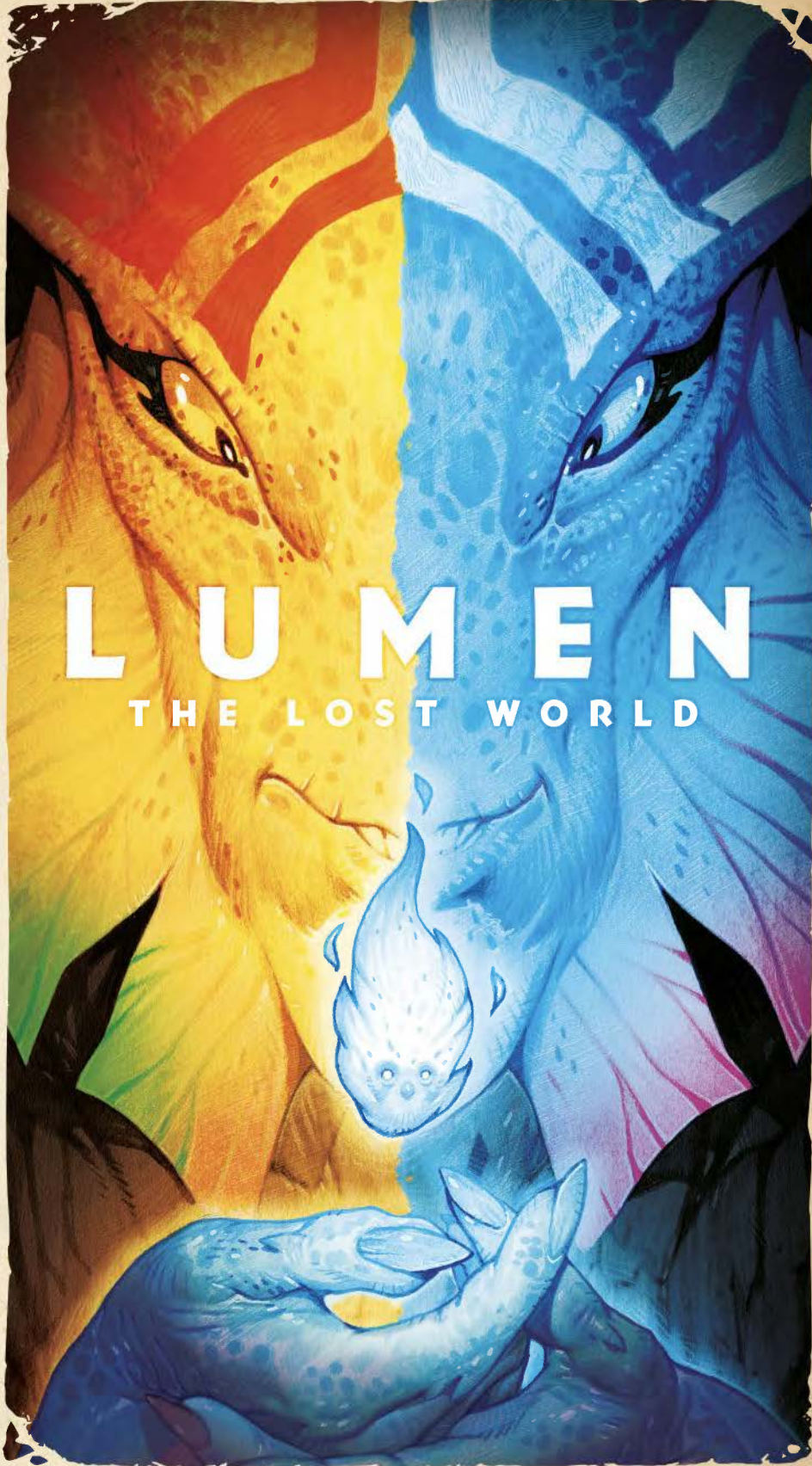


LUMEN

THE LOST WORLD



GOAL OF THE GAME

In **LUMEN**, two clans face each other in the Lost World, where the seasons coexist in harmony. The Day clan and the Night clan are caught in a never-ending battle for the possession of *Lumen*. This source of life and power represents the balance between light and dark, and only appears at dawn and dusk.

COMPONENTS

⊕ 2 ERASABLE MARKERS.

⊕ 2 X 8 BASIC FIGHTER TOKENS.

Each *Fighter* has a strength of 1 to 3, as indicated by its arrows. Some *Fighters* have a *special ability* that can be activated if they are on their **ACTIVE** side. After using the ability, flip the *Fighter* to its **INACTIVE** side (showing a white border).



⊕ 3 BAGS: 2 in the clan colors and 1 gray (neutral).



⊕ 5 CLAN MARKERS for each of the two clans.

⊕ 14 BONUS TOKENS, consisting of:

- 8 *Mercenary Fighter* tokens (gray background), which can be recruited during the game and have a *special ability* that can be activated
- 3 *Secret Mission* tokens (green background)
- 3 *Glow Action* tokens (black background)



⊕ 1 INITIATIVE MARKER.



⊕ 1 FIRST PLAYER TOKEN.



⊕ 15 DISCOVERY TOKENS.



⊕ 21 OBJECTIVE TOKENS.

