

SOULFIELD: OASIS

For 2 players, ages 8 and up.



HOW TO WIN

Each player has a soul ward. Your soul ward is not a piece on the board. It is the player token on your soul ward track. It starts on 30.

If your soul ward loses 2, move your player token 2 toward 0, from 30 to 28.

A soul ward cannot go below 0.

If the other player's soul ward gets to 0, you win. The game ends right away.

If both soul wards get to 0 together, it is a tie.

If no soul ward gets to 0 in 20 rounds, the game ends after round 20. The player with their token on the bigger number wins. If both tokens are on the same number, it is a tie.

GAME WORDS

Edge cards are the Ice, Fire and Lightning cards. They go on the 12 edge spaces or the outside of the board.

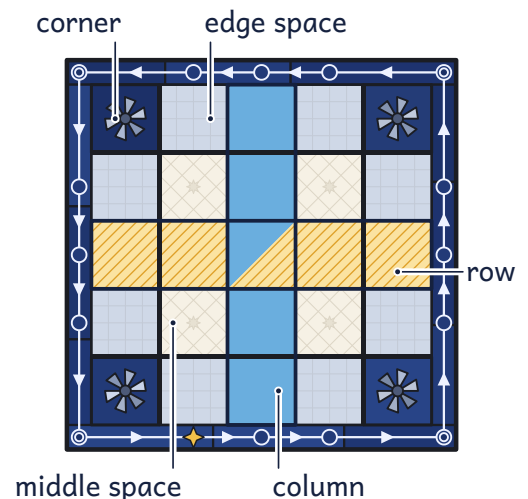
Middle cards are the Strike and Frozen Ground cards. They go on the 9 middle spaces.

No cards go on the 4 corners.

A card on the top or bottom edge has 3 spaces in front of it, in its column. A card on the left or right edge has 3 spaces in front of it, in its row.

You place a marker on an edge card to use it. Each player has 3 markers labeled 1, 2 and 3. This indicates the order of play.

The small pieces with a snowflake on them are called ice. They go on middle spaces. They are different from the Ice cards.



The other soul ward is the other player's.

The Storm moves around the edge of the board.
During a round, no one can use the edge card it is on.

The player with the "Goes first" token starts each round.

A round is one time through the 4 steps under "A round".

WHAT YOU NEED

The board, in 2 parts

12 edge cards (4 Ice, 4 Fire and 4 Lightning)

14 middle cards (4 Strike 1, 5 Strike 2, 3 Strike 3 and 2 Frozen Ground)

6 markers (1, 2 and 3 for each player)

24 ice pieces (12 Green and 12 Red)

The Storm and the "Goes first" token

2 soul ward tracks and 2 player tokens, a track and a token for each player

You also need scissors, glue or tape, and a ruler.



MAKE THE GAME (FOR GROWN-UPS)

- Print on one side of the paper, at 100% size. Your print window might call this "Actual size".
- Measure the bar on the Edge cards page. If it is not 100 mm long, turn off "Fit to page", set the size to 100%, and print again.
- Use thick paper (card stock) for the cards and all the pieces if you can.
- Cut along the thin gray lines.
- Do not cut off the wide strip on the bottom part of the board. Glue or tape the top part of the board onto it.
- This game comes in 2 files. The one with "daylight" in its name has mostly white pages. It uses much less ink, and you can color it in.

GET READY

The numbers in the picture are the step numbers.

- 1 One player is Green. The other player is Red. Green pieces are round. Red pieces are diamonds. Green plays from the edge of the board that says "Storm starts here". Red plays from the edge on the other side, facing Green.
- 2 Take the 3 markers, 12 ice pieces, soul ward track and player token in your color. Put your player token on 30.
- 3 Mix the 14 middle cards face down. Turn 9 of them face up and put 1 on each middle space.
- 4 Put the other 5 middle cards in a pile next to the board, face up.
- 5 Put the 12 edge cards face up next to the board, spread out so you can see them all.
- 6 Take turns putting the edge cards on the board. Red puts down 1 card. Then Green puts down 2, then Red 2, and keep going, 2 each. When 1 card is left, Red puts it down. Each player puts down 6.

Put the edge cards down one at a time. Each time, pick any edge card left beside the board and put it on an empty edge space. Follow the rule below.

Do not put 2 cards of the same kind right next to each other on the same edge of the board. If you cannot, put the card you picked on any empty edge space. You do not have to pick a different card.

