

THE ESSENCE

GOAL OF THE GAME

In *The Essence*, you will take on a role of powerful queens and kings, ruling over dominions, located on islands floating in the sky. Your main goal is to gather magical Essence and crystallize it in order to produce enough Crystal Shards and restore the Great World Crystal. Only the one who can best his foes with military, political and economic genius and can read the ancient prophecy will achieve that goal and become the Emperor of the New World!

GAME COMPONENTS

this [] page rulebook

1 game board

5 Faction boards

40 Follower cards (8 per faction)

30 Advisor cards

55 Prophecy's fragment cards

5 player aid cards

14 Monument cards

76 Location cards

5 Palace cards

100 Wealth tokens

100 Influence tokens

60 Faction tokens (12 per faction)

40 Exhaustion tokens

40 other tokens (5 Pass tokens, 1 Sand clock token, 5 Revenge tokens, 25 double-sided Foundation tokens, 1 Trade agreement token, 1 Embassy token, 1 First Player token, 1 Defense token)

GAME BOARD

1. Essence track – shows your faction's Essence level.
2. Crystal Shards track – shows your progress in crystallization of the Essence into Crystal Shards. Depending on the number of players, the game ends when one of the players reaches the number of shards indicated on the board.
3. Treaties – there are four different treaties that you can sign with one of powerful organizations of the New World. After you pay its cost, the treaty will give you a unique action to take during your turn.
4. Order track – indicates player turn order.
5. Prophecy cards pile (a) and available prophecy cards (b).
6. Monuments (a) and Locations (b) will be put below these spaces.
7. Advisor cards pile should be put beside this space.
8. External threat – indicates an external, neutral enemy that threatens your dominion. You will be able to attack it to gain precious Essence.



FACTION BOARDS

1. Attack track – shows your current Attack level.
2. Defense track – shows your current Defense level.
3. Faction stats – shows your factions initial characteristic values: Influence, Wealth, Popularity, Attack, Defense and Foundations.-
4. Foundation tokens are placed here.
5. Each faction's story and symbol are on the back of their Faction Board.



FOLLOWER CARDS

1. Follower's name.
2. Follower's faction symbol.
3. Card effect's cost (if any)
4. Card effect.



Note that cost and effect is always divided by “:” symbol. Sometimes there are two separate actions to chose from, each with different cost and effect. They are distinguished by a white frame around action.

ADVISOR CARDS

1. Advisor's name.
2. Card effect's cost (if any)
3. Card effect.



Note that cost and effect is always divided by “:” symbol. Sometimes there are two separate actions to chose from, each with different cost and effect. They are distinguished by a white frame around action.

Note: Advisor cards and Follower cards together are sometimes referred to as “Character cards”.

PROPHECY'S FRAGMENT CARDS

1. Prophecy’s fragment.
2. Fragment's cost.
3. Requirements players need to fulfill in order to obtain that fragment.
4. One-time effect.



The number on the back of the cards shows you the prophecy card's value which will be important at the end of the game. There are value I, II and III Prophecy's fragment cards in the game.

LOCATION AND MONUMENT CARDS (SEGMENTS)

1. Location's / Monument's name.

2. Cost: Monuments always cost 5 Wealth, Locations cost between 1 and 3 Wealth.
3. Segment's type symbol: shows the type of this Segment. There are five different types of segments in the Essence: **Military**, **Magical**, **Economic**, **Cultural** -and **Political**.
4. Essence value: indicates how much Essence will you gain by adding the Segment to your Island. Besides the basic value, there is also a one-time bonus depending on the adjacent Segments to the new Segment when it is added to your Island.
5. Card effect's cost (if any)
6. Card's effect.
7. Monument's symbol. This symbol distinguishes monuments from normal locations.



[RAMKA] One-time effects/income

Grey symbols indicate one-time effects that apply trigger only the first time the Segment is added to your Island. Golden symbols indicate that this is income. Income's effect is triggered the first time the segment is added to your Island *as well as* during every subsequent Income phase of the game.
[RAMKA]

PALACE CARDS

1. The name of the faction this Palace belongs to.
2. Segment's type symbol.
3. Card effect's cost (if any)
4. Special, unique effect that this Palace and its faction can use during the game.
5. Palace symbol.



