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Peter (Universal Head)

v2.2

August 2019

Game:	INIS
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SETUP

In a 2 or 3 player game, return the action cards with 4 in the corner to the box (used only with 4 players).

Each player chooses a color. Place the 12 **clan figures** of that color in front of you; this is your **reserve**.

Place the **deed tokens**, the **pretender tokens**, and the **festival marker** near the play area. Shuffle the **epic tale cards** and place them in a facedown pile.

Shuffle the **territory tiles** and place them in a facedown stack. Draw a number of tiles equal to the number of players and place them faceup and interlocked to each other at the center of the play area. Each tile must be adjacent to 2 other tiles.

Find the **advantage cards** that match the territories in play and place them faceup near the play area so that each card is visible. Place the other advantage cards in a facedown pile.



Give the **Brenn marker** to a random player. The Brenn chooses one territory to be the **capital** and places the plastic **capital** and one **sanctuary** there.

The Brenn tosses the **flock of crows token** like a coin. The faceup side indicates the direction of turn order at the start of the game.



Starting with the Brenn and proceeding in turn order, each player takes a turn placing one clan in any territory until each player has 2 clans somewhere on the board.

During the game, the player who has the most clans in a territory is **chieftain** of that territory. On a tie, that territory has no chieftain.

GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

If the capital territory does not have a chieftain, the Brenn does not change, even if none of the current Brenn's clans are present in the capital territory. The Brenn can change only at this time.

2. Check for victory

Check to see how many victory conditions each player with a pretender marker currently meets.

Only players with a pretender token can attempt to claim victory. If there is no winner, return all pretender tokens to the supply, and the game continues for another round, proceeding with the rest of the assembly phase.

3. Take advantage cards

The chieftain of each territory takes its matching advantage card. If a territory does not have a chieftain, the card stays faceup near the play area.

Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.

The Oracles

4. Flip the flock of crows token

Toss the flock of crows token like a coin to determine the direction of turn order. Any game effect this turn that refers to *next player* or *in turn order* uses the order shown on the token.

Season Preparation

5. Deal action cards

The Brenn takes all the action cards, shuffles them, and randomly sets aside one card, facedown.

In a 3 or 4 player game, the Brenn deals 4 cards facedown to each player. In a 2 player game, the Brenn deals 3 cards facedown to each player.

6. Action card draft (3-4 players)

1. Each player looks at their 4 action cards, chooses one to hold, and passes the other 3 to the next player in turn order.
2. Each player adds the one card they held to the 3 cards passed to them. They look at all 4 action cards, choose 2 to hold, and pass the other 2 to the next player.
3. Each player adds the 2 cards they held to the 2 cards passed to them. They look at all 4 action cards, choose 3 to hold, and pass the other 1 to the next player.

At the end of the draft, each player has 4 action cards in hand and possibly some advantage and epic tale cards.

6. Action card draft (2 players)

1. Each player looks at their 3 action cards, chooses 1 to hold, and passes the other 2 to their opponent.
2. Each player looks at their 3 action cards, chooses 2 to hold, and passes the other 1 to their opponent.
3. Each player places their set of cards facedown in front of them.

4. Once again, the Brenn deals 3 cards facedown to each player.
5. Players draft this new set of action cards in the same way as explained above.

At the end of the draft, each player has 6 action cards.

PHASE 2 : THE SEASON

The Brenn begins the season by playing the first card, which must be a season card. Then the next player has the choice to **play a season card**; **pass**; or **take a pretender token**.




This continues with each player in turn order doing one of the 3 options until all players have consecutively passed, which ends the season phase. Then a new round begins with the assembly phase.

If a player has no clans in any territories

If you have no clans in any territories when your turn begins, you must discard a deed token if you have one. Then, whether you discarded a deed token or not, place a total of 2 clans in any territories. After that you can take your turn as normal: play a season card, pass, or take a pretender token.

Play a season card



A season card may be an action card , an advantage card , or an epic tale card . Play the card, resolve the indicated effect, and then discard the card.

Action cards are discarded in a **facedown** discard pile. Players can look at the cards in this discard pile only when a card effect allows it, such as the *Druid* action card.