- 7 Put the Storm on the edge card next to the words "Storm starts here".
- 8 Give the "Goes first" token to Green.



A ROUND

Each round has 4 steps. Do them in order.

- 1 Put down markers
- 2 Cards do what they say
- 3 Win middle cards
- 4 End the round

1. PUT DOWN MARKERS

The player with the "Goes first" token puts marker 1 on an edge card.

Then the other player puts down marker 1. Keep taking turns. Put your markers down in order, 1, then 2, then 3.

The edge cards with markers do nothing yet. In step 2, after all 6 markers are down, they do what they say.

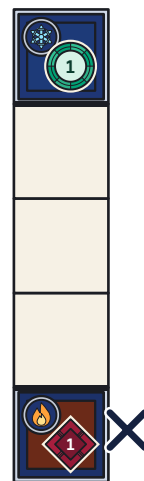
You can put your marker on an edge card only if all 3 of these are true.

- ✓ It has no marker on it.
- ✓ The Storm is not on it.
- ✓ The other player has no marker on the card across from it.

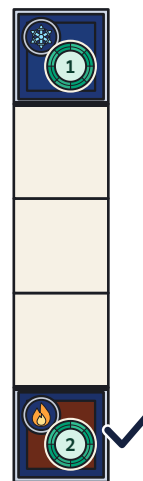
The card across is at the other end of its column or row. It has the same 3 middle spaces in front of it.

The Storm blocks only the card it is on. You can use the card across from that card.

An edge card does not belong to the player who put it on the board. Either player can use it. There is always a card you can use.



Red cannot use this card.
Green's marker is across from it.



Green can use it, because the marker across from it is Green's.

2. CARDS DO WHAT THEY SAY

Each card with a marker does what it says, once.
Go in the same order as step 1. Start with the card that got its marker first, then the card that got its marker next, and so on.

An edge card does what it says for the player who put a marker on it.



ICE CARD

Take any ice off the 3 middle spaces in front of it.
Then put your ice on those 3 spaces.



FIRE CARD

Take any ice off the 3 middle spaces in front of it.
This takes off your ice too.

The other soul ward loses 2.

Before



After



Red's marker is on this Ice card.
Green's 2 ice pieces come off. Then
Red puts Red ice on all 3 spaces.



LIGHTNING CARD

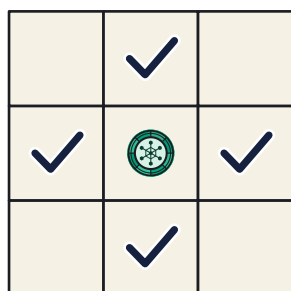
Find your chain. Look at the 3 middle spaces in front of the Lightning card. All your ice on those 3 spaces is in your chain. The pieces do not have to be next to each other. A chain can be 1 ice piece.

Look at each piece in your chain. Your ice directly above, below, left or right of it joins the chain. Keep going until no more can join.

The other player's ice is never in your chain.

Pick up the ice in your chain, and count the pieces. The other soul ward loses 1 for each piece.

If none of your ice is on those 3 spaces, no ice comes off. The other soul ward loses 1.



The 4 spaces with check marks are directly above, below, left of and right of Green's ice in the center. If that ice is in Green's chain, Green's ice on any of these 4 spaces joins it too.

ICE PIECES

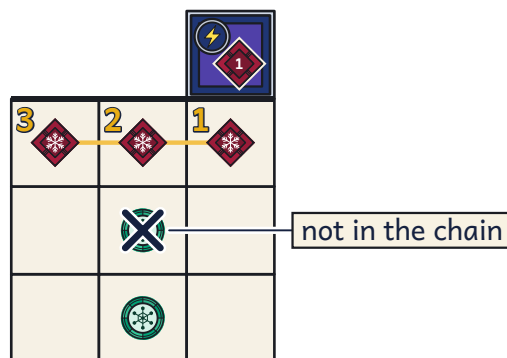
Only 1 ice piece can be on a middle space.

The ice stays on the board until a card takes it off. It stays from round to round, so you can build a longer chain for your Lightning card. Any ice that comes off goes back to its owner.

Tip

Put a marker on an Ice card before you put one on a Lightning card. Then the Lightning card can count the new ice.

As soon as a soul ward gets to 0, the game ends. Stop, even if the step is not done.



Red's chain starts at 1, in the column in front of the Lightning card. It goes left to 2 and 3. Green's ice is not in it. The chain has 3 ice pieces, so Green's soul ward loses 3.

