IV Studio

M.R

A STANDALONE GAME
IN THE
MOONRAKERS UNIVERSE
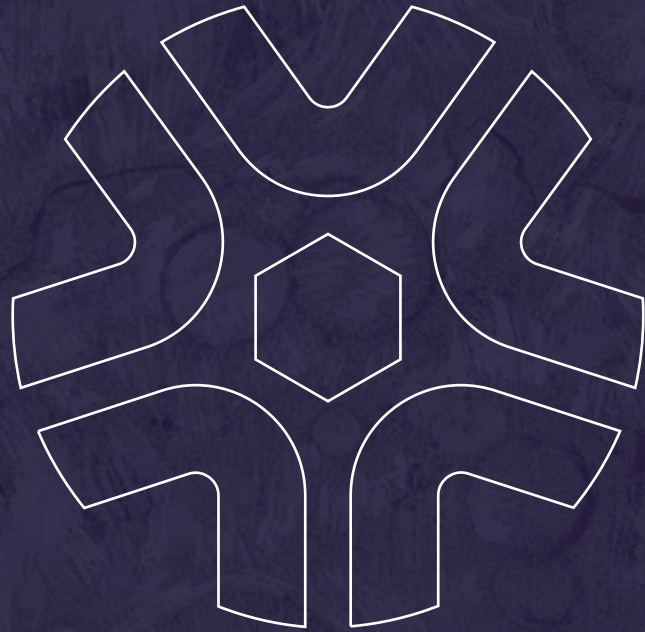
BRINK

COMPONENTS

140 Resource Cubes	15 UA Cubes	1 First Player Token	10 Player Tokens	30 Ship Attachments
1 UA Flagship	1 Shield Lattice	1 Fusion Drive	5 Player Shields	15 Player Ships
1 Faction Tray	5 Player Trays	5 Voting Trays	1 Main Game Board	5 Ship Upgrade Boards
52 Action Cards	25 Ambassador Cards	20 Rider Cards	5 Faction Objectives	5 Guide Cards
4 Rival Cards	1 Rival Bag	1 Starting Tile	25 Hexes	

ABOUT BRINK

Brink lets you experience the journey of the Moonrakers as they expand their influence from a mere handful of moons to the unknown corners of their space system. With your actions, you will shift the power of the great factions, becoming their champion or voting them into obsolescence. As you explore, gain resources, and gather power, you will become more renowned as you pursue your goal of uniting all the Moonrakers under your banner.

HOW TO PLAY VIDEO

For a "How to Play" video, visit: TBD

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GENERAL GAMEPLAY AND SCORING

In Brink, players compete to gain **Prestige** (victory points) across 3 rounds.
These two pages will help you understand the flow of the game and the strategies for gaining **Prestige**.

1 ⊙ POWER
1 ⊙ POWER

1 ⊙ POWER
1 ⊙ POWER
1 ⊙ POWER

3 ⊙ POWER

Each turn, players will choose one of their ships to place on the board. This ship activates all the hexes it touches, gaining its player resources, actions, and ⊙ Power for specific faction(s). Your ⊙ Power in any given faction is the number of hexes of a faction's color that your ships are touching.

1ST	3 × 3 ⊙ =	9
2ND	2 × 5 ⊙ =	10
	TOTAL	19

COUNCIL VOTE   COUNCIL SCORING   COUNCIL SCORING

Once all players have placed all 3 of their ships, the round moves to the council vote. In this hidden vote, players decide which 2 faction ⊙ Powers will score points this round. Players use resources gained from placing ships to vote in the council. Once all votes have been tallied, resource cubes are placed from the two winning factions on the council scoring track. Then, all players multiply their ⊙ Power in the winning faction colors by the amount of **Prestige** awarded for that round.

UPGRADING AND ENDGAME SCORING

In addition to gaining **Prestige** through council scoring, players will score **Prestige** in other ways:

A. SHIP UPGRADE BOARD - While upgrading gives you powerful bonuses during the game, getting to the top of your ship upgrade board will grant you 15 **Prestige** points.

B. AMBASSADORS - ⬇ Ambassadors help you throughout the game with special abilities, but they also score as bonus **Prestige** for each set of unique colors.

C. FACTION OBJECTIVES - During the game you may claim a faction objective. If you do, that card will give you a special ability and award you **Prestige** on remaining cubes (resources owned after the game ends) for that faction.

D. COUNCIL BONUSES - If the same color faction wins more than one council vote, a player may gain **Prestige** for remaining cubes of that faction.

E. ACTION CARDS - ⬇ Action cards provide powerful mid-game choices, and they can also award additional endgame **Prestige**.

HEX AND CARD REFERENCE

2 KOMEK ⊙ POWER
DOUBLE BORDER

1 SORELIA ⊙ POWER
SINGLE BORDER

HEX BREAKDOWN

A. FACTION POWER - A colored border surrounding a hex signifying 1 or 2 ⊙ Power (noted by 1 or 2 borders) of the matching faction color: Komek, Henko, Magnomi, Ventus, Sorelia, UA (Utopian Alliance),and neutral power.

