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rule video by Nopparalli.



<https://www.tiegames.fi/puffihova-video-en>

Objective of the Game

PuffiNova is a planet located far away in another galaxy. Life there was pleasant and peaceful until a massive meteor struck the planet. The impact destroyed buildings, and many of the planet's inhabitants were thrown into space.



In this game, your goal is to rescue the PuffiNova residents drifting in space and rebuild the planet. Players earn stars from the cards they play and from the diamonds they collect. The player with the most stars at the end of the game wins.



Contents

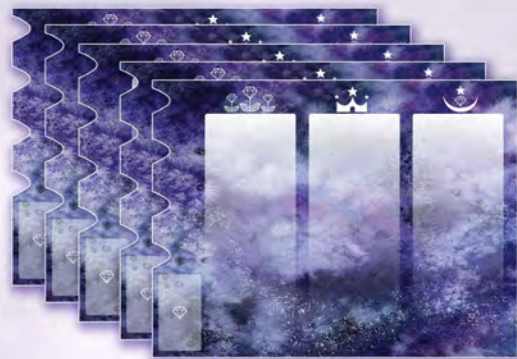
Main Space Board



2 Space Extensions



5 Player Boards



Rulebook

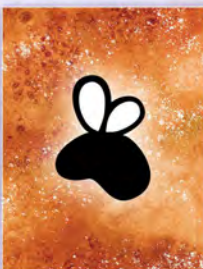


5 Player Board Extensions



A Total of 216 Cards

Family Deck 1
Insects
(32 cards)



Family Deck 2
Domestic Animals
(32 cards)



Family Deck 3
Nordic Wildlife
(32 cards)



Lightning Deck
Fantasy Animals
(38 cards)



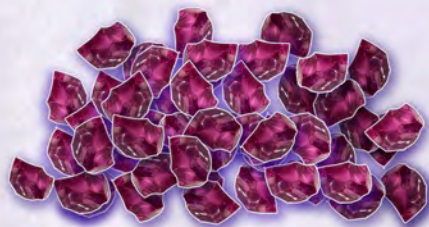
Friend Deck
Exotic Animals
(38 cards)



Construction Deck
Buildings
(40 cards)



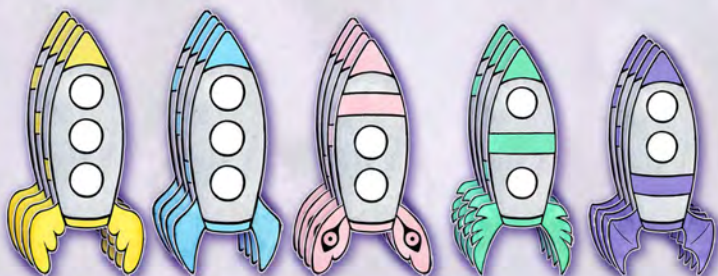
65 Diamonds



Scorepad



20 Spaceships (5 different colors)



4 Diamond Explosion Cards



Setup



- 1 Place the Main Space Board in the center of the table.
 - In a 2-player game, Space Extensions are not used.
 - In a 3-player game, use one Space Extension.
 - In a 4–5 player game, use two Space Extensions.
 - Attach the Space Extension(s) to extend the Main Space Board.

- 2 Choose the decks for this game
 - Select a number of decks equal to the number of players.
 - Example: In a 2-player game, use two decks; in a 3-player game, three decks; and so on.
 - We recommend including at least one Family Deck, although this is not mandatory.
 - All deck types are described in detail in the Decks section of the rules.

- 3 Shuffle all decks chosen in Step 2 together to form one combined deck.

- 4 Draw 10 cards from the shuffled deck and place them face-up to form the starting discard pile.

- 5 Fill every space on the Main Space Board with cards face up.



- 6 Split the remaining deck into two draw piles of roughly equal size.
- 7 Shuffle two Diamond Explosion cards into the bottom ten cards of each draw pile.
- 8 Place both draw piles in their designated spaces above the rows on the Space Board.

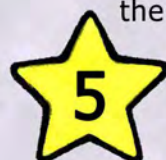




-  Each player chooses a player color.
-  Give each player: 1 Player Board and 4 Spaceships of their chosen color. If the Lightning Deck, Friend Deck, or Construction Deck is included in the game, deal each player a Player Board Extension as well.
-  In a 5-player game, remove the Spaceship with three windows from each set. Each player then receives 3 Spaceships.
-  The player who most recently looked at the stars begins. Alternatively, choose a starting player at random.
-  Deal three cards from either draw pile to the starting player.