3. WIN MIDDLE CARDS

Look at the edge cards with your markers.

You win a middle card if it is in front of 2 of those cards. One has to be on the top or bottom edge.

The other has to be on the left or right edge.

You win each middle card only once. This is true even if 3 cards with your markers are in front of it.

You can win up to 2 middle cards in one round.

If all your markers are on the top or bottom edges, you win no middle card. If all your markers are on the left or right edges, you win no middle card. The cards with your markers do what they say in step 2 either way.

First, the player with the "Goes first" token does what their middle cards say. Then the other player does.

When you win a middle card, do what it says. Then take the card out of the game, and leave any ice on the space.

Put the top card of the pile on that space right away. Put any ice from that space on top of the new card. That ice does not go back to its owner.

No one can win the new card this round.

If the pile is empty, leave the space with no card. Any ice stays on the space. If you win a space with no card, nothing happens.

A middle space with no card can have ice on it. That ice can be in a chain too.

If you win a Strike, the other soul ward loses the number on it.

If you win Frozen Ground, take any ice off the middle spaces. Then put your ice on all 9 middle spaces, even the ones with no card.



This middle card is in front of both cards with Green markers. Green wins it.



Both Green markers are on the top edge. Green cannot win a middle card with these 2 markers.

IF YOU WIN 2 MIDDLE CARDS

Do what they say one at a time.

Both middle cards are in front of one card with your marker.

Start with the middle card in front of the card with your marker 1. If both are, start with the one in front of the card with your marker 2.

For example, Green's marker 1 is on the edge card above the middle column. Marker 2 is on an edge card beside the top row. Marker 3 is on one beside the bottom row. Green wins the middle cards at the top and bottom of the middle column. Both are in front of the card with marker 1. Green starts with the top one, because it is in front of the card with marker 2.

As soon as a soul ward gets to 0, the game ends. Stop, even if the step is not done.

4. END THE ROUND

Take your markers back.

Move the Storm onto the next edge card or corner, in the direction of the Storm arrows. Do not skip the corners. From Green's side of the board, the Storm goes right along the bottom and up the right edge. Then it goes left along the top and down the left edge.

If the Storm moves onto a corner, both soul wards lose 1. While it is on a corner, it blocks no card.

As soon as a soul ward gets to 0, the game ends. If both soul wards get to 0 at the same time, it is a tie.

Give the "Goes first" token to the other player. Then start the next round.



RARE CASES (FOR GROWN-UPS)

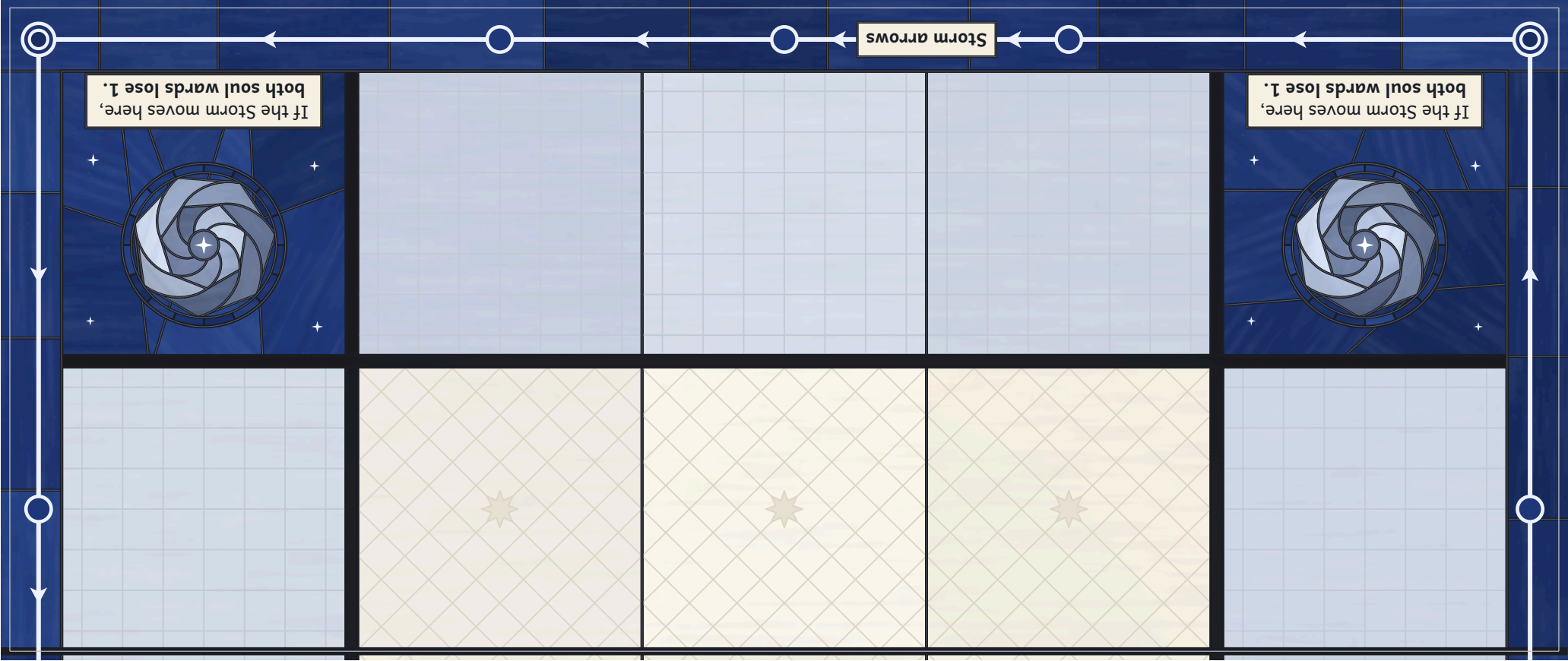
Most games end in 3 to 5 rounds, so you will almost never get to round 20. To keep count, make a mark on paper at the end of each round.

