

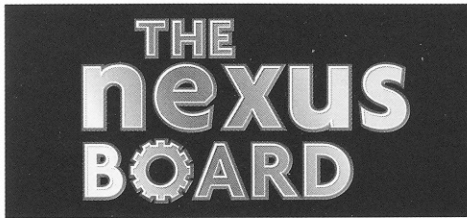
GAME CONTENTS

6 double-sided game boards – one side showing the main ‘Nexus’ playing board, and the other side showing the special ‘Orchid’ board for shorter games using fewer tiles

6 smaller ‘ScrapYard’ boards, in colours matching the main boards

6 identical sets of 64 hexagonal tiles – 32 of these are marked with ‘sun’ symbols and 32 are marked with ‘moon’ symbols

PLAYING ON THE NEXUS BOARD



PREPARATION

Before playing for the first time, carefully remove the hexagonal tiles from the surrounding card.

Each player takes one ‘Nexus’ board, the corresponding ‘ScrapYard’ board and the set of tiles in the matching colour.

Decide which player will be ‘caller’. This player turns his/her tiles face down and mixes them thoroughly.

All the other players then place their tiles face up and organise them into four groups according to the top number (1, 4, 9 or 12) to make it easy to locate the tiles when they are selected by the caller.

PLAYING THE GAME

The caller selects one of his/her tiles at random, turns it face up, and announces the

three numbers on it.

All the other players locate the same tile from within their own set of tiles. Every player, including the caller, now places this tile on his/her own board.

After all players have placed this tile, the caller selects the next tile. Play continues in this way until the boards are all filled with tiles.

Any tiles that do not fit in well on a player’s Nexus board may be placed on that player’s ScrapYard board instead.

Play continues until all players have filled every space on their Nexus and ScrapYard boards. This will happen after 44 tiles have been selected (37 will have been placed on each player’s Nexus board, and 7 on each player’s ScrapYard board).

PLACEMENT RULES

The tiles must always be placed so that the numbers are upright (as though you were reading them from a page).

Tiles may be placed in any empty space anywhere on either your Nexus board or ScrapYard board. Only one tile may be placed on any one space.

The ScrapYard board allows you to discard unwanted tiles at any time (up to a total of seven tiles), helping you to obtain higher scores on your Nexus board. Once your ScrapYard board has been filled, all subsequent tiles must be placed on your Nexus board. Conversely, once your Nexus board is filled all further tiles must be placed in the ScrapYard.

Once a tile has been placed, it may not be moved. As the game progresses, you will find that you will not be able to match all the stripes on the tiles you are placing with those in existing rows. However, each tile drawn by the caller must be placed by every player.

END OF THE GAME

After the 44th tile has been placed and all players’ (Nexus and ScrapYard) boards are full, players count their scores.

Scoring Rows

Players can score points for each row on their Nexus boards in each of the three directions: vertically, diagonally from the bottom left to top right, and diagonally from the top left to bottom right.

Points are scored for rows containing stripes of **continuous colour**. The stripe within such a row must run from one edge of the board to the other without any change in colour. These rows are referred to as ‘Scoring Rows’.

If there is even one tile in a row containing a stripe of a different colour, then that whole row will score no points (i.e. it will not be a Scoring Row).

Bonus Tiles

Bonus tiles are used in exactly the same way as other tiles to build continuous lines of colour. Additionally, if you complete three scoring rows through a bonus tile then you can add the **FULL BONUS** value to your score at the end of the round.

If you complete two scoring rows through a bonus tile (but not a third), then you add **HALF** the value of the bonus score to your score at the end of the round.

Please note that **NO EXTRA POINTS** are scored for completing only one scoring row through a bonus tile. Two or three scoring rows must pass through the bonus tile for it to qualify for any extra points.

Sunrays and Moonbeams

A Sunray is completed whenever you form a continuous straight row of **sun tiles** right across your Nexus board in any direction. A Moonbeam is formed in exactly the same way as a Sunray, but using all **moon tiles** instead of all sun tiles.

Sunrays or Moonbeams cannot be formed in your ScrapYard board.

A Sunray or Moonbeam can be formed along a Scoring Row **OR** a non-scoring row. The colour of the stripes contained within the row does not matter.

You will only score points for the longest Sunray or Moonbeam you create. If your longest Sunray is the same length as your longest Moonbeam, you will only score points for one of them.