Each played advantage card is placed **facedown** near the play area with its card back visible.

Epic tale cards are discarded in a **faceup** discard pile, and players can look at the cards in this discard pile at any time.

Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token. Take a pretender token from the supply and place it in front of you. This token is kept until the assembly phase, even if at a later point you no longer meet any victory conditions.



End of the season

When all players have consecutively passed, the season ends. Players keep all epic tale cards in their hands, but they **must discard all action cards**.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.

CLASHES

A clash occurs when one or more clans are moved to a territory where any opposing clans are already present.

Some card effects can also cause clashes to occur without any clans moving.

A clan 'placed' in a territory does not initiate a clash.



Cards that can initiate a clash have this symbol in the top-right corner.

When a clash is initiated, the owner of the incoming clan is the **instigator** (when a card initiates a clash, the instigator is indicated on the card). Then the clans present in the territory must decide among them how best to settle their differences – aggressively or peacefully.

As soon as a clash occurs, players immediately resolve the clash before continuing on with the round.

If a single effect results in multiple clashes, the instigator chooses which clash to resolve first. After resolving the first clash, they choose which clash to resolve next, and so on until all clashes have been resolved.



If the **festival marker** is in the clashing territory, the player who initiated the clash immediately loses a clan before the citadels step.

Resolve clashes in 2 steps:

1. Citadels

Starting with the next player after the instigator and proceeding in turn order, each player (except the instigator) can place one of their clans in the clashing territory in an unoccupied citadel in that territory.

Each citadel can protect one and only one clan. The capital's citadel functions just like all other citadels.

When all citadels are occupied or no more players wish to occupy them, proceed to the Resolution step.

A clan in a citadel is protected and is not involved in the clash in any way. During a clash, clans present in the clashing territory who are not in a citadel are **exposed**.

2. Resolution

Starting with the instigator and proceeding in turn order, **each player who has one or more exposed clans must perform one maneuver**. Continue taking turns performing maneuvers until the clash ends.

Before each maneuver, players with exposed clans may agree to immediately end the clash.

If the clash has not ended, the player must perform one maneuver out of the following 3 options.

After each maneuver has been performed, including any triskel cards played in response, if there are no exposed clans in the clashing territory the clash ends.

If there is at least one exposed clan, the clash continues. The next player who has one or more exposed clans performs a maneuver, and so on until the clash ends.

a. Attack

The player chooses an opponent with one or more exposed clans present in the clashing territory. The attacked player chooses one option:

Discard an action card: Choose an action card in your hand and discard it with no effect.

Remove an exposed clan: Take one of your engaged clans and return it to your reserve.

An attacked player with no action cards has no choice but to remove an exposed clan.

b. Withdraw

The player moves one or more of their exposed clans to adjacent territories where they are the chieftain (possibly even the one where the instigator came from). This maneuver does not initiate another clash.

If the player is not the chieftain of any adjacent territories, they cannot choose to perform this maneuver.

c. Epic tale maneuver

Some epic tale cards with the triskel symbol can be played *as a maneuver*. These can only be played during the specific timing and condition indicated on the card.

3. End of the clash

A clash ends either when all involved players agree to end the clash, or when there are no exposed clans remaining in the clashing territory.

Even in the case where only one player still has exposed clans in the territory, they must decide to either end the clash (he is the only one to decide) or to perform a maneuver (probably **withdraw**).

If they choose to withdraw with some but not all of their exposed clans, it becomes their turn again as they are the only player with exposed clans in the clashing territory. At this point, they really should end the clash.

When the clash ends, all clans occupying citadels are taken out and placed back in their territory.

REMOVING A CLAN

When you remove a clan, take it from the territory and return it to your reserve. It can be used again during the game.

TRISKEL CARDS



Triskel cards can be played only during the specific timing indicated on the card, in response to an action.

One or more triskel cards can be played in response to the same action. Like season cards, triskel cards are discarded by type.

The *Geis* triskel card, which ignores an action card effect, can be played only after the current player has fully declared their action.

