

Logic & Lore

2 Players | 15-30 Min. | Ages 8+

STAR LIGHT RULES

Start here to learn how to play the **Star Light** version of Logic & Lore. When you are ready to dive deeper into the cosmos check out the **Star Bright** book!

STAR LIGHT COMPONENTS

Star Cards (9 Moon, 9 Nova)

Alignment Cards (1-9)

Reference Cards (4)

Tracking tokens (45)



* The remaining components will be used for **Star Bright** or **Extra Modes**.

Star light, star bright,
The first star I see tonight;
I wish I may, I wish I might,
Have the wish I wish tonight!

INTRODUCTION

Constellations are out of alignment and need help returning to their proper configurations. Mice and Dragons work together to correct the wayward stars; the Dragons go out in search of information, while the Mice track the clues to sort out the correct order. Logic must be wielded to sort order from chaos!

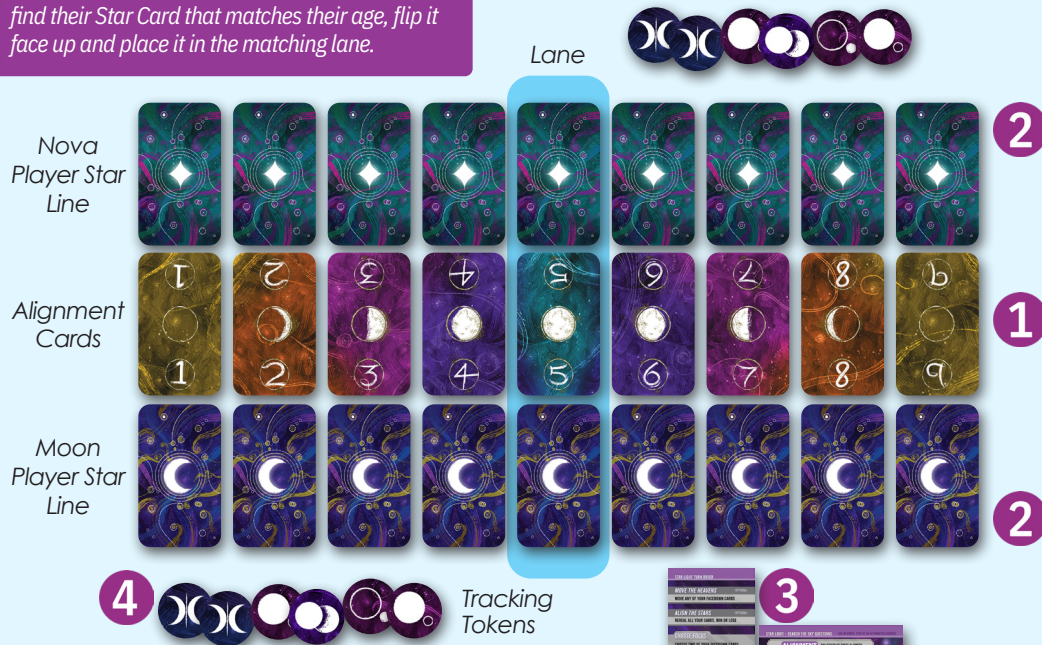


STAR LIGHT SETUP

- 1 Arrange the Alignment Cards from 1-to-9 in the center of the table.
- 2 Give each player a set of Star Cards. Shuffle your cards and without looking deal them face down next to the alignment cards.
- 3 Flip the reference cards to their silver *Star Light* sides, and give a set to each player.
- 4 Place the Tracking Tokens within reach of both players. You are ready to play!



For players under 10 years old, before dealing, find their Star Card that matches their age, flip it face up and place it in the matching lane.



GAME OVERVIEW

The goal of Logic & Lore is to order your Star Cards, to match the position of the Alignment Cards in the center of the table. Your cards start the game shuffled and face down. Each turn you will hold up two cards, so only the other player can

see them, and ask a series of questions. Use the answers to deduce the Star Cards correct position. Cards aligned to the correct lanes will lock in face up.

The first player to align all of their Star Cards wins!

HOW TO PLAY

On your turn, take the following steps in order. Some steps are optional.

MOVE THE HEAVENS *(optional)*

You may move any number of your face down cards to new positions. You may not move face up, aligned cards.

