MOONFLIGHT

HOW TO PLAY

Moonflight

Box Contents –

180 Tarot sized cards, 40 coin tokens, First Player Marker, and these rules.

On eves when the heavens turn slow the Jacks of **Moonflight** *step forth from light to shadow, twixt and fro. With every hunter's moon the eternal city is founded anew in the crepuscular light, though the gaze of the dawn never falls on the districts of* **Moonflight** *for it will melt with the shadows.*

The Jacks dance for power in the pale moonlight and compete for the adoration of their fay populace but they, as with all the city's residents, are rich only by that which they hold in their two hands when the sun arises. A single night to build a city, a single dawn to walk away.

If you have never played a "deck builder" start here –

The basic concept of a "deck builder" is that you are represented by your deck of cards, which will begin the game both weak and generic. As the game goes on you will purchase cards and add them to your deck in various ways (usually by adding them to your discard pile which will later be shuffled to form your draw deck), making you more powerful, able to draw and play more cards, and so generate more resources, purchase more powerful cards and so on.

Usual "deck builder" games escalate until one player wins at game end by having bought the most expensive scoring cards into their deck.

In **Moonflight** you will eventually need to dismantle your deck such that only the scoring cards remain since all non-scoring cards potentially dilute your final scoring hand.

If you have previously played a "deck builder" start here –

The basic concepts of **Moonflight** should be familiar, but there are three unusual elements to be aware of. First, the various cards have two states, one active from set-up until the "Turn" and the other after. In general terms, starting effects boast traditional deck building abilities, drawing, cycling, and gaining resources, while later ones will bring in card removal abilities and searching powers.

Second, the game will not end when the market place empties, this will just trigger the "Turn", rather the game ends when a player has both no draw and no discard stack after drawing their hand during Reset. Finally, cards in a player's deck will not score at the end of the game, only cards in hand will score.

Unlike many traditional deck builders the aim of the game is to deck build until you gain your scoring cards, then carefully unbuild until you have only those cards, so even useful cards in the game's first half can be detrimental if they fail to boost your final score.

Moonflight uses a shared market place consisting of generic cards combined with cards themed to each player's "character" card. Aside from the shared market place, players will have five areas of play: their "draw deck" where they draw cards from into their "hand" from which cards can be entered into the "play area" before passing to their "discard stack". Eventually they will need to enter cards into the "trash stack".

Game End and Aim –

The game will continue until one player's Draw Deck and Discard Stack are both empty after drawing their hand during the Reset phase, at which point all players will total up the "score" of each card in their hand, the highest score wins the game.

The Jacks –

During Set-up each player selects one of the "Jack" character cards, these cards will define which cards are available in the market place and a player's abilities and tactics.

Jack o' Clay and Bones	– Discard and trash stack control, deck cycling.
Jack o' Words and Names	– Drawing and hand control.
Jack o' Cot and Hovel	– Tableaux building and control, repeat abilities.
Jack o' Bond and Kind	– Market control and resource generation.

In your first game we would suggest that you use Clay and Bones, or Words and Names, also you may wish to use your character's AI card as a guide to play.

Card Suits –

Whenever rules refer to cards of a matching suit they refer to the symbol in the top left corner of the card, cards matching your character's suit will work with their abilities and will be easier to purchase. Starter cards have an S here and generic market cards have no suit
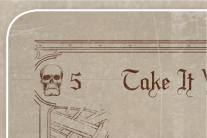
These two cards have matching suits.

These suits do not match.

Set-Up –

- At Set-up all cards are black text upright.

- Gather two copies each per player of "Power", "Fealty", and "Wealth" and one per player of "Riches" and "Opulence", form them into five Market Stacks, one of each type.

- Gather all 40 coin tokens and form them into the "Supply".

- Each player:

  - Selects a character card and places it face up in plain view.

  - Gathers the 24 cards matching their character card's suit, shuffles and stacks them face-down to form one "Supply Stack" per character, then deals out three cards from each to form three "Market Stacks" per character.

  - Takes seven starter "Money" cards and three starter "Waste" cards to form their starter deck, shuffles and places them face down to form their Draw Deck.

  - Draws five cards and gains five coin tokens.

