

How To Take an Arcs Turn

- Play A Card
 - A. If you have Initiative You May Declare An Ambition based on Card Value
 - 2 Value Tycoon
 - 3 Value Tyrant
 - 4 Value Warlord
 - 5 Value Keeper
 - 6 Value Empath
 - 7 Value Wild (Any)
 - Place Initiative Placard on Lead Action Card (Lead Card Now has a Value of 0)
 - Go to Step C
 - B. If You Don't Have Initiative
 - Surpass
 - Play a Higher Number Value of Same Suit
 - You may use the full value of the pips on Card
 - A Card of the Same Suit But Lower May Not Be Played except face down as Copy
 - Pivot
 - Play a Different Suit Face Up
 - You may use the card for 1 pip
 - Copy
 - Play Card Face Down
 - You may use the card for 1 pip
 - Seize Initiative
 - Burn a Second Card Face Down (Nothing Trumps this including Guild Cards)
 - C. Prelude Action Set Aside Any Number of Resource Tokens used and Tap any Guild Cards with Prelude Actions
 - Prelude Action May Be Performed in any order
 - Weapon
 - Use any of your Actions for a Battle Action in next phase
 - Material
 - Perform a Build Action
 - Fuel
 - Perform a Move Action
 - Psionic
 - Perform an Lead Card Action
 - Relic
 - Secure A Card If you Have the most Agents on It
 - Card Prelude
 - Follow Directions of Cards Prelude Action
 - Return Tokens To Supply at End of Prelude (All resource token acquired in the prelude phase must come from the supply before any spent resource tokens are returned to the supply at the end the prelude phase)
 - D. Perform Action For Each Pip on Card You Played
 - Administration
 - Tax
 - Repair
 - Influence
 - Aggression
 - Move
 - Battle
 - Secure
 - Construction
 - Build
 - Repair
 - Mobilization
 - Move
 - Influence
 - E. Establish Initiative
 - Highest Value Card of Lead Suit Seizes Initiative
 - Guild Cards Seize Initiative trump Highest Card
 - Burned Face Down Action Card Trumps Highest Value Card of Lead Suit and Guid Cards to Seizes Initiative

How To Score Ambitions

- A. Tycoon
 - Count All Fuel and Material Resources On Player Board
 - Count All Fuel Icons and Material Icons on Guild Cards (Don Not Count Leaders or Lore Cards)
 - Count All Fuel or Material Resources Stashed on Guild Cards in your Tableau per directions on Guild Card
 - Player with most combined Fuel and Material Resources Wins Tycoon Ambition
 - Player with second most scores second place
 - Ties Round Down one Place
- B. Tyrant
 - Count All Enemy Agent Tokens In Captive Area of your Player Board (Do Not Count Agent Tokens in Trophies Area)
 - Player With most combines Captive Agents Wins Tyrant Ambition
 - Ties Round Down one Place
- C. Warlord
 - Count All Enemy Agent Tokens, Ships, Cities and Space Ports In Trophies Area of your Player Board (Do Not Count Agent Tokens in Captives Area)
 - Player With most combines Captive Agents Wins Warlord Ambition
 - Ties Round Down one Place
- D. Keeper
 - Count All Relic Resources On Player Board
 - Count All Relic Icons on Guild Cards (Don Not Count Leaders or Lore Cards)
 - Count All Relic Resources Stashed on Guild Cards in your Tableau per directions on Guild Card
 - Player with most combined Relic Resources Wins Keeper Ambition
 - Player with second most scores second place
 - Ties Round Down one Place
- E. Empath
 - Count All Psionic Resources On Player Board
 - Count All Psionic Icons on Guild Cards (Don Not Count Leaders or Lore Cards)
 - Count All Psionic Resources Stashed on Guild Cards in your Tableau per directions on Guild Card
 - Player with most combined Psionic Resources Wins Empath Ambition
 - Player with second most scores second place
 - Ties Round Down one Place