



GAME RULES

- 1 Penumbra is a game for 1 to 4 players.
- 2 It is played over a maximum of 10 Rounds.
- 3 Begin by placing each of your 4 starting cards in any one of the top 4 card slots on your player board.
- 4 At the start of Round 1 Roll the number of **Orange Dice** shown on the Round Chart.
- 5 Then each player will choose 1 Card from any of the 4 decks until the number of cards shown by the center board is reached.
- 6 Players each start with **60** health

DRAFTING:

****Note**:** Players may bid fuel to be the first player to draft instead of the first player. Any winning bidder loses the fuel they bid to the supply. All other players retrieve their unspent fuel.

- 1 From the set of cards players will each draft 1 new card in first player order.
- 2 Players will then draft 1 **Orange Dice** each from the pool until all orange dice are drafted.

ROUND ACTIONS

- 1 Starting with the first player, a player may place one of the orange dice in the numbered space at the top of their card. The die must meet the criteria required as stated on the top of the card itself. When activating the card, the player will take the action as specified in the text of that card AND the player will gain the benefit of the bonus shown in the space above the card slot.
- 2 The next player will then place one of their orange dice and resolve their active card slot.
- 3 Repeat this step until all players have placed and resolved all their orange dice.
- 4 Any dice a player cannot use or chooses not to use will be converted into **Fuel** instead. 1 Pip is equal to 1 Fuel.

ROUND ACTIONS (CONT.)

- 5 Players may **UNLOCK** their other 3 card slots by placing an orange "6" die on that slot and it unlocks at the start of the next Round.

Notes:

- 3** If a card shows a plain number like "3" then the die must be a 3 to activate that card.
- 1-3** If a card shows "1-3" then any number 1, 2 or 3 will activate that card.
- *8*** If a card shows "*8*" then a combination of dice totaling 8 or more will activate that card slot.

CLEANUP:

- 1 All orange dice from all activated cards are immediately returned to the supply.
- 2 Any dice on cards that have not activated but are being "charged up" remain on the card from round to round. So, a card requiring "*8*" that has a "5" on it will keep that die and needs only 3 more in a future round to activate.
- 3 All cards owned by a player must be slotted or discarded. A player may remove a slotted card to replace it with a new card they recently drafted, but they may not swap any slotted cards with each other unless an ability specifically lets them do so.
- 4 Any shields a player acquires are reduced by $\frac{1}{2}$ at the end of the Round.
- 5 All **Fuel**, **Energy** and **Power** remain from one round to the next.

ENERGY AND POWER

- 1 As a Free action any player may spend up to as much energy or power as they have on their turn. **Energy** may be used to Raise or Lower any one of their own orange dice by 1 pip per energy spent. **Power** may be used to Raise or Lower any one of their enemy's orange dice by 1 pip per energy spent.

NEW ROUNDS & END OF GAME



Start a new round and follow the Round Board changes each Round.



Play Continues until only 1 player or 1 team has more than **0 Health**.



The player or team that has **0** health loses.