Nocturne™

AEG

FLATOUT GAMES

Nocturne™

A puzzly spatial bidding and set collection game of sly mystics set in a whimsical moonlit forest illustrated by Beth Sobel!

Created by David Iezzi and the Flatout Games CoLab.
For 1-4 players, ages 10+

OVERVIEW

In Nocturne, you play as a fox mystic casting magic spells to collect an assortment of enchanted items. You compete against rival mystics, each of you deciding when to cast the most powerful spells to secure the best collection! Each turn you decide which items are most valuable to you and when to hold the other mystics back.

Players compete to collect the strongest sets of magical items like firebird feathers, creature skulls, glowing mushrooms, mysterious eggs, and rare herbs. These items have value when collected in specific sets, but can also be combined to fulfill recipes needed for concoctions, scoring you even more prestige!

The goal of the game is to gather the best collection of items while completing concoctions and goals as you cast spells to assert your power over your rival mystics.

Over the course of two rounds (Twilight and Moonlight), players will compete to out-maneuver one another as they navigate the enchanted forest. They will also make offerings to the Forest Sprites in hopes of securing the items from their stash. The mystic with the most points at the end of the game wins!

COMPONENTS

Your game of Nocturne should include the following. If it doesn't, please visit: alderac.com/customer-service

80 Item Tiles

12 Skull Tiles
(4 of each type)

12 Firebird Feather Tiles

12 Mushroom Tiles
(7 Tripti Fungilus, 5 Duode Dax)

12 Herb Tiles
(2 of each type)

12 Mysterious Egg Tiles

5 Cursed Treasure Chest Tiles

10 Ancient Runestone Tiles
(2 of each type)

5 Mirror Stone Tiles

44 Deluxe Wooden Spell Tokens
(11 per player)

6 Deluxe Wooden Shadow Spell Tokens

4 Deluxe Wooden Pass Tokens
(1 per player)

1 Full Color Scorepad
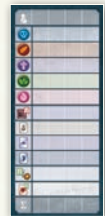
12 Unique Twilight Goal Cards
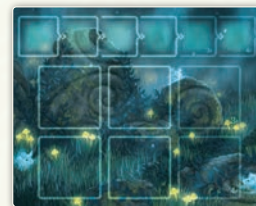
front   back

10 Unique Starter Concoction Cards

front   back

1 Forest Sprite Board

24 Unique Solo Mode Cards

front   back

12 Unique Moonlight Goal Cards

front   back

35 Unique Concoction Cards

front   back

4 Unique Character Cards
(double-sided)

1 Rulebook

SETUP

1 Give each player a Character Card and set of Spell Tokens that match their character color. Based on the number of players, remove a number of Spell Tokens from play, returning them to the game box:

> **2 players**: play with all of the Spell Tokens.
>
> **3 players:** remove one '3' Spell Token from each player.
>
> **4 players:** remove one '3' Spell Token and one '4' Spell Token from each player.

Place each Character Card in each player's play area with the 'A' side up, and organize each player's Spell Tokens faceup in a row in ascending value order. *(Note: You may distribute the Character Cards randomly by shuffling and handing one to each player, or you may allow players to select their own Character Card)*

2 Shuffle the Starter Concoction Cards deck and deal one card to each player facedown. Return all others to the game box. *(Note: Players should keep these hidden from each other)*

3 Shuffle the Concotion Cards and place them facedown within easy reach of all players.

4 Shuffle each of the Twilight and Moonlight Goal Card decks. Draw 3 Twilight Goal Cards from the Twilight Goal deck and place them faceup within easy view and reach of all players. Draw 3 Moonlight Goal Cards and place them facedown above the Twilight Goal Cards. Return the remaining Twilight and Moonlight Goal Cards to the game box, they will not be used this game. *(Note: Moonlight Goal cards will be used in the second round, the Moonlight Round)*

5 Place the Shadow Spell Tokens faceup in a row in ascending order near the Concoction, Twilight Goal, and Moonlight Goal decks. *(Note: These tokens will only be used in the Moonlight Round)*

6 Thoroughly shuffle the Item Tiles. Draw and arrange a number of them faceup in a grid, leaving some space between each Tile. The grid size depends on the number of players:

> **2 players:** 4 X 4 grid - 16 Item Tiles
>
> **3 players:** 4 X 5 grid - 20 Item Tiles
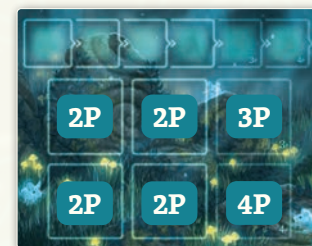>
> **4 players:** 5 X 5 grid - 25 Item Tiles

Leave the remaining Item Tiles in facedown stacks to the side of the play area within easy reach of all players.

7 Place the Forest Sprite Board below the grid of tiles. Draw a number of Item Tiles based on the number of players and place them on the board in the appropriate tile slots:

> **2 players:** 4 tiles
>
> **3 players:** 5 tiles
>
> **4 players:** 6 tiles

ADVANCED SETUP

A Flip over each player's Character Card to the 'B' side. Each player now has a special character ability that they may use one time during the game.

The character abilities provide one-time use special actions. Each card describes how that character's special action works. Once a character ability is used, the player must flip their Character Card over to the 'A' side to indicate they have used the ability. Players who do not use their character ability during the game will score 2 points at the end of the game.

