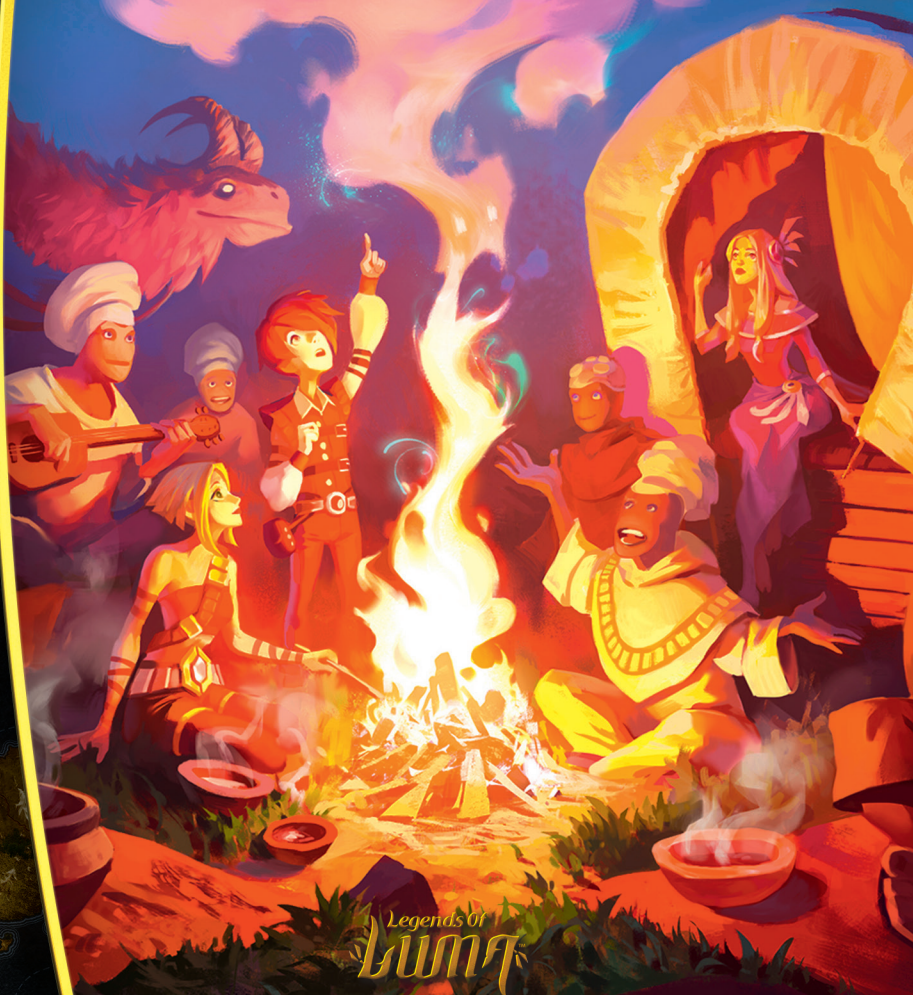


# nomads.



Legends of  
Lumina

# Legends Of LUMA™

## Summary

The adventure of the Legends of Luma started in June 2017 with the release of the first episode, the game *Oh Captain!* by Florian Sirieix. Now our heroes have arrived on Luma; they are about to discover its mystery and its story thanks to the Nomads.

Our new game invites the players to enter the legends of this fantasy world. The melody of the songs and the rythm of the tales liven the night up. Are you ready to sit down around the fire and live an original gaming experience?

Anne-Cécile Lefebvre,  
Ludonaute C.E.O.

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# Ludonaute

Ludonaute is a game publisher founded in 2010 by two passionate gamers.

For 7 years, Ludonaute has been publishing between one and three games per year. Today, Ludonaute's team is made of five people, and its portfolio has 13 games.

Storytelling is always the starting point of publishing. Games are used as a pretext to spend a memorable and joyful while, to share with other people around the table in which every one writes his own story.

Storytelling is our D.N.A.

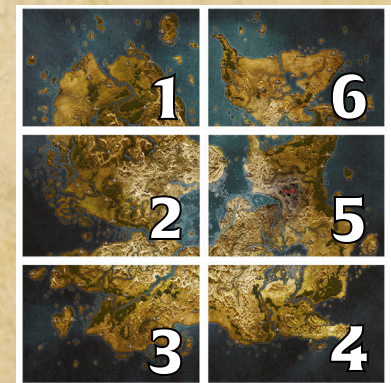
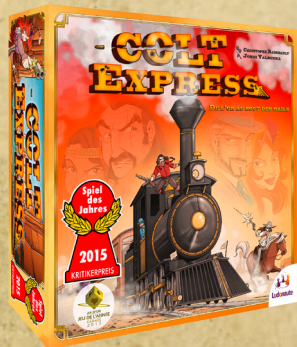
# Legends Of Luma

Six adventurers are thrown on an unknown world: Luma. They discover their destiny as they travel through the science fantasy world.

