

Council

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Introduction

Come together as the rulers and diplomats of mythic factions: voracious dragons, industrious dwarves, intricate elves, and enterprising humans. Each pursues its own definition of success and has multiple paths to victory. There are win-win scenarios--but different situations call for different kinds of persuasion.

Each time the draw pile runs out, the discard pile is shuffled into a new draw pile, beginning a new age and intensifying the game. Can you win before Cataclysm?

Objective

Groups of 2-4 players take turns, typically clockwise. Each turn, players

- negotiate and exchange resources,
- perform actions, and
- navigate tactics and plan strategies--peaceful or otherwise.

Common actions include

- initiating a battle with another player,
- building a border wall for protection, or
- trading excess wood for a diplomatic favor.

Each faction also owns unique actions like

- Dwarves mining for metals,
- Dragons eating soldiers,
- Elves enchanting a forest, or
- Humans stealing from another player's market.

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