3-PLAYER SETUP EXAMPLE

5

5 6 7 8 9 10

3

4

Be the first to win a tile with a 3 spell — 3

Be the first to have 3 separate control areas — 3

Be the first to Corner Cast — 3

TWILIGHT GOAL

TWILIGHT GOAL

TWILIGHT GOAL

6

7

1

2

A

Advanced Setup
Flip your Character Card to side 'B'

GAMEPLAY OVERVIEW

Nocturne is played over the course of a single night in an enchanted forest, over 2 rounds (Twilight and Moonlight). Players compete to collect items by casting powerful magic spells. A spell casting phase consists of each player, in clockwise turn order, choosing to cast a higher spell or pass until a tile is won. Then, starting with the player who won the previous tile, this process is repeated until all of the tiles in the forest have been won. Players compete to collect sets of items, complete concoctions, and achieve Twilight and Moonlight goals. The player with the most points at the end of the game wins!

- A round consists of a series of consecutive spell casting phases until all of the tiles in the forest grid have been won or players have all passed. Each spell casting phase ends as soon as a tile has been won. The winner of that tile starts a new spell casting phase.

- Within each spell casting phase, players take turns either casting a spell or passing. Once a player has passed, they may not cast again until a tile has been won and a new spell casting phase begins.

- Select a starting player at random and you are ready to play!

SPELL CASTING PHASE

1. The starting player of each round begins by placing their lowest value Spell Token on any tile in the forest. This is their "starting spell".
   (Note: the restriction to cast the lowest value spell token only happens twice per game - the very first spells cast in each of the Twilight and Moonlight Rounds)

2. The next player in clockwise turn order chooses to cast a higher spell, or pass.

To cast a spell, a player chooses a tile that is orthogonally adjacent to the current highest spell and places one of their remaining Spell Tokens on it. This token must have a higher value (number) than the current highest.

- If a player is unable to cast a spell higher than the current highest value, they must pass.

- All Spell Tokens remain in play until a tile is won.

Once all other players have passed, the player who cast the spell with the highest value (number) takes the Item Tile that their highest value Spell Token is on, then flips over their Spell Token and places it facedown in the space left by the removal of the tile - it will remain here until the end of the round.

Spell Casting

1) Orange player starts casting by placing a '1' token.
2) Teal player casts a '4' on an adjacent tile.
3) Green player casts a '6' on a tile adjacent to the '4'.
4) Orange casts a '7' adjacent to the '6'.
5) Teal and Green both pass.
6) Orange wins the tile and places it in their tableau.
7) Orange flips over their winning Spell Token, and all other players retreive unsuccessful Spell Tokens.

(Note: Each player has a Star Spell Token. This spell token is each player's most powerful spell and has a higher power than any numbered spell. If a player plays their Star Spell Token, they immediately win the tile it is placed on.)

All players retrieve their unsuccessful Spell Tokens and they must choose to either place them back into their play area, or **dedicate a single one of their own tokens used that round** to the Forest Sprite Board. If they choose to send a single Spell Token to the Forest Sprite Board, it is placed in sequence, based on its value.

- If the Spell Token is a lower value (number) than the other Spell Tokens on the Forest Sprite Board, it is placed in the highest empty space.

- If the Spell Token is a higher value than the other Spell Tokens on the Forest Sprite Board, all of the other Spell Tokens are moved down one slot and it is placed in the highest space.

- If the Spell Token is the same value as another Spell Token, it is placed in the space BELOW the Spell Token or Spell Token(s) with the same value. If there are other Spell Tokens in that space, move them down one space to make room.

- If the Spell Token is between values of other Spell Tokens, it is placed in the space BETWEEN the other Spell Tokens, according to its value. If there are other Spell Tokens in that space, move them down to make room.

If adding a Spell Token to the Forest Sprite Board would cause the lowest token on the board to be pushed to a space beyond the lowest value space for that player count, it is immediately returned to the player it belongs to and placed in their play area for use on a future turn.

(Note: a player who wins the tile may NOT send a Spell Token to the Forest Sprite Board. Any lower Spell Tokens they cast that did not win the tile are immediately returned to their play area.)

Forest Sprite Board

The Green and Teal players have decided to place their unsuccessful Spell Tokens on the Forest Sprite Board. The green 6 is now the highest spell. Because there was already a 4 on the board, the Teal Player must place their 4 token after it, but ahead of their 3 token that was placed on a previous turn.

If a player casts a spell that prevents another player from casting a higher spell, they immediately win the tile. This can happen in two ways:

1. There are no open orthogonally adjacent spaces to place another spell onto.

2. No player can cast a spell with a value (number) higher than the current highest spell.

The player that won the most recent tile is the new 'starting player' for the next spell casting phase, and the sequence begins again. Unlike when the first spell is cast in a round, all players' future 'starting spells' can be any value (number) that they have remaining. However, they must cast their starting spell orthogonally adjacent to the tile that they just won.

Twilight Goals

Whenever a tile is won, players should check to see if they satisfy the conditions on any of the three Twilight Goals. Descriptions can be found on each card and clarifications are on page 9. For some conditions, the player may immediately collect the goal card and place it in their play area. Those that require having the most or largest of something will typically resolve at the end of the Twilight Round once all Spell Tokens have been played for the round. Each is worth 3 points at the end of the game.

(Note: a control area is any contiguous area (orthogonally adjacent) where a player has their flipped over spell tokens. Also, all ties for Twilight Goals are broken by position on the Forest Sprite Board.)

