



THE ESOTERIC ORDER OF GAMERS  
ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials – and lots more.

FOLLOW THE  
EOG AND  
DON'T MISS  
A THING!



VIDEOS  
EsotericOrderGamers



TWEETS  
@EOGamers



PHOTOS  
orderofgamers



NEWS  
EOGamersFB

# SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community - and get bonus rewards too!

*Please sign up and support me!*

**PATREON.COM/ESOTERICORDER**

*Thankyou! Peter (Universal Head)*

# v1

Aug 2021

Game: **IMPERIUM**  
Publisher: **OSPREY GAMES (2021)**

Page 1: **Rules summary**  
Page 3: **Reference front**  
Page 4: **Reference back**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design  
for your next project, visit [universalhead.com](http://universalhead.com)

Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers



# IMPERIUM

## SETUP

If you have both *Classics* and *Legends*, you can choose any of the 16 available nations. When you perform the commons setup, use the commons cards from either box. Check if any of the **tributary** cards have the same name as one of the players' chosen nations. For each card that does, replace it with a random card from the commons cards in the other box. Draw a replacement card if the new card has a 3+ or a 4+ and you're playing with fewer than that number of players, or if it has the same name as one of the players' chosen nations.

### PLAYER SETUP

Choose a nation and take all the associated cards, as indicated by the colour in the bottom left corner.

Place your power card in front of you, to the left of your play area. You can place it either side up, but you cannot change this later in the game. For new players, play with the B side up.

Place any other in play cards below your power card, if you have any. Only the Arthurians and Utopians have additional cards: as the Arthurians, place *King Arthur's Court* faceup below your power card; and as the Utopians, place *Visions of Shangri-La* on top of *Gates of Shangri-La* and place them below your power card (the top card in this pile is your journey card).

Place the accession card faceup above the power card. For the Vikings, it is your zenith card. For the Arthurians, it is your nadir card. The Atlanteans and Utopians don't have this card.

Shuffle the nation cards into a facedown deck and place it on top of the card, perpendicular to it. This is your nation deck. The Atlanteans do not have a nation deck.

Place all the development cards faceup to the left of your nation deck. This is your development area. For the Arthurians, these are your quest cards; when quest cards are in the development area, they are considered to be your impending quests in your quest area. The Utopians do not have a nation deck or development cards.

Place a state card with the barbarian side up to the left of your card area. If you're playing as the Atlanteans, instead place your state card with the side up.

Add any supply cards to the commons cards. Only the Arthurians, Celts, Olmecs, Qin, Utopians, and Vikings have these cards. All cards are unrest cards. Some may be removed from the game when setting up the commons cards.

Shuffle all remaining cards into a facedown draw deck and place it to the right of your power card. Draw 5 cards from this deck to form your starting hand.

### COMMONS SETUP

Place the materials, population, progress, exhaust, and action tokens on the table to form the supply.

Each player takes 3, 2, 1, 1, 5, and and places their and on their state card. A Utopian player only takes 3 instead of 5.

Place the market board faceup in the middle of the table.

Sort all the commons cards by suit: uncivilised, civilised, tributary, region, fame, and unrest (also distinguished by the colour of their banner). Cards with both the and icons count as cards during setup.

If you are playing with 3 players, remove all commons cards with a 4 from the game. If you are playing with 2 players, remove all commons cards with a 3+ or a 4 from the game.

Place all the cards faceup, below the matching icon on the market board. This is the unrest pile.

Place the card *King of Kings* faceup (the A side), above the matching icon on the market board. Shuffle the remaining fame cards into a facedown fame deck and place it on top of the *King of Kings* card, perpendicular to it. If you are playing with 3 players, remove the top card of the fame deck from the game (without looking at it). If you are playing with 2 players, remove the top 2 cards of the fame deck from the game (without looking at them).

When creating the following 3 decks, the number of cards in each depends on the number of players. 2 players: 6 cards; 3 players: 7 cards; 4 players: 8 cards.

Shuffle the cards. Place the appropriate number of cards in a facedown deck above the matching icon on the market board. This is the region deck.

Shuffle the cards. Place the appropriate number of cards in a facedown deck above the matching icon on the market board. This is the uncivilised deck.

Shuffle the cards. Place the appropriate number of cards in a facedown deck above the matching icon on the market board. This is the civilised deck.

Shuffle all the remaining, and cards together with the cards and place them above where it shows all 4 of these icons on the market board. This is the main deck.

Draw 1 card from each of the, and decks and place each card faceup, opposite its respective deck below the market board.

Draw 2 cards from the main deck and place them faceup side-by-side opposite it, below the market board. These cards form the market.

Tuck an unrest card from the unrest pile underneath each, and card in the market.

Place a token on each card in the market that doesn't have an icon.

Randomly place the solstice card between 2 players. The player to the left of the solstice card is the starting player.

## HOW TO PLAY

The game is played in a series of rounds. Each round starts with the player to the left of the solstice card taking their turn and then turn order proceeds clockwise.

On each turn, you ACTIVATE, INNOVATE, or REVOLT. Then you will CLEAN UP.

