

“Tree of Wishes”

Come closer to the fire and listen.

When the sun reaches its lowest path and the days draw their shortest breath, Yule begins. The Wheel of the Year stands still at its deepest point. In these nights, one does not look ahead, but guards what must endure.

At the heart of the world stands the Yule Oak. She is older than memory and bears no leaves, but Wishes. Upon her branches is bound what one seeks to protect, to nourish, or to restore. The tree does not judge. She remembers.

During Yule, the Nisser awaken, ancient guardians of home and land. In the holy nights they move through the land, where each zone represents two nights. Each night allows only a single deed. Yule is not a time of haste, but of choice.

To weave Wishes into the Yule Oak, the Nisser bring offerings. Some preserve warmth and light, others protect life, and still others touch upon ice and mystery.
What is given does not return at once — yet nothing is lost.

Not every wish is pure. Fear and doubt easily find a voice in winter and take shape as the Dark Cold. This cold does not destroy, but stills what is left unattended.
The Nisser know this: it must be acknowledged and given its place, or it will spread its grip.

By invoking Visions, carefully setting the Wheel in motion, and deliberately placing Wishes, the Nisser shape the story of the winter. Every choice leaves a trace among the branches of the Oak.

When the holy nights have passed and the light cautiously returns, the Yule Oak remains as a silent witness. In her branches hangs the proof of the winter: what was protected, what was released, and what the cold has touched.

“Everything that matters is entrusted to the Oak.
She keeps the story of the winter.
And carries it forward into the year.”

Words by the Midwinter Fire

As the days grow short and the light of Yule slowly returns,
I look back with a warm heart on the creation of this game.
It has been a journey I could not have walked alone.

First and foremost, I want to express my deepest gratitude to all the testers:

Boardgame café - Spel op de Wagen: Didier, Thomas, Bryan, Fanny, Mike, Wouter, Francesca, Rudy, Charlotte;
Jurgen, Marco, Hans, Kenneth, Kurt; Wim, Frederique, Jarno, Bart, Jurgen V.;
Codekick: Anthony, Ward, Gweyn, Stijn, Bronyo, Lore, Robbe;
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Boardgame club - Woodlandgames: Christian, Kevin, Henk, Jan, Eric, Melissa;
Boardgame club - De Speelanderthalers: Niels, Jeroen, Joeri, Heidi;
Boardgame club - Hof van Watervliet: Fabio, Jolien, Inge;

Like guides through the darker months, you spent countless hours at the gaming table.
The many playtests and the pleasant, insightful feedback you provided
were the sparks that kept the creative fire burning.
Your wisdom ensured a smooth development process and
shaped this game into the result that lies before you today.

My most heartfelt thanks go to my own inner circle:
my partner **Annelies** and daughter **Manon**.
Thank you for your boundless patience during the many evenings
when this project occupied both my mind and our home.
Your support was the steady light that helped me complete this path.

May this game, in turn, bring warmth and connection to your own heart.

Warmest Yule Winternight Greetings,

Dimitri Tanghe

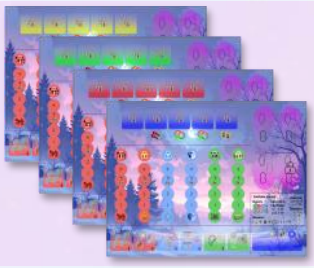
Game components



1 Rulebook &
4 Reference booklets



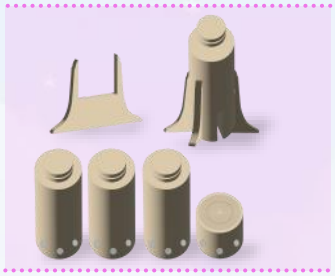
2 Game boards



4 Player boards



6 Resource tiles &
6 Root sticks



1 Yule Oak (in 6 parts)



24 Tree branches
(4 lengths, 6 / length)



32 Branch markers
(8 per color)



12 Nisser
(3 per color)



45 Resource Wishes



45 Combo Wishes



24 Neutral Wishes
(incl. 6 Dark Cold)



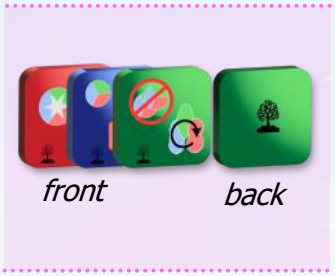
3 Wish bags



16 Dark Cold tokens &
1 Start player token



24 Nisse Bonus Tiles
(4 sets of 6 tiles)



12 Yule Bonus Tiles
(4 per color)



6 Wild items &
4 Step-tokens



2 Wheel of Year &
1 Wheel of Year marker



24 Bonus tokens
(6 per color)



56 Resources
(7 x 6 small, 4 x 6 big)



18 Cover Rings

Game setup

General setup

1. Place the rectangular gameboard in the middle of the table.

2. Place the round gameboard in the center of the rectangular gameboard.

3. Take the bottom part of the Yule Oak, also known as the Tree of Wishes, and the root piece. Slide the two parts into each other. Place the assembled tree piece in the center of the round gameboard, in the designated slot. Make sure the roots are pushed through the top gameboard and into the circular opening of the bottom gameboard. When placed correctly, the Yule Oak will be stable and the board will rotate smoothly.



4. 
Place the six Resource tiles on the round gameboard. Each Resource tile represents one complete zone. The tiles have no fixed positions. Any tile can be placed in any zone. Between each adjacent Resource tile, there is space to place one Root.



5. 
Cover all resources containing a Lock Token or Swivelling Token with Cover Rings.
Each zone should now contain 3 Cover Rings.



6. Assemble the rest of the Yule Oak *(three identical middle pieces and one top piece).* Place all three middle pieces onto the bottom piece, then finish with the top piece. Make sure all branch slots are vertically aligned.



In a 2-player game, remove one middle piece and exclude the smallest branches from the setup.



