

LUNA

IN THE DOMAIN OF THE MOON PRIESTESS

Excerpts from the diary of Novice Stephanus Campus:

"...soon the time has come: Our worshiped Moon Priestess Luna will choose the Order that will decide on her successor. To be worthy before Luna's eyes, my Order sends me on a trip to our Holy Isles."

"...on the evening of a long day, we finally completed the new Shrine on the Library Isle. The Master Builder made sure we worked as hard as we could! Still, I'm not done for today: My Order sends me on a journey to the Tidal Isle – there I have to ask the local Priest for advice. Thanks to an Herbal Potion, I'll get there by rowboat before dawn. Also, the arrival of Luna has been announced. I so much hope to finally participate in her Service! Unless, of course, our Abbot gives me some other work. There's so much to do and there are only so few of us! I guess, we should recruit some new ones..."

"...lunch time – I've received news that, at the request of our Abbot, the Tidal Priest wants to send me to service in the Moon Temple! What a great honor – and so important for our Order! On the other hand, though, I'll miss Luna's service again. Time's up and I've to leave for the Temple. Why, whatever our Abbot wants me to do, I'll always subordinate myself to the great goal..."



COMPONENTS

● this rulebook

GAME BOARD

- 1 7 Holy Isles
- 2 1 Temple Island consisting of 4 frame pieces
- 3 4 Temple boards

TOKENS AND TILES

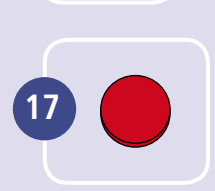
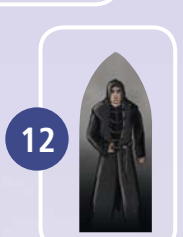
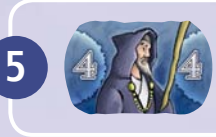
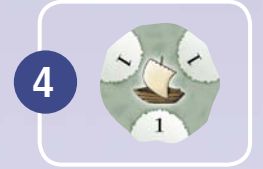
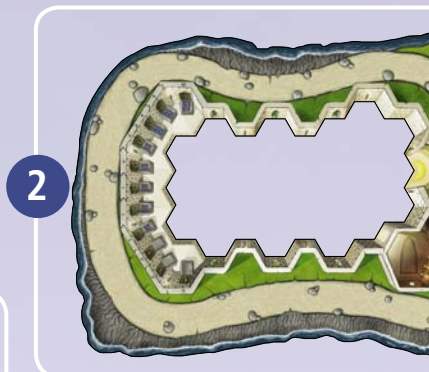
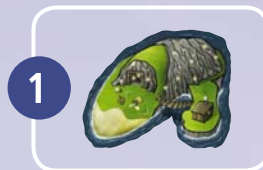
- 4 28 Temple tiles (of values 1 – 28)
- 5 6 Guard tiles (of values 6,5,4,3,2,2)
- 6 28 Favor tokens (4 each of the 7 Favors)
- 7 4 Time tokens
- 8 4 "Book of Wisdom" tokens
- 9 91 Influence point tokens (denominations: 10, 5, 3, 1)

6 FIGURES ON PLASTIC BASES

- 10 Moon Priestess of value "6" (4 players)
- 10 Moon Priestess of value "5" (2-3 players)
- 11 1 Master Builder
- 12 Apostate
- 13 Guard of the Temple
- 14 Start player figure

PLAYER PIECES

- 15 13 Novice pieces
- 16 6 Shrine pieces
- 17 1 "Member of the Council" piece
- 18 1 Overview sheet



SETUP

An example of an in-game situation can be found on the last page.

Tips for the first play:

- Please use the preselected setup! Unlike the standard setup, it tells you how to place the Holy Isles, and the players' starting Shrines and Novices. Getting started will be easier this way, as you will not need to bother where to place your starting pieces. Text referring to the changes in the preselected setup is marked **green**.
- When you play this game for the first time, the sheer amount of options may seem confusing. We suggest you play a few rounds to grasp what is going on – the interrelations will quickly become clear. Those who cannot wait may have a look on the tips on p. 8.

Each player receives 5 influence points, the components of his color and places the Overview sheet in front of him.

Randomly choose a **start player** and give him the start player figure.

Construct the **Temple Island** by assembling the 4 frame pieces. Beginning at the Temple Gate, place a number of randomly selected **Temple boards** equal to the number of players face-up within the frame. Place the remaining Temple boards face-down in the vacant spaces. They remain face-down for the remainder of the game.

