



Version .4

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1 Player, 5-40 minutes, ages 10+



“The City of Ember has been overrun by Shadows. Luminous was returning home from gathering resources for their people, but in the attack, Luminous has been cast out into the world, unable to return home. They have woken to a world consumed by darkness and only those from the City of Ember can illuminate it. Help Luminous heal the land, develop new abilities, and help to fight off the Shadows from the City of Ember.”

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Components

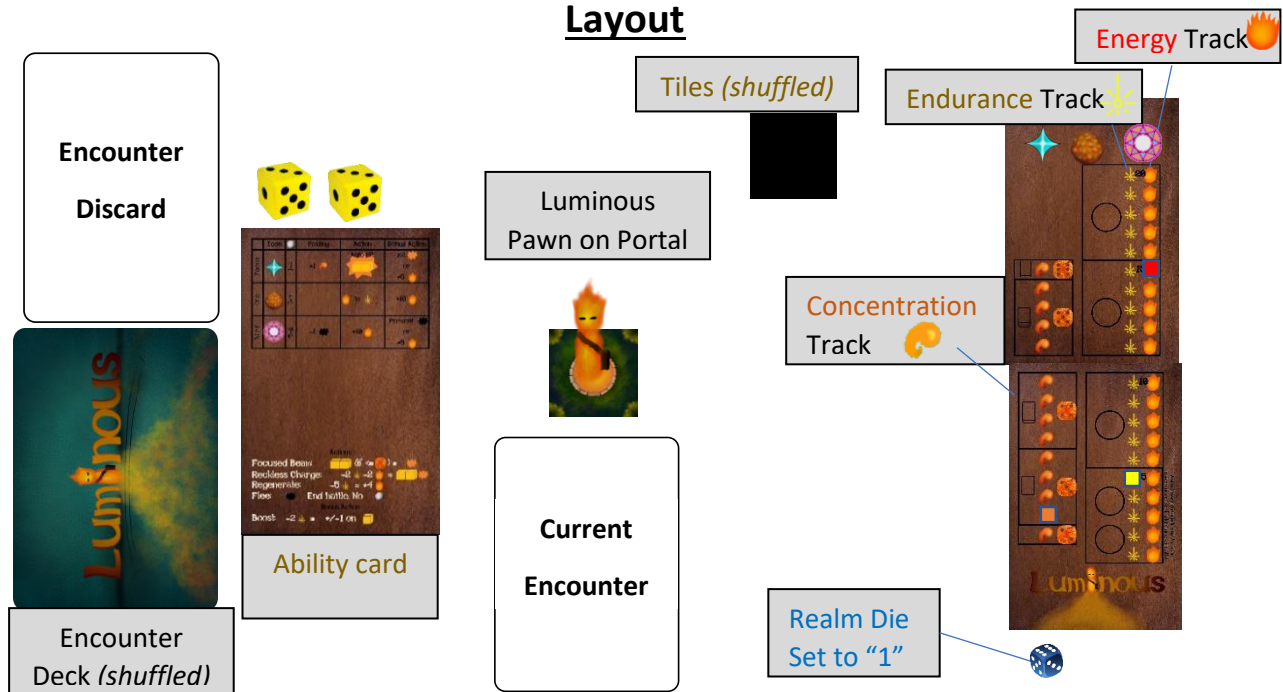
Needed

1. 2d6 (2 6-sided dice) any size
2. Realm Die1d6 (6-sided die) 12mm
3. 1 Pawn
4. 3 Cubes (*I use Red, Orange, and Yellow*)
5. 5 Blacks cubes/ meeples (*set aside*)

Supplied

6. 36 Jumbo Cards
 - 2 Stat Cards
 - 1 Ability Card
 - 3 Boss Cards (*set aside until the end*)
 - 30 Event Cards (*Shuffled*)
7. 16 Tiles (*Shuffled*)
 - 1 Portal (*Kept out*)
 - 4 Encounters
 - 11 Normal
8. 12 Item Chits
 - 4 Wards
 - 4 Ore
 - 4 Focuses

Layout



Skill Levels

Beginner- 15 🔥 Energy, 6 ⚡ Endurance, lowest 4 🌀 Concentration, 1 ✨ Focus, 1 🍊 Ore,
No Encumbrance, Instead of 🌐 Boons; **pick** from one of the three Items.

