N·E·M·E·T·O·N

Once, a terrible curse fell on this place: the trunks blackened, the sap became toxic , the leaves shrivelled, as if terrified. The Druids ended up abandoning this forest, since even their powers could not help it against this terrible spell.
But, upon hearing the cries for help of the defenseless animals, last guardians of the dying oaks, a few brave Druids decided to fight back once again, to explore this green maze and to recreate the Nemetons, the sacred grounds where they hope to brew new purifying potions…

CONTENT









x4 x6
x8 x8
x8 x8





x15 Nightshade
x15 Hypericum
x15 Mistletoe
x15 Hawthorn
x15 Periwinkle



Finegas



Filidh



Muirne



Belisama



x24



x4



x4



x4



x4



x4



x7

x40



x4



x4



x6



x20



x20



x20



x20



x4



x4

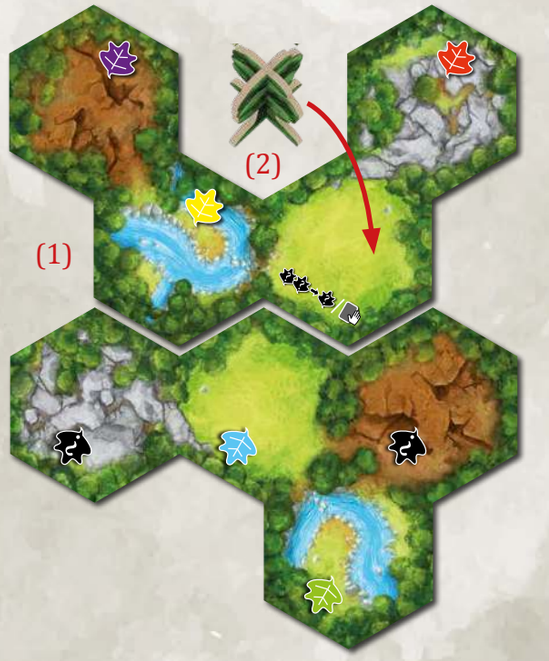
GOAL OF THE GAME

Earn as many reputation points as possible by discovering sacred sites, brewing potions, earning the trust of animals and by bringing the forest back to life. But time is of the essence and the exploration has just begun...

SET UP

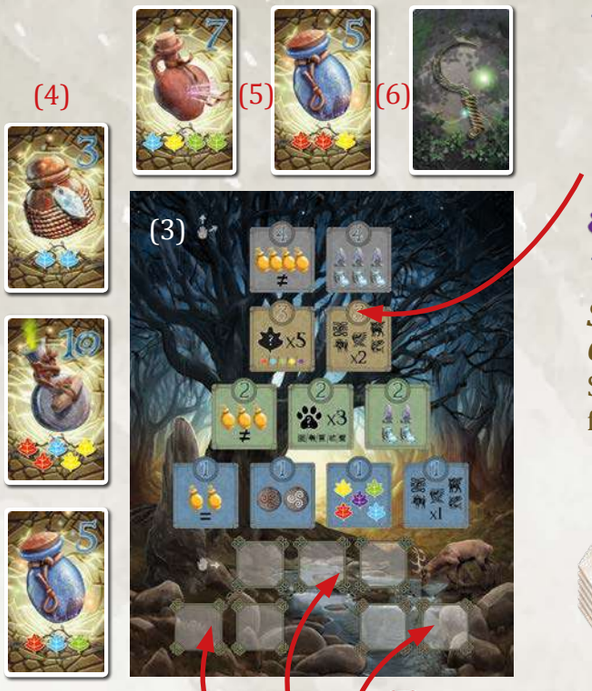
STARTER FOREST

Assemble the **2 *Forest boards*** however you wish (1) and place them at the center of the table. Then, place an *Oak* (2) on the *Clearing* spot without the *Plant* symbol.



THE *GOAL* BOARD

It (3) is placed away from the starter forest.