The Legends of Luma is a range of board games, that follows the adventures of these six characters. This Serial games' collection was launched by Ludonaute in June 2017, with the first game: Oh Captain!

**Serial Game:** a series of different stand-alone games, playable in any order, but sharing the same world, the same characters and telling an overarching story.

7 YEARS 13 GAMES  
20 COUNTRIES



Game after game, the map of Luma will appear at the bottom of the boxes, and the story of the heroes will be known.

An interactive adventure is also available on the dedicated website:

[www.LegendsOfLuma.com](http://www.LegendsOfLuma.com)

# nomads.

## The second game in the collection

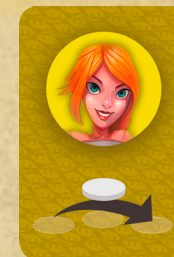
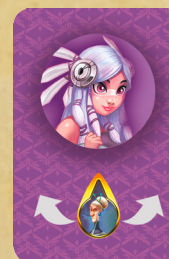
Nomads is a tactical and interactive game. Based on the classical **Mancala** mechanics, it offers to players a new experience. They will play one of the adventurers and try to **collect** the fragments of stories in order to write the greatest legends.

By moving around the camp fire, you'll take the best places in order to get the most interesting stories. Of course, you are not alone in this race, and your mates will rearrange the positions at their convenience.



At the appropriate time, you'll use the collected fragments of stories to write the most complete legends as possible. But there is a limited number of Legends and competition is harsh. You must check on your mates fiercely not to be overtaken.

Each adventurer has a special ability, which changes a little bit the standard game rules.



Nomads requires **anticipation** and **opportunism**. Move optimization and time management are the keys for victory. Nomads is a fast-paced game, lasting about 30 minutes.

Nomads' game rules are very easy to understand. You can learn how to play in less than 5 minutes, but an expert gamer will enjoy the different possible strategies.

# The Legends in the game

The legends told by the nomads make the base of the myths of Luma. They are the key to understand the stakes of the adventure. Below are two examples.

*One day will come when the wise savior will talk to the stars with his pure heart. Then the mythic sleeper will wake from its age-old sleep. It will give Luma its freedom back and carry on with its journey.*



*Like a closing eye willing to forget, as the rising sun in the morning, the secret city of Wilango reveals itself to whom deserves it and offers its underground wealth behind its mechanical gates.*



# Informations

## Contents of the game:

- Original box with sheath and flap
- 1 game board with its campfire (28x38 cm)
- 28 Legend cards
- 4 Song cards
- 5 Adventurer cards (62x44 mm)
- 112 Moon, Story and Wild tiles
- 19 wooden discs (diameter 30 mm)
- 1 Lys token
- 1 rules book
- 1 story book



# The game designer Gary Kim

Gary Kim is the premier game designer of Korea. He started designing games more than 10 years ago. He is the designer of Koryŏ, The Hare & Tortoise, Abraca... What?, Rising 5, Chosŏn, Souk, Cannon buster and so on. He plays games everyday and tries to make new games everyday!



## Awards

### *Koryŏ*

- 2014 Tric Trac Nominee
- 2014 Fairplay À la carte Winner
- 2014 As d'Or - Jeu de l'Année Nominee

### *The Hare & Tortoise*

- 2015 Origins Awards Best Children's, Family, & Party Game Nominee
- 2015 As d'Or - Jeu de l'Année Nominee
- 2014 Golden Geek Best Children's Board Game Winner

### *Abraca...What?*

- 2015 Spiel des Jahres Recommended
- 2015 Lys Grand Public Finalist
- 2014 Meeples' Choice Nominee
- 2014 Golden Geek Best Children's Board Game Nominee

# The origins of the game

The story of Nomads' design is unusual in the game industry and in Ludonaute's portfolio. Ludonaute usually publishes unpublished games. In the case of Nomads, the game already pre-existed on the game market, in another form.

The game designer, Gary Kim, created the game **Play Jeju** in 2015. It has been published by Happy Baobab in South Korea. This game aimed mainly children, but it aroused our interest immediately, because of its elegant and efficient mechanics

The first talks with Gary are warm and promising. He was enthused about the Legends of Luma's concept. He immediately accepted to let us adapt his game Jeju in our world of Luma.

Several months of development follow, while Ludonaute adapted the initial game to the story of Luma. Some rules must be modified, other rules were added to make the game more tensed and tactical.

