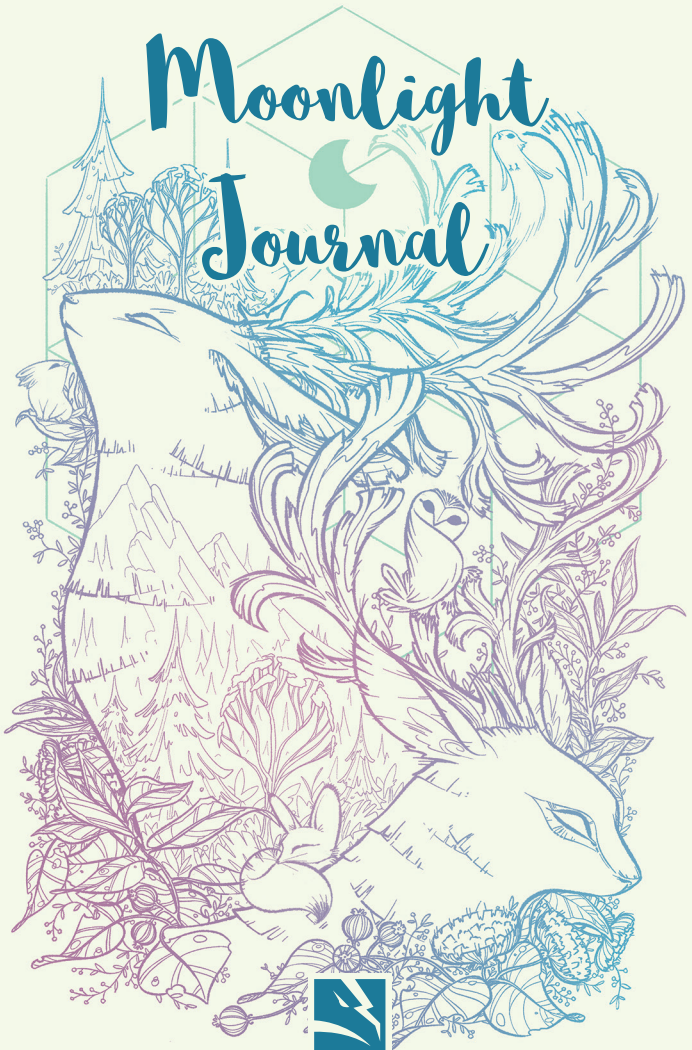# Moonlight

Journal

Spirits of the Forest

MOONLIGHT

*Once an age, a mystical wind lifts the veil that separates
the spiritual realm from our physical world. Whimsical seraphs,
drawn to the vigor of an ancient forest, descend through the clouds,
once again, to play their centennial game. This time, however,
the moonlight beams reflecting on the foliage will draw the seraphs
deep inside the forest, to get a glimpse of the unseen.
An enchanted world brightened by a gleam of moonlight
hiding the most ancient spirits in the dense forest
waits to be discovered.*

Spirits of the Forest: Moonlight is an expansion for the base game
that adds a scenario based co-op mode that can also be played solitaire,
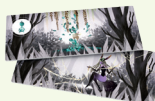and alternative multiplayer variants that can be played up to four players.

Components

8 Moonlight bits

*2 Nocturnal Creatures
(1 Shadow and 1 Light)*

*14 Moonlight tiles
(7 different types x 2)*

4 Eclipse tokens

*1 Moonlight
scorepad*

*15 Enchantment
cards*

*1 Competitive
player aid card*

*8 Moonlight
cards*

*8 Objective
cards*

In Spirits of the Forest: Moonlight, players will cooperatively compete against an imaginary opponent to obtain the majority of Spirits and Power Sources. It is recommended to play these scenarios in order.

The rules next to the 💎 symbol refer exclusively to the Competitive mode.

	Face up tile	⊘	Face down Favour token	☐	Moonlight bit
	Face up tile with a face down tile under it	⊘⊘	Two stacked face down Favour tokens	▨	Moonlight card
	Face up tile with two face down tiles under it	⊙	Face up Favour token	⋈	Air Spirit Firefly
	Face down tile	⊚	Face up Favour token with a face down Favour token under it	▭	Face up Moonlight tile
	Face down tile with a face down tile under it	✳	Eclipse token	◇	Starting point of the Light Nocturnal Creature
	Face down tile with two face down tiles under it	⬡	Gem	◆	Starting point of the Shadow Nocturnal Creature

All of the tiles under the topmost forest tiles are considered underwood tiles and therefore placed face down. Underwood tiles should be stacked in a pile aligned with the topmost tile like in the image.
Depending on the scenario, Favour tokens could be placed face up or face down, inside or outside the Forest.

By following the Key above, use the list below to set up the game **according to the setup image of each scenario:**

1. Shuffle the 48 base Spirit tiles and place them, according to the image, to create the Forest.

2. Place the Nocturnal Creatures in the Forest according to the image.

3. Place the Moonlight bits according to the image.

4. Shuffle and draw one Moonlight card and place it face up next to the Forest.

5. Assign gems to each player according to the chart shown on the next page.

6. Place the Power Source Favour tokens ⊕ back into the box and shuffle the remaining Favour tokens to place them according to the image.

Mode	Regular	Difficult	Extreme
Co-op	3 gems per player	2 gems per player	1 gem per player
Solo	4 gems	3 gems	2 gems

The player that most recently visited a forest is the first player.

The second player moves the Light Nocturnal Creature onto one of their starting tiles marked with a ◇ according to the image, and subsequently the first player moves the Shadow Nocturnal Creature onto one of its starting tiles marked with a ◆ according to the image.

After both Nocturnal Creatures have been placed, the first player starts their turn.

