

The Seven Lights Game of Luminara

A printable race through the seven missions of Esmeralda's world

Help Esmeralda cross the seven missions, escape the shadows, and reach the Door of Light before darkness closes in.

HOW TO PLAY THE SEVEN LIGHTS GAME OF LUMINARA

What you need

You need:

- 2–4 players
- 1 die
- 1 pawn per player
- Aurelion Protection Cards
- 1 Luminara Hero winning card



Goal of the game

Be the first player to cross the Path Protector Gate, open the Door of Light, and receive the Luminara Hero! winning card.



Setup

1. Place all pawns on **Luminara Start**.
2. Each player rolls the die once. The highest number plays first.
3. Players take turns rolling the die and moving forward.



Basic rule

On your turn, roll the die and move your pawn forward the number shown.

If you land on a special space, follow its instruction immediately.

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SPECIAL SPACES

Solen, Miro, and Avarok spaces

The companions help you move faster.

If you land on a companion space, move forward the number shown:

- ☑ Solen +2 → Move forward 2 spaces
- ☑ Miro +3 → Move forward 3 spaces
- ☑ Avarok +4 → Move forward 4 spaces



Bardo Gift

Bardo arrives with unexpected help.

If you land on a **Bardo Gift** space, move directly to the space shown on the board.

Example: **Bardo Gift** — Jump to Space 57



Shadow Attack

The shadows pull you backward.

If you land on a **Shadow Attack** space, move to the space shown on the board.

Example: **Shadow Attack** — Go to Space 43

If you have an **Aurelion Protection Card**, you may use it to block one Shadow Attack.

After using the card, return it to the side.



Aurelion Protection Card

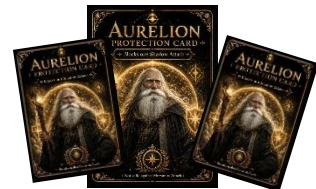
Aurelion shields you from the shadows.

If you land on an **Aurelion Protection Card** space, take one Protection Card.

Each player can only hold one Protection Card at a time.

You may use it later to protect yourself from **one Shadow Attack**.

Important: **This card does not protect you from Morvanna Attack.**



Morvanna Attack

Morvanna's darkness is stronger than ordinary shadow.

Example: If you land on **Morvanna Attack**, you must move to **Space 29**.

No protection card can stop Morvanna Attack.



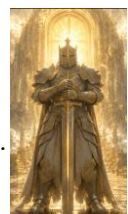
FINAL GATE RULE

The Path Protector Gate

Landing on the Path Protector Gate does not mean you have won yet.

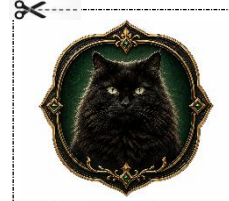
To open the Door of Light, you must wait for your next turn, roll again, and move beyond the gate.

The first player to cross the Path Protector Gate receives the **Luminara Hero!** winning card.

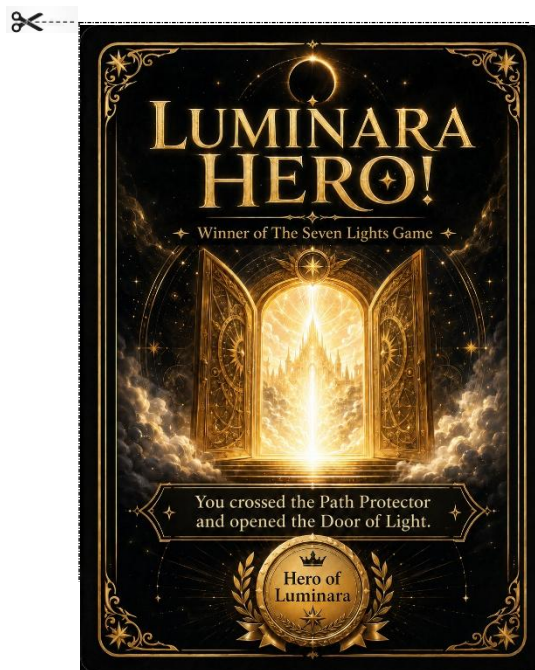


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Cut out your pawn and begin the journey.

Esmeralda	Aurelion	Miro	Lion Miro
			
Solen	Avarok	Bardo	Golden Solen
			

WINNING CARD: Luminara Hero!



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Aurelion Protection Card



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 THE DOOR OF LIGHT Cross the Path Protector Gate to win (63)	62	 Morvanna Attack Go Back to Space 29 (61)	60	59	 Shadow Attack Miss one turn (58)	57
 Captain Rook Goldhand and the Gold Magic Sand (56)	55	54	 Aurelion Protection Card (53)	52	 Bardo Gift Jump to Space 57 (51)	50
 The Maze Cave of the White Diamond (49)	 Shadow Attack Go back to Space 43 (48)	47	46	45	44	43
 The Alpha Hyena Challenge (42)	41	40	39	 Shadow Attack Miss one turn (38)	37	 Avarok +4 Move forward 4 spaces (36)
 The Snow of Wisdom (35)	34	 Aurelion Protection Card (33)	32	31	 Morvanna Attack Go Back to Space 2 (30)	29
 The Island of the Sleeping Dead (28)	27	26	 Shadow Attack Go back to Space 22 (25)	24	23	22
 The Desert of Mortal Scorpions (21)	20	19	18	17	 Miro +3 Move forward 3 spaces (16)	15
 The Road Beyond Home (14)	 Shadow Attack Miss one turn (13)	12	11	 Aurelion Protection Card (10)	9	8
 Luminara The Journey Begins (7)	6	5	 Solen +2 Move forward 2 spaces (4)	3	2	 START LUMINARA The journey begins (1)

Roll the die. Move forward. Follow the special spaces.
First player to cross the Path Protector Gate opens the Door of Light and wins.

The Seven Lights Game of Luminara

Thank you for playing **The Seven Lights Game of Luminara!**

You crossed the path, escaped the shadows, received help from the companions, and opened the Door of Light.

But Esmeralda's journey is only beginning.

Continue the adventure on the official saga page, where you can watch the trailer, meet the companions, explore the Seven Missions, and begin **Book One: The Child of the Eclipse**.

[Visit the Official Saga Page](#)



Ready to start reading now?

[Read Book One on Amazon.](#)

Available in Kindle, Kindle Unlimited, paperback, and hardcover editions.

The eclipse is coming. Begin the journey today.



Esmeralda of Luminara and the Seven Lights