POTION CARDS

Shuffle the 24 cards while keeping them face down: reveal 3 cards on the left of the board (4), 2 others above it (5) and place the pile on the top right-hand corner (6).



Take 3 purple plants and 2 plants of each of the other colors, place a plant randomly on each of the ◯ These are the 11 goals of the board.

SPECIAL TILES

Oak *(x6),* ***Spring*** *(x4),* ***Nemeton*** *(x4).*
Shuffle them and make a pile for each of them face down near the board.



ANIMAL TILES

Fill the bag with the 38 Animal tiles with the **dark gray background**. Randomly pick and place 7 of them (7) on each of the spots at the bottom of the board.

TRISKELL TOKENS

Place the 8 *Triskell* tokens face down near the special tiles..



3D ELEMENTS

Oak *(x6),* ***Megalith*** *(x4),* ***Spring*** *(x4)*
Place the remaining 14 3D elements near the special tiles.



PLANTS



Create a **stack** apart from the central game area, with the 64 remaining *Plants*.

EACH PLAYER GETS:





- A board (8).
- 1 *Owl* tile with a light background set (9) on the corresponding spot on the board.
- 2 *Special movement* tokens (10).
- 1 figurine (11) of the same color of the corresponding board.
- 20 markers (12) of the same color of the corresponding board.

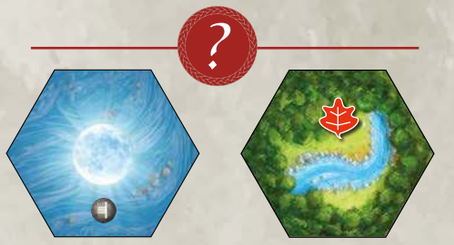
The players then each make a *Forest* pile with their tiles.

They first get:
• 8 *Forest* tiles with the same ogham:

or or or



Those 8 tiles are shuffled with the *Moon* side facing up and stacked up randomly.



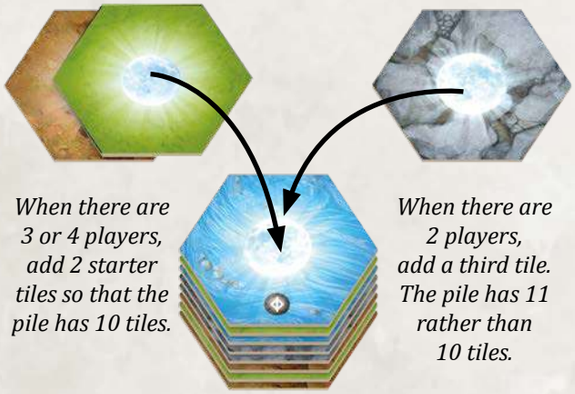
Moon side
(with or without the Ogham)

Day side
(with the Plant symbol)

*Then, **on top of the pile**, each player adds **starter tiles** (those that do not have any oghams on their moon side) :*

When there are 3 or 4 players,
each player adds 2 tiles.
When there are 2 players,
each of them adds 3 tiles.

Important : when there are 2-3 players, do not use the 2 starting tiles with the following symbol on the Day side:



When there are 3 or 4 players, add 2 starter tiles so that the pile has 10 tiles.

When there are 2 players, add a third tile. The pile has 11 rather than 10 tiles.

Once the final pile is ready, it must not be shuffled. The unused tiles (when there are 2 to 3 players) must be put back in the box.

GAME TURN

A GAME OF NEMETON IS PLAYED IN:
• 10 TURNS WITH 3 TO 4 PLAYERS,
• 11 TURNS WITH 2 PLAYERS.