Gameplay

1. Collecting phase

On their turn, players pick 2 tiles. Choosing 1 from the available tiles surrounding the Light Nocturnal Creature and 1 from the available tiles surrounding the Shadow Nocturnal Creature. The tiles where the Nocturnal Creatures are standing cannot be picked. The tiles are considered available if at least one of the spaces adjacent to its longer sides is unoccupied. In the example, the available tiles are shown in black.

To determine if the sides of a tile are unoccupied, consider exclusively the layer where the tile is.

2. Assigning phase

After collecting both tiles, the player assigns one tile to their team and one to the opponent regardless of which Nocturnal Creature the tiles were adjacent to.

3. Reveal phase

Eventually, assign the obtained Favour tokens based on the scenario rules.

Then, reveal all face down tiles with at least one unoccupied space adjacent to their longer sides.

4. Movement phase

Subsequently, the player must move **one of the Nocturnal Creatures** of their choice to any surrounding tile, like shown in the image. The Nocturnal Creatures cannot move to an empty space. A Nocturnal Creature cannot finish its movement phase landing on a tile already occupied by the other Nocturnal Creature.

Gems and communication

In the cooperative mode of Spirits of the Forest: Moonlight, communication between players is only allowed before starting the game.

Instead of using the gems to reserve tiles, players can use a gem at any time during their turn (multiple times) to perform a free action from the following:

1. Move any Nocturnal Creature to a surrounding tile.

2. Freely communicate during the current turn. Communication should end after the Movement Phase.

If you would prefer to communicate freely during the game, create a common gem supply, following the quantities of the solo mode, each gem can be used once per turn to move a Nocturnal Creature to a surrounding tile.

Collecting Moonlight bits

If a player moves the Light Nocturnal Creature 🐾 to a tile where a Moonlight bit is placed, the player assigns the Moonlight bit to their team.

If a player moves the Shadow Nocturnal Creature 🦌 to a tile where a Moonlight bit is placed, the player assigns the Moonlight bit to the opponent.

When collecting a tile from the Forest (topmost layer) where a Moonlight bit is placed, the Moonlight bit will be moved to the tile in the underwood. If it lands on a tile, it will stay there. If it lands on an empty space, assign it to the opponent.

Game End

The Game ends when players are not able to collect a tile surrounding either of the two Nocturnal Creatures. Assign the tile where the Light Nocturnal Creature is placed to your team. Assign all of the remaining tiles, Moonlight bits and Favour tokens to the opponent.

If your team does not have at least one tile of each Spirit type (considering also the Air Spirit in the scenarios that include it), you lose the game.

Scoring

The opponent will score by following the base game rules, assigning points when holding the majority of Spirits or Power Sources.
In case of a tie, neither your team nor the opponent will score points.

Your team will consider Favour tokens and Power Sources by following the base game rules.

Count all your collected Moonlight bits and subtract the amount of Moonlight bits collected by the opponent. The result will determine how many types of Spirits can be scored. Only Spirits of which your team holds the majority of Spirit Symbols can be scored.

In the example, your team collected 5 Moonlight bits and the opponent 3. Your team will be able to score 2 different Spirits of which your team holds the majority (for clarity, place the remaining Moonlight bits on top of the Spirit type you want to score).

5 - 3 = 2

Only your team will score the Moonlight card by subtracting 6 nature points for each Spirit type shown on the card of which you don't have the majority of spirit symbols (ties aren't considered as a majority, in case of a tie your team will still lose 6 nature points).

In the cooperative version the opponent won't lose 3 points by not having a Spirit type collected.

Competitive Multiplayer   2-4 players

By following the Key in the Game Overview of the Cooperative mode, use the list below to set up the game **according to the setup image of each available scenario marked with the 💎 symbol.**
Any change in the Competitive rules is specified next to the 💎 symbol.

1. Choose and setup one of the available scenarios on the Moonlight Journal by following the scenario blueprint.
2. Shuffle the 8 Objective cards and give one to each player.
   Put the remaining Objective cards back in the box. The objectives should not be revealed to other players.
3. The player that most recently hiked in a forest is the first player.
4. Give one gem to each player, with exception of the last player who will receive two gems.
5. The last player places the Nocturnal Creatures in one of the available starting points of their choice.

> In the Competitive Multiplayer mode, Moonlight cards won't be used.

Gameplay

Follow the cooperative gameplay rules with the following additions:

1. **Collecting phase:** If during the Collecting phase, one or both Nocturnal Creatures don't have any surrounding available tiles, the player can relocate each of the affected Nocturnal Creatures freely into a place where there is at least one available tile to collect.

2. **Gems and communication:** In the competitive mode of Spirits of the Forest: Moonlight, players are not required to communicate, therefore the gems will only be used to move either Nocturnal Creature to a surrounding tile.

3. **Collecting Moonlight bits:** If a player moves **either Nocturnal Creature** to a tile where a Moonlight bit is placed, the player will take the Moonlight bit. When collecting a tile from the forest (topmost layer) where a Moonlight bit is placed, the Moonlight bit will be moved to the tile in the underwood. If it lands on a tile, it will stay there. If it lands on an empty space, remove it from the game.

At the end of the game Moonlight bits will be scored for each player according to this chart (Competitive player aid card).

Objective cards

Objective cards will determine your scoring at the end of the game in two ways:

1. The Nocturnal Creature shown will determine if you will score as Shadow or Light at the end of the game.

2. The Spirit symbol shown will determine how many Spirits will need to be collected: Majority or a minimum amount.

The color of each objective will determine who among the Light Nocturnal Creature (light circle) and the Shadow Nocturnal Creature (dark circle) will need to accomplish each specific mission.

