Moonflight

Thank you so much for downloading the prototype Print and Play of Man O' Kent Games' **Moonflight**. If you have downloaded this prior to September 2019 please consider it a playtest version of the game and please send us your feedback via our website, twitter, Instagram, Facebook or e-mail to **gfo1979@outlook.com**. If you have downloaded it after September 2019 please stop by **www.manokentgames.com** where a free updated version will always be available, alternatively there should be an up to date version on the BoardgameGeek page for Moonflight.

Some point to note for making, the final page of the file is card backs, if you intend to make the game with backs re-print this page once for each page of card fronts, if not then leave it off from your printing. A few cards, such as the Player Reference and AI cards are here presented as single sided cards, in the final version they will be presented as single double sided cards.

All feedback on the game is hugely welcome but there are three specific areas that we would appreciate playtesters responding on:

1) The clarity of the rules generally. Which parts, if any, did you find confusing and which rules did you repeatedly forget?
2) The balance of the two available decks. Did you find one deck to win consistently?
3) For solo players who use the AI option, is the AI card reasonably clear and easy to use and does it provide a reasonable level of challenge?

Find us on facebook: **SSO@manokentgames**
Or our website: **www.manokentgames.com**

Again, thank you so much for any and all feedback and your interest in our game.

Please note, to save ink the cards in this version are in a standard poker size format to print 10 to an A4 page. In the final game cards will be larger, tarot sized, to assist clarity. This also means that the cards are slightly out of ratio in the Print and Play files, but not so that most people will notice. Hopefully.

Thanks again,

Glenn

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MOONFLIGHT

Moonflight

Box Contents –

180 Tarot sized cards, 40 coin tokens, First Player Marker and these rules.

On eves when the heavens turn slow the Jacks of **Moonflight** step forth from light to shadow, twixt and fro. With every hunter's moon the eternal city is founded anew in the crepuscular light, though the gaze of the dawn never falls on the districts of **Moonflight** for it will melt with the shadows.

The Jacks dance for power in the pale moonlight and compete for the adoration of their fay populace but they, as with all the city's residents, are rich only by that which they hold in their two hands when the sun arises. A single night to build a city, a single dawn to walk away.

If you have previously played a "deck builder" start here -

The basic concepts of **Moonflight** should be familiar to you, there are three unusual elements to be aware of. Firstly the various cards have two states, black which is active before the "Turn" and white, active after it. In general terms black effects boost traditional deck building abilities, drawing, cycling and gaining resources, while white will bring in card removal abilities and searching powers.

Secondly the game will not end when the market place empties, this will just trigger the "Turn", rather the game ends when a player has no draw or discard stack after drawing their hand. Finally, cards in a player's deck will not score at the end of the game, only cards in hand will score. Unlike many traditional deck builders the aim of the game is to deck build until you gain your scoring cards, then carefully unbuild until you have only those cards, so even useful cards in the game's first half can be detrimental if they fail to boost your final score.

If you have never played a "deck builder" start here -

The basic concept of a "deck builder" is that you are represented by your deck of cards, which will begin the game both weak and generic. As the game goes on you will purchase cards and add them to your deck in various ways (usually by adding them to your discard pile which will later be shuffled to form your draw deck), making you more powerful, able to draw and play more cards and so generate more resources, purchase more powerful cards and so on.

Usual "deck builder" games escalate until one player wins at game end by having bought the most expensive scoring cards into their deck.

In **Moonflight** you will eventually need to dismantle your deck such that only the scoring cards remain since all non-scoring cards potentially dilute your final scoring hand.

Moonflight uses a shared market place consisting of generic cards combined with cards themed to each player's "character" card. Aside from the shared market place players will have five areas of play: their "draw deck" where they draw cards from into their "hand" from which cards can be entered into the "play area" before passing to their "discard stack". Eventually they will need to enter cards into the "trash stack".

Game End and Aim –

The game will continue until one player's Draw Deck and Discard Stack are empty after drawing their hand, at which point both players will total up the "score" of each card in their hand, the highest score wins the game.

Quick Start Rules –

If you are comfortable with the general concepts of "deck builders" you can play using the following rules. For details and clarifications refer to the main rules.

Each player selects a character card and gathers the 24 cards of a matching suit, these are stacked to form one "Market Supply Stack" per character, deal out three cards from each to form three "Market Stacks" per character. Gather two copies each per player of "Power", "Fealty" and "Coins" and one per player of "Riches" and "Wealth", form them into five Market Stacks, one of each type. Each player takes seven starter "Coin" cards and three starter "Waste" cards as their starter deck.

When the game begins all cards are black text upright, each player draws five cards and gains five coin tokens. Players take turns performing one act each until both pass consecutively then "Reset". Players can play cards from their hands, purchase cards, set cards or pass as actions; purchased cards enter player's Discard Stacks. During the Reset players move cards and coin tokens in play and in their hand to their Discard Stack keeping up to one card in hand and five coin tokens. Then they draw up to their hand limit (five at the start of the game), if at least one Market Stack is empty deal one card to every Market Stack from its Market Supply Stack (not just the empty ones).

If a Market Supply Stack is empty the "Turn" occurs: Black text ceases to apply and white text becomes active. If a player has no cards in their Draw Deck or Discard Stack at the end of the Reset the game immediately ends. When the game ends the player with the highest total score in their hand wins.

Set Up –

Each player selects one of the "Jack" character cards, these cards will define which cards are available in the market place and a player's abilities and tactics.

Jack O' Clay and Bones – Discard and trash stack control, deck cycling.
Jack O' Words and Names – Drawing and hand control.
Jack O' Cot and Hovel – Tableaux building and control, repeat abilities.
Jack O' Bond and Kind – Market control and resource generation.

Players unfamiliar with the concepts of "deck builders" generally and **Moonflight** specifically may find Clay and Bone, or Words and Names easier to use on a first play. They may also wish to use their character's AI card as a guide to play.

