

REFERENCE CARD

OBJECT & WINNING THE GAME

- » Win rounds by building the highest-scoring 3-card hand and Armory combination.
- » Winning rounds earns Trophies.
- » 3 Trophies wins; otherwise most after 10 rounds.

ON YOUR TURN

1. Draw 1 (from draw pile OR discard pile)
2. Shed 1 (discard, OR play W&A to an Armory)

DETERMINING END OF ROUND SCORE

1. Determine hand value
 - » Color Values of SAME CLAN add together
 - EXAMPLE #1:** $100+80+40 = 220$ hand value
 - EXAMPLE #2:** $90+80+90 = 170$ hand value
 - » OR 3 of same Clan Station *use printed value*
 - EXAMPLE:** 3 CITIZENS = 260
2. Determine Armory value
 - Only W&A played IN an Armory have any value.*
3. Combine hand and Armory values

AT END OF ROUND

1. Award Found Sustenance (FS) markers
Using FS is optional and should be agreed upon before the game begins.
2. Exchange 2 FS markers for 1 Silver Trophy
3. Calculate end of round scores
4. Player with 2 Trophies loses 1 Trophy if they:
 - » Declared "Let's Fight!" and did not win, or
 - » Finished last in the round (no tie)
5. Award Silver Trophy for the highest end of round score, or **Gold Trophy for 300+**

IN CASE OF TIES

BREAKING END OF ROUND TIES

In order, win goes to player who:

1. Declared "Let's Fight!"
2. Has lowest Armory value
3. Has lowest points from Wild-ish cards

Still tied? All tied players win a Trophy.

BREAKING END OF GAME TIES

In order, win goes to player who:

1. Has a Found Sustenance marker
2. Has the most Gold Trophies
3. Has the highest end of round score

Still tied? All tied players share the victory.