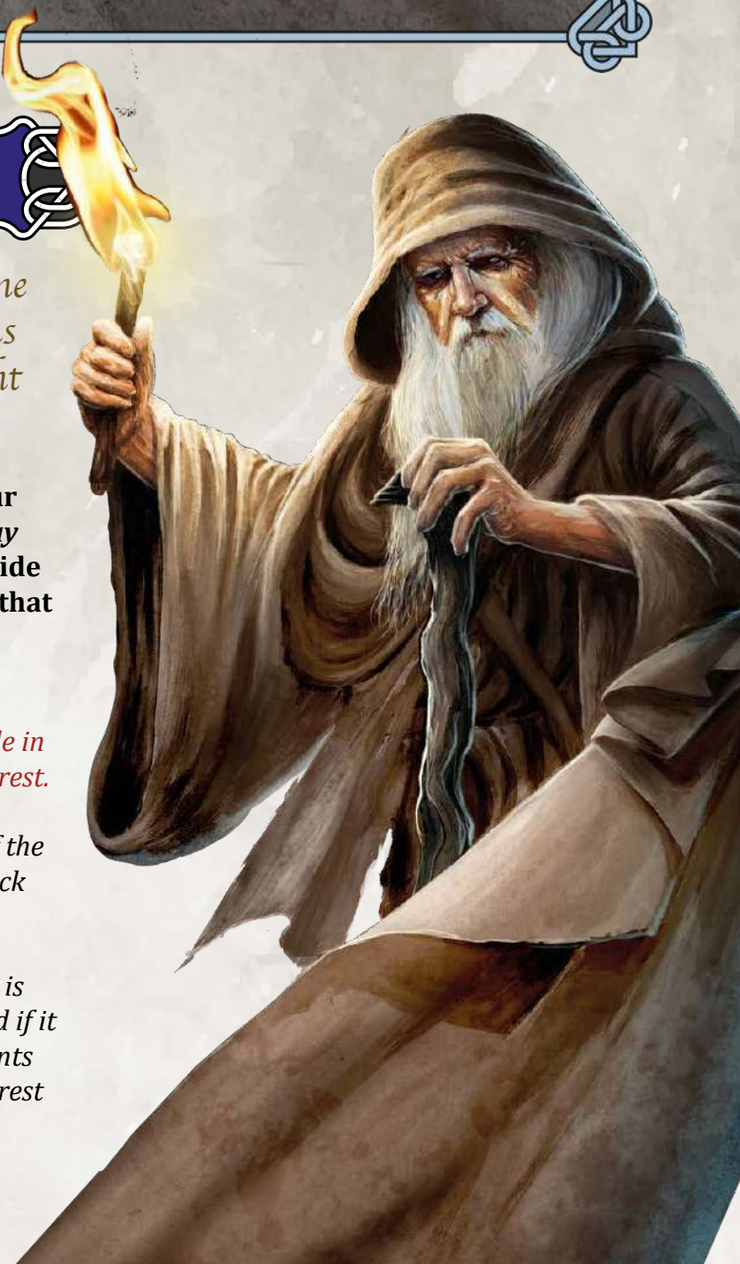
EACH PLAYER'S TURN IS MADE UP OF 4 PHASES.

NIGHT DAWN DAY DUSK

EACH PLAYER PLAYS THE 4 PHASES **ONE AFTER THE OTHER.**

NIGHT

When night comes, the divine powers of the moon awakens the flora that many thought were extinct…



1 **Take the tile at the top of your pile without looking at its *Day* side, place it with the *Moon* side up, next to one or more tiles that form the forest.**
(see example on page 4)

IMPORTANT : *it is forbidden to place a tile in a way that would create a «hole» in the forest.*

Note 1 : *it is allowed to check the order of the tiles in your pile, so long as you do not check the Day side.*

Note 2 : *the exploration zone of the forest is limited to the table. A tile cannot be placed if it does not fit entirely on it. The other elements (boards, cards etc) can be moved as the forest expands.*

2 The moon shines on certain parts of the forest and sometimes it causes *Plants* to appear.

The *Moon* tile shines in each of the six possible directions.



In each direction, it shines on all the tiles in a straight line up to the first tile of the same terrain type as indicated under the moon (tile included):



On each of the tiles on which the moon shines, place as many *Plants* as indicated IF the tile is entirely empty (no *Druids* or *Plants*).