Gather the 24 cards matching the suit of your chosen character card, stack them face down to form a Market Supply Stack. Deal out the top three cards of each Market Supply Stack separately face up to form three Market Stacks for each Market Supply Stack.

These two cards have matching suits.

These suits do not match.

Gather two copies each per player of "Power", "Fealty" and "Coins" and one per player of "Riches" and "Wealth", these are general market cards and are available whatever characters are in play. Form them into five separate face-up Market Stacks, one each of "Power", "Fealty", "Coins", "Riches", and "Wealth". Gather the 40 coin tokens into a pile forming the "Supply".

Each player takes 7 starter "Coin" cards and three starter "Waste" cards (marked with an S for starter as their suit), shuffles them and stacks them face down to form their "Draw Deck". Place all character cards face up in plain view, at the start of the game all cards have black text upright. Each player designates an area for their Discard Stack and one for their Trash Stack.

All players Draw five cards from their Draw Deck into their hands and gain five coin tokens, the table should look like this:

Table Set Up –

1. The Player
2. Their Hand
3. Their Character Card
4. Their Draw Deck
5. Their In-play in front of area
6. Their Discard Stack area
7. Their Trash Stack area
8. Their Suits Market Supply Stack
9. Their Suits Market Stacks
10. The Generic Market Stacks
11. The Coin Supply

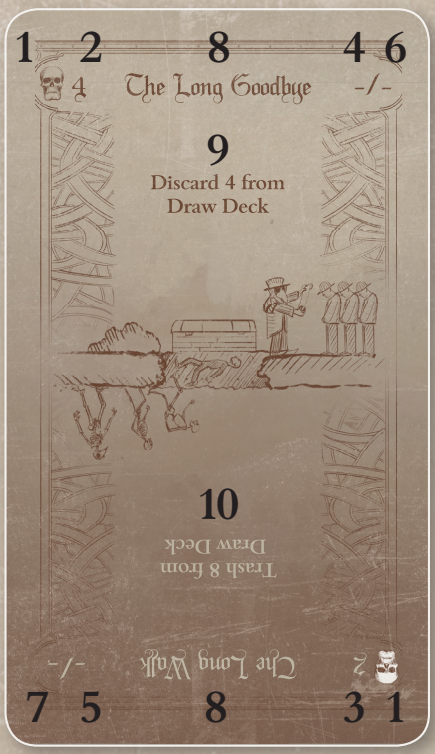
Note that elements 1 - 9 may be repeated across the table, depending on the number of players.

The last player to have seen the hunter's moon claims the "First Player Marker".

Players may check the order of cards in any Stack except the Draw Decks or Market Supply Stack at any time. Players count as "owning" their starter cards. Coin tokens they have gained count as being in their hands.

The Round –

A Round of play consists of two sections, “Action” and “Reset”.



1. Card Suit image
2. Cost Pre-Turn
3. Cost Post-Turn
4. Stability Pre-Turn
5. Stability Post-Turn
6. Score Pre-Turn
7. Score Post-Turn
8. Card Name
9. Effect Pre-Turn
10. Effect Post-turn

Action –

Starting with the player holding the First Player Marker players take turns performing “Acts” until all players have taken the “Pass” act consecutively.

Acts –

Any number of times –
Play: By placing cards in their hand face up on the table in front of them and following their instructions. Those cards are “In Play”.

> **Note** – All cards remain in play once played, though not all have ongoing effects. Cards enter play before their instructions are followed and so are legitimate targets for their own instructions. Instructions on cards that leave play cease to apply.

Spend: Move the item(s) stated in a “Spend” ability on a card in play in front of them from their hand to their Discard Stack then follow the instructions of the Spend ability.

Note – Once a card with a Spend ability is played it may be triggered as many times as a player can afford to pay its cost until it leaves play.

Note – Coin tokens moved to a Discard Stack are immediately returned to the Supply.

Shop: The target of a player's first "Shop" act each round cannot be a card of an opponent's suit.

Spend X coin token(s) to Purchase the top card of a Market Stack with cost X.

Or

Spend X coin token(s) to Purchase any number of cards at the top of any number of Market Stack(s) with total cost X of your suit.

Note – After you Purchase a card move it to your Discard Stack.

Example – A player could move three coin tokens they hold to their Discard Stack to move a "Coins" card from its Market Stack to their Discard Stack.

Pass: Do nothing.

Once per round, per player only –
Build: Set up to as many cards in hand to cards in play as the "Stability" value of the cards in play.

Note – After you Set a card Move it face down to a card in play.

After all players have taken the Pass act consecutively end the Action phase and trigger Reset.

Reset –

All players perform Reset together after each Action phase during which they will each, in order:

1 – Move all cards in play without cards Set to them to their Discard Stack, in the order of their owning player's choice.

2 – Keeping up to as many as their retain limit, Move all other cards in hand to their Discard Stack. Keeping up to five, Move all other coin tokens in hand to their Discard Stack.

Note – Starting retain limit is one.

Note – Moving a card to a Discard Stack does NOT count as a Discard.

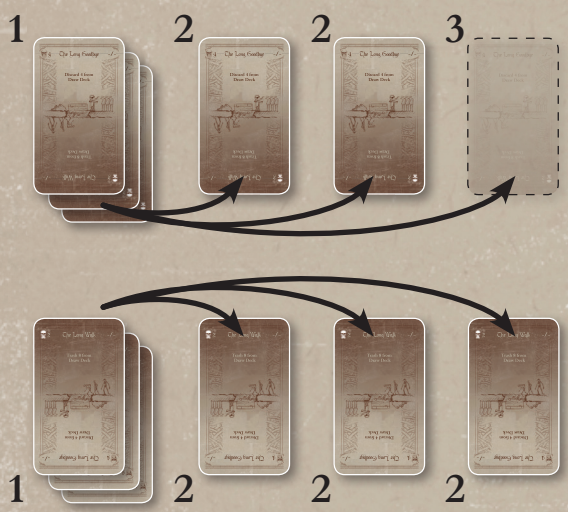
3 – Draw cards until they have cards in their hand equal to their current hand limit.

