
The Canopy of Spirits

English translation of the Japanese rulebook • Version r20261000 • 2–4 players • 30 minutes • Ages 12+

The Canopy of Spirits is a board game that simulates the growth and decline of a forest. The game consists of three rounds. At the end of each round, players use cards to keep their trees alive. The player who keeps the most trees alive in the final round wins.

Components

- A. 1 board
- B. 20 rings
- C. 20 tree pieces (5 in each of 4 colors)
- D. 4 Spirit Cards (2 cards of each of 2 types). Their two sides provide one Spirit Card in each of the 4 colors.
- E. 24 Blessing Cards (6 cards of each of 4 types). The side with numbers is the face. From this point on, Blessing Cards are simply called cards.

Setup

- Place the board within everyone's reach. Put all the rings together beside it.
- Each player takes one Spirit Card, turns a different color face up, and takes all 5 tree pieces in that color. Tree pieces are referred to below simply as pieces.
- Choose the starting player by any method.
- Shuffle all the cards face down and deal 6 to each player. Only the owner may look at their hand. Return any remaining cards to the box face down.
- Simultaneously, each player chooses 2 cards from their hand and passes 1 to each neighboring player. Add the cards you receive to your hand.

Game Overview

Play a total of 3 rounds.

Turns during a round

Players take turns clockwise, beginning with the starting player. On your turn, place 1 piece from your supply on any empty space on the board. If you cannot take a turn, skip it. When all players skip their turns consecutively, the round ends.

End-of-round sequence

Beginning with the player who took the last turn, and proceeding clockwise, each player performs Reveal Cards followed by Survival. After everyone has done both, perform Determine the Round Winner and Passage of Time.

Reveal Cards

Place cards from your hand face up in front of you: 1 card in round 1, 2 cards in round 2, or 3 cards in round 3.

Each card has two numbers. Orient it so that either number is at the top. The number at the bottom is treated as though it were not printed on the card.

Beginning in round 2, after revealing your cards, return all cards you revealed in the previous round to your hand.

Note: You may reveal multiple copies of the same type of card in the same orientation, even if that means revealing the same number more than once.

Survival

A piece's neighbor sum is the number of pieces in the eight surrounding spaces that share an edge or corner with its space. For example, if four of those spaces contain pieces, its neighbor sum is 4.

For each of your own pieces, if its neighbor sum matches a number shown on any card currently revealed in front of you, or on your Spirit Card, place a ring from beside the board around that piece. A ring signifies that the tree survives.

Determine the Round Winner

The player who has placed rings around the most of their own trees wins the round.

- If tied, the tied player whose currently revealed cards have the highest sum of displayed numbers wins.
- If still tied, the tied player who performed Survival last wins.

If this is round 3, the game ends as soon as the round winner has been determined.

Passage of Time

First, return every piece without a ring to its owner's supply. Then remove every ring from the board and place the rings beside it.

The winner of the round becomes the starting player for the next round. Players leave the cards they have revealed in front of them until the next round's Reveal Cards step.

End of the Game

The winner of the final round is the winner of the game.

Example: Determining the Winner (Round 3)

In the pictured four-player example on page 2 of the original rulebook, White and Red each save 5 trees, Yellow saves 4, and Blue saves 3. White's revealed numbers total $3 + 8 + 7 = 18$, while Red's total $3 + 6 + 5 = 14$. (White's 8 and 7 did not actually help any trees survive.) White therefore wins the tiebreaker, and, because this is round 3, wins the game.

Three-Player Rules: Spirit Trees

With 3 players, use only 3 Spirit Cards and return the remaining card to the box. During a turn, players may also place pieces that belong to no player. These are called Spirit Trees.

- Spirit Trees count when calculating neighbor sums.
- Spirit Trees never receive rings during Survival.
- During Passage of Time, return all Spirit Trees to the supply beside the board.

Two-Player Rules: Attendant Trees

With 2 players, use only 2 Spirit Cards and return the remaining cards to the box. During setup, each player also takes 5 pieces in a color other than either player's color. These are called Attendant Trees.

Instead of dealing 6 cards to each player, deal 9 cards to each. Each player selects 3 and returns them to the box face down, using the remaining 6.

- On your turn, place 2 pieces from your supply on empty spaces. The pieces may be the same color or different colors.
- Exception: On the starting player's first turn of a round, they place only 1 piece.
- If you have only 1 piece left in your supply, place just that 1 piece.
- Attendant Trees never receive rings during Survival.
- During Passage of Time, remove all Attendant Trees from the board, then give each player 5 Attendant Trees again to hold in their supply.

Credits and Support

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Game design and artwork: Hakushi. First released: Board Game Garage Dungeon, Autumn 2026 / Game Market, Autumn 2026. Manual version: r20261000.

Playtesting assistance: Imogin, Izumi Katsuragi, EJP Games, Card Shop SatoPin, and Little Cave.

Game support: <https://www.kuuri.net/game/forest/>

Translation note: This is an English text edition of the supplied Japanese rules. Refer to the original PDF for the illustrated board positions and card examples.