Corner Casting + Passing Starting Spell Order

If a player wins a tile in a position that allows them to cast their next starting spell onto a tile that has **no orthogonally adjacent tiles for others to cast onto**, this is called Corner Casting. This is a powerful maneuver that guarantees they can win the next adjacent tile, uncontested. However, if a player is the starting player and casts a starting spell onto a tile with no orthogonally adjacent tiles, they will have no adjacent tiles to cast their **next** starting spell onto. **Whenever a player is unable to cast their starting spell token onto an orthogotally adjacent space, play passes to the next player in turn order** to become the new starting player. The new starting player may cast their starting spell on **ANY tile in the forest grid**.

Passing on a Starting Spell

A starting player is always able to pass instead of casting their starting spell. However, if they do so, play passes to the next player in turn order and they may cast a starting spell **on ANY tile in the forest grid**.

(Note: If the starting player is out of Spell Tokens, the next player in turn order becomes the new starting player and must cast a spell on any tile in the forest grid, or pass.)

Twilight Goals

Corner Casting

Collecting Item Tiles

When a player wins an item tile, they place it in a tableau in their play area. Most tiles contribute to scoring at the end of the game (see page 11 for Mirror Stones, and page 12 for scoring for all tile types) and do not have any immediate effects, but some tiles require action:

Ancient Runestones

When a player wins an Ancient Runestone Tile, they immediately draw 3 cards from the deck of Concoction Cards and choose 1 card to keep. The 2 cards not chosen are placed back on the bottom the Concoction Card deck. The chosen card is added to their hand of secret concoction goals and, along with their Starting Concoction Card, provides them with recipes to complete before the end of the game using the symbols on the Item Tiles.

Ancient Runestone Tiles feature one of the 5 item type symbols and these can also be used to complete concoctions. See page 12 for detailed information on how Concoction Cards are scored. Remember that you must have enough symbols for each of your Concoctions in order to complete them all. (The symbol on your Character Card counts as an additional symbol towards Concoctions as well!)

(Note: Some Item Tiles have 2 item type symbols on them. These items are 'enchanted'. They have additional magical power that makes them stronger for brewing concoctions. Although these tiles have more symbols, they still only count as a single tile for set collection of the tiles themselves. For instance, a tile with two Mysterious Egg symbols is still only a single Mysterious Egg for scoring, but may contribute two symbols to the completion of concoctions.)

Cursed Treasure Chests

When a player wins a Cursed Treasure Chest Tile, they immediately draw 3 tiles from the stacks of facedown Item Tiles and choose 1 tile to keep. The 2 tiles not chosen are discarded faceup next to the stacks of Item Tiles and will not be used again this game.

Twilight and Moonlight Goal Clarifications

Twilight Goals

1, 2, 3 - Be the first to win a tile with a spell of the number indicated on the card. Awarded immediately when a player wins a tile with this spell number on the forest grid or Forest Sprite Board. If no one wins a tile with this spell number, the card is returned to the box at the end of the Twilight Round. **4, 5** - Awarded at the end of the Twilight round. **6** - Separate control areas are areas that are not orthogonally adjacent to others. Awarded immediately when a player has 3 distinct areas. **7** - Awarded immediately when a player has a control area of three or more contiguous spaces. **8** - This refers to the top row of the forest grid. Awarded at the end of the Twilight round. **9** - Awarded at the end of the Twilight Round. **10** - Awarded immediately when a player has 4 different types. The symbol type on a player's Character Card counts as their first symbol type. **11** - Awarded immediately when a player Corner Casts. **12** - Awarded immediately when the last Star Spell Token wins a tile. If any of the players do not win a tile with their Star Spell Token, the card is returned to the box at the end of the Twilight Round.

Moonlight Goals

1, 2, 3 - Control areas must be this exact size, no larger and must not be orthogonally adjacent to any other of that player's control areas. **4, 5, 12** - Control areas may expand beyond these shapes, but each space may only count for each Goal Card once. **6** - Only one of a player's control areas is scored, even if two control areas are the same size. **7** - Center spaces are any spaces that do not share an edge with the outside of the forest grid. **8** - Corner spaces are the 4 corners of the forest grid. **9** - Awards 1 point for each Spell Token a player has on the Forest Spite Board. **10** - Awards 2 additional points for each leftover Spell Token at the end of the game (for a total of 4 points each). **11** - Control areas must be separated by at least one orthogonal space.

END OF THE TWILIGHT ROUND

Once all tiles in the forest have been won, (or when all players have passed, indicating no players want any of the remaining tiles) the Twilight Round ends and the following steps are taken to conclude the round and set up for the Moonlight Round (final round):

1. Resolve Forest Sprite Board

Starting with the Spell Token in the highest spot on the Forest Sprite Board, and proceeding to the lowest spot, players take turns drafting tiles from the Forest Sprite Board. To draft a tile, the player flips over their Spell Token and then proceeds to take a tile of their choice.

2. Award Shadow Spell Tokens

Each player who has leftover Spell Token(s) at the end of the Twilight Round is awarded a Shadow Spell Token for each leftover token based on the value of their leftover Spell Token(s) (see page 11 for an explanation of how these tokens are used). Starting with the highest leftover Spell Token and proceeding to the lowest, players draft one of the Shadow Spell Tokens (from highest to lowest). *(Note: Ties are broken by position on the Forest Sprite Board.)*

3. Retrieve Spell Tokens

Each player retrieves all Spell Tokens from the forest grid, and Forest Sprite Board and flips them back faceup in their personal play area.

