



Lucent
Jonah Kellman & Tobias Vyseri

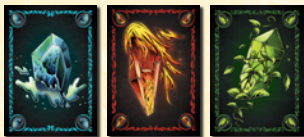
Rules

Setup: If you are not playing with the Wildcard Variant, remove the two Wildcards from the deck. If you are not playing with the Geomancer Variant, remove the five Geomancers from the deck. Shuffle all of the cards together and deal them evenly face down among the players. These cards become each player's hand. Each player may look at their hand. The player to the left of the dealer goes first. If you are playing with two or four players, the last card will be used as the Focus Gem.

Goal: Construct a pyramid by placing gems. Be the last player to make a legal play.

Rules

Play: If the Focus Gem hasn't been placed already during game setup the player going first chooses any gem and places it face up on the table. This gem is now the Focus Gem and will be the center of the base row of the pyramid that is being constructed. The base row is nine gems wide, allowing up to four gems to either side of the Focus Gem. You may want to rotate the Focus Gem upside down to make it easier to remember. Play continues to the left with each player placing a gem on their turn.



Rules

Play (Continued): If a player places a gem on the base row it must be immediately adjacent to a gem already on the base row and cannot exceed nine gems wide or four gems to either side of the Focus Gem. If a player places a gem on a higher row they do so with it overlapping two gems on the previous row and it must be the same color as at least one of them. In this way the second row will be eight gems wide, the third will be seven and so on.



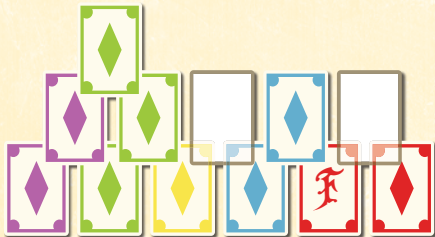
The blank cards show where gems can be played.

Gems placed on higher rows do not need to be adjacent to gems on that row, as long as they have two gems beneath them.

Rules



Here a player can only place a red or a blue gem



Here the blank cards show where gems can be placed. On this board, only a red, blue or yellow gem can be placed.

Rules

Winning and Losing: If a player is not able to make any plays they lose. That player places their hand face down and announces that they can't make any plays. Play continues without that player. The last player to place a gem wins.

Wildcard Variant: To play the Wildcard Variant, remove two cards at random from the deck. Wildcards can be placed on the pyramid and can have cards placed above them as though they were any color gem.



Variants

Points Variant: If you're going to play multiple games you can play for points instead. The last player to place a gem earns a point. Each player who plays all of their cards also earns a point.

Geomancers Variant: To play the Geomancer Point Variant, deal one Geomancer to each player before dealing out the rest of the deck. If a player plays their Geomancer as their last card, they receive a point. If you're not playing with the Geomancer Point Variant, you can use the Geomancers to replace the Focus Gem.

To everyone who supported us on
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