Novice- 15 🔥 Energy, 5 ⚡ Endurance, lowest 3 🌀 Concentration, 1 ✨ Focus, 1 🍊 Ore, No Encumbrance.

Regular- 15 🔥 Energy, 5 ⚡ Endurance, lowest 3 🌀 Concentration, 1 ✨ Focus, 1 🍊 Ore, Encumbrance.

Hard- 10 🔥 Energy, 5 ⚡ Endurance, 2 🌀 Concentration, 1 🍊 Ore, Encumbrance.

Game Play Overview

Luminous is an adventure game based on difficult choices. The game play is based around resource/Energy management, where everything slowly burns up your Energy as you fight your way home.

Luminous will discover, or Illuminate, new locations in each Realm by placing tiles, and resolving all Encounters as they occur. They will interact with the locals, navigate difficult terrain, and defeat Shadows that are trying to consume the world. On the way, they will make friends, increase (and decrease) their Stats, gain and use Items, and learn new Skills. The world is a challenging place; can you help Luminous get home and restore the City of Ember?





Goal


Return to Ember City and free it from the invading Shadows, after freeing the Realms along the way.


Game End




The game ends, either when Luminous runs out of Energy, or when Luminous reaches Ember City and defeats the Boss Shadows.



Stats

 **Energy-** This acts as both the health and limits the movement of Luminous. As you move or take injuries, Luminous will lose  Energy.

 **Concentration-** This is Luminous' ability to channel their abilities. It increases through failure. Higher numbers are greater skill. It is used for attacking and resolving Encounters.

Ex: Luminous has 4  and rolls a 4 and a 5. This means that the 4 can count, but the 5 is too high and is not counted.

 **Endurance-** This is Luminous' constitution, and it decides how many Items can be held and how much Energy Ore restores. When Luminous' loses  Energy and goes to 5 or lower,  Endurance is increased equally.

Ex: Luminous is hit and goes from 6 to 4  Energy, and thus gains 2  Endurance for landing on 5 and then 4.

Movement

Placing a new tile requires you to move onto the new tile and lose one Energy (-1 🔥), unless otherwise told.

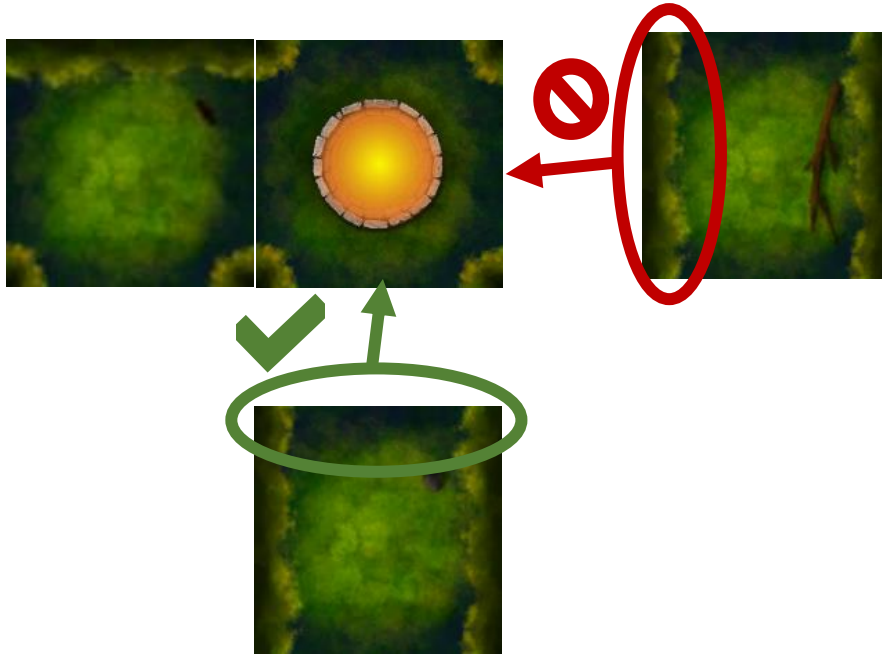
Helpful tip: You may place multiple tiles in sequence, as though Luminous is moving over them and subtract the Energy afterwards.