B. RESOURCES - Cubes obtained after placing a ship. They can be either Influence (dark border) or Favors (white border).

C. SORELIA HEX TILE - A special hex tile that can represent any one of the 5 faction ⊙ Powers when scoring. This hex is not drawn but earned through Sorelia's faction objective.

D. STARTING TILE - A tile consisting of 5 combined hexes that is placed in the middle of the board at the start of the game.

E. HEX ACTION - Icons representing actions taken after placing your ship on a hex: ♉ Action card, ♉ Ambassador, ♉ Ship Upgrade, and ▤ Rider.

F. FIRST PLAYER TOKEN REMINDER - Normally the first player token passes to the left during round cleanup. This icon signifies as a reminder during round cleanup to pass this token an alternative way (page 19).
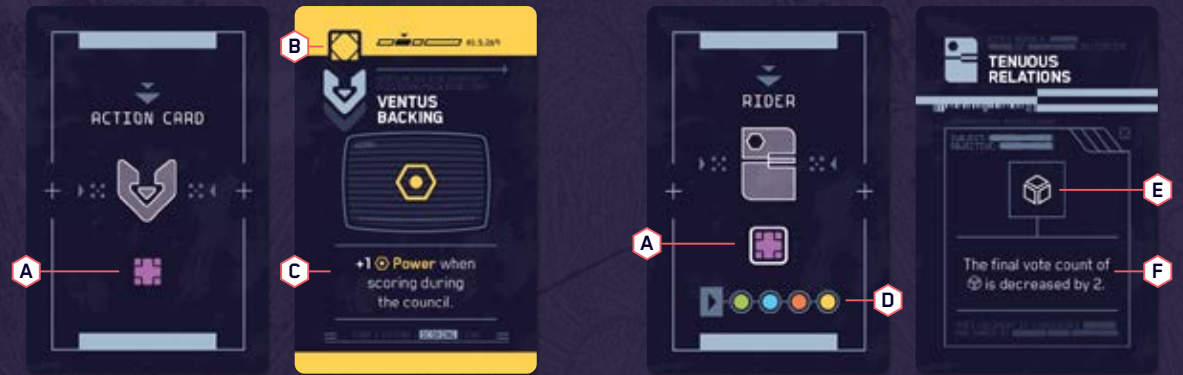
CARD BREAKDOWN

A. ALTERNATIVE REWARD - Shown on the back of most cards, this resource cube can be taken instead of the associated action.

B. ALTERNATIVE INFLUENCE - Shown at the top of ♉ Action cards, this cube symbol indicates the card can be used as a temporary resource in place of its written action.

C. ABILITY - A card action that can be used during your turn. ♉ Action cards have special timings when they can be used.

D. TIE BREAKER - Shown on the back of ▤ Rider cards, this colored flow chart breaks ties during council scoring.

E. FACTION INFLUENCE SLOT - ✿ Cubes (resources) from the supply are placed ⬡ here to signify the target of the ▤ Rider.

F. RIDER EFFECT - Modifies how votes are treated when tallied.

G. COST - Requirements to claim that card. This cost consists of a combination of ✿ cubes and ⊙ Power in the matching color(s).

G. WHITE CUBE ICON - Anywhere the "✿" icon is shown refers only to Komek ▤, Henko ▨, Magnomi ◉, and Ventus ◈ Influence. It does not refer to Sorelia ▦ or UA ✕ Influence.