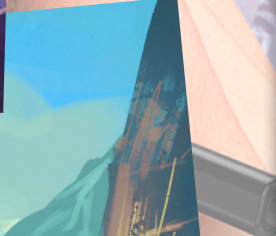
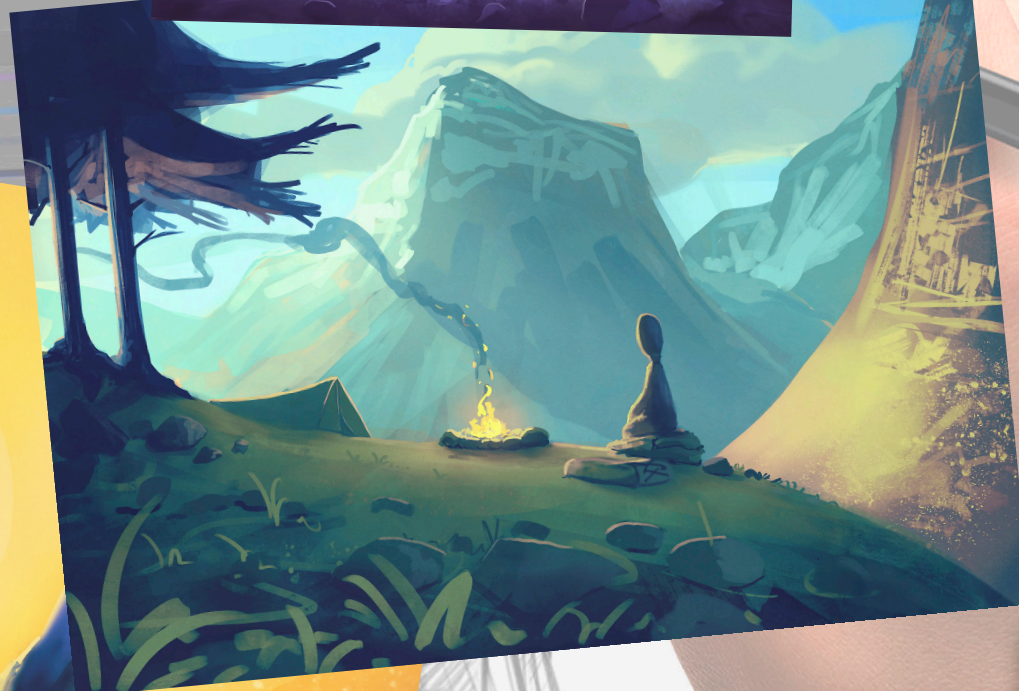
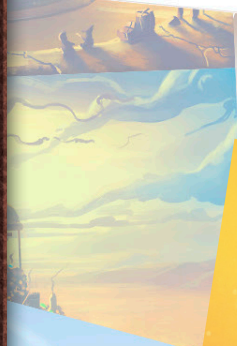
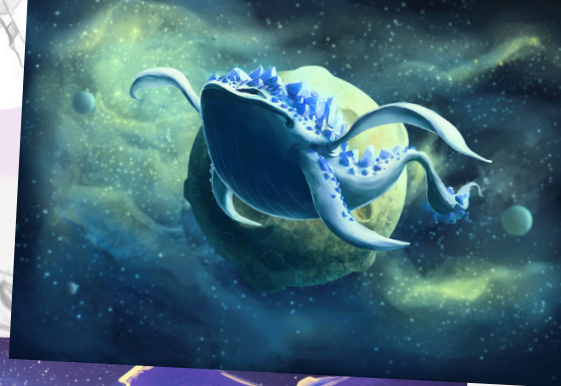
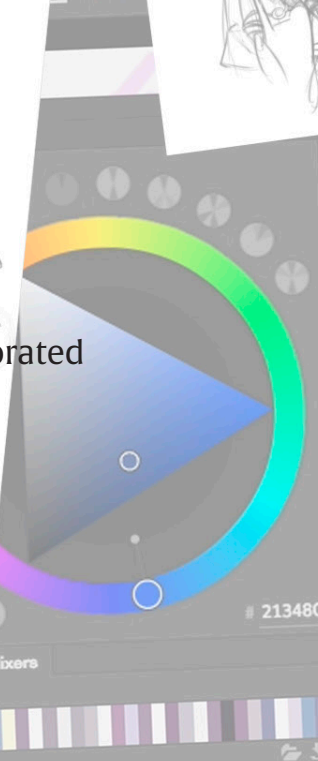
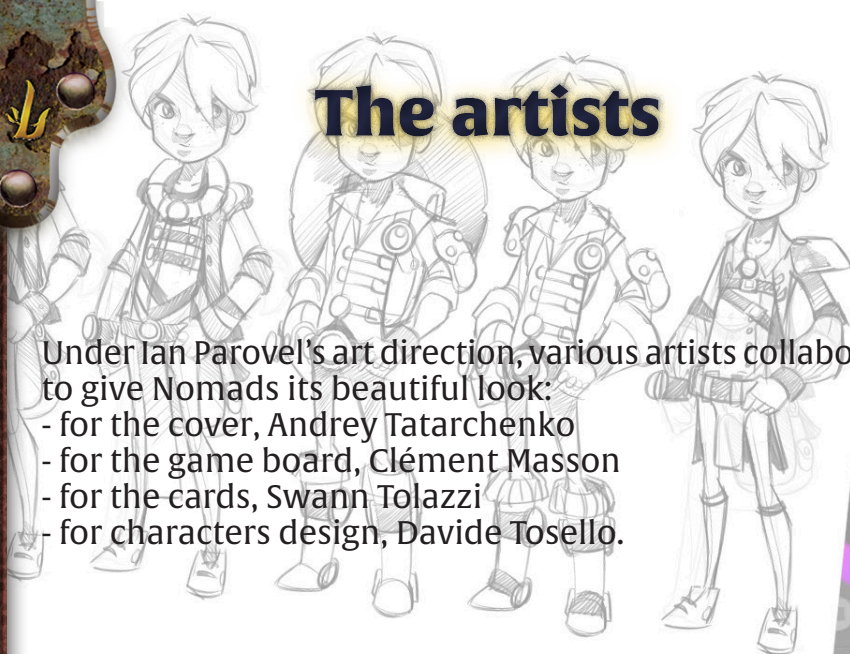
Today, we can say that Nomads is a distant cousin of Jeju. Both games are part of the same family but with two different characters, on both form and content. This experiment confirms that from the same original idea, two very different games can be made, by two different publishers.