If your longest Sunray or Moonbeam is formed

along the same row of tiles as a Scoring Row, you will score the normal points for the Scoring Row **AND** the points for the Sunray/Moonbeam!

ScrapYard Valuation

You must also try to build up a score (called the 'ScrapYard Valuation') on your ScrapYard board. This score will NOT be added to your Nexus board score, but if your ScrapYard Valuation is less than 60 points, then a **60-point penalty will be subtracted from your Nexus board score.**

Not all lines or bonuses are used to calculate your ScrapYard Valuation. The **ScrapYard Valuation** is calculated as being the **highest** of the following:

- The total of your **best three Scoring Rows** in the ScrapYard (add these three together and just ignore the rest) OR
- The total score from your **best two Silver Bonus tiles** in the ScrapYard (if you have more than two Silver Bonus Tiles in the ScrapYard, just add the scores from the best two and ignore the rest) OR
- The score from your **best Gold Bonus tile in the ScrapYard** (you cannot add together the scores from two separate Gold Bonus tiles).

Silver Bonus Note: If you have one Full Silver Bonus and a Half Silver Bonus in the ScrapYard, this will count as 40+20 = 60 points (avoiding the penalty). However, if you have three Half Silver Bonuses in the ScrapYard, only two can be counted so this amounts to only 20+20 = 40 points.

Gold Bonus Note: If you have one Full Gold Bonus in the ScrapYard, this will count as 80 points (avoiding the penalty). However, if you have two Half Gold Bonuses in the ScrapYard, only one of them can be counted so this amounts to only 40 points.

CALCULATING YOUR SCORE

You must do this as follows:

- Calculate the total value of all your Scoring Rows (Step 1 below)
- Add any bonus points scored for Gold and Silver Bonus tiles (Step 2 below)
- Add any extra points for your longest Sunray or Moonbeam (Step 3 below)
- If your ScrapYard Valuation is less than 60 points, you must subtract 60 points from the total to calculate your final score (Step 4 below)

Step 1: Scoring Rows

For each Scoring Row on your Nexus board, multiply the number of tiles in the row by the value of the stripe's colour to get the score for that row.

Examples:

Four yellow-striped tiles in a vertical row will score 36 (4 x 9) points.

Seven blue-striped tiles in a vertical row will score 28 (7 x 4) points.

Six orange-striped tiles in a diagonal row will score 48 (6 x 8) points.

Seven white-striped tiles in a diagonal row will score 77 (7 x 11) points.

Add together the scores for all rows to get the total score for Scoring Rows.

Step 2: Bonus Tiles

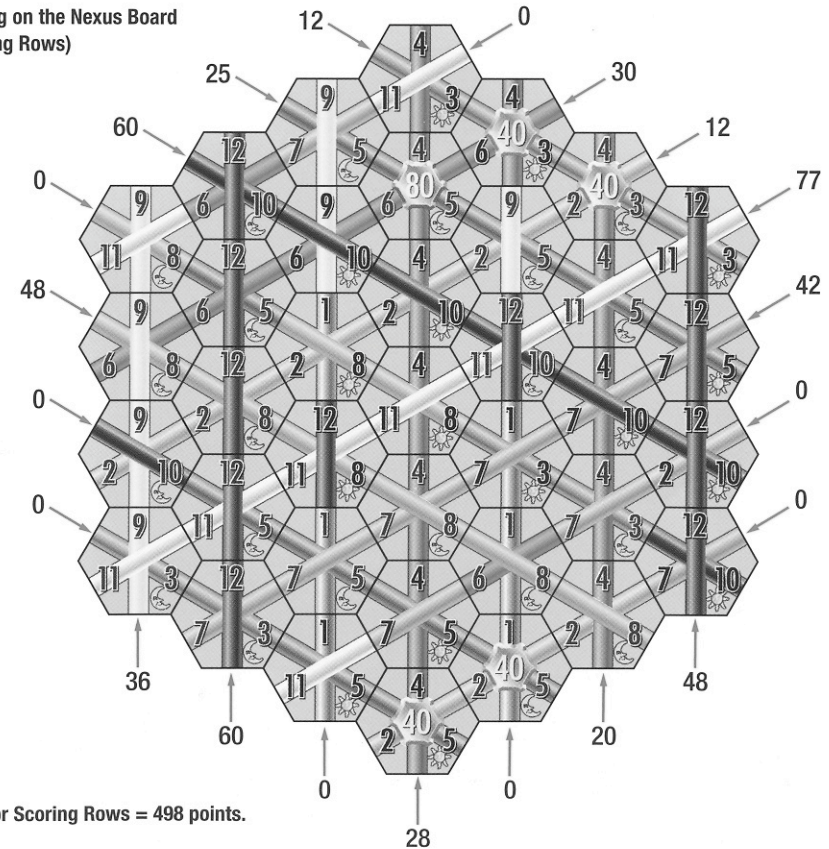
Any Gold Bonus tiles on your Nexus board that have three Scoring Rows (i.e. three completed stripes of colour) running through them will

