

DESIGNED BY  
JEFFREY SHUTER



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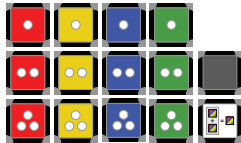


POLSKI

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## CONTENTS

### GAME BOARD SQUARES



12 x Colored Resource Squares

1 x Vacant Square

1 x Trading Post Square

### PLAYER PIECES

- 24 x Orange Branches
- 24 x Purple Branches
- 10 x Orange Nodes
- 10 x Purple Nodes
- 11 x Black Nodes

### RESOURCE CUBES

- 10 x Red Cubes
- 10 x Yellow Cubes
- 10 x Blue Cubes
- 10 x Green Cubes

### REFERENCE MATERIAL



2 x Reference/Scoring Cards



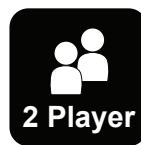
1 x Manual

## SUMMARY

Node is a competitive strategy game where players compete to quickly build the best node network. A series of square cards are shuffled and layed out to form the game board, and players then place **nodes** on the corners, and **branches** on the edges of the squares.

Every node a player places on the board grants them additional resources, which can then be used to buy additional nodes and branches to further expand their network. Things quickly become tricky though, as the squares on the board can become **exhausted** and stop granting resources, or **captured** by a player.

Players accumulate points by placing nodes, capturing squares, and having the largest network, first to 10 points wins. Experienced players may also play the advanced ruleset, which is even more challenging!



2 Player



Strategy



14+  
Ages



30 Mins

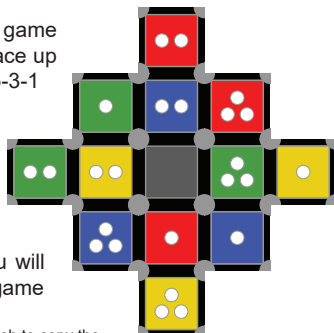
## GETTING STARTED

Pick up the 14 game board squares



Remove the Trading Post square for your first game (makes the game simpler to learn)

Shuffle the remaining 13 game board cards and lay them face up on the table in rows of 1-3-5-3-1



This is the game board you will be using for the rest of the game

Note: For your first game you may wish to copy the exact layout of this example to make following the later instructions easier

## PLACING PIECES

Players place pieces on the gameboard to grow their network.

Player 1 is **orange**, player 2 is **purple**



### NODES

Nodes go on corners only, must be placed at the end of a branch of the same color

### BRANCHES

Branches go on edges only, must be "adjacent" to another branch of the same color

Notes:

Maximum of one piece in the same location on the board

Branches do not require a node on the end, but all nodes require a branch

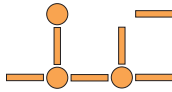
Once a piece has been played on the board it will remain there for the rest of the game

Pieces may be played on the very edge or outer corners of the board

"Adjacent" means at right angles or straight relative to another branch of same color

## BUILDING A NETWORK

The goal is to quickly build the biggest network of nodes and branches...



... but you have to pay resources to buy additional pieces for your network, resources are represented by the **red**, **yellow**, **blue**, and **green** cubes.

An additional **branch** costs **one red** and **one blue** cube



An additional **node** costs **two yellow** and **two green** cubes



Each player gets two nodes and two branches for free to start the game, after placing them they must buy all additional pieces

Note:

Best start order is **Player 1** places first node+branch, **Player 2** then places both their node+branches, then **Player 1** places the final node+branch. **Player 2** is then first to get resources and have their regular turn, with **Player 1/Player 2** then alternating turns

## GETTING RESOURCES

A player gets resources at the start of every turn from every node they have on the board

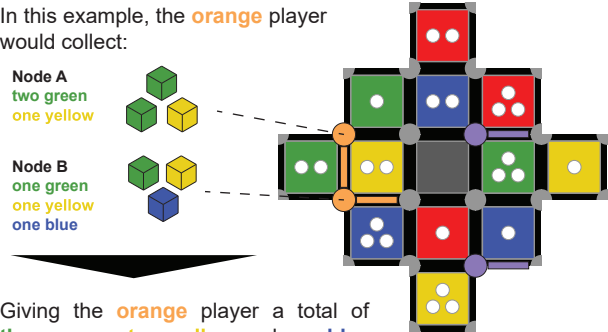


The amount of resources each node gives depends on the color and state of the surrounding squares

In this example, the **orange** player would collect:

**Node A**  
two green  
one yellow

**Node B**  
one green  
one yellow  
one blue

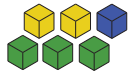
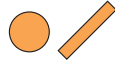


Giving the **orange** player a total of **three green**, **two yellow** and **one blue**



## BUYING AND TRADING

During a player's turn, they may buy and place as many pieces as they have the resources to afford...