Moving across placed (illuminated) tiles is free, unless Encumbered. *See page 8.*

Any time during Movement, you may burn an Item (Action or Bonus Action) or use an Ability (besides ⚡ Damage.)

When placing a tile, the route entering it must be open and not blocked by trees.

If you are out of spaces, the Realm is finished. Otherwise, you may end the Realm when you finish the 4th Encounter.



Abilities



There are many different abilities that Luminous will be able to learn throughout their journey. Luminous can choose to take on Abilities instead of gaining resources in battles with Shadows and in some Encounters.

Luminous is limited in the number of Abilities they may have, based on their 🔥 Concentration.

When you take an Ability for Luminous, slide it under the Abilities Card so that the Ability is all that can be seen under the Abilities Card.

Events





When Luminous lands on an Encounter tile, draw an Encounter card.

There are two (2) types of Encounters:

Encounters



These are occurrences where Luminous may choose one (1) possible pathway to take. Some will need a dice roll (Add all  that are greater than or equal to ) and will have varied results.

This is an Action, only a Bonus Action may be used during Encounters.

There are two different occurrences that can happen. One is direct choices, with an immediate result. The second is a roll of the dice, which give results on a scale.


And...

Shadows



Drawing a Shadow card means instant battle.


Place the Realm die onto the left most spot that matches the Realm number.

As you go to higher Realms, the Shadows gain more  health.

Battle goes with Luminous first, then the Shadow.

Luminous Actions

Luminous may do one (1) Action, and one (1) Bonus Action per turn.

Flee (Action)  Place marker & shuffle Shadow



Luminous may flee any battle but takes full damage from a Shadow attack while leaving.


Place a black marker on the space and shuffle the Shadow card into the deck. This Event space must be finished before moving on to the next Realm. Remove the cube once finished.



If you choose to Flee, the battle is over and Luminous will not receive a Boon or Ability.


Attacks will do damage to Shadows. This damage is represented by this icon:



Focused Beam (Action)  +  (if \geq ) = 



Roll both dice and each die that is greater than or equal to  does damage.



Ex: If Concentration is 4  then 5&4 only does 4  because the 5 isn't available yet.

If it is **1 or greater, HIT:** You succeed at your attack and remove that many hit points  from the Shadow.



If it is **less than 0, BACKFIRE:** You fail your attack, lose 1  Energy, and increase your  Concentration by one (1).


Reckless Charge (Action)  +  = 

Spend 2  Energy and 2  Endurance to do an automatic hit. For this, roll both dice for damage.

Regenerate (Action) -5  ->+4 

Luminous may spend 5  Endurance to regenerate 4  Energy. *If Luminous' s  Endurance goes below their number of Items, beyond Encumbrance, Luminous must lose the top Item.*

Boost (Bonus Action) -2  = +/- 1 on 

Luminous pulls from their inner reserve and changes the results of a die by 1 after it is rolled, costing 1  Endurance.

Burn an Item (Bonus Action or Action)







This can either be an Action, or a Bonus Action (taking a lesser effect, but you are still allowed to do an Action.)


See page 8.

Other Abilities

More abilities can be gained through different Events.

Shadow Attacks

After your attack, success or fail, the Shadow attacks and deals . You automatically lose  Energy based on the Realm number minus your number of  Wards. *Ex: Realm 5  - 2  Wards= losing 3  Energy*

If you remove all the Shadows hit points , you win. If so, the Shadow no longer attacks.

If neither of you have been defeated, repeat the process until battle is over or you Flee.

Defeating the Shadow

If the Shadow is defeated, you **choose** to may gain the **Ability** (bottom of the Shadow card) **OR** gain a **Boon** (rolling.)

Ability




Gaining an ability, slide the Event card under the Abilities card so that only the new ability is visible.

OR

Boon



Boon- When you gain one of these, roll both dice and pick one to keep based on the Item chart . Place the Item in Luminous' inventory.