score 80 points (Full Gold Bonus). Any Gold Bonus tiles that have two Scoring Rows (but not a third) running through them will score 40 points (Half Gold Bonus).

Any Silver Bonus tiles on your Nexus board that have three Scoring Rows (i.e. three completed stripes of colour) running through them will score 40 points (Full Silver Bonus). Any Silver Bonus tiles that have two Scoring Rows (but not a third) running through them will score 20 points (Half Silver Bonus).

Add all your scores for Bonus Tiles to your total score for Scoring Rows.

Scoring on the Nexus Board (Scoring Rows)



Step 3: Sunrays and Moonbeams

If you have completed any Sunrays or Moonbeams, score 10 points for each tile in your **longest** Sunray OR Moonbeam. It is only possible to score for one of these rows (the rest are ignored). You do not score points for your best Sunray AND for your best Moonbeam, even if they are of the same length.

Add any extra score for your best Sunray or Moonbeam to your total for Scoring Rows and Bonus Tiles.

Scoring on the Nexus Board (Bonuses)

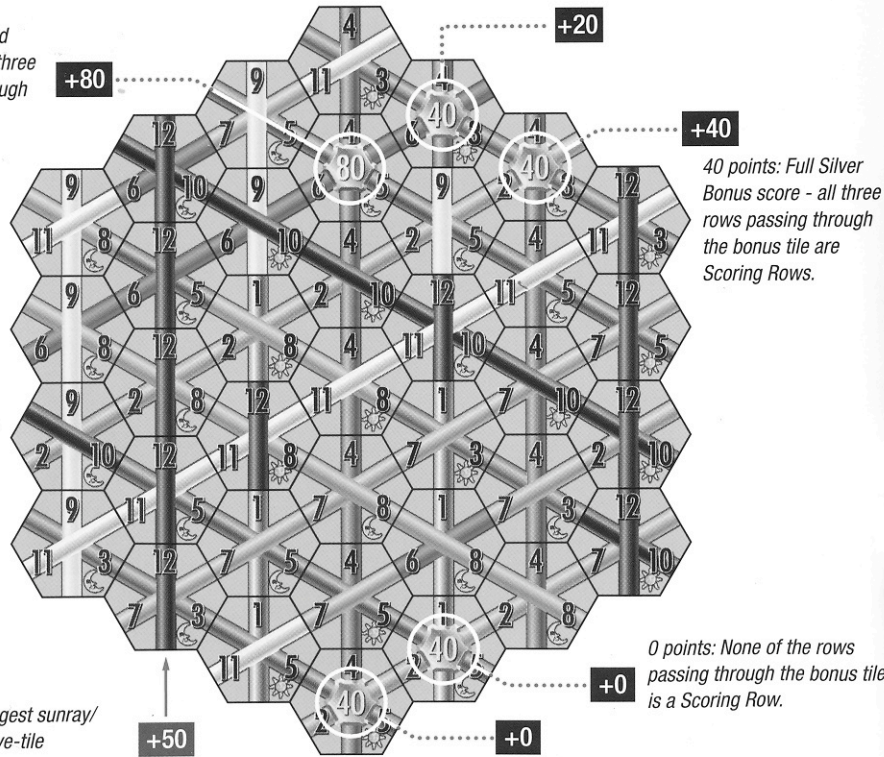
20 points: Half Silver Bonus score - two of the rows passing through the bonus tile are Scoring Rows.

80 points: Full Gold Bonus score - all three rows passing through the bonus tile are Scoring Rows.

Total for Bonus Tiles = 140.

Total for longest sunray/moonbeam = 50.

50 points: The longest sunray/moonbeam is a five-tile moonbeam.