## The artists

Under Ian Parovel's art direction, various artists collaborated to give Nomads its beautiful look:

- for the cover, Andrey Tatarchenko
- for the game board, Clément Masson
- for the cards, Swann Tolazzi
- for characters design, Davide Tosello.



About the first game of  
the collection

# Oh Captain!

Oh Captain! is tricky bluffing game, **fun and light**. It can be played with friends or children in less than half an hour.

**Game designer:** Gary Kim

**Publisher:** Ludonaute

**Number of players:** 2 to 5

**Game duration :** 40 min.

**Ages:** 8 and up

**Theme:** Evening gathering

**Street date:** October 2017





# Marketing operations

## The side products

We want to create a full-immersion experience in Luma's world. So for the fans, we have created a short range of side products: tee-shirts, mugs, paper toys, metal coins... They are sold on the web shop of the Legends of Luma.

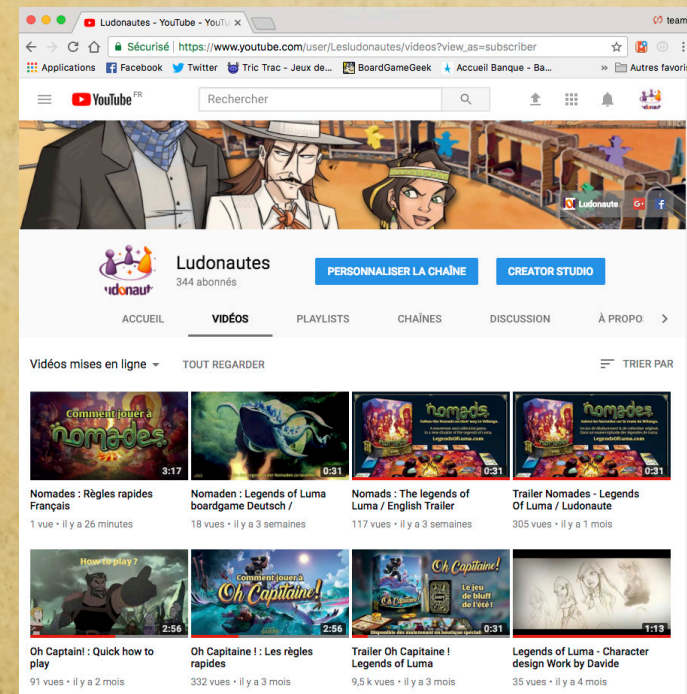


## Video trailers

With this idea of storytelling, we publish short video trailers. The first ones can be watched here:

<https://www.legendsofluma.com/en/game/nomads>

<https://www.youtube.com/user/LeSludonautes>



**LegendsOfLuma.com**

Additional contents (artwork, videos, rules) are available here:

<http://data.ludonaute.fr/luma/nomades>



Displayed side by side, the game boxes show a wonderful and attractive panorama, noticeable on store shelves.

We thank you for your support and we are at your disposal for any request for additional information.

## Contact

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