4. Discard Excess Spell Tokens

For each Shadow Spell Token that a player was awarded, they must discard their lowest spell token(s). This ensures that all players still have the same number of Spell Tokens for the next round. The discarded Spell Tokens can be returned to the game box, they will not be used for the rest of the game.

5. Draw Moonlight Goals

Flip over the Moonlight Goal Cards and place them faceup within easy view of all players (in the same location the Twilight Goal Cards were last round).

End of Twilight Round
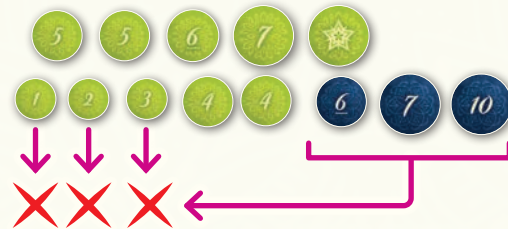
6. Refill Item Tiles to form the forest grid

Draw and arrange a number of Item Tiles faceup in a grid, leaving some space between each tile. The grid size remains the same and depends on the number of players:

2 players: 4 X 4 grid - 16 Item Tiles

3 players: 4 X 5 grid - 20 Item Tiles

4 players: 5 X 5 grid - 25 Item Tiles

7. Refill Forest Sprite Board

Draw a number of Item Tiles based on the number of players and place them on the Forest Sprite Board in the appropriate spots:

2 players: 4 tiles

3 players: 5 tiles

4 players: 6 tiles

Now you are ready to play the Moonlight Round! This round is the same as the Twilight Round except there are now Moonlight Goals that can be achieved. Moonlight Goals may be achieved by ALL players, and points for these goals will be calculated at the end of the game.

Starting with the player who won the last Item Tile from the Forest Sprite Board, the Moonlight Round begins with that player casting their lowest value spell on any Item Tile in the forest grid.

Using Shadow Spell Tokens

Shadow Spell Tokens can be used in place of a player's Spell Tokens to cast into the forest to win tiles. Unlike a player's individual Spell Tokens, once used they cannot be tied to the player who cast them, so they may not be sent to the Forest Sprite Board and they may not be counted for Moonlight Goals that require control on the forest grid.

END OF THE MOONLIGHT ROUND

Once all tiles have been won, (or when all players have passed, indicating no players want any of the remaining tiles) the Moonlight Round ends.

1. Resolve Forest Sprite Board

Just as at the end of the Twilight Round, starting with the highest Spell Token on the Forest Sprite Board, and proceeding to the lowest Spell Token, players take turns drafting tiles from the Forest Sprite Board. To draft a tile, the player flips over their Spell Token and then proceeds to take a tile of their choice.

2. Assign Mirror Stones

Players assign Mirror Stone Tiles to the tiles they will make copies of.
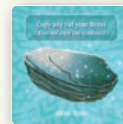
(Note: this can generally happen simultaneously, but in the event that there is contention over a scoring item like Mysterious Eggs, then players assign Mirror Stone Tiles in order starting with the player who won the last Item Tile on the Forest Sprite Board.)

3. Proceed to scoring (page 12)

SCORING

Players score points for their Item Tiles, Concoction Cards, Twilight and Moonlight Goals, leftover Spell Tokens, and any unused player powers (in advanced mode). Players lose one point for each of their Cursed Treasure Chests. If there is a tie, the tied player with the higher position on the Forest Sprite Board wins.

1 Skulls

Players score the sum of the points printed on their Skull Tiles.
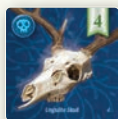
2 Firebird Feathers

Players score a number of points based on how many total Firebird Feather Tiles they have.

(Note: If they have more than 7, they start a second set of feathers and may score both sets.)

3 Mushrooms

Players score a number of points based on their mushroom sets.
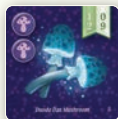
A single Duode Dax mushroom tile scores 0 points, while a set of 2 scores 9 points
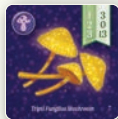
A single Tripti Fungilus mushroom tile scores 3 points, while a set of 2 scores 0 points and a set of 3 scores 13 points.

(Note: Players must complete 1 set of each mushroom type before starting another set)

4 Herbs

Players score a number of points based on the sum of the points printed on their Herb Tiles as well as a bonus for a set of 3, 4, or 5 unique herbs. 'W' is a wild and counts as any other type.

(Note: A player may create multiple sets of herbs)

5 Mysterious Eggs

Players score a number of points based on their ranking compared to other player for most Mysterious Egg Tiles. If they have the most, they score 4 points per Mysterious Egg Tile, second most, they score 3 points per tile, third most, they score 2 points per tile, and fourth most, they score 1 point per tile. If any players are tied, the player with the higher Spell Token on the Forest Sprite Board breaks the tie.
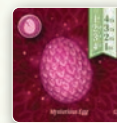
6 Cursed Treasure Chests

Players lose one point for each Cursed Treasure Chest Tile that they have.

7 Concoction Cards

Players score points based on the concoctions they were able to brew with the symbols on their Item Tiles and Character Cards.

*(Note: Tiles with two symbols can be used to complete two different concoctions, however, **each symbol may only be used once (see scoring example)**. Many Concoction Cards feature two tiers of completion. Players score the number of points adjacent to the highest tier they were able to complete.)*

8 Twilight Goals

Players score points equal to the sum of the points printed on the Twilight Goal Cards they won during the Twilight round.