  - Designates an area for Discard stacks and Trash Stacks.
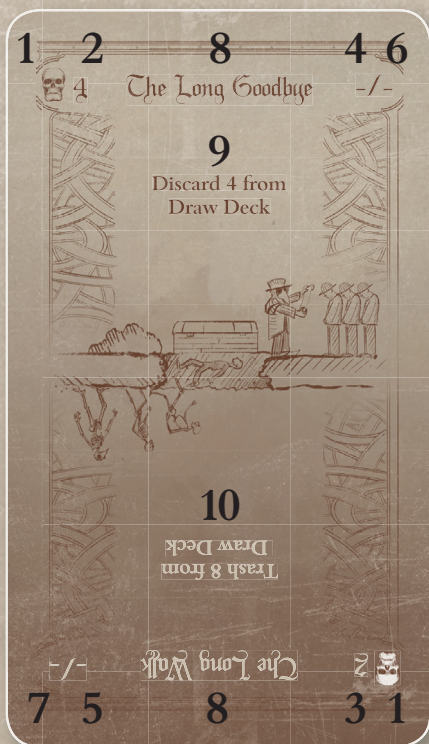
The table should look like this:

1. The Player
2. Their Hand
3. Their Character Card
4. Their Draw Deck
5. Their In-play in front of area
6. Their Discard Stack area
7. Their Trash Stack area
8. Their Suit's Supply Stack
9. Their Suit's Market Stacks
10. The Generic Market Stacks
11. The Coin Supply

Note - that elements 1 - 9 may be repeated across the table, depending on the number of players.

The last player to have seen the hunter's moon claims the "First Player Marker", or choose a first player at random.

Players may check the order of cards in any Stack except the Draw Decks or Supply Stacks at any time. This means they may look at the cards in these stacks but not change their order, usually to check the position of scoring cards in Markets, or which vital cards have been accidentally Trashed. Players count as "owning" their starter cards. Coin tokens they have gained are considered to be under their control until they are returned to the Supply.

1 2 8 4 6

☠ 4   The Long Goodbye   -/-

9

Discard 4 from
Draw Deck

10

Trash 8 from
Draw Deck

-/-   The Long Walk   2 ☠

7 5 8 3 1

1. Card Suit image
2. Cost Pre-Turn
3. Cost Post-Turn
4. Stability Pre-Turn
5. Stability Post-Turn
6. Score Pre-Turn
7. Score Post-Turn
8. Card Name
9. Effect Pre-Turn
10. Effect Post-turn

The Round –

A Round of play consists of two sections, "Action" and "Reset".

Action –

Starting with the player with the First Player Marker players take turns performing "Acts" until all players have taken the "Pass" act consecutively. Apart from the "Build" action players may repeat the same Act during a Round multiple times, though each instance of an Act must be performed separately.

Acts –

Play: By placing cards in their hand face up on the table in front of them and following their instructions. Those cards are "In Play".

> **Note -** All cards remain in play once played, though not all have ongoing effects. Cards enter play before their instructions are followed and so are legitimate targets for their own instructions. Instructions on cards that leave play cease to apply.

Spend: A card in play in front of the active player may have a "Spend" ability listed, to activate these abilities the player may return either the number of coin tokens to the supply or move card(s) from their hand to their Discard Stack as stated in the "Spend" ability and then follow its instructions.

> **Note –** Once a card with a Spend ability is played it may be triggered as many times as a player can afford to pay its cost until it leaves play.

Shop: The target of a player's first "Shop" act each round cannot be a card of an opponent's suit. Shop is a Spend ability always available to all players:

Spend X coin token(s) to Purchase the top card of a Market Stack with cost X.

Or

Spend X coin token(s) to Purchase any number of cards at the top of any number of Market Stack(s) with total cost X of your suit.

> **Note –** After you Purchase a card move it to your Discard Stack.

> **Example –** A player could move three coin tokens they hold to the Supply to move a "Wealth" card from its Market Stack to their Discard Stack.

> **Example –** The Jack o'Clay and Bones Spends 5 Coin Tokens, and so Purchases a "Bury" from two of their Market Stacks, and a "Rise Up" from the third. Because one of the "Bury" cards reveals a "Shallow Grave" they can purchase that also, since it is now at the top of the Market Stack and all the cards are of their suit.

Once per round, per player only –
Build: "Set" up to as many cards in hand to cards in play as the "Stability" value of the cards in play.