TABLE SETUP

PLAYER SHIELD

SHIPS

RAILGUNS

CARGO

PLAYER TOKEN

INFLUENCE CUBES

VOTING TRAY
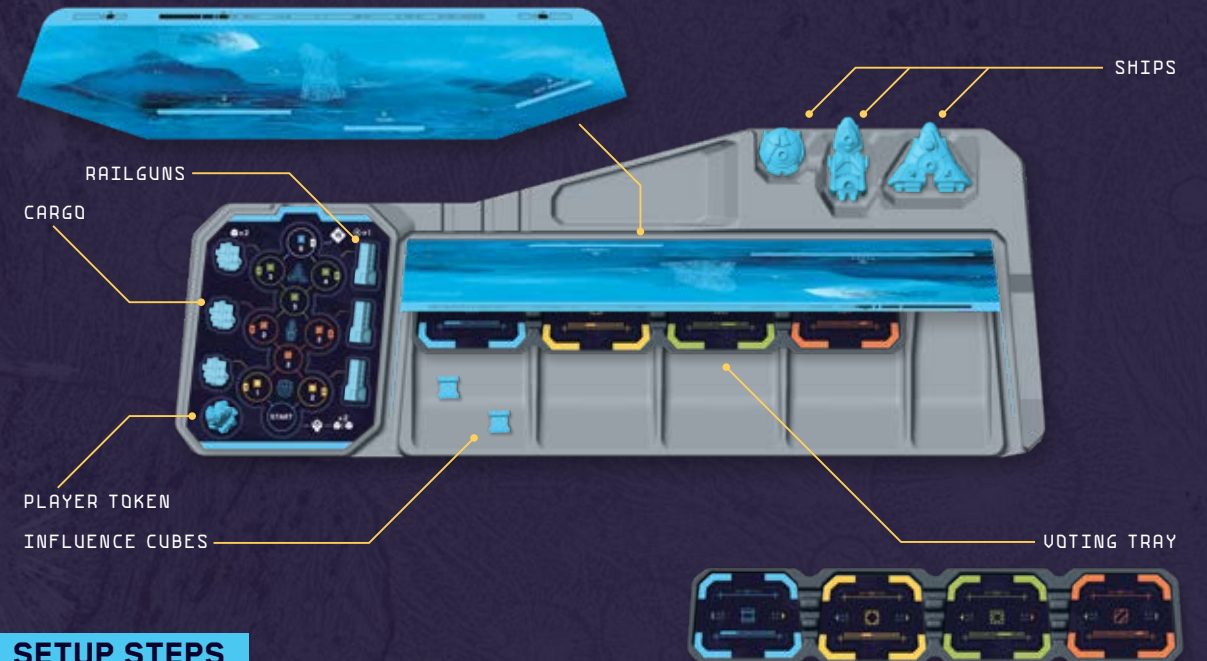
SETUP STEPS

1. Place the board in the middle of the table.

2. Shuffle hex tiles (except Sorelia) and place them in the tray face down. Then, place the tray next to the board.

3. Place resource cubes in the general supply tray according to the number of players, returning any extras to the box.
- **2-3 Players**: 16 of each color
- **4 Players**: 20 of each color
- **5 Players**: 24 of each color

4. Add the faction objective cards to the faction objective terminal and place the terminal on its designated spot on the board.

5. Add the following pieces to the faction objective terminal in their indicated locations:
4 UA ✖ cubes (place the rest off to the side of the board), **Fusion Drive** attachment, **Shield Lattice**, **UA Flagship**, and the **Sorelia** hex tile.

6. Shuffle all ↯ **Ambassador** cards, flip 4 face up, and place the deck in the indicated spot on the board.

7. Place the starting tile on the board in the indicated slot.

8. Shuffle all ↯ **Action** cards, deal 2 to each player, and place the deck face down next to the board.

9. Shuffle all ▣ **Rider** cards, deal 1 to each player, and place the deck face down next to the board.

10. Every player picks a color, and grabs the following for their color: Guide card, player terminal (with player shield), 3 ships (♟ **Class I**, ♟ **Class II**, ♟ **Class III**), voting tray (with cardboard inserts), 3 cargo containers, 3 railguns, 2 Influence cubes of their color (**1 if purple**) and 2 player tokens.

11. Each player places 1 player token on the "start" ship upgrade space and 1 on the "0/100" space on the score track.

12. Give the first player token to the player who most recently bartered for goods.

GAMEPLAY

TURN AND ROUND STRUCTURE

Brink consists of 3 rounds. Each round, players start their turn by placing 1 of their 3 ships, conditionally explore hexes,then collect resources. After players collect their resources, they may take any of these listed actions before the next player places a ship:

- Trading with Other Players
- Using Hex Actions
- Playing Action Cards
- Completing Faction Objectives
- Using Faction and Ambassador Abilities

PLACE 1 SHIP EVERY TURN

Once all players have placed all of their ships and completed their actions, council scoring occurs, which ends the round. **The player with the most Prestige (victory points) at the end of the game is the winner.**

⚠ PLAYING WITH 2 PLAYERS ⚠

The following rules outline gameplay for 3-5 players.
A game with two players has additional rules and components that are explained further on page 20.

PLACING YOUR SHIP

On your turn, you will place 1 of your 3 ships on or within the borders of a hex depending on the ship type. You do not need to place your ships in any particular order. Ship placement determines available hex action(s) for each turn. It also potentially allows for exploration via the drawing of new hex tiles.

Your smallest ship, the ☘ **Class I**, must be placed within an explored hex (**A**) or unexplored region next to an explored hex (**B**). Only one ☘ **Class I** can occupy a hex (**C**).

Your medium ship, the ⚲ **Class II**, must be placed on the border of at least 1 explored hex (**A**). It can not be adjacent to a ⛊ **Class III** (**D**) or be placed in the same space as another ⚲ **Class II** (**C**). It cannot be placed on an edge of the board.

Your largest ship, the ⛊ **Class III**, must be placed at the convergence of 3 hex regions containing at least 1 explored hex (**A**). It cannot be adjacent to a placed ⚲ **Class II** (**D**) or in the same space as another ⛊ **Class III** (**C**). It cannot be placed on an edge of the board.