Game End

The game ends when there are only two tiles left in the Forest. These tiles won't be assigned. **If by the end of the game one or more Favour tokens haven't been collected, they won't be assigned to anyone.**

Scoring

Score points for each Nocturnal Creature by following the Spirits of the Forest base game rules (ignoring the Moonlight expansion rules). Players will score points for the Nocturnal Creature assigned to them by their Objective card, adding 6 points for each accomplished mission of the Objective card (up to 24 additional points), and adding the corresponding points for their collected Moonlight bits.

Base Game Competitive Multiplayer Module

Shuffle and Place the 12 Moonlight tiles face down (14 if you are playing with the Air Spirit) by following the image.

Every Moonlight tile is surrounded by 4 Spirit tiles.

If a player takes the last tile adjacent to the Moonlight Tile, they will reveal it and choose whether to keep the Moonlight tile face down or face up.

At the end of the game, if there are two face up Moonlight tiles of the same Spirit type, they will score twice the points for the person who holds the majority of that specific Spirit.
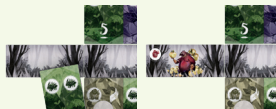
Base Game Enchanted Mode *by Francesco Testini*

Apply the following rules while playing a base game of Spirits of the Forest. Shuffle the 15 Enchanted cards and place them face down next to the Forest forming the Enchanted deck, then reveal 3 of them face up to form the display.

Enchanted Cards:

Enchanted cards represent objectives.
Each card displays three different requests:

One tile with the same Spirit symbols.

One tile with any Spirit symbol and a specific Power Source icon.

One tile with a specific Spirit symbol and any Power Source icon.

One tile with any Spirit symbol.

One tile with any Power Source icon.

One tile with a specific Spirit symbol.

One tile with a specific Power Source icon.

Gameplay

- At the end of their turn players may claim one Enchanted card by discarding the three tiles requested by the card. **The tiles requested are discarded back into the box and do not contribute to majorities at game end.** Anytime an Enchanted card is claimed, replace it with a new card from the Enchanted deck.
- It's possible to claim only 1 Enchanted card per turn.
- You can have as many Enchanted cards as you wish.

When players claim an Enchanted card they will obtain an immediate bonus and a certain amount of nature points at the end of the game, as indicated inside the black circle, to the side of the immediate bonus.

Bonus of the Enchanted cards

Gem: You may swap one of your gems with another player's gem. Both gems must be in the Forest.
Alternatively, you may change the position of any of your gems in the Forest by moving them.

Play again: You will immediately play another turn.

Take two Favour tokens: Randomly take two Favour tokens from the box. Choose 1 to keep and discard the other (it will no longer be available).

Final Scoring

At the end of the game score as you would for the base game applying the following changes:

- At the end of the game you need at least one claimed Enchanted card and at least one Spirit type majority to be able to score any points.
- Players won't lose 3 points by not having a Spirit type collected.
- Add together the points scored with the claimed Enchanted cards.

The winner is the player with the most points. In case of a tie, the player who has claimed the most Enchanted cards is the winner.

1. First Steps Under the Moonlight
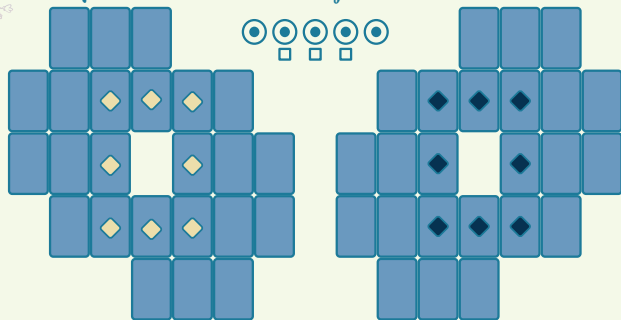
- During setup immediately assign 3 Moonlight bits to your team.
- During setup place 5 random face up Favour tokens in front of you. Assign 2 to your team and 3 to the opponent.

💎 Favour tokens and Moonlight bits won't be used for this scenario.

# 2. Forest Mirage by Sergio-Enrico Godina

- This scenario can only be played in Regular difficulty level.
- Choose only one of the letters for both Nocturnal Creatures and place them on each of their respective positions.
- When the Light Nocturnal Creature collects a tile, assign it to the team. If instead, the Shadow Nocturnal Creature collects it, assign it to the opponent. Assigning any respective Favour token along with the tile.
- Your team will collect and move only by considering the Light Nocturnal Creature, as the Shadow Nocturnal Creature will imitate the choices and movements on its corresponding forest.

- In this scenario the positions of the Nocturnal Creatures can be swapped, by using the gems. The gems will only have this ability.

3. Firefly Beam
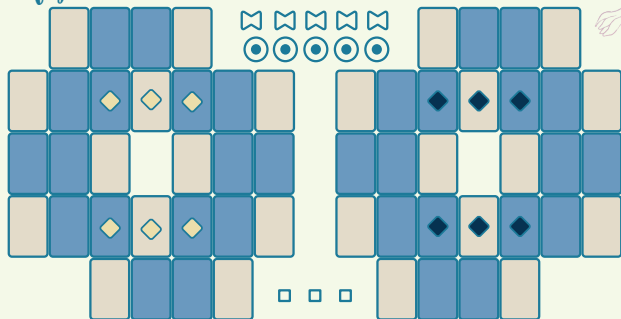
- Shuffle the Air Spirit tiles along with the base game tiles before creating the Forest.
- Follow the rules of scenario #1 with the following changes:
  1 During the Reveal phase, none of the face down tiles will be revealed.
  2 Nocturnal Creatures can also collect face down tiles that will be revealed before proceeding to the assignment.
  3 When an Air Spirit with two Spirit Symbols is assigned to the Nocturnal Creature, assign a Firefly to that Spirit tile.
- At the end of the game, whoever among the Light and Shadow Nocturnal Creatures obtained the most Firefly tokens will have to discard all of their Air Spirit tiles that have Fireflies tokens on them.