When a tile has this symbol place a *Plant* of your choosing.

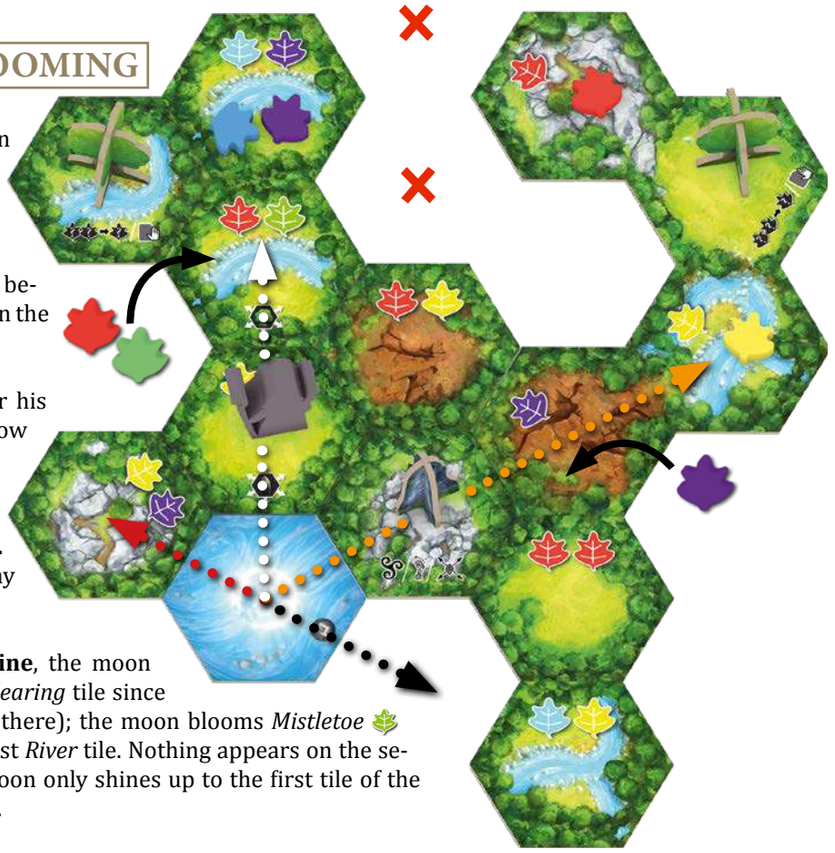


If there are no tiles matching the terrain of the Moon tile, then no flowers can bloom in that direction (see above right example).

Note : in the very rare event where there wouldn't be enough pawns to finalize the blooming, the active player completes it with Plants of their own choosing.

EXAMPLE

MOON AND BLOOMING



It is now *Finegas*' turn. On top of his stack he has a *Moon* tile that shines up to the rivers.

He cannot place it on the **X** because it would form a hole in the middle of the forest.

He decides to place it near his figurine, meaning it is now adjacent to 3 tiles :

There are no *River* tiles **along the red line.** The Moon cannot start any blooming there.

Along the white line, the moon has no effect on the first *Clearing* tile since it is not empty (a *Druid* is there); the moon blooms *Mistletoe* and *Hawthorn* on the first *River* tile. Nothing appears on the second *River* tile since the moon only shines up to the first tile of the same type (here, the *River*).

In the orange line, the moon does not make anything grow on the first *Quarry* tile since there are no *Plant* symbols there; one *Nightshade* plant appears on the second *Earth* tile, nothing appears on the last *River* tile since a *Plant* is already there.

In the black line, the moonlight does not reach the *River* tile because of the hole inbetween.

Choose wisely when shining the light on a path with your moon tile to grow rare plants. Keep an eye on where your opponents are so that they may not benefit from those flowers blooming! The tile that you place can also make a sacred place appear. It may be wise, in some situations, to not place it too far away from your Druid!



DAWN

The time of promises has begun. The promises of a land of hope and discoveries...