EXPLORING

If you place your ☘ **Class I** ship on an unexplored hex (**A**), or your ⚲ **Class II** or ⛊ **Class III** ships on the border of an unexplored hex, draw a hex tile from the supply and place it in the unexplored region. If you explore 2 regions with your ⛊ **Class III** ship, you may choose which hex tile is placed where (**B**).

Draw 1 hex and place it.

Draw 2 hexes and and place both.

GATHERING RESOURCES

Most explored hexes have resources (Influence or Favors) available to players who place their ships on or alongside them.

- ☘ **Class I** ships gather from **1** hex.
- ⚲ **Class II** ships gather from **2** hexes.
- ⛊ **Class III** ships gather from **3** hexes.

The ☘ Class I ship collects 2 Favor.

The ⚲ Class II ship collects 1 Influence & 2 Favors.

The ⛊ Class III ship collects 4 Influence.

INFLUENCE AND FAVORS

Resources come in 2 types: Influence (dark border) and Favors (white border).

When gaining Influence, place those cubes directly into your personal supply, ready for use. Influence may be used for voting, trading, and claiming ⚑ Ambassador cards or faction objectives. They are yours to spend as you will.

Favors, on the other hand, go in front of your player tray. These may be traded to another player before your turn is up. When traded to another player, they become Influence for that player, going into their personal supply. Any Influence they trade you in return will go into your personal supply. **If you are unable to make a deal, these Favors must be returned into the general supply at the end of the turn on which you gained them**.

REVOLTS

The general supply of faction resources is inherently limited. If a ◈ cube is needed from the supply for any reason, but none remain, then a **revolt** is triggered. Everyone, including the player that causes the revolt, must immediately lose half (rounded up) of their Influence by returning cubes of that color to the general supply. Then, the active player may continue grabbing the resources they need. For example, if a player needs to collect 3 Sorelia ❈ cubes and there are only 2 in the general supply, that player collects the 2 ❈ cubes, triggering a revolt, **All players** return half of their Sorelia ❈ cubes (including the cubes just collected), rounded up, then the player who triggered the revolt collects the remaining 1 ❈ cube and play continues. **Favors (resources to be traded) are ignored in revolts**.

⚠ SHIP UPGRADES ⚠

Ships can be upgraded, which will be covered later in the rules on page 16. It is important to know that ship upgrades are retroactive. This means that if a player upgrades an already placed ship with an attachment, they retroactively gain the benefit of that attachment immediately.

TRADING

The active player may make trades with any other player. Trading can only involve Influence and Favors. Negotiations about future trades, turns, or actions are allowed, but not binding. You may also freely give Influence and Favors away. You can always trade 4 Influence to the general supply for 1 Sorelia ▓ Influence.

Trade your Favors before the end of your turn!

Any 4 Influence can be traded for 1 Sorelia Influence from the supply.

As an example:
A. *Blue* player has just obtained *2 Sorelia* Favors and *2 Magnomi* Favors.
B. *Purple* player has offered *1 Ventus* ⬡ Influence for the *2 Magnomi* Favors.
C. *Orange* player has offered *2 Sorelia* ▓ Influence for all of it.
D. *Green* player has offered *3 Komek* ▤ Influence for the *2 Sorelia* Favors.
E. *Blue* decides to accept offers from the *Purple* and *Green* players.
F. The Favors go the *Purple* and *Green* players, becoming Influence in their personal supply.

4 Favors gained.

**A successful trade.**
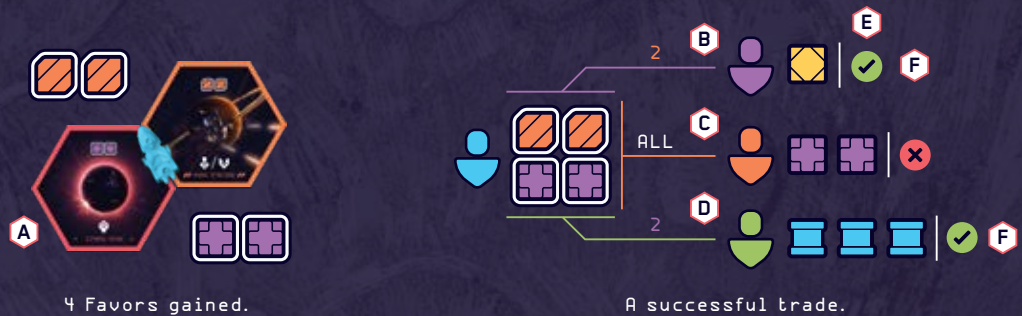
HEX AND TURN ACTIONS

You may take any action(s) associated with the hex(es) your ship touches when placed—and only on the turn in which it is placed. While this rulebook explains these actions in the order below, you may perform actions in the order of your choosing. You may trade, use ⬇ Ambassador abilities, and use faction abilities at any time during your turn.
Here are the 4 hex action types:

A. **ACTION CARD** - Draw 2 ⬇ Action cards, discard 1 Action card.
B. **AMBASSADOR** - Recruit an ⬇ Ambassador.
C. **RIDER** - Draw 1 ⬇ Rider card, play 1 ⬇ Rider card.
D. **SHIP UPGRADE** - Take an ⬇ Upgrade action.

