

# NEXUS



## Pirates

2 Players. 15 Minutes. Ages 14+.

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### Contents:

- 45 Numbered cards (1 through 45)
- 9 Ship cards (the cards without numbers are ships)

### Objective:

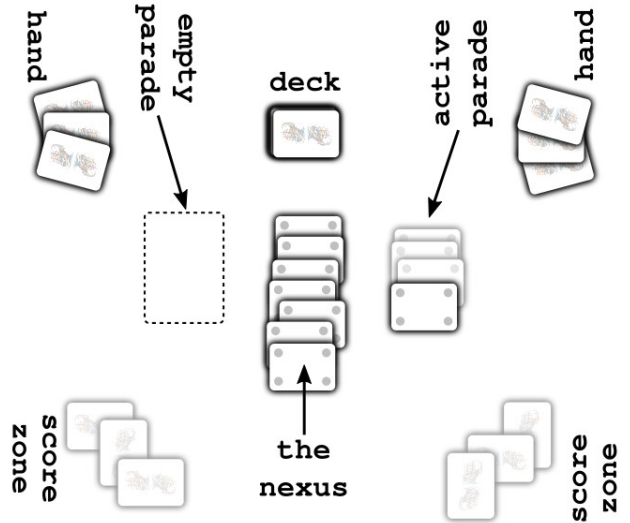
Collect ★. Give your opponent 🧠.

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.

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### Setup:

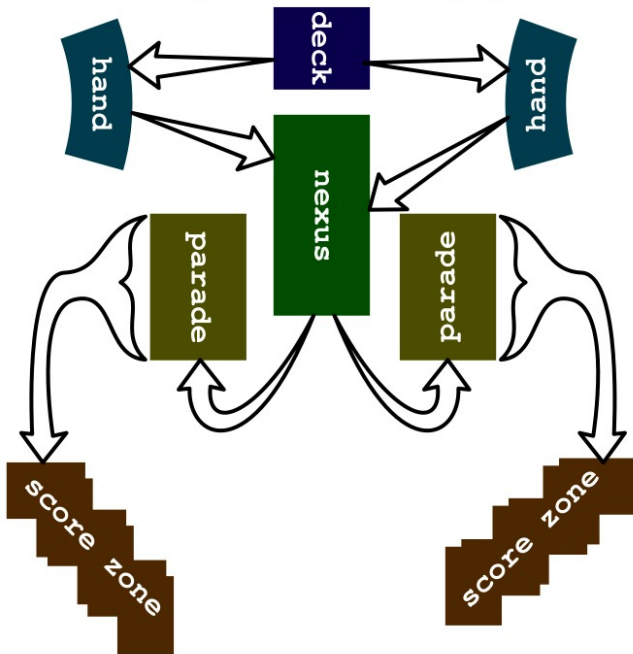
- Deal out 7 cards to the nexus.
- Randomly choose who is player 1 and who is player 2.
- Deal 1 card to start player 2's parade.
- Each player draws 3 cards.
- Player 1 takes the first turn.



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### Zones:

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

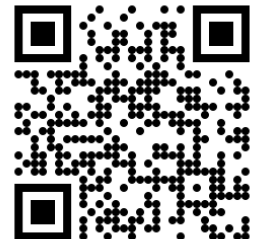
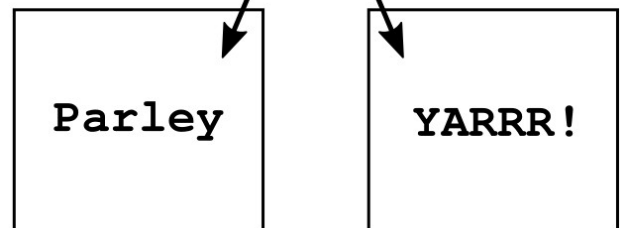


Other moves are not allowed. For example, players can't put cards from their hand directly onto a parade.

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### On Your Turn

Choose one



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

Owen Lange, May 24, 2025

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To Parley, do both of the following:

- Resolve the top card of the nexus according to the pirate code.
- Draw a card.

Both parts of this action are mandatory.

*Parleying 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 YARRR, 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 yarr and you'll have to parley instead. *Yarring 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 pirate code...

The Pirate Code:

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

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

○ A ship cannot follow another ship.

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 pirate code only applies 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.

\*2 This doubles the value of all ★ and 🏴‍☠️ in this parade.

Note that these special cards affect 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.