1 **Turn the *Moon* tile on its *Day* side.**

2 If one of these 3 symbols are on it:



Immediately place a *Special* tile that matches the symbol.
Note: *ignore the symbol if there are no more Special tiles of that type.*

The *Special* tile is always placed next to at least two tiles, including the *Moon* tile that was just placed and turned over.

3 Once placed, **turn the *Special* tile over** and place the elements indicated on its back on top of it.



When turned over place on it:
1 Oak





When turned over place on it:
1 Megalith and
1 Triskell face up



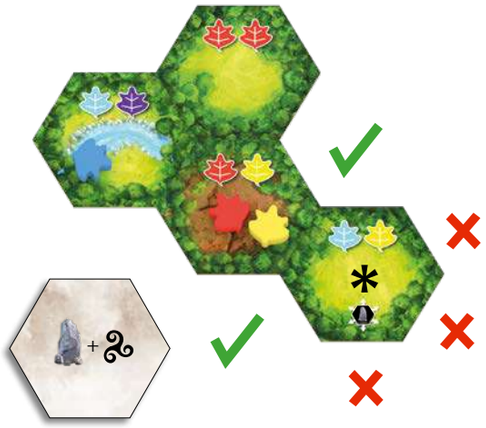


When turned over place on it:
1 Spring and
1 Triskell face up



EXAMPLE

SPECIAL TILES



Belisama has placed and turned the tile * over. It has a *Megalith* symbol on it, meaning she takes a *Nemeton* tile and puts it on one of two places. She then turns the tile over and puts a *Megalith* and face-up *Triskell* token on it.

Note 1: *if, in very rare cases, the rule for placement (2) cannot be followed, place the Special tile next to only one tile.*

Note 2: *ignore the symbol* ❗ *on a tile; it is only used during the initial setup (see page 3).*

DAY

Desperate times call for great Druids...

IMPORTANT : during the first turn, the players will place their Druids on the *Moon* tiles they have placed and then turned over. This is the starting point for each player in the forest.

During the Day phase **each *Druid* has to move over one or more tiles** and, if they choose, execute the action on the tile they reach *(see moving around, page 6).*

AFTER EACH MOVEMENT ON A TILE **A DRUID CAN**:

1 **Ask another Druid for help**
If your *Druid* reaches a tile where one or more *Druids* already stand, you can get a *Plant* of your own choosing from one of them in trade against one of your *Plants*, that you will choose as well! However, it is impossible to ask a *Druid* on his board for the *Plant* in the *Bulga* surrounded by thorns.



2 **Perform an action on the reached tile. There are 4 possibilities:**

Collect all the *Plants* on a single tile.



Benefit from one of the two powers of the *Oak* if this tree is present on the tile



Brew a *Potion* if a *Megalith* is present on the tile.



Earn the trust of the *Animals* if a *Spring* is present on the tile.

3 **If a *Druid* brewed a *Potion* or tamed *Animals*,** they place one of their markers on the tile.



If one of them is already placed on the tile, the player does not place another one.

4 **If, and only if a *Druid* brewed a *Potion* or tamed *Animals*, they can either:**



• **Pick the *Triskell*,** if it is still present on the tile where the action was performed.



• **Or reactivate** one of their two ***Special movement*** tokens.

BASIC MOVEMENTS

During their turn, a player moves the *Druid* **1 or 2 tiles, always in a straight line!**

Note : *each of the two starting boards are made of 4 tiles.*

SPECIAL MOVEMENTS



Move on one more tile (always in a straight line). Turn the corresponding token on to its deactivated side.
This *Special movement* can be reactivated during the step 4 .



Change direction
IMPORTANT : *this alters movement but does not count as an additional movement.*
Flip the token on to its deactivated side. *Changing direction* does not mean turning around. However, it is possible to combine it with *moving on one more tile*.
This *Special movement* can be reactivated during the step 4 .



