

A Red Tail Games Production



NEON NEXUS

RULES OF PLAY

Game Overview

2 to 4 players | 45 to 60 minutes | Ages: 10+

You are a city planner in a far away future... Draft dice and place them in your city to fulfill your citizens' wants and needs, represented by scoring cards. Drafted color pairs must be placed next to each other AND at least one must be placed adjacent to a like color OR the City Center. Rack up the highest score by the end of 12 rounds to win!

Neon Nexus is a game for 2-4 players that takes place over 12 rounds, with the ultimate goal being to have the most points at the end of the game by filling in hexes on your Player Board and using them to earn points.

Contents

white dice
x 4



black dice
x 4



colored pencils
x 36



x 44 double
color



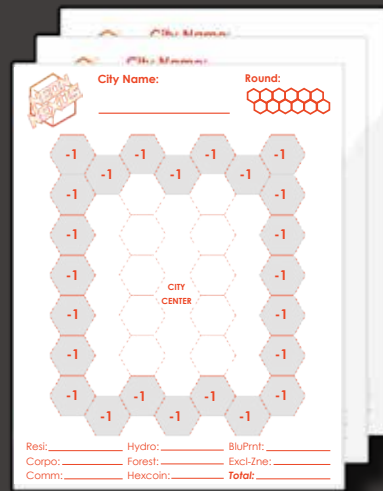
x 64 single
color



initiative
token



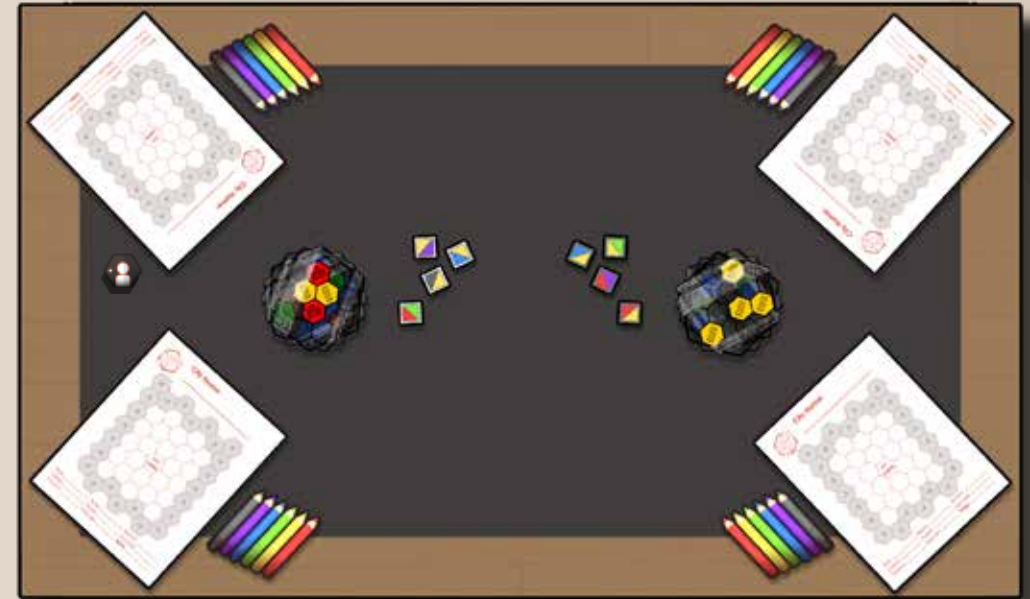
x 4
guide cards



x 100 city sheets

Setup

Each player takes a Player Board, and a set of colored pencils. Shuffle the BluePrint stacks separately, then deal each player 3 Mono-BluePrints and 3 Multi-BluePrints. Players must then discard any combination of Mono- or Multi-BluePrints of their choosing from their hand until they have a total of 3 BluePrints remaining.



Take one black die and one white die from the box for every player you have in the game; these dice will be added together to form the Dice Pool. Ensure that you have 2 dice in the Dice Pool for every player in the game.

(All 8 dice will be used for a game of 4 players.)

Once every player has their Player Board, decides on which of their BluePrints to keep, and the Dice Pool has been created, pick a player to go first and give them the initiative token.

You are now ready to start the first round of the game!

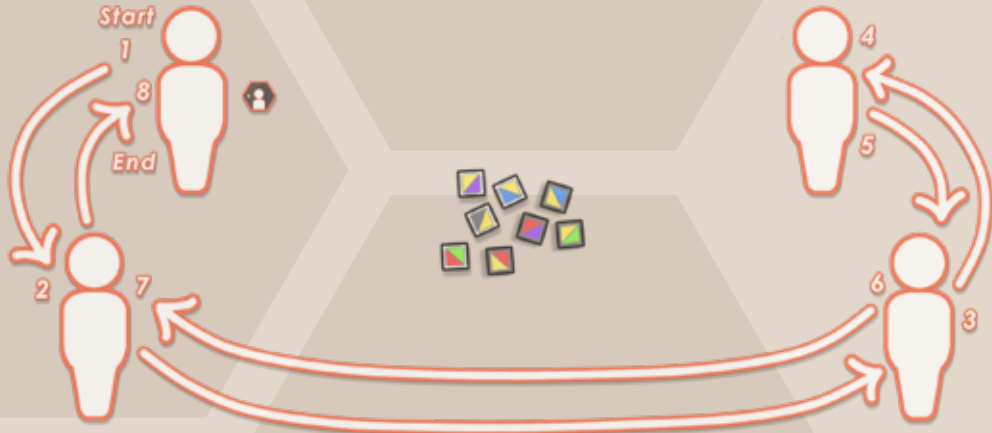
To start a round

The player who has the initiative token is considered to be the Lead Player. The Lead Player begins the round by updating the round indicator on the bottom of their player board. For the first round, ensure it's been set to one; then the Lead Player decides whether to Roll And Draft or Pass Initiative.



