10 Hero 3👑	0 Familiar 1👑	5 Inventor 2👑	Crowdfunding	Job Fair
Draw 2. Then if you have 5 or less in hand, gain 5.	Discard the deck's top 3. You may take -1🔵 to play one of those cards.	**DIRECTOR** Play 1. Then command 1 that you played this turn.	1 2 3 4 5 6 🕐 🕐 🕐 🕐 At the end of your turn, you may pay 5 to remove -2👑.	1 3 5 7 9 You have to use Recruit.
Alayna Danner ("Hero")	Marco Morte ("Black Cat")	Svetlin Velinov ("League Guildmage")	Joshua Stewart ("Cathedral")	Piotr Dura ("Archway Commons")

Clock: (numbers 1–10 around a clock face)

Give this to the first player in turn order, with the hand at 10.

At the start of that player's turn, they move the hand to the next number. The game ends after turn 10.

DIRECTORS	COMMANDING	PLAYING
Actions only command non-rotated cards that you have in play.	Don't move or rotate the card.	Put the card into your play area.
Directors and Events can command any card, even if it's rotated / not yours / not in play.	No payment necessary.	Pay the card's $ cost (in the top left).
	Follow the card's instructions.	Don't do the instructions (except for Agent).
Directors can't command other Directors; they fail to do anything.	Can't command cards during turn 1.	Can play cards on turn 1.

◼ = player cards; 🟡 = coins; 👑 = crowns

Shuffle the player cards together to form the deck. Set out the 4 Actions: Explore, Collect, Recruit, and Unleash. Get all the 🟡 and -👑 tokens ready. You may have the Player Guide for a reminder of some of the game rules, and player tokens for remembering what Action you use each turn.

If this is your first game, we recommend not using any Events. Otherwise, shuffle all the Events together, and randomly use 0-3 Events each game.

All players start the game with 4 ◼ from the deck, and $5 from the piles of tokens. Randomly select a starting player. Give that player the clock and the clock hand, putting the hand at 10. That player is responsible for turning the clock to the next number when they begin their turn.
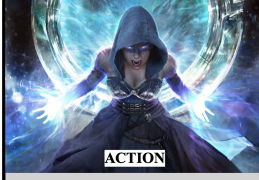

#2: DECK & DISCARD PILE

During setup, all the player cards are shuffled to form the deck. To draw a card (usually with Explore), you take the deck's top 1 ◼ and put it into your hand. You can have any number of cards in your hand.

The discard pile is empty at the start of the game. To discard a card, put 1 ■ into the discard pile. The discard pile is always face up, and so all discarded cards are revealed. You may look through the discard pile at any time. Normally, most effects have you discard cards from your hand, but others (like Mimic) have you discard cards from the top of the deck.

If you have to draw or discard cards from the deck, and you need more cards than are left in your deck, first shuffle the discard pile and put it under the deck, then continue. If there are still not enough cards, you work with however many cards are available.

#3: USING ACTIONS

Each turn, you name one of the 4 Actions. Follow its instructions. Actions consist of 4 steps; do the steps in order.

Explore	Collect	Recruit	Unleash
ACTION	**ACTION**	**ACTION**	**ACTION**
Draw ■. Command 4 non-rotated Blue cards you have in play, in any order. Then rotate your Blue cards and un-rotate the other cards. Dennis Lohausen (*"Explorer"*)	Gain ⑤. Command 4 non-rotated Gold cards you have in play, in any order. Then rotate your Gold cards and un-rotate the other cards. Marco Morte (*"Trade"*)	Play ■. Command 4 non-rotated Red cards you have in play, in any order. Then rotate your Red cards and un-rotate the other cards. Julien Delval (*"Recruiter"*)	Take -5 👑. Gain ⑩. Play ■. Don't command any cards. Un-rotate all your cards. Clint Cearley (*"Disciple of the Ring"*)

1. Complete the first line of text, which is different for each Action. Explore lets you draw 2 ■. Collect lets you gain $5. Recruit lets you play 1 ■. Unleash lets you take -5 👑, gain $10, and play 1 ■. This must be done before the second step.