◆ Favour tokens and Moonlight bits won't be used in this scenario.

4. The Underwood

- When a tile with two Favour tokens is collected:
1 If both Nocturnal Creatures are adjacent (also diagonally) to the collected tile, assign one Favour token to your team and one to the opponent.
2 If only one Nocturnal Creature is adjacent (also diagonally) to the tile collected, assign both Favour tokens to the opponent.

◆ When a tile with two Favour tokens is picked, the player who picked the tile decides which token is given to the Light Nocturnal Creature and which to the Shadow Nocturnal Creature.
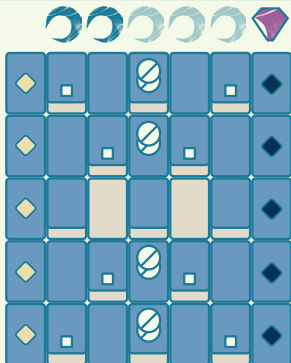
5. Hide and Seek by Luca Bellini & Luca Borsa

- During setup place 7 Moonlight bits beside the Forest.
- During setup place a face down Favour token on top of any visible Spirit tiles with a single Spirit symbol.
- Some underwood Spirit tiles will be face up in this scenario. Follow the blueprint above by considering that face up Spirit tiles are marked in blue.
- A Spirit tile will become available if any of its sides is unoccupied.
- When a face down underwood tile is revealed, immediately place a Moonlight bit on top of it.
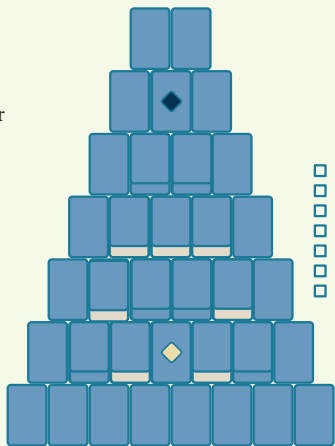
6. Fireflies' Dance
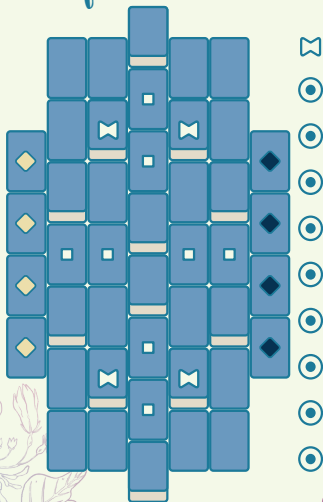
- During setup shuffle the Air Spirit tiles along with the base game tiles before creating the Forest.
- During setup assign the Firefly outside the Forest to one of the 9 Favour tokens by placing the Firefly on top of it.
- When the Light Nocturnal Creature collects a Spirit tile with a Firefly on it, immediately assign the Firefly to one of the available Favour tokens without a Firefly on it.
- When the Shadow Nocturnal Creature collects a Spirit tile with a Firefly on it, immediately remove the Firefly from the game.
- At the end of the game assign all tokens with a Firefly to the team, and all tokens without a Firefly to the opponent.

7. The Pyramid by Alessandro Cuneo

*
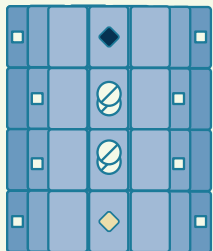
Follow the rules of scenario #4 with the following changes:

- When performing a movement, the Nocturnal Creatures can only move up and down the steps of the Pyramid by moving through the longer sides of the Spirit tiles. The Nocturnal Creatures can, however, move without restrictions if the Spirit tile of destination is on the same level.
- When a tile with a Moonlight bit is collected, the bit will be moved to the most external underwood tile that was uncovered.

Note: When a Nocturnal Creature is on a partially covered tile, for adjacency, only consider tiles adjacent to the uncovered part of that tile.

*Side view of the tabletop, to understand the placement of overlapping tiles.

8. Hidden Inside the Forest
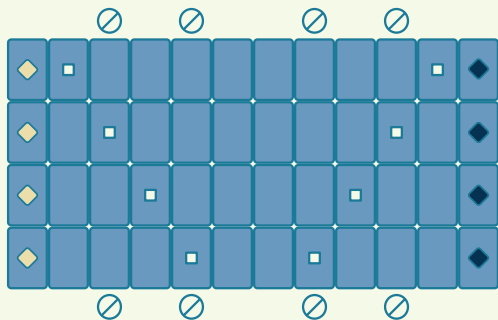
- When the last tile of a column, where Favour tokens are placed, is collected, reveal the Favour tokens and assign one to your team and one to the opponent.
- If, by the end of the game, the tokens haven't been assigned to anyone, assign the Favour tokens to the opponent.
- When the last tile of a column, where Favour tokens are placed, is collected, the player who picked the last tile decides which token is assigned to the Light Nocturnal Creature and which to the Shadow Nocturnal Creature.
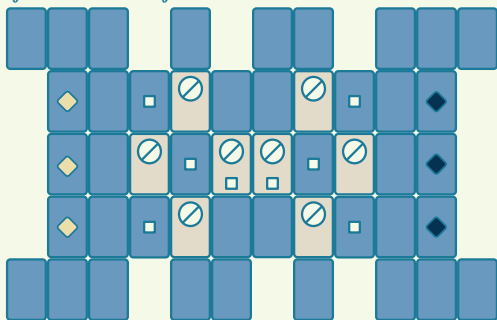
- When only one of the two collected tiles is adjacent to the longer side of a tile with a Favour token, reveal both the face down tile and the Favour token during the reveal phase and assign the Favour token to the opponent.

