

Soluna

an abstract game by Bruno Faidutti for 2 players

Components:

12 discs with 4 possible symbols (sole, luna, cometa, stelle)

7 stars

Aim of the game:

To be the first player to block the opponent for times.

Game setup:

The 12 discs are placed randomly, one by one, between the two players. Faces are also randomly selected: in this way there is a variable number of each symbol on each round.

These are considered 12 piles of 1 piece high (in 4 possible symbols).

The game itself:

Players play on turn.

The active player takes a pile and places it on top of another pile which has at least one common characteristic with the pile he moves:

- Either the **height**, (same number of pieces);
- Or the symbol of the piece on **top**.

Height, 1 pile which contains 1 piece can be only put on a pile containing 1 piece, 1 pile which contains 2 pieces can be only put on a pile containing 2 pieces ...

Symbol, only the colour of the piece located on top of each pile is taken into account.

Existing piles cannot be divided, which means that only all the pieces in a pile can be moved.

Once the player who went first has played, it is the opponent's turn. He/she proceeds as indicated above and the game continues until one of the two players can no longer move a pile.

End of the round:

The round ends when one of the players cannot move anymore piles: this player has lost, and the other player wins the round.

End of the game:

The winner is the first player who wins four rounds.