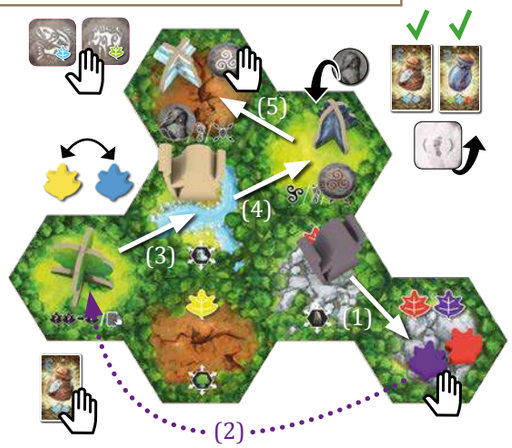
Fly to an *Oak*
By eating *Nightshade* (and putting it back in the stack), the *Druid* can morph into a bird and fly to one of the *Oak* trees in the forest.

Flying counts as a free additional movement. However, *Nightshade* is a dangerous plant and a *Druid* can only use it **once per turn.**

Flying is performed before or after a *Druid* moves. After the *Druid* lands on an *Oak* they can still move to any tile next to them.

EXAMPLE

MOVEMENTS



During the **first movement** (1), *Finegas* gathers two *Plants*, including one *Nightshade*.
He then eats it to **fly to an *Oak* tree** (2) and decides to use its power to reserve a *Potion*.
On his **second movement** he meets the *Druid* Filidh (3) and asks to exchange *Plants*.
He then turns the **additional movement** over to move to a *Nemeton* (4) where he brews a *Potion* next to the common board as well as a *Potion* he had reserved.
He places a marker at the foot of the *Megalith* since it is the first time he has performed an action in this *Nemeton*. He decides not to take the *Triskell* but instead reactivates the *additional movement tile*.
He uses it immediately, by also turning over the *changing direction* tile to do a **last movement** to the *Spring* (5). There, he tames *Animals* but does not place any markers since he already placed some there during his last turn. This time he takes the *Triskell*.



Nightshade can help you escape a tricky situation by making you fly away! Try gathering Nightshade as fast as you can, and if possible, always have one on you during the entirety of the game.

It is sometimes better not to take the Triskell in order to reactivate one of your special movement tiles. Even though the two points given for each Triskell are important, it may be more interesting for you to optimize your next movements.

TILE **ACTIONS**



Plant tile

The player picks all the *Plants* on the tile and keeps them in their *bulgas*, where only one *Plant* fits in each.

If their *bulgas* are full, the player can decide to switch the contents of some with the *Plants* on the tile.



The player can protect the *Plant* against the exchange action of another *Druid* by placing it in a *bulga* closed by thorns. To this end, they can reorganize the contents of their *bulgas* as they wish but only during their turn.



To lift the curse on the forest, Druids brew potions with Hypericum that ward against evil eye and light bringers, with Periwinkle that turns invisible things visible, they also use Mistletoe for fertility and immortality and Hawthorn, to help create balance and protect against new predators.



Oak tile

Whether the *Druid* reaches the tile by flying or by walking, the player benefits from one of two powers of the *Oak* tree. Either:

- **Exchange** 2 *Plants* of their choosing against 1 *Plant* in the stack.

- **Or reserve** one of the *Potion* cards among the 3 visible *Potion* cards on the left of the board that they will then place face down in front of them. More than one *Potion* card can be reserved.

IMPORTANT : *each reserved but not brewed Potion will lose the player 2 reputation points at the end of the game.*



Nemeton tile

A *Druid* can brew 1 *Potion* among the 3 visible* *Potions* on the left of the board and/or 1 previously reserved *Potion*.

For each brewed *Potion*, the player puts the *Plants* on the card in the stack and places the card face up on the side of their own board.

Phases 3 4 are then performed.



Spring tile

The *Druids* meet *Animals* here, the last guardians of the forest, in order to regain their trust.