GAME SETUP

1. Place the game board in the center of the table, within a reach of all players.
2. Each player takes one Faction board. Players may choose which faction to play or pick each

- faction randomly.
3. Each player receives eight Follower cards that correspond with their Faction. Check to make sure that the Faction symbols on your Follower cards match the Faction symbol on the back of your Faction card. Each player then shuffles them and places face down on the left side of his or her Faction board. These Follower cards form your [initial] draw pile.
 4. Each player takes their 12 Faction tokens.
 5. Divide advisor cards by their name. There are six different advisor cards. Place them in six separate, face-down piles below the gameboard.
 6. Prepare the Prophecy fragment card pile. First divide Prophecy fragment cards by their value: I, II and III (indicated on the back of the card). Shuffle each pile separately. Randomly remove 6 cards from a value I and value II piles. Then place value III cards face down on the indicated space. Then place value II cards face down on top of just placed value III cards. Finally place value I cards face down on top of the value II cards. This forms a single Prophecy fragment card pile.
 7. Reveal first six Prophecy fragment cards from the top of the pile and place them face-up on the indicated spaces on the board.
 8. Shuffle Monument and Location cards separately and place them face down in two separate decks on indicated spaces.
 9. Reveal two Location cards per player from the top of the Location deck and place them face-up below the board within a reach of all players. Then take two more cards from the Location deck and add them face-up next to the others. Note: these two additional Location cards are added only before the first round of the game! After the first round, they're replaced by Monuments.
 10. Each player places his or her Faction's Palace card above the Faction board. This is the first card of each player's playing area known as the 'Island'.
 11. Place Influence tokens, Exhaustion tokens, Wealth and other tokens in separate piles next to the game board.
 12. Each player places one of their Faction tokens on the „0” space of the Crystal shards and Essence tracks.
 13. The oldest player is the starting player and places his or her Faction token on a „I” space of the Order track. Then, proceeding clockwise, all other players place their tokens into the next space. I.e., the second player on the „II” space, the third player on the „III” space, etc.
 14. Get your starting Wealth. The first player always starts with no starting Wealth tokens. Each player to the left gets one more Wealth token than the previous player. For example, in a 5-player game, the first player gets 0, the second gets 1, the third gets 2, the fourth gets 3, and the fifth gets 4 Wealth tokens. Note: this additional income takes place only once before the first round of the game. It doesn't take place later.
 15. Place a defense wooden black cube on space “0” of the External Threat track.

Now you are ready to play! The first round of the game will begin at the Income phase.



PLAYING THE GAME

The Essence consists of several rounds. Each round consists of five phases that are resolved in the following order:

1. Preparation phase
2. Income phase
3. Advisors phase
4. Player turns phase
5. Cleaning phase

PREPARATION PHASE

Note: skip this phase in the first round of the game!

In this phase, proceed with the following steps:

1. Return all Faction tokens again to the „0” space of the Essence track.
2. Remove all Faction tokens from the Order track. The player who passed first during the previous round (has a pass token with number „1”), places his or her token on the „I” space of the order track. A player who passed second, places his or her token on „II” space of order track and so on. These tokens will determine the order of player turns during this round.
3. Draw two Monument cards and 2 Location cards per player and put them face-up below the board.

