

TULIKKO

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TULIKKO, the Fire Fox, lives hidden with other animal spirits deep in the forests of the far north. They say that as he runs, grazing branches and bushes, his tail produces sparks that rise into the sky, creating the aurora borealis. Explore mystical forests to uncover the secrets of the animal spirits!

OVERVIEW

Add **FOREST** tiles to your wilderness map as you explore a mystical forest. Choose tiles wisely to complete objectives and place tokens. To win, be the first to place all your tokens.

COMPONENTS

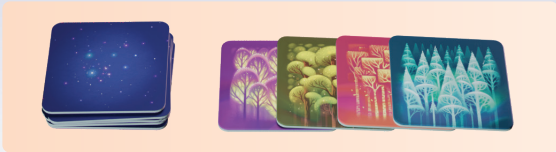
1 central board



8 **aurora** tiles



12 neutral **forest** tiles (3 of each color)



4 **Symbol** cards



29 **landscape** cards (three types with different backs: 8 river cards, 12 color cards, 9 shape cards)



For each player:

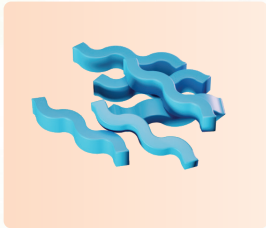
1 wilderness map



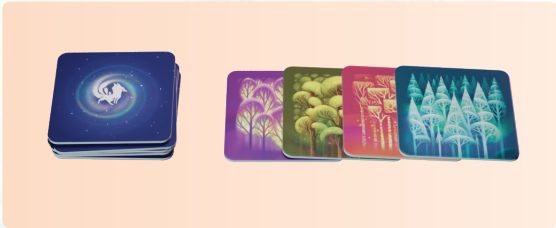
12 **Animal** tokens



6 **River** tokens



12 **Forest** tiles (3 of each color) with the player's animal on the back of the tiles



NOTE: Wilderness maps have a grid with each of the four symbols showing five times (one symbol per space, twenty spaces total). The order of the symbols is different on each wilderness map.



SETUP

- Each player chooses a wilderness map **1** and places it in front of them. Players put their 12 **ANIMAL** tokens **2** (same animal as wilderness map) and 6 **RIVER** tokens **3** next to their wilderness map. This is their entire supply of tokens for the game.
- Next, players take the 12 **FOREST** tiles with the back that matches their wilderness map's animal. These tiles should be shuffled and placed face-down next to their wilderness map **4**.
- Place the central board **5** in the middle of the table where everyone can reach it.
- Shuffle the three types of **LANDSCAPE** cards separately **6** and randomly draw one of each type. Place these three cards face-up next to the central board and put the other landscape cards back in the box (they will not be used).
- Place the 4 **SYMBOL** cards **7** next to the **LANDSCAPE** cards.
- Place the 8 **AURORA** tiles **8** in four piles by color. For each color, place both tiles active side up, with the "3" tile on top of the "4" tile.
- Take the 12 neutral **FOREST** tiles. Randomly choose five and slide them into the central board from the sides, forming a cross **9**. The middle tile will be hidden at the center of the board. Next, each player randomly chooses one tile from the remaining neutral forest tiles and places it on any space of their wilderness map **10**. Put the remaining neutral **FOREST** tiles back in the box without looking at them.
- The youngest player will go first.

You are ready to play!

NOTE: For your first few games, we recommend removing the **LANDSCAPE** cards that have this icon. You can use these cards once you are familiar with the game.



WARNING: If a tile is sticking out, it might prevent other tiles from sliding into the central board easily. If sliding is difficult, check that all tiles are correctly aligned with the central board. If a tile gets stuck in the middle of the central board, there is a hole in the back of the central board to help move it.



GOAL

To win the game, be the first to place all your **ANIMAL** and **RIVER** tokens.

TURNS

Starting with the first player, each player takes a turn, proceeding clockwise around the table.

On your turn, complete all the following actions in this order:

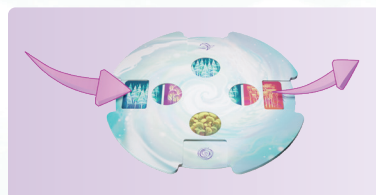
- 1• **Eject a forest tile from the central board.**
- 2• **Place the forest tile on your wilderness map.**
- 3• **Check for completed objectives.**

1• EJECT A FOREST TILE FROM THE CENTRAL BOARD

A• Turn over the first **FOREST** tile from your personal pile.

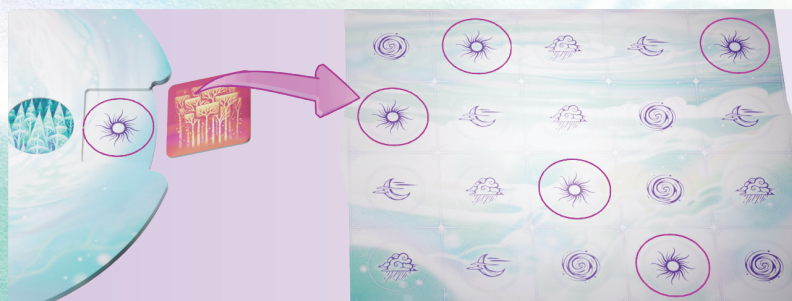


B• Slide this tile into the central board from one of the four sides, far enough so another tile is pushed out the opposite side. Take the tile that was pushed out.