9 Moonlight Goals

Players score points based on how well they achieved the goals of all three Moonlight Goals.
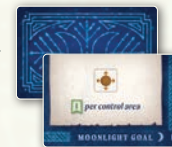
10 Leftover Spell Tokens

Players score 2 points per leftover Spell Token (including any Shadow Spell Tokens) that they did not spend in the Moonlight Round.

Scoring Example

	DI	MJ	FA
💀	14	3	4
🪶	8	24	12
🍄	9	13	18
🌿	10	14	4
🥚	6	2	12
📦	-1	-1	-2
⚗️	14	10	19
🌄	3	3	3
🌙	6	4	7
2️⃣/#	2	0	2
🎴	0	2	0
Σ	71	74	79

11 **Unused Character Abilities**
(Advanced Mode Only)

Players score 2 points if they did not use their character's ability.

(Important Note: Many tiles score based on quantities of tiles within sets. Enchanted Items have multiple symbols that may help complete more concoctions, but they are still only a single tile. For example, in order to score a full set of 7 Firebird Feathers a player requires 7 Firebird Feather TILES, not Firebird Feather symbols.)

David assigns his Mirror Stone Tile to his 4 pt Skull Tile in order to copy it. Note: Item Tiles copied using the Mirror Stone count for points for that tile type only and do NOT copy the symbols that are used to complete Concoction Cards - David still only has 3 skull symbols.

David scores a total of 14 points for 3 Skulls and one copied Skull.

David scores 8 points for a set of 3 Firebird Feathers.

David scores 9 points for a set of two Duode Dax Mushrooms, but scores 0 points for a set of two Tripti Fungilus Mushrooms, for a total of 9 points.

David scores 5 points from the points printed on the 3 Herb tiles, and scores an additional bonus of 5 points for having 3 unique Herbs, for a total of 10 points.

David scores 3 points each for Mysterious Egg tiles because he has the second most of all players. Molly has 1 and Fertessa has 3. He scores a total of 6 points.

David scores -1 point for a single Cursed Treasure Chest.

David fully completes his first two Concoction Cards, but only partially completes his third card - he is short a Skull symbol. He scores a total of 14 points.

David scores 3 points for a single Twilight Goal card that he collected, and scores a total of 6 points from the Moonlight goals he completed.

David has a single leftover Spell Token, so he scores 2 points for it.

David used his character ability, so he does not score any additional points for unused character abilities.

David scores a total of 71 points!

SOLO MODE

Nocturne can be played solo! Follow the multiplayer game setup rules for 2 players, with the following exceptions:

During setup, prepare your 'opponent' by setting up a play area for them as you would a second player. Your opponent does not need a Character Card or Starting Concoction Card, they only need to have the appropriate number of Spell Tokens for a 2 player game. Arrange your opponent's spell tokens from high to low for easy use during the game. Your opponent's moves will be dictated by the Solo Opponent Deck. Shuffle the Solo Opponent Deck and place it in your play area within easy reach - you will be flipping cards from it and your opponent's moves will be dictated by the results. It is recommended that you play solo with the Advanced Setup rules and use your Character Card on the 'B' side.

Solo Components
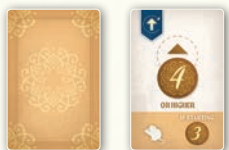
Solo Opponent Deck   *Solo Opponent's Spell Tokens*

You start each of the two rounds (Twilight and Moonlight) as the starting player - your opponent always plays after you at the start of the round.

Your opponent's moves are driven by the Solo Opponent Deck. Each time it is your opponent's turn, you flip over a card from the Solo Opponent Deck to reveal it and take actions for your opponent.

You will flip a new card from the Solo Opponent Deck faceup on top of the last faceup card each time your opponent is called upon to cast a spell, or pass. This card

will replace the previously flipped card and the revealed cards will form a discard stack beneath the current active card. If the Solo Opponent Deck ever runs out of cards during play, simply shuffle all of the faceup cards and form a new facedown deck to draw from.

Solo Mode Cards

Spell Cast Direction

Spell Power

Forest Sprite Board Indicator

Opponent's Starting Spell

Depending on the state of the game, different areas of the card indicate different actions that your opponent will take. If the opponent is being called upon to cast a spell or pass, then they will do so based on the information on the center area of the card. The spell power indicated here will determine whether the opponent will out-cast you, or pass.

There are three main power types indicated on the cards:

1. 1 OR MORE HIGHER

Your opponent will out-cast you by casting a higher spell than you, if they have one available. They will always start by casting a spell one number higher than the one you just cast if possible, and escalate from there. If your opponent does not have a higher spell than the one you just cast, they will pass.
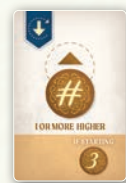
2. (#) OR HIGHER

Your opponent will cast a spell starting with the power number indicated, or cast a higher spell if necessary to out-cast you. If your opponent does not have a higher spell than the one you have cast, they will pass.

3. UP TO (#)

Your opponent will cast a spell starting with their lowest available spell, up to the spell power number indicated as a maximum. If the spell that you just cast is higher, or your opponent does not have a spell token within the range up to the power indicated, they will pass.

Spell Cast Direction

If the opponent will out-cast you on the forest grid, the top left corner of the card indicates in which direction they will do so, from your current highest spell cast. If there is no legal placement in the cardinal direction (north, east, south, or west) shown on the card, then the opponent will move in a clockwise direction to the next available placement position.