Roll and Draft

The Lead Player rolls all dice in the Dice Pool, and then selects one of the resulting dice to draft for the placement phase. Take the selected die out of the Dice Pool, retaining its face-up value, and then beginning in order with the player on their left, each other player selects one die to draft from the remaining Dice Pool. The last player to select a die gets to draft two of the remaining dice, and then beginning again in order with the player on that player's right, the other players get to draft a second die from the remaining Dice Pool, ending with the Lead Player taking the last die remaining in the Dice Pool. After every player has drafted two dice, all players move on to the placement phase.



Pass Initiative

The Lead Player may discard as many BluePrints from their hand as they'd like, and then redraw from either or both of the BluePrint decks until they once again have 3 total BluePrints in their hand. Afterwards, the Lead Player passes the initiative token to the player on their left, and that player becomes the new Lead Player. The new Lead Player then decides on whether to Roll and Draft, or Pass Initiative. If they choose to Pass Initiative, the whole process repeats until a Lead Player either chooses to Roll and Draft or the player who originally started the round becomes the Lead Player again, at which point they must roll the dice. No player may Pass Initiative more than once in a single round.

Placement phase

Once all the dice have been drafted, each player then uses their two drafted dice to fill in hexes on their Player Board. To fill in your Player Board, select one of your dice and pick one of the two face-up colors on it using the color you've selected, fill in one empty hex on your board. It must be adjacent to another filled in hex of the identical color or adjacent to the City Center hex in the middle of your Player Board; additionally the space must be adjacent to at least one other empty hex.



After you fill your first hex for the turn, pick one of the colors from the face-up side of your remaining die, and use that color to fill in any empty hex that is **adjacent** to the hex you just filled in using your first die regardless of the contents of surrounding hexes.

When all players have filled in two hexes on their Player Board, everyone gets to perform a Scoring Check to see if they can earn points using the BluePrints from their hand.

The Exclusion Zone

The empty hexes on the outer edge of your Player Board make up the Exclusion Zone. Each hex within the Exclusion Zone that is filled in with any color other than green (forest) will deduct 1 point from your total score at end of the game, but otherwise has no adverse effect on gameplay. There are exactly enough hexes on your Player Board to fill your two drafted dice every round for 12 rounds without needing to venture into the Exclusion Zone, but it can still be worth the loss to fill in a hex in the Exclusion Zone to score a high-value BluePrint!



Scoring Check

At the end of the Placement Phase, each player may check to see if they can line up any of the BluePrints in their hand with the colors that they have filled in on their Player Board.

In order to score points with a BluePrint, they must meet three requirements:

- The hexagonal grid on the BluePrint must align with the hexagonal grid of your Player Board; you can rotate or flip the BluePrint into any orientation you'd like so long as the grids align.
- All of the colored hexes on the BluePrint pattern you are scoring must line up with hexes of identical colors that have been filled in on your Player Board.
- At least one of the two hexes you filled in during this round must be part of the pattern of hex colors you are lining up on the BluePrint.

If any (or all) of the BluePrints in your hand meet all three of these criteria, then you can declare that you are scoring those BluePrints: Show the other players that you can align the BluePrints in a way that fulfills all three criteria, and then place them to the side of your Player Board. The BluePrints are then considered to be scored; They are no longer part of your hand, and will contribute to your point total at the end of the game. It is important to clarify that if hexes you filled in on previous turns match a BluePrint you've recently drawn, but none of those hexes were filled in on this round, you cannot use the BluePrint to score on those hexes.

After all players have finished their scoring check, any players that no longer have 3 BluePrints in their hand may draw new BluePrints from either or both of the BluePrint decks until they have 3 BluePrints in their hand again. Players cannot perform another Scoring Check until the next round, even if newly-drawn BluePrints would otherwise be immediately eligible for scoring.

Afterwards, all players return their drafted dice to the Dice Pool, the Lead Player passes the initiative token to the player on their left, and another round begins.

After the Scoring Check on the 12th round, any BluePrints that haven't been scored are immediately discarded and no new ones are drawn. After returning all drafted dice to the Dice Pool, immediately move on to the End Game Scoring; do not start another round.

End Game Scoring

After the 12th round of the game has finished, all players have finalized the construction of their city, and the End Game Scoring begins. All players start by tallying up the points that they've earned from all of the BluePrints they've scored in this game, with the value of each individual BluePrint being displayed on the edges of its card. In addition to the points earned via BluePrints, there are additional points earned at the end of the game as a result of the colors that make up a player's city:

	Residential +1 point per area of 3+ Residential		Hydro +1 point per Hydro in the largest area of Hydro
	Corporate +3 points if you have more Corporate than any other player		Forest +1 point instead of -1 for every forest placed in the exclusion zone
	Commercial 1 point per 2 Residential that are adjacent to a Commercial		HexCoin +1 point
ExclusionZone -1 point per ExclusionZone filled +1 point for every ExclusionZone tile filled with Forest			

Credits

Publisher: Red Tail Games
Game designer: Jacob Knipper
Production:
Playtesters:
Graphic design: Lysander Brennan

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