2. Choose 4 non-rotated cards in your play area that match your Action's color, and command them in any order. To command a card, you follow its instructions. Explore commands Blue cards. Collect commands Gold cards. Recruit commands Red cards. Unleash doesn't command any cards. During the first turn of the game, you can't command any cards **(even if you use Recruit to play a Red card).**

If you have 4 or less cards with the appropriate color, you must command all of them; you cannot skip any. You may command those cards in any order you choose. You may put cards you command this turn away from your other cards in play, to remember that they were already commanded. If you have 5 or more cards in play with the appropriate color, you choose 4 of them, and can only command those; the others won't get commanded this turn. We recommend keeping all cards of the same color close together.

3. Rotate the cards matching your Action's color. Even if you didn't command one of those cards, they are still rotated. Explore rotates Blue cards. Collect rotates Gold cards. Recruit rotates Red cards. Unleash doesn't rotate any cards.

4. Un-rotate the cards with the other colors. Explore un-rotates Gold and Red cards. Collect un-rotates Blue and Red cards. Recruit un-rotates Blue and Gold cards. Unleash un-rotates all your cards.

Rotated cards stay rotated until they are un-rotated by an Action. Cards that have been rotated cannot be commanded by an Action. For example, when you Explore, you will rotate your Blue cards. Next turn, if you Explore again, your Blue cards will still be rotated from the previous turn, so you won't command any cards. To command your Blue cards again, you have to first use a different Action.

After you complete these 4 steps, follow the instructions on any active Events that trigger "at the end of your turn." If there are multiple Events that have trigger at this time, you may do them in any order.

#4: EVENTS

During setup, 0-3 Events will be used. Each Event has a row of 10 clocks below its art. If one of those clocks is white, the Event will be active on that turn. If a clock is faded, the Event is inactive on that turn. For example, Eruption is active during turns 4 and 8 for all players, and is inactive during all other turns.

During your turn, follow the instructions on any active Events. Ignore any Events that are inactive this turn. Events take affect during different moments of your turn. For Events that trigger at the start of your turn (like Dance), they happen before you follow any instructions on the Action you used this turn. For Events that trigger at the end of your turn (like Tournament), they happen after you follow any instructions on the Action you used this turn. If multiple Events triggers at the same time (e.g. Party and Protest), you can resolve them in any order you choose. The other players are not affected by Events during your turn (with the exception of Cleaning).

To remember the current turn count, when the first player begins a turn, they should turn the clock hand to the next number on the clock. So when the first player starts their first turn, they turn the clock to 1. On their second turn, they turn the clock to 2, and so on. If there are no Events being used this game, they should keep turning the clock, to remember how many turns are remaining in the game.

#5: PLAYING CARDS

All players have a play area in front of them that holds cards they have played. Your play area can hold any number of cards. Player cards are either colored Blue, Gold, or Red. Card types are listed below a card's art.

Player cards display their 🟡 cost in the upper left. To play a card (usually with Recruit), you reveal 1 ◼ from your hand, and then you pay that card's 🟡 cost. For example, to play a Nightmare, you have to pay $5. If a card costs $0 (such as Hunter), you don't need to pay any 🟡. If you don't have

enough ⬤ for a card, you will fail to play the card. If you do pay the ⬤ cost (or if the card costs $0), put the card into your play area. Playing cards is always optional.

You don't follow the instructions on cards when you play them; you only follow them when you command it (with either an Action, Director, or Event). Cards get commanded when you use the Action of their color. If you play an appropriately colored card while you are using an Action (e.g. you play a Villain with Familiar while using Collect), you can't command it.