INCOME PHASE

During this phase, all players take the following steps simultaneously:

1. Put your Faction wooden cubes on the initial values on the Attack and Defense tracks of your Faction boards. Next, move the Faction cubes by the Attack / Defense income values of your Segments and by any additional special Faction, Segment or other card effects that may influence Attack or Defense.
2. Return all exhausted and not-exhausted Foundation tokens from your faction board to the common pool. Next, take Foundation tokens equal to the initial value on your faction board modified by the Foundation income values of your Segments and by any additional special Faction, Segment or other cards. Next, place those Foundation tokens readied side up on the indicated spaces on your Faction board. Note: You can have maximum of 5 Foundation tokens. You can never exceed this limit!
3. Take as many Wealth and Influence tokens equal to your initial Wealth and Influence values. Next, take additional Wealth and Influence tokens as indicated by the Wealth and Influence income values of your Segments and by any additional special Faction, Segment or other cards.
4. Draw as many cards from your draw pile as your initial Popularity value indicates. Next, take additional cards equal to the Popularity income values of your Segments and by any additional special Faction, Segment or other cards.

If you don't have enough cards on your draw pile, reshuffle your discard pile and create a new draw pile. Then continue drawing.

ADVISORS PHASE

Take the following steps in order:

1. Reveal the top card from each advisor pile. There will always be 6 different advisors to choose from. Bidding will now take place.
2. Each player secretly chooses any number of Influence and/or Wealth tokens and puts them in her or his closed hand. This is your bid.
3. All players simultaneously reveal their bids.
4. The player that bid the most wins and chooses their Advisor first, then takes it and adds it to his or her hand.- If there is one or more wealth tokens on this card, that player takes them and add it to their pool.
5. Then the player with the second highest bid chooses his or her Advisor and adds it to his or her hand and so on. Remember if there is one or more wealth tokens on this card, that player takes them and add it to their pool.
6. In a case of a draw, the player that bid the most Influence tokens wins. If there is still a draw, the first player decides who wins.
7. You may also bluff by not putting any Wealth/Influence tokens in your hand; if you do, you cannot take an Advisor during the Advisors phase. If you bid with at least one token, you must take a card.
8. In the end, place 1 wealth token on each remaining advisor.

EXAMPLE

Magda, Tomek and Przemo start bidding for Advisors. Magda secretly places 2 Wealth tokens and 1 Influence token in her hand. Przemo uses 2 Influence tokens and 1 Wealth token. Tomek places 4 Wealth tokens in his hand. They simultaneously reveal their hands. Tomek placed 4 tokens in total so he wins. He chooses the Admiral card and adds it to his hand. Przemo is second and he chooses the second Admiral card and adds it to his hand. Magda lost the bidding and must take the Hierophant and add it to her hand. Note that Magda and Przemo had the same number of tokens but Przemo bid more Influence tokens, winning the tie. Finally they place 1 wealth token on each of 3 remaining cards.

PLAYER TURN PHASE

Players, beginning with the starting player and proceeding according to the order track, take turns until every player Passes.

On your turn, you must take ONE Main action and you can take as many Side actions as you want (with exception of reading prophecy fragments once per turn). Side actions can be taken before or after taking a Main action. Main actions are:

1. BUILD A SEGMENT
2. SIGN A TREATY
3. USE A [symbol akcji głównej] ACTION
4. PASS (DISCARDING CARDS)

Side actions are:

1. READ A PROPHECY FRAGMENT (Once per turn!)
2. USE A [symbol akcji pobocznej] ACTION

MAIN ACTIONS

BUILD A SEGMENT

During the game, you will develop your flying islands by adding Segments: Locations and Monuments. At the beginning of the game, your playing area consists just of one Segment: your starting Palace card. Throughout the course of the game you will add new cards to the Palace creating a unique Island every time you play.

In order to build a Segment on your Island, you must have at least one readied Foundation token on your Faction board. Remember that the Foundation value on your faction board and some other card effects will indicate your actual number of Foundation tokens. If you don't have a readied Foundation token on your Faction board, you cannot take this action. Note: you will renew your Foundation tokens supply during the Income phase each round.

Flip an available readied Foundation token on your Faction board to its exhausted side to take the „Building a Segment” action. Then choose a Segment (Location or Monument) card from the face up available cards on the table. You must pay its cost indicated by the [] symbol to the common supply.

Take the chosen card and add it next to the other cards that are already placed on your Island. When placing a new card on your play area remember that the new card must be adjacent to at least one of the cards on your Island. This means that those two cards must share at least one full edge. If for any reason, you cannot place the new cards following the above rule, you cannot take this action.

