



Rulebook



There was something in the air. As he was energizing the bright magic crystal in his wand, Orly felt a sudden shift he couldn't name. The ritual usually only took a few seconds before the power of the crystals kicked in. Today, however, it took some minutes to achieve the level of power needed to charge his wand for the journey ahead. As he waited for the blessed power of the crystals to arise, he perceived a darkness. Something was lurking in the mist, absorbing the vital crystalline power that he required from the crystal fragments orbiting their world, Amanaar.

In light of the extreme threat this posed to their habitat, Orly resolved to set out on a journey to visit some of the remarkable creatures inhabiting Amanaar, and track down the dark power that threatened their very lives. Never once in his humble existence could he have imagined that some of his friends would turn against him as both sides battle to reclaim the Lost Lights of Amanaar...



Overview

You will need to gather your Followers and move them across the lands of Amanaar. Use your tactical skills and anticipation to conquer Areas. Decide for each of your cards if you use it to gain and move Followers, or if you use it for battle. In battles, you will rely on your Followers and a little bit of luck as well as your cards' abilities. By choosing the right card at the right time you can turn the tide! The game ends if both of you have no cards left in hand, or one of you has no more Followers left on the map.

Are you ready to reclaim the Lost Lights of Amanaar?



Game Components



1 Game Board



8 Dice



30 Followers (15 per color)



27 Character cards



Description of Game Components

Anatomy of the Map

The map features two types of land: **Areas** **A** and **Regions** **R**.

There are three **Regions** on the map. Each of them contains three **Areas** of a single type.



Anatomy of a Character card

In the upper left corner of each Character card you will find the character's **Battle Points** **1** and **Action Points** **2**. For example, Orly has **8** Battle Points and **4** Action Points.

The lower half of the Character card shows the name of the Character **3** followed by its **Battle Ability** **4**. On page 12 you will find a detailed overview of the icons used in the card texts.

Below the Battle Ability, there is a row of icons **5**. The highlighted icon shows at which point in time the Battle Ability is resolved.

Each card has a card number **6**. You can use it to look it up in the cards overview on page 8.



Game Setup

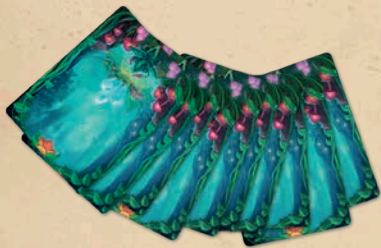
1. Place the **map** in the middle of the table and the **dice** within reach.
2. Each of you takes **15 Followers** of a single color as their personal supply. Place them on the game board, on the crystals of your color.
3. Shuffle the **Character cards** and put them facedown as a draw pile between you and your opponent.

Gameplay

The game consists of 2 phases.

In Phase I, you draft your hand of cards and place your first Followers onto the map.

In Phase II, you take turns playing cards and resolving battles.



Phase I: Prepare

Resolve the following steps:

1. Draft your cards

- a. Draw 2 Character Cards each from the draw pile.
- b. Keep 1 of the Character Cards you have just drawn face down in front of you. Hand the other to your opponent to keep. Look at the card received from your opponent and keep it face down in front of you as well.
- c. Repeat steps a and b until you both have **10 Character cards** placed in front of you. Take these cards into your hand.
- d. Return the remaining Character Cards to the box unseen. They will not be used in this game.



For your first game, refer to the tips for beginners on page 7.

2. Place your first followers

Taking turns, each place 1 of your Followers onto the map, until one player has placed 3 Followers and the other player has placed 2 Followers. So the player who places the first Follower will place 3 Followers in total. Follow these rules:

- You may place Followers in the same Area if you wish.
- You may not place a Follower in an Area where your opponent has already placed a Follower.



Phase II: Journey

Starting with the player who has placed **fewer** Followers in Phase I, take turns until the end of the game is triggered. Each turn consists of 1 or 2 steps:

1. Reinforcements

Place Followers onto the map and/or **move** your Followers on the map between Areas.

2. Battles

Resolve all battles. This step only happens if both of you have Followers **in the same Area**, making it a Battle Area.

After resolving all steps of your turn, your turn ends and your opponent takes their turn. The game either ends immediately if one of you has no Followers left on the map, or at the end of a turn if both of you have no cards left in hand.

1. Reinforcement

Discard 1 Character card from your hand face up to the common discard pile printed on the game board to gain Action Points equal to the blue number in the top left corner.