⊕ 2 COMMAND BOARDS

COMMAND BOARD of the Day Clan



Night Clan

Each Command board consists of:

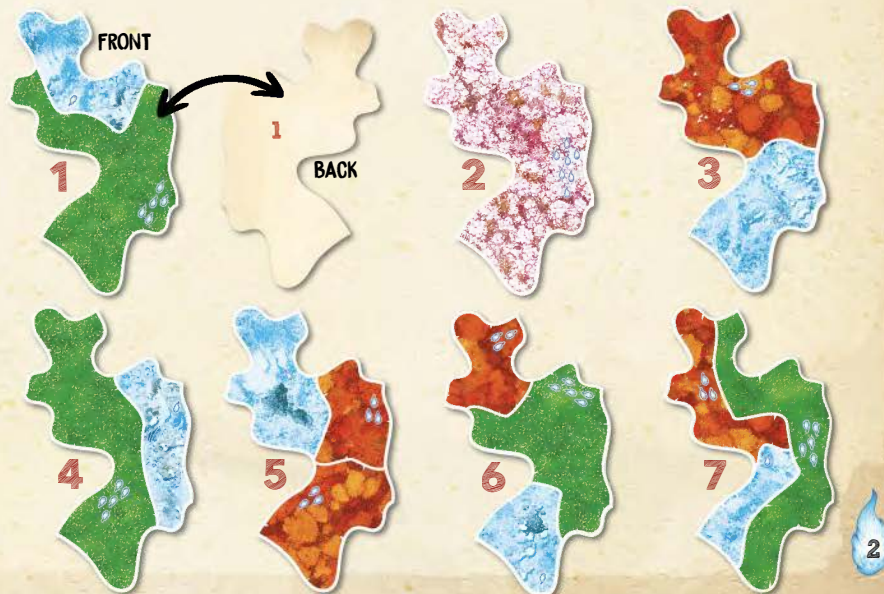
- 1 A Calculation table.
- 2 An Order Planning area.
- 3 A Reserve area.
- 4 A High Command area.



⊕ 2 DICE:

- 1 white die with values 0 to 5
- 1 black die with values 1 to 6


⊕ 7 BATTLEFIELD BOARDS with numbers on their backs. Each board is composed of 1 to 3 Territories, separated by a white border. These Territories contain 1 to 7 Lumen.






SETUP

1 - Choose a specific Scenario or pick one at random (refer to the **SCENARIOS** tab of this rulebook). For your first battle, we recommend choosing scenario **A - First Contact**.

2 - Prepare the play area by placing the battlefield boards as instructed by the *Scenario*. (Note: depending on the chosen scenario, it's possible you won't need all of the boards. Return any unused boards to the box.)

3 - Shuffle the Objective tokens  without revealing their *Lumen*, and place them in a face-down draw pile near the play area.

4 - Put the Mercenary Fighters  + **Secret Missions**  + **Glow Action**  tokens in the gray (neutral) bag, and shuffle them. Place the bag near the play area.



5 - Place the following items onto the play area, as indicated by the chosen scenario:

- > **the starting *Fighters*** of each clan, with their **ACTIVE** side face up.
- > **any potential *Objective* tokens** drawn at random, without revealing their *Lumen*.
- > **the *Initiative* marker** .

6 - Shuffle the *Discovery* tokens and place 1 face down on each *Territory* that doesn't contain any *Fighters*.

7 - Each player receives a *Command board* and the 5 corresponding 5 *Clan markers*. Place these items in front of you. Put your remaining *Basic Fighters* in your colored bag and shuffle them. Draw the first 3, and place them with their **ACTIVE** side face up on the spaces of the *Reserve* area of your *Command board*.

8 - Determine the first player using any method you like. This player places the *First Player* token in front of them. They also receive the 2 dice .



HOW TO PLAY

- ⊕ The game is played over 17 turns.
- ⊕ At the start of each turn, **the first player rolls the 2 dice.**
- ⊕ Based on the result, they carry out these 3 phases in order:



1 - CHOOSING A CALCULATION

2 - PLANNING ORDERS

3 - ISSUING ORDERS

- ⊕ Then, their opponent carries out phases 1 to 3 in order, with the following two restrictions in mind:

→ They **MUST** use the die result the first player rolled.

→ They **CANNOT** choose the same calculation as the first player, **UNLESS** there is no other choice available.



- ⊕ At the end of the turn, check to see whether one of the players controls the *Territory* containing the Initiative marker.

A player controls a *Territory* if the total Combat Strength of their *Fighters* is **bigger** than the Combat Strength of their opponent's *Fighters* in this territory.

Example: in this Territory, the Day Clan's Fighter has a Combat Strength of 2, and the Night Clan's Fighters have a combined Combat Strength of 5. The Night Clan player therefore controls the Territory.



> The player who controls this *Territory* will be the first player in the following turn. They place the *First Player* token in front of them.

> If neither player controls the *Territory* (if it contains no *Fighters* or if the *Fighters* are tied for Combat Strength), the *First Player* token simply changes hands.



- ⊕ After that, a new turn begins.

1 - CHOOSING A CALCULATION

a - Choose 1 of the following calculations in your *Calculation table*:

↓ The result of the lowest die.



↑ The result of the highest die.



⊕ The sum of the two dice.