... or they may choose to spend none or part of their resources, saving the rest for a future turn

A player may not have the right mix of resources to buy what they want, so there are two options for **trading**

### STANDARD TRADE (3:1)

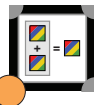


Only **once per turn**, a player may trade **any 3 for 1** resource cubes

### TRADING POST (2:1) [Ignore for simplified first game]



A node on the **trading post** gives that player a trade of **any 2 for 1** (once per turn, per node on it)



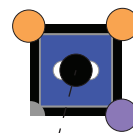
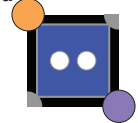
Notes:

Players using 2:1 trading post trades may also use a standard 3:1 trade on the same turn. Players may trade at anytime during their turn, building a node on the corner of the trading post during your turn gives immediate access to that 2:1 trade on the same turn

## EXHAUSTED SQUARES

The board evolves as each player's network grows, as the game board squares can become **exhausted** or **captured**

The white dots represent the maximum amount of nodes that can collect resources from that square



Once more nodes are on a square than its limit, the square becomes **exhausted** and stops paying resources to all the nodes on it



Mark exhausted squares with a **black node** in the center to clearly identify that they no longer pay resources



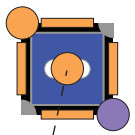
The grey vacant square also does not pay any resources throughout the game

Notes:

Every node on a square's corners counts towards its limit, regardless of color. Nodes still collect resources from any surrounding squares that are still active. Placing a node on a corner may exhaust multiple surrounding squares simultaneously

## CAPTURED SQUARES

A **captured square** stops paying resources to other color nodes and also removes any maximum node limit of the square



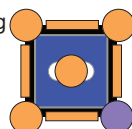
A player captures a square by surrounding all four sides with the same color branches

e.g. in this example **orange** would collect **one blue**, while **purple** would collect nothing

Mark captured squares immediately by placing a node of the same color in the center of the square

Squares previously exhausted will also start paying resources again, as the max node limit is removed

e.g. in this example **orange** would collect **three blue**, while **purple** would still collect nothing



Notes:

The node markers put in the center of the square are free and don't collect resources. A player may capture multiple squares with a larger perimeter if no opponent pieces are within the perimeter, once captured no opponent may build through this perimeter

## WINNING THE GAME

The **first to 10 points** wins the game



**+1 point**

Each node on a corner



**+1 point**

Each captured square



**+2 points**

If outright holding the largest network of adjacent branches

Easiest way to calculate a player's points e.g. **orange** is to count all **orange node markers on the board**, doesn't matter if on a corner or center of square, as each are worth +1 point

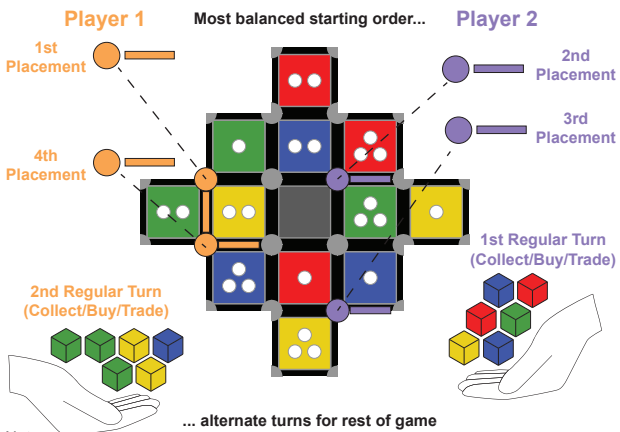
Then count how many adjacent branches in their largest network, if more than their opponent add **+2 additional points** to score

Notes:

Nodes must be on the game board to score points, unplaced nodes do not score points. Trading post or vacant square may each be captured, and are worth a point each. A player's branch network may be split in two areas of the game board. If so, only the largest section of branches counts, not all the player's branches on the game board. The longest network of branches must be held outright to score points, if both players are tied, no player holds the 2 point advantage.