Forest Sprite Board Indicator

If the opponent passes and does not cast a more powerful spell than you, you win the Item Tile. If this happens, the bottom left corner of the card indicates whether the opponent will take back their casted spells to their play area or place their **highest** played spell on the Forest Sprite Board and take the remaining spells back.

Opponent's Starting Spell

If your opponent wins a tile, then they become the 'starting player' for the next spell casting phase. Flip a new card from the Solo Opponent Deck and the spell power number indicated in the bottom right corner of the card indicates the spell power they will use as their starting spell. If they do not have that specific spell, they will always cast a lower spell, starting with the next lowest and going lower. If they do not have any Spell Tokens that are lower, then they will cast a higher spell, starting with the next highest and going higher, if necessary. If the opponent is out of Spell Tokens, your opponent must pass for the remainder of the round and play automatically passes to you until you have cast all of the Spell Tokens you wish for the round.

Important exception: if your opponent ever has an opportunity to Corner Cast (they are the starting player and are adjacent to a space where they can cast a spell where there are no open orthogonally adjacent spaces to place a new spell onto), they will always place their lowest available Spell Token. If they have multiple choices, they will always choose the space from left to right, top to bottom in the forest grid, starting in the top left corner of the grid. This will result in them immediately winning the tile and you becoming the starting player for the next spell casting phase and casting your next starting spell on ANY tile in the forest grid.

Winning a Tile

When you win a tile, you collect it as you would in a multiplayer game. When your opponent wins a tile, simply place that tile facedown in a stack in your opponent's play area. Your opponent does not score points for any of their tiles, their motivation is to win tiles away from you to prevent you from achieving a higher score. If your opponent ever collects a tile that requires further action, like Ancient Runestones or Cursed Treasure Chests, simply ignore the further action and place the tile facedown in the stack in your opponent's play area.

When your opponent takes Item Tiles from the Forest Sprite Board at the end of each round, they always choose their tiles from left to right, top to bottom, starting in the top left corner of the Forest Sprite Board.

After You Corner Cast

If you Corner Cast, your opponent will always select their starting location to cast their starting spell from left to right, top to bottom, starting in the top left corner of the forest grid.

Twlight Goals

Your opponent may still achieve Twilight Goals and prevent you from achieving them. Ties are still broken by position on the Forest Sprite Board.

Scoring

Scoring is conducted the same as in a multiplayer game, with one exception: Mysterious Eggs are scored, based on the total number you collect.

1-2	1 point each
3	2 points each
4	3 points each
5+	4 points each

You may play solo mode to compete against yourself, or challenge your friends to see who can achieve the highest scores! Use the chart below to see how well you did! You can also challenge yourself to the scenarios on page 18 which provide specific game setups and goals that you must achieve to complete each scenario!

50+	Great Start!
60+	You're Getting It!
70+	Very Good!
80+	Excellent!
90+	Mystical!
100+	Magical!
110+	Masterful!

FAMILY MODE

The Nocturne Family Mode has streamlined rules that reduce the complexity so that those who want a simpler experience can still enjoy the game. Family Mode is also great for introducing younger and less experienced gamers to the game!

Follow the standard game setup rules, except:

1. Set aside the **Twilight and Moonlight Goal Cards, Shadow Spell Tokens, and Forest Sprite Board** - they will not be used.
2. Remove the **'1' and '2' Spell Tokens** from each player - they will not be used. (Still remove other Spell Tokens based on player count, as usual)

(Optional: You may decide to simplify the game even further by removing all of the Ancient Runestone Tiles, the Starter Concoction Cards and the Concoction Cards.)

Play proceeds as normal, with the following exceptions:

- There is no Forest Sprite Board, so players must always simply take back their unsuccessful Spell Tokens after each spell casting phase.

- There are no Twilight or Moonlight Goals, so players do not score points for these.

- There are no Shadow Spell Tokens, so players do not exchange any of their own tokens at the end of the Twilight Round.

- In the event of a tie for Mysterious Egg Scoring, BOTH tied players score the number of points for their ranking.

(Optional: If you removed the Ancient Runestones and Concoction Cards from the game, all symbols on tiles can be ignored and no concoctions will be scored.)

SCENARIOS & ACHIEVEMENTS

Achievements can be earned and tracked as you play multiplayer and solo games. Below are the Achievement Tracks where up to 4 players can keep track of their overall progress. You may begin gaining Achievements at any time. To do so, write your name below on any of the open spaces. Each time you play, choose one of the three Achievement modes: Scenarios (page 18), Standard Game (page 19), or Rules Modifications (page 19), and follow the instructions. In the Scenarios, play with the designated Character Card and Twilight and Moonlight Goals for each round. We recommend starting with Scenario #1 and attempting the next Scenario once you have completed the previous one.

From now on, whenever you gain an Achievement from any of the Achievement modes, fill in your shape under the appropriate mode (⬠ ◇ ☆ ▢) and then come back to this page and fill in a circle below!