- When the two collected tiles are adjacent to the longer side of a tile with a Favour token (not necessarily the same tile), reveal both the face down tiles and the Favour tokens during the Reveal phase and assign one Favour token to your team and one to the opponent.

◆ When one of the two collected tiles is adjacent to the longer side of a tile with a Favour token, the player who collected the tile will reveal both the face down tile and the Favour token during the reveal phase and assign the Favour token to one of the Nocturnal Creatures of their choice.

10. The Unseen
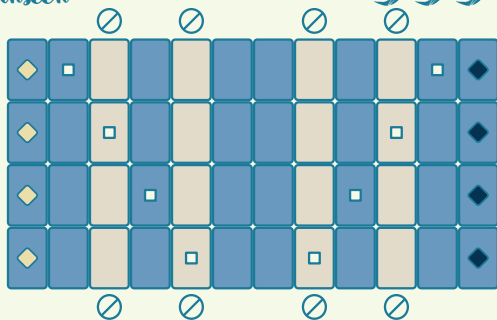
Follow the rules of scenario #8

11. Fond Memories
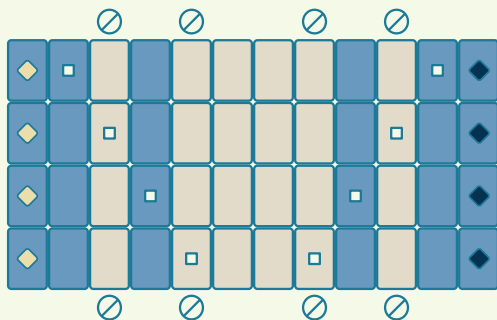
Follow the rules of scenario
#8 with the following changes:
• Use this Moonlight card for this scenario.
💎 Remove the Moonlight card.

12. The Tao by Francesco Ubbiali

• During setup shuffle the Air Spirit tiles along with the base game tiles before creating the Forest.
• During the Reveal phase, all of the face down tiles won't be revealed.
• Nocturnal Creatures can also collect face down tiles that will be revealed before proceeding to the assignment.
• When an Air Spirit with two Spirit Symbols is assigned to a Nocturnal Creature, assign a firefly to that Spirit tile.
• When the Light Nocturnal Creature collects a tile with a Favour token, assign the Favour token to the team. If instead, the Shadow Nocturnal Creature collects it, assign it to the opponent.
• At the end of the game, whoever among the Light and Shadow Nocturnal Creatures obtained the most Firefly tokens will have to discard all of their Air Spirit tiles that have Fireflies tokens on them.
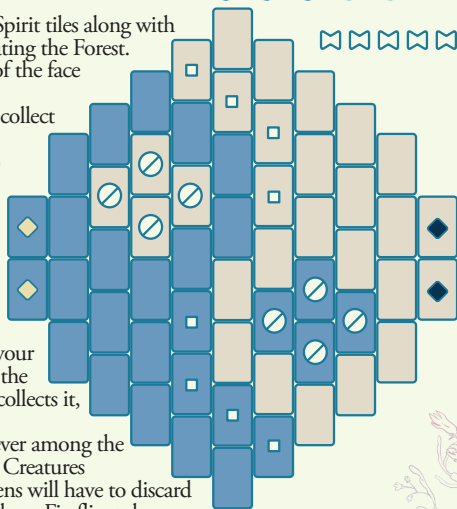
13. The Rocky Trail

- Create 6 columns of two Favour tokens (one face up, one face down).
- Place the colored gems, as in the picture, keeping in mind that pink and blue will be used by your team as usual, while yellow and green will be placed in the Forest. Yellow represents the Light Nocturnal Creature and green represents the Shadow Nocturnal Creature.
- When a Nocturnal Creature moves into a tile with a gem on it, take the gem and assign it to one of the 6 columns of Favour tokens.
- When collecting a tile from the Forest (topmost layer) where a gem is placed, the gem will be moved to the tile in the underwood. If it lands on a tile, it will stay there. If it lands on an empty space, remove it from the game.
- At game end, reveal all face down Favour tokens and assign all pairs of tokens with a yellow gem to the Light Nocturnal Creature and all pairs of Favour tokens with a green gem to the Shadow Nocturnal Creature.
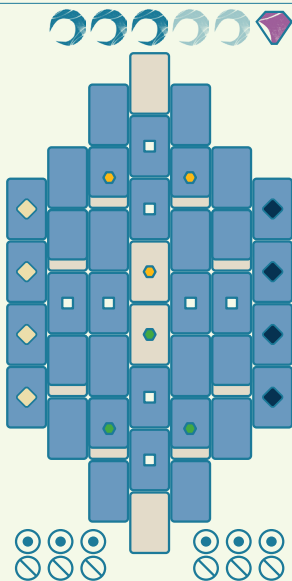
Gems are not assigned to the players during setup. Yellow and Green gems will still be placed in the Forest.

14. Enclosed Forest *by Andrea Sbragia*
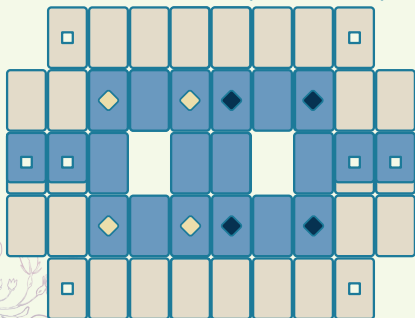
- During the revealing phase, all of the face down tiles won't be revealed.
- Nocturnal Creatures can also collect face down tiles that will be revealed before proceeding to the assignment.
- When a bit is collected, consider the position of the Nocturnal Creature that collected the bit, and (if possible) move another bit of your choice in the forest 1 step away from that position.