After placing the Segment card, immediately gain as many Essence points as indicated by the [] symbol on the Segment. This number of Essence points is modified by „+1/-1” for Locations or „+2/-1” for Monuments, depending on whether the Segment matches the color of the modification and is adjacent to the newly placed Segment. Move your Faction token by the corresponding number of spaces on the Essence track.

[FOUNDATION TOKENS]

During the game, some card effect let you to take new Foundation tokens from the common supply. Each token you have allows you to build a new Segment. When you build a new segment using your foundation token, simply flip it to the exhausted side. Remember that you don't keep unspent Foundation tokens from round to round. They will be renewed every Income phase.

EXAMPLE



The Tavern is among segments that are available for this round. Przemo has one last card on his hand and because he doesn't want to be left with few available actions to take, he decides to take „Build a Segment” action to build the **Tavern**, which one-time effect will allow him to draw 2 cards when built. First, he exhausts his last Foundation token, and then pays the Tavern's cost of 2 Wealth tokens to the common supply. Next, he takes the Tavern card and adds it to his Island, so it is adjacent to two green Segments. Because of this placement, he gains a total of 4 Essence points (2 basic points for building the Tavern and 1 additional point per each green building adjacent to the Tavern). He then immediately draws two cards.

[] OBRAZEK []

SIGNING A TREATY

As your Main action you can also use one of four Treaties available on the board. Signing a Treaty will let you take an action, which are, different for every Treaty. Treaty actions include:

- attacking a chosen player or external threat
- rising your defense value by 3
- drawing 2 cards from your draw pile
- placing one of your Segments in a different legal place OR exchanging places of two of your Segments (both without triggering any game-entering effects!)

To take a chosen Treaty action, place your Faction token on a space below the Treaty with the lowest available number. Then spend Gold or/and Influence tokens equal to the value showed on that Treaty's space. Note that those values differ depending on a treaty but always rise after every use.

Each player can sign any number of Treaties each round and take the corresponding Treaty actions, but for every Treaty must pay equal to the current value by placing the Faction token and spending the required Gold/Influence tokens. If there are no available, empty spaces below the Treaty or you don't have enough Faction tokens or resources you can-not sign that Treaty.

USING AN ACTION MARKED WITH [] SYMBOL

Some of the Character and Segment cards have a [] symbol as a part of their effect's cost. This symbol means that by playing this card or using the card's ability, you can-do it as your Main action. Remember that you may only take one Main action each turn!

When playing a Character card with a [] symbol from your hand, take its effect and discard it to your discard pile on the right side of your Faction board. When using your Segment's special effect with a [] symbol, place an Exhaustion token on it. This indicates that the special effect can-not be used again this round.

All symbols and card effects are explained on page ## of this rulebook.

PASS

Pass is a special Main action, because after you take it, you won't be able to take any other actions in the following turns of this round.

Note: if attacked, you defend normally and your defense value rises by 1 as usual.

The first player in a round to Pass gets a Passing token with the value of "1", the second player – value "2" and so on. Passing tokens will determine the first player and the turn order the next round.

As noted above, once a player has Passed, he or she may not take any more normal actions. Each time when that player would start a turn, however, they gain Essence point instead. 1 Essence on a first turn after passing, 2 Essence on the second and 3 Essence on all following turns. Immediately move your Faction token up by indicated number of spaces on the Essence track.

NOTE: When Passing, a player can additionally discard any number of cards from his or her hand and place them on their discard pile. That player gains 1 Wealth token for every card discarded this way. Cards not discarded remain in his or her hand and will be available to be used later.

SIDE ACTIONS

READ A PROPHECY FRAGMENT

The Great Book of Entirety consists of countless hints on how to rebuild the World Crystal and restore the natural order. During the game, you will attempt to find those hints by reading the Prophecy fragments. If you succeed, you will be rewarded with bonus resources and additional Crystal shards at the end of the game.

