



S O U L G I V E R S <sup>TM</sup>

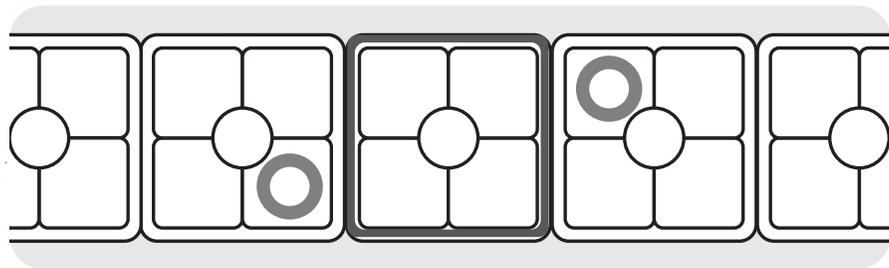
# 8. 2vs2

## Fight for the Fragment Together or Die Trying!

The 2vs2 Soulgivens mode is played by two teams of two players who fight for the Fragment. Join forces and play synergistically to surprise and react to the opposing team, one turn after the other.

### 2VS2 SET UP:

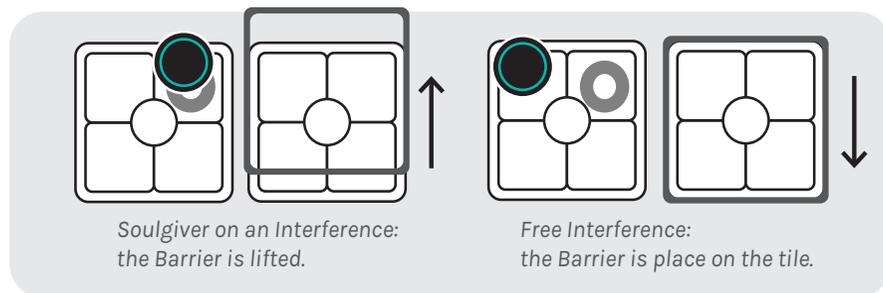
1. Place the Mother Tile at the center of the board.
  2. Place the 2 Interference Tiles as shown in the image (on page 33) on the sides of the Mother Tile.
  3. Shuffle and arrange the remaining 22 tiles facedown to form a 5x5 grid. Then, flip them.
  4. Place the Fragment at the center of the Mother tile.
  5. Place the Barrier on the Mother Tile.
  6. Form two teams and choose a population, then take the corresponding Soulgivens decks.
  7. Place the Portals of your population on the board as in the 1vs1 mode.
  8. Each team places in their area:  
1 Population Ability card, 1 Player's Action card, 1 Soulgivens' Abilities, 1 Tribute Essence, 1 The Soulgivens deck, 4 Black Hole Modifiers, 2 Patch Modifiers, 6 Shell Modifiers or 4 Specter Modifiers.
  9. Each player places in their area:  
2 Tribute Essences and 2 Decay Dice.
  10. Flip the First Player coin to decide which team goes first. Within the teams, decide who is player 1 and who is payer 2.
- Example of the order of priority:** *Specter player 1, Specter player 2, Shell player 1, Shell player 2.*
11. In order of priority, the two teams can switch one single tile next to one of their Portals with another tile on the map. The tile can't be switched with a tile next to yours or the other team's Portals, with an Interference Tile, and with the Mother Tile. The chosen tiles can be rotated as desired.
  12. Each player chooses their initial roster of 2 characters from the shared Soulgivens deck without showing them to the opposing team. Then, shuffle the deck.
  13. In turns, place on your Portals the 2 Soulgivens corresponding to the 2 chosen cards as desired all at once. You can place them on both Portals or only one, according to your strategy. Each Portal is to be considered as a single large cell.
  14. Assign a Decay Die to each of your 2 Soulgivens in the game, showing 1.
- \*The Anomaly deck won't be used in this game mode.\***



Interference cells at the beginning of the game.

## GENERAL RULES:

- The two populations play in turns, called **population turns**. During the population turn, player 1 will play first, followed by player 2 of the same team. When both players of that team have finished their turn, it will be the other population's turn.
- The team strategy can be discussed and decided only before the game starts. Then, each player has to think and implement their strategy individually. Are you and your teammate on the same wavelength?
- The Barrier cannot be destroyed and always protects the tile the Fragment is on. It can be raised by placing a Soulgiver on an Interference cell. If there are no Soulgivers on either Interference cells, the Barrier is placed again on the tile the Fragment is on at that moment. When the Barrier is active, Soulgivers cannot enter or exit that tile using their movement.



Soulgiver on an Interference:  
the Barrier is lifted.

Free Interference:  
the Barrier is place on the tile.

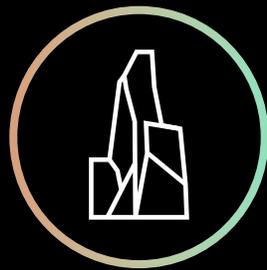
- Each player has 2 Tribute Essences to implement their strategy. Moreover, the players of the same population have a third shared Tribute Essence at their disposal, which can be used by one of the two players once per turn.
- Each player can enter and bring the Fragment onto either one of the Portals belonging to their population.
- The Fragment can be passed between Soulgivers belonging to different players, whether they are teammates or not.
- The player must always increase the Decay at the end of their individual turn, not at the end of their population turn.
- When a Soulgiver dies, the player places the Soul of that Soulgiver on the board immediately and they will draw a new Soulgiver from the shared Soulgivers deck at the beginning of their turn according to the normal rules.

## SPECIAL ACTIONS:

- The Population Ability is shared between the two teammates. It can be played only once per game by one of the two teammates according to normal population Ability rules.
- At the beginning of your population turn, you or your teammate can request a 2-minute time-out by paying with your shared Tribute Essence. The team can take up to 2 time-outs per game. During the time-out, the two teammates can discuss and tweak their strategy privately.

## MODIFIERS:

- You cannot place any Modifiers on the tile the Barrier is on and active.
- The Modifiers on the tile the Barrier is on and active cannot be removed.



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