_____

#6: DIRECTORS

Player cards display their types below their art. Cards with the Director type can command other cards. Actions can't command rotated cards, but Directors and Events are able to command both non-rotated and rotated cards. For example, with Puppeteer, you can choose either rotated or non-rotated cards, and you will command them.

However, when a Director is commanded by another Director, the commanded Director will have no effect. Directors commanded by Actions and Events will still work normally. For example, if you Recruit, and you have an Inventor and an Overlord in play, you will command both of them. However, if you play an Overlord, and then later command it with Inventor, the Overlord will do nothing — you won't be able to command 2 non-Red cards you've in play.

_____

#7: GAME END

After 10 turns are played (i.e. when the player with the clock would turn the clock hand past 10), the game is over. Count up all the 👑 from your cards in play. Player cards display their 👑 amount in the upper right. Rotated cards still count towards your score. Cards in your hand are ignored when scoring.

Some player cards and Events give out -1 👑 tokens, which subtract 1 👑 from your score. These are irremovable, except with Bishop and Crowdfunding. Your score can go negative.
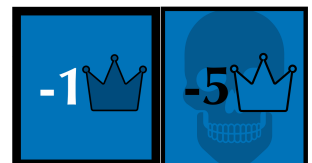
The player with the most 👑 wins. If multiple players have the most amount of 👑, they rejoice in their shared victory.

_____

#8: KEYWORD GLOSSARY

"Use an Action": Follow an Action's instructions. At the end of your turn, move your token to it.
- ◉The Actions are Explore, Collect, Recruit, and Unleash.
- ◉You may Recruit or Unleash, even if you have no cards you can possibly play. You will still do everything else on the Action.

"Command 1 ▮": Follow the instructions on 1 ▮.
- ◉ When a card gets commanded, it stays where it is.
- ◉ Whenever you command multiple cards at once, you first choose all of them, and then you command them in any order.
- ◉ Commanding is never optional.
- ◉ If a Director commands another Director, the 2nd Director will do nothing.
- ◉ If you chose a card to command, but it's no longer where it originally was (e.g. you already discarded it), you can still command it.

"Rotate 1 ▮": Turn 1 ▮ you've in play sideways.
- ◉ Cards that are played are always rotated.
- ◉ Cards get rotated and un-rotated by Actions you use.
- ◉ Rotated cards can't be commanded by Actions, but can still be commanded by Directors and Events.
- ◉ Cards you've in play, and whether or not they are rotated, is public information.

"**Draw 1 ▮**": Put the top 1 ▮ of the deck into your hand.
- ◉ Only shuffle the discard pile if you need to draw or discard cards from the deck, but there are not enough cards in it.
- ◉ You can have any number of cards in your hand, and the current number of cards you have is public information.

"Discard 1 ▮": Put 1 ▮ from your hand into the discard pile.
- ◉ All discarded cards, and the entire discard pile, is public.
- ◉ You cannot go below 0 ▮ in hand; when you have to discard more cards than you have, you just discard everything.
- ◉ Normally, you can only discard cards from your hand, but some cards (like Mimic) let you discard cards from elsewhere.

"Gain $1": Take a 🟡 token from the piles of unused tokens.
- ◉ Your 🟡 carries over from turn to turn.
- ◉ There is no maximum 🟡 amount.

"Lose/Pay $1": Return one of your 🟡 tokens to the piles of unused tokens.
- ◉ You cannot go below $0; when you have to lose more 🟡 than you have, you just lose everything.

"Play 1 ▮": You may pay the 🟡 cost for 1 ▮ in your hand, to put that card into your play area.
- ◉ If you don't have enough 🟡 to pay for the card, you will fail to play the card.
- ◉ You don't follow a card's instructions when you play it. You only follow a card's instructions when you command it.
- ◉ Normally, you can only play cards from your hand, but some cards (like Familiar) let you play cards from elsewhere.

"Take -1 👑": Take a -1 👑 token from the pile of unused tokens.
- ◉ Each -1 👑 token you have subtracts 1 👑 from your score.
- ◉ Your score can go negative.