⊗ The product of the two dice.

$$\text{4} + \text{1} = 5$$

$$\text{4} \times \text{1} = 4$$

− The difference between the two dice.
(The difference can be zero, but never negative.)

$$\text{4} - \text{1} = 3$$



Note for TREK 12* players: in this game, it's possible to use calculations with a result that's higher than 12! We don't recommend this, because a high number will be more difficult to score points with, but it is allowed.

* A Roll & Write adventure: give it a try!

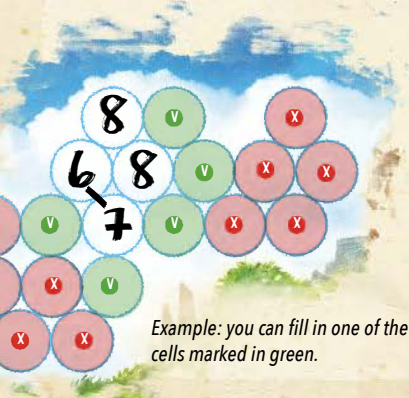


b - Cross off the next available space in the row that corresponds to the calculation you chose. The first player uses the *First Player* token to indicate their choice.

Important: when all spaces of a row have been crossed off, this choice is no longer available to you.

Remember: on any given turn, the second player cannot choose the same calculation as the first player, UNLESS there is no other choice available.

2 - PLANNING ORDERS



Example: you can fill in one of the cells marked in green.

Fill in a cell on your *Command board* by writing down the result you obtained in phase 1: **Choosing a Calculation**. Keep the following restrictions in mind:

⊕ On your very first turn of the game, you can fill in any cell of your choice.


⊕ On subsequent turns, you **MUST** fill in a cell adjacent to a cell you already filled in during one of your previous turns.

HIGH COMMAND AREA

If the value you wrote down is **equal to or greater than 7**:

- 1 - Cross off the leftmost available box of the *High Command* area on your *Command board*.
- 2 - As soon as all boxes underneath an available slot are crossed off:

⊕ Draw a **Bonus** token from the neutral bag at random and place it in this slot, with its **ACTIVE** side face up. This **Bonus** token will immediately be available in phase 3: *Issuing Orders*. This token can be a *Mercenary Fighter*, a *Secret Mission*, or a *Glow Action* token (for an explanation of the Bonus tokens, refer to the ANNEX section on pages 23-30).

⊕ Then, if the slot has an  symbol, immediately draw an **Objective** token. You may look at it, but keep its value hidden from your opponent. You will only reveal the *Lumen* gained this way at the end of the game.



The next time this player writes down a value equal to or greater than 7 on their board, they will cross off this box, and immediately draw a **BONUS** token and an **OBJECTIVE** token.

3 - ISSUING ORDERS

Filling in your *Command board* may allow you to:



⊕ Deploy **Reinforcements** to the *Battlefield*.



⊕ Move **Fighters** across the *Battlefield* AND/OR activate the special abilities of **Fighters** on the *Battlefield*.




Sometimes the cell you filled in during phase 2 *Planning Orders* allows you to create/expand an **Area**, **AND** create/expand a **Chain of Orders**. In that case, you have to choose to either:

- ➡ Deploy your **Reinforcements** first, then *move* and/or activate **special abilities**, **OR**
- ➡ *Move* and/or activate **special abilities** first, then deploy your **Reinforcements**.

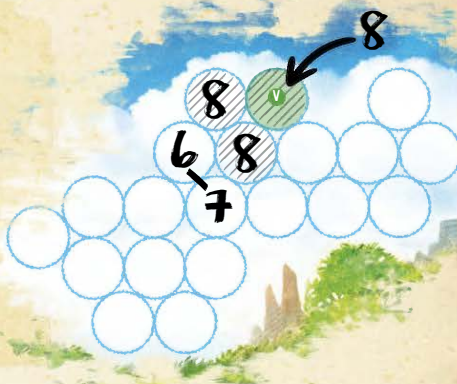
DEPLOYING REINFORCEMENTS TO THE BATTLEFIELD

To be able to deploy Reinforcements, you first have to create *Areas* of cells with identical values. An *Area* is a group of at least 2 adjacent cells with identical values on your *Command board*.

When you write down a number that's **identical to at least one adjacent number**, you are creating or expanding an *Area*:

⊕ Draw a pattern  in each cell that makes up the *Zone*.

⊕ To make your *Command board* easier to read, we recommend using a specific pattern for each *Area*.



When you create or expand an *Area* on your *Command board*, you deploy *Reinforcements* for **EACH NEW CELL** of the associated *Area*.

Example above: when you create an *Area* (by writing a second 8 next to the first 8), you deploy 2 *Reinforcements*. When you add a third 8 to the existing *Area* on a future turn, you deploy 1 *Reinforcement*.

For each *Reinforcement* you deploy this way:

⊕ Choose a **Basic Fighter** from your *Reserve area*, or a **Mercenary Fighter** from your *High Command area* (if available).

⊕ Place it on the **Battlefield**, on a *Territory* in which you already have at least 1 other *Fighter*.

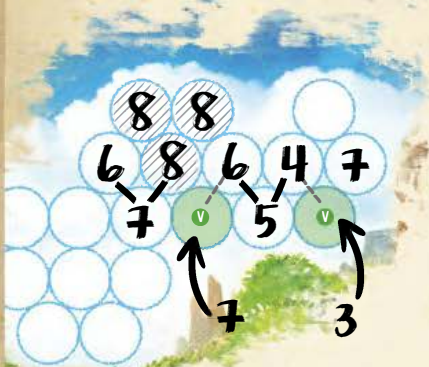


Note: whenever you deploy a **Mercenary Fighter**, place **one of your Clan markers** on it to show it's yours and avoid confusion.