ALIGN THE STARS *(optional)*

If you think all of your face down cards are in the correct position, you may flip them all face up.

If all of your cards are in the correct position you win!

If any cards are incorrect, you lose and the other player wins!

CHOOSE FOCUS

Choose two face down cards from your side of the Star Line and hold them up so only the other player can see them.

DO NOT LOOK AT THEIR FACES. Hold the cards over their respective lanes to make the next step easier.

NOTE: If you accidentally see a cards face, shuffle all of your face down cards, deal them back to your Star Line, and start your turn over.

SEARCH THE SKY

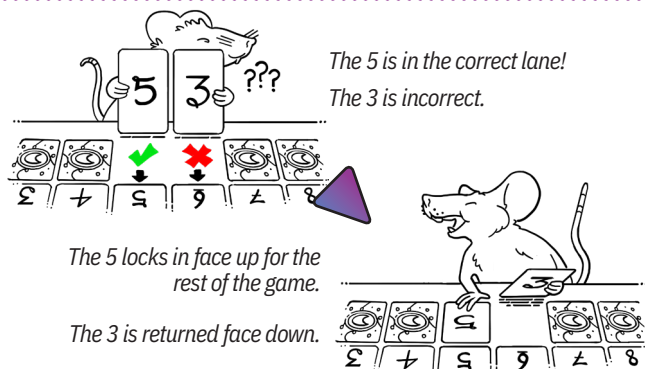
While holding up your cards, ask the *Search the Sky* questions, in order and aloud, to the other player.

QUESTIONS MUST BE ANSWERED TRUTHFULLY.

Q1. "Are either of these cards aligned?"

If either of the cards are in the lane that matches its number, the other player says **"Yes"** and points to each aligned card. Flip any aligned card(s) face up in your Star Line and go to the final *Move the Heavens* step.

If **"No"**, move to the next question.

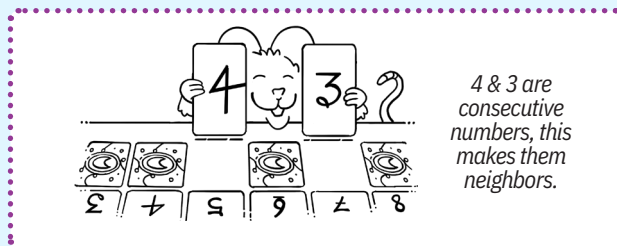


Q2. “Are these cards neighbors?”

If the cards’ numbers should be beside each other on the number line, the other player says “Yes”.

Return the cards face down to your Star Line and go to the final *Move the Heavens* step.

If “No”, move to the next question.

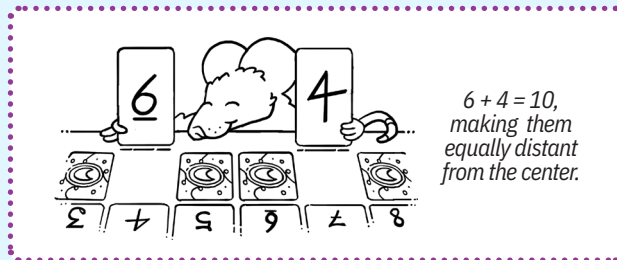


Q3. “Are these cards symmetric?”

If the cards should be equally distant from the center (*they add up to 10 / same color*), the other player says “Yes”.

Return the cards face down to your Star Line and go to the final *Move the Heavens* step.

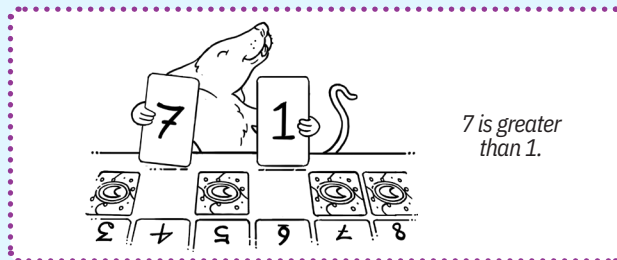
If “No”, move to the next question.



Q4. “Which card is greater?”

The other player points to the card that is greater in value.

Return the cards face down to your Star Line and go to the final *Move the Heavens* step.