7. Place the neutral branches. (*Insert the branches into the tree with the smallest side first, marked by a small ring*):

- Levels 1 (bottom) to 3: Use the longest branches for level 1, the second-longest for level 2, and the second-shortest for level 3. Make sure that above each zone there is exactly one branch. Place two branches in two random slots per level.
- Level 4 (top) (only 3+ players): No starting branches are placed at this level.
- The Yule Oak is rotatable. Make sure there is a maximum of one branch hanging above each zone, with all branch slots from the four levels vertically aligned above one another.



8. Take all Yule Bonus tiles (marked with a tree icon at the back) and sort them by color. Shuffle each color stack face down, then randomly discard one tile face down from each color and return it to the box. Place the remaining three Yule Bonus Tiles per color face up on the indicated spaces on the bottom right side of the gameboard.



9. Take 1 small token of each resource, shuffle them, and place 1 random token face up beneath the Wish Stones on the indicated spaces.



10. Separate the Wishes into three Wish bags:
- **Resource Wishes** (worth 3-10 VP), blue bag
- **Combo Wishes** (worth 7-13 VP and always a combination of 3 wishes.), red bag.
- **Neutral Wishes** (no VP), together with the **Dark Cold** (negative VP), white bag.



Combo Wishes



Then perform the following steps:

11. Shuffle the Resource Wishes and draw four from the bag. Place them face up on the first four Wish Stone spaces (the bottom spaces).

12. Draw three Combo Wishes and place them face up on the last three Wish Stone spaces (the top spaces).

13. Shuffle the Neutral Wishes and Dark Cold together. Draw one Wish from this bag and place it on the designated space on the gameboard.



14. Draw the required number of Neutral Wishes (see table) from the Neutral Wishes bag. Immediately hang each drawn Wish, whether a Neutral Wish or a Dark Cold, on a branch of the Yule Oak.
During setup, only one Wish can hang from each branch. For example, in a 3-player game, this results in six branches, each holding one Wish.

15. Place the Wheel of Year marker on the Yule space at the top of the Wheel of Year. *As a variation, you may start with any side of any Wheel of Year instead.*



16. Place all remaining components: branches, Wheel of the Year markers, Wild Items and Step Tokens, next to the gameboard as a general supply.

Players	2	3	4
Neutral Wishes	6	6	4

Game setup



Player setup

Each player chooses a color and takes the following components in that player color:

- 1 Player board.
- 3 Nisse.
- 8 Branch markers.
- 6 Bonus Tile tokens.

In addition, each player also takes:

- 1 Reference booklet.
- 4 Dark Cold tokens.
- 6 Nisse Bonus Tiles.
- 6 different big resource markers.
- 6 different small resource markers.

Preparing your Player board:

17. Place the 6 big resource markers on the matching spaces on your player board, aligning each marker with its corresponding icon.

18. Place the 6 Bonus Tile tokens on the provided places with the bonus tile icon image. So you have in every column 1 Bonus Tile token.

19.  Place the six Nisse Bonus Tiles (marked with a Nisse icon at the back) at the bottom of your player board on the designated spaces matching their icons.

20. Place the four Dark Cold tokens, with the smallest Ice Crystal face up, on your player board. Let the first (most left) space open. At the start of the game, only the leftmost Bonus Tile slot is available. Additional slots become permanently unlocked by removing Dark Cold Tokens.

Placing Your Nisse:



21. Place two Nisser on the starting space of the score track on the main gameboard, next to the +100 stone.

22. The player who most recently took a winter walk becomes the starting player and takes the starting player token.

Setup Round

Starting with the last player and proceeding in reverse turn order, each player performs the following steps:



Player board: get your starting Resources.

23. Place your Nisse on an unoccupied covered resource on the gameboard. Covered = Resource with Cover Ring.

24. Choose three resources of your choice, one of each color, and adjust the corresponding amounts on your player board.

25. Draw two Resource Wishes and two Combo Wishes. Keep one Wish of each type, place them on your player board. Then return the other two to their respective Wish bags.

Goal of the game

In Yule, you guide your Nisse through the sacred winter nights to gather offerings and weave Wishes into the branches of the Yule Oak. Through careful choices and placement of Wishes, you shape how the winter is remembered and earn Victory Points.

The player with the most Victory Points at the end of the game - earned by creating the strongest and most harmonious arrangements of Wishes - wins the game.

Game flow

Each game is played over several rounds. During each round, every player takes exactly one turn. After all players have taken their turn, a cleanup phase is performed.

A player's turn consists of two phases. Each phase is always resolved in the same order:
Move > Take Resource > Action > (Update Dark Cold) > Cover.

After a player has completed both phases, the game end condition is checked.
Then the game continues with the next player in turn order.

A. Player's turn

Phase 1

1. Move
Move your Nisse to an **unoccupied open resource** in your current zone or any adjacent zone.

2. Take resource
Take the resource of your Nisse's location. *In case of a Locked item, unlock for permanent resource.*

3. Action
Choose 1 of 5 actions and execute it :
- Root Forest
- Soul Stone
- Wind Seeking
- Forgewood
- Weave a Wish

4.(if applicable) **Update Dark Cold Token**

5. Cover Used Resource
Cover the used resource with any **free** cover ring of the zone your Nisse is located.

Phase 2

Repeat steps 1 through 5 again.

Executive Actions

Play any Executive Action during Phase 1 or Phase 2 before or after your Action.
Only if you have the matching bonus tile.

B. Game end check.

Check if a game-end condition has been triggered:

- all branches are built.
OR - Neutral Wishes cannot be refilled.

If game-end condition is met, finish current round. Then play one more final round.

C. End of full round (clean up)

1. Neutral Wish: The player who is last on the score track takes the open Neutral Wish from the Neutral Wish Stone and attaches it anywhere in the Yule Oak. Then refill the Neutral Wish Stone.



In case of a tie, the tied player closest to the starting player on the right attaches it.

2. Move Wishes: Remove both last Wishes. Shift all remaining Wishes to the middle. Then refill the first spaces.

3. Starting player: The player who is last on the score track receives the starting player token and becomes the new starting player.

1. Move



Move your Nisse to an **unoccupied open** resource in your current zone or in an adjacent zone. After moving, continue with the Take Resource step.

