**CONTENTS**

**288 Ally Cards**

* 144 Influence Cards
  + 36 Star Cards
    - 6 Discard Cards
    - 6 Move Cards
    - 6 Protect Cards
    - 6 Score Cards
    - 6 Exchange Cards
    - 6 Return Cards
  + 36 Moon Cards
    - 6 Discard Cards
    - 6 Move Cards
    - 6 Protect Cards
    - 6 Score Cards
    - 6 Exchange Cards
    - 6 Return Cards
  + 36 Cloud Cards
    - 6 Discard Cards
    - 6 Move Cards
    - 6 Protect Cards
    - 6 Score Cards
    - 6 Exchange Cards
    - 6 Return Cards
  + 36 Lightning Cards
    - 6 Discard Cards
    - 6 Move Cards
    - 6 Protect Cards
    - 6 Score Cards
    - 6 Exchange Cards
    - 6 Return Cards
* 144 Desire Cards
  + 24 Discard Cards
  + 24 Move Cards
  + 24 Protect Cards
  + 24 Score Cards
  + 24 Exchange Cards
  + 24 Return Cards

**Instructions**

Goal - Have the most victory points at the end of the game.

Game length varies according to the table below.

|  |  |  |
| --- | --- | --- |
| # of Players | Cards per Player | Rounds |
| 2 | 16 | 5 |
| 3 | 15 | 5 |
| 4 | 14 | 4 |
| 5 | 13 | 4 |
| 6 | 12 | 3 |
| 7 | 11 | 3 |
| 8 | 10 | 3 |

To start a new game, shuffle all ally cards together to form the deck. Each ally card has an action (listed on the sides of the card) and has one of two types. The first type is desire. Desire cards reward the player with victory points if their conditions are met at the end of the game. The second type is influence. Influence cards range in strength from 0 to 5 and represent the power an ally has. Players will either use cards for the actions or for their influence/desires in order to score points and win the game.

Randomly determine a starting player. This player receives the first player marker.

**Start of Each Round**

At the beginning of each round, deal cards from the ally deck to each player until each player has cards equal to the number of cards from the second column in the table above for the given player count. These cards are put into the player’s **hand**. Once each player has the correct number of cards in hand, the round proceeds through the following phases:

**Draft Phase**

Each player looks at their hand of cards. Each player chooses one card to keep and places it in their play pile. After all players have placed a card in their play pile, each player gives the cards in their hand to the next player in clockwise order. Players repeating keeping cards and passing hands until all cards have been kept. Once all cards have been kept, the play phase begins.

**Play Phase**

At the start of each play phase, each player takes all cards from their play pile and puts them into their respective hands. Starting with the first player, each player must play a card from their hand. Players can play cards for their action or players can play cards for their influence or desire. When an action is used, the action is completed and the action card is discarded. When an influence or desire is used, the card is added to the active player’s tableau. Actions can only be played if the action has legal targets, while cards can always be played for their influence or desire. Play continues until a player starts their turn with no cards in hand. If it comes to a player’s turn and they have no cards in hand, that player becomes the first player for the next round and the play phase ends.

**End of the Round**

At the end of the play phase, if this was not the final round, the round number increases and players start a new round.

At the end of the play phase, if this was the final round, players score all the desires they control. The player with the most victory points is declared the winner. In the result of a tie, the tied player with more desires is the winner. If a tie still exists, the tied player with more influence cards wins. If a tie still exists, the tied players share the victory.

**Term Glossary**

**Zone** - An area where cards are kept. There are two common zones: *the Discard Pile* and the *Deck*. Additionally each player has three zones: *their hand*, *their play pile*,and *their tableau*.

**Private Zone** - Only the player who placed cards in this zone can look at them.

**Public Zone** - Any player may look at the cards in this zone.

**Discard Pile** - Public zone where cards are placed are placed after their action is used.

**Deck** - Private zone where cards are dealt from. No player may look at the cards in the deck.

**Hand** - Private zone where cards are dealt to.

**Play Pile** - Private zone for use during the play phase.

**Tableau** - Public zone where all cards a player controls are kept.

**Active Player** - The player whose turn it is.

**Any Player** - All players not currently under protection, including the active player.

**Desire Card** - This card shows an ally’s interest in a player achieving a particular goal. Desire cards reward the player with victory points for how well the desires are met.

**Influence Card** - This card shows an ally’s willingness to assert power to help the player. Influence cards can come from one of the four factions and vary in strength from 0 to 5.

**Set** - Group of influence cards containing one influence card from each faction.

**Straight** - Group of influence cards containing one influence card of each strength value.

**ACTIONS**

**Discard** - Whenever a player uses a discard action, they choose any player to put one card from their hand into the discard pile without using the action listed on that card. If a player has no cards in hand, that player cannot be selected to do a discard action.

**Protect** - Whenever a player uses a protect action, they choose any player to gain protection from all actions until the active player’s next turn. Players with protection cannot be chosen to take part in any actions and their influence cards cannot be manipulated.

**Move** - Whenever a player uses a move action, they choose any player and an influence card that player controls, then they choose a second player (different from the first) and put the selected influence card in the new player’s control. Players who do not control any influence cannot be selected as the first target in a move action.

**Exchange** - Whenever a player uses an exchange action, they choose any player and an influence card that player controls, then they choose a second player (different from the first) and an influence card that player controls. The first player gains control of the second influence card and the second player gains control of the first influence card. Players who do not control any influence cannot be selected as either target in an exchange action.

**Score** - Whenever a player uses a score action, they choose any player. That player then chooses a desire they control, they evaluate that goal, scoring/losing points as directed and then place the desire into the discard pile. Players who do not control any desires cannot be selected as the target in a score action.

**Return** - Whenever a player uses a return action, they choose any player. That player then chooses an influence card they control and puts it back into their hand. Players who do not control any influence cannot be selected as the target in a return action.

**DESIRES**

**++ / (Faction)** - The player scores 2 victory point for each influence card of the given faction they control.

**-- / (Faction)** - The player loses 2 victory point for each influence card of the given faction they control.

**+ / (Faction)** - The player scores 1 victory point for each influence card of the given faction they control.

**++++** - The player scores 4 victory points

**+10 if Total Even** - If the sum of all influence cards the player controls is even, the player scores 10 victory points. Otherwise, they get 0 victory points.

**+10 if Total Odd** - If the sum of all influence cards the player controls is odd, the player scores 10 victory points. Otherwise, they get 0 victory points.

**+18 if Total Below 6** - If the sum of all influence cards the player controls is less than 6, the player scores 18 victory points. Otherwise, they get 0 victory points.

**+18 if Total Above 16** - If the sum of all influence cards the player controls is greater than 16, the player scores 18 victory points. Otherwise, they get 0 victory points.

**+6 / Set** - For each set, the player scores 6 victory points.

**+8 / Straight** - For each straight, the player scores 8 victory points.

**+20** - The player scores 20 victory points.

**- / Influence** - The player loses 1 victory point for each influence card they control.

**ACTIONS**

**Discard** - Choose a player. They put a card from their hand into the discard pile.

**Protect** - Choose a player. They cannot be targeted by any actions until your next turn.

**Move** - Choose a player and an influence card that player controls. Then choose a second player (different from the first). The second player gains control of the influence card.

**Exchange** - Choose a player and an influence card that player controls. Then choose a second player (different from the first) and an influence card that player controls. The selected players swap control of the influence cards.

**Score** - Choose a player. That player chooses a desire they control and evaluates it. The desire is then placed in the discard pile.

**Return** - Choose a player. That player chooses an influence card they control and puts it back into their hand.