MOVE THE HEAVENS (optional)

You may move any of your face down cards.

End of Turn: After completing all the steps, your turn is complete. It is now the other player’s turn.

Tracking Tokens: Use the shared supply of tokens to document facts about your cards. Place them wherever and whenever you like. There is no wrong way to use the tokens! Just don’t take tokens the other player is using.



NOTE: If desired, you may use paper and pencil to take notes.

WINNING LOGIC & LORE

The first player to have all of their Star Cards face up in the correct alignment wins!

If you attempt to *Align the Stars* and reveal a card in an incorrect position, the other player wins!

THERE IS MORE TO EXPLORE!

Once you are comfortable playing *Star Light*, check out the second book for *Star Bright* and *Extra Modes*.

There are over 300 ways to play Logic & Lore!

Logic & Lore

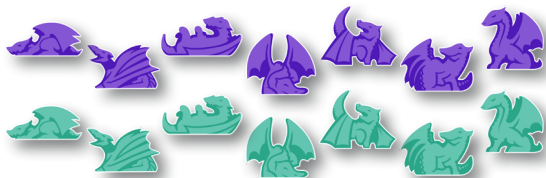
STAR BRIGHT RULES

STOP!

If you haven't played *Star Light* yet, we suggest you start with that book first. This book will teach you how to play *Star Bright* and how to add *Extra Modes* to your games for even more challenge!

STAR BRIGHT COMPONENTS

Use all of the *Star Light* components and add the following.
Dragon Tokens (7 Purple, 7 Teal)



EXTRA MODES COMPONENTS

Extra Modes rules start on page 5.



INTRODUCTION

The constellations are still out of alignment, and this time it's looking a bit more serious! The Dragons have found some new questions to help their Mice friends align the stars. The Dragons have to be clever though- other Dragons soar the night sky and Dragons are very, *very* territorial.

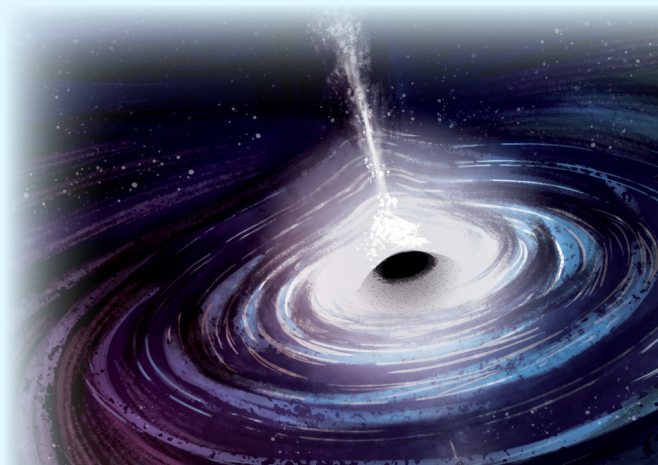


- 2** Give each player a set of Dragon Tokens.



In ***Star Bright*** you use Dragons to claim questions. Each question adds to the list of questions you may ask on your turn. Questions are valuable, and you may not claim questions already occupied by Dragons. When you align cards some of your Dragons will return home, opening up the question cards.

There are five new questions available in *Star Bright*; use them wisely to align your stars first!



HOW TO PLAY

Star Bright adds a new step to turns- *Dragon Flight*. Other steps remain the same as *Star Light*- unless specified below.

MOVE THE HEAVENS (optional)

ALIGN THE STARS (optional)

DRAGON FLIGHT



Place a Dragon Token on an empty Alignment Card (2-8). Alignment Cards may only hold one Dragon at a time.

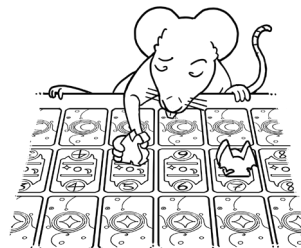
Note: If ALL Alignment Cards hold a Dragon, remove one of the other players' Dragons and replace it with one of your own.

CHOOSE FOCUS

SEARCH THE SKY

You may ask questions 1, 9, and any questions claimed by your Dragons. You may skip questions, but you must ask them in order.

Stop asking questions when you receive a “Yes” and go to the final *Move the Heavens*.