⬇ ACTION CARD

Draw 2 ⬇ **Action** cards from the deck. Choose 1 ⬇ **Action** card from your hand to discard. ⬇ **Action** cards allow you to take bonus actions, manipulate votes, wield additional ⊙ Power, or even gain **Prestige**. Instead of taking this action, you may gain 1 Sorelia influence, as noted on the back of the card on top of the deck.
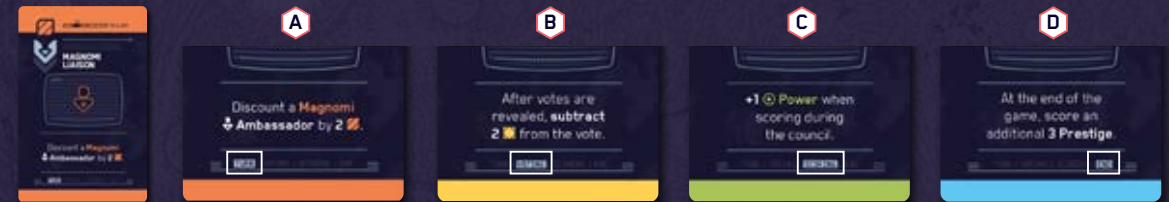
Each card describes when it can be used:
A. **TURN** - You may play these cards at any point during your turn.
B. **VOTING** - You may play these cards after votes have been revealed in order to manipulate the current vote totals.
C. **SCORING** - You may play these when scoring at the end of a council phase to reveal hidden ⊙ Power.
D. **END** - Reveal these cards at the end of the game for bonus **Prestige**.

ALTERNATIVE CARD USE - The cube symbol depicted at the top of each ⬇ **Action** card may be used as temporary Influence, in place of its written ability. This includes hiring ⬇ **Ambassadors**, completing faction objectives, manipulating the vote totals, and end game scoring. **It cannot, however, be used in trading.**

SORELIA INFLUENCE

KOMEK INFLUENCE

⬇ AMBASSADOR

Before taking this action, you may pay 1 Influence to remove any number of ⬇ **Ambassador** cards from the display and replace with an equal number Then, shuffle the removed cards back into the ⬇ **Ambassador** deck.

You may now pay to recruit 1 faceup ⬇ **Ambassador** or you may gain alternative reward depicted on the back of the card on top of the ⬇ **Ambassador** deck to trade to other players.

The cost associated with hiring ⬇ **Ambassadors** allows you to spend Influence and / or use ⊙ Power in the faction color shown on the ⬇ **Ambassador** card. Sorelia ▓ Influence can be used as any 1 faction color when paying a cost. Anytime an ⬇ **Ambassador** is recruited, their spot is immediately filled. Recruited ⬇ **Ambassadors'** special abilities can be used anytime during your turn.
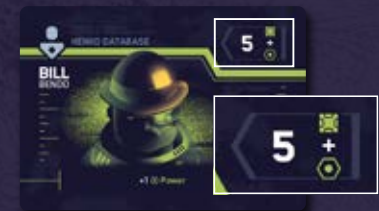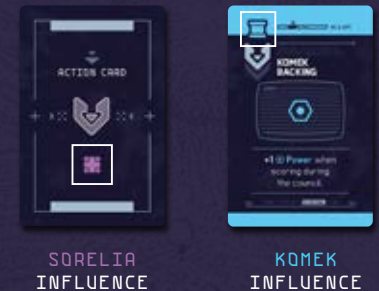
Placed on Mandival Moon for 1 Henko ⊙ Power.

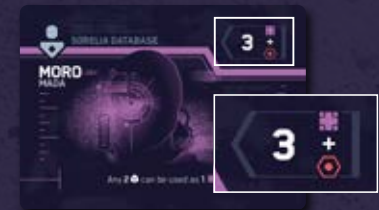**Placed between Mandival Moon & Reiner Station for 2 Henko ⊙ Power.**

Bill Bendo costs a combination of 5 Henko Influence and ⊙ Power.

Moro Mada costs a combination of 3 Sorelia Influence and UA ⊙ Power.

As an example:
In order to hire Bill Bendo, the *Blue* player would normally pay *5 Henko* ▓ Influence, but their current fleet has *3 Henko* ⊙ Power. They instead only have to pay *2 Henko* ▓ Influence. **⊙ Power is not spent, and can be used for more actions, objectives, or scoring.**

🎮 RIDER

Draw 1 🎮 **Rider** card. Then, place 1 🎮 **Rider** card in an available 🎮 **Rider** slot. You start with 1 🎮 **Rider** card at the beginning of the game, so you always have a choice between 2 cards. 🎮 **Riders** target factions to manipulate them in different ways. The active player chooses any faction Influence (excluding **Sorelia** 🟦 cubes) from the general supply and places it onto the 🎮 **Rider** card slot (🔘) to signify which faction is affected.

