Nocturne

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 move through the forest most cunningly to secure the best collection! Each turn you decide which items are most valuable to you and when to hold the other mystics back.

Through two rounds (twilight and moonlight) 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 sharing the items from their stash. The mystic with the most points at the end of the game wins!

COMPONENTS

80 Item Tiles

12 Skull Tiles
(4 of each type)

12 Firebird Feather Tiles

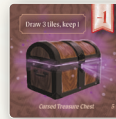### 12 Mushroom Tiles
(7 Triptum Fungilus, 5 Duode Dax)

12 Herb Tiles
(2 of each type)

12 Mysterious Egg Tiles

5 Cursed Treasure Chest Tiles

10 Runestone Tiles
(2 of each type)

5 Mirror Stone Tiles

44 Player Spell Tokens
(11 per player)

6 Shadow Spell Tokens

4 Pass Tokens
(1 per player)

1 Full Color Scorepad

10 Unique Twilight Goal Cards

front   *back*

10 Unique Starter Concoction Cards

front   *back*

4 Unique Double-sided Character Cards

10 Unique Moonlight Goal Cards
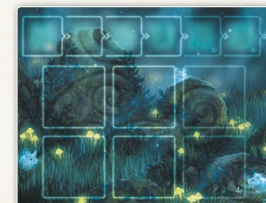

front   *back*

25 Unique Concoction Cards

front   *back*

1 Forest Sprite Board

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 players' 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 eachother)*

3 Shuffle each of the Concoction, Twilight Goal, and Moonlight Goal decks and place each facedown within easy reach of all players. *(Note: Moonlight Goal cards will be used in the second (Moonlight) round)*

4 Draw 3 Twilight Goal Cards from the Twilight Goal deck and place them faceup below the decks within easy view and reach of all players.

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

6 Thoroughly shuffle the Item Tiles and 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 has a description how the special actions work. Once a character ability is used, the player must flip their Character Card over the the 'A' side to indicate they have used the ability. Players that 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 last to use your star spell — 3 — TWILIGHT GOAL
- Control the most spaces along the top row — 3 — TWILIGHT GOAL
- Be the first to win a tile with a 5 spell — 3 — TWILIGHT GOAL

6

7

1 1 2 3 4 4 5 6 7 ★

2

Redd Kitfyre

Redd Kitfyre tends to an ever-burning fire, constantly stoking the flame with any magical items he can get his paws on.

A

Advanced Setup

Flip your character card to side 'B'.

Redd Kitfyre → Redd Kitfyre

GAMEPLAY OVERVIEW

Nocturne is played over the course of a single night in the enchanted forest, over 2 rounds (Twilight and Moonlight). Players compete to collect items by casting powerful magic spells. A round consists of each player, in clockwise turn order, choosing to cast a 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 complete concoctions and compete for Twilight and Moonlight goals to add to the points from their collected items - the player with the most points at the end of the game wins!

- A round consists of a series of spell casting phases that continue consecutively until all of the tiles in the forest have been won. Each spell casting phase ends as soon as a tile has been won. The winner of that tile starts a new spell casting phase immediately afterward.

- 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 Nocturne!

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 token is only applicable to the first spell cast each round.)

2. The next player in clockwise turn order chooses to cast a 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 to exceed 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 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.

All players retrieve their unsuccessful Spell Tokens and they must choose to either place them back into their play area, or **send a single one of their own tokens used that round** to the Forest Sprites. 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 than the other Spell Tokens on the Forest Sprite Board, it is placed in the highest empty slot.

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

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

- If the Spell Token is between values of other Spell Tokens, it is placed in the slot BETWEEN the other Spell Tokens, according to its value. If there are other Spell Tokens in that slot, 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 slot beyond the lowest value slot 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 that they casted 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 bid. 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 a new bid onto.

2. No player can bid with a value higher than the current highest bid.

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 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 Twilight Goals. Descriptions can be found on each card. Once a condition is satisfied, the player may immediately collect the goal card and place it in their play area. Each is worth 3 points at the end of the game. Additional Twilight Goal Cards are not drawn when one is collected - only 3 will be available in each game. Note: a control area is any contiguous area (orthogonally adjacent) where a player has their flipped over spell tokens. All ties are broken by position on the Forest Sprites Board.