A ROUND, IN SHORT

- 1 Take turns putting down markers 1, 2 and 3.
- 2 Cards do what they say, in the order the markers went down.
- 3 Win a middle card in front of 2 cards with your markers. One is on the top or bottom edge. The other is on the left or right edge.
- 4 Move the Storm. Pass the "Goes first" token.

BOARD, TOP PART

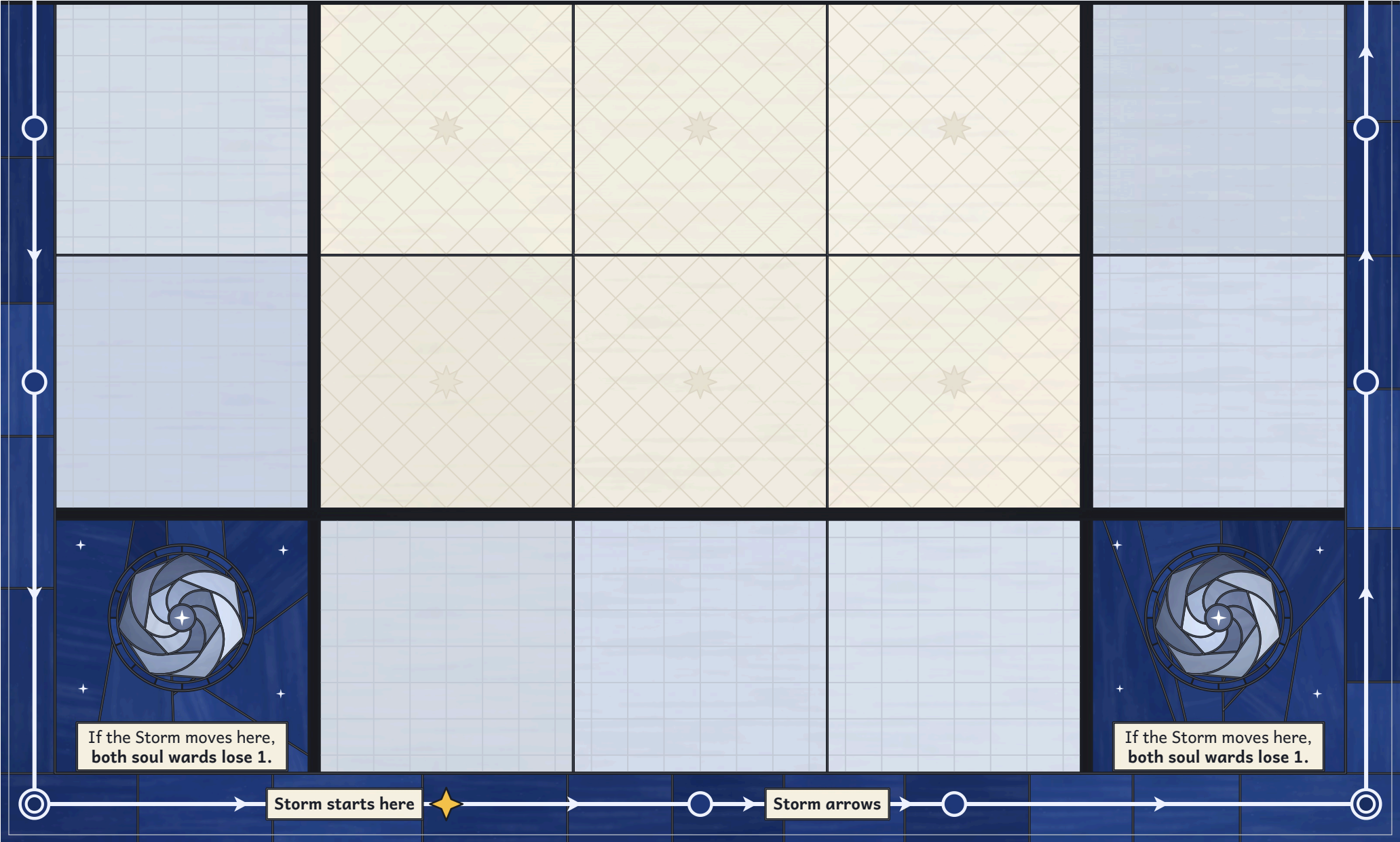
Printed at 100%, this bar is 100 mm long.