◉ You can place your -1 👑 tokens on cards you've in play, to simplify counting at the end of the game.

"Remove -1 👑": Return one of your -1 👑 tokens to the pile of unused tokens.
  ◉ You cannot go below -0 👑; when you have to remove more -👑 than you have, you just remove everything.

"Director": These cards command other cards. Directors commanded by Directors do nothing.
  ◉ If a Director commands itself, it will do nothing the 2nd time.
  ◉ If you have 2 Directors of the same color in play, they can still be commanded one after another.
  ◉ Directors that command cards from play (like Overlord) can command rotated cards.

"Previous player": The player right before you in turn order.
  ◉ The previous player will be different for each player.
  ◉ If you take an extra turn (with Clocktower), this doesn't change who your previous player is.

#9: ADDITIONAL RULES

Some cards (Falconer, Agent, Cultist, and Unicorn), have special instructions under a line. These instructions are not done when you command them; you instead do them when they tell you to.

When multiple players are instructed to do something, those players follow those instructions in turn order, starting with the current player's turn. For example, when you command Hunter, first you may discard 1 ■, then the next player after you may discard 1 ■, and so on.

You may look through the discard pile at any time, which means that all discarded cards are public. There is no need to keep the discard pile in a specific order. The number of cards a player has in hand is public. Both 🟡 and -👑 tokens are public. All cards in play are public, including whether they are rotated or not.

When you gain multiple amounts of 🟡, you may take the tokens in any combination. For example, when you gain $3 from Patron, you can either take three $1 tokens, or one $2 and one $1 token, and so on. At any time, you may swap your 🟡 tokens with different amounts of 🟡 tokens from their pile, as long as your total 🟡 ends up the same. You can do the same thing when paying/losing 🟡, and for -👑 tokens. If any piles of tokens run out, either use a replacement, or have players reorganize their tokens.

#10: PLAYER CARD FAQ

Advisor: Whatever the previous player chooses, you get that bonus. If they choose to let you play 2 ■, you can play 0-2 ■. If you play a Blue card, that card won't be commanded by Explore this turn.

Agent: The bolded ability only matters when you play it. When you do, you immediately command it, and so can play another card costing $5 or less. You still have to be able to pay for the second card you're playing if it costs $5. You can still play another card with this if you play it on another player's turn (with e.g. Squire). If you play a Gold card, that card won't be commanded by Collect this turn. If it's the first turn of the game, you can't command Agent.

Alpha: If you play a Red card, that card won't be commanded by Recruit this turn. You can set aside cards you play this turn as you play them, to remember how much cards you played this turn (putting them with your other cards at end of turn). If you command this on an extra turn (with Meteor Shower), this does not count any cards played on the previous turn.

Artisan: If you've 0 ■ in hand, you still draw 5 ■.

Bandit: You can remember that you Recruited last turn by your rotated Red cards. Move your token onto an Action after you finish your turn, not when you are about to use that Action. If another player doesn't have enough $ to lose, they just lose everything. If you Recruited, they lose a total of $6; if you didn't, they just lose $3.

Bishop: If a player doesn't successfully discard 3 ■, they have to draw 2 ■ and take -2 👑. A player can discard 3 ■, even if they don't have -3 👑 to remove. Players that want to discard do so first in turn order, and then all players that have to draw do so second, in turn order.

Captain: You can choose to just discard 1 ■, in which case you will only command 1 ■. Directors you command with this do nothing.

Cultist: The bolded ability only matters when you discard it from your hand. When you play this normally (e.g. with Squire), you pay $5. You can play this for free if you discard it from your hand during your turn (with e.g. Hunter), or during another player's turn (with e.g. Raider). If you discard it from the top of the deck (with e.g. Mimic), you can't play it.

