

HOW TO PLAY

For expanded rules visit: playravine.com/rules

OVERVIEW

Your party has survived another crash, but this time you're not alone—wandering Spirits haunt Ravine, pursuing their own mysterious goals.

SETUP

Divide your party into Spirits and Survivors based on the Game Setup Recommendations table. Spirits should all sit together.

From the Spirit deck, remove the Bone Pile cards and shuffle them into the main Ravine Forage deck. Separate the Spirit Wreckage pile, shuffle it and place it face down near the Spirits. Shuffle the remaining Spirit cards and place them back into the Spirit box.

Have a Spirit pick up 1 Heart token for each Survivor in the group. Then the Survivors close their eyes while the Spirit rolls those tokens onto the table like dice. This roll determines the victory outcome for the Spirits: any Hearts facing up represent the number of players that must be kept alive, and any Heart tokens facing down are players that must die before The Rescue. This number should be kept secret.

Next, each Spirit draws 2 Spirit cards from the box and keeps them in their hand. Survivors can now open their eyes. Setup Ravine for the Survivors based on the original rules. Gameplay begins as it normally does in the

base game - the one exception being that any Bone Pile cards drawn by Survivors go directly to the Spirits.

Survivors play the game as normal, but the Spirits attempt to achieve their goal during the Visitation, which occurs immediately before Day begins. During the Visitation, Spirits first devise a strategy for play. Once they have decided, the Survivors close their eyes briefly while the Spirits act in 1 of 3 ways:

- 1) Each Spirit can play 1 non-wreckage card from their hand (see *Spirit Guide for instructions*). After playing, they draw 1 new card from the box to replenish their hand.
- 2) The Spirits can collectively use a Spirit Wreckage card ability (if uncovered - see *Spirit Guide*), but if they choose this, no other cards can be played during that Visitation round.
- 3) Spirits can also decide to do nothing.

If a Survivor dies during the game, they join the Spirit group. Upon death, this new Spirit draws 2 Spirit cards from the box and can act during the Visitation as described above.

WINNING

The game still ends when the Survivors are either rescued or all perish. The Spirits only succeed if they've hit their exact goal when the game ends.

potentially useful

SPIRIT GUIDE

SPIRIT MADNESS: Can be placed on the top of the Madness deck, or placed directly into the hand of any player with 2 or fewer Hearts, at which point they must immediately carry out that card.

SPIRIT FORAGE: Can be placed either on top of a Forage deck, or placed next to the Fire token. A Forage card placed near the Fire can be picked up by any Survivor at any time (or not at all), without flipping a Heart over.

SPIRIT NIGHTS: Can replace the top Night card from the deck, unless that card is The Rescue, which must always remain in its position within the Night pile. A Spirit can look ahead at the topmost Night card during the Visitation, but if they choose to do so, that Spirit cannot place any cards during that round. The original Night card being swapped out is discarded.

SPIRIT WRECKAGE: If a Survivor uncovers a Bone Pile while Foraging, 1 Spirit can draw 1 card from the Spirit Wreckage pile. This special ability is used collectively by the Spirits during the Visitation and is discarded after 1 use.

GAME SETUP RECOMMENDATIONS

These are recommended setup ratios for your first few rounds of play. After you gain familiarity, experiment with different ratios of Survivors and Spirits, and add more Nights to build a Ravine experience that matches your play style.

Players	Survivors	Spirits	Nights
4	2	2	10
5	3	2	9
6	4	2	8
7	4	3	8
8	5	3	7
9	6	3	7

HOUSE RULES

Want to experiment more? Check out other fun house rules at playravine.com/rules.