When you're done deploying your obtained *Reinforcements*, refill the empty slots of your *Reserve area* by randomly drawing *Basic Fighters* from your colored bag. **Do not refill** tokens in your *High Command area* (*Mercenary Fighters* and *Glow Actions*) after using them.

MOVING FIGHTERS AND/OR ACTIVATING SPECIAL ABILITIES

To be able to move *Fighters* and/or activate their *special abilities*, you must first create a *Chain of Orders* on your *Command board*. A *Chain of Orders* is a consecutive sequence of numbers.



Example: if you want to expand your Chain of Orders of 4-5-6 on the right, you would have to do it with a 3 (because the sequence already contains a 5). Next to the 6, you would have to write down a 7 (because the sequence already contains a 5).

Each time you write down a number in a cell, you might be creating (or continuing) a sequence in combination with an adjacent number (in ascending or descending order). If that's the case, you **must** create a *Chain of Orders* by drawing a line between these 2 cells.

⊕ A *Chain of Orders* **CANNOT** contain the same number multiple times. You **cannot** add a number to a *Chain of Orders* if that number is already part of the sequence.

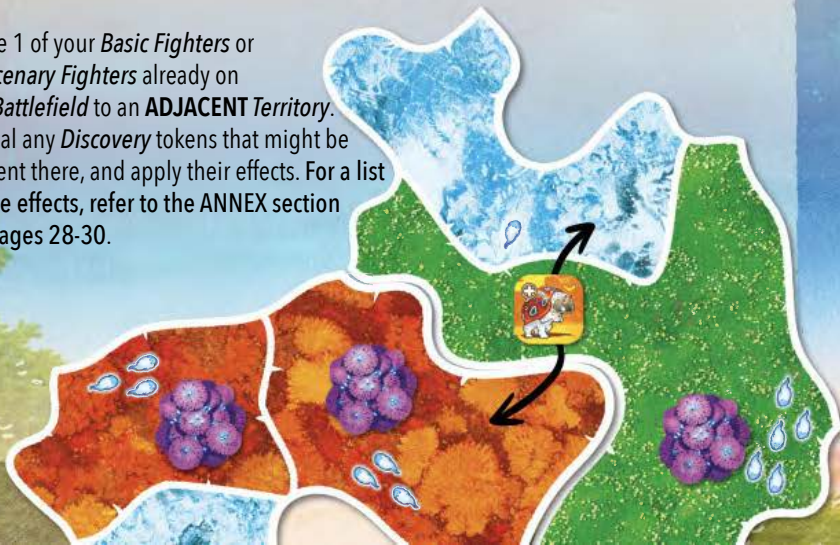
⊕ Likewise, each number can only be part of **A SINGLE Chain of Orders**. If the number you write down could be connected to several adjacent numbers, you can only choose one of them.

⊕ Whenever you create or expand a *Chain of Orders*, you receive 1 action for **EACH NEW CELL** you added to the *Chain of Orders*.

Each action you receive this way can then be used to:

➡ **EITHER** move 1 space by land:

Move 1 of your *Basic Fighters* or *Mercenary Fighters* already on the *Battlefield* to an **ADJACENT Territory**. Reveal any *Discovery* tokens that might be present there, and apply their effects. For a list of the effects, refer to the **ANNEX** section on pages 28-30.



→ OR activate a *Fighter's special ability* :

Flip one of your active *Basic Fighters* or *Mercenary Fighters* to its *INACTIVE* side and activate its *special ability*.

For a list of the effects, refer to the ANNEX section on pages 21-25.



→ OR apply the effect of one of your **Glow Action** tokens. Then, shuffle the **Glow Action** token you used back into the neutral bag.

For a list of the effects, refer to the ANNEX section on pages 25-26.



Example: here, the *Day Clan* player applies the effect of their **Glow Action** token **Teleportation**. It allows them to swap the positions of 2 of their *Fighters* on the *Battlefield*.

END OF THE GAME

⊕ The game ends **after the 17th turn**, when the *Calculation tables* on the *Command boards* of both players are completely filled in.

⊕ Both players then calculate their victory points (VP) as follows:



If at any point during the game, one of the players has no **Fighters** left on the game board, that player loses immediately.

CHECK EACH TERRITORY



The player who controls the *Territory* - i.e. the player whose *Fighters* have a **bigger** total *Combat Strength* than the opposing *Fighters* in this *Territory* - scores the *Lumen* on that *Territory*.



The *Winter Territories* score 1 *Lumen*.

= 1 VP
per *Territory* you control.



The *Autumn Territories* score 3 *Lumen*.

= 3 VP
per *Territory* you control.



The *Summer Territories* score 5 *Lumen*.

= 5 VP
per *Territory* you control.



The *Spring Territory* scores 7 *Lumen*.

= 7 VP
if you control this *Territory*.

If both players have equal *Combat Strength* in a *Territory*, neither of them scores any VP for it.



DISCOVERIES

Each *Loot* token collected over the course of the game is worth the number of VP shown on its reverse side.