Diplomat: You can reveal the card you just drew if it costs $5 or less. The card you reveal remains in your hand, unless something causes you to play or discard it. Directors you command with this do nothing.

Falconer: The bolded ability only matters when it's in your hand. When you play this normally (e.g. with Squire), you pay $5. When you play this when any player (you or someone else) uses Unleash, you pay $0. If you have 2 Falconers in hand, you may play both of them for free.

Familiar: You can only play 1 of the 3 ■ you discarded. If you do play a card, you have to take -1 👑 in addition to paying its ⬤ cost. Cards you don't play stay in the discard pile. If you play a Gold card, that card won't be commanded by Collect this turn. If the deck doesn't have enough cards in it, shuffle first.

Golem: Whatever the previous player chooses, you ignore that bonus. The bonuses happen in order, so if they make you ignore "gain $5," you draw 1 ■, then may play 1 ■. If they let you play 1 ■, playing one is optional. If you play a Gold card, that card won't be commanded by Collect this turn.

Healer: You can remember that the previous player Collected on their last turn by their rotated Gold cards. Move your token onto an Action after you finish your turn, not when you are about to use that Action. If they Collected, you gain $5 and remove -2 👑; if they didn't, you just gain $5.

Hero: You draw the 2 ■ before you check how many cards you have in hand.

Horse: Each other player must draw 1 ■; it is not optional.

Hunter: If you've 0 ■ in hand, you still choose a color for the other players. If you do discard, you gain a total of $7; if you didn't, you just gain $3. If another player discards, they gain $4; if they don't, they gain nothing.

Inventor: If you play a Red card, that card won't be commanded by Recruit this turn (but you can command it with Inventor). If you don't play 1 ■ with this, you can still command another 1 ■ that you played this turn. You can set aside cards you play this turn as you play them, to remember your options with this (putting them with your other cards at end of turn). Directors you command with this do nothing.

Kitsune: If you play a Blue card, that card won't be commanded by Explore this turn, and if you receive a Blue card from the exchange, it also won't be commanded. Exchanging cards in play is optional. If you exchange, the cards must have the same cost, but don't need to have the same color. You can exchange any card you have in play, including one you're about to command with Explore (it will still be commanded), or Kitsune itself, or the card you just played. If the card you're exchanging is rotated, it will stay rotated; if the card you take from the other player is rotated, it will stay rotated.

Leprechaun: If it's turns 2-5, you gain $10; otherwise you gain $10 and take -2 👑.

Magpie: You can pay for this 0-4 times. So you can either pay $0 for nothing, or pay $2 for 1 ■, or pay $4 for 2 ■, or pay $6 for 3 ■, or pay $8 for 4 ■.

Mastermind: You play a card costing $0, then one costing $5, then another one costing $10, in any order. If you play any Blue cards, they won't be commanded by Explore this turn.

Merchant: This does something when you command it, and it also does something later. You lose $8 at the start of the next turn (no matter whose turn it is), after doing any Events that triggered at the end of your turn. If you don't have $8 to lose by then, you just lose everything.

Mimic: You can only command 1 of the 3 ■ you discarded. You command the card once, and then you command it again. All 3 ■ you discard stay in the discard pile. If the deck doesn't have enough cards in it, shuffle first. Directors you command with this do nothing.

Nightmare: Normally the other players will end up with 2 cards un-rotated, with everything else rotated. Previously rotated cards (due to e.g. Actions) will remain rotated. Rotated cards can't be commanded by Actions, but can be commanded by Directors and Events.

Overlord: You first command a Blue card (if you have any), then you command a Gold card (if you have any). It doesn't matter if the cards are rotated or not. Directors you command with this do nothing.

Patron: Even if you didn't gain $3 with this, you can still play 1 ■. If you play a Blue card, that card won't be commanded by Explore this turn.