15. Spirit Alchemy by Gaetano Cavallaro
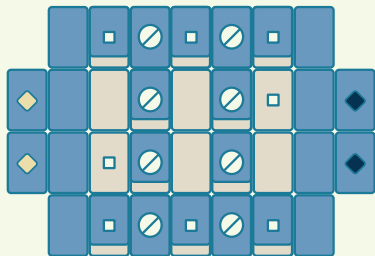
- This scenario can only be played in Regular difficulty level.
- When the Light Nocturnal Creature collects a tile with a Favour token, assign it to the team. If instead, the Shadow Nocturnal Creature collects it, assign it to the opponent.
- When using a gem from your supply, remove the tile where the gem was placed.
- After collecting both tiles from the Forest, it is possible to use a gem from your supply to collect the tile where the gem was placed. During the assignment phase choose which tile is assigned to the opponent, which tile is assigned to the team and which tile to discard.

16. The Paradox
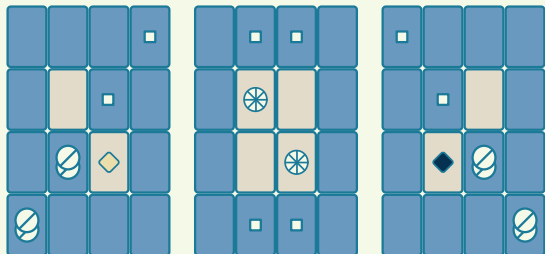
Follow the rules of scenario #4 with the following changes:
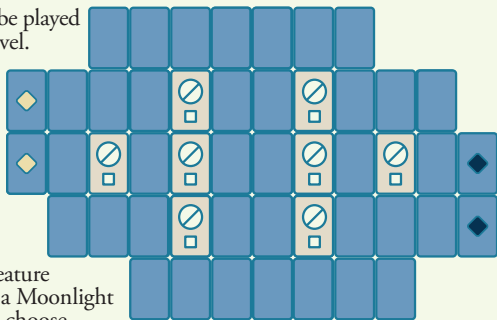
- For this scenario, the two Eclipse tokens will remain face down.
- When a Nocturnal Creature moves on top of a face down Spirit tile, immediately move it on top of any tile with an Eclipse token and subsequently move the Eclipse Token to any face down Spirit tile of your preference. If there are no more face down Spirit tiles, remove the Eclipse token from the game.

17. Unexpected Rain by Gonzalo Aguirre Bisi

- This scenario can only be played in Regular difficulty level.
- During setup each player will start with a single gem.
- During setup place 4 gems (two of each of the player's color) on top of each Spirit symbol of the Moonlight card.
- When a Nocturnal Creature moves onto a tile with a Moonlight bit and a Favour token choose one of the following:
 1 Assign the Favour Token to your team and the Moonlight bit to the opponent.
  2 Assign the Moonlight bit to your team and discard the Favour token. The first four discarded Favour tokens will be placed on the Moonlight card, by exchanging the Favour token with one of the gems on the Moonlight card. The player will be able to gain the exchanged gem.
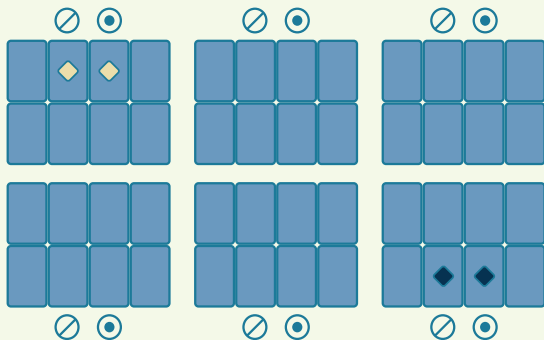- At the end of the game follow the scoring of the Moonlight card by taking into account the Spirit symbols of the Favour tokens placed on the card.

18. Time to Go Home
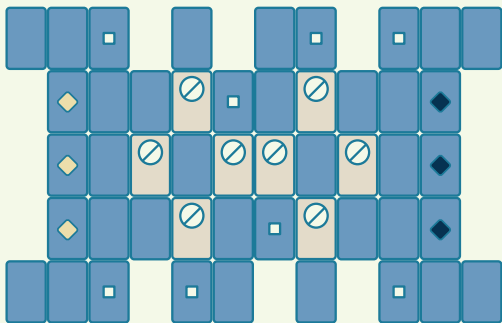
Follow the rules of scenario #9

19. Floating Islands by Francesco Testini

- Don't use the Moonlight card and Moonlight bits in this scenario.
- The scenario is divided into 6 different sections called islands that consist of 8 Spirit tiles and two Favour tokens (one face up and the other face down).
- While moving, Nocturnal Creatures can jump to other Islands by considering the following conditions:
  1 The Nocturnal Creature must be on the edge of the Island, in front of the Island of destination.
  2 Only straight line jumps are allowed (tile in front of the Nocturnal Creature)
- When an island has only one tile left, the Nocturnal Creatures are forced to jump. If the Light Nocturnal Creature jumps, give the remaining tile to the team; while if the Shadow Nocturnal Creature jumps, give the remaining tile to the opponent. Once there are no more tiles left in the island it is considered sunk and the Favour tokens must be assigned by following one of these two choices:
  1 Assign the face up Favour token to your team and the face down Favour token to the opponent.
  2 Assign the face down Favour token to your team and the face up Favour token to the opponent.
- Face down Favour tokens are only revealed after assigning them.
- The game ends when there is only 1 island left. Assign the tiles below each Nocturnal Creature to the corresponding team and proceed to the scoring.
- The opponent will score by following the basic rules. Your team will exclusively score the Spirit types that are left in the remaining island.

