



Rise of the Half Moon: Half Moon:



Astral Adversaries

Rulebook



Details

Players - 2

Ages - 6+

Time - 7 min per round; as many rounds as you please

Hey There!

Welcome to Rise of the Half Moon: Astral Adversaries, the unofficial game inspired by the Google Doodle! The Half Moon is taking a break from its typical fun and games and has invited you two mortals to duke it out in a competition of celestial scale! Do you possess enough knowledge of the lunar cycle to impress the Half Moon and keep it shining bright?

How it Works

Players strategically place moon phase cards to form scoring combinations while countering and out-maneuvering their opponent. The better the combination, the more stars are awarded. Players continue for as many rounds as they desire. At the end of the last round, the player with the most stars wins!

What's in the Box

24 black cards



24 white cards



1 black star counter



1 white star counter



48 cell tiles



48 connector tiles





Setup

Note: Astral Adversaries is best played with both players sitting on the same side of the table. However, it may be played with players sitting on opposing sides as long as the card labels face the same direction.

Build the Board

Usually, the Half Moon is in charge of making the game board. This time, it has given you the privilege. You'll build the game board before the round begins. There are limitless possibilities for board layouts, so get creative and find which ones you enjoy the most!

1. Place cell tiles

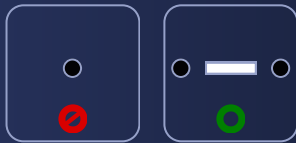
Cell tiles are spots where the cards will be played. The Half Moon recommends placing at least 9 cell tiles per round. Leave at least 3 inches or so between each cell tile.

Note: If playing with an odd number of cell tiles, play an even number of rounds to ensure both players have a fair chance of winning. If playing with an even number of cell tiles, play any number of rounds.

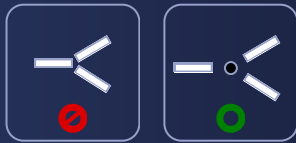
2. Place connector tiles

Connector tiles show how cards are connected for scoring card combinations. You may place connector tiles between cell tiles in any configuration, with a couple of caveats:

Each cell tile must be connected to at least one other cell tile



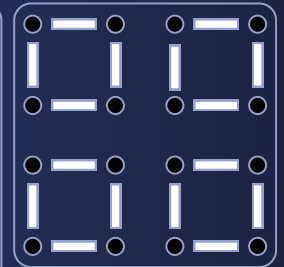
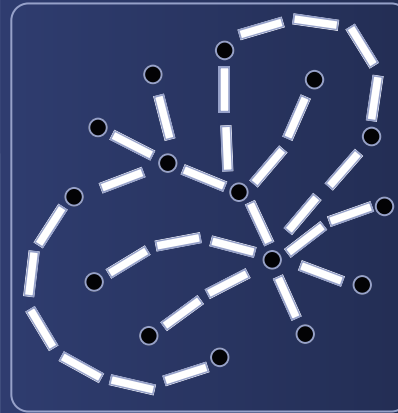
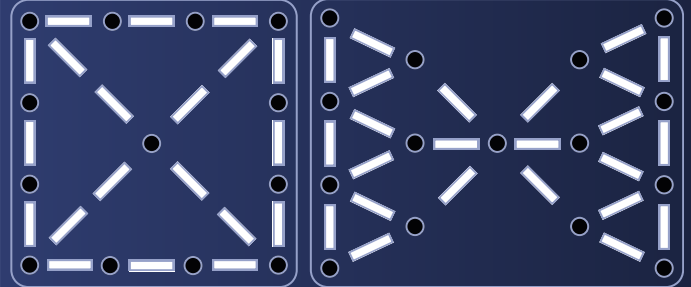
Connector tiles may not branch without a cell tile



Different arrangements of connector tiles drastically alter the possible combinations of cards for scoring. Linear layouts with few branches are easier for beginners, while complex, interconnected layouts allow more experienced players to use advanced strategies.



Here are some board layouts to give you an idea of the possibilities:



Note: You could even try making boards based on constellations!