To "Set" a card you move it from your hand and place it face down overlapping a card in play with a "Stability" value of 1+. The card you just placed is now "Settled" and will be moved to the discard pile during the Reset step instead of the card you placed it on top

of. You may only Set as many cards to each card in play as the Stability value of each of the cards in play using the Build action, but other cards or abilities may allow you to Set additional cards by other means.

> **Example** – Jack o' Words and Names has one copy each of "Oeuvre" and "Lesson" with two "Waste" in hand, they declare "Build" and place one of each of the Waste cards overlapping each of Oeuvre and Lesson, "Setting" them. The Waste cards will move to the Discard stack in the Reset phase, but Oeuvre and Lesson will still be in play when it comes time to Draw cards up to their hand limit during the Reset phase, giving them a hand of 8 cards. Time to teach!

Pass: Do nothing.

After all players have taken the Pass act consecutively end the Action phase and trigger Reset.

Reset –

All players simultaneously perform the following steps in order:

1 – Move all cards in play without Settled cards to their owning player's Discard Stack, in the order of their owning player's choice.

2 – Keeping up to as many cards in hand as their retain limit, Move all other cards from their hand to their Discard Stack.

> **Note** – **Starting retain limit is one.**

> **Note** – Moving a card to a Discard Stack does NOT count as a Discard.

3 – Keeping up to five, Move all other coin tokens they control to the Supply.

4 – Draw cards until they have cards in their hand equal to their current hand limit.

> **Note** – **Starting hand limit is five.**

> **Note** – If a Draw Deck is emptied during Drawing, shuffle the player's Discard Stack to form a new Draw Deck and finish Drawing.

5 – If at least one non-generic Market Stack is empty, each player Deals three from the Supply Stack matching their character card's suit, Deal one card from each Supply Stack to each of the three Market Stacks matching their suits. **If at least one Supply Stack is empty, trigger the "Turn".**

If no cards are dealt during this step skip step 5.1.

1. Supply Stack
2. Market Stack
3. Empty Market Stack
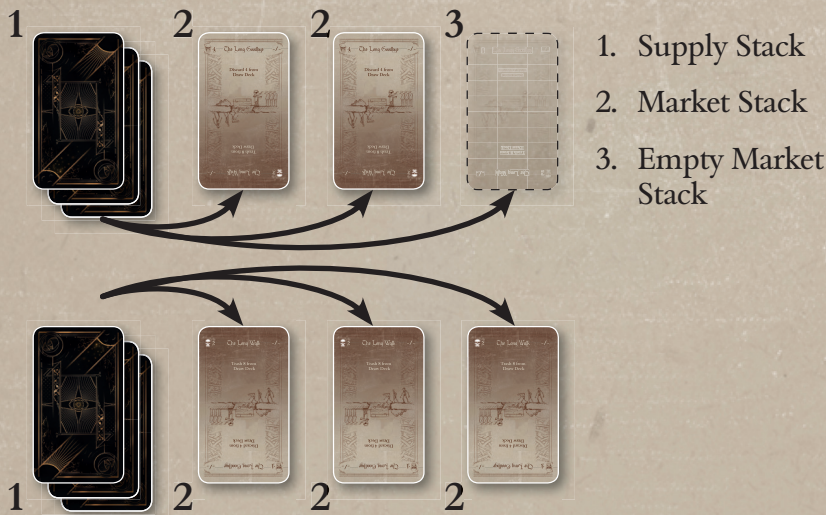
Note – If, for example, Fealty is exhausted the market stacks will not deal out, since it is a generic card. Only the three Market Stacks of each Jack's suit will trigger this step.

Note – Market Stacks keep the suit of the cards dealt to them during set up even when empty.

Note – If a Supply Stack is or becomes empty during step 4 the "Turn" occurs. If a Supply Stack empties prior to this step the "Turn" will not occur until this step begins.

5.1 – Players may Move up to one card in their hand to each Market Stack of a suit matching that card.

Note – This means that a player can choose to return a card from their hand to a Market Stack that matches it in order to cover a card that has been newly revealed. If no cards are dealt in Step 5 this will not trigger, since there will be no new cards to protect.