20. The Enchanted Three by Ignazio Panades
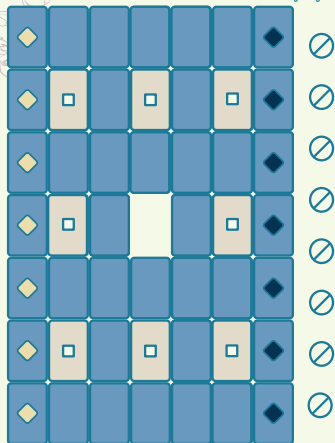
- Each time your team or the opponent has at least three tiles of the same Spirit type, they get a random Favour token.
- When a face down tile is revealed, assign the Moonlight bit to any adjacent Nocturnal Creature.
- If a Nocturnal Creature lands on a tile with a Moonlight bit, the bit stays on the tile.

21. Unknown Fortune by Nestore Mangone
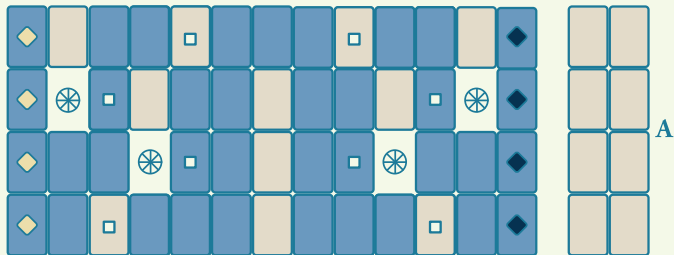
- The Eclipse tokens are placed face down.
- Shuffle the Air Spirits tiles and place them beside the forest (**A**).
- When a Nocturnal Creature takes any tile orthogonally surrounding the Eclipse token, reveal it and take the amount of Air Spirit tiles shown in the Eclipse token. If the tile was taken by the Light Nocturnal Creature, assign the Air Spirit tiles to the team. If the tile was taken by the Shadow Nocturnal Creature, assign the Air Spirit tiles to the opponent. If both Nocturnal Creatures take the tiles at the same time, assign the collected Air Spirit tiles to the opponent.

22. Underwood Surprise
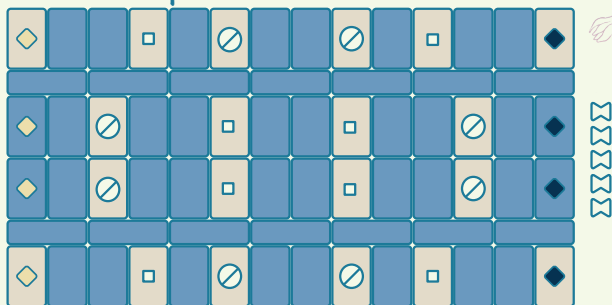
- Shuffle the Air Spirit tiles along with the base game tiles before creating the Forest.
- When the Light Nocturnal Creature collects a tile with a Favour token, assign it to the team. If instead, the Shadow Nocturnal Creature collects it, assign it to the opponent.
- During the Reveal phase, none of the face down tiles will be revealed.
- Nocturnal Creatures can also collect face down tiles that will be revealed before proceeding to the Assigning phase.
- When an Air Spirit with two Spirit Symbols is assigned to the Nocturnal Creature, assign a Firefly to that Spirit tile.
- When the last tile adjacent to a Moonlight tile is collected, take the Moonlight tile along with it. Assign the tile and subsequently the Moonlight tile to the same team. When the last two tiles adjacent to a Moonlight tile are collected at the same time, the Moonlight tile remains in the Forest.
- Two tiles divided by a Moonlight tile are considered adjacent. When moving or collecting a tile ignore the Moonlight tile.
- At the end of the game, whoever among the Light and Shadow Nocturnal Creatures obtained the most Firefly tokens will have to discard all of their Air Spirit tiles that have Firefly tokens on them.

Note: Count the Spirit symbol in the Moonlight tiles as a Spirit symbol on a regular tile.

23. Whimsical Bridges by Rocco Dereviziis
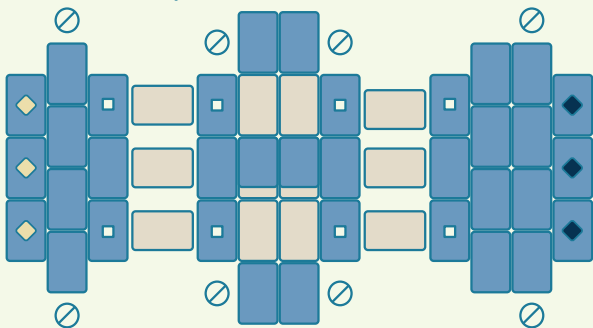
Follow the rules of scenario #8 with the following changes:

- When a Nocturnal Creature moves onto a horizontally placed Spirit tile, move it to the next orthogonally adjacent tile and immediately reveal and assign the horizontal Spirit tile to that Nocturnal Creature.
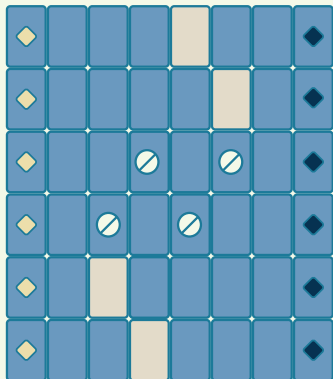- At the end of the game, do not assign any horizontal tiles that haven't been collected yet.