If no slots remain or if you choose to not take the 🎮 **Rider** action, you may gain 1 **Sorelia** Favor to trade to other players, as noted on the top of the deck. The top of the 🎮 **Rider** card deck also dictates tie breakers during council scoring.

🎮 RIDER SLOTS

SORELIA FAVOR & TIE BREAKER   **EMPTY RIDER**

As an example:
The Purple player plays Reassignment Order during a 🎮 Rider action (A).
They place a Komek 🟫 influence on the card from the general supply (B).
This 🎮 Rider now allows any player to use Komek 🟫 Influence as any faction Influence during the upcoming council vote (C).

A

B

REASSIGNMENT ORDER IS PLACED IN THE 1ST 🎮 RIDER SLOT

C

1 VOTE   1 VOTE   3 VOTES   1 VOTES
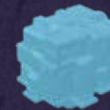
🛸 SHIP UPGRADE

To take a 🛸 **Ship Upgrade** action, move your player token up 1 space on your ship upgrade board after paying the Influence cost associated with the upgrade. Upon reaching a split path on this board, you must choose the left or right path to upgrade one of your ships. There are 3 split paths on the upgrade board, allowing a player to upgrade each of their 3 ships 1 time: firstly the ⬡ **Class I**, then the 🔱 **Class II**, and finally the 🜂 **Class III**. **The final space on the upgrade track awards 15 Prestige immediately.** Instead of taking this action, you may trade any 2 Influence for 2 other Influence from the general supply (excluding **Sorelia**), as noted on the upgrade board.

INFLUENCE COST

15 PRESTIGE

CHOOSE A PATH

ALTERNATIVE ACTION

CARGO   **RAILGUN**

The 2 upgrade options for each ship are:

A. RAILGUN - The paths on the right side add railguns to each tier of ship. When upgrading to a railgun, place the attachment on the ship type depicted on the board. **The ship now has +1 ⊙ Power on all hexes it touches.**

As an example:
The Yellow player has added the railgun to their 🔱 Class II ship.
This placement now grants them 3 Komek ⊙ Power and 2 Magnomi ⊙ Power.

B. CARGO - The paths on the left side add cargo to each tier of ship. When upgrading to cargo, place the attachment on the ship type depicted on the board. **That ship will now collect double the amount of Favors and Influence.** If a player upgrades an already placed ship with a cargo upgrade, they will gain the cargo benefit retroactively.

As an example:
The Orange player has the cargo attachment on their 🜂 Class III ship.
When they place this ship, they obtain the following:
4 Sorelia Favors, 4 Komek 🟫 Influence, and 4 Henko 🟥 Influence.
If they had placed this ship previously, then upgraded their 🜂 Class III ship, they would obtain the extra resources from the cargo bonus:
2 Sorelia Favors, 2 Komek 🟫 Influence, and 2 Henko 🟥 Influence.

RAILGUN EXAMPLE

CARGO EXAMPLE

FACTION OBJECTIVES

Anytime on your turn, you may claim one of the five faction objectives as long as you meet the ⊙ Power and Influence cost listed on each card you want to claim. Sorelia ✳ Influence can be used as any 1 faction color when paying a cost. You may claim multiple faction objectives in one turn, placing the cards in front of you as you do so. At the end of the game, faction objectives also score additional **Prestige** (page 22). There are additional details for each objective below when claimed:

Claim **UA Trade Agreement** with a combination of **10 Komek** ▨ influence and ⊙ Power.
For the player that claims this objective:

They immediately gain 4 ✖ to their supply. These cubes can be cast as votes, subtracting 2 from a faction's vote count. **At the end of the game**: Score additional Prestige per **Komek** ▨ influence in personal supply.
For all other players:

2 ✖ are immediately placed on all revealed **UA** hexes. Whenever a player places their ship in one of these UA hexes, they collect 1 ✖ for their supply (collect 2 ✖ with a cargo attachment).

Claim **Develop Fusion Drive** with a combination of **10 Ventus** ◈ Influence and ⊙ Power.
For the player that claims this objective:

They immediately attach the fusion drive to their ⬦ **Class II** ship. Once per turn, that player can pay 1 **Ventus** ◈ Influence to move this ship from one hex to any other explored location. This does not activate any hex actions or resource collection, but does modify their current ⊙ Power. **At the end of the game**: Score additional Prestige per **Ventus** ◈ influence in personal supply.
For all other players:

Once per turn, other players may pay 3 **Ventus** ◈ Influence to move their ⬦ **Class II** ships from one hex to any other explored location. All other placement rules apply.

