This is an unofficial solo variant that focuses on a competitive race towards the goals known from the multiplayer game against an evil spirit (ES). If you like Living Forest, make sure you also check out the official solo mode for a different kind of challenge.

Set up

Set-up for the players spirit stays the same. Trees are used as if two players would play. The evil Spirit (ES) gets a playerboard but no starting tree. Give him the three victory tiles of his color plus one random tile of another spirit. This Spirits figure will become a "dummy" on the Circle of Spirits.Put the two remaining vicotry tiles of the dummy next to the circle of spirits.

Place the four tiles in a random order in a row next to the board of the ES. This is the **preference line**. Prepare the decision bag (or any other object you can randomly draw from; I used a coffee mug) for the ES. Place 6 strength two flames, 3 strength three flames and 1 strength four flames in the bag.

Place two strength three and two strength four flames on the ES playerboard.

Place your figure on the first player space for three players on the Circle of Spirits. Place the ES figure clockwise on the next space intended for a three-player game. The dummy goes on the final space left for a three-player game.

The game evolves through different phases. There are up to three phases possible. Phase 1 consists of 5 rounds, Phase 2 of 4 rounds and the final phase of 3 rounds. Keep track of the rounds played in each phase by placing the drawn flames for the ES in a way, that lets you know how many rounds have passed. *If you'd like an easier game play more rounds in phase 1 and less of phase 2 and phase 3. for example: P1=6r, P2=3r; P3=3r or P1=7r, P2=3r, P3=2r.*

The ES doesn't collect cards other than the ones showing sacred flowers or the white symbol (see actions). He never gets bonuses from placing trees on its playerboard or by moving around the Circle of Spirits. He is not affected by Onibi.

The start player for each round changes as in a normal game. The human player is always the first starting player.

Playing the Evil Spirit:

Your turns stay the same. You always build your Guardian Animal Help Line first. The actions taken by the ES are unknown to you. The ES always has 2 actions.

If it is the ES turn, draw X flames from the bag. X = the number of the current phase.

Place them in the order you draw them. Then draw for each flame one card from the corresponding pile of the guardian animals. The first card (corresponding to the first drawn flame) **leads** the ES turn. The cost of the leading card (bottom right) is added to all the symbols shown on that card and all actions the ES takes this turn with the exception of steps around the Circle of Spirits. Additional drawn cards only count for their symbols.

Then look at the preference line to determine the first action. The ES can only take actions if the symbol is shown on one of the drawn cards or (if it already has any) on trees.

Sacred flower = Buying Cards

Flame = Extinguish

Tree = Buy a tree

If for the first action the tile shows an action, that cannot be taken (see description of actions) look at the second tile, the third and so on. If no action is possible with the drawn card(s), draw a new leading card for the ES.
If, after resolving the first action, the following tile which would be used for the second action shows an action that cannot be taken, the ES moves X steps on the Circle of Spirits. X = strength of the first drawn flame minus 1. **The ES never skips tiles for the second action**.
Put all tiles skipped or used in the last position of the preference line. If multiple tiles are put back, keep them in the same order.

Actions

The ES "has" a symbol, if it´s on one of the drawn cards or on a tree. The cost of the leading card is added even if the symbol is not on the leading card, but on another card/tree.
"Tile" in this part always refers to the leftmost victory tile in the preference line of the ES. Doesn't matter if it's the first or second action.

Sacred Flower:
If the tile shows the sacred flower, the ES tries to buy cards that give him sacred flowers. Count all the sun symbols on all drawn cards and add the costs of the leading card plus any Sun Symbols on trees on its playerboard. The ES tries to buy as many sacred flowers as possible (white symbols

count as one Sacred Flower; see below, black symbols only count when they are in the ES card pile; see wining condition). Place them face up besides his playerboard, so you can always see how many he has. If for any reason (no sun symbols, not enough sun symbols, no sacred flowers/white symbols in the face up display, etc.) the ES cannot buy Sacred Flowers, he won't take this action. Flames for cards that are taken from the open display are placed like in a normal game.

Extinguish fire:

If the tile shows a flame, the ES tries to extinguish fire. Count all the water symbols on all drawn cards and add the costs of the leading card plus any water symbols on trees on his playerboard. The ES tries to extinguish as many fires as possible. Place them face down near its playerboard, so you can always see, how many he has. If for any reason (no flames in the circle of spirits, not enough water symbols etc.) the ES cannot extinguish fire, he won´t take this action.

Trees:

If the tile shows a tree, the ES tries to buy the most expensive tree possible. Count all the tree symbols on all drawn cards and add the cost of the leading card plus any tree symbols on trees on his playerboard. The ES tries to buy the most expensive tree he not already owns. Place the trees from left to right and top to bottom on its playerboard. No bonuses are awarded to him for placing the trees.

If for any reason (available trees to expensive, ES already owns the ones available, no tree symbol on cards and playerboard etc.) the ES won´t plant a tree and won´t take this action.

Exception: (*for an easier game you can ignore this rule and treat every card the same. Note that the whits symbols still counts when choosing a card for the Sacred Flower action*)

If the drawn leading card shows the white symbol, place it immediately where the other sacred flower cards are. A card with the white symbol counts as one sacred flower. Any Sacred Flower symbol shown on the card counts too. For this case don´t look at the preference line. The second action is X steps on the Circle of spirits. X=the strength of the drawn leading flame minus one.

The ES can take the same action twice in his turn!

Moving/stealing: The ES moves only his figure; never the dummy. He always uses all his steps. When he passes you he steals one victory tile from you. He takes a tile he only has one of. If this applies to multiple tiles, he takes the victory tile for the victory condition he is further behind. If tied choose randomly.

If you pass the ES you may steal any tile you wish as long as the ES keeps at least two different tiles.

The dummy can only steal from you. Give the dummy a tile the ES has two of and choose randomly if that applies to multiple tiles. You can steal any tile you wish from the dummy.

End of round:

After its turn the ES moves its figure one space, if it didn´t move already in his turn. The dummy always moves one space.

End of a phase:

If, after the turn of the ES, the current phase ends (see first page). Put all drawn flames back in the bag. Add a flame placed on the ES playerboard during set up to the bag. After the first phase add the flame with strength three and after the second phase the flame with strength four. Put the other flame with the same value to the flames he extinguished during the game (see extinguish fire).

[Then draw one card according to the newly added flame. If it has a white symbol or shows a Sacred Flower, add it to the other cards he collected during the game. If not take X steps. X= strength of the added flame.] ← Add this rule for a more difficult game.

Winning/Loosing

For the player there are the same three winning conditions. The player has lost, if all personal victory tiles are gone.

The ES wins:

- If after the end of phase 3 the player has not met any victory condition.

- He has collected 12 sacred Flowers (adding up all Sacred Flowers on cards and trees and all white symbols; note that if he collected a card with the black symbol and sacred flowers this black symbol cancels out a white symbol)

- He has extinguished 12 fires (including the ones he gets when a phase ends)

- He has planted 12 trees.

For the ES the victory tiles only count if it has any stolen from you. His own or the fourth tile from the dummy do not count. However if you steal a tile from the ES this counts as minus one for the corresponding win condition for the ES.