24. The Fog
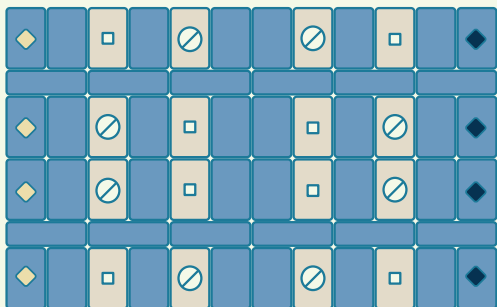
Follow the rules of scenario #22 with the following changes:

- Remove the two Air Spirit Moonlight tiles, the Fireflies, and the Air Spirit tiles before creating the Forest.

25. Natural Reflection by Nicola Muradore

- Assign the 8 Moonlight bits to your team.
- When a face down tile is revealed choose one of the following:
  1. Assign to the Shadow Nocturnal Creature the farthest Spirit tile of the row, if possible.
 2. Assign a Moonlight bit to the opponent and leave the tile as it is.

If the farthest tile is occupied by a Nocturnal Creature do not assign any tile or Moonlight bit to the opponent.

26. Ancient Rituals by Marco Rava & Simona Greco

Follow the rules of scenario #9 with the following changes:

- Instead of following the basic rule, Moonlight bits are collected when one of the tiles adjacent to any sides of a tile containing a Moonlight bit gets collected. One of these conditions will apply:
  1. If the tile collected is adjacent to the longer side of the tile, assign the Moonlight bit to the opponent.
  2. If the tile collected is adjacent to the shorter side of the tile, assign the Moonlight bit to the team only if the Light Nocturnal Creature collected it. If instead, the Shadow Nocturnal Creature collected it, assign it to the opponent.
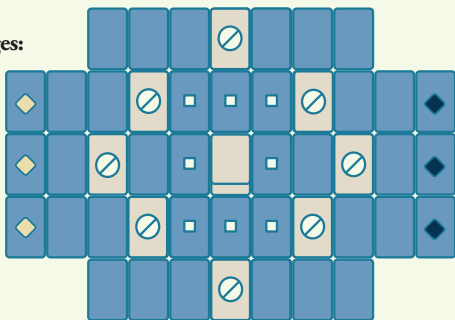
27. The Whirl by Simone Luciani

- This scenario can only be played in Regular difficulty level.
- Don't use the Moonlight card and Moonlight bits in this scenario.
- Use Favour tokens with Spirit symbols exclusively, discard the rest from the game.
- Before setting up the Forest, separate and shuffle all of the Spirit tiles with two Spirit symbols. To these tiles, randomly add seven tiles from the remaining. With these tiles, create the rectangle in the center composed of 24 Spirit tiles with an empty space in the middle.
- With the remaining tiles, create the rest of the Forest.
- Nocturnal Creatures cannot move on top of a face down Spirit tile.
- If at any time your team has the absolute majority of any of the Spirit types depicted on the Favour Tokens, perform the following:
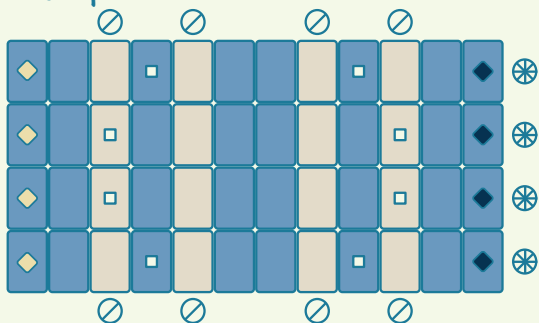
1 Immediately reveal the face down Spirit tile below the Favour token of the recently acquired majority and subsequently the orthogonally adjacent face down Spirit tile.

2 Assign the Favour tokens that are on top of recently revealed face down tiles. One to your team and one to the opponent.

3 Assign a previously used gem to any player on your team.
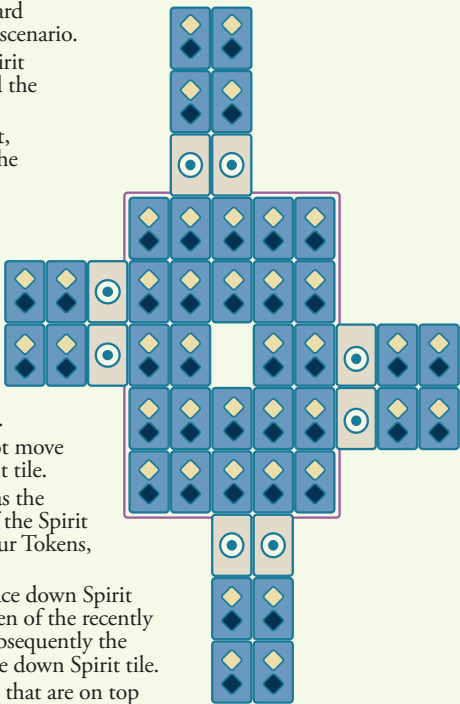
28. Moon Eclipse

- When the last tile of a column, where Favour tokens are placed, is collected, reveal the Favour tokens and assign one to your team and one to the opponent.
- Randomly place one face down Eclipse token on the side of each row of the forest and then reveal them. They will restrict the number of Spirit tiles that can be taken from the row. The number indicates how many Spirit tiles must remain in the row at the end of the game.
- At the end of the game, choose which tiles will be assigned to the opponent, and leave unassigned an equal number of tiles to the one specified by the eclipse token per row. All of the components on top of the unassigned tiles remain unassigned as well.

Credits

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Digital rulebook available at
thundergryph.com/rulebooks

Extras

For additional rules, new scenarios and FAQ, please visit:
thundergryph.com/moonlightextras