

Turn Structure & How to Win

ON YOUR TURN

First, take up to 2 actions (i.e., purchase, play and/or card-based actions) and any number of bonus actions (before, in between or after the 2 actions).

Then, perform cleanup (p. 9).

1. Discard down to court size (3 + ⭐).

2. Discard down to hand size (2 + ⚪).

3. Resolve events in the leftmost market column.

4. Fill market.

Instability
Revealing second Dominance card
immediately triggers Dominance check

VICTORY (p. 15)

When a Dominance Check event card is purchased or triggered, players score points based on the performance of the coalitions.

If a single coalition has 4 more blocks than each other the dominance is **successful**. Players with most influence in (1 + patriots in your court + your prizes + your gifts) in the **dominant coalition** score 5/3/1 points. Then clear blocks.

Otherwise, players with the **most cylinders** in play score 3/1 points.

The game ends as soon as one player has four or more points than all other players. Or, when the last Dominance Check is scored.

(The last Dominance Check is worth double points. See p. 9 for game end ties.)

Ties
If players are tied during a Dominance Check, combine the points for the tied places and divide by the number of players, rounding down.

⭐ acts as a final score tie breaker.

PURCHASE

Pay 0-5 rupees onto the market cards to purchase a card (p. 10). (Double the cost if the favored suit is ⚪)

Left-side Paying for Cards
When paying for cards, you must pay to cards on the left side of the market.

PLAY

Resolve impact icons and move a card from your hand to your court (p. 11).

Bribes for Playing Cards
A region's ruler may charge a bribe up to the number of their tribes in the region.

Patriots Can Change Loyalty
Playing a patriot card (p. 3) from a different coalition will change your loyalty to it. When changing loyalty, remove gifts, discard all prizes and patriot cards.

Ruler / Rule a Region
The ruler has at least 1 tribe and a plurality of tribes and loyal armies (p. 7).

CARD-BASED

Resolve an action icon of a card in your court. Each card can only be used for one action once per turn (p. 12-14).

Right-side Paying for Actions
If an action has a cost, you must pay to cards on the right side of the market.

Bribes for Taking Actions (Hostage)
If an enemy has more spies on your court card than any other player, they may charge a bribe up to the number of their spies on the card.

BONUS ACTIONS

Card-based Actions matching the favored suit do not count against your two actions.

Actions

Impact Icons

(Resolve when a card is played; p. 11)



Place one coalition block of your loyalty on any border of this region. This piece is now a **road**.



Place one coalition block of your loyalty in this region. This piece is now an **army**.



Take two rupees from the bank. This card is leveraged. *Reminder: If you ever discard this card, you must pay back the rupees (p. 8).*



Place one of your cylinders on a card in any player's court that matches the played card's region. This piece is now a **spy**.



Place one of your cylinders in this region. This piece is now a **tribe**.



Move the favored suit marker to the suit indicated (see bonus actions below). *Reminder: If the favored suit is military, the cost to take the purchase action is double.*

Action Icons

(Resolve when taking a card-based action; p. 12-14)



BUILD

Pay 2/4/6 to place 1, 2, or 3 blocks in any region you rule (as an army) or on an adjacent borders (as a road).



TAX

Take rupees from market cards. If you rule a region, may take from players that have at least one court card associated with that region.

Tax Shelters
⭐ on economic cards protect rupees from taxation equal to their total rank.



GIFT

Pay 2/4/6 to purchase 1st, 2nd or 3rd gift.



MOVE

For each rank, move one of your spies or coalition armies.



BETRAY

Pay 2. Discard a card where you have a spy. You may take its prize. (Change loyalty if different. See "Patriots Can Change Loyalty".)

This may trigger

The Overthrow Rule
Loss of last tribe or political card in location triggers the removal of the other (p. 8).



BATTLE

At a single site (region or court card), remove any combination of enemy tribes, spies, roads or armies equal to rank. You cannot remove more units than you yourself have armies/spies in that battle, and you cannot remove tribes of players that are of your loyalty (p. 14). This may trigger