BOARD, BOTTOM PART

Printed at 100%, this bar is 100 mm long.

Glue the top part here.



EDGE CARDS

Cut along the thin gray lines.



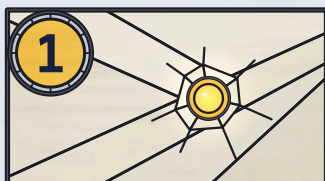
STORM, "GOES FIRST" TOKEN AND PLAYER TOKENS



Printed at 100%, this bar is 100 mm long.

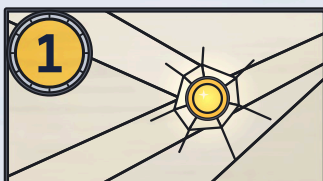
MIDDLE CARDS

Cut along the thin gray lines.



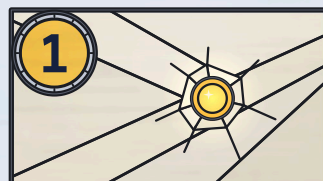
Strike 1

If you win it, the other soul ward loses 1.



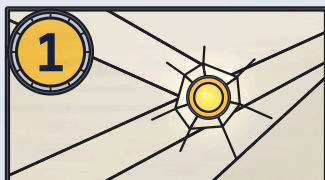
Strike 1

If you win it, the other soul ward loses 1.



Strike 1

If you win it, the other soul ward loses 1.



Strike 1

If you win it, the other soul ward loses 1.



Strike 2

If you win it, the other soul ward loses 2.



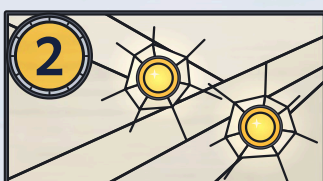
Strike 2

If you win it, the other soul ward loses 2.



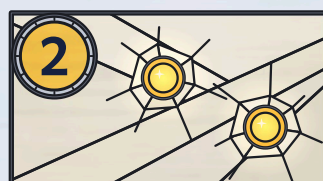
Strike 2

If you win it, the other soul ward loses 2.



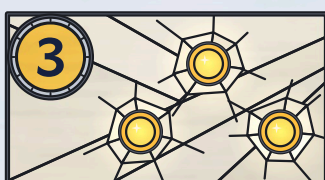
Strike 2

If you win it, the other soul ward loses 2.



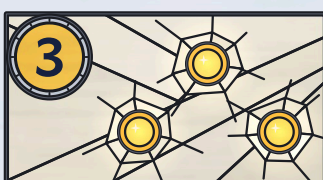
Strike 2

If you win it, the other soul ward loses 2.



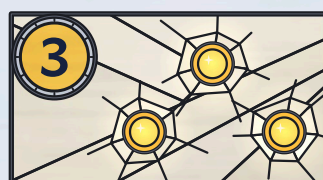
Strike 3

If you win it, the other soul ward loses 3.