A triskel card that states *'After you play a season card...'* cannot be played until after fully resolving the season card's effect, which includes any clashes that were initiated.

OTHER RULES

A new territory is always placed adjacent to at least 2 territories. When a new territory is placed, its matching advantage card is placed faceup by the play area.

Apart from the number in the reserve, there is no limit to the number of buildings a territory can contain.

VICTORY CONDITIONS

Each player can meet several of the 3 victory conditions. During the check for victory step of the assembly phase, check to see how many conditions each player **with a pretender marker** currently meets. The player who has fulfilled the most conditions is crowned High King and wins the game.

- 1. Chieftain over 6 or more opposing clans:** Total the number of opposing clans in territories where the player is chieftain. If there are 6 or more, the player has met a victory condition.
- 2. Present in territories with 6 or more total sanctuaries:** Total the number of sanctuaries in territories where the player has one or more clans present (even if they are not the chieftain). If there are 6 or more, the player has met a victory condition.
- 3. Present in 6 or more territories:** Total the number of territories where the player has one or more clans present (even if they are not the chieftain). If there are 6 or more, the player has met a victory condition.

On a tie for meeting the most victory conditions, if the Brenn is among the tied players, they win. If the Brenn is not among the tied players, there is no winner.

Deeds

Keep your **deed** tokens in front of you and visible at all times. Each acts as a 'wild' toward meeting any 1 victory condition by adding 1 to the number of specified requirements. Each deed can be used only once to complete a single victory condition.



GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

2. Check for victory

Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

3. Take advantage cards

The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.

The Oracles

4. Flip the flock of crows token to determine the direction of turn order.

Season Preparation (3-4 players)

5. Deal action cards

The Brenn shuffles all the action cards and randomly sets aside one card, facedown. Deal 4 cards facedown to each player.

6. Action card draft

1. Each player chooses 1 card to hold, and passes the other 3 to the next player in turn order.
2. Each player adds the 1 card they held to the 3 cards passed to them. They choose 2 to hold, and pass the other 2 to the next player.
3. Each player adds the 2 cards they held to the 2 cards passed to them. They choose 3 to hold, and pass the other 1 to the next player.

PHASE 2 : THE SEASON

The Brenn plays a season card. Then the next player has the choice to **play a season card**; **pass**; or **take a pretender token**.

Each player in turn order performs one of the 3 options until all players have consecutively passed. Then a new round begins with the assembly phase.

Play a season card



A season card may be an: **action card** (green square), **an advantage card** (yellow square), or an **epic tale card** (red square).

Discard action cards **facedown**. Each played advantage card is placed **facedown**. Epic tale cards are discarded **faceup**.

Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token.



End of the season

Players keep all epic tale cards in their hands, but they **must discard all action cards**.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.



GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

2. Check for victory

Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

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The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.

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Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token.



End of the season

Players keep all epic tale cards in their hands, but they **must discard all action cards**.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.



GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

2. Check for victory

Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

3. Take advantage cards

The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.

The Oracles

4. Flip the flock of crows token to determine the direction of turn order.

Season Preparation (2 players)

5. Deal action cards

The Brenn shuffles all the action cards and randomly sets aside 1 card, facedown. Deal 3 cards facedown to each player.

6. Action card draft

1. Each player chooses 1 card to hold, and passes the other 2 to their opponent.
2. Each player chooses 2 cards to hold, and passes the other 1 to their opponent.
3. Each player places their set of cards facedown in front of them.
4. The Brenn deals 3 cards facedown to each player.
5. Players draft this new set of action cards.

At the end of the draft, each player has 6 action cards.

PHASE 2 : THE SEASON

The Brenn plays a season card. The next player must play a season card; pass; or take a pretender token.




Each player in turn order performs one of the 3 options until all players have consecutively passed.

Then a new round begins with the assembly phase.

Play a season card



A season card may be an:

Action card  an advantage card 
or an epic tale card 

Discard action cards **facedown**. Place played advantage cards **facedown**. Discard epic tale cards **faceup**.

Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token.



End of the season

Players keep all epic tale cards in their hands, but they must discard all action cards.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.