Dabbler   *Apprentice*   *Mage*   *Expert*   *Master*

Name

Name

Name

Name
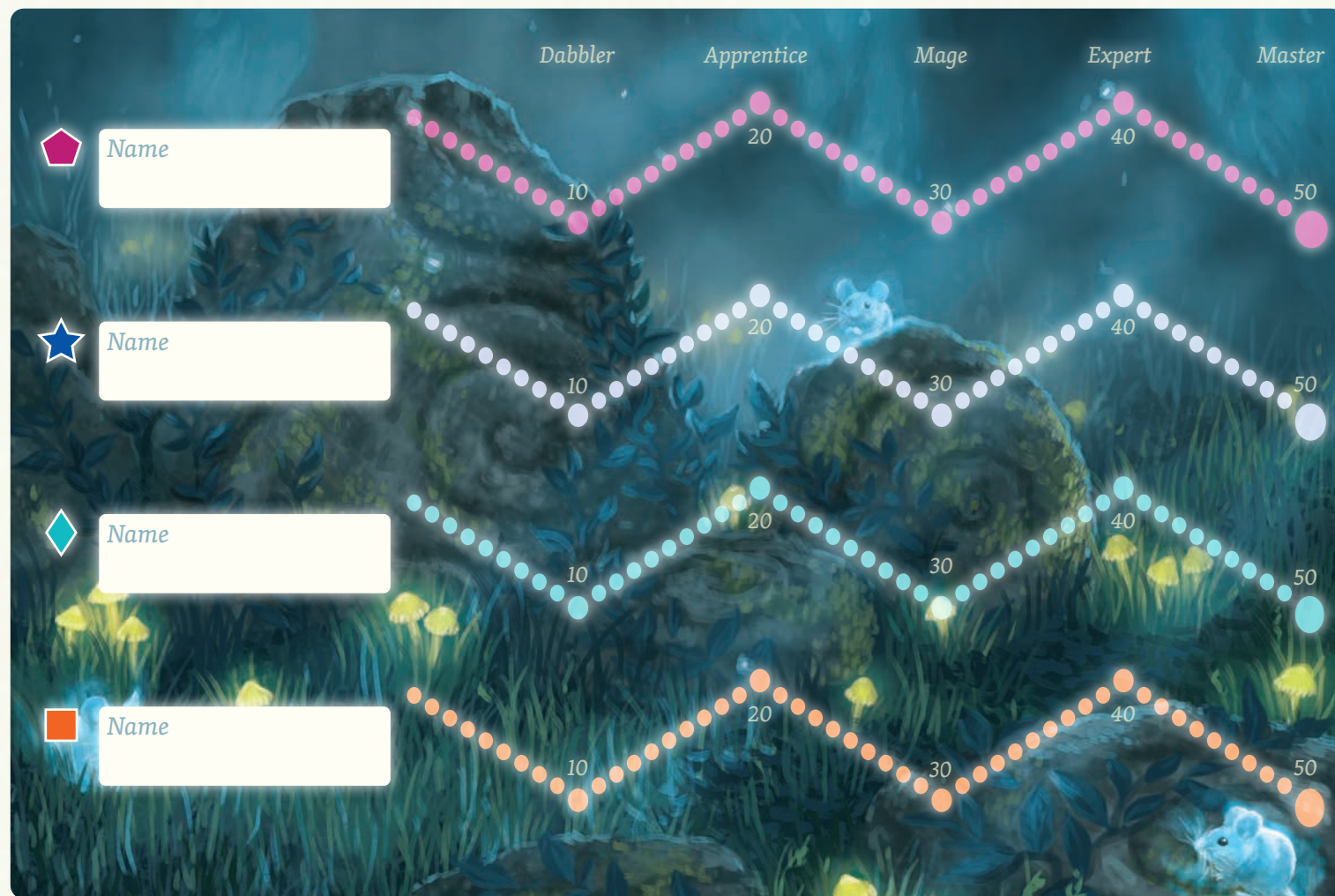
#	DIFF.	CHAR.	1	2	3	1	2	3	PTS	GOAL 1	GOAL 2	GOAL 3	COMPLETED
1	EASY	Redd	3	5	12	8	11	12	75	Score 10+ points from Skulls			⬠ ◇ ☆ ◻
2	EASY	Sage	8	9	11	3	5	9	75	Collect 5+ of any tile type			⬠ ◇ ☆ ◻
3	EASY	Abigail	1	7	10	1	6	10	75	Fully complete 3+ Concoctions			⬠ ◇ ☆ ◻
4	EASY	Flint	2	4	6	2	4	7	80	Score 20+ points from Eggs			⬠ ◇ ☆ ◻
5	EASY	Sage	1	8	12	1	5	8	80	Score 15+ points from Herbs			⬠ ◇ ☆ ◻
6	EASY	Abigail	3	7	10	3	6	7	80	Collect a full set of both types of Mushrooms			⬠ ◇ ☆ ◻
7	MEDIUM	Sage	2	5	9	2	7	11	85	Score 15+ points from skulls	Don't collect any Mushrooms		⬠ ◇ ☆ ◻
8	MEDIUM	Redd	4	7	1	4	10	12	85	Collect a full set of Herbs	Don't collect any Feathers		⬠ ◇ ☆ ◻
9	MEDIUM	Flint	6	9	12	4	6	9	85	Score 10+ from Moonlight Goals	Collect 3 different Runestones		⬠ ◇ ☆ ◻
10	MEDIUM	Abigail	5	8	10	1	4	10	85	Collect a full set of Feathers	Don't collect any Skulls		⬠ ◇ ☆ ◻
11	MEDIUM	Flint	3	4	10	2	5	11	90	Don't complete any Twilight Goals	Collect 5 of any 2 tile types		⬠ ◇ ☆ ◻
12	MEDIUM	Redd	8	9	12	5	7	12	90	Score 20+ points from Concoctions	Collect 6+ Eggs		⬠ ◇ ☆ ◻
13	MEDIUM	Sage	4	6	11	3	7	12	90	Score 20+ points from Herbs	Score 2+ Twilight Goals		⬠ ◇ ☆ ◻
14	MEDIUM	Abigail	1	2	3	2	6	10	90	Don't collect any Eggs	Have no Shadow Spells		⬠ ◇ ☆ ◻
15	HARD	Flint	2	7	11	1	6	11	95	Don't collect any Treasure Chests	Fully complete 3+ Concoctions	Collect 5+ skulls	⬠ ◇ ☆ ◻
16	HARD	Redd	1	5	6	3	8	9	95	Score 25+ points from Concoctions	Don't collect any Mirror Stones	Have bottom space on Forest Sprite Board in either Rnd.	⬠ ◇ ☆ ◻
17	HARD	Flint	4	10	12	5	8	10	95	Score 12+ points from Moonlight Goals	Collect 1+ of each of the 8 tile types	Use 2 Mirror Stones as 2 different types	⬠ ◇ ☆ ◻
18	HARD	Abigail	3	9	11	2	7	12	100	In Moonlight Rnd, win NO tiles on the Forest Sprite Board	Don't collect any Mirror Stones or Wild Herbs	Collect 5+ Enchanted Items	⬠ ◇ ☆ ◻
19	HARD	Sage	1	6	7	4	9	11	100	Score 15+ points from Twilight/Moonlight goals	Collect no more than 5 tile types	Don't Corner Cast in the Twilight Rnd.	⬠ ◇ ☆ ◻
20	HARD	Redd	2	5	8	1	5	8	100	Score all 3 Twilight Goals	Collect 7+ of any tile type	Fully complete 4+ Concoctions	⬠ ◇ ☆ ◻