Remove all **Temple tiles** from play that do not match one of the colors of the Temple boards in use. Randomly distribute the tiles 1-4 (if not removed) among the players. Then each player places the received tile together with his own Novice on the proper space in the Temple matching the number of the tile. Finally, place a **"Book of Wisdom"** on each of these tiles.

Place the **remaining Temple tiles** and the **Guard tiles** on the path around the Temple as follows: Firstly, place the lowest-numbered Guard tile (2) next to the Temple Gate. Then, starting with the highest-numbered Temple tile, place a number of descending Temple tiles equal to the number of players on the next free spaces of the path. Continue placing the next highest Guard tile and another set of descending Temple tiles until all Guard and Temple tiles are placed on the path around the Temple.

Place the **Guard of the Temple** figure on the Guard tile of value "6".

Pile up the 4 **Time tokens** (with the burning candle side up) and place them in the Meditation Room. Make sure the Time token with the "1" is on the bottom of the pile. Remove the Time token on top of the pile from play if playing with 2 players.

Beginning with the start player, the players stack their Member of the Council piece on the first space of the **Council of Priests**.

Put the **Influence point tokens** on the board.

Randomly place the 7 **Holy Isles tiles** around the Temple Island.

Preselected setup: Turn the Holy Isles on the numbered side and place them according to these numbers in clockwise order around the board.

Place a number of matching **Favor tokens** equal to the number of players on each of the Holy Isles.

Take the proper **Moon Priestess figure** according to the number of players:

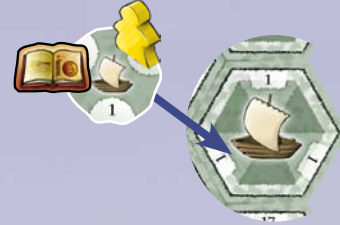
- 2-3 players: take the Moon Priestess of value "5"
- 4 players: take the Moon Priestess of value "6"

Distribute the **Moon Priestess**, the **Master Builder** and the **Apostate figures** on the Holy Isles of your choice. You may place more than one figure on any one Isle.

Preselected setup: Place these figures as depicted on the Isles.

Preselected setup: Each player places 1 Shrine and 8 Novices as depicted on the Isles. Each player receives a Favor token from the two Isles where he has no Shrine and Novice on.

Example: Yellow received Temple tile "1" and places it together with his own **Novice** and a **"Book of Wisdom"** token on **space 1 in the Temple**.



In a 2-player game, with the blue and yellow Temple boards in play, first place **Guard tile (2)**, then Temple tiles **28, 25, Guard tile (2)**, Temple tiles **23, 21, Guard tile (3)**, and so on...



Yellow is the start player; in clock-wise order, **Red** and **Blue** place their Council piece on the first space of the **Council of Priests**.



The Figures

This Holy Isle is the **first** one to be placed in the preselected setup. Place there **2 Novices per color**. Also, place the **Moon Priestess** figure on this Isle.

GAME PLAY

Overview:

1. Preliminary Round

Each player places 1 Shrine and 4 sets of 2 Novices on the 7 Holy Isles and receives 2 Favor tokens.

2. Game play

The game takes place over a series of **6 rounds**. Each round moves through two different phases:

Action Phase: Players take turns taking an action until all Time tokens are turned.

Scoring Phase:

- Scoring: Receive influence points at the Moon Priestess and for Novices in the Temple / Lose points on the Isle with the Apostate.
- Preparing the Next Round: Return the Novices to the Isles, prepare the Time tokens, and move the 4 figures.

3. Game End:

After 6 rounds, players receive additional influence for their Shrines, unused Favor tokens and their position in the Council of Priests. The player with the most influence points wins the game.

1. PRELIMINARY ROUND

- There is no Preliminary Round if you use the preselected setup.
- Beginning with the start player and continuing clockwise, each player places one of his **Shrines** on a Holy Isle of his choice. Players must choose different Isles – no Isle may contain more than one Shrine at the beginning of the game. In the 2-player game, you may not choose the Herbal Isle.
- Next, beginning with the start player, players take turns to place **4 sets of 2 Novices** on the Isles. No player may place another set on an Isle already containing his pieces (incl. the Shrine). The pieces of the other players do not matter for his placement.
- Finally, each player receives one **Favor token** each from the two Isles he has not placed any pieces.

2. GAME PLAY

Action Phase

Beginning with the start player, players take turns to play a **single action**.

An action may affect one or more **Novices** and/or consume a **Favor token**.

All available actions are listed on the Overview sheets and explained in detail on the following two pages.