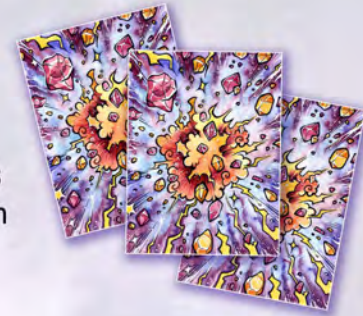
-  Continue clockwise, giving each next player one more card than the previous player. Alternate between the two draw piles when dealing the cards. For example, in a 3-player game, the first player gets three cards, the second player gets four cards, and the third player gets five cards.





How to Play

Players take turns, starting with the first player. On your turn, you may perform one optional Emergency Landing and then choose one of the three main actions. Play continues clockwise until the game ends, which happens immediately when a player draws the third Diamond Explosion card from the draw piles. At that point, final scoring takes place, and the player with the most stars wins.



Turn Structure

Optionally make an Emergency Landing.
Choose one of the three Main Actions.

Emergency Landing

At the start of their turn, a player may choose to perform an Emergency Landing. This is optional and does not consume a Main Action. Emergency Landing works the same way as the Main Action "Call all your Spaceships home" (see page 9), but performing an Emergency Landing costs three diamonds to the shared diamond supply.



Main Action

On your turn, perform one of the following Main Actions:

- Rescue a PuffiNova resident, or construct a new building.
- Launch one of your Spaceships and draw cards.
- Call all your Spaceships home.

Rescue a PuffiNova resident, or construct a new building

Choose a card from your hand that you want to play. To play the card, you must pay the resource cost shown in the upper-left corner of the card. You pay for a card by discarding other cards from your hand face-up into the discard pile. Each discarded card produces the resources shown in its upper-right corner.



When you play a Kunni card to Diamond Field or Star Castle, you may pay its cost using any two resources. For example, discard Penny and Yogo from your hand to the discard pile.

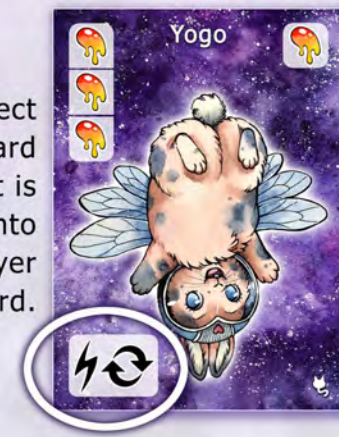
The cost of the card when it is played onto the Player Board.



The resources produced by the card when it is used as payment and placed in the discard pile.



The effect of the card when it is played onto the Player Board.



Resources

Glistening Grass



Cosmic Dust



Melted Steel



Space Seed



Shining Comet



Meteor Mushroom



Diamond Field

Cards played to the Diamond Field area immediately grant you the number of diamonds shown on the card. Place the diamonds onto the designated space on your Player Board. Cards in the Diamond Field do not provide any stars at the end of the game.



Star Castle

Cards played to the Star Castle area do not grant any diamonds. Instead, they provide the number of stars shown on the card during final scoring.



You do not need to use the exact combination of resources shown on the card. You may combine different resources and even overpay. Example: If a card costs five Glistening Grass, you may instead discard one Glistening Grass, two Space Seeds, and two Cosmic Dust.

Exception: Hourglass cards must always be paid for using exactly the resource types shown on the card, and they are always placed in the Galactic City area. Overpaying is allowed, but you still need the correct resource types.

On Hourglass cards, the resources are marked with a black border. This means they must be paid with the exact matching resources.



Cards paid with exactly the required resources are placed in the Moon Council area. If you used any other resource types to help pay for the card, you may choose to place it in either the Diamond Field or the Star Castle areas. If the card has an effect, resolve it immediately. Do not count Hourglasses or stars yet.

Some cards also include special Actions. These Actions are listed in the Decks section of the rules.

If the shared supply of diamonds runs out, use any marker or substitute component as a replacement.



Moon Council

Cards played to the Moon Council area immediately give you the number of diamonds shown on the card. Place the diamonds on your Player Board. In addition, Moon Council cards award the number of stars shown on the card at the end of the game. Cards that are paid with their exact resource cost must be placed in the Moon Council, unless the card has an Hourglass symbol.



Galactic City

Cards played to the Galactic City area provide stars during final scoring. Hourglass cards must always be paid for using exactly the resource types shown on the card, and they are always placed in the Galactic City.

Launch a Spaceship and Draw Cards



1 Take one of your Spaceships from beside your Player Board and place it onto any empty spaceship space on the Main Space Board.

2 If you wish, you may also place your Spaceship behind another Spaceship by paying two diamonds to the shared diamond supply. The Spaceship in front may belong to you or to another player.

3 Take the cards at the window positions in the spaceship row on the Main Space Board and add them to your hand.

4 Fill the now-empty spaces on the Main Space Board by drawing cards from the draw pile belonging to that column. If the draw pile for that column does not have enough cards, the player who launched the Spaceship chooses from which draw pile the new cards are drawn. If one of the draw piles becomes empty, refill only from the remaining draw pile. Never refill from the discard pile.