Note – Starting hand limit is five.

Note – Players Draw up to their hand limit, not cards equal to their hand limit. Therefore players will usually Draw four or five cards at this point.

Note – If there are not enough cards in a Draw Deck to Draw from, shuffle the player's Discard Stack and form it into a Draw Deck.

4 – If at least one Market Stack is empty, each player Deals three from the Market Supply Stack matching their character card's suit, Deal one card from each Market Supply Stack to each of the three Market Stacks matching their suits. If, and only if, at least one card is dealt by this effect trigger step 4.1.



1. Market Supply Stack
2. Market Stack
3. Empty Market Stack

Note – Market Stacks keep the suit of the cards dealt to them during set up even when empty.

Note – If a Market Supply Stack is or becomes empty during step 4 the "Turn" occurs.

4.1 – Players may Move up to one card in their hand to each Market Stack of a suit matching that card.

5 – If one or more player(s) have both no cards in their Draw Deck nor any in their Discard Stack the game ends. Trigger the “End”.

6 – Move the card most recently Set to each card still in play to their Discard Stacks.

Note – This means Set cards are moved in a last in first out order.

7 – Pass the First Player Marker to the player to the left. Start a new Round.

The Turn –

If during step 4 of Reset of a Round a Market Supply Stack is or becomes empty the Turn occurs. Once the Turn occurs black text on cards has no further effect and white text is instead activated, spin all cards 180° to represent this.

1. Empty Market Supply Stack
2. Market Stack, Decks and hand spin 180°

Note – This refers to ALL cards, including those in Decks, Market Supply Stacks and character cards.

Note – This may change card costs, Stability and score values as well as abilities.

Note – If a card is in play when the Turn occurs its Turn abilities DO NOT immediately resolve as though it had just come into play, even though its current text was not previously resolved or in play.

The End –

If a player has no cards in their Draw Deck or Discard Stack during Reset step 5 the game ends. Each player claims the score of all cards currently in their hands. Cards only score the value upper most when the game ends. This means that a card which would score after the Turn can provide no score if the End comes before the Turn. The player with the highest score wins. In the case of a draw the player holding the most coin tokens wins, if this does not decide a winner the player with the least cards in their Draw Deck and Discard Stack wins, if the winner is still unclear, the current First Player wins.

1. Empty Draw Deck and ...
2. Empty Discard Stack the game ends
3. Score your hand

Note – Particularly cunning or foolhardy play is capable of triggering the End before the Turn.

Specific Rules –

Character Cards – The text on character cards is treat as being in play at all times but they may not be targeted except by effects that specify them directly.

The Draw Deck – A player's Draw Deck must be kept face down at all times, if cards are moved to the Draw Deck for any reason add them face down to the top of the deck. If a card targets the Draw Deck with any effect and the Draw Deck is empty immediately shuffle the player's Discard Stack and form it into a new face down Draw Deck then complete any remaining effects.

Gain and Coin Tokens – The "Gain" effect always and only refers to coin tokens. When a card or rule says to "Gain coin tokens" the player takes coin tokens from the Supply. When coin tokens are Discarded or Moved to a Discard Stack return them to the Supply. Whenever a rule refers to "X" coin tokens it means tokens with a total face value of "X". Tokens may be exchanged for others of equivalent value at any point. Gained coin tokens count as being in a player's hand.

Card Targets – Unless specified with the term "Target" active card effects only act upon the Stacks, Deck or cards of the player, or the player themselves, that the active card is in play in front of. Unless specified effects only act upon the top card of a Stack or Deck. If a card specifies "Target" its owning player may freely choose a player, Stack, hand or Deck to apply the effect to as specified on the card. If a card specifies "Target card" its owning player may search the specified Stack, hand or Deck freely for a card to apply the effects to. Some cards specify "You" or "Your", this always refers to ONLY the player the card is in front of and is used for the purposes of clarity, it is NOT intended to imply that cards without "You" or "Your" apply to all or other players.

> **Note** – When a card requires a Target player be selected only one player can or should be selected.

> **Note** – Cards enter play before having their abilities resolved and so may be the Target of their own abilities.

Multiple Card Effects – If an effect asks that a number of cards have an effect applied (such as "Draw 2 cards") do so one card at a time, but do not break off during the count to trigger other cards or Spend abilities. They may cause cards to trigger multiple times.

> **Example** – A card reading "Discard the top 2 cards of your Draw Deck" will cause a card reading "When you Discard 1 card then Draw 1 card" to trigger twice.

Multiple Card Copies – If multiple copies of a card are triggered by an event resolve them all, each individually. So if three cards in play read "When you Set a card Draw 2 cards" and you Set a card Draw a total of 6 cards.

> **Note** – This means that several cards which trigger when a card is discarded may all trigger off 1 card being discarded, not that you can use the same Spend to trigger several Spend abilities.

Rules Contradictions – If two rules contradict each other the one which would cease to apply first if the game were to continue takes precedence. So cards without face down cards Set to them in play overrule those with, cards in play overrule character abilities and all cards overrule the Main Rules.

> **Note** – Cards that expire simultaneously do so in the order of their owning player's choice, so their owning player chooses their order of precedence according to this rule.

Purchase, Set, Discard, Trash, Deal, Draw and Move – If any of these effects apply to an element other than a card it will clearly specify, if the effect lists only a number it always applies to a card or cards. If an ability is triggered by a Purchase, Set, Discard, Trash, Deal or Draw it is NOT triggered by a Move that replicates the same effect.

Note – While Moves do not count as Purchase, Discard etc. Purchases and Discards etc. do count as Moves.

Example – A card reading "When you Discard 1 card then Draw 1 card" is in play and four cards are moved to the Discard Stack during Reset step 3, the player does NOT Draw four cards.

Purchase – When a player is asked to Purchase a card they Move it to their Discard Stack, face up.

Set – When a player is asked to Set a card they Move it face down to a card in play.