Corner Casting

If a player wins a tile in a position that allows them to cast their next starting spell on tile that has **no orthogonally adjacent places for others to cast**, this is called Corner Casting. This is a powerful maneuver that guarantees they will win a tile, uncontested. If a pf a player wins a tile by Corner Casting, they do NOT get to be the starting player in the round following the round they won an uncontested bid. If a player ever casts a starting spell that cannot be contested, the player next in turn order will cast the next starting spell and may do so on **ANY tile in the forest grid**.

(Note: Corner Casting is a common way to set up for an uncontested starting spell, but uncontested starting spells may also happen when play passes to the next player in turn order after an uncontested starting spell and they are able to place an uncontested starting spell. If this happens, play always still passes to the next player in turn order for the next starting spell.)

Passing on a Starting Spell

A starting player is always allowed to pass on 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 front of themselves. 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. This 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.
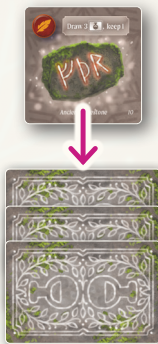
Ancient Runestone Tiles feature one of the 5 item type symbols and these can also be used to complete concoctions. See page 12 for detailed information on how Concoction Cards are scored. Remember that you must have enough symbols for each of your Concoctions in order to complete them all.

(Note: Some Item Tiles feature 2 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.
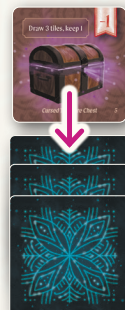
Twilight and Moonlight Goal Clarifications

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 (final) Round.

1. Resolve Forest Sprite Board

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. Award Shadow Spell Tokens

Each player that has leftover Spell Tokens at the end of the round is awarded a Shadow Spell Token for each 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 from Forest Grid

Each player retrieves all Spell Tokens from the forest grid, 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.
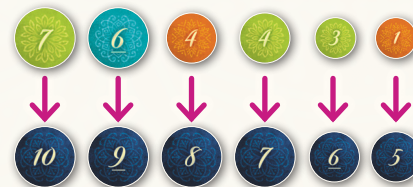
5. Draw Moonlight Goals

Draw 3 Moonlight Goal Cards from the Moonlight Goal deck and place them faceup below the decks within easy view of all players (in the same location that the Twilight Goals were last round).
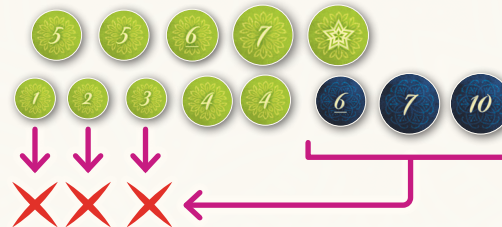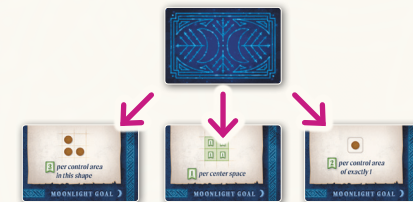

End of Twilight Round

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 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

You're now 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 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 standard spell tokens, since they cannot be tied back to the player who cast them, 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, the Moonlight Round ends.

1. Resolve Forest Sprite Board

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, Concoctions, 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.

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 Triptum 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.

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

5 Mysterious Eggs

Players score a number of points based on their ranking amongst other players 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 Concoctions

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 their Twilight Goal Cards.

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 that they did not use 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
🏷️	2	0	2
🎴	0	2	0
Σ	71	74	79

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 Triptum Fungilis 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!

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.)

SOLO MODE

The Nocturne solo mode is currently in development. The mode will feature a simple AI opponent that will be driven by a deck of multi-use cards that will dictate its moves during the spell casting phase in order to challenge players to outwit its strategy! The mode is simple to run and allows players a unique puzzle.

FAMILY MODE

The Nocturne family mode is currently in development. The mode will feature simplified rules that will remove some aspects of the game to make it simpler so that you can enjoy the game with younger and/or less experienced players!

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

Illustration - Beth Sobel
Solo Mode Design - Shawn Stankewich

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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