5 When a Diamond Explosion card is drawn from a draw pile, all players must be clearly informed. The Diamond Explosion card is placed next to the same draw pile so that all players can see from which pile it was drawn. This procedure is also followed if a Diamond Explosion card is drawn directly into a player's hand through a special card effect. In this case, the player who drew the Diamond Explosion card places it face up next to the draw pile, and then draws a replacement card from the same draw pile. If that draw pile is empty, the replacement card is drawn from the adjacent draw pile instead. The rows are always refilled from the remaining draw pile, never from the discard pile. Note: it is possible to draw three Diamond Explosion cards in a single turn, if this happens, the game ends immediately and final scoring is performed.



Call all your Spaceships back home

Take all of your Spaceships from the Main Space Board and place them back beside your Player Board.



Decks



The cards in the **Family Decks** are all basic cards that provide only diamonds and/or stars. Family Decks do not include Shining Comet or Meteor Mushroom as resource types.



The **Lightning Deck** contains cards with instant Lightning Effects. A Lightning Effect activates immediately when the card is played, regardless of which of the three allowed areas it is placed in.



Immediate Lightning Effect that must be resolved.



The **Friend Deck** contains Actions that affect a player's immediate neighbors (up to two players). In 4- and 5-player games, the Action does not apply to all opponents, only to the two adjacent players. Buddy Actions are optional; players may choose not to use them. In a 2-player game, a Buddy Action triggers once, affecting only the opponent.



Buddy Action: both adjacent players may perform the card's Buddy Action.

The Friend Deck also includes some Mandatory Effects. These effects trigger immediately when the card is played and apply to all players. They must be resolved and are not optional. If a player has no cards in hand and no diamonds, the Mandatory Effect has no effect on that player, but it still applies to all other players normally.



Mandatory Effect that applies to all players.



The **Construction Deck** is different from all other decks. All cards from the Construction Deck are placed in the Galactic City area. These cards provide stars at the end of the game. Hourglass cards in this deck must always be paid using exactly the resource types shown. Overpaying is allowed, but the resource types must match.



This card is scored at the end of the game.

The Friend and Lightning Decks also contain a few Hourglass cards. These follow the same rules as the Hourglass cards in the Construction Deck.

All card symbols are described in more detail on the back of the rulebook.

Both the Friend and Lightning Decks include Actions that allow players to draw cards from the draw piles. If you draw a Diamond Explosion card, see the instructions on page 8 under "Launch a Spaceship and Draw Cards," step 4.



End of the Game

The game ends immediately when a player draws the third Diamond Explosion card from the draw piles. All players then place their remaining cards from their hand face down next to their Player Board. After that, proceed to final scoring.

Final Scoring

After all stars are counted, add them together. The player with the most stars wins the game. If there is a tie, the tied player with the most diamonds wins. If there is still a tie, the player with the most cards in hand wins. If there is still a tie, the players share the victory.

After the game ends, calculate each player’s stars and record the results on the scorepad:

Every 2 diamonds are worth 1 star at the end of the game.

Count the stars provided by the cards in the Star Castle and Moon Council.

The stars awarded from scoring the Diamond Field.

The stars awarded from scoring the Star Castle.

The stars awarded from scoring the Moon Council.

Count the stars provided by the hourglasses in the Galactic City.

Total points.

	Katy	Mom	Paul	
	3	2	1	
	7	10	12	
	4	2	-	
	-	3	3	
	-	4	2	
	6	2	2	
=	20	23	20	



The Player Board shown in the image belongs to Mom. Mom scores one point for every two diamonds.

From the Star Castle and Moon Council, Mom gains the stars provided by the cards.

From Diamond Field, Mom scores two points because she has the second-highest number of cards played to that area.

From Star Castle, Mom scores three points because both she and Paul have one card in Star Castle, while Katy has none.

From Moon Council, Mom scores four points because she has the most cards in that area.

From Galactic City, Mom scores the points provided by the Candy Store card. She gains two points from it.



Area Scoring

All areas except the Galactic City are scored according to how many cards each player has placed in that field. The number of stars awarded is shown in the table on the right:

If two players have placed the same number of cards in the same area, the stars for that placement and the next placement are added together and divided evenly between the players. All other placements are scored normally. If more than two players have played the same number of cards, the stars awarded for as many placements as there are tied players are added together and divided evenly among those players (rounding down if necessary), in this case, the other players receive no stars from this area.