# TURN ORDER

Each player places two sets of node+branches anywhere on the board to start the game. All future pieces added to the network must connect back to either of these starting points via branches



# VARIANTS

## CLASSIC RULES WITH TRADING POST

The prior rules are for the classic style of play. After your first game, integrate the trading post square into the 14 game squares and shuffle all 14 before each game. Lay out 13 squares randomly in the same 1-3-5-3-1 pattern, meaning one random square will always be left out of the board. Since every game is different, we suggest playing a best of 3, 5, or 7 game series, alternating who starts as player 1 each game.

## ADVANCED RULES

Players seeking an even deeper strategic challenge may choose to play the advanced rules. Advanced rules are exactly the same as classic rules, except a player wants to be the **last to 10 points**, and a player **may buy and place pieces of either color**. A player will still only collect resources from their own color pieces, and if buying their opponent's pieces must still place them in a legal position on their opponents network.

## WAGERING AND BETTING RULES

See online at [qndgames.com/node](http://qndgames.com/node) for potential betting, wagering, or gambling variants.

# APPENDIX

# HELPFUL TIPS

## COLLECTING RESOURCES

The easiest way for a player to collect resources on their turn is separately for each node. Place the appropriate amount of resources in small piles in front of the player, each pile representing each node, and allow other players to double check the right amount has been collected. Once confirmed, the player is then free to combine them with the rest of their resources and spend as desired. Also, if there aren't enough cubes left to collect on your turn, you may take the owed cubes from whichever player has the most of that color in their hand.

## BASIC STRATEGY

There are many different strategies to win in node, and every game will play differently depending on the board. In general, you would hope to collect at least one of each of the four colors from you initial two node placements. If not, you will likely have to trade to purchase further nodes and/or branches, which disadvantages you as it uses more resources.

## STALEMATES

While generally unlikely, it is technically possible to have neither player able to reach 10 points. If so, the game is declared a draw regardless of who is ahead on points at the time.

# BASICS

## NODES

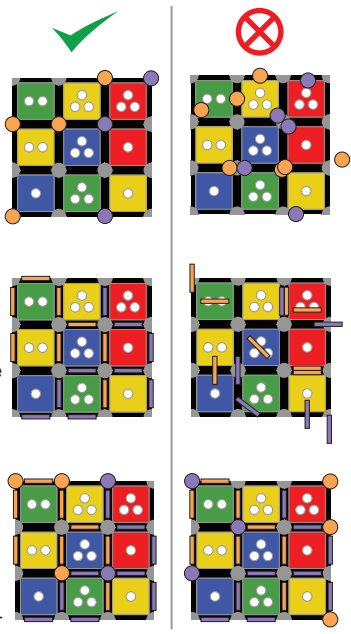
Nodes go on corners only, maximum 1 node per corner  
Placing nodes on corners on the edge of the board is ok

## BRANCHES

Branches go on edges only, maximum 1 branch per edge  
Branches must be "adjacent" to another branch of the same color (share common corner)

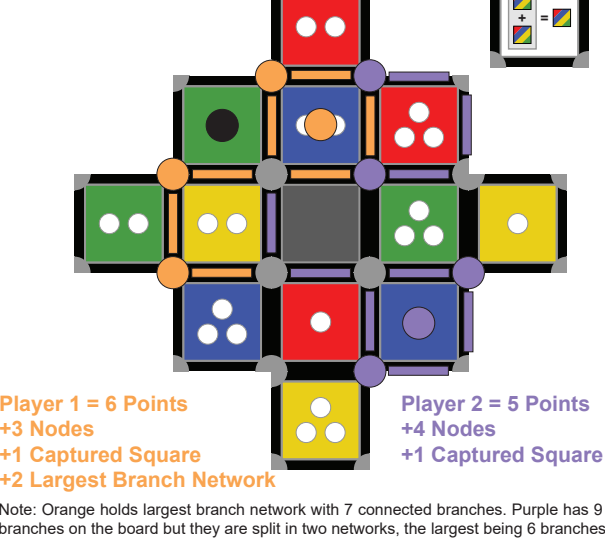
## NODE+BRANCH

All nodes must connect to a branch of the same color, but not all branches need a node  
Branches are still adjacent even if they pass through a competitor node on the corner



# EXAMPLE GAME

## In Progress



# PLAYER NOTES

RECORD YOUR WIN/LOSS SCORES HERE

## QUICK REFERENCE

BUY



TRADE



Once per turn,  
any 3 for 1



Once per turn per node,  
any 2 for 1

SCORING



**+1 point**

Each node on a corner



**+1 point**

Each captured square



**+2 points**

Largest network of  
adjacent branches  
(no points if tied)