0 points: Only one of the rows passing through the bonus tile is a Scoring Row.

THE ScrapYard

Step 4: ScrapYard Penalty!

Lastly, calculate your ScrapYard Valuation (see above).

If your ScrapYard Valuation is less than 60 points, you must now subtract 60 points from the total calculated above, to obtain your final score.

- The picture entitled "Scoring on the Nexus Board (Bonuses)" shows the player's score from Bonus Tiles and Sunrays/Moonbeams
- The picture entitled "ScrapYard Valuation" shows the same player's ScrapYard and how its valuation was calculated

This player's final score is:

$$498 + 190 - 60 = 628$$

(Scoring Rows) (Bonuses) (ScrapYard Penalty) Total

EXAMPLE SCORES

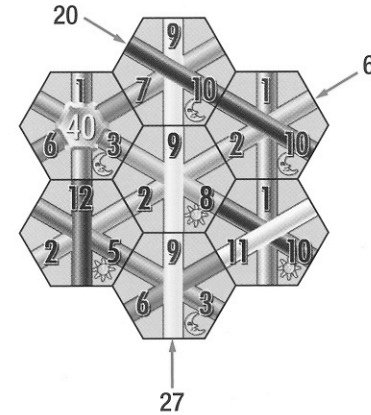
The illustrations provided within these rules show the scoring on the Nexus board in an example game, and a selection of different ScrapYard Valuation examples:

- The picture entitled "Scoring on the Nexus Board (Scoring Rows)" shows the player's score for completed stripes of colour

The picture entitled "Other ScrapYard Board Examples" shows a variety of different ScrapYard Valuations

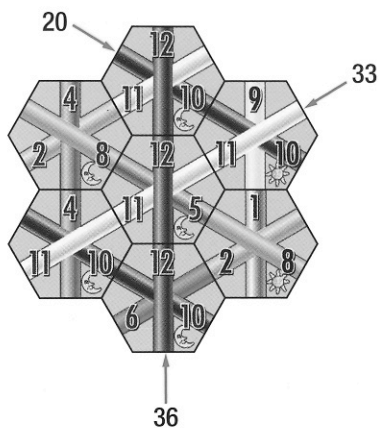
ScrapYard Valuation

This player has a ScrapYard Valuation of only 53 and has to pay a penalty of 60 points.

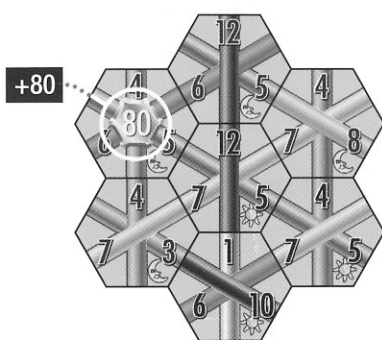


Other ScrapYard Board Examples

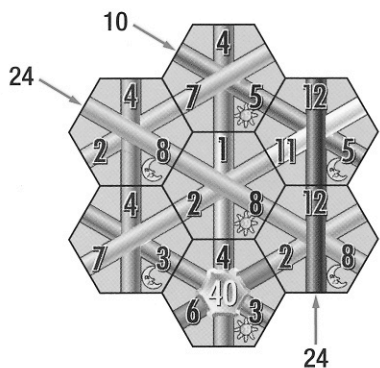
This player has a ScrapYard Valuation of 89 and does not have to pay any penalty points.



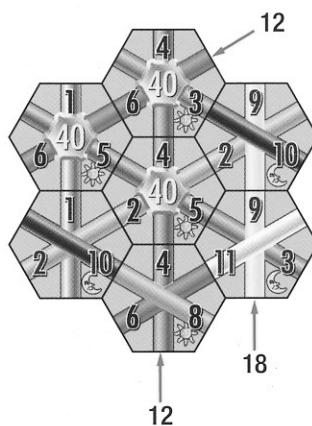
This player has a ScrapYard Valuation of 80 and does not have to pay any penalty points.



This player has a ScrapYard Valuation of only 58 and has to pay a penalty of 60 points.



This player has a ScrapYard Valuation of only 42 and has to pay a penalty of 60 points.



THE WINNER

The player who has the highest final score is the winner of the round!

Games can be played as a single round, or as a series of rounds where each player takes a turn as caller, and where the scores from each round are added together to make a cumulative running total.