Steptokens



Steptokens are gained through Bonus Tiles. During a Move, you may spend 1 Steptoken to move 1 additional step.

A player may spend a maximum of 1 Steptoken per Move. Each resource space you enter immediately grants its resource.

If you use a Steptoken, complete all movement first. Then continue with the Action step. After use, remove the Steptoken from the game.

After using a Step Token, only the final resource space is covered during the Cover Used Resource step.

E.g.: Ben spends 1 Steptoken before moving his red Nisse.

He first moves onto a Red Ribbon resource and gains 1 Ribbon resource.
He then moves one additional step onto a Green Holly resource and gains 1 Holly resource.

After completing the movement, the Steptoken is removed from the game and Ben continues with his Action step.

Swivelling Resources



Some resources show a rotate icon.

Whenever your Nisse moves onto one of these resources, the Yule Oak immediately rotates 1 zone.

- Green arrow rotates clockwise.
- Red arrow rotates counterclockwise.



The Wheel of Year determines which level of the Yule Oak rotates.

When a level rotates, all levels above it rotate together in the same direction and by the same amount.

Always use the next visible level in the sequence. After resolving the rotation, advance the Wheel of Year marker by 1 space.

If the marker reaches the Yule space, replace the current Wheel of Year with a new one and reset the marker to the Yule space to begin a new cycle.

2. Take Resource

Take the resource from the space where your Nisse is located and adjust the amount on your player board.
Each resource track on your player board has a storage limit:

- If a Bonus Token is still covering that resource track, you may store a maximum of 2 resources of that type.
- Once the Bonus Token has been removed, the storage limit for that resource permanently increases to 4.

If there is no available space for that resource on your player board, you cannot take it. You may still move onto that resource, but you do not gain it.

Locked Resources

Some resources show a Lock symbol. The first time you move onto a locked resource, you do **not gain** the resource immediately. Instead, you unlock the matching permanent resource on your player board.



Red Nisse on a Holly resource with Lock symbol



To unlock it:
Take the matching small resource marker from your supply.

Place it on the corresponding locked space on your player board.

Once unlocked, that resource becomes permanently available for the rest of the game.
The next time you move onto that resource, it functions as a normal resource and may be collected normally.

Using Permanent Resources

During your turn, each permanent resource you own may be used once, per full turn.
You may use multiple different permanent resources during the same full turn.

Resources (Wish Items)

- Ice Crystal
- Yule Oak
- Dried Orange
- Winter Moon
- Holly Leaf
- Yule Ribbon

3. Actions

A. Root Forest



Red Nisse on Ice Crystal resource



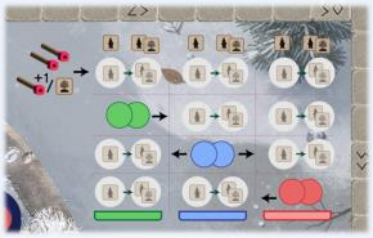
Take resource: Take 1 resource of your choice. Adjust the amount on your player board.

E.g.: Ben moved his Nisse onto a blue Ice Crystal. He resolves the Root Forest action and chooses to take one Log resource. Ben adjusts the Log resource marker on his player board with 1 place.

B. Soul Stone

The color of the resource where your Nisse is located determines the color of the Bonus Tile you may gain.

Gain a Bonus Tile.
Resolve the following steps in order:
If there are no Bonus Tokens remaining on the matching resource track of your player board, you cannot choose this action.



Yule Track

1. Remove a Bonus Token.
Remove 1 Bonus Token from a resource track matching the **color** of your Nisse's current resource.

2. Place the Bonus Token on the Yule Track.
Place the token in a row within the **column** of the matching color:

- If this is your first token of that color, place it in any available first space of a row in that color column.
- If you already have a token of that color on the Yule Track, place the new token in the second space of that same row, completing the row. You may never start a second row in that column while you still have an unfinished row of the same color.

3. Gain a Bonus Tile.
The space where you placed the Bonus Token determines which Bonus Tile you may take:

First space of a row

- Take 1 Nisse Bonus Tile of the matching color from your player board .

Second space of a row

- Take either:
  - 1 Nisse Bonus Tile of the matching color from your player board , or
  - 1 Yule Bonus Tile of the matching color from the game board by paying the cost shown in that row. (*resources or owning branches*)

4. Place the Bonus Tile.
Place the gained Bonus Tile on the leftmost open Bonus Tile slot on your player board.

Bonus Tiles with a Lightning icon are resolved immediately once when gained.

All other Bonus Tiles become permanent abilities from that moment on.
Each permanent Bonus Tile ability may only be used once per full turn, unless stated otherwise. *(See "Executive actions" on page 21.)*

See "Update Dark Cold Tokens" on page 20 for opening Bonus Tile slots.
See page 24 for detailed Bonus Tile rules.

Example Soul Stone

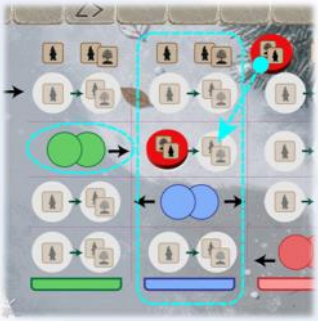


Ben's Nisse is standing on a blue resource.
Because the resource is blue, Ben may only interact with the blue Bonus Token column and gain a blue Bonus Tile.



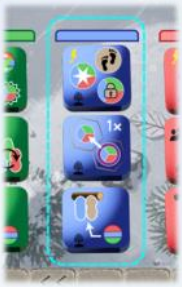
1. Remove a Bonus Token
Ben removes 1 Bonus Token from a matching blue resource track on his player board.

2. Place the Bonus Token on the Yule Track
Ben already has 1 Bonus Token on the Yule Track in the blue column. He places the new blue Bonus Token in the second space of the same row, completing that row for the blue column.



3. Gain a Bonus Tile
Because Ben completed the second space of the row, he may choose either:

- *1 blue Nisse Bonus Tile from his player board, or*
- *1 blue Yule Bonus Tile from the game board by paying the required cost shown in that row (2 green resources of Ben's choice).*



Ben decides to pay the required resources and takes a blue Yule Bonus Tile from the game board.