Then, the player to your left takes their turn. If the solstice card is between you and the player to your left, the round ends and all players must resolve solstice keywords before beginning the next round.

## ACTIVATE

You may take actions and use exhaust abilities in any order and in any combination. When you cannot or no longer want to take any more, move on to clean up.

### TAKING ACTIONS

To take an action, first remove an token from your state card. If you have none on your state card, you may not take an action. Then play a card from your hand into your play area and resolve the effect indicated.

Finally, place the card in your discard pile, unless the card indicates otherwise. If a card has a icon, it remains in your play area after you play it.

If a card has a or icon, you can only play it if your state card shows the same icon.

The effects of all cards played must be resolved as much as possible.

### USING EXHAUST ABILITIES

To use an exhaust ability, choose a card with the exhaust keyword that does not have an token on it. This can be in your play area, or it can be your power card. Move an token from your state card onto that card. If you have no tokens on your state card, you may not use an exhaust ability.

Then fully resolve the effect indicated after the exhaust keyword. Some exhaust abilities specify a cost; if you cannot pay the specified cost, you may not use the exhaust ability.

If a card already has an token on it, you may not use its exhaust ability.

You may use an exhaust ability on a card in your play area with a or icon, regardless of which of these icons is showing on your state card.

You can only use an exhaust ability on your own turn and when you activate, unless the card specifies otherwise.

## INNOVATE

Place all the cards in your hand in your discard pile.

Break through for, , or . Then move on to clean up.

You cannot take actions or use exhaust abilities if you innovate.

## REVOLT

Return any number of cards from your hand to the unrest pile. Then move on to clean up.

You cannot take actions or use exhaust abilities if you revolt.

## CLEAN UP

1. Add 1 from the supply to any card in the market. The Carthaginians add 1 or 2 instead. The Qin adds 1 instead.

Once you've placed this token, the next player can start their turn while you complete the rest of your clean up:

2. Remove all and tokens from your state card and from all cards in your play area, your nation deck, your power card, and from all cards in your development area.

3. Place 3 tokens and 5 tokens on your state card. If you're playing as the Utopians, only place 3.

4. You may discard any number of cards from your hand into your discard pile.

5. Draw cards from your draw deck up to your hand size of 5. If you already hold cards equal to or more than hand size, don't draw any (card effects might increase your hand size).

## RESHUFFLING YOUR DRAW DECK

If your draw deck is empty and you need to draw a card, first check your state card. Resolve this immediately when triggered, even on another player's turn.

### IF YOUR STATE CARD SHOWS

1. If there are no tokens on your nation deck and you have 1 or more of them on your state card, place the top card of your nation deck on your discard pile. Then move an token from your state card to your nation deck. If there is already one on your nation deck, or if you have none on your state card, skip this step.

If you place your card in your discard pile, immediately flip your state card to its side.

2. Shuffle your discard pile into a new draw deck.

3. Keep drawing cards as normal.

The Arthurians card is their nadir card; instead of placing it in your discard pile, immediately place it in your play area, and do not flip your state card. The Vikings card is their zenith card; when you place it in your discard pile, it will trigger the end of the game; do not flip your state card. The Utopians have no nation deck so must skip step 1.

### IF YOUR STATE CARD SHOWS

1. If there are no tokens in your development area and you have 1 or more of them on your state card, you may pay the development cost shown on one of your development cards to develop it. Place that card in your discard pile, then move an token from your state card into your development area. If there is already one in your development area, or you have none on your state card, skip this step.

The Utopians have no development area so must skip step 1.

2. Shuffle your discard pile into a new draw deck.

3. Keep drawing cards as normal.

Some cards say 'draw the top card of the deck if able'. If your draw deck is empty, do not draw a card or reshuffle your deck.

## SOLSTICE

The round ends when the player to the right of the solstice card finishes their turn.

Before the next player takes their turn, each player should resolve all solstice keywords in their play area and on their power card. These effects can be resolved simultaneously by all players.

Solstice keywords must be resolved as much as possible unless the card specifies that it is optional.

If you have multiple cards with solstice keywords, activate them in the order you choose. Once all players have resolved all their solstice keywords, the next player takes their turn as normal to start the next round.



# IMPERIUM

## KEYWORDS

### ALL PLAYERS / ALL OTHER PLAYERS

Cards that refer to 'all players' or 'each player' include you as well. Cards that refer to 'all other players' or 'each other player' do not include you.

### ABANDON

Only ☹️ cards in play can be abandoned; place the card in your discard pile. If it has a **garrisoned** card underneath it, that card is also abandoned. If a card lets you abandon a garrisoned card, the garrisoning card remains in play.

### ACQUIRE 🌿 / 🏠 / 🍷 / 🍀 / 🗡️

Select a card from the market of the indicated suit and add it to your hand. Only take 1 card, even if there are multiple suits indicated, unless specified otherwise. Take any tokens on that card, and add to your hand any 🗡️ card underneath it.