Prepare Your Hand

Decide which player will be playing white and which player will be playing black. Take your corresponding deck of cards and star counter. Shuffle your deck and place it face-down next to you. Draw the first 3 cards from the deck into your hand and keep them hidden from your opponent.

You're Ready to Play!

Decide who will go first. If you're playing more than one round, alternate who goes first. On your turn, select a moon phase card from your hand and play it on top of one of the empty cell tiles. All cards must be played with the label facing the same direction, and cards may not be stacked on each other.

After you have laid your card, check the surrounding cards to see if you've gained any stars (see the "Scoring" section). Tally your stars by pressing the button on your star counter. Once you've tallied your stars, draw another card so that you have 3 cards in your hand. Your turn is now over.



Play continues in this way until every cell tile has a card on top of it, at which point the round is over. Players may build a new game board for the next round or keep playing with the same board.

Scoring

In *Astral Adversaries*, stars are awarded when specific combinations of cards are laid next to each other, directly connected by connector tiles. Stars can only be tallied during the turn the combination was laid. There are 3 ways to score:

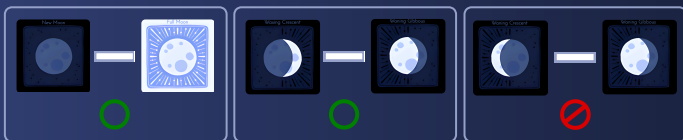
1. Phase Pair - 1 star

Phase Pairs occur when two connected cards are identical.



2. Full Moon Pair - 2 stars

Full Moon Pairs occur when two connected cards add up to a full moon. The phases must be on the correct side, i.e., a waning gibbous cannot be paired with a waning crescent.

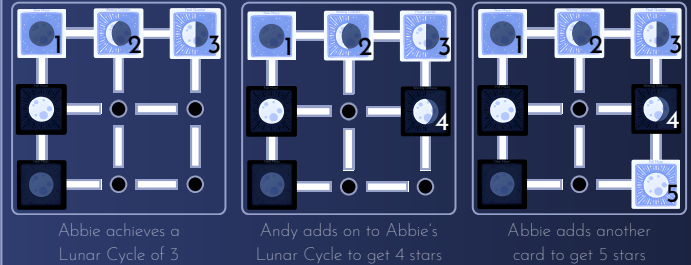


3. Lunar Cycle - 1 star per card

A Lunar Cycle occurs when 3 or more cards are connected in the same order as the actual phases of the moon. For reference, the moon's phases are on the back of all cards. You can start from any phase of the cycle. 1 star is awarded for every moon phase card in the Lunar Cycle. Lunar Cycles are different than other combinations in that other players can add to them. Every time a player adds on to an existing Lunar Cycle, they get as many stars as cards in the cycle.



For example, let's say Abbie gets a Lunar Cycle of 3 cards, which is worth 3 stars. Andy adds another card that continues the moon's phases, so he would get 4 stars since the Lunar Cycle is now 4 cards long. Abbie could add another card to get 5 stars, and so on.



Since Lunar Cycles require at least 3 cards, they can also be anticipated and cut off by other players. Factor this into your star-gathering strategy!

Note: If laying a card would create a branching Lunar Cycle, that player would receive stars for both paths in the cycle, i.e., if laying a card would create 2 new overlapping Lunar Cycles of 4, the player would receive 8 stars.

Scoring Multiple Combinations

When scoring, there might be multiple Phase Pairs, Full Moon Pairs, and Lunar Cycles connected to the card you just laid. All of these are worth stars and need to be scored. As you can imagine, this can be harder to track on more complex boards, so pay attention!

Note for new players: As you learn how to tally stars, help each other identify combinations so that no stars are missed. It takes some time to naturally see all of the combinations, especially Lunar Cycles.

Note for advanced players: Since you already know how to tally stars, it is your responsibility to make sure you didn't miss any. If you fail to total all of your stars before your turn is over, those stars are gone for good.

Ending the Game

The game is over when the desired number of rounds has been played. At the end of the last round, the player with the most stars wins, proving themselves to be the superior astral adversary!

Playtesting and Final Result