Novices:

Unless otherwise stated:

- Only **active** Novices may take actions. All the Novices **on** the Holy Isles are considered **active**.
- After taking an action that involves Novices, place the involved Novices **next to** the Holy Isle. They are now considered **inactive**.

You may only take actions with your **own** Novices.



Active Novices
(on the Holy Isle)



Inactive Novices
(next to the Holy Isle)

Favor tokens:

Return any used Favor tokens to their matching Isles.

At any time during the game, you may only have at most one token of each type.



Shrine



Herbs



Tide



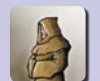
Sailboat



Bribery



Book of Wisdom



Novice



Moon Priestess:
deals influence points at the end of a round (see p. 6 "Scoring Phase")



Apostate:
players may lose influence points at the end of a round (see p. 6 "Scoring Phase")



Master Builder:
enables players to build Shrines (see p. 4 "Build a Shrine")



Guard of the Temple:
serves as a round counter; approves, i.e. frees batches of Temple tiles from round to round (see p. 5 "Promotion" and p. 6 "Preparing the Next Round")

Isle Actions (Actions that address a specific Isle)

Priest's Favor (gain a Favor token)

Use 2 Novices on one Holy Isle to gain the **Favor token** of that Isle. You may not gain a Favor token that you already own.

Shrine Bonus: If you own a Shrine on the Isle in question, you only need to use a **single** Novice.



"Your Novices help the local Priest. As thanks, he owes you a favor."

Recruit (add Novices to your Order)

Use 2 Novices on one Holy Isle and place another one (if available) from your supply next to this Isle. All 3 Novices are inactive now.



"Thanks to the persuasive power of your Novices, an infidel has gained faith."

Shrine (get a bonus during "Priest's Favor" and "Promotion")

Return a **Shrine Favor token** and use 2 Novices on the Holy Isle with the **Master Builder** to build a Shrine there (if available). You may only have a single Shrine on each Isle, but there may be any number of Shrines from different players.

Shrines have several benefits:

- Each one is worth **4 influence points** at the end of the game.
- Actions "Priest's Favor" and "Promotion" only require a single Novice.
- It counts towards the number of active Novices during the Scoring of the Moon Priestess.



"Your Novices need the instructions of the Master Builder and building materials to construct a new Shrine."

Herbs (reactivate your Novices)

Return an **Herbal Favor token** to reactivate 1 or 2 **inactive** Novices on **one** Holy Isle.
Exception: You cannot use this on the Herbal Isle itself!



"Your weary Novices brew an Herbal potion to regain their powers."

Movement Actions (How can Novices move to other Isles?)

Journey (move active Novices – they become inactive)

Take any number of **active Novices** and place them **next to** any number of Holy Isles.



"Your Novices take a rowboat and row to another Isle."

Tide (move active/inactive Novices – they become/remain inactive)

Return a **Tidal Favor token** and move any number of **active/inactive** Novices **next to** any number of Holy Isles. The moved Novices may come from any number of Holy Isles and/or the Landing stage of the Temple Island.



"Your Novices take advantage of the Tidal Priest's ferry service."

Sailboat (move active Novices – they remain active)

Return a **Sailboat Favor token** and move 1 or 2 Novices from **one** Holy Isle or from the Landing stage of the Temple Island to another Holy Isle. These Novices remain **active**!



"The Sailboat Priest lends you his sailboat that can hold at most 2 Novices."

Temple Actions (How can Novices come into the Temple?)

Promotion (claim a Temple tile)

You need 2 Novices from 1 Holy Isle to claim a **free and approved Temple tile** that has the same symbol as the Isle. "**Approved**" means: The tile is lying between the Guard and the Landing stage. Put the first Novice on the Temple tile and deactivate a second Novice from the same Isle.

Shrine Bonus: If you own a Shrine on the Isle in question, you don't need the second Novice.

Bribery: Return a **Bribery Favor token** to claim a tile which is lying between the Guard of the Temple and the next free Guard tile.

*Note: You cannot use a **Novice Favor token** to claim a Temple tile.*



"The local Priest has deemed your Novice worthy to enter the Temple."

Sanctification (place a Novice in the Temple and gain influence)

Move an already claimed and **approved** Temple tile (see "Promotion") together with its Novice on the matching space in the Temple.

Bribery: Return a **Bribery Favor token** to move a claimed, but yet **unapproved** tile to the Temple, i.e. one that is lying between the Guard of the Temple and the next free Guard tile.

Bribery or not: You gain a number of **influence points** equal to the printed-on number on the Guard tile the Guard stands on.