Note – Cards with a Stability of – may never have cards Set to them, if a card with Stability of – ever has cards Set to them immediately Move those to their owning player's Discard Stack. Face down Set cards in play without a face up card they are Set to are immediately Moved to their owning player's Discard Stack.

Note – Cards may end up with more cards Set to them than their Stability value, the Stability value indicates only how many cards can be Moved using the Build ability to a card in a Round and is irrespective of how many cards are already there.

Discard – When a player is asked to Discard a card or token they Move it to it's owning player's Discard Stack, face up. Unless specified when asked to Discard a card a player may Discard any card in hand only.

Trash – When a player is asked to Trash a card they move it to it's owning player's Trash Stack, face up. Unless specified when asked to Trash a card a player may Trash any card in their hand or in play in front of them.

Draw – When a player is asked to Draw a card they move it to their hand. Unless specified when asked to Draw a card a player may Draw the top card of their Draw Deck only. If a Draw Deck is empty when a Player attempts to Draw from it they shuffle their Discard Stack and use it to form a new face down Draw Deck.

Deal – When a player is asked to Deal a number of cards, unless specified they must Move them from the Market Supply Stack of their character card's suit to its matching Market Stacks, as evenly across Market Stacks as possible. If an even spread is impossible the owning player chooses which of the matching Market Stacks receives additional cards.

> **Example** – "Deal 3" means one card must be dealt to each Market Stack from their Market Supply Stack. "Deal 1" means one card must be dealt to one Market Stack from its Market Supply Stack, of the player's choice. "Deal 4" means one card must be dealt to two Market Stacks and two to one from their Market Supply Stack, spread as the player chooses.

Card Resolution – If a card is played or activated its instructions are resolved as fully as possible but instructions which cannot be resolved are ignored. Cards with no effect (such as blank cards like "Waste" or those with "If/Then" rules not fulfilled) may still be played. Cards with secondary effects may be played for just their secondary effects.

> **Example** – If "Draw 9" is played by a player with two cards in their Draw Deck after shuffling and stacking their Discard Stack they Draw only the top two cards of their Draw Deck then consider the card as resolved.
> If "If exactly 1 in hand Trash hand. Draw 1" is played with two or more cards in hand, just draw one card.

Blocked Resolution – If a card is targeted by an effect that it is not a legitimate target for, return it to its source location (turning it face down if needed) and ignore the instructions that will not be resolved.

Example – "Trash 2 from Draw Deck" is played and the top card of the Draw Deck is revealed to read "Other effects cannot Trash or Set this card", return the card face down to its Draw Deck and ignore the instructions on "Trash 2 from Draw Deck".

Face Up and Down – Set cards and cards in or Moved to Draw Decks or Market Supply Stacks are face down. Cards in or Moved to Market, Discard or Trash Stacks are face up.

Solo Rules –

There are two available play modes for solo play:

Score Mode –

Make two stacks of eight spare coin tokens, one for "Turn" and one for "End". Before the Turn at the start of Reset step 4, Discard either one token from the "Turn" stack or two from the "End" stack. After the Turn at the start of Reset step 4, discard either one token from the "Turn" or "End" stack.

When the "Turn" stack is empty immediately trigger the Turn, when the "End" stack is empty immediately trigger the End. Check your final score below:

10+	**Prince of Moonflight**	- Your every whim is a tarantella in the eternal dance.
7-9	**Courtier**	- You may lead, when the music plays.
4-6	**Guildsman**	- You may follow when others lead.
0-3	**Mere Fay**	- You will not see the dance, you do not hear the music.

Note – The Turn and End may still be triggered by the normal rules, the game may therefore end with coins still in their stacks.

AI Mode –

Follow all standard rules except select as many characters as you wish, find the AI cards for all but one character and follow their instructions when those characters take their turns. Control the character without an AI card as you wish, if that character wins the game you win the game.

Following AI Card Instructions –
When it is the AI player's turn to Act work down their AI card on the pre- or post- Turn side as appropriate until instructions which the AI player is able to follow are arrived at, follow the instructions, as their Act.

When instructions feature a list of cards separated by / attempt to apply the instructions to the earliest card in the list possible.

During Reset if the instructions list cards to retain, attempt to have the AI player retain them, or if it lists cards to Move to Discard or Market Stacks do so. If the instructions refer to a "scoring" or "highest scoring" card they refer to the highest score at either end of the card, not the total score at both ends.

Using Expansions: Building The Market –

If players have access to one of the Moonflight Market Building expansions they may choose to alter the make up of their character's Market Supply Stack before the game begins.

Market Supply Stacks must abide by the following conditions:

- Exactly 24 cards in any Market Supply Stack.
- Exactly 8 types of cards by name in any Market Supply Stack.
- Total 13 score on cards in Market Supply Stack's post-Turn end.
- Total 2 score on cards in Market Supply Stack's pre-Turn end.

Tactics –

A game of **Moonflight** has two distinct parts, before and after the Turn. It is possible to trigger the End before the Turn, though it is highly unwise for all but the most cunning of players. During the first half of the game players should focus primarily on finding cards to generate resources with which to purchase scoring cards. Scoring cards in **Moonflight** are both relatively rare and precious and players should be careful to protect the ones of their suit by covering them with cards from their hand if need be.

Each character's deck generates its resources in a slightly different manner, learning and taking advantage of your character's available cards and character ability is the central element to winning **Moonflight**. Characters can buy across decks, learning when best to do so, if at all, is another significant part of the game's curve.

Once the Turn is triggered the resource generation cards previously so vital become largely useless, worse they will reduce the odds of

your holding scoring cards during end of game scoring. This is a significant tactical difference from most deck builders in which purchasing additional cards is almost always a good idea.

In **Moonflight** the focus should be on buying the minimum necessary number of cards. All decks post Turn will provide a range of card "Trashing" abilities and methods of card filtering and retention to allow players to reduce their deck to only and exactly their few scoring cards and draw them.

Generally a card's post Turn abilities will be a slightly twisted version of their pre Turn status such that a deck which played one way pre Turn will play in much the same fashion post Turn with a slight adjustment.