Claim **Construct Shield Lattice** with a combination of **10 Henko** ▩ Influence and ⊙ Power.
For the player that unlocks this objective:

They immediately place the **Shield Lattice** onto any explored hex (it can share a location with the **UA Flagship**). Additionally, once per round, they may flip this objective card over to move the **Shield Lattice** to a different location. **At the end of the game**: Score additional Prestige per **Henko** ▩ influence in personal supply.
For all players:

The hex that contains **Shield Lattice** is worth **+1** ⊙ Power in its matching faction color.

Claim **Act of War** with a combination of **10 Magnomi** ▧ Influence and ⊙ Power.
For the player that claims this objective:

They immediately place the **UA Flagship** onto any explored hex (it can share a location with the **Shield Lattice**). Additionally, once per round, they may flip this objective card over to move the **UA Flagship** to a different location. **At the end of the game**: Score additional Prestige per **Magnomi** ▧ influence in personal supply.
For all players:

The hex that contains **UA Flagship** lowers that hex's ⊙ Power by **1** in its matching faction color.

Claim **Discover Sorelia** with a combination of **8 Sorelia** ✳ Influence and **UA** ⊙ Power.
For the player that claims this objective:

They immediately place the **Sorelia** hex in an unexplored region touching at least one other hex. **Sorelia** ✳ Influence is now worth **3** votes instead of **2** for this player. **At the end of the game**: Score additional Prestige per **Sorelia** ✳ influence in personal supply.
For all players:

The now placed **Sorelia** hex offers 1 **Sorelia** ✳ Influence when collecting resources and counts as any other faction's ⊙ Power. Players individually decide which faction ⊙ Power it will represent during the council scoring phase.

THE COUNCIL VOTE

Once all players have each placed all **3** of their ships, you enter the council phase, where players vote with their gathered Influence to determine which 2 factions gain **Prestige** this round. All players simultaneously slot Influence from their supply onto their hidden vote trays to vote for the faction(s) they want to win. There is no limit on how many factions you can vote for or how much Influence you can vote with. Once all players have placed their votes, reveal all vote trays at the same time.

Unless otherwise specified on an ⚑ **Ambassador** or ▤ **Rider**, you may only vote for a faction with Influence of the same type. Sorelia ✳ Influence can be used in place of any other cube, and may be placed anywhere, counting as 2 votes for that faction. UA ✖ Influence can also be placed on any faction, and counts as -2 votes.

The council voting steps are taken in order and continue until all players have passed. Each player must either pass, use a card, or activate an ability. If a player passes they are no longer allowed to participate in the current step.

Follow each step below while recording them on the vote track:
1. Tally the totals for each faction color.
2. Apply any ▤ **Rider** effects that change or modify votes.
3. Use ⚑ **Ambassador** powers that change or modify votes.
4. Play ⚡ **Action** cards that change or modify votes.
   They can also be used as 1 Influence in their respective faction.
5. If there is a tie, refer to the ▤ **Rider** deck to break the tie.
6. Place a matching faction cube from the general supply to note the 1st and 2nd place slots on the council track.
7. Players score their current ⊙ Power in those two factions multiplied by matching **Prestige** from the council track.

Players return to their personal supply all Influence votes for factions that did not place 1st or 2nd.
Winning factions' Influence votes return to the general supply. As noted in steps 2 through 4, players can choose to use special abilities and cards to manipulate the vote. Once ⚡ **Action** cards are used in this manner, they must be discarded.
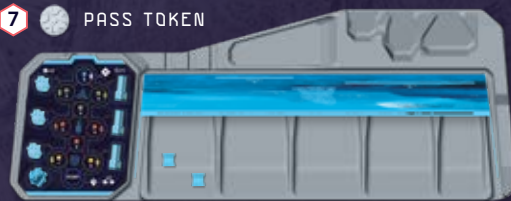
B R I N K

DISCARD RIDERS

3 ■■■ TO PERSONAL SUPPLY
4 ▨▨ TO GENERAL SUPPLY
5 ✖ DISCARD IF USED

7 ◯ PASS TOKEN

1 RETURN SHIPS

6 RETURN TRAY

PERSONAL SUPPLY

END OF ROUND CLEANUP

Once council scoring is complete, follow these steps to reset for the next round:

1. Each player returns all ships on the board to their player tray.
2. Discard all 🎴 **Rider** cards and return their Influence cubes to the general supply.
3. Players return to their personal supply Influence votes for factions that did not place 1st or 2nd.
4. Players return to the general supply Influence votes for factions scored that round.
5. Remove all **UA** ✖ Influence votes used this round from the game, regardless of their placement.
6. Each player places their vote tray behind their player shield.
7. If a player has a ⬤ **Class I** ship on the **Utopian Alliance** hex, that player chooses a 1st player, otherwise pass the 1st player token to the left.