Displacement: A newly placed Novice **displaces** every **opponent** Novice to whom all of the following are true:

- The new Novice is **adjacent** to the opponent Novice.
- The new Novice is standing on a tile with a **higher** number.
- The opponent's Novice is not protected by a "**Book of Wisdom**".

Move any displaced Novices to the **Landing stage of the Temple**.

Players can pick their displaced Novices up by using a "Sailboat" or "Tide" Favor token. You gain **1 influence point** for each displaced Novice.



The **red** Novice displaces **just** the blue one. All other Novices either belong to the same player, or have a higher tile number, or are protected by a "Book of Wisdom".

"The Guard of the Temple grants your Novice access to the Temple. His service is rewarded with influence."

Book (gain influence and protection)

Return a "**Book of Wisdom**" Favor token to **displace** a "Book of Wisdom" in the Temple.

Take a "Book of Wisdom" of your choice and place it under any one of your Novices in the Temple that does not have a Book. You gain **1 influence point** by doing so. In addition, as long as the Book remains there, your Novice is protected from displacements.



"Your Novices gain knowledge and influence by studying the Book of Wisdom."

Council of Priests (move up in the Council of Priests)

Use any number of Novices of any **one** Isle. Move your "Member of the Council" piece up a number of seats equal to the number of used Novices. Place your piece on top of any already existing pieces of other players unless this is the last seat in the Council. In this case, place your piece to the bottom of the stack.



"Your Novices support the representative Priest of your Order with valuable information."

Other Actions

Expulsion (expel the Apostate)

Use any number of Novices on the Holy Isle with the Apostate. Then move him a number of Isles in clockwise order equal to the number of used Novices.



"Your Novices successfully struggle with the insinuations of the Apostate."

Virtual Novice (replace a Novice during another action)

Return the **Novice Favor token** to replace an active Novice during an action.

Exceptions:

- You may not replace the Novice that claims a Temple tile.
- You may not use it to (re-)gain the Novice Favor token.



"The local Priest sends you one of his apprentices to help you with an action."

Meditation (turn a Time token)

If you do not want to take an action, turn a Time token from top of the pile and put it on a second pile of turned Time tokens. Doing so does not finish the Action Phase for you! Once it is your turn again, you may still take another action.

However, once the last Time token has been turned, the Action Phase is over. The player who turned this last token, gains **1 influence point**. The player to his left receives the start player figure. He will be the start player in the next round.

In the 2-player game, pass the start player figure to your opponent.



"Your Novice retires from work. He visits the Meditation Room and does not take an action."

Scoring Phase

Each player receives/loses influence points in 3 different ways: Players gain influence in the Temple and on the Isle with the Moon Priestess – they lose influence on the Isle with the Apostate.

Moon Priestess:

On the Isle with the Moon Priestess, count the **active** Novices and Shrines of each player. The player with the highest number gains a number of influence points equal to the large, printed number. The second and third places gain a number of influence points equal to the smaller numbers. Ties are resolved according to the relative position of the players in the Council of Priests. The player whose piece has moved the farthest breaks the tie. If there is more than one player on the same space, the player whose piece is on top breaks the tie.

If there is no second or third place, no one receives the influence points of these places.

"The Moon Priestess ministers a Service on the Isle that she has moved to and rewards its eagerest participants."

Apostate:

On the Isle with the Apostate, count the **active** and **inactive** Novices of each player. Each player now loses a number of influence points equal to his count plus one.

Players who do not have any Novices on or next to the Isle in question do not lose any influence.

The Apostate does not affect Shrines.

"The Apostate succeeds in leading the Novices into temptation."

Temple:

Each player gains 1 influence point for each of his Novices in the Temple.

"Players get a reward for each round their Novices are serving in the Temple."



Yellow receives 6, Red 3 (due to his better position in the Council of Priests) and blue 1 influence point.



Blue loses 4 influence points, Red loses 3. White and Yellow don't lose any influence points.

Preparing the Next Round (skipped at the end the 6th round)

- Place all inactive Novices back on their Isles. They are now active again.
- The Moon Priestess and Master Builder figures move clockwise to another Isle. They move a number of Isles equal to the large, printed number.
- The Apostate moves clockwise to the next Isle that contains at least one Novice.
- The Guard of the Temple moves to the next Guard tile on the path around the Temple. Remove the Guard tile he just left from play. Once he reaches the last Guard tile, the last round begins.
- Restack the Time tokens in the same manner as during setup.