Puppeteer: First command any card that the previous player has in play, then command a card with a different cost. It doesn't matter if the cards are rotated or not. If all their cards in play have the same cost, you can only choose one of them. The cards you command stay in that player's play area, and don't get rotated/un-rotated. Cards you command that affect other players (like Hunter and Villain) still affect that player. Directors you command with this do nothing.

Raider: For example, if another player has 4 ■ in hand, they choose 1 ■ in their hand, and discard the other 3 ■.

Sphinx: The extra turn is like a normal turn, except you can't use Unleash a 2nd time in a row. All other Events that were active this turn will still be active on the extra turn. Extra turns do not affect the turn count. If you command a Sphinx and pay for it multiple times in one turn, you can take multiple extra turns in a row. If you command a Sphinx on an extra turn (doesn't matter if it was created by Sphinx or Meteor Shower), nothing happens.

Spy: The cards the other player reveals remain in their hand, unless something causes them to play or discard it. If the previous player's hand has no cards costing $5 or less, nothing happens. Directors you command with this do nothing.

Squire: If you play a Red card, that card won't be commanded by Recruit this turn. If another player plays a card during your turn, that card is still rotated during their next turn.

Unicorn: When you command this, you remove -1 👑; when you play this, you gain $10, effectively refunding the $10 you paid to play this.

Vampire: When a card leaves your play area, you lose the 👑 from it. If another player has 3 ■ or less in play, or they don't have any cards in play costing $5 or more, they don't have to do anything.

Villain: If a player has $10 or more, they take a total of -2 👑; if they have $9 or less, they just take -1 👑.

Watchdog: When a card leaves your play area, you lose the 👑 from it. You can return any card, including one that you're about to command with Recruit (it will still be commanded), or a card you commanded earlier this turn. You can replay the card later the same turn. Directors you command with this do nothing.

Warlord: If you play a Gold card, that card won't be commanded by Collect this turn.

#11: EVENT FAQ

Cleaning: This counts cards discarded for any reason, including Vampire and Mimic. This affects the other players during your turn. For example, if another player discarded 3 ⬛ to a Bishop you commanded, they'll gain $3 from this.

Commerce: For example, you can discard an Inventor from play to play an Agent for free. You can discard a card that's rotated. You can command the new card you played on the same turn. When a card leaves your play area, you lose the 👑 from it.

Crowdfunding: If you have -1 👑 or less, you may still pay $5 to remove all your -👑.

Dance: If you choose to have all players draw 2 ⬛, the other players cannot decline.

Eruption: If you only have 1 card of a color in play, you must discard it. If you don't have any cards of a color in play, you discard one fewer card. When a card leaves your play area, you lose the 👑 from it.

Expedition: If you Explored, you can play 1-2 ⬛ that cost $0. You can resolve Snowfall before this, and play 2 ⬛ that won't be rotated.

Job Fair: You cannot use Explore, Collect, or Unleash. If you used Recruit on the previous turn, you will have to use Recruit again, with no cards to command.

Masquerade: For example, if you command a Hero, the previous player draws the 2 ⬛ you would've received, and then if you have 5 or fewer ⬛ in hand, the previous player gains $5.

Meteor Shower: The extra turn is like a normal turn, except you can't use Unleash a 2nd time in a row. All other Events that were active this turn will still be active on the extra turn. Extra turns do not affect the turn count.

Performance: If you played exactly 1 ⬛, or played 3+ ⬛, this will not affect you. Otherwise, you will take -2 👑.

Protest: If you don't have any cards in play costing $0, this does nothing.

Snowfall: You can set aside cards you play this turn as you play them, to remember what to re-rotate with this (putting them with your other cards at end of turn).

Tournament: If you're tied with another player in number of cards in hand, you don't get +$4.

Vacation: This skips the first line of text on Actions, which is different for each Action. Everything else on the Action (commanding, rotating, etc.) is still done as normal.

Zoo Opening: Instead of doing the instructions on the card you're commanding, you play a card costing $5 or more. You can do this even if it's a Director commanding another Director.