Learning the correct order to Trash out your cards, when to filter back in your scoring cards, how to trigger the End in your own time and how to react to your opponent's actions are the final points of perfecting your skills in **Moonflight**. If in doubt it should be remembered that the player who triggers the End gains a significant advantage by controlling their scoring hand's contents.

The **Jack O' Clay and Bones** is the gravedigger and ferryman of **Moonflight**. It is highly capable at deck cycling and will generally manage to use freshly bought cards far quicker than any other character.

It controls the Discard and Trash Stack like no other, allowing it to use both Stacks as a hand extension providing the space and control to filter the cards of its choice. If in doubt always seek to Discard and Trash as many cards as possible. Clay and Bones is fast moving and reckless, chucking cards out whenever it likes, it can always dig them up again.

The **Jack O' Words and Names** is the record keeper and historian of **Moonflight**. Once it has its engine in place it can Draw cards at an increased rate over that of other Jacks, knowledge builds on knowledge and as it Draws it becomes able to Draw and profit from cards at an avalanching rate.

Post Turn the Jack O' Names' position as record keeper allows it to control both hand and deck, either building and Trashing hands at speed risking a lower score, or controlling the future by knowing the past until it knows only exactly what needs to be known. Draw fast and plan for the future, knowledge is always power.

Coming Soon

The **Jack O' Cot and Hovel** builds and owns **Moonflight**. It has the widest range of tableaux building in play cards of any deck available and a range of cards and abilities to manipulate card Set abilities sufficient to both get rid of unwanted cards and filter back in scoring cards.

It has little or no Trash abilities, everything is useful if only as foundation filler, but by controlling its Set cards carefully it can use them to empty out its deck. All buildings decay over time, crumbling towards the Discard Stack. Controlling their decent and ordering entropy will claim Cot and Hovel ultimate victory.

Coming Soon

The **Jack O' Bond and Kind** is **Moonflight's** merchant and moneylender. Of all the decks it most easily generates resources, and continues to generate them after the Turn at a rate beyond that of any other deck.

Its domination of the Market place is total and allows it to extend and filter its hand, returning cards to the Market and emptying the Market Supply at will. It can bring the Turn at an accelerated rate but will usually spend longer preparing for the End after the Turn than other decks. Buy and sell, crash the market and never forget a debt, its all Bond and paid in Kind.

Credits

Game Design	-	Glenn Ford
Illustrations	-	Henry Peters
Graphic Design	-	Bluepepper Designs
Transcription	-	Jennifer Ford
Manufacturing	-	LongPack Games
Lead Playtester	-	Joe Wood
Playtesting	-	Phil Hawtins

Rules Quick Reference

Unless specified by **Target:**

Effects only act upon elements of activating player.
Effects only act upon the top card of Stack or Deck.

Key Word Definitions:

Play - Move card to in play area, follow its instructions.
Purchase - Move card to Discard Stack.
Set - Move card in hand face down to card in play.
Discard - Move card or Coin Token in hand to Discard Stack.
Spend - Discard specified element, trigger listed effects.
Trash - Move card from hand or in play to Trash Stack.
Deal - Move card from Market Supply Stack to Market Stack.
Gain - Move Coin Token to hand.

Market Supply Stack/Draw Deck - Face down.
Discard Stack/Trash Stack/Market Stack - Face up.

1
5
10

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$0 Waste -/-

-

-

Waste -/- $0

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$0 Waste -/-

-

-

Waste -/- $0

$0 Waste -/-

-

-

Waste -/- $0

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$0 Waste -/-

-

-

Waste -/- $0

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$1 Coin -/-

Gain 1 coin token

Gain 1 coin token

Coin -/- $1

$0 Waste -/-

-

-

Waste -/- $0

$0 Waste -/-

-

-

Waste -/- $0

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES

Power -/-

2

-

Tower -/-

3

Power -/-

2

-

Tower -/-

3

Power -/-

2

-

Tower -/-

3

Power -/-

2

-

Tower -/-

3

Riches -/-

5

Gain 3 coin tokens

Gain 3 coin tokens

Riches -/-

5

Fealty -/-

4

Draw 2

Draw 2

Fealty -/-

3

Fealty -/-

4

Draw 2

Draw 2

Fealty -/-

3

Fealty -/-

4

Draw 2

Draw 2

Fealty -/-

3

Fealty -/-

4

Draw 2

Draw 2

Fealty -/-

3

Riches -/-

5

Gain 3 coin tokens

Gain 3 coin tokens

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES

3 Coins -/-

Gain 2 coin tokens

3 Coins -/-

3 Coins -/-

Gain 2 coin tokens

3 Coins -/-

7 Wealth -/-

Gain 5 coin tokens

7 Wealth -/-

Suit/Cost Quick Ref Card Stability/Score

ACTION

During which players take turns performing one of the following:

Any number of times –
- Play – 1 card from hand into play.
- Spend – Move items from hand to Discard Stack and trigger one Spend ability.
- Shop – Move coin tokens to Discard Stack and Purchase 1 Market card of any suit or any number of cards of your suit.
- Pass – Do nothing. If all players pass consecutively move to Reset.

Once per round –
- Build – Set to cards in play up to the Stability of those cards.

RESET

During which players perform each of the following in order:

- Move cards in play without Set cards to Discard Stack.
- Move all but 1 card and 5 coin tokens in hand to Discard Stack.
- Draw until they have their hand limit of cards (5).
- If at least 1 Market Stack is empty deal 1 from each Market Supply Stack to each of its matching Market Stacks. If and only if at least 1 dealt trigger the next step. If at least 1 Market Supply Stack is empty trigger the Turn.
  - Players may move 1 from hand to each Market Stack of a matching suit.
- If at least one player has no cards in Draw Deck or Discard Stack the game ends, trigger the End.
- Move 1 most recently Set from each card in play to their Discard Stack.
- Pass the First Player Marker left, start a new Round.