PLAYING ON THE ORCHID BOARD



After all players have placed this tile, the caller selects the next tile. Tiles continue to be drawn and placed until everyone's Orchid board is filled with tiles.

Filling your Orchid board includes the placement of three tiles onto the large Orchid symbol in the bottom left-hand corner of your board.

At the end of the round, you will have the option of transferring one, two or all three of these tiles from the large Orchid symbol onto any of the smaller Orchid symbols which are to be found in the middle of each 'Orchid Row' on the board. You do not have to transfer any, but you may wish to move some in order to enhance your final score (see below).

PREPARATION

Each player takes one Orchid board (to be found on the reverse side of the Nexus boards). The ScrapYard boards are not used.

Each player then takes the matching set of tiles and separates the sun tiles from the moon tiles. Players then agree to use either the sun tiles or the moon tiles. If the sun tiles are chosen, then all the moon tiles are returned to the box and not used in that round. If the moon tiles are chosen, then all the sun tiles are returned to the box. Each player will now have 32 tiles.

Decide which player will be "caller". This player turns his/her tiles face down and mixes them thoroughly.

All other players must place their tiles face up and organise them into four groups according to the top number (1, 4, 9 or 12) to make it easy to locate the tiles when they are selected by the caller.

PLACEMENT RULES

The tiles must always be placed so that the numbers are upright (as though you were reading them from a page).

Tiles may be placed in any empty hexagonal space anywhere on your Orchid board or onto the large Orchid symbol in the bottom left hand corner of the board. Only one tile may be placed on any one hexagonal space. At the end of the round, your large Orchid symbol must contain three tiles. These are just placed 'randomly' on top of the symbol. They do not need to 'link' to each other, or to anything else, at this stage.

There are 22 hexagonal spaces marked out on each Orchid board. During the course of each round, 25 tiles are drawn. Of these, 22 are placed on the 'standard' hex spaces and the other 3 are placed on the large Orchid symbol

PLAYING THE GAME

The caller selects one of his/her tiles at random, turns it face up, and announces the three numbers on it.

All the other players locate the same tile from within their own set of tiles. All players, including the caller, now place this tile on their own Orchid board.

in the bottom left-hand corner of the board.

When three tiles have been placed on your large Orchid symbol, all subsequent tiles must be placed on the hexagonal spaces on your Orchid board. Conversely, once all your hexagonal spaces have been filled any further tiles must be placed on the Orchid symbol.

You may wish to place tiles on your large Orchid symbol if they don't fit in well with those you already have on your Orchid board. You may also wish to place tiles here for tactical reasons, allowing you to relocate them to the small Orchids at the end of the round, to lengthen the Scoring Rows you have already built.

Once a tile has been placed, it may not be moved (apart from during the special 'relocation' phase at the end of the round – see below). As the game progresses, you will find that you will not be able to match all the stripes on the tiles you are placing with those in existing rows. However, each tile drawn by the caller must be placed by every player.

END OF THE GAME

After the 25th tile has been placed and all players' Orchid boards are full (including three tiles on the large Orchid symbol), players count their scores (after optionally relocating tiles from the large Orchid to the smaller ones within the Orchid Rows).

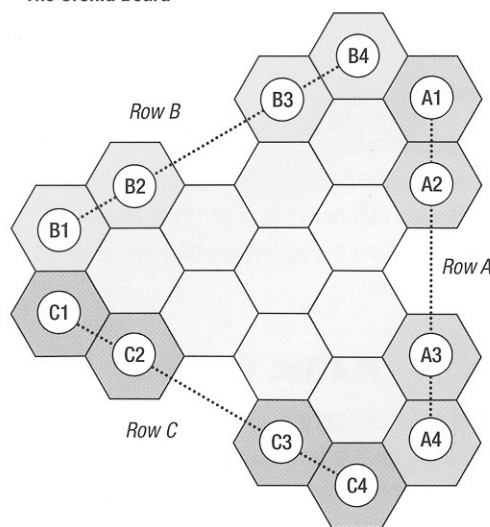
The Orchid Rows

You will notice that each of the outer rows on your Orchid board (marked as 'Row A', 'Row B' and 'Row C' on the illustration entitled '**The Orchid Board**') contain gaps which are marked by a small Orchid symbol.