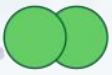
4. Place the Bonus Tile
Ben places the gained Bonus Tile on the leftmost available Bonus Tile slot on his player board.



Yule Track costs.



Row 1: Own two branches + own 1 branch for each Yule Bonus tiles you allready own.



Row 2: Pay 2 green resources of your choice.



Row 3: Pay 2 blue resources of your choice.



Row 4: Pay 2 red resources of your choice.

C. Wind Seeking



Red Nisse on green Log resource.

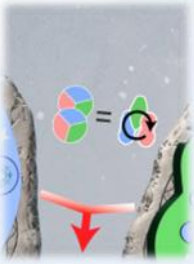
The color of the resource where your Nisse is located determines which Wish you may buy.



Buy a Wish: With this action, you may buy exactly 1 Wish.

During the entire Wind Seeking action — including any Wish reset — each permanent resource may only be used once.

0. Reset Wishes (optional)



Before buying a Wish, you may reset all available Wishes of 1 type by paying 2 resources of your choice. Permanent resources may be used to pay this cost.
Choose either: - all Resource Wishes, OR

- all Combo Wishes.

To reset: - discard all Wishes of the chosen type,

- then refill all empty Wish spaces from the matching Wish Bag.

1. Choose a Wish

Choose 1 available Wish matching the color of the resource where your Nisse is located.

You may buy a Wish even if your Wish supply is already full.
If you do, immediately discard 1 Wish from your supply after gaining the new Wish.

2. Pay the Cost

Pay the resource cost shown beneath the Wish.

A Wish may cost 0, 1, or 2 resources.

During this Wind Seeking action, each permanent resource may only be used once.



Green combo wish for 2 resources.

3. Place the Wish

Place the purchased Wish on your player board.

Players may normally hold up to 3 Wishes unless increased by the *Unlocked Wish Field* Yule Bonus Tile.



Place Wish on player board.

4. Refill the Wish Fields

After buying a Wish:
- shift the remaining Wishes toward the center,
- then refill the empty Wish space with a random Wish from the matching Wish Bag.



Refill Wishes.

D. Forgewood

The color of the resource where your Nisse is located determines the color of the resources used to build or claim a branch.



Build or Claim a Branch (maximum once per full turn)
With this action, you may either:

- build a new branch, or
- claim an existing neutral branch

located above your current zone in the Yule Oak.

When you build or claim a branch, you become its owner.

Benefits of Owned Branches:

- **Ownership Bonus:** Whenever any player hangs a Wish on one of your branches, you immediately gain Victory Points equal to that branch's level.
- **End-Game Scoring:** Wishes hanging on your owned branches count toward your end-game bonuses.

How to Build or Claim a Branch?

Resolve the following steps in order:

1. Rotate the Tree (optional)
Rotate one level of the Yule Oak by up to one zone in either direction.

Then check the available branch positions above your current zone.

2. Building Restriction
You may only build or claim a branch on a higher level if all lower levels in that same vertical section already contain a branch.

Branches may be neutral or owned.

3. Pay the Cost
To build or claim a branch, pay resources equal to the number of open Wish slots remaining on that branch.

All paid resources must match the color of your Nisse's current resource.

E.g.: - An empty level 1 branch costs 4 resources.
- A branch with 2 filled Wish slots and 2 open Wish slots costs 2 resources.
- A completely filled neutral branch may be claimed for free.

4. Place Ownership marker
Place one of your Branch Markers at the end of the branch to show ownership.

5. Place the Branch (build only)
If you built a new branch, place it in the chosen branch position.

Always insert the branch with the smallest side first, marked by the small ring.

6. Gain Victory Points
Gain Victory Points equal to the level of the built or claimed branch.

If all branches have been built, this triggers the end-game condition. See page 22.



Red Nisse on green resource.

Example Build a Branch

Ben's red Nisse is standing on a Holly Leaf resource.

Above Ben's current zone, there is already:

- *1 branch on level 1,*
- *no branches on levels 2, 3, or 4.*

Because level 1 already contains a branch, Ben has two possible choices:

- ***Claim** the existing level 1 branch by paying 3 Holly Leaves, or*
- ***Build** a new branch on level 2 at position (**A**) by paying 3 Holly Leaves.*

*However, Ben notices that there is also an available build position on level 3 at position (**B**), located one zone to the left.*

*Before building, Ben uses the optional **Rotate the Tree** step. He rotates level 2 one zone counterclockwise (**C**).*

After the rotation, there are now branches on both:

- *level 1, and level 2 above Ben's current zone.*

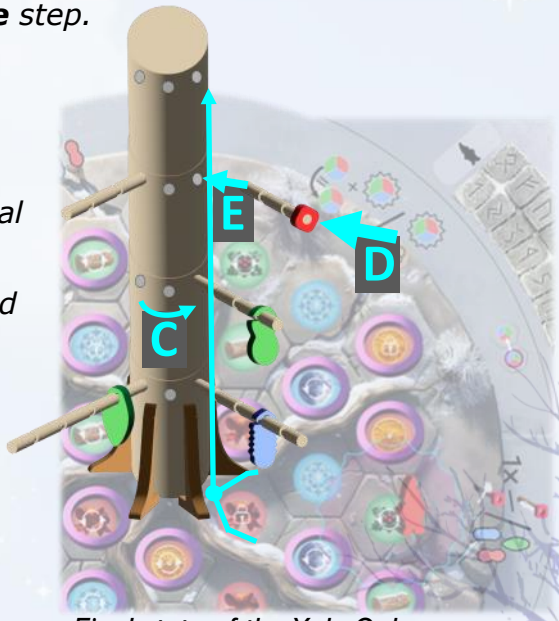
Because all lower levels are now occupied in that vertical section, Ben is allowed to build on level 3.

A level 3 branch contains 2 open Wish slots, so the build cost is 2 green resources.