To do this, the *Druids* must pay tribute to the two *Animals* at points A* or B*of the common board.
You cannot take only 1 *Animal* or mix the different groups of *Animals*.



The player places the *Plants* on the two *Animal* tiles back in the stack and puts them on their board, dark side showing.

It is possible to pile up many *Animal* tiles of the same type on one's board.

Phases 3 4 are then performed.

** The empty spots will only be filled during the dusk phase (see page 8).*



These animals will be your best allies! Earning their trust during the early game turns will allow you to use their powers to optimize your strategy!

THE **ANIMAL** SPIRITS

<u>Once per turn</u>, a *Druid* can summon the spirit of an *Animal*, whenever they choose. They turn the tile over on their board (if they possess at least one other tile of this *Animal*, they place it underneath) and **use its powers**.

IMPORTANT : *Each Animal tile can only be used once per game. Used or not, it counts at the end of the game*



The Owl

This *Animal* can influence the moon. During the night phase, shine <u>up to</u> a different terrain type from that depicted on the played Moon tile.



The Snake

Just as a snake changes its skin, the *Druid* using its power can shift the type of *Plant* on their board (they switch it with a *Plant* in the stack).



The Stag

Symbol of bounty, the stag offers the *Druids* more choices. While at a *Nemeton* they can brew one of the five Potions visible around the board or, while at a *Spring*, they can take three *Animals* on the superior line (C) by paying the corresponding tributes.



The Boar

It knows the forest and its nose allows it to find new Plants. With its power, place an additional *Plant* on any of the tiles of the forest, <u>even</u> if the tile is occupied by a *Druid* or by one or more *Plants*.

Information : *you must however accept whatever the tile produces. For example, you cannot put Nightshade on a tile that only produces Hypericum .*



The Salmon

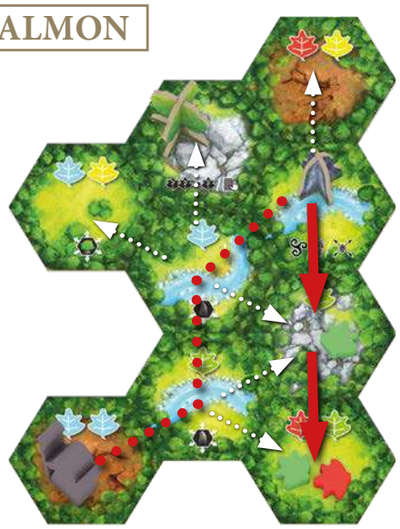
From a *Clearing*, *Quarry* or *Earth*, the *Salmon* allows the *Druid* to swim to another *Clearing*, *Quarry* or *Earth* tile by crossing through a River tile for free and coming out on either side.

If one or more *River* tiles are connected (without necessarily being aligned) you can cross through them all in the same movement.

IMPORTANT : *the Salmon's power is not an additional movement. It only allows the player to cover a greater distance in one movement by using rivers.*

EXAMPLE

THE SALMON



For his **first movement**, *Finegas* summons the power of the *Salmon* to swim in the river. He decides to get out of the river at the *Nemeton* tile to go to the *Quarry* tile and gathers *Mistletoe* . He then performs his **second movement** (in a straight line) towards the *Clearing* tile and gathers *Mistletoe* again, as well as *Hawthorn* .

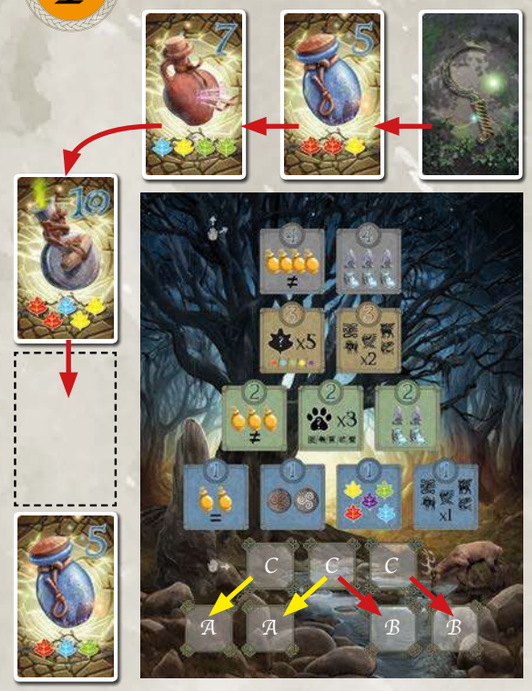
The white arrows show all of the possible exits the *Druid* has out of the river.