PLAYING WITH 2 PLAYERS

First, familiarize yourself with the rules for games with 3 to 5 players.
Apply the following rule changes when playing with 2 players:

When playing with 2 players, you will use the included rival cards and rival bag. This bag will contribute to council votes and can be manipulated by trading with the rival to cast specific votes. At the beginning of the game, place 2 Influence of each color into the bag (excluding **Sorelia**). Shuffle the rival cards and draw one for the first round.


RIVAL NEEDS

RIVAL OFFER

BAG SETUP   CARD SETUP

This rival card shows your active rival for this round. The top of the card shows Influence sets they're looking for, and the bottom shows what they have to offer. At any time on your turn, you may trade with the rival by giving them something they are looking for and adding that set to the bag. Their offer is taken from the general supply.
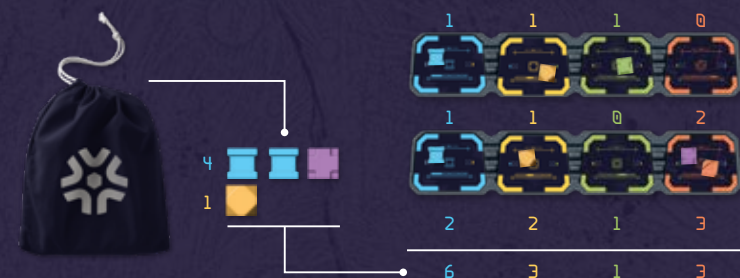
COUNCIL REVEAL

At the end of the round, during the council vote, reveal 4 Influence from the bag. These are the rival's contribution to the vote. Any **Sorelia** votes count as 2 votes for the rival's designated faction, as indicated by the color of the card in play. All rival votes are affected by 🎴 **Riders**, just like player votes, and rival votes return to the general supply after all voting is tallied.

At the start of a new round, leave the remaining Influence in the bag, discard the rival card, and draw a new card. If a revolt occurs, empty the rival bag and reset it with 2 Influence of each color (excluding **Sorelia**). Then, continue playing as normal.

END OF GAME

After the last round's council phase is completed, players will score additional **Prestige** before declaring a winner:

1. **AMBASSADOR SETS** - Score each unique ☗ **Ambassador** set. You may score multiple sets, and the Sorelia faction can be used as any faction. (☗ = **2 Prestige**, ☗☗ = **5 Prestige**, ☗☗☗ = **10 Prestige**, ☗☗☗☗ = **18 Prestige**)

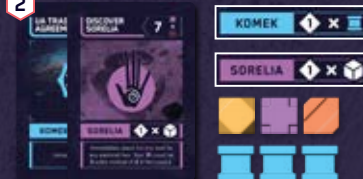| 2 PRESTIGE | 5 PRESTIGE | 10 PRESTIGE | 18 PRESTIGE |

2. **SCORE INFLUENCE** - Influence does not inherently give you **Prestige** on its own, but Influence can be worth bonus **Prestige** based on these 2 factors:
   • **Faction Objectives** - For each claimed objective, score +1 **Prestige** per matching faction Influence remaining in your personal supply. The Sorelia faction objective scores in a faction of your choice.
   • **Council Bonuses** - Factions that ranked 1st or 2nd twice during council voting score +1 **Prestige** for each matching Influence remaining in a player's personal supply. Factions that ranked 1st or 2nd three times score +2 **Prestige** per matching Influence remaining.
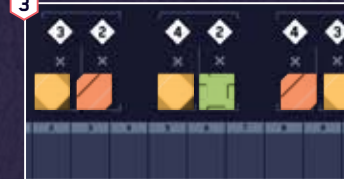
   NOTE: ☗ **Action** cards remaining in your hand can be discarded to score as Influence in the matching color.

3. **PRESTIGIOUS MANEUVERS** - Score additional **Prestige** listed on these ☗ **Action** cards. Cards used in this way cannot be used for step 2.

| CLAIMED OBJECTIVES & REMAINING INFLUENCE | VENTUS RANKS: 3, +2 PRESTIGE / MAGNOMI RANKS: 2, +1 PRESTIGE | 1 VENTUS INFLUENCE | PRESTIGOUS MANEUVER |

Komek Scoring: 2 objectives (Komek, Sorelia) for **2 Prestige** and 4 Influence (🎴 📇 **in supply**) totals to 8 **Prestige**. (2x3=6)
Ventus Scoring: Ranked 3 times for 2 **Prestige** and 2 Influence (**Action card**, **supply**) totals to 4 **Prestige**. (2x2=4)
Magnomi Scoring: Ranked 2 times for 1 **Prestige** and 1 Influence (**supply**) totals to 1 **Prestige**. (1x1=1)
Prestigous Maneuver: Scores immediate 3 **Prestige**.

DECLARING THE WINNER

The player with the highest **Prestige** is the winner. If there is a tie, break the tie in the following order:
1. Compare the number of faction objectives claimed.
2. Compare the number of ☗ **Ambassadors** hired.
3. Share the victory.

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