Example – The Jack o' Clay and Bones controls three Coin Tokens and holds one "Bury" three "Money" and one "Waste", while the Jack o' Cot and Hovel controls five Coin Tokens and will be First Player on the next round. When the Market Stacks are dealt "Take It With You" comes out, a powerful card with a Score at the End. If Clay and Bone does nothing Cot and Hovel will gain a Coin, then so will Clay and Bones, Cot and Hovel will Purchase "Bricks" for one Coin Token, Clay and Bones will gain another Coin Token and Cot and Hovel will steal their precious "Take It With You". Instead Clay and Bones cunningly returns "Bury" to the Market Stack on top of "Take It With You". Now when Cot and Hovel has gained a Coin Token and Purchased "Bricks" Clay and Bone has five coins, Cot and Hovel can only Purchase Clay and Bones' cards one at a time, so they can choose between Purchasing the useless (to them) "Bury" and watching Clay and Bones pick up their precious "Take It With You" or give up on stealing Clay and Bones' cards. If they give up, Clay and Bones claims another coin, then Purchases "Bury" and "Take It With You" with one Shop action, since they are of Clay and Bones' suit. It cost an extra coin, but they made sure that they claimed their own precious and powerful cards.

6 – If one or more player(s) have both no cards in their Draw Deck nor any in their Discard Stack the game ends. **Trigger the "End".**

> **Note** – This is the only time the "End" may be triggered. A player having their entire deck in hand or in play during the Action phase does NOT trigger the "End".

7 – Move the topmost Settled card on each card still in play to their Discard Stacks.

> **Note** – This means Settled cards are moved in a last in first out order.

Example - The Jack o' Cot and Hovel has "Tower Block" in play, it still has one Waste card set to it from last turn, since it has a Stability of 3. Cot and Hovel sets a Coin to it this turn, during Reset step 7 the Coin will move to the Discard pile and the Waste will remain locked in the Block.

> **Note** – Settled cards are moved after checking the game End conditions, meaning that they will not stop the End occurring.

8 – Pass the First Player Marker to the player to the left. Start a new Round.

The Turn –

If during step 5 of a Reset phase of a Round a Supply Stack is or becomes empty the Turn occurs. Once the Turn occurs black text on cards has no further effect and white text is instead activated, spin all cards 180° to represent this.

1. Empty Market Supply Stack

2. Market Stack, Decks and hand spin 180°

Note – This refers to ALL cards, including those in Decks, Supply Stacks and character cards belonging to all players, it is possible for one player to empty their supply stack first through the use of certain cards, if this happens all players still turn all cards at the same time.

Note – This may change card costs, Stability and score values as well as abilities.

Note – If a card is in play when the Turn occurs its Turn abilities DO NOT immediately resolve as though it had just come into play, even though its current text was not previously resolved or in play.

The End –

If a player has no cards in both their Draw Deck and Discard Stack during Reset step 6 the game ends. Each player claims the score of all cards currently in their hands. Cards only score the value upper most when the game ends. This means that a card which would score after the Turn can provide no score if the End comes before the Turn. The player with the highest score wins. In the case of a tie; the player with the most coin tokens wins, if it is still a tie; the

player with the least cards in their Draw Deck and Discard Stack wins, if it is still a tie; the current First Player wins.

1. Empty Draw Deck and ...

2. Empty Discard Stack the game ends

3. Score your hand

Note – Particularly cunning or foolhardy play is capable of triggering the End before the Turn.

Note – When the End comes, whoever triggers it, all players only score the cards in their hand by the value in the top right corner at the moment the End comes. Cards in play, decks, discard stacks or anywhere else do not count, and only the value currently in the top right of the card is totalled.

Example – The Jack o' Words and Names triggers the End, at some point after the Turn. They hold two copies of "Learnt", worth 1 point each, two copies of "Listen", worth 1 point each, and a copy of "Understand", worth 2 points, for a total of 6 points. Their opponent the Jack o' Clay and Bones holds "Wake the Dead", worth 3 points, "Take Us With You", worth 2 points, 2 copies of "Dig" and one of "Go Down", worth nothing, for a total of 5 points. Clay and Bones has "Grave Digger", worth 2 points and "Danse Macabre", worth 1 point, still in their deck, but they're no use in there and don't score anything, so the Jack o' Words and Names wins, 6 points to 5. If the same hands had been held at the End before the Turn only "Understand", worth 1 point before the Turn as "Teach" and "Wake the Dead", worth 2 points before the Turn as "Call the Living" will score. If Clay and Bones had filtered their deck better or finished earlier they would have won, as it is, Words and Names claims their place at the front of the court.

