

Illimat

Roger's Rules: Firedrake/BGG

Last edited 2024-09-13

Goal

Be the first player to reach 17 points.

Notes

A “group” is two or more cards grouped together side by side. Its value is the total value of all pips on all cards. Other

cards/groups/stacks can be added to it, changing its value.

A “stack” is two or more groups or individual cards of the same value, stacked together one above another. Other cards/groups/stacks *of the same value* can be added to it.

A Fool counts as 14 pips or as 1. If both values are possible, the player interacting with it may choose.

Setup

Set mat such that each side points towards a player.

Randomise first dealer.

② or ③: remove the Stars suit.

Each round

Set the Illimat (lower box) with arrow pointing towards the dealer.

Place one okus (metal token) per player on the Illimat.

Dealer shuffles deck and deals three cards face up to each of the four fields, and four cards face down to each player (only three for the player to dealer's left, who will play first).

Shuffle large Luminary cards and deal one face-down to each corner.

Play turns in rotation until all cards have been played.

Each turn

Play one card to do one of:

- Sow (not in the Autumn field): place one card in a field
- Harvest (not in the Winter field): play one card to collect any desired cards, groups or stacks of matching value from a field. Place all cards including

the played one in your scoring pile.

- Stockpile (not in the Springfield): play one card into a field to combine with others and create a group or stack, asserting that you have another card in hand of that new group or stack's value.

If you played a face card (Fool, Knight, Queen, King) turn the Illimat to match its season to the field. (If it was a Star, choose the orientation.)

Then draw up your hand to four cards.

If you emptied the field:

- Take an Okus, if it's available.
- If the field's Luminary is face up, collect it and apply its "Claim" effect.
- If the Luminary is face down, flip it and apply its "Reveal" effect. Its "In Play" effect will apply to everyone while it remains face up.. If there are four face-up Luminaries, each player moves one place to the left, leaving their cards and previous score behind them.
- If you claimed an Okus and/or flipped a Luminary, and there are at least three cards left in the

deck, reseed the field with three cards.

Scoring

Each Fool, Luminary or Okus token is worth 1 point.

Count your score pile. The player with most cards gains 4 points.

Count your Summer cards. The player with most gains 2 points (“Sunkissed”).

Count your Winter cards. The player with most loses 2 points (“Frostbit”).

Tiebreak each in favour of player with most luminaries collected this round; if tie persists, no score.

Next dealer is to current dealer's left.

Break final score ties by Luminaries this round, then Okuses this round, then Fools this round, then let the tie stand.

Luminaries

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The Audience

Reveal: Each player sows 1 card (2 cards for 2 player game) face down into The Audience's field. After all players do this, reveal them. Players don't draw to replace these cards until the end of their next turn.

In Play: None

Claim: None

The Boat

Reveal: None

In Play: When you harvest from The Boat's field, you may also harvest from the field opposite

Claim: None

The Butcher

Reveal: Discard the Luminary in the field opposite The Butcher

In Play: None

Claim: Same claim effect as *The Perfect Crime*

The Changeling

Reveal: None

In Play: Once per turn, exchange card in hand with

Changeling's field, excluding
Stockpiles

Claim: You may exchange 2
cards from your hand with any 2
cards on the board

The Children

Reveal: Deal 3 cards under The
Children

In Play: None

Claim: Add cards under The
Children to your Harvest pile.
You may look at them, and may
keep them secret.

The Forest Queen

Reveal: Turn the Illimat so the
Forest Queen's field is Summer

In Play: Seasons do not change for any reason

Claim: You may turn the Illimat to any position

The Island

Reveal: None

In Play: Players can only interact with The Island's field. This overrides The Rake and similar effects.

Claim: None

The Loom

Reveal: None

In Play: As a free action on your turn, you may stockpile in The

Loom's field, ignoring the season.

Claim: Discard your hand and draw 4 cards

The Maiden

Reveal: None

In Play: Winter has no effect, even if Maiden is in another field

Claim: None

The Newborn

Reveal: Reveal the Luminary in the opposite field. If there isn't one, add one and reveal it. If there is a revealed one, Newborn has no effect.

In Play: None

Claim: None

The Perfect Crime

Reveal: None

In Play: None

Claim: You may take one okus from another player and return it to the Illimat. This occurs after you collect an okus for clearing the field.

The Rake

Reveal: None

In Play: As a free action on your turn, you must sow one card onto The Rake's field, ignoring season

Claim: Each player must give you 1 summer card from their harvest

The River

Reveal: Deal 6 cards into the River's field instead of 3

In Play: None

Claim: At the end of the round, Frostbit gives you +2 points instead of -2

The Soldiers

Reveal: Deal 3 cards under the 3 cards seeded to this field

In Play: When sowing into this field, deal a hidden card under

sown card, revealed when card above is harvested

Claim: None

The Union

Reveal: None

In Play: You may play 2 cards (using the combined value) instead of 1 card to Harvest in the field of The Union. Draw back up to 4 cards at the end of your turn.

Claim: None

Source: TevK, on BGG,
<https://boardgamegeek.com/filepage/156141/illimat-luminaries-quick-reference>