GAME TURN

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Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

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The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.

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Action card  an advantage card 
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Discard action cards **facedown**. Place played advantage cards **facedown**. Discard epic tale cards **faceup**.

Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token.



End of the season

Players keep all epic tale cards in their hands, but they must discard all action cards.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.

CLASHES



A clash occurs when one or more clans are moved to a territory where any opposing clans are already present.

A clan 'placed' in a territory does not initiate a clash.

If a single effect results in multiple clashes, the instigator chooses which clash to resolve first.

The owner of the incoming clan is the **instigator**. Firstly, the clans present in the territory must decide among them how best to settle their differences – aggressively or peacefully.



If the **festival marker** is in the clashing territory, the player who initiated the clash immediately loses a clan before the Citadels step.

1. Citadels

Starting with the next player after the instigator and proceeding in turn order, each player (except the instigator) can place one of their clans in the clashing territory in an unoccupied citadel in that territory.

Each citadel can protect one and only one clan.

A clan in a citadel is protected and is not involved in the clash in any way. Clans present in the clashing territory who are not in a citadel are **exposed**.

CLASHES



A clash occurs when one or more clans are moved to a territory where any opposing clans are already present.

A clan 'placed' in a territory does not initiate a clash.

If a single effect results in multiple clashes, the instigator chooses which clash to resolve first.

The owner of the incoming clan is the **instigator**. Firstly, the clans present in the territory must decide among them how best to settle their differences – aggressively or peacefully.



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Starting with the next player after the instigator and proceeding in turn order, each player (except the instigator) can place one of their clans in the clashing territory in an unoccupied citadel in that territory.

Each citadel can protect one and only one clan.

A clan in a citadel is protected and is not involved in the clash in any way. Clans present in the clashing territory who are not in a citadel are **exposed**.

2. Resolution

Starting with the instigator and proceeding in turn order, **each player who has one or more exposed clans must perform one maneuver**. Continue taking turns performing maneuvers until the clash ends.

Before each maneuver, players with exposed clans may agree to immediately end the clash. Once there are no exposed clans in the clashing territory the clash ends.

If there is at least one exposed clan, continue the clash. The next player with one or more exposed clans performs a maneuver, and so on until the clash ends.

a. Attack

The player chooses an opponent with one or more exposed clans present in the clashing territory. The attacked player chooses one option:

Discard an action card with no effect.

Return one of your engaged clans to your reserve.

An attacked player with no action cards must remove an exposed clan.

b. Withdraw

The player moves one or more of their exposed clans to adjacent territories where they are the chieftain. This does not initiate another clash.

If the player is not the chieftain of any adjacent territories, they cannot perform this maneuver.

c. Epic tale maneuver

Some epic tale cards with the triskel symbol can be played 'as a maneuver'.

3. End of the clash

All clans occupying citadels are taken out and placed back in their territory.

VICTORY CONDITIONS

During the check for victory step of the assembly phase, check to see how many victory conditions each player with a pretender marker currently meets. The player who has fulfilled the most conditions is crowned High King and wins the game.

- 1. Chieftain over 6 or more opposing clans** in territories where the player is chieftain.
- 2. One or more clans present in territories with 6 or more total sanctuaries** (even if not the chieftain).
- 3. One or more clans present in 6 or more territories** (even if not the chieftain).

On a tie for meeting the most victory conditions, if the Brenn is among the tied players, they win. If the Brenn is not among the tied players, there is no winner.

Each of your **deed** tokens acts as a 'wild' toward meeting any 1 victory condition by adding 1 to the number of specified requirements. Each deed can be used only once to complete a single victory condition.

2. Resolution

Starting with the instigator and proceeding in turn order, **each player who has one or more exposed clans must perform one maneuver**. Continue taking turns performing maneuvers until the clash ends.

Before each maneuver, players with exposed clans may agree to immediately end the clash. Once there are no exposed clans in the clashing territory the clash ends.

If there is at least one exposed clan, continue the clash. The next player with one or more exposed clans performs a maneuver, and so on until the clash ends.

a. Attack

The player chooses an opponent with one or more exposed clans present in the clashing territory. The attacked player chooses one option:

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An attacked player with no action cards must remove an exposed clan.