Information: *as long as the Druid is in salmon form, he cannot gather any Plants, nor perform any actions. He has to get out of the river to become a Druid again and act normally.*

DUSK

The previous day's good deeds.

1 Complete the common board.



• **Potions** : Move the cards (see example above) and fill up the empty spaces with *Potions* from the deck.

• **Animals** : move the tiles from the upper line to the bottom. Depending on the area that needs filling up, slide the tiles by following the arrows. Then fill the upper line with tiles taken from the bag.

Information*: if the bottom row is completely empty, the player chooses the order in which they slide the tiles and completes the last bottom spot by taking a tile from the bag.*

2 Complete a goal.

The player checks if they have completed a goal that helps the forest. If they are the first to complete this goal, they get the *Plant* given as reward.

Information: *if their bulgas are full, they can exchange it with a Plant on their board. The remaining Plant can now be collected by the next player to complete this goal.*



Whether they are the first to complete this goal or not, the player places a marker on this goal.

Information : always check that the markers allow the players to see the goals.

IMPORTANT :

• A player can only complete one goal per turn, even if they have met the conditions to complete more. They will have to wait until their next turn to complete another goal.

•One goal can be completed by many players, but one player cannot complete a goal more than once.

•The goals can be completed in any order.



From left to right:

Brew 2 *Potions* of equal value.
Have 2 different *Triskells*.
Have 5 different *Plants* in their *bulgas* at **Dusk**.
Have a complete series of *Animals*.



From left to right:

Brew 3 *Potions* of different value.
Have 3 identical *Animals*
Have markers on 2 *Nemetons* and 2 *Springs*.



From left to right:

Have 5 identical *Plants* in their *bulgas* at **Dusk**.
Have 2 complete series of *Animals*.
Brew 4 *Potions* of different values.
Have markers on 3 *Nemetons* and 3 *Springs*.

END OF GAME

Each player places their *Plants* and *Animal* tiles next to their board and then turns it over. They then place their *Druid* (or one of the markers) on the 0 square.

Each player then adds up their Reputation Points (RP):

2 RP per *Triskell*,
3 to 10 RP per *brewed Potion*,
- 2RP per *reserved Potion* that was not brewed,
1 to 4 RP per *completed Goal*,
1 to 9 RP per *different series of Animals*.



Example : *Belisama* brewed 2 *Potions* worth 10 and 7 (= 17RP) but still has one unbrewed *Potion* in front of her (-2RP). She has 3 *Triskells* (=6 RP) and completed 1 goal on each level of the board (1+2+3+4 = 10 RP). She has a complete series of 5 different *Animals* (=9 RP), and a second series of 3 different *Animals* (= 4RP). Her final score is 44 RP.

In case of a tie, the player with the most *Plants* is the winner. If there is still a tie, explore the forest once again...

Acknowledgments:

The huge forest of Nemeton has driven me towards a big family. I wish to thank our many testers, specifically my mother, Christelle, Lionel, Gillou, JS & Stéphanie, Fred & Laurent, the players of JSST JEUX, OSLGJ, Marilou and friends...

I would like to thank the team of BLAM, as well as Ann & Seb for the illustrations.

I would also like to thank you, players, who have my game in your hands. I hope it will bring you endless amounts of energy and lunar waves with your family and friends.

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Illustrators: ann&seb

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3D images : Philippe Christin

FAQ > http://nemeton-game.com