3 Coins -/-

Gain 2 coin tokens

3 Coins -/-

3 Coins -/-

Gain 2 coin tokens

3 Coins -/-

7 Wealth -/-

Gain 5 coin tokens

7 Wealth -/-

Suit/Cost Quick Ref Card Stability/Score

ACTION

During which players take turns performing one of the following:

Any number of times –
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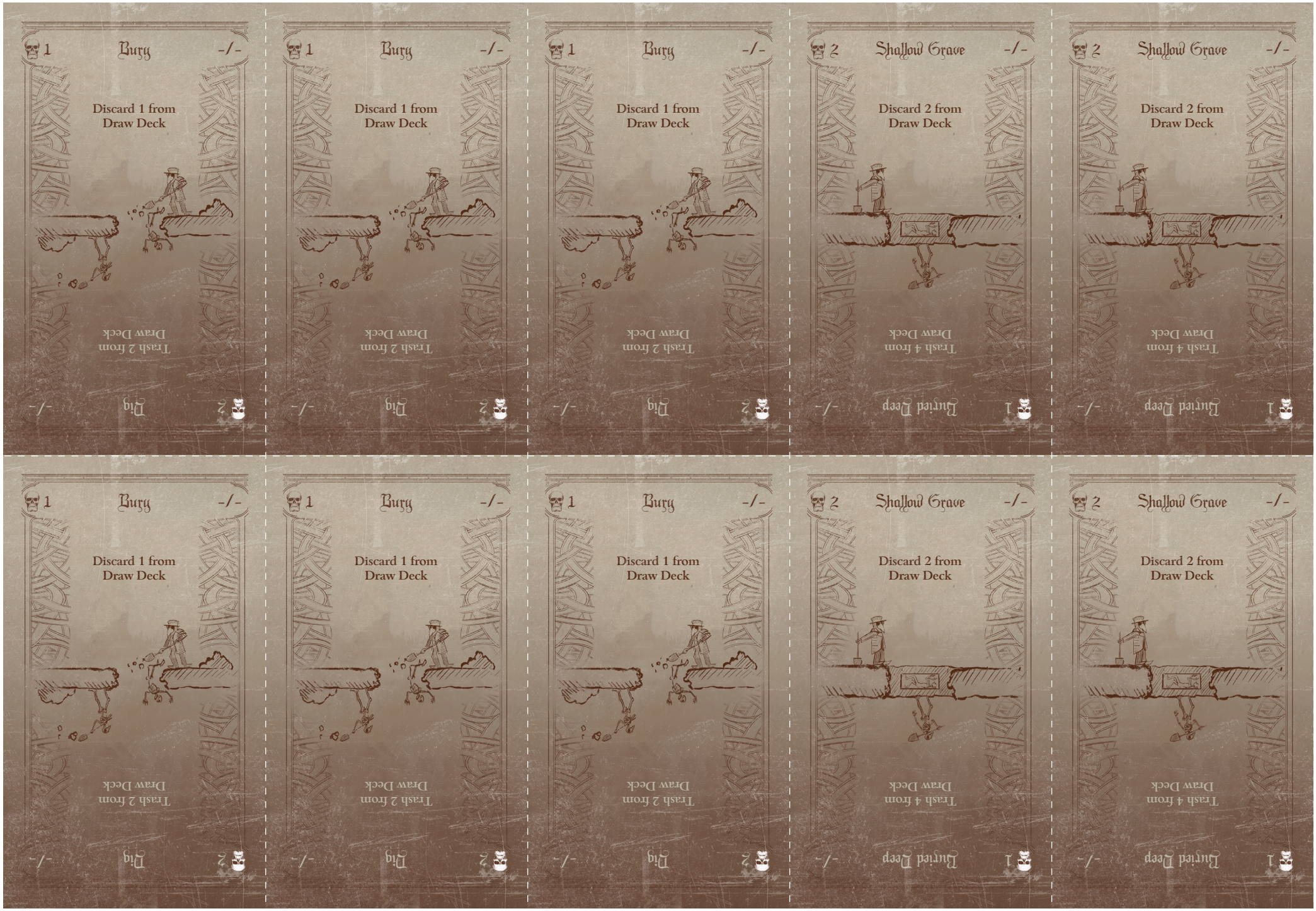
GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES



GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES

Rise Up

1

-/-

Draw 1 from Discard Stack

Move 1 of Target Trash Stack to its Discard Stack

Go Down

1

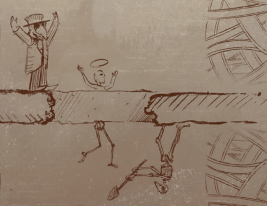
-/-

Rise Up

1

-/-

Draw 1 from Discard Stack



Move 1 of Target Trash Stack to its Discard Stack

Go Down

1

-/-

Rise Up

1

-/-

Draw 1 from Discard Stack

Move 1 of Target Trash Stack to its Discard Stack

Go Down

1

-/-

Macabre Harvest

3

-/-

Gain 1 coin token per 2 cards in Discard Stack

Draw 1 from Trash Stack

Danse Macabre

4

-/1

Macabre Harvest

3

-/-

Gain 1 coin token per 2 cards in Discard Stack

Draw 1 from Trash Stack

Danse Macabre

4

-/1

Rise Up

1

-/-

Draw 1 from Discard Stack

Move 1 of Target Trash Stack to its Discard Stack

Go Down

1

-/-

Rise Up

1

-/-

Draw 1 from Discard Stack

Move 1 of Target Trash Stack to its Discard Stack

Go Down

1

-/-

Call The Living

6

-/2

Play 1 Target card in Discard Stack

Play 1 Target card in Trash Stack

Wake The Dead

8

-/3

The Long Goodbye

4

-/-

Discard 4 from Draw Deck

Trash 8 from Draw Deck

The Long Walk

2

-/-

The Long Goodbye

4

-/-

Discard 4 from Draw Deck

Trash 8 from Draw Deck

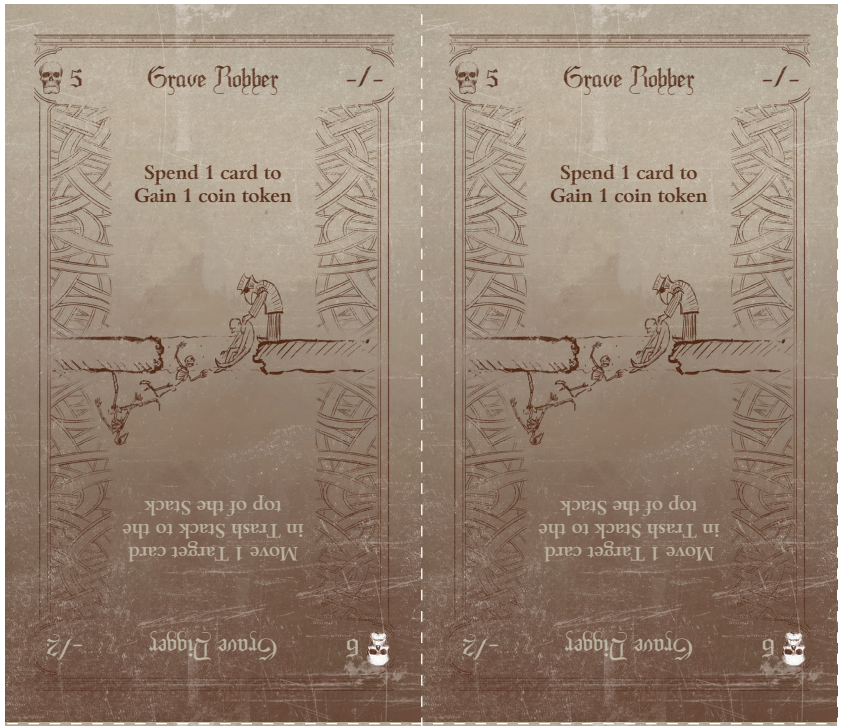
The Long Walk

2

-/-

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES



Jack o' Clay and Bones AI

PRE TURN

ACTION

1 – If fewer than 4 cards in Draw Deck play "Macabre Harvest".

2 – If there is a card of Jack O' Clay and Bone's suit on top of Discard Stack play "Rise Up".

3 – Play "Grave Robber".

4 – Spend any "Waste" cards using "Grave Robber".

5 – Play the highest cost card in hand.
5.1 – If "Call The Living" played play the highest cost card in Discard Stack.

6 – Shop to Purchase a card of Jack O' Clay and Bones' suit with score 1+.

7 – If no Market Stacks of Jack O' Clay and Bones' suit are empty shop to Purchase from the Market Stack of Jack O' Clay and Bones' suit with the fewest cards.

8 – If 6+ coin tokens in hand shop to Purchase highest cost card available.

9 – Play "Take It With You" targeting "Waste" card.

10 – Pass

POST TURN

ACTION

1 – If hand contains "Wake The Dead" OR "Grave Digger" and "Go Down" OR "Grave Digger" and "Danse Macabre" and no scoring cards are in the Trash Stack, play "The Long Walk"/"Buried Deep"/"Dig".

2 – If there is a scoring card on top of the Trash Stack play "Danse Macabre"/"Go Down".

3 – If there is a scoring card in the Trash Stack play "Wake The Dead"/"Grave Digger" targeting the highest scoring card in the Trash Stack.

4 – If an opponent has a starter card on top of their Trash Stack play "Go Down" targeting an opponent's starter card.

5 – Play "Take Us With You".

6 – If any cards scoring 0 in play or hand Spend 2 highest cost cards to Trash lowest cost card scoring 0 using "Take Us With You".

7 – Spend lowest cost card in hand that is NOT "Wake The Dead" to Trash the top card of the Draw Deck using character ability.

8 – Pass

RESET

3 – Retain "Wake The Dead".

