

#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 per player in the game (e.g. 2 players means 4 counters per Twist).

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. Remove a counter from the Twist associated with that token.
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 per player. When you choose a ? each round, you also remove 1 counter from the Twist associated with that ?.

In-between rounds, when everyone has finished their turn, check if any Twists have 0 counters.

1. 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.
2. 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.

When all players are done resolving the Twists, add the counters back to those Twists (2 per player). Then the next round begins.

#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

Turn 1: You choose . You remove a counter from the Twist associated with (this game it's Quantity). 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.

Turn 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 .

Between Turns: Because this is a 1-player game, and 2 counters have been removed from Quantity, it has now run out of counters. You draw 2 , and then follow Quantity's instructions. You create 1 , 1 , 1 , and 1 , all at 1 . The 2 counters for Quantity are added back onto the card.

#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.

Nothing special happens if a Twist has negative tokens. For example, if a Twist has 1 counter left, and 2 players choose to remove a counter from it, players still resolve that Trend after the round, and the Trend still resets to 2 counters per player.