At the beginning of the game, Prophecy fragment cards are placed in one pile on the indicated space of the game board. (See: Prepare Prophecy fragment card pile of the Game Setup section on page...)

Face-up, available Prophecy fragment cards are placed on indicated spaces on the game board, next to the face down Prophecy fragment cards pile. When a player – after fulfilling all requirements – reads (claims) a Prophecy fragment card and removes it from the board, all other cards must be moved one space to the right to fill the empty space. Then, reveal a new card from the deck and place it on the first empty space. Note that the first card on the left is always unavailable and can't be claimed until it moves to the next space.

Each Prophecy fragment card consists of 3 elements:

1. Cost
 2. Requirements that must be met in order to claim the card
 3. ONE-TIME bonus, which the player receives immediately after taking the Prophecy fragment card
- On the back of the card, there is a number that shows the value of the Prophecy fragment card.

Basic requirements on Prophecy fragment cards consist of achieving a certain arrangement of Segment cards on your Island (including the Palace). Note that only the colors and relative positioning of Segments on the scheme is important. This means that the configuration of Segments is valid when read in any position (e.g., upside down).

Requirements for other Prophecy fragments can be, among other things, making a certain number of successful Attacks in one round or gathering and spending enough Influence or Wealth tokens.

Prophecy fragments requiring players to defeat Old World monsters are special cases. They require a player to make a successful Attack directed 'against' that Prophecy fragment instead of against another player. Each card has a certain Defense value, depending on the monster.

Only if a player fulfills ALL of the requirements on the Prophecy fragment card, can a player take the "Reading a Prophecy fragment" Main action. Then you must spend the number of Influence tokens equal to the cost of chosen Prophecy fragment card to the common supply. Note: Prophecy's fragment cards with a cost of 0 don't require you to spend any Influence tokens in order to claim them.

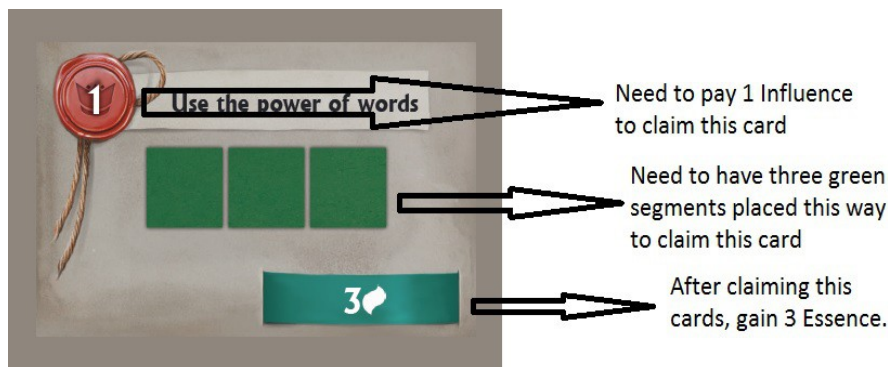
Finally, a player can take this Prophecy fragment card and place it *face down* in front of him or her. This way the Prophecy fragment cards will form one face down pile next to each player's Faction board. He or she also gets a one-time bonus indicated on the Prophecy fragment card that was just claimed.

At the end of the game, the player who owns Prophecy fragment cards with the highest total value (indicated on the back of the cards) gets additional 4 crystal shards, the player with the second highest value gets 2, and the player with the third highest value gets 1.

NOTE: Reading a prophecy fragment is a special side action and a player can perform it just once per player's turn (not round)!

EXAMPLE

Tomek managed to create an arrangement of Segments needed to read one of the Prophecy fragments. As his Main action, he decides to take the "Reading a Prophecy fragment" action. He pays 2 Influence tokens (it is a fragment with a cost of 2) and places this card face down in front of him. As a bonus indicated on the card he immediately gains 3 Essence points and move his Faction token on the Essence track up 3 spaces.



USING AN ACTION MARKED WITH [] SYMBOL

Some of the Character and Segment cards have a [] symbol as a part of their effect's cost. This symbol means that by playing this card or using the card's ability, you can do it as your Side action. Remember that you may take as many Side actions as you want each turn!