Achievements (standard game rules)

Play using the standard game rules and setup.

#	OBJECTIVE	COMPLETED
1	Score 60+ points	⬠ ◇ ☆ ▢
2	Score 70+ points	⬠ ◇ ☆ ▢
3	Score 80+ points	⬠ ◇ ☆ ▢
4	Score 90+ points	⬠ ◇ ☆ ▢
5	Score 100+ points	⬠ ◇ ☆ ▢
6	Score 110+ points	⬠ ◇ ☆ ▢
7	Score 15+ points from Concoctions	⬠ ◇ ☆ ▢
8	Score 20+ points from Concoctions	⬠ ◇ ☆ ▢
9	Score 25+ points from Concoctions	⬠ ◇ ☆ ▢
10	Score 20+ points from Skulls	⬠ ◇ ☆ ▢
11	Score 36+ points from Firebird Feathers	⬠ ◇ ☆ ▢
12	Score 30+ points from Mushrooms	⬠ ◇ ☆ ▢
13	Score 25+ points from Herbs	⬠ ◇ ☆ ▢
14	Score 30+ points from Mysterious Eggs	⬠ ◇ ☆ ▢
15	Collect 5+ Runestones	⬠ ◇ ☆ ▢
16	Collect 3+ Cursed Treasure Chests	⬠ ◇ ☆ ▢
17	Collect 3+ Mirror Stones	⬠ ◇ ☆ ▢
18	Win all 3 Twilight Goals	⬠ ◇ ☆ ▢
19	Score 7+ Points from Moonlight Goals	⬠ ◇ ☆ ▢
20	Score 10+ Points from Moonlight Goals	⬠ ◇ ☆ ▢
21	Score 15+ Points from Moonlight Goals	⬠ ◇ ☆ ▢
22	Occupy all spaces on the Forest Sprite Board	⬠ ◇ ☆ ▢
23	Collect 7+ of any tile type	⬠ ◇ ☆ ▢
24	Collect 9+ of any tile type	⬠ ◇ ☆ ▢
25	Collect 2+ of all 8 tile types	⬠ ◇ ☆ ▢

Achievements (modified game rules)

Play using these modified game rules and/or setups.

#	RULES MODIFICATIONS	COMPLETED
1	**Twisted Trees:** Play with these forest grids for both rounds: 1-2P: / 3P: / 4P:	⬠ ◇ ☆ ▢
2	**2-UP the Competition:** Players must always cast a spell 2 or more higher than the previous spell cast.	⬠ ◇ ☆ ▢
3	**All Set to Brew:** Each players begins the game with 3 additional Concoction Cards dealt at random from the Concoction Card deck. Remove the Ancient Runestone tiles from the game.	⬠ ◇ ☆ ▢
4	**Chasing Chests:** Modified Rules for Cursed Treasure Chests: When you collect a cursed treasure chest, you may immediately swap it for another tile in play anywhere on the forest grid or Forest Sprite Board, OR carry out its action as usual.	⬠ ◇ ☆ ▢
5	**Precious Stones:** Alternative rules for Mirror Stones - Mirror Stones may be used as usual, but count as 5pts if not used to copy another tile.	⬠ ◇ ☆ ▢

FLATOUT GAMES COLAB
CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Nocturne is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Nocturne is:

Fertessa Allyse - development, writing, editing
David Iezzi - design, development
Molly Johnson - development, art direction, administration, marketing, editing
Dylan Mangini - graphic design, development
Robert Melvin - development, logistics
Shawn Stankewich - development, project management, art direction, graphic design, writing, editing, production, marketing, crowdfunding, logisitics

Illustration - Beth Sobel
Solo Mode Design - Shawn Stankewich
Scenarios and Achievements - Molly Johnson, Robert Melvin, Shawn Stankewich

AEG Credits:
Nicolas Bongiu - director of projects
David Lepore - production
Adelheid Zimmerman - production

We would like to say thank you to people who have helped make Nocturne the amazing game that it is today:

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