Ben pays 1 Holly Leaf and 1 Yule Log and adjusts the resources on his player board.

He then:

- *places one of his Branch Markers on the branch (**D**) to show ownership,*
- *and hangs the new branch into the Tree (**E**), inserting it with the smallest side first.*



Final state of the Yule Oak

Finally, because the branch was built on level 3, Ben immediately gains 3 Victory Points and advances his marker on the score track.

Tree Levels

The Yule Oak consists of four levels of branches (3 levels in 2-player game), with each level having 6 branches.
The higher the level, the fewer open spots on the branches for Wishes: level 1 provides space for 4 Wishes per branch, level 2 for 3 Wishes per branch, level 3 for 2 Wishes and level 4 (only for 3+ players) for only 1 Wish.



Yule Oak branches: f.l.t.r.
- *level 1 (4 Wish slots),*
- *level 2 (3 Wish slots),*
- *level 3 (2 Wish slots) and*
- *level 4 (1 Wish slot).*

Wishes in the Yule Oak

Before Wishes can be woven into the Yule Oak, it is important to understand the different types of Wishes and how combinations are formed within the tree.

Resource - or Combination fulfillment

There are 2 types of Wishes to fulfill, each type is fulfilled differently:



- **Resource Wishes** are fulfilled through **resource** fulfillment: pay, own or collect the required resources, branches or bonus tiles. Some require specific placement in the Yule Oak.

E.g.: To fulfill this Wish, pay 1 Winter Moon and 1 Ice Crystal. You must also own a branch at level 3.



- **Combo Wishes** are fulfilled through **combination** fulfillment: these Wishes are realized through proper placement and composition in the Yule Oak.

E.g.: This Wish completes a set of three green Wishes of any shape, as long as they are hanging in a vertical line above each other

Resource Wishes



Pay resource of that color.



Own a branch on level 1 & 2.



Have a permanent resource.



Pay any resource of any color.



Have a Nisse Bonus Tile on your player board.



Have a Yule Bonus Tile on your player board.



Pay specific resources.



Star Wish: Hang the Neutral Wish in the Yule Oak after fulfillment.



Hang your Wish next to a Wish of any color and any shape on a specific level (1 / 2 / 3).



Hang your Wish next to a Wish of specific shape (ribbed / point / peanut) on a specific level (2 / 1 / 3).



Hang your Wish next to a Wish of specific color (green / red / blue) on a specific level (2 / 1 / 3).

Combo Wishes

3 Wishes of ...



any Color and **any Shape**



specific Color and **any Shape**



specific Shape and **any Color**

in a combination like ...



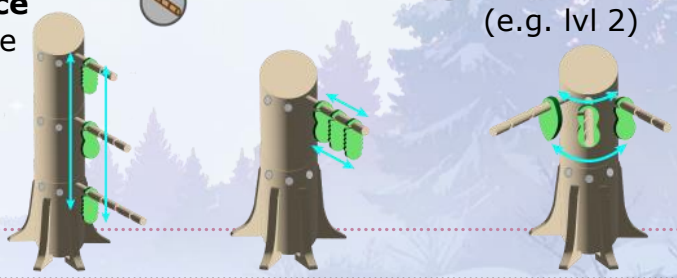
vertically in one line above each other at the **same distance** from the tree trunk.



adjacent on a **branch** on a level. (e.g. lvl 2).



horizontal on 3 adjacent branches at the same distance from the tree trunk (e.g. lvl 2)



E. Weave a wish

The color of the resource where your Nisse is located determines which Wish you may fulfill.



Fulfill a Wish
With this action, you may fulfill 1 Wish from your player board, hang it in the Yule Oak, and gain Victory Points.

Resolve the following steps in order:

1. Check Position
Your Nisse must be located on a resource matching the color of the Wish you want to fulfill.

The zone where your Nisse is located determines the vertical section of the Yule Oak where the Wish may be hung.

2. Check Requirements
Verify that you fulfill all requirements shown on the Wish.

- Resource Wishes require specific resources, permanent resources, Bonus Tiles, branch ownership and some need specific placement.
- Combo Wishes require a valid combination within the Yule Oak.

(See "Wishes in the Yule Oak", previous page.)

3. Rotate the Tree (optional)
Before hanging your Wish, you may rotate one level of the Yule Oak by up to one zone in either direction.

4. Hang the Wish
Hang the fulfilled Wish on a branch above your current zone.

If the branch becomes completely filled after placement, immediately add a Neutral Branch to the Yule Oak.

(See "Full Branches", next page.)

5. Gain Victory Points
Score the fulfilled Wish and adjust your position on the score track.

(See "Wish Victory Points", next page.)

6. Resolve Star Wish Effect
If the fulfilled Wish shows a Star icon:

- hang the current Neutral Wish from the game board into the Yule Oak,
- then refill the Neutral Wish Stone.

Resolve this placement following the normal Neutral Wish placement rules.

(See "Star on Wishes", next page.)

Full branches

Whenever a branch becomes completely filled with Wishes, immediately add a Neutral Branch to the first available branch position on the lowest possible level.

If multiple positions are available on that level, the active player chooses the position.
If an entire level is already full, place the Neutral Branch on the next higher level.

Neutral Branches:
- are placed for free,
- grant no Victory Points,
- and count as normal branches for all future effects.

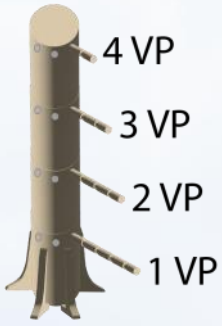
Wish Victory Points

To calculate the total Victory Points of a fulfilled Wish, add the following bonuses to its printed base Victory Points:

1. Level Bonus:

Gain Victory Points equal to the level where the Wish is hung.

Level 1: +1 VP
Level 2: +2 VP
Level 3: +3 VP
Level 4: +4 VP



2. Ownership Bonus:

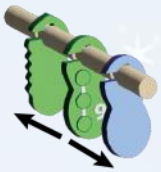
If the Wish is hung on a branch owned by a player, that player immediately gains Victory Points equal to the branch's level.