Placing the Dragon claims the question exclusively for you.

Alignment Cards 1 & 9 are always “selected”, you don’t need to place Dragons there to ask those questions.



The teal Dragon has claimed Question 6.

On this turn they will ask questions 1, 6, & 9.

MOVE THE HEAVENS (optional)

End of Turn: After completing all the steps, your turn is complete. It is now the other player’s turn.

SEARCH THE SKY

Q1. “Are either of these cards aligned?” (same as Star Light)



After aligning ANY number of cards, return 2 of your Dragons, from the Alignment Cards, to your supply.



Q2. “Are these cards neighbors?” (same as Star Light)

Q3. “Are these cards symmetric?” (same as Star Light)

Q4. “Is the sum of these cards odd?”

- If one card is odd and one card is even, the answer is “Yes”.

Q5. “Is the sum of the cards greater than 10?”

- If the cards’ combined value is more than 10, the answer is “Yes”.

Q6. “Is either card within one space of being aligned?”

- If one or both cards are within one space of alignment, the answer is “Yes”.

Q7. “Is this card on the correct half of the board?”

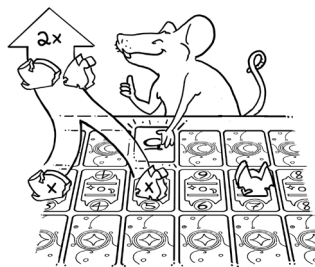
- Lift one of the cards higher than the other to indicate the one you are asking about. If the card is on the correct half of the line the answer is “Yes”.

Note: Star Card 5 is always on the correct half of the board and a card in the number 5 Lane, when asked about, is always considered to be on the correct half of the board.

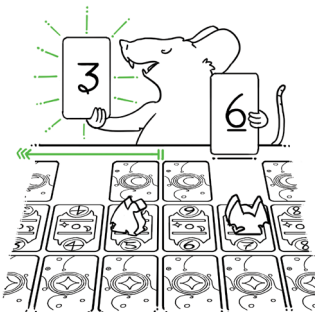
Q8. “If swapped, would at least one card be aligned?”

- If one or both cards would be aligned after swapping, the answer is “Yes”.

Q9. “Which card is greater?” (same as Star Light)



The 5 is aligned, so 2 Dragons are returned to the supply.



3 is on the correct half of the line.

Note: Just like Star Light, stop asking questions after receiving a “Yes” answer.

WINNING LOGIC & LORE

The first player to have all of their Star Cards face up in the correct alignment wins!

If you attempt to *Align the Stars* and reveal a card in an incorrect position, the other player wins!

EXTRA MODES

The cosmos are deep and waiting to be explored. Take Logic & Lore to its ultimate level with these **Extra Modes**. Modes can be combined, so mix it up and find your new favorite way to align the stars!

When playing **Extra Modes** the normal rules of Logic & Lore apply, unless the mode specifies otherwise. Players may play with different versions of the game simultaneously. One player could play **Star Light**, while the other plays **Star Bright**. Similarly, one player could use **Black Holes** and the other could not.



BLACK HOLES

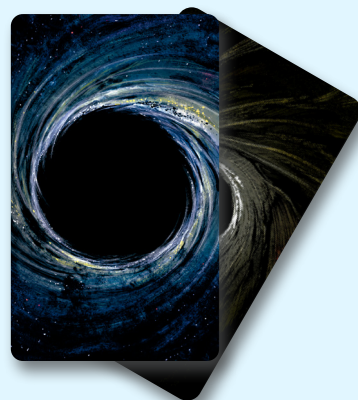


SETUP Shuffle your Star Cards and, without looking, set 1 or 2 of them aside. Add 1 Black Hole card for each card removed. Shuffle the cards again and continue setup as normal.

DURING PLAY Black Holes are treated as “nothing” during **Search the Sky**. Their answer is always “No”. They are always “Lesser Than” and they add zero to any sum.

*Note: Questions 4, 6, & 8, in **Star Bright**, can return a “Yes” if the other card selected meets the criteria*

If both Black Holes are chosen, the larger Black Hole is greater.



