



The Greek (black) player is currently in control of this Leadership String, as he has the Playing Tile of the highest rank.



The Trojan (orange) player can use their Weft Tile to split the String into two Strings, each one String Tile in length. The Greek player controls the left String, while the Trojan player controls the right String.



The Trojan player could also use their Warp Tile to redirect the String. They gain control of the entire String for now.

TURNS

The starting player flips one Playing Tile face up and places it on an available space on the board, ending their turn. Every turn thereafter, players **flip two Playing Tiles face up and can place them in an available space in any order**. On the final turn of the game, a single Playing Tile is played in one of the three available spaces.

Each Tile is then connected to the Strings around that space, and will be used to decide who collects those Strings at the end of the game.

Two spaces will remain empty on the board at the end of the game. These spaces will split a String the same way a Weft Tile does.

ENDING THE GAME

The game ends as soon as the last Playing Tile has been laid. Each String of Fate is now decided individually. A String is any connected path of the same String Tile, remembering that Strings are split by Weft Tiles and empty spaces. In each case, count only the Tiles connected to that Thread. **Whichever player controls a String takes all of those String Tiles into their score pile, but leaves the Playing Tiles in place.**

We suggest scoring one String type at a time to simplify this process.

- Strength Strings are controlled by the player with the highest total number of spears.
- Force Strings are controlled by the player with the most Playing Tiles (including Weavers).
- Leadership Strings are controlled by the player with the highest-ranked Playing Tile. If there is a tie for highest rank look at the next highest-ranked Tile, and so on.

If there is ever a tie for control neither player gets those Strings, and they are put to one side.

Once all the Threads have been scored, **the player with the most Strings of Fate wins.**

