Poverty

RuleBook

As one of the last great treasure hunters left in the universe, you’ve set out to follow a lead about a legendary treasure likely to be the find of your career, The Star of Zellion, matchless in rarity and value. The only problem is that it's on the infamous desolate planet Aslenia, the designated universal penal colony, where ruthless criminals know as The Exiles from all of existence have been sent to serve out their life sentences. As you approach the planet you send out Miners to scout out The Inkheri Quarry where Zellion’s Star is likely to be. While scouting, your Miners meet a number of Exiles and convince them to help you find Zellion’s star for a price and promise of escape. Reporting back to you that The Exiles are willing to help, you decide to descend onto Aslenia where you find that there are other treasure hunters out to find the treasure as well. Now you must hire these veteran criminal warriors to fight for you and overcome the other treasure hunters to claim the treasure of a lifetime. The whole universe is watching; do not expect this to be easy.

‘Poverty’ is a strategy game of combat, deck-building, and army management. Fight head-to-head to overcome your opponents in this Mythical themed conquest!

Contents:

**[545 Cards Total]**

3 Attack Dice (D20)

2 Counter Dice (D6)

15 Miner Cards

50 Treasure Chest Cards

1 Banish Card

8 Blank Cards

127 Item Cards

6 Weapon Cards (4 of each)

5 Armor Cards (4 of each)

14 Supply Cards (3 of each)

10 Equipment Cards

6 Normal (4 of each)

5 Unique (1 of each)

12 Rune Cards (1 of each)

70 Constant Cards

20 Stock Pile Cards

20 Fortify Cards

30 Mound of Gold Cards

54 Exhiles Cards

6 Archer Cards

6 Templar Cards

6 Cleric Cards

6 Sorcerer Cards

6 Bandit Cards

6 Assassin Cards

6 Architect Cards

6 Alchemist Cards

6 Breaker Cards

60 Tracking Cards

30 Health Tracking Cards

30 Mana Tracking Cards

150 Currency Cards

80 Pence Cards

40 Shilling Cards

30 Pound Cards

**Setup:**

**Setting up the Merchant Sector:**

To set up the Merchant Sector, first shuffle all of the Item cards together to form the Item Deck. Draw the top five cards off the top of the Item deck and place them face up. These cards will be purchasable during each players turn. Then, lay out each type of Currency Cards (Pence, Shilling and Pound) in the Merchant Sector area face-up. These cards will be purchasable during each players turn. Then place 10 Treasure Cards per player face up with the Treasure Chest at the bottom of the deck. These are not purchasable during a players turn. (See Winning the Game)

**Setting up the Drafting Sector:**

To set up the Drafting Sector, shuffle each Exile Deck and place all Exile Decks face-up in the Drafting Sector. The Banish Pile (shown below) is for cards that are permanently taken out of play and is not required to be set up at the start of the game.

**Dealing out to players:**

For each player, deal out 7 Pence Cards and 3 Scout Cards.

LEGEND

Shuffle these cards and set them face-down in front of each player. This will be your Deck.

Treasure Cards

**2 Player Setup:**

Item Cards

Item Deck

Constants

Exile Piles

Deck

Discard Pile

RESERVES

LEADER

MERCHANT SECTOR

DRAFTING SECTOR

LEADER

RESERVES

Banished Pile

Shilling Cards

Pence Cards

Pound Cards

**Multiplayer Setup (3-5 Players):**

RESERVES

LEADER

RESERVES

LEADER

LEADER

LEADER

RESERVES

RESERVES

You are now ready to play POVERTY! Please continue to the "How to Play" portion of the manual.

**How to play:**

**Understanding the Play Area:**

In Poverty, there is specific play areas used at certain times. Each turn, a player may or may not interact with each individual play area, the choice is theirs. Understanding each play area is essential to understanding and building your own unique strategy in Thrones.

Drafting Sector – This area is where all Exile Cards wait to enter battle. A player may only buy from this area during their Prepare Phase.

Merchant Sector – This is where all Item Cards and Currency Cards are held for purchasing. A player may only buy cards from this area during their Prepare Phase.

Leader Area – This area is held by only one Exile Card at a time and is usually near the center of the entire play area. This is the current attacking and defending Exile Card. A player may only move a Exile Card to the Leader Area during their Prepare Phase.

Reserves – This area is where select Exile Cards wait to enter the Leader Area. Each players Reserves may only have up to 5 Exiles on it at any time. A player may only move a Exile Card to the Reserves during their Prepare Phase.

Deck – This stack of cards is where all of your unused cards lay in wait for you to draw. This stack is always face-down.

Hand – This group of cards is actually in your hands at all times. It is not wise to show your hand to other players, yet it is not against the rules. At the beginning of your Prepare Phase, your hand may not be larger than 5 cards.

Discard Pile– This pile of cards that have been used and will be used again later. This pile should go next to your Deck, face-up.

Banished Cards – Banished Cards are cards that have been taken out of the game permanently.

**Understanding the Different Cards:**

Runes – Runes are a constant advantage for the player who has used it. These stay in play until that players next Exile is Banished. You may only have 1 Rune in play at a time. If you play a Rune and you already have a Rune in play, you must Banish the previous Rune.

**MORE HERE**

**Starting the Game:**  
To begin, decide who is going to go first. Once this decision has been made, each player shuffles their deck and sets it face-down in front of them. Each player draws 5 cards off the top of their deck into their hand. Do not show these cards to other players. If you do not receive a Scout in your hand, reshuffle and draw again until you have at least one Scout in your hand.

**Taking a turn:**

In Thrones there are 3 phases to each turn. Prepare, Attack, and Recycle. These phases are taken every turn and must be taken in that order (P-A-R). The most detailed of these 3 phases is the Prepare phase.

