

Soul

Soul is a strategy game where 2 players compete to collect 4 points first by influencing a single playing piece called the Penitent One (centre purple piece) using arrows, auction cards and unlockable abilities.

Objective

- Win by being first to collect 4 pieces of your colour: Light collects Light pieces, Dark collects Dark pieces.
- Pieces cannot be collected directly. The Penitent One must be pushed onto them by arrows. When the Penitent One lands on an arrow, they move in that arrow's direction. Arrow chains can move them further or off the board, wrapping to the opposite side.
- After each move, the moving player may place an X tile on the Penitent One's starting space. X tiles block movement and can stop opponents from reversing your move.
- Use Auction cards and unlocked Abilities to modify actions, tiles, and movement.