EVENT HORIZON



SETUP Add one Black Hole to your deck and shuffle. You will play with 10 cards this game. Place the Event Horizon card next to Alignment Card 1.

DURING PLAY Play with the rules for Black Holes.

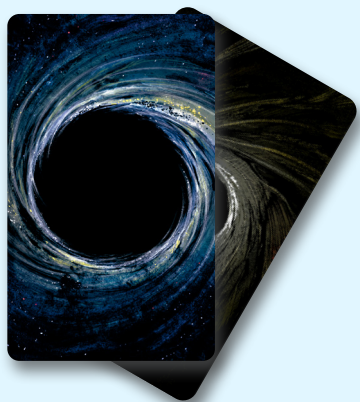
WINNING When you **Align the Stars** you ONLY need to align the Black Hole with the Event Horizon to win, other cards may be in incorrect positions. If the Black Hole is not aligned with the Event Horizon you lose!

RED GIANT



SETUP Shuffle your Star Cards and, without looking, remove one from the game. Add the Red Giant. Shuffle the cards and continue setup as normal.

DURING PLAY When any non-Alignment question is asked involving the Red Giant, the answer is always “Yes”. The Red Giant is always “Greater” than other Star Cards.



WORMHOLES



SETUP Shuffle your Star Cards and, without looking, remove two of them from the game. Add the two Black Hole cards. Shuffle the cards and continue setup as normal.

DURING PLAY In this mode, normal Black Hole rules do not apply. During the *Search the Sky* step, before question one is asked, if one Black Hole is revealed, the other player says “*Wormhole!*”. Shuffle your two focus cards, return them face down and go to the final *Move the Heavens*.

If both Black Holes are revealed the other player says “*Black Holes!*”. Discard the Black Holes from the game and continue with just seven cards.

SHOOTING STAR



The Shooting Star may only be played in Star Light.

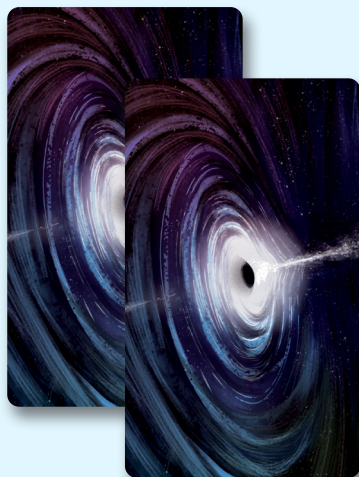
SETUP Place the Shooting Star near the board. It will be added during game play.

DURING PLAY When the other player aligns any number of cards, take the Shooting Star and place it over any two Alignment Cards. The Alignment question may not be asked about cards in lanes covered by the Shooting Star. Other Search the Sky questions are OK.

Note: During Align the Stars you may still reveal cards in Shooting Star covered lanes.



The Shooting Star is preventing the 6 & 7 cards from being aligned for both players.



QUASAR



SETUP Shuffle your Star Cards and, without looking, remove one from the game. Add the Quasar, shuffle the cards, and continue setup as normal.

DURING PLAY Play with the Black Holes rules. However, once per game, when a Quasar has been chosen during *Chose Focus* you may lie about any non-alignment question.

WISH UPON A STAR



SETUP Shuffle the Mice cards, number side down. Deal one card to each player. Then, without looking, return the remaining card to the box. Look at your mouse card to learn your secret numbers.

Place the 5 Mouse Tokens near the play area.

DURING PLAY During *Search the Sky*, if you are shown at least one Star Card that matches your secret numbers you **MAY** take a Mouse Token.*

At the end of a turn, if you have 3 Mouse Tokens, discard them and take another turn immediately.

**Note: To withhold information from the other player you may choose to NOT take a Mouse Token.*



TRACKING TOKEN GUIDE



NEIGHBORS

These cards are next to each other on the Star Line.



SYMMETRY

These cards sit on opposite sides of the Star Line, and add up to 10.



GREATER & LESSER

Track how a pair of cards compare.



ARROW

Track the direction the card should go on the Star Line.



CORRECT HALF

This card is on the correct half of the Star Line.



MASSIVE

Cards that up to more than 10.



BLACK HOLE

Track something that is “not” something, like a Black Hole.



STAR

Track something special, like a card you know is correct!

THANKS

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