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The player moves one or more of their exposed clans to adjacent territories where they are the chieftain. This does not initiate another clash.

If the player is not the chieftain of any adjacent territories, they cannot perform this maneuver.

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On a tie for meeting the most victory conditions, if the Brenn is among the tied players, they win. If the Brenn is not among the tied players, there is no winner.

Each of your **deed** tokens acts as a 'wild' toward meeting any 1 victory condition by adding 1 to the number of specified requirements. Each deed can be used only once to complete a single victory condition.



SEASONS OF INIS EXPANSION

SETUP & NOTES

Replace the action cards *Exploration* and *Druid* with the new versions.

A **shared territory** is a territory where 2 or more players are present.

During the resolution of an effect, when multiple players are concerned, unless stated otherwise, start with the Brenn, then proceed in the order indicated by the flock of crows.

Except during a clash, the **active player** is the one currently playing their turn. During a clash, the **active player** is the one whose turn it is to perform a maneuver.

When several players want to play cards at the same time, the active player has priority, then proceed in the order indicated by the flock of crows.

MODULE 1: 5TH PLAYER

To play with 5 players, add the 4 new action cards to the action cards deck, add the 5th pretender token, and add the 12 figures of the 5th clan.

The rules are the same as for 3 and 4 players. It is recommended you also use the module **We want a King!** to keep the duration of the game reasonable.

MODULE 2: WE WANT A KING!

This allows for a shorter game time by avoiding multiple ties for victory if the Brenn is not involved. It has been optimized for 5 player games, but can be used in all games

Setup

During setup, place the King tile near the play area, side *We want a King!* up.

We want a King!

As long as the King tile is on this side, when checking for victory, apply the rules on page 10 of the base games rulebook with the following change:

If the Brenn is not among the tied players, each tied player gains a deed token, then flip the King tile to the *We need a King!* side.

We need a King!

When the King tile is on this side, players will play one last season, then proceed to one last assembly phase with the following changes to determine the winner:

If no player meets any victory conditions, the Brenn wins the game.

If the Brenn is not among the tied players, then these players share the victory.

MODULE 3: SEASONS OF INIS

This module adds a new **sacred festivals** step during phase 1: the assembly and modifies phase 2: the season.

Setup

During setup, place the season board near the play area. Randomly determine a starting season and place the season marker on the corresponding season.

Each player takes a season reference card.

Sacred festivals

During phase 1: the assembly, add a 7th **sacred festivals** step.

The effects of each festival are described on the season reference card.

During phase 2: the season, apply the effects of the current season as described on the season reference card. At the end of the season, move the season marker to the next season on the season board in a clockwise direction.

MODULE 4: SEA TRAVELS

Island territories are distinguished from other territories by their blue edges, and the **harbor** allows players to move by sea.

Setup

During setup, replace the base game *Cove* territory tile with the one from this expansion.

Separate the islands from the other territories. Draw and place as many tiles as the number of players. Follow the harbor tiles rules if needed.

When the Brenn chooses the *Capital*, add a harbor tile to it if there is not one already, in addition to the *Capital* and the *Sanctuary*.

Shuffle the islands with the remaining territory tiles.

New rules

1) Placing a territory

The rule for placing a territory now requires placing the new territory on a location adjacent to at least 2 territories, except if it is an island.

2) Placing an island

When a player discovers an island, they place it on the play area which represents the sea, touching no other territory. An island can never be adjacent to any other territory.

This placement rule takes precedence over the base game rules and the text on the cards.

3) Placing a harbor tile

When players place a harbor tile on a territory, proceed as follows:

They choose one of the available spots on the territory.

They must place the harbor tile in such a way that it touches no other territory, if possible. Otherwise, the harbor tile may touch another territory.

Once in play, a harbor tile must always provide access to the sea, represented by the play area, and can therefore never be surrounded by other territories.

A territory can only have 1 harbor tile.

4) Sea travel

When a player plays a card allowing them to move, or when they withdraw from a clash, one (and only one) of their allowed movements can be by sea.

