Lagom Quick Ref

Setup

Each player:

- 1 Heart
- 2 Energy in player Pool.
- 12 Cards in facedown Draw Pile.
- 1 facedown card to start Tableau.

Seasons

4 Seasons. Play is simultaneous. Each Season:

1. Draw 3 from Draw Pile to Hand
2. Play Turn
3. Pass a Card from Hand (alternate left/right)
4. Play Turn
5. Discard final Card

Any Time

Discard a card from Hand to gain Energy: 1st discard gains 6, 2nd gains 5, etc.

Turns

Each Turn:

1. **Power up**: Move Energy from Supply to Pool: 7 + 1/Coin - 1/Relationship.
2. **Develop**: Play a Card to Tableau:
    a. grid aligned
    b. must overlap at least one sector
    c. over, under, or between Cards in the Tableau.
3. **Cash In**: Move Energy from Supply to Pool: 3/newly *covered* Coin.
4. **Score**: Move Energy from Supply to Heart:
    a. 1/Relationship *covered by* new card.
    b. 1/Achievement *on* new card.
    c. 1/Relationship *except* for on the new card.
5. **Spend**: Move Energy from Pool to Supply: 3/symbol on new Card.
6. **Retain**: Pool can carry over <= 3 Energy.

Game End

Can't play on turn -> player is out. Others can keep playing.
End of 4th season, or no one can play a Card during turn -> game is over.

Final Scoring

- 2 VP/Energy in Heart.
- 2 VP/Achievement.
- For each Achievement, Relationship, and Coin: 1 VP/*Unique* Purpose symbol in adjacent sector.