

LUNAR



2 or 4



30'



11+

COMPONENTS

- A** 24 Suit Cards (6 each of wolf, owl, lynx, bat)
- B** 24 Rank Cards (3 each of 1-8)
- C** 4 Trump Tiles
- D** 4 Partnership Tiles
- E** 1 Trick Tracking Board
- F** 2 Trick Tracking Markers
- G** 1 Scoreboard
- H** 1 Dry Erase Marker



SETUP

Lunar can be played with 2 or 4 players.

4 Players: Break up into teams of 2 and seat partners across from each other. Each team takes 2 matching-color partnership tiles, and each teammate chooses 1 to place in front of themselves.

2 Players: Each player takes a partnership tile that says "lead."

Place the **trick track** near the play area. Each team (or individual) chooses a **trick marker** and places it on 0. The player with the **black lead tile** is the **first start player**.





Passing Cards



Choose Trump



Playing a Trick

DEAL

The following rules are for playing in teams. Two-player rules are on pg. 4.

Each round, shuffle the rank cards and suit cards **separately**, then deal **6 rank** cards and **6 suit** cards to each player. Each player simultaneously chooses **2 ranks** and **2 suits** from their hand. Then, each player passes their chosen cards to their partner.

Next, choose the **trump suit** for the round. Flip the **4 trump tiles** face up. Beginning with the **start player** and going clockwise, each player flips 1 tile of their choice face down, until only 1 is left face up. This is the trump suit for the round.

TRICKS

The start player leads the first trick by playing any 1 card from their hand. Going clockwise around the table, each other player must play 1 card into the trick.

If you are the first player on your team to play this trick, you may play either a **suit** or a **rank** card. If your partner has played, **you must play the card type your partner did not play** (suit or rank).

The first time a **suit** is played into a trick, it becomes the **lead suit**. If you play a suit at any time **after** the lead suit has already been decided, you must play the **same suit**, if you have it. If you don't, you may play any suit.

When everyone has played a card, the trick winner is decided as follows:

- If the teams played the **same suit**, the team that played the higher rank wins. If tied, the last team to play a card wins.
- If **one team played trump suit and the other did not**, the team that played trump wins.
- If the teams played **different suits and neither was trump suit**, the team that played the first suit wins.

Advance the winning team's marker 1 space on the **trick track**. If the trick includes any cards with a ★ icon, the winning team keeps them. Discard all other cards played.

The player who has the **lead tile** on the team that **won** the previous trick leads the next trick.

ROUND END

When players run out of cards, each team scores points equal to the ★ next to their position on the **trick track**, plus **1 point** for each ★ on their kept cards. Record these scores on the scoreboard.

If a team has **more than 30 points** and the teams are not tied, the team with the most points wins the game. Otherwise, pass all **4 partnership tiles** clockwise and start a new round. The player with the **lead tile** on the



1 < 8



Winner
Higher rank



7 = 7



Winner
Last team to play



trump



Winner
Trump suit



trump



Winner
Lead suit

Playing a Trick in a 2-player game



TABLE TALK

During a round, you may not tell your partner what's in your hand or discuss strategy with them.

CREDITS

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team with **fewer points** becomes **start player**.

If tied, black lead tile is the start player. If both teams exceed 30 points and are tied, play a final round to determine the winner.

2-PLAYER GAME

Deal each player **6 ranks** and **6 suits** as normal. Then reveal **3 ranks** and **3 suits** from the decks to form **the sky**. Do not pass any cards.

When choosing trump, the player with the **black lead tile** flips the first tile, then players alternate flipping tiles until there is 1 left. (This means the starting player will flip 2 tiles total, but their opponent will only flip 1.)

During each trick, players take 2 turns each. You must use one of your turns to play 1 card from your **hand**, and the other to play 1 card from the **sky** (in either order). One card you play must be a **rank**, and the other must be a **suit**. At the end of the trick, **refill** the sky from the deck.

As in team games, once a **lead suit** has been decided, the other player must play the **same suit** if able. However, when determining if you can play the lead suit, you **only** consider the cards in the area you choose to play from (either your hand or the sky). For example, if your opponent leads a suit, and the same suit is in your hand but not the sky, you could choose to play a different suit from the sky.