Level 1: +1 VP
Level 2: +2 VP
Level 3: +3 VP
Level 4: +4 VP



3. Adjacency Bonuses:

Check adjacent Wishes on the same branch
- Adjacent Wish with the same color: +1 VP
- Adjacent Wish with the same shape: +1 VP



Both bonuses may be gained from the same adjacent Wish.

4. Combination Bonus:

(Combo Wishes only)



Gain additional Victory Points equal to the total base Victory Point values of the other Wishes used to complete the combination.

Only the printed base Victory Point values count toward this bonus.

Dark Cold in the Yule Oak

Dark Cold have no color and no shape.

They:
- never score Victory Points,
- cannot be used to fulfill Combo Wishes,
- cannot be used for Resource Wish placement requirements,
- do not grant color or shape adjacency bonuses.



For all other rules, Dark Cold are treated as Neutral Wishes in the Yule Oak.

Star on Wishes (Star Wishes)



When a fulfilled Resource Wish or Combo Wish shows a Star icon:

- Hang the current Neutral Wish from the board anywhere in the Yule Oak.
- This placement grants no Victory Points.
- Then refill the Neutral Wish Stone.

The placed Wish may be either a Neutral Wish or a Dark Cold.



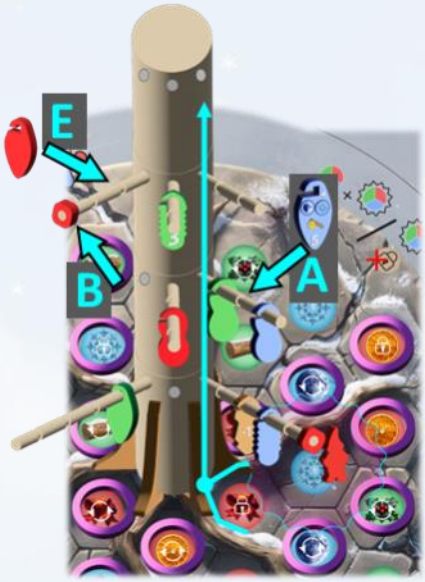
Example Resource Wish Fulfillment

Ben's First Example:
*Ben's Nisse is standing on a **blue** Ice Crystal resource.*
*He wants to fulfill a **blue** Resource Wish.*

Above Ben's current zone, there are three branches with available space to hang a Wish.



Adjust Resources



Initial state of the Yule Oak

1. Check Position

Because Ben is standing on a blue resource, he is allowed to fulfill a blue Wish.

2. Verify Requirements

*To fulfill this Wish (**A**), Ben must:*

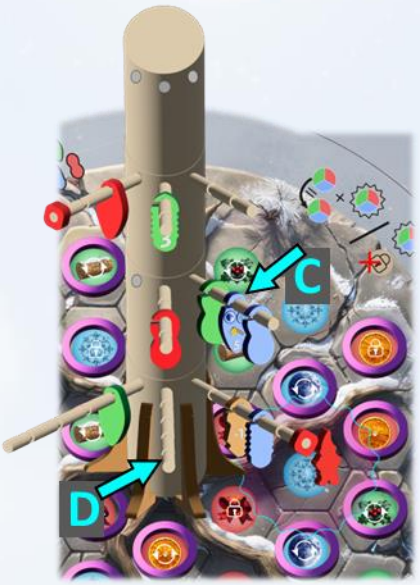
- pay 1 Ice Crystal,
- pay 1 Winter Moon,
- and own a branch on level 3.

*Ben already owns a level 3 branch (**B**), so the branch requirement is fulfilled.*

He also has:

1 permanent Ice Crystal resource, and 1 Winter Moon in his supply.

Ben uses his permanent Ice Crystal for free and pays 1 Winter Moon from his supply.



Final state of the Yule Oak

3. Rotate the Tree (optional)

*Ben wants to hang the Wish on a branch on level 2 directly above his current zone (**A**).*
Since a valid branch position is already available, he chooses not to rotate the Tree.

4. Hang the Wish

Ben hangs the Wish on the level 2 branch, placing it between:
*- one green Wish and one blue Wish (**C**).*

Because the new Wish is adjacent to a Wish of the same color (blue), Ben will gain an adjacency bonus.

This placement also fills the branch completely, triggering the Full Branch rule.
*Ben immediately adds a new neutral branch to the Yule Oak (**D**), following the normal rules for placing neutral branches.*

5. Gain Victory Points

Ben scores:

5 Victory Points from the Wish's printed base value,
+2 Victory Points for hanging it on level 2,
+1 Victory Point for the color adjacency bonus.

In total, Ben gains 8 Victory Points (5 base + 2 level + 1 adjacency = 8 VP).

He advances his marker on the score track accordingly.

6. Resolve Star Wish Effect

*After scoring, the star on the fulfilled Wish takes effect. Ben hangs the current Neutral Wish from the game board into the Yule Oak (**E**), following the normal rules for placing a Neutral Wish. Then Ben refills the Neutral Wish Stone from the Neutral Wish bag.*

After resolving the action, Ben completes the next step, Update Dark Cold.



Example Combination Wish Fulfillment

Ben's Second Example:

1. Position

*Ben's Nisse is standing on a **green** Holly Leaf. He wants to fulfill a **green** Combo Wish (**A**). Above Ben's zone, there are three branches, aligned vertically one above the other.*

2. Verify fulfillment

*To fulfill this Combination Wish (**A**), Ben must form a straight vertical line of three green Wishes, regardless of their individual shapes. At this moment there is:*

- one green Wish on a branch on level 2, positioned next to the tree trunk,
*- and a free Wish slot on level 1 next to the tree trunk (**A**).*

*On level 3, one zone to the left, there is a branch with a green Wish positioned next to the tree trunk (**B**).*

