

Luminis

Rulebook



YOUR AMBITION

In 1163, Bishop Maurice de Sully had the ambition to build a cathedral in Paris. He wished to erect a building unlike any other in history. But rival cities across Europe heard about the project, and many wanted to outdo the bishop by creating an even more magnificent building of their own...

As a young architect, this is the opportunity of a lifetime for you, both to distinguish yourself from your fellow citizens, but also to write your name in history.

Build the cathedral of your dreams and soar above your rivals!

CONTENTS

34 Level I cards



I

40 Level II cards



II

22 Level III cards



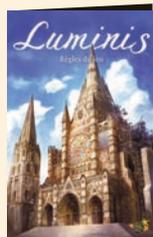
III

6 Level IV cards



IV

1 Rulebook



GOAL OF THE GAME

Be the first to **place a Level IV card**, also called a Spire, **on top of your cathedral**.

SETUP

Example of a setup for 2 players:



1

Randomly place **4 Level IV cards** (3 for 2 players) **face up in the center of the table**. Leave the rest in the box.

2

Shuffle the remaining cards and place them in the center of the table face up, in piles of approximately equal thickness.

2 players : 3 
3 to 4 players : 4 
5 players : 5 

3

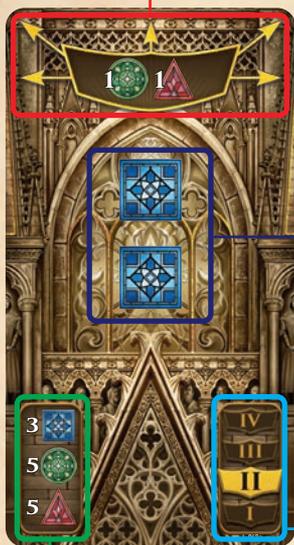
Each player **chooses a pile**, draws a **number of Level I cards** and shuffles the pile before putting it back face up. The first player will draw **4 Level I cards**, the second player **5 cards** and the remaining players all draw **6 cards**.

If your deck has no more **Level I** cards, pick another available deck.

CARD DESCRIPTION

Local resources

The local resources shown in this part of the card can be used to pay the cost of a card you wish to place next to it, in the direction of the arrows.



Permanent and temporary resources

If the card is already on the table, you receive the permanent resources shown here every turn and can use them freely.

If the card is in your hand, you can discard it to get DOUBLE the resources indicated. These temporary resources are only available during the turn in which you discarded the card.

Cost

The resource cost of placing the card.

Level

The card's level.

WHO STARTS?

The wisest player starts.

The player to his or her left will be next, and so on.

YOUR TURN

Draw a card from the top of one of the decks.

or

Place a card on your cathedral. For this you must **pay the cost in resources** (see p.8).

You can only play **one card per turn**. Once a card is placed, it becomes part of your cathedral and cannot be moved.

Example:

Level IV = VICTORY

Level III

Level II

Level I

Level II, III and IV cards must be placed above a lower level card. They can be adjacent to each other, but this is not a requirement.

Level I cards must be adjacent to each other.

Apart from these indications, your cathedral can take any shape you wish.

Place this game aid where everyone can see it on the game table.

PUT A CARD ON Y
BY USING THE DIFF

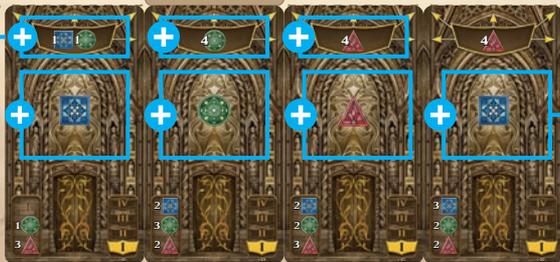
PERMANENT AND LOCAL RESOURCES

Use local resources from adjacent cards already placed.

+ I ■ 5 ● 4 ▲

Use permanent resources from all the cards in your cathedral.

+ 2 ■ I ● I ▲



TURN

A CARD



OUR CATHEDRAL

ERENT RESOURCES

TEMPORARY RESOURCES
(AVAILABLE ONLY ON THAT TURN)



Discard one or more cards from your hand and place them face up on the decks of your choice. Collect double the central resources of these cards.

+ 2 



RESOURCES

Like many churches in history, your cathedral is financed by the consecration of stained glass windows, sponsored by the various guilds in the city. Stained-glass windows are the **resources** that will allow you to **build your cathedral**.