New Realms



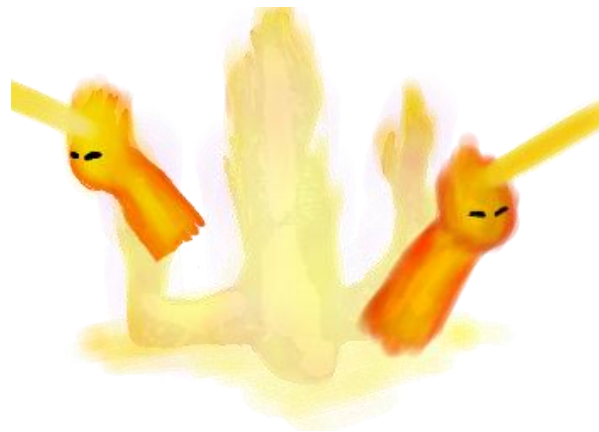
Once all four (4) Encounters have been resolved, or there is no more room for a tile to be placed, return to the Portal, and spend 1 🔥 Energy (2 if Encumbered) to move to the next Realm.

Rotate the Realm Die to the next number and shuffle all the tiles, except the Portal Tile.




Entering Ember City

Once you finish the 5th Realm and made it through the Portal, you have returned to the City of Ember. Draw one of the final Boss Cards.
















Shadows in the City of Ember work the same way as other Shadows, but you may not flee, and these are the one that are able to destroy your 🔴 Wards and may not be Stunned (an earned ability.) *Even if you use a Ward by burning it, the Shadow will still destroy a 🔴 Ward if you have any left.*


As you destroy each Shadow, or level of a Shadow on this level, it will reduce its damage  by the amount given in its row. You may choose which Shadow to attack each turn on a card with more than one (1) Shadow.

Items

There are three types of items:

	Icon	Name	Holding	Action Burn	Bonus Burn
1-2		Ward	-1 Damage from Shadow attacks -1 	Gain 10  Energy	Prevent next Damage to Luminous. OR Gain 5  Energy
3-4		Ore		 Energy goes to the same level as  Endurance.	Gain 10  Energy
5-6		Focus	+1 	Auto-hit: Do 2d6 worth of damage 	Double damage dealt. OR Gain 5  Energy






Boon- When you gain one of these, roll both dice and pick one to keep based on the Item chart . Place the Item in Luminous' inventory.

Item Carrying






When Luminous gets an Item, you will add it to their Stat Cards on the lowest empty white circle. When Luminous carries too much, they become Encumbered. When an Item is Burned or lost, all remaining Items shift to the lowest possible positions.

This circle is Luminous' current  Endurance limit for carrying.

Note: It is closed within a rectangle with five (5) levels of  Endurance and  Energy. Having Luminous'  Endurance within a rectangle shows that this is the most that Luminous can carry without being Encumbered.














Encumbered



When Luminous is carrying more Items than their  Endurance allows, they become Encumbered. They lose **one (1) more  Energy** for every tile they move onto until Luminous'  Endurance and Item count are in the same section.

If Luminous has more than one (1) extra Item, they are no longer able to move until they Burn or discard an Item.

Glossary of Icons

-  **Boon**- A piece of Ember City that can be converted to different items. Roll both dice and use the Item chart to pick one (1) Item.
-  **Ore**- The food of the beings of Ember.
-  **Ward**- A protective charm that helps preserve Energy, by blocking 1  each.
-  **Focus**- A tool for channeling the light created by Luminous to improve attacks.
-  **Endurance**- This is the resilience of Luminous that defines Luminous's potential. When Luminous' loses Energy and goes to 5 or lower,  Endurance is increased equally.
-  **Energy**- This is the life force of Luminous. It dwindles as Luminous uses it.
-  **Concentration**- This is Luminous' ability to resolve situations and channel their light.
-  **Shadow**- The adversaries of the people of Light. They are a parasite that feeds on the material that the world is made of.
-  **Shadow Damage**- This is a damage that can be prevented by  Wards.
-  **Luminous Damage**- This is damage dealt by Luminous to Shadows.

Thank you to playtesters and those who have read my rules:

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