Specific Rules –

Character Cards – The text on character cards is treated as being in play at all times but they may not be targeted except by effects that specify them directly.

The Draw Deck – A player's Draw Deck must be kept face down at all times, if cards are moved to the Draw Deck for any reason add them face down to the top of the deck. If a card targets the Draw Deck with any effect and the Draw Deck is empty immediately shuffle the player's Discard Stack and form it into a new face down Draw Deck then complete any remaining effects.

> **Note** – Since cards in Play do not automatically move to the Discard stack during a round it is possible that a player may need to Draw (or otherwise move cards from their Draw Deck) when their Draw Deck is empty and they have no Discard Stack to shuffle. In this case the additional Draws (or other effects) are wasted. This does NOT trigger the End.

Gain and Coin Tokens – The "Gain" effect always and only refers to coin tokens. When a card or rule says to "Gain coin tokens" the player takes coin tokens from the Supply. When coin tokens are Spent return them to the Supply. Whenever a rule refers to "X" coin tokens it means tokens with a total face value of "X". Tokens may be exchanged for others of equivalent value at any point.

Card Targets – Unless specified with the term "Target", active card effects only act upon the Stacks, Deck, or cards of the player, or the player themselves, that the active card is in play in front of. Unless specified, effects only act upon the top card of a Stack or Deck. If a card specifies "Target" its owning player may freely choose a player, Stack, hand or Deck to apply the effect to as specified on the card. If a card specifies "Target card" its owning player may search the specified Stack, hand or Deck freely for a card to apply the effects to. Some cards specify "You" or "Your", this always refers to ONLY the player the card is in front of and is used for the purposes of clarity, it is NOT intended to imply that cards without "You" or "Your" apply to all or other players.

> **Note** – When a card requires a Target player be selected only one player can or should be selected.

> **Note** – Cards enter play before having their abilities resolved. As such, cards which target cards in play may be the target of their own abilities, while cards in hand may not. Additionally, cards which have left play cease to be active so cards which

Trash or Discard multiple cards in Play may Trash or Discard themselves, at which point their effects will end and cards remaining in Play will not be Trashed or Discarded.

Multiple Card Effects – If an effect asks that a number of cards have an effect applied (such as "Draw 2 cards") do so one card at a time, but do not break off during the count to trigger other cards or Spend abilities. This may then cause other cards to trigger multiple times.

> **Example** – A card reading "Discard the top 2 cards of your Draw Deck" will cause a card reading "When you Discard 1 card then Draw 1 card" to trigger twice, Drawing 2 cards once the 2 cards are Discarded.

Multiple Card Copies – If multiple copies of a card are triggered by an event resolve them all, each individually. So, if three cards in play read "When you Set a card Draw 2 cards" and you Set a card, Draw a total of 6 cards.

> **Note** – This means that several cards which trigger when a card is Discarded may all trigger off 1 card being Discarded, not that you can use the same Spend to trigger several Spend abilities.

Rules Contradictions – If two rules contradict each other the one which would cease to apply first if the game were to continue takes precedence. This means that cards without face down cards Settled to them in play overrule those with, cards in play overrule character abilities and all cards overrule the Main Rules.

> **Note** – Cards that leave Play in the same step do so in the order of their owning player's choice, so their owning player chooses their order of precedence according to this rule.

Purchase, Set, Discard, Trash, Deal, Draw, and Move – If any of these effects apply to something other than a card it will clearly specify, if the effect lists only a number it always applies to a card or cards. If an ability is triggered by a Purchase, Set, Discard, Trash, Deal or Draw it is NOT triggered by a Move that replicates the same effect.

> **Note** – So, if a player is asked to Move a card to a Discard pile it does not mean that a Discard has taken place, a Discard will only occur if a card is Moved to a Discard pile by an effect that asks the player to Discard the card.

Note – While Moves do not count as Purchase, Discard etc. Purchases and Discards etc. do count as Moves.

> **Example** – A card reading "When you Discard 1 card then Draw 1 card" is in play and four cards are moved to the Discard Stack during Reset step 3, the player does NOT Draw four cards.

Immediate or Ongoing – If a card in play has an action or effect that requires a player to Purchase, Set, Discard, Trash, Deal, Draw, Move, Gain, Shop or Build, then its effect both takes place immediately after being played and ceases to be active once performed. It will have no effect in future rounds. If a card has a Spend ability or refers to a general change in circumstances its effect is ongoing and will continue to be available and true in all future rounds and steps until the card is moved out of play.