When clans move by sea, territories with harbor tiles are considered adjacent to each other.

MODULE 5: NEW EPIC TALE CARDS

Add the 15 new epic tale cards to the epic tale deck.

If you do not play with the **Sea Travels** module, remove the epic tale card *Sons of Milé*.



GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

2. Check for victory

Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

3. Take advantage cards

The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.



GAME TURN

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The Oracles

4. Flip the flock of crows token to determine the direction of turn order.

Season Preparation (3-5 players)

5. Deal action cards

The Brenn shuffles the action cards and randomly sets aside 1, facedown. Deal 4 cards facedown to each player.

6. Action card draft

1. Each player chooses 1 card to hold, and passes the other 3 to the next player in turn order.
2. Each player adds the 1 card they held to the 3 cards passed to them. They choose 2 to hold, and pass the other 2 to the next player.
3. Each player adds the 2 cards they held to the 2 cards passed to them. They choose 3 to hold, and pass the other one to the next player.

7. Sacred festivals




See the season reference card.

PHASE 2 : THE SEASON

The Brenn plays a season card. Then the next player has the choice to **play a season card**, **pass**, or **take a pretender token**. Each player in order performs one option until all players have consecutively passed. Then a new round begins with the assembly phase.

Play a season card



A season card may be an: **action card**  an **advantage card**  or an **epic tale card** 

Discard action cards **facedown**. Each played advantage card is placed **facedown**. Epic tale cards are discarded **faceup**.

Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token.



End of the season

Players keep all epic tale cards in their hands, but they must **discard all action cards**.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.

The Oracles

4. Flip the flock of crows token to determine the direction of turn order.

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End of the season

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If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.

If the **festival marker** is in a territory at the end of a season, remove it and place it near the play area.



GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

2. Check for victory

Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

3. Take advantage cards

The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.



GAME TURN

PHASE 1: THE ASSEMBLY

Chieftains' Business

1. Assign Brenn

The chieftain of the capital territory becomes the Brenn and takes the Brenn marker.

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Check to see how many victory conditions each player with a pretender marker currently meets. Then return any pretender tokens to the supply.

3. Take advantage cards

The chieftain of each territory takes its matching advantage card. Even if an effect causes you to no longer be chieftain of the matching territory, you still keep the card in hand (and can play it) until the end of the round.

The Oracles

4. Flip the flock of crows token to determine the direction of turn order.

Season Preparation (2 players)

5. Deal action cards
The Brenn shuffles the action cards and randomly sets aside 1, facedown. Deal 3 cards facedown to each player.

6. Action card draft

1. Each player chooses 1 card to hold, and passes the other 2 to their opponent.
2. Each player chooses 2 cards to hold, and passes the other 1 to their opponent.
3. Each player places their set of cards facedown.
4. The Brenn deals 3 cards facedown to each player.
5. Players draft this new set of action cards.

At the end of the draft, each player has 6 action cards.

7. Sacred festivals

See the season reference card.

PHASE 2 : THE SEASON




The Brenn plays a season card. The next player must play a season card; pass; or take a pretender token. Each player in order performs 1 option until all players have consecutively passed.

Then a new round begins with the assembly phase.

Play a season card



A season card may be an:

Action card  an advantage card 
or an epic tale card 

Discard action cards **facedown**. Place played advantage cards **facedown**. Discard epic tale cards **faceup**.

Pass

You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

Take a pretender token

You must meet at least 1 victory condition and cannot already have a pretender token.



End of the season

Players keep all epic tale cards in their hands, but they must discard all action cards.

If a player has an advantage card in their hand and they are no longer the chieftain of that territory, they place that advantage card **faceup** near the play area.




If the festival marker is in a territory at the end of a season, remove it and place it near the play area.

Then a new round begins with the assembly phase.

Play a season card



A season card may be an:

Action card  an advantage card 
or an epic tale card 

Discard action cards **facedown**. Place played advantage cards **facedown**. Discard epic tale cards **faceup**.

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You do not play any cards and simply pass. You will be able to play cards again if the turn comes back to you.

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