**Prepare Phase:**

During this Phase a player has many choices to make. It is during this Phase that the majority of a player’s strategy will be determined. Any of the following actions may be taken in any order within this phase:

* May buy **only one** of the following:
  + One Item from the Merchant Sector (Bought Items are moved to the players Discard Pile)
  + One Exile from the Drafting Sector (Bought Exiles are moved to the players Discard Pile)
  + One Money card from the Merchant Sector.
  + One Constant from the Merchant Sector
* May sell **up to two** Item Cards back to the Merchant Sector for half the cost of the Item Card (rounded down to the nearest whole number).
* May Reserve any amount of Exiles you choose (Your Reserves can only hold up to 5 Exiles at any time)
* May move one Exile from the Reserves to the Leader Area. Assuming there is no Leader)
* May move one Exile from the Leader Area to the Reserves as long as the Reserves isn’t full. This is called Recalling and the player must pay the recalling fee listed on the card being Recalled. Money spent to Recall a Exile is discarded.
* May play down any number of Item Cards or Constants in hand. (See Global Rule #2)
* May play down 1 Rune Card.
* May pay the fee to unequipped items from a Exile. The fee is the same as the cost to buy. Money spent to remove Items from Exiles is discarded as well as the Item that was unequipped.
* May choose to shuffle the available items back into the Items Deck and reveal 5 new item cards for $7 (Also See Global Rule #2)

**Attack Phase:**

During this Phase a player has only one choice to make, their attack. Usually attacks are made by the Leader but they can be made by a Reserved Exile if the Exile has the ability to attack from the Reserves.

A player may only use one attack per turn but may attack any Leader in play.

To attack, a player simply needs to announce their attack and apply the damage to their opponents Health Tracking Cards.

To do this, simply slide whichever card you're using as a cover card down the appropriate amount on the Health Tracking Card.

Example:

If my Leader had 100 Health and was attacked for 30 Damage

After

Before

10

20

-Health Tracking-

30

40

60

50

70

80

90

100

10

20

-Health Tracking-

30

40

60

50

70

80

90

100

-Templar-

Recall 3

100

Xerxes

Rally Call 10

Attach 1 item to any Benched Exile, including your opponents.

Strong Arm 20

Cost $3

-Templar-

Recall 3

100

Xerxes

Rally Call 10

Attach 1 item to any Benched Exile, including your opponents.

Strong Arm 20

Cost $3

Mana tracking is done similarly by placing the Mana Tracking Card behind the Health Tracking Card.

**Recycle Phase:**

During this phase the Recycling process occurs. To recycle your cards:

* Draw 5 cards from your Deck into your Hand
* Discard cards until you have only 5 cards in your Hand

If you do not have enough cards in your Deck to draw 5 cards, draw as many as possible, and shuffle your Discard pile and turn it face-down where your Deck was then draw the remaining cards needed. If for any reasons you do not have any card left to be able to draw, just draw what you have.

This process is a constant Recycling process where your cards you purchased in the past return back to you.

\*During this phase it is important to Discard any temporary items on Exiles. (I.E.: Items that only last a certain number of turns)

**Global Rules:**

These rules are rules that apply to all Exiles during game play.

1. When a Exile is Banished, all items attached to that Exile are Banished as well

2. Each Exile has 5 total item slots. 2 Weapon slots, 1 Armor slot, and 2 Equipment slots. If these are full, no other item may be attached to the Exile unless stated on the card.

3. Scouts have no Item Slots. No cards may be attached to them.

4. After your Exile is banished, you do not have to move a Exile to the Champion Area, however, if you have no Leader then your King is considered the Leader.

5. When moving a Exile or Scout into the playing field, it is not required that the Exile remain on the Reserves 1 turn before attacking. Similarly, a Exile may be played from your Hand into the Champion Area.

6. When buying a Exile from the Drafting Sector, you may alternatively purchase the bottom card from any Exile stack for $5 no matter the result. This counts as a purchase.

7. When buying an Item form the Bank, you may alternatively purchase the top card off the Item Deck for $5 no matter the result. This counts as a purchase.

8. Any anytime during the game if 2 of the same Item Cards are in the Merchant Sector at the same time, you must Banish all of the available Item Cards and reveal 5 new Item Cards.

9. [Optional] Once your hand loses contact with a card, you may not ‘take back’ the move. This is an optional policy and should be decided before the game starts.

**Anatomy of a Card:**

Health of Exile

-Cleric-

70

50

Wyndom

Guardian

Draw 4 cards

Penance

If healing any

Cleric, healing x2

10

10

Recall 5

Cost $4

**D=3**

Mana of Exile

Name of Exile

Exile Type

Attack 1

Damage of Attack 2

Attack 2

Mana Cost of Attack 2

Special Ability

Exile’s Distance  
(It’s ability to attack players further from them on the board)

= Can Target Their Own Benched

= Absorb (No overkill damage)

Exile’s Cost

Exile’s Recall Cost

(Its cost to return to the bench)

**Winning the Game:**

As the flow of game play continues in Poverty, you’ll notice that your Deck is growing in size. For a player to win the game, they must use their Deck wisely to perform attacks that will Banish other Exiles. Any Damage dealt that is over the Leader’s current Health is considered Overkill. Overkill Damage acts as the main source of victory in that for every 10 points of Overkill Damage done to a Exile, the player gains 1 Treasure Card from the Merchant Sector and moves it to their Discard Pile.

The game is over when all Treasure Cards have been drawn. The player with the most Treasure Cards is declared the victor. If there is a tie the player with the most money wins. ~~You must overthrow your opponents Kingdoms and force them into~~ **~~POVERTY!~~**

**Card Specific Rules:**

**Treasure Cards**