Loot tokens that are still on the *Battlefield* are not worth any VP, even if a player controls the *Territory* they are located in.



= 8 VP



OBJECTIVES



= 5 VP

Objective tokens can be obtained in various ways:

- by filling your *High Command* area
- by completing *Secret Missions* during and/or at the end of the game
- by completing objectives specific to certain scenarios

Each player now adds up the *Lumen* they scored:

- for the *Territories* they control
- for their *Loot* tokens
- for their *Objective* tokens

The player with the most VP is the winner.

In case of a tie, the player who controls the *Territory* containing the *Initiative marker* at the end of the game is the winner. If neither player controls this *Territory*, the victory is shared.



A - FIRST CONTACT



No one really knows exactly how or why it all began. And yet, the tale of this first battle is still deeply etched in our memories. Ever since, at every dusk and every dawn, the Night and Day clans battle for control over the *Lumen*, trying to tip the balance of the Lost World in THEIR favor.

SPECIAL RULES

None.

During the game: the first player to deploy a *Mercenary Fighter* to the *Battlefield* receives an *Objective* token*.

During the game: FRONTIERS - The first player to seize control of the 3 border *Territories* marked A or the 2 border *Territories* marked B immediately receives an *Objective* token.

At the end of the game: the player with the *Initiative marker* at the end of the game receives an *Objective* token*.

* drawn at random from the unused *Objective* tokens.

B - DISTURBANCE ON THE WESTERN FRONT



All of the intel our spies have gathered points to the same conclusion. If we want to get the upper hand in this battle, we need to move West, and take control of the coveted Spring Territory and its seven Lumen. To the victor go the spoils.

SPECIAL RULES

None.



During the game: each player who manages to empty their colored bag receives 2 *Objective* tokens* (maximum once per player).

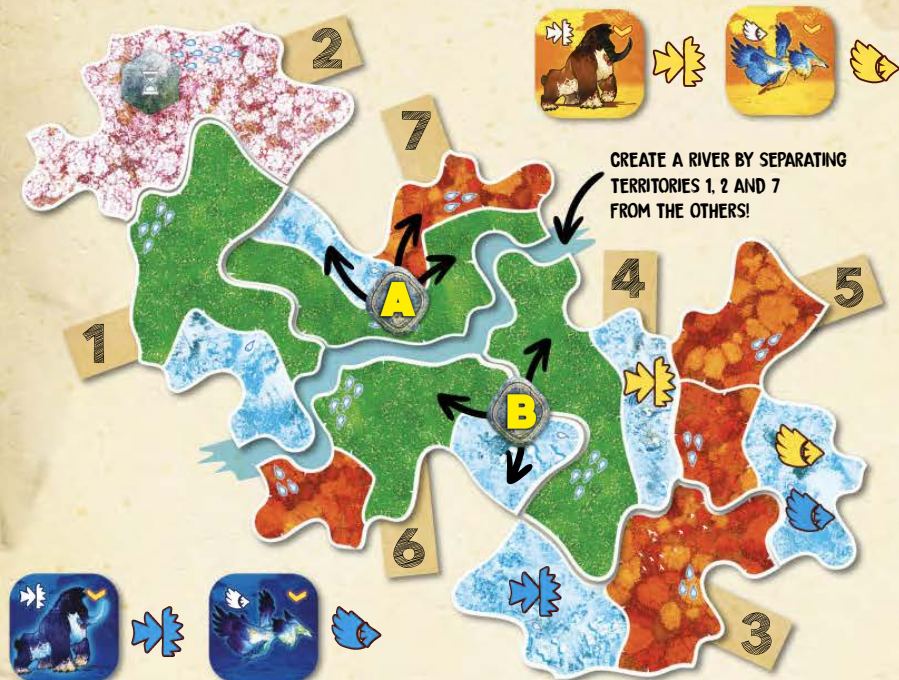


At the end of the game: the player with the fewest cells on their *Command board* that aren't part of an *Area* or a *Chain of Orders* receives an *Objective* token*. In case of a tie, neither player receives the *Objective* token.

* drawn at random from the unused *Objective* tokens.



C - A TERRITORY TOO FAR



In order to access these highly coveted *Territories*, we'll have to go far... Very far. All the way across the river. Luckily, nothing is impossible when you have wings!