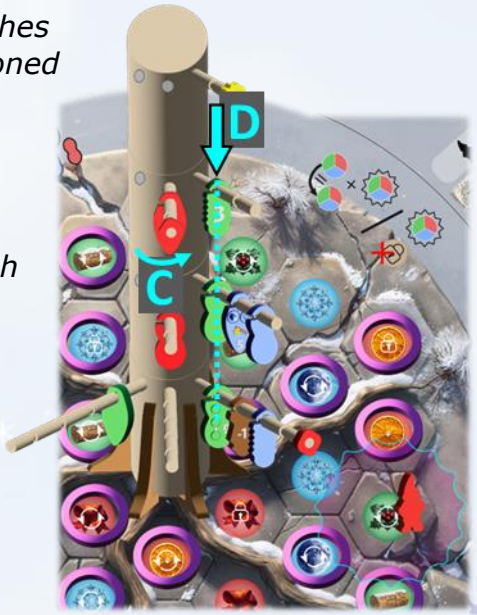


Initial state of the Yule Oak

3. Rotate the tree

*Ben wants to hang the Wish on a branch on level 1 next to the tree trunk (**A**). To align the existing green Wishes vertically, he rotates level 3 one zone counterclockwise (**C**).*

*After the rotation, the green Wishes on levels 2 and 3 are now positioned directly above each other (**D**), creating a valid vertical line for the combination.*



Final state of the Yule Oak

4. Hang the Wish

*Ben hangs the green Combo Wish on the branch on level 1, placing it next to a Dark Cold (**A**). By placing this Wish on level 1, the vertical combination of three green Wishes is completed.*

5. Gain Victory Points

Ben scores:

- 9 Victory Points from the base value of the Wish,
- 1 Victory Point for placing it on level 1,
- 1 VP for owning the branch on which the Wish is placed,
- no adjacency bonus,
- 3 Victory Points as the Combination Bonus, equal to the base values of the two other Wishes used in the combination

After resolving all bonuses, Ben scores a total of 14 Victory Points for the fulfilled Wish (9 base + 1 level + 1 ownership + 3 combination = 14).

6. Star Wish Effect (only for Wishes with Star icon)

After scoring, the star on the fulfilled Wish takes effect. Ben hangs the current Neutral Wish from the game board into the Yule Oak, following the normal rules for placing a Neutral Wish. Then Ben refills the Neutral Wish Stone from the Neutral Wish bag.

After resolving the action, Ben completes the next step, Update Dark Cold.

4. Update Dark Cold Tokens

Dark Cold grows stronger through certain actions during the game.

Update the matching Dark Cold Token when:
* you built or claimed a branch,
* you fulfilled a Resource Wish,
* you fulfilled a Combo Wish,
* you gained a Yule bonus tile.



First Upgrade

First Upgrade
The first time you completed one of these requirements, flip the matching Dark Cold Token on your player board to its upgraded side.

The Dark Cold begins to grow stronger.



Second Upgrade

Second Upgrade
The second time you completed the same requirement:

1. Remove that Dark Cold Token from your player board.
2. Place it on your Nisse's current resource space.


Place under Nisse

The Dark Cold spreads beneath the tree.

Removing a Dark Cold Token permanently unlocks the matching Bonus Tile slot on your player board.

Frozen Resources
Resources covered by Dark Cold become frozen.

Frozen resources: - can never be entered,
- can never be collected,
- and can never be uncovered again.


Cover your Item

Any Cover Ring placed on that resource also becomes frozen and may no longer be moved.

The Dark Cold now claims its place

5. Cover Used Resource

Move an unoccupied Cover Ring from a Resource within the same zone onto the Resource you just used. If no unoccupied Cover Ring is available in that zone, no Cover Ring is moved and the used resource remains uncovered.



E.g.: Ben's Nisse is standing on a Holly Leaf. After resolving any action, Ben chooses one of the available Cover Rings from that zone and places it on the Holly Leaf Resource he used.

The Holly Leaf is now covered and cannot be used again until it is uncovered later in the game.

Executive Actions

During your turn, you may perform optional Executive Actions if you own the corresponding Bonus Tile.

Executive Actions are gained through:

- Yule Bonus Tiles
- Nisse Bonus Tiles

General rules :

- Executive Actions may only be performed before or after a standard action (before or after step 3 in phase 1 and 2 of a players turn), never during one.
- You may perform multiple different Executive Actions during your turn.
- Each specific Executive Action may only be performed once per full turn.

Yule Executive Actions



- **Move a Cover Ring:** Move 1 Cover Ring to another resource within the same zone.

Nisse Executive Actions



- **Exchange Resources:** Swap 2 of your own resources of different colors:
  - increase 1 resource of one color by 1,
  - decrease 1 other resource of one other color by 1.



- **Swap Neutral Wishes:**
  1. Pay 1 resource matching the color of your Nisse's current resource.
  2. Choose any 2 Neutral Wishes in the Yule Oak, including Dark Cold.
  3. Swap their positions.

No Victory Points are gained from this action.

E.g.: Ben is standing on a green resource. He pays 1 Holly Leaf to perform this Executive Action. He chooses:

- a red Neutral Wish on level 3 and a green Neutral Wish on level 1.

He swaps their positions in the Yule Oak.



Swap Wishes in Yule

End of the Game

The game ends when 1 of the following conditions is met:

* If the Neutral Wish Stone cannot be refilled for any reason, including during a Star Wish effect or during Cleanup.
* If all branches of the Yule Oak have been built.

When either condition is triggered:

* Finish the current round so that all players have taken an equal number of turns.
* Then play 1 final full round.

Empty Neutral Wish Stones Rule: From that moment on, any fulfilled Wish with a Star icon grants +1 Victory Point instead of hanging the Neutral Wish.

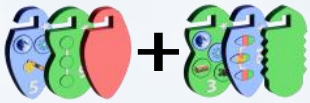
After the final round, the game ends immediately. Then proceed to Final scoring.

Final Scoring

Before Final Scoring !!
*Before counting your final points, remove all Wishes and Dark Colds from your **own** branches and place them in front of you.*
This makes it easier to check and compare your Wishes with the other players.

To your current score, add these bonuses:

- **Diversity bonus**: If you have 6 different Wishes (3 Wishes for different colors **and** 3 Wishes for different shapes), you gain +10 Victory Points.