You can spend your Action Points for the following two Actions:

- **Place 1 Follower from your supply into an Area in which you have at least one Follower and your opponent has none.** This action costs 1 Action Point per Follower.
- **Move any number of your Followers from one Area to an adjacent Area.** This action costs 1 Action Point, no matter how many Followers you move. You may also move them to Areas in which your opponent has Followers and also move them further from there.

You can use these actions in any order or combination as often as you wish, as long as you have enough Action Points.

Example: Matea discards *Orly* to get 4 . She spends 2 to place 2 Followers into two different Areas (1) and then 1 to move a group of 2 Followers to an adjacent Area, in which her opponent already has 1 Follower (2). This is now a Battle Area. Matea has 1 left to place or move Followers.






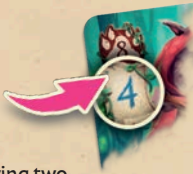
2. Battles

In all Battle Areas, battles take place. If there are multiple Battle Areas, the active player decides which battle is resolved next.

Resolving a battle

Resolve the following steps in order:

- **Each of you chooses 1 Character card** from your hand and plays it face down in front of you. Your character's Battle Abilities will influence the battle (and its steps). Resolve them in the respective step, indicated by the highlighted icon on the bottom of the card.
- **Reveal your chosen Character cards simultaneously and resolve Battle Abilities with** .
- **Resolve Battle Abilities with** .
- **Each of you rolls dice equal to the number of your own Followers in the Battle Area and you choose 1 of those dice.** This is your **chosen die**. Resolve Battle Abilities with .




Reroll: Once per battle, each player may choose to make 1 reroll. Spend any number of Followers from your supply to reroll an equal number of dice. You must reroll all of those dice together. Spent Followers are placed back into the box. If you have no Followers left in your supply, you cannot reroll.




! Your Followers are precious—spend them wisely!



Finally, each player calculates their Battle Strength.

Resolve Battle Abilities with  and .

Add up the following to calculate your Battle Strength:

Battle Points () of your chosen Character card + **Number of your Followers** () in the Battle Area + **your chosen die** ()



The player with the **highest Battle Strength** wins the battle.

In the event of a **tie**, the player defending the Area wins (see right). The player who lost removes all of their Followers from this Battle Area and returns them to their supply.

Resolve Abilities with .

The active player discards their card face up to the common discard pile first, then their opponent discards their card.

Resolve the next battle, if applicable. If you have **no Followers left** on the map after a battle, you **immediately lose the game**.


Once all battles have been resolved, your turn ends and your opponent takes their turn.


Battle rules

The player whose Followers move into the Battle Area is the **attacker**. Their opponent is the **defender**.

! *After moving Followers, lay them down flat to remember who is the attacker.*

If you both need to resolve a Battle Ability in the **same step** of the battle, the **attacker resolves their Battle Ability first**.

If you both need to resolve a Battle Ability with , **only the attacker resolves their Battle Ability**. The other Battle Ability is ignored.

If certain values are not used in a battle (because of Battle Abilities with ) , affecting those values has no effect. While you do resolve such Battle Abilities, they don't have any influence on your Battle Strength. On the contrary, Battle Abilities affecting the values used in the battle do have an influence on your Battle Strength.

If a Battle Ability does not contain the word “may”, you have to resolve it.

Battle Abilities affecting Battle Points only refer to the Battle Points printed on the cards.

If you have one or more Followers in an Area, you control that Area. If you both have Followers in the same Area, it is controlled by both of you.

Followers that are removed by Battle Abilities are returned to the supply.

If all Followers from one player have been removed from the Battle Area by Battle Abilities, they calculate their Battle Strength only with their card's Battle Points and don't roll any dice.

If **neither** of you have any Followers left in the Battle Area as they were removed by Battle Abilities, the Battle ends immediately.

If you need to roll more than 8 dice, roll some of them again.

In the rare case that you have no Character cards left in hand but need to resolve one or more battles, calculate your Battle Strength only with your number of Followers and your chosen die.

Game end

The game ends ...

... at the end of a round, if neither of you have any **Character cards in hand**. Proceed to Scoring. The player with the most points wins. In the event of a tie, you share the victory.

OR

... immediately, if one of you has no more **Followers on the map**. In that case, their opponent wins.