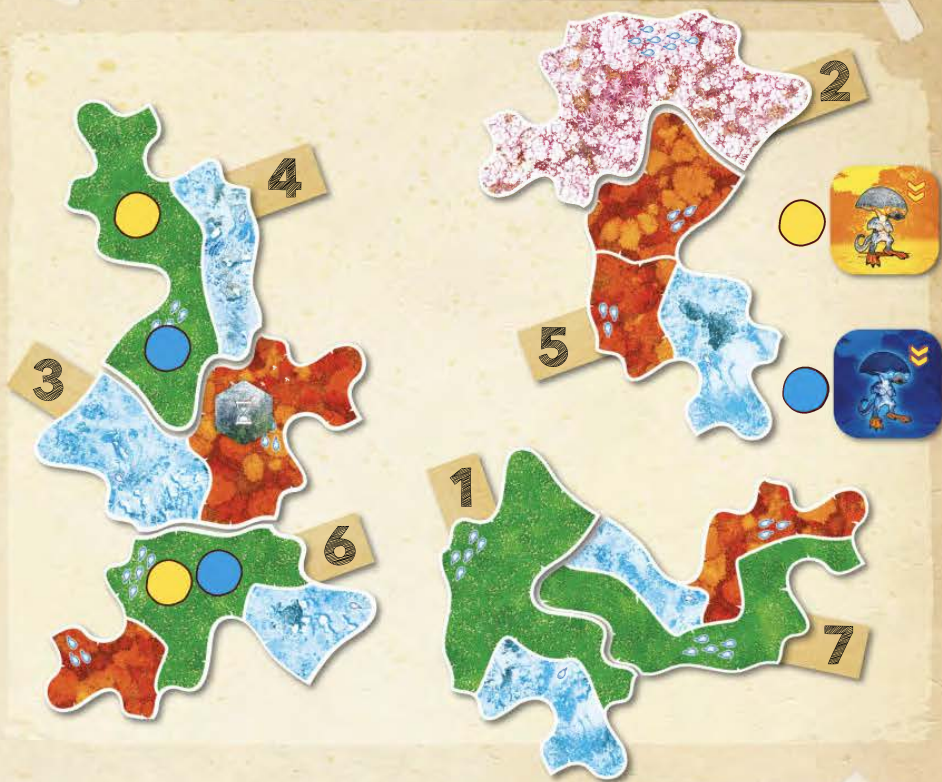
SPECIAL RULES

- ⊕ Crossing the river by land costs 2 actions.
- ⊕ However, you can also move over the river by air.
- ⊕ A *Fighter* that gets pushed into the river is returned to its colored bag and can rejoin the battle later.



During the game: FRONTIERS - The first player to seize control of the 3 border *Territories* marked A or the 3 border *Territories* marked B immediately receives an *Objective* token.

D - ISLES OF PROMISE



The battle has found its way to the Archipelago. It's time to put your *Shroomlings* to good use. Although the other fighters like to mock them for their puny appearance, *Shroomlings* are the only creatures able to freely move from one island to another. For this purpose, they use a network of small, underground passages connecting the Winter Territories to the islets of the Archipelago.

SPECIAL RULES

- ⊕ Players can use the *special abilities* of their *Fighters* and *Glow Actions* on the islands themselves, but not from one island to another.
- ⊕ **UNDERGROUND PASSAGES** - *Shroomlings* can move by land from one Winter Territory to another, even if those spaces are located on different islands.

At the end of the game, check each island:



- the player with the most *Fighters* on it receives an *Objective* token*. In case of a tie, neither player receives an *Objective* token.



- if you are alone on the island, you receive an additional *Objective* token*!

* drawn at random from the unused *Objective* tokens.



E - AFTER THE FLOOD



The conflict is getting bogged down... Literally and figuratively. There seems to be no end to the fighting, and now a cold and heavy rain has transformed the Lost World and its battlefields into an inextricable swamp. Well... Not for everyone. The *Mudshells* are delighted! Use them to your advantage.

SPECIAL RULES

- ⊕ Moving by air is not allowed.
- ⊕ The *Mudshells* can move by land.
- ⊕ The Summer *Territories* (green) are muddy. Leaving these spaces is impossible, except for the *Mudshells*, or by getting pushed



During the game: FRONTIERS - The first player to seize control of the 2 border *Territories* marked A or the 2 border *Territories* marked B immediately receives an *Objective* token.



During the game: the first player to reach this Winter *Territory* receives an *Objective* token.

F - THE WINTER SOLDIER



Winter is here. An icy cold slows down the advancements of even the bravest of soldiers. And yet... These *Winter Territories* offer a decisive advantage to whoever has the most *Fighters* there at the end of the battle.

SPECIAL RULES

⊕ *Fighters* inside the *Winter Territories* are unable to activate their *special abilities*.



During the game: FRONTIERS - The first player to seize control of the 2 border *Territories* marked A or the 2 border *Territories* marked B immediately receives an *Objective* token.



At the end of the game: the player with the most *Fighters* in the *Winter Territories* receives 2 *Objective* tokens*. In case of a tie, neither player receives the *Objective* tokens.

* drawn at random from the unused *Objective* tokens.





SPECIAL RULES

- ⊕ Moving by air to, from, or over the Spring *Territory* is not allowed.



During the game: FRONTIERS - The first player to seize control of the 2 border *Territories* marked A immediately receives an *Objective* token.

During the game: THE GREAT CROSSING - The first player to move a *Fighter* into their opponent's starting *Territory* receives 3 *Objective* tokens*

* drawn at random from the unused Objective tokens.



ANNEX

BASIC FIGHTERS

⊕ The Shroomling x6 per clan



Combat Strength: 2

No special ability.



⊕ The Mudshell x2 per clan



Combat Strength: 3

This creature's shell offers protection against *Deadly Fighters* (p. 22, 23 and 24) and the *Fury* (p. 25). The *Mudshell* cannot be moved during phase 3: *Issuing Orders*.



⊕ The Restorer x2 per clan



Combat Strength: 1

When you flip the *Restorer* to its **INACTIVE** side, flip all other *Fighters* in its *Territory* and all adjacent *Territories* back to their **ACTIVE** side.





⊕ The Pusher x2 per clan



♥ Combat Strength: 1

When you flip the *Pusher* to its **INACTIVE** side, push 1 *Fighter* of your choice (yours or your opponent's) to an adjacent *Territory*.