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES

Memory 3 -/-

Gain 1 coin token per 2 cards in hand

Lapse 3 -/-

Discard 1 per 2 cards in hand

Memory 3 -/-

Gain 1 coin token per 2 cards in hand

Lapse 3 -/-

Discard 1 per 2 cards in hand

Talk 4 -/-

If 7+ cards in hand Draw 3

Listen 5 -/1

If exactly 4 in hand Trash hand

Talk 4 -/-

If 7+ cards in hand Draw 3

Listen 5 -/1

If exactly 4 in hand Trash hand

Talk 4 -/-

If 7+ cards in hand Draw 3

Listen 5 -/1

If exactly 4 in hand Trash hand

Teach 5 -/1

If 10+ cards in hand purchase 1 from Target Market Stack

Understand 6 -/2

If exactly 8 in hand Trash hand

Teach 5 -/1

If 10+ cards in hand purchase 1 from Target Market Stack

Understand 6 -/2

If exactly 8 in hand Trash hand

Forget To Remember 3 -/-

Discard 1 in play

Remember Or Forget 5 -/1

Discard 2

Forget To Remember 3 -/-

Discard 1 in play

Remember Or Forget 5 -/1

Discard 2

Forget To Remember 3 -/-

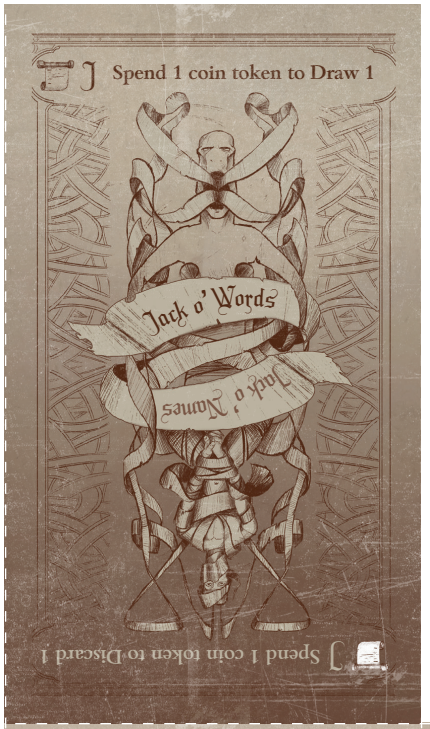
Discard 1 in play

Remember Or Forget 5 -/1

Discard 2

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES



Jack o' Words and Names AI

PRE TURN

ACTION

1 – If 6 cards in hand play "Call".
2 – If 8 cards in hand play "Talk".
3 – If 11 cards in hand play "Teach".
4 – If "Call", "Talk" OR "Teach" in hand spend 1 coin token to Draw 1.
5 – Play "Forget To Remember" targeting "Call"/"Talk"/"Teach".
6 – Play "Memory".
7 – Play a card with Stability 1+.
8 – Build to Set as many of the lowest cost card(s) in hand to as many of the highest cost card(s) in play as possible.
9 – Play the highest cost card in hand.
10 – Shop to Purchase a card of Jack O' Word and Names' suit with score 1+.
11 – If no Market Stacks of Word and Names' suit are empty shop to Purchase from the Market Stack of Jack O' Word and Names' suit with the fewest cards.
12 – If controlling 6+ coin tokens shop to Purchase highest cost card available.
13 – Pass

POST TURN

ACTION

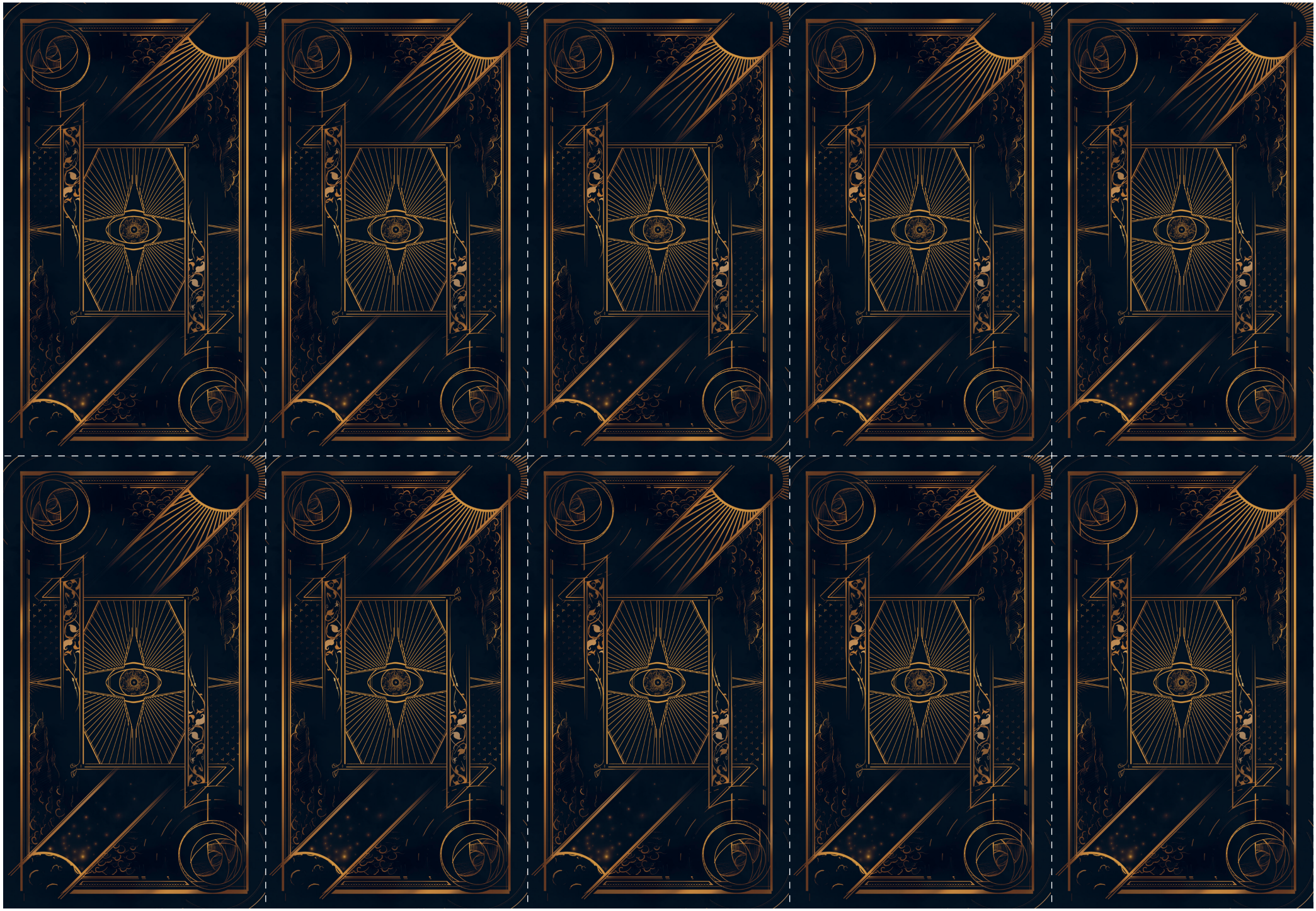
1 – Play "Magnum Opus".
2 – If 9 cards in hand with total score 2 play "Understand".
3 – If 5 cards in hand with total score 1 play "Listen".
4 – If 2 cards in hand with total score 0 play "Hear".
5 – Play "Try to Remember".
6 – Build to Set highest scoring cards to "Magnum Opus".
7 – If 4+ in hand play "Remember To Forget"/"Lapse" targeting -
If 11+ in hand - cards scoring 1.
If 4-10 in hand - highest scoring card.
8 – Play the highest cost card in hand.
9 – Pass.

RESET

3 – Retain "Understand".

GENERIC MARKETPLACE AND QUICK REFERENCE CARD - PRINT & PLAY

CUT ALONG DOTTED LINES



BACK OF CARDS - PRINT & PLAY

CUT ALONG DOTTED LINES