Row A, Row B and Row C are referred to as 'Orchid Rows'. Each is considered to be a complete row. To score points in an Orchid Row, you must place tiles such that the stripes on all four tiles within the row are of the same colour.

They will then form one stripe, separated only by the small Orchid symbol in the middle. You will not score any points by forming small rows of two tiles along either half of an Orchid row (either side of the Orchid symbol) unless they exactly match the other two tiles in the other half of the Orchid Row.

The Orchid Board



Example:

To score points along Orchid Row B, the tiles on spaces B1, B2, B3 and B4 must all contain matching stripes running in the direction of Row B. If all four tiles contained a Green stripe, the row would then be worth 28 (4 x 7) points. However, if B1 and B2 each contained a Green stripe, while B3 and B4 each contained a Red stripe, then the score for Row B would be 0 (i.e. it will not be a Scoring Row). The two shorter lines within the row do not count as individual rows and can never be Scoring Rows in their own right.

Relocating Discards into the Orchid Rows

At the end of each round, you have the option to enhance your score by relocating one, two or all three of the tiles on your large Orchid symbol to the smaller Orchid symbols embedded within the Orchid Rows.

You do not have to use any of the discarded tiles in this way, but it is often advantageous to do so. If the stripes on these tiles match up with existing rows already on your Orchid board, you can add to your score by increasing the length of these rows.

If a tile contains a stripe matching the colour of a 'scoring' Orchid Row, placing this tile on the small Orchid symbol within this row will increase its length from four tiles to five tiles, so that will also increase the score for this row. However, you must be careful not to 'spoil' any existing rows running in other directions, as you may lose more points than you gain by adding the tile to the Orchid Row.

Similarly, if you have a 'scoring' Orchid Row (for example, with all four tiles in Orchid Row

B containing Green stripes), you will lose your score for this Orchid Row by placing within it a tile containing a stripe of a non-matching colour (such as Red).

It is important to weigh up the overall effect of relocating any or all of the tiles before you move them. Any tiles that you do not relocate from the large Orchid symbol will not score (or lose) you any points. It is sometimes a better option to leave them there, rather than placing them in such a way that you lose the value of existing rows.

Examples of the placement of discarded tiles are shown in the illustration entitled '**Tile Relocation on the Orchid Board**'.

Scoring Rows

Players can score points for each row on their Orchid boards in each of the three directions: vertically, diagonally from the bottom left to top right, and diagonally from the top left to bottom right.

Points are scored for rows containing stripes of **continuous colour**. The stripe within such a row must run from one edge of the board to the other without any change in colour. These rows are referred to as 'Scoring Rows'.

If there is even one tile containing a stripe of a different colour in a row, then that whole row will score no points (i.e. it will not be a Scoring Row).

Remember that an Orchid Row can be either four or five tiles in length (depending on whether a discarded tile has been relocated into it). In either case, the stripes on all the tiles in the row must match for this Orchid Row to be a Scoring Row.

Bonus Tiles

Bonus tiles are used in exactly the same way as when playing on the Nexus board.

Please note that you are allowed to discard bonus tiles onto the large Orchid during the round, and then relocate them into Orchid Rows at the end of the round. If, when they have been relocated, two or three Scoring Rows run through them, you will then score bonus points for them in the usual way.

Sunrays and Moonbeams

When playing on the Orchid board, no points are scored for forming Sunrays or Moonbeams, as you will always be using either **ALL** sun tiles, or **ALL** moon tiles and so every row will be a Sunray or a Moonbeam anyway.

CALCULATING YOUR SCORE

Firstly, relocate any tiles you wish to use from your large Orchid symbol. Take care when doing this to use them in the optimum way. Remember that the addition of these tiles can destroy existing Scoring Rows, although they may enhance others.

Your score is then calculated as follows:

- Calculate the total value of all your Scoring Rows (Step 1 below)
- Add any bonus points scored for Gold and Silver Bonus tiles (Step 2 below)

Step 1: Scoring Rows

For each Scoring Row on your Orchid board, multiply the number of tiles in the row by the value of the stripe's colour to get the score for that row.

Examples:

Four grey-striped tiles in a vertical row will score 4 (4 x 1) points.

Five blue-striped tiles in a vertical row will score 20 (5 x 4) points.

Six turquoise-striped tiles in a diagonal row will score 30 (6 x 5) points.

Six green-striped tiles in a diagonal row will score 42 (6 x 7) points.