> **Example** – Post the Turn the Jack o' Names plays "Listen" which has the effect "If exactly 4 in hand Trash hand, if not, Draw this card", they have exactly 4 in hand so of the two possible effects they Trash their hand. Their opponent acts in their round, then play returns to Names, Listen is still in play and they now do not have exactly 4 cards in hand, however they do not Draw Listen, because the Draw effect is immediate, not ongoing.
>
> At the same time Names has "Magnum Opus" in play with a card Settled to it, its effect "Hand Limit +2" is a general change and will therefore be true during the Reset phase when its time to draw. Remember, cards only refer to the player they are in front of, so only Names gets the extended hand limit from Magnus Opus.

Purchase – When a player is asked to Purchase a card they Move it to their Discard Stack, face up.

> **Note** – When a player takes the Shop action they Spend Coin Tokens to Purchase a card, but various effects may Purchase cards, some without Spending Coin Tokens. Purchasing a card refers to taking ownership of it, usually from a Market Stack in return for Coin Tokens, but in Moonflight there are many sources of wealth and power and any of them may be used to gain influence when the time is right.

Set and Settled – When a player is asked to Set a card they Move it face down to overlap a card in play. Once a card has been Set it is referred to as being Settled. Settled cards will be moved to the Discard stack instead of the cards they are Settled on, meaning that cards can be kept active from turn to turn and have effects within the Reset phase.

> **Note** – Cards with a Stability of – may never have cards Set to them, if a card with Stability of – ever has cards Settled on them immediately Move those to their owning player's Discard Stack (this may occur due to the Turn since some cards have a Stability value at one end but not the other). Settled cards in play without a face up card they are Settled on, are immediately Moved to their owning player's Discard Stack.

> **Note** – Cards may end up with more cards Settled on them than their Stability value, the Stability value indicates only how many cards can be Moved using the Build ability to a card in a Round and is irrespective of how many cards are already there.

Discard – When a player is asked to Discard a card they Move it to its owning player's Discard Stack, face up. Unless specified when asked to Discard a card a player may Discard any card in hand only.

Trash – When a player is asked to Trash a card they move it to its owning player's Trash Stack, face up. Unless specified when asked to Trash a card a player may Trash any card in their hand or in play in front of them.

Draw – When a player is asked to Draw a card they move it to their hand. Unless specified when asked to Draw a card a player may Draw the top card of their Draw Deck only. If a Draw Deck is empty when a Player attempts to Draw from it they shuffle their Discard Stack and use it to form a new face down Draw Deck.

Deal – When a player is asked to Deal a number of cards, unless specified they must Move them from the Supply Stack of their character card's suit to its matching Market Stacks, as evenly

across Market Stacks as possible. If an even spread is impossible the owning player chooses which of the matching Market Stacks receives additional cards.

> **Example** – "Deal 3" means one card must be dealt to each Market Stack from their Supply Stack. "Deal 1" means one card must be dealt to one Market Stack from its Supply Stack, of the player's choice. "Deal 4" means one card must be dealt to two Market Stacks and two to one from their Supply Stack, spread as the player chooses.

Card Resolution – If a card is played or activated its instructions are resolved as fully as possible but **instructions which cannot be resolved are ignored.** Cards with no effect (such as blank cards like "Waste" or those with "If/Then" rules not fulfilled) may still be played. Cards with secondary effects may be played for just their secondary effects.

> **Example** – If "Draw 9" is played by a player with two cards in their Draw Deck after shuffling and stacking their Discard Stack they Draw only the top two cards of their Draw Deck then consider the card as resolved.

Blocked Resolution – If a card is targeted by an effect that it is not a legitimate target for, return it to its source location (turning it face down if needed) and ignore the instructions that will not be resolved.

> **Example** – "Trash 2 from Draw Deck" is played and the top card of the Draw Deck is revealed to read "Other effects cannot Trash or Set this card", return the card face down to its Draw Deck and ignore the instructions on "Trash 2 from Draw Deck".

Face Up and Down – Settled cards and cards in or Moved to Draw Decks or Supply Stacks are face down. Cards in or Moved to Market, Discard or Trash Stacks are face up.