When playing a Character card with a [] symbol from your hand, take its effect and discard it to your discard pile on the right side of your Faction board. When using your Segment's special effect with a [] symbol, place an Exhaustion token on it. This indicates that the special effect cannot be used again this round.

| All symbols and card effects are explained on page ## of this rulebook.—

CLEANING PHASE

Take the following steps in this order:

1. Remove all Exhaustion tokens from all Segment cards and return them to the common supply.
2. Discard all face-up Locations and Monuments which weren't purchased this round and place them on a Segment discard pile.
3. Remove all Foundation tokens from your Faction boards and return them to the common supply.
4. The player with most Essence points gets 3 Crystal Shards, the player with second most Essence points gets 2 Crystal Shards and the player with third most Essence points gets 1 Crystal Shard. Immediately move the corresponding Faction tokens the respective number of spaces up on the Crystal Shards track. In case of a draw, players get Crystal Shards according to their place, but the next player is treated as being one place lower. For example: in four players game Magda and Przemio scored 31 Essence points, Tomek scored 29 and Bartek scored 22. Magda and Przemio achieve 3 Crystal Shards, Tomek 1 Crystal Shard (less because of the draw on the first place) and Bartek doesn't receive any.

[FRAME] In 4-5 player games: each player who didn't obtain any Crystal Shards this round, gets 1 Revenge token. This doesn't occur place in 2-3 player games [FRAME].

[REVENGE TOKEN – if at the end of the round, you have the most Essence points and you also have a Revenge token – you score 1 additional Crystal Shard point. You must then discard 1 Revenge token. You can have more than 1 Revenge token in your supply, but you cannot use more than 1 each round].

5. Starting with the First player, in clockwise order, each player may place one of their Faction tokens on one available Prophecy's fragment card on the game board.-
6. After that, all Prophecy's fragment cards with no Faction token on them are discarded.
7. Move all “Reserved” Prophecy fragment cards to the left, and fill empty spaces with new cards from the pile. Players then take back their Faction tokens.
8. Players can now decide to reshuffle their discard piles and draw piles together to form a new draw pile for the next round. Note: you don't have to do this.
9. External threat counter-attacks. External threat one by one attacks all players with an attack value equal to its defense value. This attack works as all other normal attacks. Compare External threat attack value with a defense value of all players. If it exceeds a player's defense, that player has to discard number of wealth or/and influence tokens equal to a difference between those two values. If he doesn't have enough tokens, simply discards as many as he can. More about attacks, see the nex page.
10. Check if any player reached enough Crystal shards to trigger the end of a game. This number depends on the number of players and is indicated on the Crystal shards track. If the game ends, check the final scoring. If not, the round ends and next round starts from the Preparation phase.

END OF THE GAME AND FINAL SCORING

The game ends when any player reaches the required number of Crystal Shard points: 10 points in a 2-player game, 11 points in a 3 and 5-player game, 12 points in 4-player games. A player with highest total value of Prophecy fragment cards claimed throughout the game gets an additional 4 Crystal Shard points, the second highest total value gets 2 crystal shard points and the third highest total –gets 1 Crystal Shard point. In the case of a draw, all players sharing a position gain full point value. You need to have at least 1 claimed Prophecy fragment card to score any additional points. The player with the highest total Crystal Shard points restores the World Crystal and wins the game!

[ATTACK AND DEFENSE]

There are two tracks on each Faction board – Attack and Defense. They help you to track your actual Attack and Defense values which will change throughout each round. As an Attacker, you will refer to your Attack value, as Defender – your Defense value.