⊕ The Assassin x2 per clan



♥ Combat Strength: 1

This creature belongs to the family of *Deadly Fighters*. When you flip the *Assassin* to its **INACTIVE** side, remove 1 of your opponent's *Basic Fighters* or *Mercenary Fighters* from the same *Territory*. This *Fighter* is returned to its colored bag and can rejoin the battle later.

Important: the *Mudshell* is impervious to the *Assassin's* attack.



⊕ The Feathered x2 per clan



♥ Combat Strength: 1

When you flip the *Feathered* to its **INACTIVE** side, it takes off and moves *by air* to any other *Territory* on the *Battlefield*.

Important: whether it's **ACTIVE** or **INACTIVE**, the *Feathered* may always move *by land* to an adjacent territory, by spending 1 action during phase 3: *Issuing Orders*.



BONUS TOKENS

MERCENARY FIGHTERS

(only 1 of each type)

When you receive a *Mercenary Fighter* during phase 2: *Planning Orders*, place it in the slot of your *High Command* area you just crossed off. This *Mercenary Fighter* is now part of your clan, and may be deployed during phase 3: *Issuing Orders* of the current turn or any future turn. When you deploy it to the *Battlefield*, place one of your *Clan markers* on it to indicate it belongs to you.



⊕ The Epic Pusher



♥ Combat Strength: 1

When you flip it to its INACTIVE side, the *Epic Pusher*:

⊕ MUST first move 1 space by land.

⊕ THEN, it pushes 1 other *Fighter* of your choice (yours or your opponent's) to an adjacent *Territory*.

⊕ The Epic Assassin



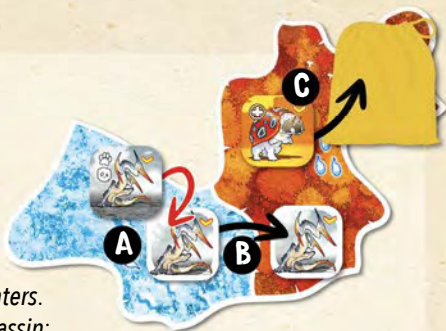
♥ Combat Strength: 1

This creature belongs to the family of *Deadly Fighters*. When you flip it to its INACTIVE side, the *Epic Assassin*:

⊕ MUST first move 1 space by land.

⊕ THEN, it removes 1 of the opponent's *Basic Fighters* or *Mercenary Fighters* from the same *Territory*. This *Fighter* is returned to its colored bag and can rejoin the battle later.

Important: the Mudshell is impervious to the Epic Assassin's attack.



⊕ The Impatient



♥ Combat Strength: 2

When you flip it to its INACTIVE side, the *Impatient* takes the *Initiative marker* and places it on its own *Territory* or an adjacent *Territory*.



⊕ The Bomber



♥ Combat Strength: 1

This creature belongs to the family of *Deadly Fighters*. When you flip the *Bomber* to its *INACTIVE* side, remove 1 of your opponent's *Basic Fighters* or *Mercenary Fighters* from anywhere on the *Battlefield*. This *Fighter* is returned to its colored bag and can rejoin the battle later.

Important: the *Mudshell* is impervious to the *Bomber's* attack.



⊕ The Weaver



♥ / ♥ Combat Strength: 1 or 2, depending on which side is face up.

When you flip it to its *INACTIVE* side, the *Weaver*:

⊕ cannot move.

⊕ captures all enemy *Fighters* inside its *Territory*. It's still possible for enemy *Fighters* to enter this *Territory* by air or by land, but it's not possible to leave the *Territory* as long as the *Weaver* is flipped to its *INACTIVE* side. The *Weaver* does not affect allied *Fighters*.



⊕ The Rootspring



♥ / ♥ Combat Strength: 1 or 2, depending on which side is face up.

When you flip it to its *INACTIVE* side, the *Rootspring*:

⊕ cannot move.

⊕ spreads its roots all over its *Territory*, preventing enemy *Fighters* from entering or leaving the *Territory* by land.

Important: allied *Fighters* can still access this *Territory* by land. Enemy *Fighters* can still enter and leave this *Territory* by air. The *Bomber* can still target this *Territory*.



⊕ The Hypnotist



👉 Combat Strength: 2

When you flip the *Hypnotist* to its **INACTIVE** side, flip the enemy *Fighters* of your choice - in or adjacent to its *Territory* - to their **INACTIVE** side.



⊕ The Metamorph



👉 / 👉 Combat Strength: 1 or 3, depending on which side is face up.

While it's **ACTIVE**, the *Metamorph* cannot move during phase 3: *Issuing Orders* (but it can still be targeted by a *Pusher*). When you flip it to its **INACTIVE** side, it transforms into a *Fighter* with a Combat Strength of 3 that can move by land.

GLow ACTIONS

(only 1 of each type)

When you receive a **Glow Action** token during phase 2: *Planning Orders*, place it in the slot of your *High Command* area you just crossed off. This token can now be used during phase 3: *Issuing Orders* of the current turn or any future turn.

To use it, spend 1 action. Apply the effect of the **Glow Action** token, then shuffle it back into the neutral bag.



Remove 2 enemy *Fighters* (*Basic* or *Mercenary*) from 2 different *Territories* of the *Battlefield*. These *Fighters* are returned to their colored bag and can rejoin the battle later.

