

Players: 3-4  
Time: 20min  
Designer:  
Iori Tsukinami

# Rulebook

# Lunar Trick

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## Round Setup - for 3 Players

## Components

- 32 x Moon Cards
  - 15 Rising Moon, 15 Falling Moon,
  - 1 Solar Eclipse, 1 Lunar Eclipse
- 8 x Divider Cards
- 1 x Trump Status Card
- 1 x Moon Phase Sheet
- 3 x Moon Markers (Round Disc)
- 20 x Point Tokens (1/5 Pie)

## Game Objective

Moon Trick is a trick-taking game where players aim to win **exactly 1, 3 or 5 tricks** in each round. The game is played over several rounds, and the winner of each round receives Point Tokens. The first player to **collect 5 Point Tokens** wins the game.

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- ※ Instructions for four players are provided later.
- Place the Moon Phase Sheet, Moon Markers, Trump Status Card, and Point Tokens in the center of the table.
- Each player takes 2 Divider Cards. These can be used to help split the suits of the cards in your hands.
- The **Solar Eclipse card is not used** for 3 player games. Shuffle the remaining **31 Moon Cards** and **deal 10 cards** to each player. **Place the leftover card aside face-down**; it will not be used this round.
- Each player secretly plays one card from their hand face-down (**excluding the Lunar Eclipse card**), then all players reveal their chosen cards simultaneously.
- Place the three Moon Markers on the Moon Phase Sheet matching the numbers on the revealed cards. **This will determine the suits and trump for this round** (see next section). Flip the Trump Status Card to the matching side as a reminder.
- Based on the new suits and trump, the **winner of the initial trick becomes the starting player, and also collects the played cards** as their initial trick.

## Suits

The numbers on the Moon Phase Sheet are **divided into three sections by the Moon Markers**. Each section represents **one of the three suits for this round**. Players can use the Divider Cards to help distinguish the suits in their hands.

**Note:** In some cases, there may be only two or even one suit.

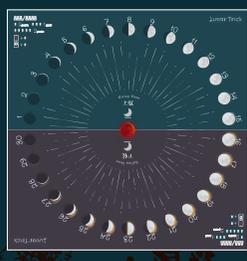
**Example of Suits:** Three players play the following cards:

- Player A: Rising Moon 4
- Player B: Rising Moon 12
- Player C: Falling Moon 20



Therefore, the sections for the three suits are:

- [Rising Moon 5-11]
- [Rising Moon 13-15]
  - + Falling Moon 16-19]
- [Falling Moon 21-30]
  - + Rising Moon 1-3]



## Trump

The **side** (Rising or Falling) **with more Moon Markers** becomes the trump side, and all cards on this side will **become trump cards** regardless of the suit sections. It is common for trump cards to belong to more than one suit section.

**Example:** In this setup, the trump side is **Rising Moon 1-15**. Note that all 3 suit sections have some cards that are trump cards.

### Lunar Eclipse

The Lunar Eclipse has no suit and is **always a trump card**, but it is the weakest trump card. You may play the Lunar Eclipse instead of following suit. If you collect the Lunar Eclipse card, it will **count as an additional trick** for you during scoring.



**Example:** In this setup, since the trump side is Rising Moon, the Lunar Eclipse will beat all Falling Moon cards but will lose to all Rising Moon cards.

## Starting Player

The player who **wins the initial trick** when deciding the trump and suits **becomes the starting player**, and leads the first trick. They begin the round **having won one trick**.

**Example:** Following the previous example, since the trump side is Rising Moon and 12 is the highest number played of that side, Player B wins the initial trick, and becomes the leader for the next trick.

# Round Overview

## Playing Cards

Each round will consist of multiple tricks. Beginning with the leader in a clockwise order, each player **plays 1 card face-up** from their hand to the middle of the table. **When all players have done so once, these cards will constitute a trick.**

The following rules must be followed when playing cards:

### Leader:

Can play **any card** from their hand to lead the trick. (including the Lunar Eclipse card)

### Following Players:

- **You must play a card** in the **same suit** as the leader or a **Lunar Eclipse**. If you **do not have any of these cards**, only then you may play any card from your hand.
- If the leader played a **Lunar Eclipse**, you **must play a trump card**. If you **do not have any trump cards**, only then you may play any card from your hand.

## Winning the Trick

After all players have played one card each, the winner is determined according to the following rules:

- If there are **any trump** cards, the player with the **highest numbered trump card wins**.
- If there are **no trump** cards, the player who played the **Lunar Eclipse card wins**.
- If there are **no trump** cards and **no Lunar Eclipse card**, the player with the **highest numbered card wins**.

The **winner collects the trick** and becomes the **leader for the next trick**.

**Example:** Following the suits & trump of the previous example:

- Player B plays Rising Moon **6**.
- Player C does not have any cards in the suit section [Rising Moon **5-11**], so they play Falling Moon **29**.
- Player A has cards in the suit section [Rising Moon **5-11**], but decides to play the **Lunar Eclipse**.

Therefore, Rising Moon **6** wins (Rising Moon is the trump suit and it beats the Lunar Eclipse), and Player B wins the trick.

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## Round Scoring

After all cards have been played from everyone's hands (10 tricks in 3P, 8 tricks in 4P), the round ends and scoring takes place. Players receive Point Tokens based on their achievements:

### Main Conditions:

- Players who win **1 trick** receive **2 points**.
- Players who win **3 tricks** receive **1 point**.
- Players who win **5 tricks** receive **2 points**.

**Note:** The "Lunar Eclipse" and "Solar Eclipse" cards **count as separate tricks** for the players that collected them.

### Example: Scoring

- Player B won 4 tricks during this round, and also collected the Lunar Eclipse card. Thus, it counts as having **won 5 tricks**, so Player B receives 2 points.
- Player D started the round with the Solar Eclipse card, and later won 2 tricks. Thus, it counts as having **won 3 tricks**, so Player D receives 1 point.

## New Round

After scoring, return to step 3 of Round Setup, shuffle the cards (including the leftover card of this round), and start a new round.

## Game End

The first player to **collect 5 Point Tokens wins the game**. If more than one player reaches this at the same time, the player with the most Point Tokens wins. In the case of a tie, the tied players share a joint victory.

## Setup for 4 Players

- **Use all 32 Moon Cards** (including the Solar Eclipse card) and **deal 8 cards** to each player.
- When selecting cards to decide the trump & suits, the player with the Solar Eclipse **must play the Solar Eclipse card face-down**.
- After deciding the suits and trump, the player that played the Solar Eclipse card becomes the starting player instead. They will only collect this card (**it will count as an additional trick for you during scoring**); the other three cards are collected by the player that won the initial trick, according to the new trump and suits.

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