There are 3 types of resources:   

There are 3 ways to get resources:



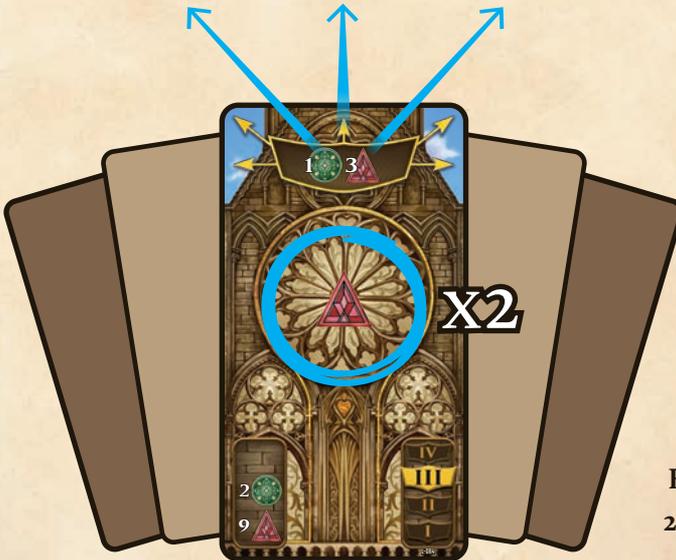
The cards you placed and that compose your cathedral will bring you the resources indicated on the central part. These **permanent resources are available every turn**.

Earn 3  + 2 



2

Discard one card or more from your hand and collect twice the amount of resources shown in the center of the cards. When you discard them, place these cards face up on the deck(s) of your choice.



These temporary resources can only be used during this turn.

3

You can use the **resources indicated in the upper part** of the cards that compose your cathedral. These local resources are used to **pay the cost of a card** you wish to place **adjacent to a card already placed**.

I  is already paid

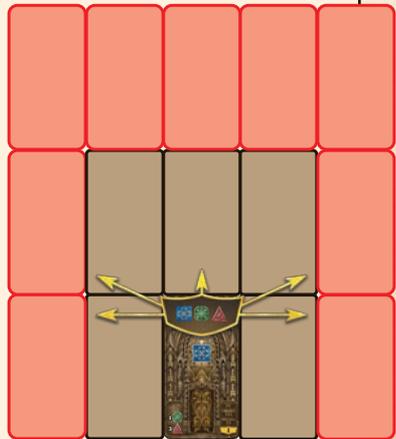


Still to be paid



This only works if you **place your new card next to a card that was already placed, orthogonally or diagonally**, and only if the **corresponding arrows** indicate the direction.

Notice that these arrows do not go down: **the local resources of a card never affect the lines below.**



It is of course possible to combine these three ways of getting resources. On the other hand, resources that are not used during your turn are not saved for the next turn.

At the end of your turn, if you have more than 7 cards in your hand, discard the number of cards needed to get back to 7 cards.



When you place a card that has this pictogram on it, designate another player who immediately draws 1 card from the hand of an opponent of their choice.

In a 2 players game, playing a card with this pictogram will allow your opponent to draw a card from your hand.



WINNING THE GAME

To win the game, you must place a **Spire on top of your cathedral during your turn**. Take the Level IV card you have chosen, place it above one of your Level III cards, and pay for it immediately using **your local and permanent resources only**.

WARNING: You cannot discard a card to use temporary resources to pay the cost of a Level IV card.

ADVANCED MODE

If each participant has played at least one game, set aside the 3 cards that do not have resources in the center, which become **the bonus cards**.

Place these three bonus cards in a pile to the left of the Level IV deck, putting **the Level III card at the bottom and the Level I card on top**.



PLAY A BONUS CARD

During your turn, you can play **the top bonus card of the bonus deck** instead of playing a card from your hand. There are **3 bonus cards** and they can only be played by using the **permanent resources** visible in the center of your cathedral cards.

ACKNOWLEDGEMENTS

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CREDITS

Luminis is a game by Guillaume Besançon, illustrated by Bastien Jez

President: Cedric Littardi

Editorial and artistic director: Sébastien Rost

Project Manager: Roman Cizeron

Graphic design: Cindy Bourgeot

Correction: Christine Chevalier

Production: Nicolas Aubry ( SYNERGY GAMES)



DON'T PANIC GAMES

38 rue Notre-Dame-de-Nazareth, 75003 Paris, France



dontpanicgames



@DontPanicGames1



@dontpanicgames



@DontPanicGames

www.dontpanicgames.com



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Adresses sur quefairedemesdechets.fr