Add together the scores for all rows to get the total score for Scoring Rows.

Step 2: Bonus Tiles

Any Gold Bonus tiles on your Orchid board that have three Scoring Rows running through them will score 80 points. Any Gold Bonus tiles that have two Scoring Rows (but not a third) running through them will score 40 points.

Any Silver Bonus tiles on your Orchid board that have three Scoring Rows running through them will score 40 points. Any Silver Bonus tiles that have two Scoring Rows (but not a third) running through them will score 20 points.

A Bonus Tile that has been relocated into an Orchid row can score you points in the same way as any other Bonus Tile, following the rules above.

Add any scores for Bonus Tiles to your total score for Scoring Rows.

EXAMPLE SCORES

The following illustrations show the tile relocation and scoring on the Orchid board in an example game:

- The picture entitled 'Tile Relocation on the Orchid Board' shows a player's board immediately after all 25 tiles have been placed. It also indicates the possible tile relocation moves open to this player.

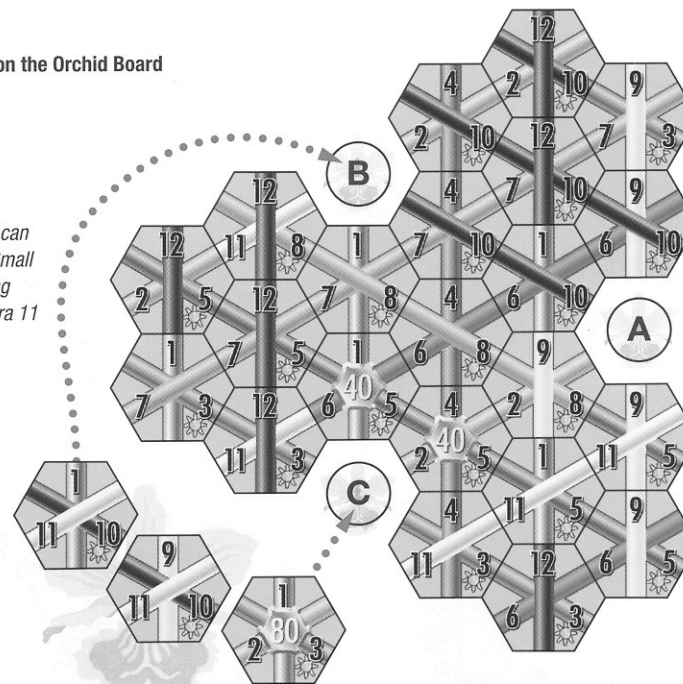
- By moving the Grey-White-Black (1-11-10) tile to small Orchid B, the player now increases the length of the Grey row from 2 to 3 (1 extra point) and the length of the Black row from 2 to 3 (10 extra points), adding 11 points to the total.
- Similarly, if the Grey-Pink-Cerise (1-2-3) tile is relocated to small Orchid C, then the Grey, Pink and Cerise rows will all be extended by one tile, adding 6 points to the total score. More importantly, the (1-2-3) tile is

a Gold Bonus tile, and by placing it here the player scores the full bonus of 80 points, as three Scoring Rows now run through it. So 86 points have been added to the player's score by relocating this tile!

- However, relocating the Yellow-White-Black (9-11-10) tile to small Orchid A will not be helpful. Although it extends the Yellow and Black rows by one tile (gaining an extra 19 points) it also 'destroys' the Pink row (losing 6 points). As the Pink row is no longer a Scoring Row, then half the value of the Gold Bonus tile (40 points) will also be lost, because only two Scoring Rows now pass through it. So relocating this tile would actually lose the player 46 points, set against a gain of 19 points (a net loss of 27

Tile Relocation on the Orchid Board

The 1-11-10 tile can be relocated to Small Orchid 'B', gaining the player an extra 11 points.



The 1-2-3 tile can be relocated to Small Orchid 'C', gaining the player an extra 86 points.

points). The player clearly would not want to make this relocation.

- The picture entitled 'Scoring on the Orchid Board' shows this player's score for Scoring Rows and from Bonus Tiles.