2• PLACE THE FOREST TILE ON YOUR WILDERNESS MAP

A• Place the **FOREST** tile you ejected from the central board onto your wilderness map. You must place it in an empty space with the same symbol as the side of the central board the forest tile came out of.



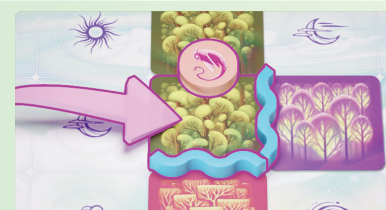
WARNING: If you do not have any empty spaces with the correct symbol on your wilderness map, you must discard the forest tile instead of placing it.

B• If the **FOREST** tile you just placed is adjacent to another tile, put a token from your supply between the two:

- 1 **RIVER** token if the two forest tiles are different.
- 1 **ANIMAL** token if the two forest tiles are the same.

It is possible to place multiple tokens on the same turn. Do not place any tokens if your tile is not adjacent to other tiles or you do not have any of the required token type.

EXAMPLE: Flora places a tile next to three others, one of which is the same. She places one **ANIMAL** token and two **RIVER** tokens.



You may also choose not to place a token between two tiles in order to complete one of the objectives shown on [page 5](#). However, you may not change your mind and place the token later.

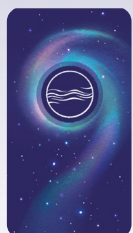
3 • CHECK FOR COMPLETED OBJECTIVES

After placing a **FOREST** tile, check to see if you have met the requirements for any **LANDSCAPE** card, **SYMBOL** card, or **AURORA** tile.

If you complete multiple objectives on the same turn, apply all their effects.

A • Landscape cards

3 **LANDSCAPE** cards are randomly chosen at the start of each game.



1 **RIVER** card



1 **COLOR** card

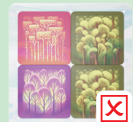
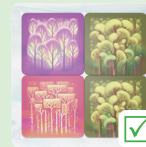
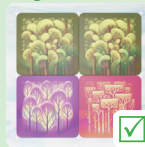


1 **SHAPE** card

Each **LANDSCAPE** card shows a specific tile arrangement you need on your wilderness map in order to complete the objective. The tile arrangement is still valid if rotated, but cannot be flipped.



EXAMPLE: To complete this objective, the following four tile arrangements are valid.



However, this arrangement is not valid, as it has been flipped.

If you are able to complete a tile arrangement on your wilderness map, you fulfill that objective and immediately place two of your **ANIMAL** tokens (or just one, if it's your last) on the corresponding **LANDSCAPE** card, on the space with your animal.

All players can fulfill each **LANDSCAPE** card objective once.

See landscape card details on page 7.

EXAMPLE: Natasha places a green **FOREST** tile which allows her to place one **RIVER** token and one **ANIMAL** token. She completes two objectives at once! The **RIVER** card and the **COLOR** card.

She places two **ANIMAL** tokens on the **RIVER** card, which already has two of Flora's **ANIMAL** tokens.

However, Natasha completed the **COLOR** card objective on a previous turn, so she cannot place any additional tokens on it.




B • Symbol cards




The four **SYMBOL** cards are used in every game, and represent the four symbols on the wilderness maps.

If you are the first to cover all five spaces with the same **SYMBOL** on your wilderness map, you complete the corresponding **SYMBOL** card objective. Immediately place up to two **ANIMAL** tokens on this card.

Unlike **LANDSCAPE** cards, each **SYMBOL** card objective can only be completed by one player.

EXAMPLE: Flora places a tile on her wilderness map, covering her last visible  symbol.



As the first player with no remaining  symbols, Flora places two **ANIMAL** tokens on the corresponding **SYMBOL** card. This objective is no longer available to other players.

C • Aurora tiles



There are 8 **AURORA** tiles, 2 for each color of forest.

For each color, the first player with three **FOREST** tiles of that color on their wilderness map takes the "3" **AURORA** tile.

When a different player places four **FOREST** tiles of that color, they take the "4" **AURORA** tile.

IMPORTANT! A player cannot have two **AURORA** tiles of the same color. If a player has a "3" **AURORA** tile, they may not take the "4" **AURORA** tile of the same color. It will go to the next player to place their fourth tile of that color.

When you earn an **AURORA** tile, place it next to your wilderness map. You can use your **AURORA** tiles at any time during your turn. Each **AURORA** tile may only be used once per game. After use, flip it to the inactive side.

The effects of aurora tiles are listed on page 8.

EXAMPLE: Flora places her fourth orange forest tile. She already has the orange "3" aurora tile, so nothing happens. On Natasha's turn, she also places her fourth orange forest tile. Natasha takes the orange "4" **AURORA** tile, which she can use later in the game.