Scoring

Score your points: You score **1 point** for each Follower you have on the map. However, if you control 2 or more Areas within a Region, each of your Followers in that Region is worth **2 points** instead.

Example: Peter (🐼) controls 2 Areas in the highlighted Region. His Followers there will score 4 points (2 Followers × 2 points). All other Followers in this example score 1 point.



Tips for beginners

- When drafting your cards, always remember to **balance the number of Battle Points and Action Points**.
- Keep in mind that your **opponent might use Character cards you decided not to keep against you in battles**. Try to remember some of the cards you give away.
- Make sure to **keep an eye on your Followers**. The moment you have no more Followers on the map, you instantly lose the game.

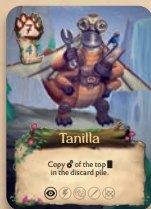




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Character Card Reference



This section provides a short description of each character's Battle Ability. It also covers Character card combinations and special situations in battle that may occur. The Character cards are sorted by the card numbers. The Battle Points and Action Points for each card are listed next to the character's name.



Tanilla (#1, 7 , 4 )
always tinkering



Tanilla only copies the Battle Ability of the top card of the discard pile.



Orly (#2, 8 , 4 )
bound and determined



If you defend, you may use an additional die in this battle. Roll the additional die together with the other dice and choose 1 of them as normal.



Lupinda (#3, 6 , 3 )
one for all



Battle Abilities that are resolved earlier might affect the number of Followers that are considered for Lupinda's Battle Ability.



Kenuk (#4, 4 , 2 )
bolt from the blue



You may not use a reroll for Kenuk's Battle Ability. After you have resolved this Battle Ability, you later roll your dice and choose 1 die as normal.



Arus (#5, 1 , 1 )
talking you round

Exchange Arus' Battle Points with the Battle Points on your opponent's card. After exchanging Battle Points, your opponent uses Arus' Battle Points for their card.



Galgator (#6, 2 , 1 )
watching your every move

If you remove the last Follower your opponent has in this Battle Area, your opponent can only use their Battle Points for this battle.





Arburi

(#7, 1 1

towering above

Battle Abilities affecting still take effect. If your opponent has also revealed a card with , only the attacker resolves their Battle Ability.



Pibiju

(#11, 9 , 5

mighty aura

If you win this battle, immediately return 1 Follower to the supply from anywhere on the map. This can be one of your opponent's Followers or one of your own.



Olgi

(#8, 4 , 2

leading the way

If a player has no Followers left in this Battle Area, this player uses only their Battle Points in this battle. Olgi's Battle Ability can cause new battles.



Gruka

(#12, 8 , 4

better not touch

If you are the defender, add +2 to your Battle Points.



Namla

(#9, 2 , 2

you are surrounded

Battle Abilities affecting still take effect. If your opponent has also revealed a card with , only the attacker resolves their Battle Ability.



Wuxaki

(#13, 6 , 3

bringing up the rear

You may return 1 Follower of your own and 1 opposing Follower from this Battle Area to the supply (both or none). If a player has no Followers left in this Battle Area, they can use only their Battle Points in this battle. If both of you have no Followers left on the map, the game ends in a tie and nobody wins.



Rupoda

(#10, 7 , 4

gentle giant

After the battle, take 1 die and place it in front of you. You may roll this die once in any future battle as an additional die.



Bukoni

(#14, 3 , 2

don't even think about it

Battle Abilities affecting and still take effect. If your opponent has also revealed a card with , only the attacker resolves their Battle Ability.





Ragura (#15, 3 🐾, 2 🗡️)

sapping your strength

If no Battle Points are used in this Battle, Ragura's Battle Ability does not affect your Battle Strength.



Janulo (#19, 7 🐾, 3 🗡️)

braced for anything

Janulo gives you an additional, free reroll. If your opponent's Battle Ability removes all your Followers from this Battle Area, Janulo's Battle Ability does not affect your Battle Strength, as you do not roll and choose a die.



Gnurxel (#16, 11 🐾, 5 🗡️)

strong doesn't cover it

Gnurxel has no Battle Ability and is simply uncommonly strong.



Rukan (#20, 5 🐾, 3 🗡️)

sly as a fox

As long as Rukan is used in the battle, all other cards lose their Battle Ability. Rukan's Battle Ability is already resolved before cards with 🗡️.