ATTACK

Some card effects, Segments or Treaties will let you perform Attacks on a chosen player. To Attack, take the following steps these in order:

1. Play a card, exhaust Segment or use a Treaty with a [] symbol and choose an opponent.
2. Check your current Attack value and any modifications from Character cards, Segments, Faction effects.
3. Compare your Attack value with the Defense value of the Defending player (possibly modified as above).
4. If the Attacking player's Attack value is HIGHER than Defending player's Defense value, the Attack is considered successful.
5. In case of a successful Attack, the Attacking player gains Essence points equal to the difference between his Attack value and the Defense value of the Defender. The victor immediately moves his or her Faction token the respective number of spaces up on the Essence track.
6. After a successful Attack, if possible, the Attacking player may take one Wealth OR Influence token from the Defending player and adds it to his or her supply. If you don't want to or can-not take a token, you can choose to exhaust one of the Defending player's Segments marked with a [akcja glowna] or a [akcja poboczna] symbol. Place an exhaustion token on the chosen Segment.
7. After EACH successful Attack, the Defending player always increases his or her Defense value by 1.

An Attack is considered unsuccessful when the Attack value of the Attacking player is equal to or lower than the Defense value of the Defending player. In this case, nothing happens. Note: even if an Attack is going to be unsuccessful you may still take the Attack action (which may, for example, trigger abilities that happen “during an Attack”).

EXAMPLE

Magda needs 1 Wealth token, to build a Location she really needs. She decided to attack Tomek, to get it. She uses 2 Influence tokens and as her Main action and she signs an attack Treaty. Her Three Islands Kingdom has an attack value 6 when Tomek's University of the Sun has a defense value of 3. The difference is 3 (6-3) in Magda's favor, so the Attack is successful. She gets 3 Essence points and takes one Wealth token from Tomek. Tomek then increases his Defense value by 1 and now has a Defense value of 4.

ATTACKING AN EXTERNAL THREAT

Besides attacking other players, you may choose to Attack the external threat space on the game board. It works similarly to attacking other players with one exception. After a successful Attack, - you gain ONLY Essence points equal to the difference between your current Attack value and current Defense value of the external threat. You DO NOT get any Influence or Wealth tokens and can-not exhaust any Segment as this space doesn't have any.

After a successful Attack on the external threat, increase its Defense value by moving a Defense token one space up on the External Threat track. Note that this value never resets so it will just rise throughout a course of the game.-

NOTE: External threat is always treated as one of your opponents. You can attack it to claim some of Prophecy's Fragment Cards.

MOVING SEGMENTS

Some Segment, Card or Treaty effects let you move or exchange positions of Segment cards on your Island. When moving Segments, follow all the standard rules for building Segments with some exceptions:

1. Moving a Segment to a different place or exchanging positions of two segments DOES NOT trigger any abilities, including: one-time effects. It DOES however provide you with Essence points as normally when building a new segment.
2. When placing a Segment on its new position, you can never break any rules of building Segments. For example, you can-not cause a situation where any Segment is not adjacent (share a common edge) to at least one other Segment.

You may move your Palace as it is also a Segment.

EXAMPLE

Tomek would like to move one of his yellow Segments in order to have a chance of getting more Essence points in future turns. As his Main action, he plays an Engineer Follower card and moves a Segment [1] from its current space to a different one [2]. Tomek cannot move that Segment [3] because he would split apart two other Segments.



INCOME / ONE-TIME EFFECTS

Segment or card effect symbols that are golden color indicate Income effects. This means that you also add their value to your initial value during the Income phase each round. Other effects are just one-time effects (grey color) and either you may use them just once per game or they must be exhausted each time you want to use them. Do not add their values during the Income phase.

DRAWING/DISCARDING CARDS

1. Each card played during your turn is placed on your discard pile (right side of your action board).
2. There are Income or one-time effects that will allow you to draw new cards from your draw pile (left side of your Faction board).
3. When you are told to draw new cards from your draw pile DURING THE INCOME PHASE and there is not enough cards, immediately reshuffle your discard pile and create a new draw pile. Then continue drawing.
4. When the above happens DURING THE PLAYER TURNS PHASE, you DO NOT reshuffle your discard pile. You simply can-not draw new cards.
5. Remember that you can choose to reshuffle your draw and discard pile in order to create a new draw pile during the CLEANING PHASE each round. -