

PHASE 2: NEXUS

This phase is currently a work in progress. It's actively being designed.

Skip this phase on Turn 1.

NEXUS DECK

1. Take 1 card from the Nexus deck.
2. Do what it says on the card.

No Nexus

Draw n Nexus cards from the Nexus draw deck (one at a time), placing them on the Nexus discard deck.

When the drawn card is titled *Perform Nexus*, then **stop** and perform the actions detailed on that card.

Perform Nexus

1. Stop drawing cards.
2. Perform a Nexus.
3. Shuffle all Nexus cards back into a new Nexus draw deck

The distribution of cards (total 20):

No Nexus 4 cards with the number: 4
5 cards with the number: 5
6 cards with the number: 6
4 cards with the number: 7

Perform Nexus 1 card

FORMING ALLIANCES

When the card indicated there should be a Nexus, here are the steps:

1. Players that are currently allied can break their alliance by returning the Alliance card they received, and taking back their own.
2. Players can offer an alliance to 1 other player at a time.
They do this by offering their Alliance card.
3. If the player choses to accept, the alliance is formed.
4. If the player choses to decline, they can offer to someone else.