END OF THE GAME

There are two ways to end the game:

- 1• A player places all their **ANIMAL** tokens and **RIVER** tokens. Finish the round, so all players have played the same number of turns.
- 2• After twelve turns, players have no remaining **FOREST** tiles in their personal piles.

If only one player successfully places all their tokens, they win the game.

If the twelfth turn finishes and all players still have tokens, count points as follows: 2 points for each unplaced **ANIMAL** token and 1 point for each unplaced **RIVER** token. The player with the **lowest** score wins.

EXAMPLE: After twelve turns, everyone still has unplaced tokens. Players count points to see who wins. Flora has two unplaced **ANIMAL** tokens (4 points) and one unplaced **RIVER** token (1 point) for a total of 5 points. Natasha has one unplaced **ANIMAL** token (2 points) and two unplaced **RIVER** tokens (2 points), for a total of 4 points. Natasha wins!

In case of a tie, the player with the largest uninterrupted zone of one color wins. If there is still a tie, the players share the victory.

EXAMPLE: After placing a tile, Flora places her last tokens, triggering the end of the game. Flora was the first player. The others finish the round, so everyone gets the same number of turns.

On her turn, Natasha also places the last of her tokens! To break the tie, they check who has the largest uninterrupted zone of one color.



Flora has a zone of five tiles, whereas Natasha has a zone of only four tiles. Flora wins!

LANDSCAPE CARD DESCRIPTIONS

When players complete a **LANDSCAPE** card objective they place two **ANIMAL** tokens on the card, on the space showing their animal. There are three types of **LANDSCAPE** cards, with different backs:

SHAPE



RIVER



COLOR

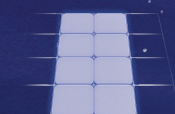


SHAPE CARDS

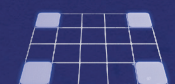


These **LANDSCAPE** cards require a certain pattern of **FOREST** tiles on your wilderness map. The color of these tiles does not matter.

NOTE: Although most forms can be rotated as needed on your wilderness map and remain valid, some, given their dimensions, only have one valid orientation.



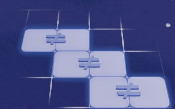
Make this shape by placing **FOREST** tiles on your wilderness map. Their color does not matter. A rotation of this shape is also valid.



Place a **FOREST** tile on each of the four corners of your wilderness map.



Make a square containing **FOREST** tiles of all four different colors.



Make this shape with **FOREST** tiles on your wilderness map. Tiles separated by a + symbol must be different colors. A rotation of this shape is also valid.

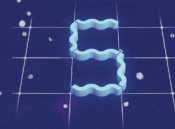


Make a line of four **FOREST** tiles, each a different color. A column is also valid.

RIVER CARDS



These **LANDSCAPE** cards require **RIVER** tokens to be placed in certain patterns on your wilderness map. Rotated patterns are also valid.



Make this shape using **RIVER** tokens. A rotation is also valid.



Join two adjacent edges of your wilderness map with a continuous stretch of at least four **RIVER** tokens.



Join two opposite edges of your wilderness map with a continuous stretch of at least four **RIVER** tokens.



Place a continuous stretch of six **RIVER** tokens, in any shape.

COLOR CARDS



These **LANDSCAPE** cards require a square of four **FOREST** tiles on your wilderness map with a specific layout of colors.

Rotations are also valid, but not flips.



Make a square of **FOREST** tiles with the correct color pattern.

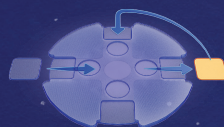
AURORA TILE EFFECTS

Each color has two **AURORA** tiles (labeled “3” and “4”) that give a bonus. The first player to place three **FOREST** tiles of the same color takes the “3” **AURORA** tile of that color. When a different player places four **FOREST** tiles of that color, they take the “4” **AURORA** tile.

You can use your **AURORA** tiles at any time during your turn. After use, flip the tile over to the inactive side. Each tile can only be used once per game.



Place two **ANIMAL** tokens on a **LANDSCAPE** card that does not already have your **ANIMAL** tokens and fulfill this objective, even if you do not meet the requirements.

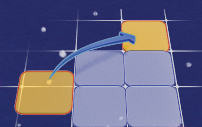


After taking the **FOREST** tile that you ejected from the central board, you may slide it back into the central board from any side to push out a different tile.

NOTE: With this **AURORA** tile you can retrieve the forest tile you had at the start of your turn or the forest tile hidden in the middle of the central board.



Place your **FOREST** tile from the central board on any empty space on your wilderness map, ignoring the symbol requirement.



Choose a **FOREST** tile on your wilderness map. Return all tokens along its edges to your token supply. Then move the tile to an empty space. Place tokens based on its new position.

NOTE: Moving a forest tile does not undo any objectives completed beforehand, even if the movement causes the player to no longer meet the requirements.

EXAMPLE: Natasha decides to use an **AURORA** tile to move a **FOREST** tile on her wilderness map.

She removes all tokens from the forest tile's edges (two **RIVER** tokens).

She then moves the tile to a new position.

She then places tokens based on the new location (2 **ANIMAL** tokens and 1 **RIVER** token).

