

NEXUS



Fairies

2 Players. 10 Minutes. Ages 14+.

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Components:

- 30 Numbered cards (1 through 30)
- 6 Mushrooms cards (the cards without numbers are mushrooms)

Objective:

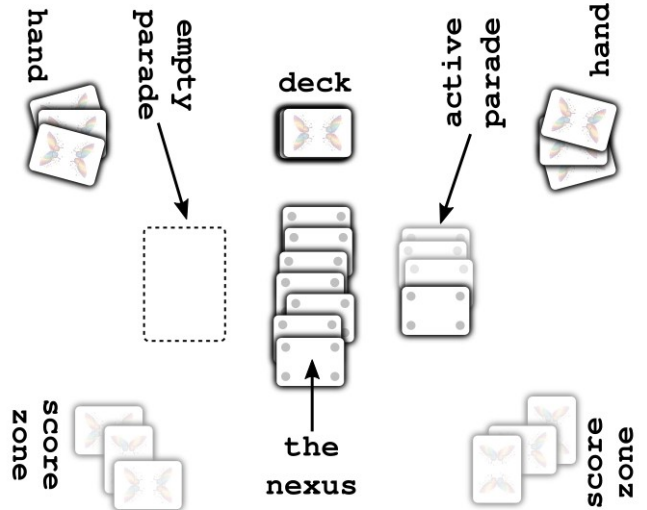
Collect ★. Give your opponent 🧠.

The rules presented here are complete but terse. More detailed rules with examples can be found at the link in the bottom-right corner of this page.

2

Setup:

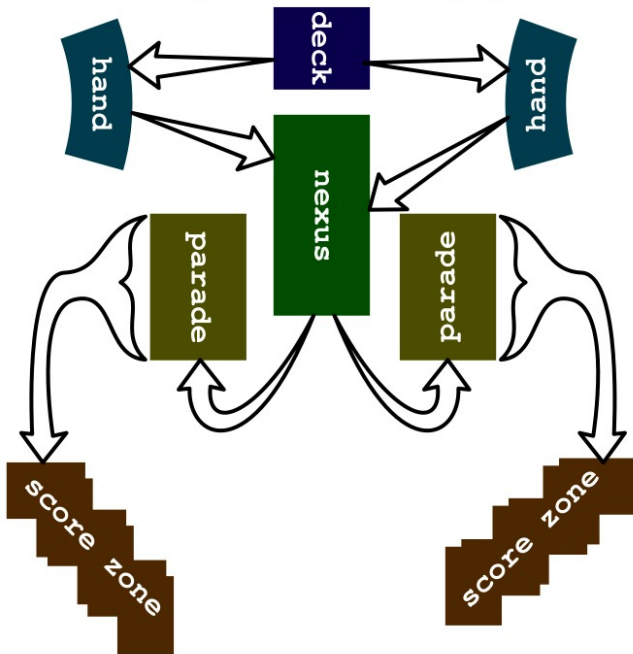
- Deal out 7 cards to the nexus.
- Randomly choose who is player 1 and who is player 2.
- Deal 1 card to start player 2's parade.
- Each player draws 3 cards.
- Player 1 takes the first turn.



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Zones:

Except for setup and refilling the nexus, cards can only move between zones along the following paths.



Other moves are not allowed. For example, players can't put cards from their hand directly onto a parade.

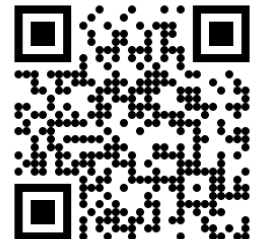
4

On Your Turn

Choose one

Meditate

SOW
CHAOS!



<https://games.avomath.com/nexus>

Owen Lange, May 20, 2025

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To Meditate, do both of the following:

- Resolve the top card of the nexus according to the laws of the fairy court.
- Draw a card.

Both parts of this action are mandatory.

Meditating replenishes your options for future turns by increasing the number of cards in your hand, but you must accept what the top card of the nexus chooses to do when it resolves.

To SOW CHAOS, do the following:

- Play a card from your hand to the nexus.

Any card can be played to the nexus, and it can be played to the top of the nexus or inserted at any point in the nexus.

If you don't have any cards in your hand, you won't be able to sow chaos and you'll have to meditate instead. *Sowing chaos lets you change what's happening in the nexus, but it depletes your hand, leaving you with fewer options for future turns.*

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Resolving a Card:

Only the top card of the nexus can resolve.

The resolving card joins the active parade if it can according to the laws of the fairy court...

Laws of the Fairy Court:

- A higher numbered card can follow a lower numbered card.
- A mushroom can follow any numbered card.
- Any numbered card can follow a mushroom.

○ A lower numbered card cannot follow a higher numbered card.

○ A mushroom cannot follow another mushroom.

If a resolving card cannot join the active parade, then it will start a new parade for the other player. The old parade is moved to its player's score zone.

The laws of the fairy court only apply to parades; the cards in the nexus can be in any order.

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Scoring:

The game ends when the deck runs out.

When the game ends, any cards in players' hands, the nexus, or the active parade are not scored.

Players score points for each ★ in their score zone and lose points for each 🍄 in their score zone.

★* This is worth a ★ for each mushroom in this parade.

*2 This doubles the value of all ★ and 🍄 in this parade.

★🍄 This swaps the meaning of ★ and 🍄 in this parade.

×0 This eliminates all points in this parade.

Note that these special cards affect or count all the cards in the same parade and only the cards in the same parade.

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Players draw from the common deck.

The number of cards in each player's hand is open information.

All the cards in the nexus zone are face-up and visible and overlapped to show which end is the top of the nexus. If the nexus zone is ever down to 2 cards, immediately deal 2 more cards to the bottom of the nexus from the deck.

Only one player's parade is active at a time; the other parade is empty. The active parade is kept face-up and visible and overlapped to show which card was added to it last. Players cannot play cards directly from hand to parade. Cards can only get to a parade by being played to the nexus first.

Each time a parade goes to a score zone, keep those cards grouped together, face down, and separate from other parades in that score zone.