












#1: INTRODUCTION

This is a card game where players play simultaneously. The game is about creating and upgrading tokens and selling them to potential Customers, while also preparing for Twists.










During setup, each player takes 1 copy of each Customer and shuffles them to form their own deck that they will draw from during the game. All players start with 4 , a player mat, and 0 .

Shuffle the Twists and put 4 of them out in order. Each Twist is associated with a token type; the 1st one is linked to , the 2nd one with , the 3rd one with , and the 4th one with . For each Twist, put 2 counters on it.

Place all remaining , , , , and  on the table for players to take from during the game.


#2: GAME SUMMARY

During each round, you do the following things in order:






1. Choose any token (, , , ) for the round.
2. For the token () you chose: create 1 of that token at 1 , and upgrade 1 of that token.
3. You may sell 2+  and 2+  all at once to gain .






Players play simultaneously. You won't be able to see anything that the other players did each round, until everyone has finished.

#3: CREATING & UPGRADING TOKENS







Your player mat is a grid that displays each  in a row, with 6 columns for each level.



	1 	2 	3 	4 	5 	6 
						
						
						
						

To create a token (such as after choosing your  for your turn), you take that token from the supply and put it in the appropriate column. So if you create 1  at 1 , you take a  from the supply and place it in the first column in the  row.

To upgrade a token (such as after creating a  on your turn), you take a token on your grid and move it to the next column. So if you're told to upgrade 1  that's at 1 , you move it to the second column in the  row, which is 2 .



#4: SELLING TO CUSTOMERS

Selling  to Customers is the main way to make . Each Customer in your hand says how many  they'll give you if you meet their requirements. Each time you choose to sell, you must sell at least 2 , and the  you choose to sell must meet the requirements for at least 2 Customers at the same time. A  can be used to satisfy multiple Customers at once.




To sell , you must remove them from your grid. You remove the  you're selling before you check which Customers you met the requirements for. Each Customer you satisfy is discarded from your hand afterwards.

#5: RESOLVING TWISTS








Each of the 4 Twists begin the game with 2 counters on it. In-between rounds, when everyone has finished their turn, do the following:


1. For each token type, remove 1 counter from that token's Twist if a player chose it this turn. If multiple players picked the same token, only 1 counter is removed.
 2. You draw 2  for each Twist that has 0 counters on it. If there are multiple Twists with 0 counters, draw the  all at once.
 3. Follow the instructions on each Twist with 0 counters on it. If there are multiple Twists with 0 counters, you can do them in any order.
 4. Add 2 counters onto each Twist that had 0 counters.
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












#6: GAME END








After resolving any Twists (or if none of them were at 0 counters), if any player has 20  or more, they win the game. If multiple players are tied for most , keep playing until one player gets ahead in .

#7: EXAMPLE TURNS






Round 1: You choose . Then you create 1  at 1 , putting it on your first column. Then you upgrade a ; since you only have 1  you choose that one and move it to 2 . You don't have enough  to sell to any Buyers, so your turn ends.











In-between rounds: Because you chose , you remove a counter from its Twist (this game it's Quantity). Since no Twists are at 0 counters, nothing else happens.


Round 2: You choose  again. You remove another counter from Quantity. Then you create 1  at 1 . Then you upgrade a ; you choose to move the  at 1  to 2 . You then decide to sell  to Buyers; you sell both your  at 2  (removing them), as well as discarding 3 Customers from your hand that you've satisfied: Apprentice (you chose  this turn), Miser (you sold exactly 2 ) , and a Villager (the 2  sold were both 2 ). You score a total of 4 .

In-between rounds: Because you chose , you remove a counter from its Twist. It is now at 0 counters. You draw 2 , and then follow Quantity's instructions. You create 1 , 1 , 1 , and 1 , all at 1 . Then 2 counters are added back onto Quantity.

#8: OTHER TERMS AND FAQ

: any token type (, , , )

You can have any number of  at each . You cannot upgrade a  past 6  (it stays at 6 ) , and you cannot downgrade a  below 1  (it stays at 1 ). If you're instructed to lose a  when you don't have any of that , nothing happens.

If a player runs out of  to draw from, they shuffle their discard pile to reform their deck.