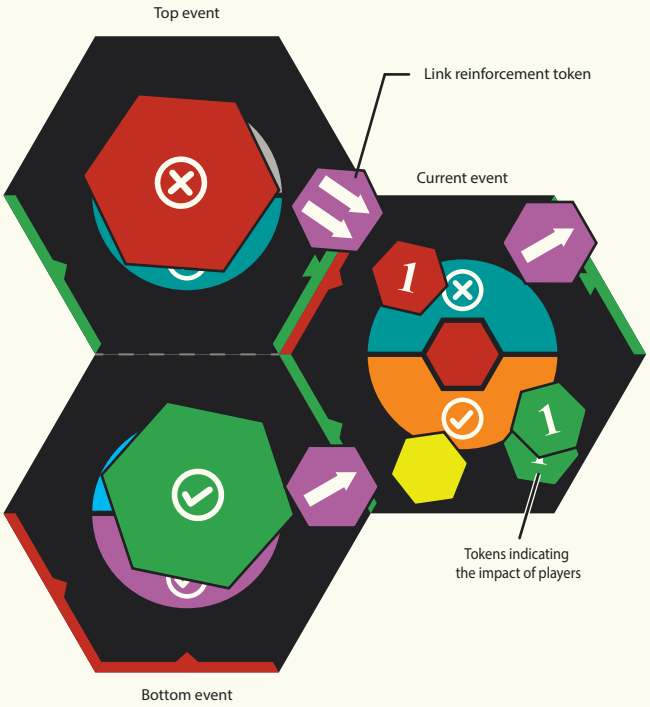
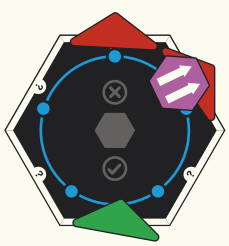
The final decision

We have considered all the factors that affect the realization of an event - it's time to determine its fate. If the result is more than zero realization points, the event occurred, and if less, it did not occur. If all factors are in balance and there are exactly zero points, then the outcome decides the token that the organizer of the event put up when he introduced it into the game (see the previous section). The original event which is in the center of the board, has no organizer. Therefore a neutral token is used instead of the organizer's token which is placed during the preparation for the game.



Attacking event
If the event occurs, the blue player loses a point, and if not, the purple player loses a point. If balanced, the event will occur (gray token).

Supporting event
The orange player will receive a point if the event does not occur. If it does, no one gets anything. If balanced, the event will not occur (turquoise token).



Logistic event
One cause backward link and two hindrance forward links are specified. One of the hindrancea is strengthened by 2. Thus all 3 conditions are fulfilled: there is a backward link, total strength of links does not exceed 8 (exactly 8), and there is no links whose strength exceeds 4 (links strengths are 2, 2 and 4).

Consequences

Now we know if an event has occurred or not. It is time to score or take away points from one of the players as described above. Then the players in the realized node must move to any neighboring unrealized node of their choice. The transition will not cost ↗ and is done in a round starting with the player who was first in the completed round.

It is time to finish realizing the node. If the node did not have an event, place a gray token marked ∅ in its center. If the node had an event, remove all tokens and other game elements from it, except for tokens associated with the future. These may be connection reinforcement tokens or logistic event connection tokens (see below). Then, if the event occurred, place an realization token in the center with the green side facing up, and if it did not occur, place it with the red side facing up.

Complex Example

The example shows a confusing game situation. Let's solve it!

First, let's define the effect of links. The current event has a link-cause back to the bottom event. The default strength of the link is 2, but the reinforcement token raises it to 3. The link is cause (green) and the event occurred (green), so the link to the lower event gives + power, i.e. +3. Also the current event has a link-hindrance back to the top event. But the upper one overrides this connection with its cause forward. The strength of this link will be 4 (2 by default + 2 from the token). The top event did not happen (red), but the link is the cause (green), so this link gives -strength, i.e. -4. Total, +3 from the bottom and -4 from the top, we get the effect of links equal to -1.

The players place 2 green tokens near ✓, giving +2. And 1 red token near ✗, giving -1. Thus the impact of the players is +1. Add up the effects of links and players and you get 0. In this case, the token of the player who organized the event (yellow) plays a decisive role. This token is near ✓ - the event occurs.

The color of the central hexagon is red so players will lose points. There is no yellow orbit that determines the number of points - 1 point will be lost. The event occurred and the color of the arc under the ✓ sign is orange. Therefore the orange player loses 1 point.

Now you must remove all tokens except one link reinforcement token that is facing the future and cover the event with the realization token with the green side up (as on the bottom event).

Flexible events

There are events that have additional flexibility. Some of their parameters can be adjusted during the organization. On the card this is marked with "?". There are 3 such events in total:

- Attacking
  When organizing this event, place tokens of the other two players in the game on the white arcs. In the future, assume that these are the colors indicated on the arcs.
- Supporting
  When organizing this event, place another player's token on one of the white arcs in the game. It is not forbidden to agree in advance with him to indicate you, playing a similar event. The second arc is considered empty.
- Logistic
  When organizing this event, the player may place links tokens and reinforcement tokens on the map edges as he sees fit. But so that the event has **at least one link back**, the total strength of the links does not exceed **8**, and the strength of any particular link does not exceed **4**. A link marked with a token is fully equivalent to the normal links on the event cards and its default strength is also 2.

When drawing the supporting and attacking events, place your color token away from the center so it does not get mixed up with the tokens of the selected players. Hurry up! If you don't draw them in time, they will remain in your hand until the end of the game!