Solo Rules –

There are two available play modes for solo play:

Score Mode –

Make two stacks of eight spare coin tokens, one for "Turn" and one for "End". Before the Turn at the start of Reset step 4, Discard either one token from the "Turn" stack or two from the "End" stack. After the Turn at the start of Reset step 4, discard either one token from the "Turn" or "End" stack. When the "Turn" stack is empty immediately trigger the Turn, when the "End" stack is empty immediately trigger the End. Check your final score below:

10+	**Prince of Moonflight**	-	Your every whim is a tarantella in the eternal dance.
7-9	**Courtier**	-	You may lead, when the music plays.
4-6	**Guildsman**	-	You may follow when others lead.
0-3	**Mere Fay**	-	You will not see the dance, you do not hear the music.

> **Note** – The Turn and End may still be triggered by the normal rules, the game may therefore end with coins still in their stacks.

AI Mode –

Follow all standard rules except select as many characters as you wish, find the AI cards for all but one character and follow their instructions when those characters take their turns. Control the character without an AI card as you wish, if that character wins the game you win the game.

Following AI Card Instructions –
When it is the AI player's turn to Act work down their AI card on the pre- or post- Turn side as appropriate until instructions which the AI player is able to follow are arrived at, follow the instructions, as their Act.

When instructions feature a list of cards separated by/attempt to apply the instructions to the earliest card in the list possible.

During Reset if the instructions list cards to retain, attempt to have the AI player retain them, or if it lists cards to Move to Discard or Market Stacks do so. If the instructions refer to a "scoring" or "highest scoring" card they refer to the highest score at either end of the card, not the total score at both ends.

Using Expansions: Building The Market –

If players have access to one of the **Moonflight** Market Building expansions they may choose to alter the make up of their character's Supply Stack before the game begins.

Supply Stacks must abide by the following conditions:
- Exactly 24 cards in any Supply Stack.
- Exactly 8 types of cards by name in any Supply Stack.
- Total 13 score on cards in Supply Stack's post-Turn end.
- Total 2 score on cards in Supply Stack's pre-Turn end.

Tactics –

A game of **Moonflight** has two distinct parts, before and after the Turn. It is possible to trigger the End before the Turn, though it is highly unwise for all but the most cunning of players. During the first half of the game players should focus primarily on finding cards to generate resources with which to purchase scoring cards. Scoring cards in **Moonflight** are both relatively rare and precious and players should be careful to protect the ones of their suit by covering them with cards from their hand if need be. Each character's deck generates its resources in a slightly different manner, learning and taking advantage of your character's available cards and character ability is the central element to winning **Moonflight**. Characters can buy across decks, learning when best to do so, if at all, is another significant part of the game's curve.

Once the Turn is triggered the resource generation cards previously so vital become largely useless, worse they will reduce the odds of your holding scoring cards during end of game scoring. This is a significant tactical difference from most deck builders in which purchasing additional cards is almost always a good idea.

In **Moonflight** the focus should be on buying the minimum necessary number of cards. All decks post Turn will provide a range of card "Trashing" abilities and methods of card filtering and retention to allow players to reduce their deck to only and exactly their few scoring cards and draw them. Generally a card's post Turn abilities will be a slightly twisted version of their pre Turn status such that a deck which played one way pre Turn will play in much the same fashion post Turn with a slight adjustment. Learning the correct order to Trash out your cards, when to filter back in your scoring cards, how to trigger the End in your own time and how to react to your opponent's actions are the final points of perfecting your skills in **Moonflight**. If in doubt it should be remembered that the player who triggers the End gains a significant advantage by controlling their scoring hand's contents.

The **Jack o' Clay and Bones** is the gravedigger and ferryman of **Moonflight**. It is highly capable at deck cycling and will generally manage to use freshly bought cards far quicker than any other character.