Frukilla (#17, 4 🐾, 2 🗡️)

faster than you think

If your opponent's Battle Ability removes all your Followers from this Battle Area, Frukilla's Battle Ability does not affect your Battle Strength, as you do not roll and choose a die.



Lorato (#21, 1 🐾, 1 🗡️)

monkey see, monkey do

Instead of choosing only 1 of your dice, add up the pips of all of your dice and only use these to determine your Battle Strength. Do not use your Battle Points and Followers. You may use the additional die from Rupoda (#10). If no dice are used in this Battle, Lorato's Battle Ability does not affect your Battle Strength.



Zandika (#18, 2 🐾, 1 🗡️)

anything is possible

Keep the card you revealed in your hand. After the battle, you only discard Zandika.



Umkato (#22, 4 🐾, 3 🗡️)

ssstealthy and ssstrong

If no Battle Points are used in this battle, Umkato's Battle Ability does not affect your Battle Strength.



Eralgo (#23, 8 🐾, 4 🗡️)

strong as an ox

If you both have Followers in an Area, you both control that Area. If no Battle Points are used in this battle, Eralgo's Battle Ability does not affect your Battle Strength.

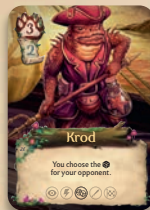




Arako (#24, 8 🐾, 4 🗡️)

spinning her web

Arako's Battle Ability can cause new battles.



Krod (#26, 3 🐾, 2 🗡️)

at the helm

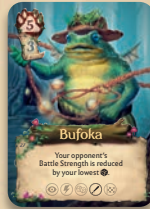
If no dice are used in this battle or if your opponent uses Lorato's Battle Ability, Krod's Battle Ability does not affect the Battle Strength.



Nubala (#25, 5 🐾, 3 🗡️)

sharp as a knife

Battle Abilities affecting 🐾 still take effect. If only the attacker resolves their Battle Ability. If your opponent has also revealed a card with ❌.



Bufoka (#27, 5 🐾, 3 🗡️)

slips through your fingers

You may use the additional die from Rupoda (#10). If no dice are used in this battle, Bufoka's Battle Ability does not affect the Battle Strength.

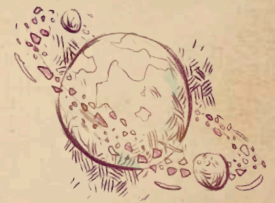


Credits



Game design: Julius Hsu
Illustrations: Folko Streese
Graphic design: Philipp Ach
Pawns design: Daniel Müller
Project management: Daniel Theuerkauffer

Story: Daniel Theuerkauffer, Shannon Kelly
Development: Martin Zeeb, Dirk Huesmann
Editors: Dirk Huesmann, Daniel Theuerkauffer
Rules: Lisa Prohaska



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Overview: Phase II

Take turns until game end:

1. Reinforcements




Discard one card to gain Action Points. You may spend them for the following two actions:

- For 1 Action point, **place** 1 Follower from your supply into an Area in which you have at least 1 Follower.
- For 1 Action point, **move** any number of your Followers from one Area to an adjacent Area.




You can use these actions in any order and combination and as often as you wish.



2. Battles

In all Battle Areas, battles take place. The active player decides their order. Resolve each battle as follows:


- Each of you chooses 1 Character card from your hand and plays it face down in front of you. Reveal them simultaneously and resolve Battle Abilities with .
- Resolve Battle Abilities with .
- Each of you rolls dice equal to the number of your own Followers in the Battle Area. Choose 1 of those dice. This is your chosen die. Resolve Battle Abilities with .

1 reroll per player and per battle: Spend 1 Follower from your supply per die you wish to reroll. Reroll them all together.

- Calculate your Battle Strength:
your  + number of your  in the Battle Area + your chosen .

Resolve Battle Abilities with  and .

The player with the highest Battle Strength wins.


In the event of a tie, the defender wins. The player who lost removes all of their Followers from this Battle Area and returns them to their supply. Resolve Abilities with .

- The active player discards their card first, then their opponent discards their card.







Order of Battle Abilities

From left to right:



If you both need to resolve a Battle Ability in the **same step** of the battle, the **attacker resolves their Battle Ability first**. If you both need to resolve a Battle Ability with , **only the attacker resolves their Battle Ability**.

Icons

-  Follower(s)
-  Battle Points
-  Character card
-  Battle Ability
-  Die
-  Action Points