3. GAME END

The game ends at the end of the 6th round.

Players gain additional influence in 3 different categories:

- Each Shrine is worth **4 influence points**.
- Each unused Favor token is worth **1 influence point**.
- Players gain **influence points** according to their position in the Council of Priests.

Finally, each player sums up his influence points. The player with the most influence points wins the game – his Order will provide the next Moon Priestess.

Ties are resolved according to the position in the Council of Priests (see "Scoring Phase").

Scoring example for Yellow:



16 IP for 4 Shrines



2 IP for left-over Favor tokens



6 IP for the Council

+24 IP for Yellow

SPECIAL RULES FOR THE 2-PLAYER GAME

- Setup: only 3 Time tokens are needed.
- During the Preliminary Round, players may not place their Shrines on the Herbal Isle.
- At the end of each round, the current start player passes the start player figure to his opponent.
- The first player to use a Book token in a given round gains 2 influence points instead of 1.

SOLO GAME RULES

The solo game is based on a 2-player game. You play against a virtual opponent that follows certain rules. Your objective is to gain more influence than he does. Your final score is the difference between your score and his score.

Level 1

Setup:
Setup a 2-player game, but place only 1 Favor token on each Isle and do not use the Time tokens. Do not place any Novices in the Temple, yet. This is done in the Preliminary Round.

Preliminary Round:

- Your opponent is the start player. Place 1 Shrine and 1 Novice of his color on the Holy Isle with the Master Builder and 2 Novices on each of the other Isles.
- Take an opponent Novice from the Isle matching the symbol of the opponent's Temple tile and place him on that tile.
- Place a Novice of your own on the remaining tile in the Temple, together with a book.
- Now, you may place your starting pieces as usual.

At the beginning of each round:

- Choose an Isle and deactivate all opponent Novices on that Isle. Move your opponent's "Member of the Council" piece accordingly.
- The opponent puts one of his Novices on one of the approved Temple tiles, if he has an active Novice on an Isle with a matching symbol. If there is more than one such Isle, choose the one that matches the tile with the bigger number. If there is such a tile:
 - Place the tile in question and an opponent active Novice from the matching Isle on the proper space in the Temple.
 - Your opponent gains influence according to the Guard tile as usual.
 - Do you already own at least one "Book of Wisdom"? If yes, take the book that lies on your tile with the lowest number and place it on your opponent's tile with the lowest number. Your opponent gains **1 influence point**.

If there is no such tile, your opponent does not gain a Temple tile in this round.

During the Action Phase:

- If you displace an opponent Novice from the Temple, place it next to the Isle matching the tile he comes from. This Novice is inactive.

At the end of each round:

- The Action Phase ends when you do not want to take any more actions.
- Does your opponent have at least one active Novice on the Isle with the Master Builder? If yes, place one of his Shrines on that Isle unless there is already one of his.
- Your opponent **does not lose** influence due to the Apostate.
- The Apostate moves to the next Isle in clockwise order containing one or more of **your** Novices.

Level 2

Additionally to the rules of Level 1:

During the Action phase, the Apostate blocks **all** actions on "his" Isle **except "Expulsion"**. That means, you are allowed to use a Novice favor token and/or your Novices on this Isle to move the Apostate. Any other actions on this Isle are prohibited.

Level 3

Additionally to the rules of Level 1:

- During setup, place the Master Builder and Moon Priestess on the same Isle.
- During the Action phase, the Apostate blocks **all** actions on the Isle he is on. That means, even "Expulsion" is prohibited.



PLAYING TIPS

These actions make sense in the first round:

- **"Shrine"**: If 2 of your Novices are on the Isle with the Master Builder, consider spending a Shrine favor token and build a Shrine there. You may need to take the "Favor" action first to acquire that token.
- **"Promotion"**: You may wish to place a Novice on a Temple tile and move it into the Temple with your next action (Sanctification).
- **"Recruit"**: Consider recruiting additional Novices – the more you have, the more options you will have on future rounds.
- **"Favor"**: Collect some favor tokens.
- **"Tide"**: Use a Tidal favor token (if available) and prepare your inactive Novices for the next round. For instance, place them next to the Isle with your starting Shrine to make use of it next round, or place them, where the Master Builder and Moon Priestess will be next round.
- **"Journey"**: If you have no Tidal favor token, move some of your active Novices to prepare for the next round.
- **"Council of Priests"**: As the start player, you may wish to move forward in the Council of Priests in order to break ties, e.g. on the Isle with the Moon Priestess to get more influence.



Example of a 3-player game

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