	1.	2.	3.	4.	5.
2-player game	★ ★	-			
3-player game	★ ★ ★ ★	★ ★	-		
4-player game	★ ★ ★ ★ ★ ★	★ ★ ★ ★	★ ★	-	
5-player game	★ ★ ★ ★ ★ ★	★ ★ ★ ★	★ ★	-	-

Example 1: In a 4-player game, two players are tied for the most cards in an area. They divide the points for 1st and 2nd place: $(6 + 4 \text{ stars}):2 = 5 \text{ stars each}$. The third player scores 2 stars, and the fourth player scores 0 stars.

Example 2: In a 4-player game, one player has three cards in an area and the remaining three players each have two. The first player receives 6 stars. The remaining players divide the points for 2nd, 3rd, and 4th place: $(4 + 2 + 0 \text{ stars}):3 = 2 \text{ stars each}$.

Shorter game variant

We recommend using only the Family Decks for your first game and when playing with less experienced players. Use the Family Decks as follows: in a 2–3 player game, use two Family Decks. In a 4–5 player game, use three Family Decks.

Family game variant for groups with experienced players: During setup, each player receives three random cards from the Construction Deck, chooses one of them, and places it for free in the Galactic City area before the game begins.

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The designers would like to thank:

Vilma’s and Juhana’s children, Jenni Spännäri, Tuomas Vihervaara, Jutta Keskinen, Janne Helin, Ilkka Landen, Joonas Hannula, Inka Plit, Lautapeliopas, Tomi and Tommi from Nopparalli, Hanna Heikkinen, Jarosław Wójcicki, Kristoffer Lindqvist, Martinlaakso Game Club, Fuge Game Club, Pelimummot WhatsApp group, as well as everyone who playtested the game during its prototype phase.



PuffiNova Appendix

 = Star / one point.

 = Take one diamond

 = Immediate Lightning Effect that must be resolved.

 = Play a new turn.

 = Mandatory Effect that applies to all players

 = Discard one card from your hand to the discard pile.

 = This card is scored at the end of the game

 = Buddy Action: both adjacent players may perform the card's Buddy Action.

 = Draw a new card from the draw pile. (NOT from the discard pile).

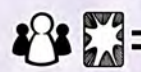
 = Take all your Spaceships from the Main Space Board and place them next to your Player Board.

 = Give one diamond to each adjacent player. In a two-player game, give one diamond to your opponent and pay the other diamond to the diamond supply.

 = Each player gives one card to the player on their right. If you have no cards, give a diamond instead.

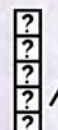
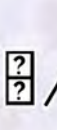
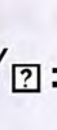
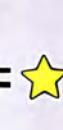
 =  = Gain one star for every three Meteor Mushrooms shown in the costs of cards on your Player Board. Example: If the card costs on your Player Board show seven Meteor Mushrooms, you gain two stars.

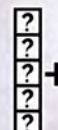
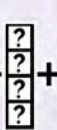
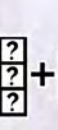
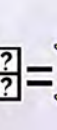
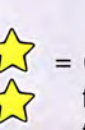
 =  = At the end of the game, choose one adjacent player. Gain one star for every two diamonds they have.

 =  = Gain four stars if the game ends on your adjacent player's turn.

 =  = If the game ends on your turn, you gain four stars.

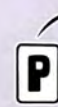
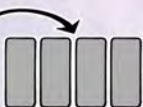
 &  =  = Gain one star for each card on your Player Board that costs exactly one or two resources.

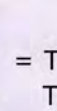
 /  /  =  = After the game ends, choose the cards on your Player Board that cost either one, two, or five resources. Gain one star for each such card.

 +  +  +  =  = Gain two stars for each set. A set consists of four cards with costs of two, three, four, and five resources.

 =  = Gain one star for each card on your Player Board that costs exactly three resources.

   = Play this card as the top card of any area of the player on your right (except the Galactic City). As the player of this card, you receive the card's diamonds.

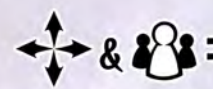
  = Play a new card. Pay the cost as normal.

  = Take one previously played card back into your hand. The card must be the topmost card in its column.

 /  = You gain one diamond for each card you have played into your Star Castle.

   = As a Buddy Action, you may return one card you previously played to your hand. The card must be the top card of its row. Gain three diamonds if you perform the Buddy Action.

 =  = Gain one star for each Hourglass card you have played.

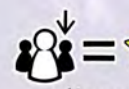
 =  = Gain one star for each Mandatory Effect and Buddy Action symbol you have played.

 =  = Gain one star for each Lightning symbol you have played.

   =  = Gain one star for each set. A set is one card in: Diamond Field, Star Castle, and Moon Council.

 =  = Gain one star for every two cards in your Moon Council.

 =  = Gain one star for each card in your Star Castle.

 =  /  = At the end of the game, choose one adjacent player. Gain one star for each card they have played into their Diamond Field.

 =  = Gain one star for every two diamonds you have.