This player's final score is

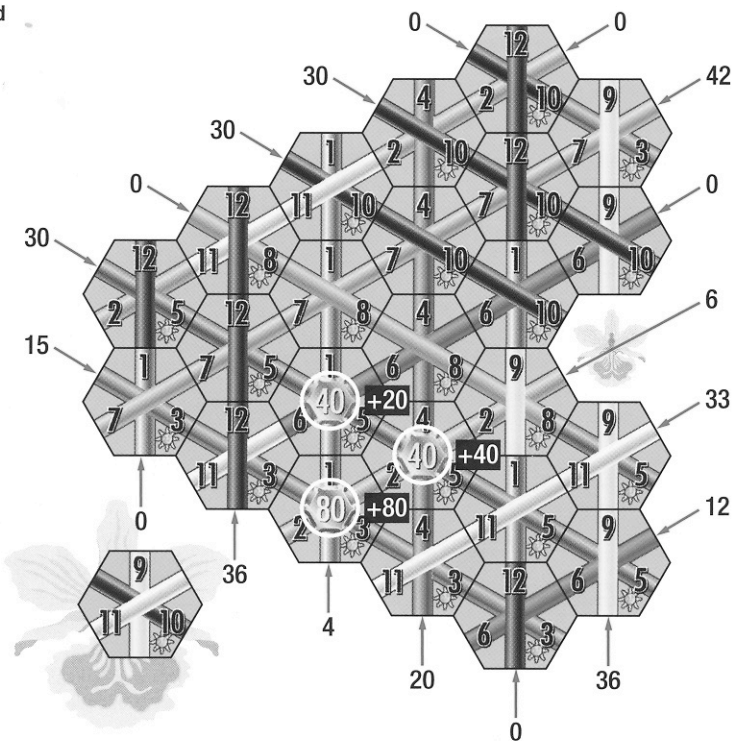
$$\begin{array}{r} 294 + 140 = 434 \\ \text{(Scoring Rows)} \quad \text{(Bonuses)} \quad \text{Total} \end{array}$$

Scoring on the Orchid Board

Total for Scoring Rows = 294 points.

Total for Bonus Tiles = 140 points (one Full Gold Bonus, one Full Silver Bonus and one Half Silver Bonus).

Final Score = 434 points.



THE WINNER

The player who has the highest final score is the winner of the round!

Games can be played as a single round, or as a series of rounds where each player takes a turn as caller, and where the scores from each round are added together to make a cumulative running total.

GAME VARIATIONS

SCRAPYARD VARIANTS

ScrapYard Variant 1 (Lowest Scrapyard)

Play the game in exactly the same way as usual, using the Nexus and ScrapYard boards. When you reach the end of the scoring phase, work out each player's ScrapYard Valuation. The player with the LOWEST ScrapYard Valuation loses 60 penalty points from his/her main Nexus board score.

In this version, you don't lose 60 points just because your ScrapYard Valuation is less than 60. This limit is no longer important. No matter how high (or low) your Valuation is, you will always lose 60 penalty points if (and only if) your Valuation is lower than everyone else's.

If two players jointly hold the lowest score, then they each lose 30 points from their main score. If three players are equally the lowest, then they all lose 20 points (etc., etc.).

ScrapYard Variant 2 (Pass The Scrapyard)

At the beginning of the round, pass your ScrapYard board to the player immediately to your left.

Whenever you discard a tile to your ScrapYard, hand it to this player. He/she will place it on your ScrapYard for you. At the end of the round, the player will return your ScrapYard to you for scoring. In this version, the player with the highest ScrapYard score loses 60 points from his/her total (the same rules apply for joint highest scores).

So in this version of the game, it is best to try to discard tiles that will not match well with those already in your ScrapYard, as your opponent will be attempting to build the best score possible to hand back to you!

If you play a series of rounds, at the beginning of the second round (and subsequent rounds) the player with the highest (running) total passes his/her ScrapYard board to the player with the second highest running total. The player with the second highest total passes his/her ScrapYard board to the player with the third highest total, and so on until the player with the lowest running total passes his/her ScrapYard board to the player with the highest total score.

At the end of each round, the ScrapYards are always returned to their original owners, and the player(s) with the highest (returned) ScrapYard(s) will have to pay the penalty points.

No-ScrapYard Variant

In this version, use the Nexus boards without using the ScrapYard boards. All tiles selected must be played onto the Nexus board. This version is very challenging and it is difficult to make high scores. Only 37 of the 64 tiles (57.8%) will be drawn. There is no option to discard unwanted tiles!

This makes a very good Solitaire version (zero set-up time – try to beat your Personal Best score!)