

COMPLETE ICON OVERVIEW



COLOR

- You
- Rival
- You and Rival
- Neutral
- Meets condition

ACTION

- Move
- Exchange
- Trigger effect
- Don't trigger effect
- Rotate
- Get coin

OTHER

- Other cards ignore this effect.
- 1 VP

SPECIAL EFFECTS

- DELAYED**
 - Card is placed on Temporary Space
 - Card's effect is triggered in next round.
 - Card is moved to The Past .
- CHECK**
 - Compare both players' to determine who meets required condition.
 - That player is considered .
 - triggers the card's effect.
- MODIFIED INFLUENCE**
 - If card's effect is triggered, rotate and collect card.
 - If rotated, card's Influence Value is modified:
 - Multiplied by () specified condition of .
 - OR**
 - Added to () specified condition of .

LOCATION

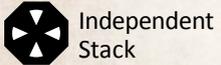
- Independent Stack
- The Past
- Decision Space
- Temporary Space
- Influence Area
- Hand

CARD SPECIFICATION

- Single card
- Card of this Influence Value
- Random card
- Chosen card
- All cards
- Lowest total influence
- Highest total influence
- All rotated cards
- Lowest-value card
- Highest-value card
- Rotated card
- Fewest cards
- Most cards
- Basic Influence Value of the card directly next to this card

CARD EFFECTS

LOCATION



Independent Stack



Decision Space



Influence Area



The Past

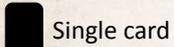


Temporary Space



Hand

CARD SPECIFICATION



Single card



Random card



Card of this Influence Value



Chosen card

ACTION



Move



Exchange



Trigger effect



SPECIAL EFFECT



DELAYED

- Card is placed on Temporary Space 
- Card's effect is triggered in next round.
- Card is moved to The Past 



Other cards ignore this effect.

GAMEPLAY

DRAFT

Each player draws 3 cards from the stack on their . Choose and distribute cards face-down in any order:

- 1 in front of **yourself**
- 1 in front of **rival**
- 1 on Independent Stack 

Repeat until all cards are distributed.

ROUND SEQUENCE

- 1 Coin-owner plays 1 card on their . Afterwards, other player plays 1 card on their .
- 2 Move the coin to side with higher played Influence Value. Tie: Coin stays where it is. 
- 3 Coin-owner decides which card is **triggered** and which card is **collected**. Resolve in this order:
 - Effect of **triggered** card is resolved by its owner. If card is still at player's , move it to .
 - If the to be **collected** card is still on its owner's , move it to owner's .

BLUE AND RED

Each Player is always **BLUE**.

The Rival is always **RED**.

GREY areas are neutral.



THE END OF AN ERA & SCORING

An Era ends when both players' hands are empty and all cards are resolved.

The player with the highest total influence in their  wins.

Tie: The player with the coin wins.