Nova Luna

Set-Up:
1. Lay out the Moon board and place the Moon marker in the "12 o'clock" position (the outer notch.)
2. Shuffle all tiles face-down into stacks, and place 11 face-up in the empty spaces around the outside of the Moon board.
3. Each player takes 21 disks of their color. Stack 1 disk from everyone just below the Moon marker in a random order.

Game Flow:
o Nova Luna is played in turns, starting with the player whose colored disk is on top of the random stack, and continuing with whoever's disk is furthest behind. (If there are 2+ disks "furthest behind," the disk on top takes their turn next.)
o When it is a player's turn, they will follow 5 steps in order – **Fill the Moon board, Select a Tile and Move Moon Marker, Advance Player Disk, Place Tile, and Complete Goals.**
o The <u>Winner of Nova Luna is the player who places all 20 of their disks</u> on their "completed goals" first.
  ▪ The game also ends when no tiles are left to select. At this point, the winner is the player who has the least amount of disks left to place. If ties occur, the tied player who would take a turn next is the winner.
  ▪ For beginners, only play to 18 disks with 3 players and 16 disks with 4 players.

1. Fill the Moon Board
o At the beginning of your turn, if only 1 or 2 tiles remain around the Moon board, you **may** choose to fill it back up.
  ▪ If you do, start with the next empty space from where the Moon marker is and go clockwise.
  ▪ Leave any tiles still present around the Moon board where they are.
  ▪ If there are no tiles at the start of your turn, you must fill the Moon board back up.
  ▪ If you run out of tiles in the face-down stacks, fill up the board as much as you can.

2. Select a Tile and Move the Moon Marker
o From the Moon marker, select (and take) one of the next 3 tiles (ignore empty spaces.)
o Move the Moon marker to the space where you just removed your tile from.
o You can't skip taking a tile. You must do this.

3. Advance Player Disk
o On the tile you just took, there is a number in the upper left.
  ▪ Advance your disk on the Moon board this number of spaces clockwise.
  ▪ If your disk lands on a space with other player's disks, place yours on top.

4. Place Tile
o During the game you will be creating a display of connected tiles by placing the tile you just selected adjacent to another tile in your display. The 1st tile you take will "start" your display. (You must place a tile each turn. You can't save them.)
  ▪ Place the tile so that the number is upright (turning the tile doesn't matter in this game.)
  ▪ There is no color placement restriction; however, as you will learn below, the color placement helps you win!

5. Complete Goals
o Each tile has 0-3 "goals." **A goal is a circle with a certain number of colors inside the circle.**
o <u>A goal is "completed" if</u> the colors shown in the goal correspond to the tiles "touching" the goal's tile orthogonally.
  ▪ When a goal is complete, place 1 of your disks over the goal, covering it up.
  ▪ Multiple goals can be completed on any number of tiles on the same turn!
  ▪ **Special Feature**: Chains of the same color tile that are orthogonally adjacent to each other in a network are added together when it comes to goal completion requirements as long as 1 tile is adjacent to the goal's tile!
    ➢ This means that if a goal requires 2 red, this can be completed by having 2 red tiles orthogonally adjacent to its own tile, or by having 1 red orthogonally adjacent to its own tile and having another red tile orthogonally adjacent to the 1st red tile. (See examples on page 5-6 of the rulebook.)
  ▪ The color of the tile the goal is on **NEVER** counts for that goal's completion.
  ▪ The arrangement within a goal circle is irrelevant, only the colors shown matter.
o Goals are considered separate from each other even though there might be several goals on a tile. This means that a certain tile could help complete 2 different goals on the same tile.
o If this player has no more disks, they win, otherwise play continues with the player currently "furthest behind."