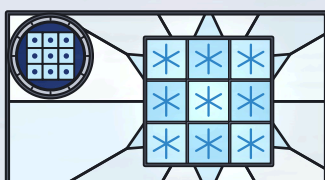
Strike 3

If you win it, the other soul ward loses 3.



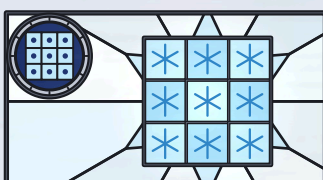
Strike 3

If you win it, the other soul ward loses 3.



Frozen Ground

If you win it, take any ice off. Put your ice on all 9 middle spaces.



Frozen Ground

If you win it, take any ice off. Put your ice on all 9 middle spaces.

MARKERS AND ICE PIECES



Green pieces are round.



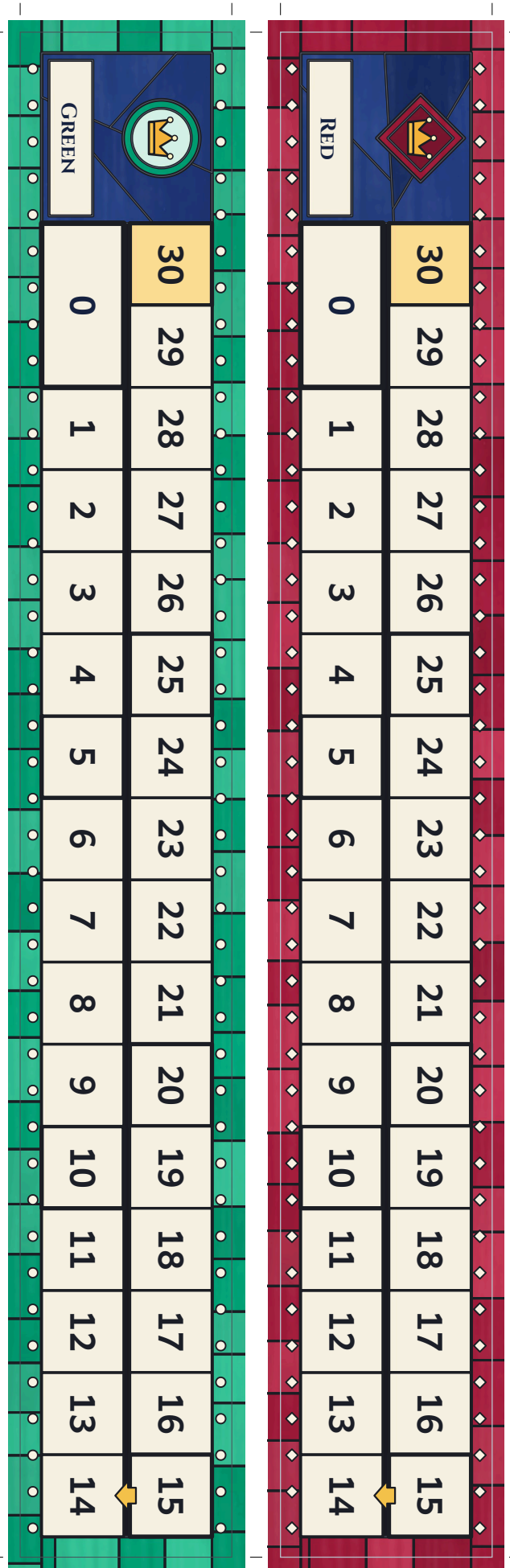
Red pieces are diamonds.

Cut along the thin gray lines.



Printed at 100%, this bar is 100 mm long.

SOUL WARD TRACKS



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ABOUT THIS GAME

Soulfield: Oasis, kids game. Version 1.0, 2026.

Game design by Moe.

All pictures were drawn by computer code written for this game.

FONTS

Andika, by SIL International.

SIL Open Font License 1.1 (openfontlicense.org).

Not changed.

Cinzel, by Natanael Gama and the Cinzel Project Authors. SIL Open Font License 1.1.

We made a Bold-only version from it so it prints well.

GAME IDEAS

Putting down markers, blocking the card across from your marker, winning the middle card in front of 2 cards with your markers, and the Storm that moves around the edge come from the card game Targi, by Andreas Steiger (Kosmos, 2012).

Taking turns to build the board comes from the game Twilight Imperium, by Christian T. Petersen (Fantasy Flight Games, 1997).

AI tools helped make this game.