Important: the *Mudshell* is impervious to the *Fury's* attack.



⊕ Clean Sheet



Choose a *Territory*: remove all *Fighters* present there (yours and your opponent's). These *Fighters* are returned to their colored bags and can rejoin the battle later.

Important: *Mudshells* are also vulnerable to a *Clean Sheet*.



⊕ Teleportation



Swap the positions of 2 of your *Fighters* on the *Battlefield*.

SECRET MISSIONS

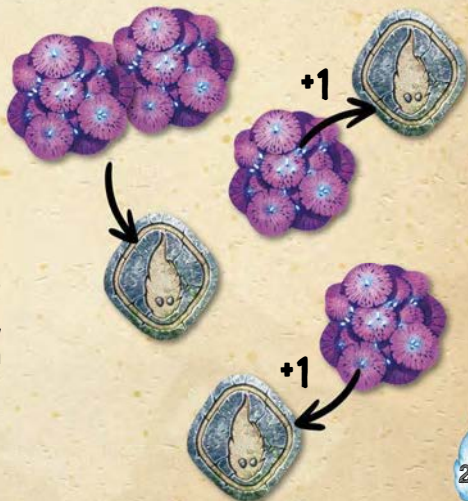
(only 1 of each type)

When you receive a *Secret Mission* token during phase 2: *Planning Orders*, place it in the slot of your *High Command* area you just crossed off. At the end of the game, before final scoring, receive a number of *Objective* tokens based on the success of your *Secret Missions*.

⊕ Discovery Mission



Receive 1 *Objective* token if you have 2 *Discovery* tokens at the end of the game, and 1 additional *Objective* token for each additional *Discovery* token.



⊕ Winter Mission



Receive 1 *Objective* token if you control 2 Winter *Territories* at the end of the game, and 1 additional *Objective* token for each additional Winter *Territory* you control.



⊕ Shroomling Mission



Receive 1 *Objective* token for each of your *Territories* containing 2 *Shroomlings* at the end of the game, and 1 additional *Objective* token for each additional *Shroomling* in those *Territories*.



DISCOVERY TOKENS

When 1 of your **Fighters** moves into a **Territory** containing a face-down **Discovery** token, flip the token face up and apply its effects.

⊕ **Loot** x5



When you reveal a **Loot** token, leave it on its **Territory** until one of the clans is able to claim it. Each **Loot** token is worth 3 to 5 **Lumen**. To permanently claim a **Loot** token on a **Territory**, the combined **Combat Strength** of one clan's **Fighters** in that **Territory** must be bigger than the other clan's combined **Combat Strength**, with a difference that's equal to or higher than the number of **Lumen** on the **Loot** token. If your opponent has no **Fighters** on the **Territory**, their **Combat Strength** is 0. In that case, the combined **Combat Strength** of your **Fighters** must be equal to the number on the **Loot** token before you can claim it. As soon as a clan meets the condition, they claim the **Loot** token and will score its **VP** at the end of the game.



Restriction: you're not allowed to destroy a cell that would completely block your opponent from accessing other cells on their **Command board**.

⊕ **Interference** x2



When you reveal this token, discard it. Immediately destroy 1 cell of your choice on your **opponent's Command board** by barring it.





⊕ Planning x2



When you reveal this token, place it face up next to your *Command board*.

On a future turn *in which you are the first player*, you may discard it. If you do, you don't have to roll the dice. Instead, you may freely choose their values.

⊕ Paratrooper x2



When you reveal this token, discard it. Draw a *Fighter* from your bag at random, and immediately add it to this *Territory* as a *Reinforcement*.



⊕ Priority Message x2



When you reveal this token, discard it. Immediately cross off the leftmost available box of the *High Command* area on your *Command board*.

Apply the effects of this box, if any.



⊕ Foul Play x2



When you reveal this token, place it face up next to your *Command board*. During phase 3: *Issuing Orders*, each *Foul Play* token you discard allows you to gain 1 extra action (*Move a Fighter* by land or by air, *Activate a special ability*, or *Apply the effect of a Glow Action token*). If you have both *Foul Play* tokens, you're allowed to use both of them during the same turn in order to gain 2 additional free actions.

Important, don't forget that you must always:

- ➡ Deploy your *Reinforcements* first, then *move* and/or *activate special abilities*, OR
- ➡ *Move* and/or *activate special abilities* first, then deploy your *Reinforcements*



MOVE A FIGHTER BY LAND.

OR

**ACTIVATE
A SPECIAL ABILITY.**



OR

**APPLY THE EFFECT
OF A GLOW ACTION TOKEN.**



**Watch a video explanation
by the designers!**



Or visit

LUMEN.LUMBERJACKS-STUDIO.COM

Play **LUMEN** on



CREDITS

A game by **BRUNO CATHALA** and **CORENTIN LEBRAT**.

Illustrated by **VINCENT DUTRAIT**.

Graphic Design: **FLORENT WILMART**.

English Translation and Proofreading: **JO LEFEBURE AND
SHONA CARCELES STUART-SMITH FOR THE GEEKY PEN.**

Adaptation for BoardGameArena: **GUY BAUDOUIN.**

If you encounter problems with your game or if you have any questions,
visit **LUMBERJACKS-STUDIO.COM**

#LUMBERJACKS

#EAT #PLAY #GAMES #GEEKY