Example of 6 Wishes for Diversity Bonus:
3 Wishes for 3 different colors
+ 3 Wishes for 3 different shapes

 - **Specialization (per color: blue, red and green)**:

For each color, count how many Wishes each player has (Neutral Wishes count).
* The player with the most Wishes of that color gains +5 VP.
* The player with the second most Wishes gains +3 VP.

 - **Specialization (per shape: ribbed / point / peanut)**:
For each shape, count how many Wishes each player has (Neutral Wishes count).
* The player with the most Wishes of that shape gains +5 VP.
* The player with the second most Wishes gains +3 VP.

 - **Dark Colds**:
Add up all negative Victory Points from Dark Colds hanging on your owned branches and subtract them from your score.

- **Resource Bonus**: At the end of the game, add together all remaining resources in your supply, permanent resources and the number of unfulfilled Wishes. Divide this total by two (rounded down). The result equals your Resource Bonus Points.
(Resources in supply + Permanent Resources + Unfulfilled Wishes) ÷ 2 = ? VP

Final Result:
Add all the bonus Victory Points on the score track. The player with the most points is declared Guardian of the Yule Oak and winner of the game.

Tiebreakers... *(see next page)*

Tiebreakers

In the event of a tie for any bonus or for the final game score, apply the following tiebreakers in order:

1. The player with the most branches in the Yule Oak wins.
2. If still tied, the player with the most permanent resources wins.
3. If still tied, the player with the most remaining resources on their player board wins.

If the tie remains after all tie-breakers have been applied, the tied players share the victory.

Neutral Wishes & Dark Cold

Neutral Wishes have both **a color** and **a shape**, but never score Victory Points on their own.

They: - contribute to adjacency bonuses,
- count for Diversity bonuses,
- and count for Specialization bonuses.



Dark Cold have **no color** and **no shape**.

They: - never score Victory Points,
- can never be used to fulfill Combo Wishes,
- count toward Dark Cold penalties if they are hanging on your owned branches in final scoring.



Hanging Neutral Wishes

At end of each full round!

After the last player has taken their turn, the player with the lowest score must hang the current Neutral Wish from the Neutral Wish Stone into the Yule Oak.



If multiple players are tied for the lowest score, the tied player closest to the starting player on the right performs this placement.

This Wish: - may be hung on any available branch,
- grants no Victory Points,
- and may also be a Dark Cold.

After placement, refill the Neutral Wish Stone with a new Neutral Wish from the Neutral Wish Bag.

Bonus Tiles represent powerful blessings and ancient knowledge gathered during Yule. There are two types of Bonus Tiles: Nisse Bonus Tiles and Yule Bonus Tiles.

Some Bonus Tiles show a **Lightning** icon. These effects are resolved immediately once when the tile is gained.

All other Bonus Tiles become permanent abilities from that moment on. Unless stated otherwise, each permanent Bonus Tile ability may only be used once per full turn.

Nisse Bonus Tiles


Gain 4 resources of your choice.


Gain 2 Wild resources & 1 Step Token. A Wild Resource counts as any one resource.



Fulfill up to 2 Resource Wishes simultaneously. Only one matching color needed. (Permanent)


Take any 2 Wishes for free from the Wish Stones and place on your player board.


Executive action: pay 1 resource of the color of your Nisse's location. Swap 2 Neutral Wishes or Dark Cold of any level. (Permanent)


Executive action: Once per full turn, convert 1 own resource into a resource of another color. (Permanent)

Yule Bonus Tiles


When fulfilling a Wish, you may hang it in the place of a red Neutral Wish or a Dark Cold instead of on an open branch spot. At end of your action hang Neutral Wish or Dark Cold anywhere in the Oak. (Permanent)


Gain 1 Wild resource + Build a branch for free, anywhere in the Yule Oak and score its victory points.


Gain -1 resource discount when Building or Claiming a branch. (Permanent)



Each time an opponent builds a branch you get 1 victory point. (Permanent)


When fulfilling a Wish, you may hang it in the place of a green Neutral Wish or a Dark Cold instead of on an open branch spot. At end of your action hang Neutral Wish / Dark Cold anywhere in the Oak. (Permanent)


Each time an opponent completes a Combo Wish then take 1 resource of your choice. (Permanent)


Each time you complete a Combo Wish then unlock 1 resource of your choice for permanent resource. (Permanent)


Executive action: once per full turn move one Cover ring in one zone. (Permanent)


Gain 1 Step Token, Gain 1 Wild resource & Unlock 1 resource of your choice.


When fulfilling a Wish, you may hang it in the place of a blue Neutral Wish or a Dark Cold instead of on an open branch spot. At end of your action hang Neutral Wish / Dark Cold anywhere in the Oak. (Permanent)


One free Wish Field Reset before Buy. (Permanent)


Increase your Wish limit to 4. Each time you complete a Combo Wish then draw 1 random Resource Wish from the bag. (Permanent)

General resources rule

At any moment during your turn, you can discard any resources or Wishes from your player board. Discarded resources or Wishes are returned to the general supply or the corresponding bag.

6 Golden Rules

These rules always apply. Use them as a quick reference when in doubt.

1. **Unoccupied Resource:** no Nisse or Dark Cold token is on the resource.
2. **Permanent Resources:** During a **players turn**, you can use **one unit** of each permanent resource you own. You can use multiple **different** permanent resources during the same turn.
3. **Forgewood Limit:** The Forgewood action (Build or Claim a Branch) can be performed at most **once per full turn**, regardless of any Bonus Tiles.
4. **Color Linking:** The color of the resource where your Nisse is standing determines many actions in the game. This color is used for: buying Wishes / fulfilling Wishes / paying for branches / removing Bonus Tokens / taking Yule or Nisse Bonus Tiles.
5. **Placement of Branches and Wishes**: you can **only** build branches, claim branches and hang Wishes **above** the zone your Nisse is currently located.
6. **Cover Item Step:** At the end of **every** phase, move one available Cover Ring from the zone your Nisse is located onto the resource used. This resource is now **Covered**.

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