It controls the Discard and Trash Stack like no other, allowing it to use both Stacks as a hand extension providing the space and control to filter the cards of its choice. If in doubt always seek to Discard and Trash as many cards as possible. Clay and Bones is fast moving and reckless, chucking cards out whenever it likes, it can always dig them up again.
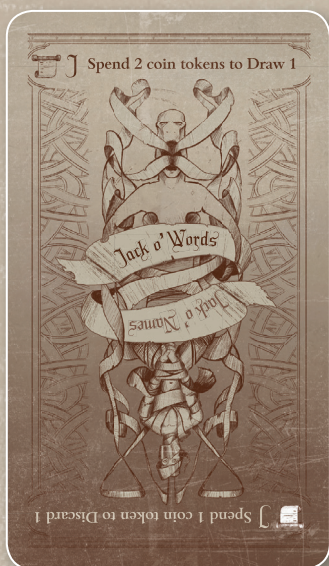
The **Jack o' Words and Names** is the record keeper and historian of **Moonflight**. Once it has its engine in place it can Draw cards at an increased rate over that of other Jacks, knowledge builds on knowledge and as it Draws it becomes able to Draw and profit from cards at an avalanching rate.

Post Turn the Jack o' Names' position as record keeper allows it to control both hand and deck, either building and Trashing hands at speed risking a lower score, or controlling the future by knowing the past until it knows only exactly what needs to be known. Draw fast and plan for the future, knowledge is always power.
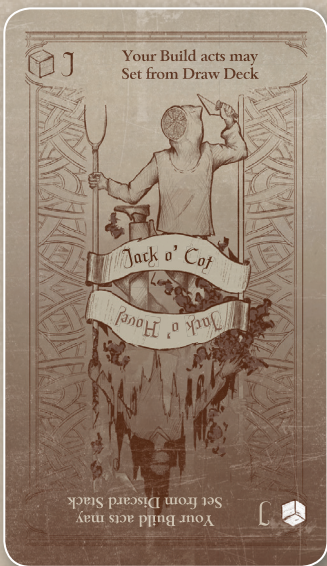
The **Jack o' Cot and Hovel** builds and owns **Moonflight**. It has the widest range of tableaux building in play cards of any deck available and a range of cards and abilities to manipulate card Set abilities sufficient to both get rid of unwanted cards and filter back in scoring cards. It has little need for Trash abilities, everything is useful if only as foundation filler, by controlling its Set cards carefully it can use them to empty out its deck.

All buildings decay over time, crumbling towards the Discard Stack. Controlling their descent and ordering entropy will claim Cot and Hovel ultimate victory.
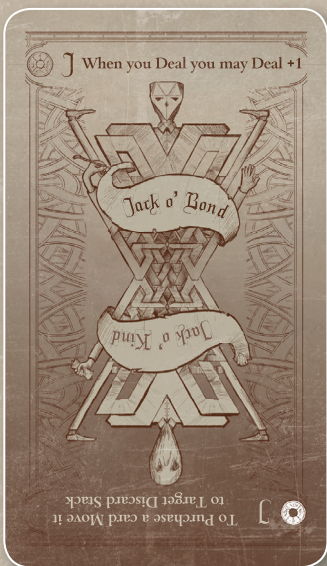
The **Jack o' Bond and Kind** is **Moonflight's** merchant and moneylender. Of all the decks it most easily generates resources, and continues to generate them after the Turn at a rate beyond that of any other deck. Its domination of the Market place is total and allows it to extend and filter its hand, returning cards to the Market and emptying the Supply at will.

It can bring the Turn at an accelerated rate but will usually spend longer preparing for the End after the Turn than other decks. Buy and sell, crash the market and never forget a debt, its all Bond and paid in Kind.

Credits

Game Design	–	Glenn Ford
Illustrations	–	Henry Peters
Graphic Design	–	Bluepepper Designs
Communications	–	Jennifer Ford
Manufacturing	–	LongPack Games
Lead Playtester	–	Joe Wood
Playtesting	–	Phil Hawtins, Chariton Kalaitzidis, Marc Rivero, David Digby, Daniel Wilmer, Jon Loiselle, Matthew Menzies, Joe Mo

Rules Quick Reference

Unless specified by **Target:**

Effects only act upon elements of activating player.
Effects only act upon the top card of Stack or Deck.

Key Word Definitions:

Play – Move card to in play area, follow its instructions.
Purchase – Move card to Discard Stack.
Set – Move card in hand face down to card in play.
Discard – Move card in hand to Discard Stack.
Spend – Move specified card to Discard Stack or Coin Token to Supply, trigger listed effect.
Trash – Move card from hand or in play to Trash Stack.
Deal – Move card from Supply Stack to Market Stack.
Gain – Move Coin Token to control.

Supply Stack/Draw Deck – Face down.
Discard Stack/Trash Stack/Market Stack – Face up.