All players, including the wisp, must cross the RIVER according the rules outlined in The Board section above.
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Cast a charm: FIELD FLIP	Remove any side panel from the <i>Larklamp</i> . Turn the panel around and replace it in the <i>Larklamp</i> with the the back (blank) side facing outward.
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Cast a charm: FIELD SWAP	Switch any two (2) side panels from the <i>Larklamp</i> . Do not flip the panels when they are switched.
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A player can not use a charm to undo the last charm that was cast.

LANDING IN A SHADOW SPACE

If, as a result of a **FIELD FLIP** or a **FIELD SWAP**, a player ends up in a **SHADOW SPACE**, they must move back to the **START SPACE** in their current **FIELD**.

A player cannot cast a charm to put themselves in a **SHADOW SPACE**.

WINNING THE GAME

The first player to reach their home wins the game.

FREQUENTLY ASKED QUESTIONS

CAN A PLAYER CHOOSE TO PASS (OR NOT TAKE ACTION) DURING THEIR TURN?

No. A player must spend all of their actions during their turn. The only exception is in *Wisp in the Vale*, where villager players who have reached their HOME may choose to pass on their action.

CAN A PLAYER CROSS THE RIVER INTO A SHADOW SPACE?

No. A player can only cross the RIVER by passing from one LIGHT SPACE to another.

IN WISP IN THE VALE CAN TWO OR MORE VILLAGERS OCCUPY THE SAME SPACE DURING GAMEPLAY?

Yes. Villagers do not interfere with each other's progress when they occupy the same space.

IN WISP IN THE VALE CAN A VILLAGER BE WOKEN UP FROM SLEEP IF THE WISP IS ON THE SAME SPACE?

Yes. However, the villager may be in danger of being put back to sleep on the wisp's next turn, unless they move away beforehand.

IN RACE IN THE VALE WHAT HAPPENS WHEN A PLAYER RUNS OUT OF CHARMS?

That player may only use move actions.

IN RACE IN THE VALE IS THERE A WAY A PLAYER CAN GET ADDITIONAL CHARMS?

No. The number of charms for each player is limited to those distributed during game setup.

Created and designed by P. D. Warne.

Game design intern: Steven Margolin. Special thanks to all of the Kickstarter backers who made the *Larklamp* and *Wisp in the Vale* possible.

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