Then draw a new card from the appropriate deck (or the main deck, if the deck is depleted) to replace it, and tuck an 🗡️ card from the unrest pile underneath it if it's an 🌿, 🏠, or 🗡️ card.

If a card allows you to acquire multiple cards, fully resolve this process for each card you acquire. You may acquire newly drawn cards if they are of the indicated suit.

### ACTION

When a card effect lets you gain an action, place an 🗡️ token on your state card, even if that would take you above 3 🗡️ tokens on your state card.

When a card effect requires you to spend a number of actions, remove that many 🗡️ tokens from your state card. If you are unable to do so, you cannot resolve that effect.

### ATTACK 🗡️

When you play a card with an 🗡️ icon, it will have a detrimental effect on all other players. If you are unable to resolve this effect in full, resolve it as much as possible. Some cards protect players against 🗡️ cards, letting the player choose to ignore some or all of its effects.

### BARBARIAN 🗡️

You can only play 🗡️ cards if your state card is showing the 🗡️ icon. You can have a 🗡️ card in your play area and use its exhaust ability, even if your state card is showing the 🗡️ icon.

When a card refers to 'if 🗡️', that effect can only be resolved if your state card is showing the 🗡️ icon.

*The Atlanteans state card starts on its 🗡️ side, so they can never play 🗡️ cards.*

### BREAK THROUGH FOR 🌿 / 🏠 / 🍷 / 🍀 / 🗡️

If more than one suit is listed, first declare which one of them you will break through for. Then do **one** of the following:

**Option 1: Select any card of that suit from the market** and add it to your hand. You also gain all tokens on that card.

If there is an 🗡️ card underneath the card you selected, return it to the unrest pile. Then draw a new card from the appropriate

deck (or the main deck, if the appropriate deck is depleted) to replace the card you have taken. If it's an 🌿, 🏠, or 🗡️ card, tuck an 🗡️ card from the unrest pile underneath it.

**Option 2: If breaking through for 🌿**, take the top card of the uncivilised deck and add it to your hand.

**Option 3: If breaking through for 🏠**, take the top card of the civilised deck and add it to your hand.

**Option 4: If breaking through for 🍷**, take the top card of the region deck and add it to your hand.

**Option 5: If breaking through for 🗡️ or for a suit where the appropriate deck is empty**, reveal cards one by one from the top of the main deck until you find a card of your declared suit. Add that card to your hand, then shuffle all the other revealed cards into the main deck. If you do not find a card of the suit, gain 2 🗡️.

### CITY 🏠

These may be referenced by other cards.

### CHOOSE

Resolve **one** of the options following this keyword.

### DEVELOP

Pay the development cost shown on a 🗡️ card in your development area and add it to your discard pile.

When this keyword appears as a card effect, you may resolve it even if there is an 🗡️ token in your development area. It does not require you to place an 🗡️ token in your development area.

*The Arthurians, Utopians, and Vikings have no development area and may never develop.*

### DISCARD

Place the card in your discard pile.

### DRAW CARD(S)

Draw the indicated number of cards from your draw deck. If you need to draw more than you have left in your draw deck, draw as many as you can. Then reshuffle your draw deck (following the usual procedure) and continue drawing cards.

Some cards state 'draw the top card of the deck if able' or 'draw up to X cards if able.' You may not draw more cards than are left in your deck. If your deck is empty, do not draw any cards.

### EMPIRE 🗡️

You can only play 🗡️ cards if your state card is showing the 🗡️ icon. You can acquire and break through for 🗡️ cards, even if your state card is showing the 🗡️ icon.

When a card refers to 'if 🗡️', that effect can only be resolved if your state card is showing the 🗡️ icon.

*The Vikings or the Arthurians can never flip their state card, but can use their Combs or Guennuvar card to play 🗡️ cards.*

### EXILE

Choose an eligible card and place it in an **exile pile**, next to the 🗡️ symbol on the market board.

If you exile a card from the market, return any 🗡️ cards underneath it to the unrest pile. Then draw a new card from the appropriate deck (or the main deck, if the appropriate deck is depleted) to replace it. If it's an 🌿, 🏠, or 🗡️ card, tuck an 🗡️ card from the unrest pile underneath it.

**You may never exile a card with one or more tokens on it unless you are swapping it.** If you are allowed to swap cards between the market and the exile pile, exile a card as normal, but instead of drawing a new card to replace it, use a card from the exile pile. If it's an 🌿, 🏠, or 🗡️ card, tuck an 🗡️ card from the unrest pile underneath it. If you swap an exiled card with a card that has tokens on it, put them on the card placed in the market.

Some cards let you acquire or break through for cards in the exile pile. If you acquire an 🌿, 🏠, or 🗡️ card in this way, also take an 🗡️ card from the unrest pile.

### FIND

Search, in this order, the following areas for the card(s): your hand, your discard pile, your draw deck, and your nation deck. Some cards may instruct you to search in certain areas only.

If you do not find the specified card, nothing happens. If you find the specified card, stop searching and reveal it and place it where instructed.

If the card indicates a choice, you may search all the areas and choose 1 eligible card to reveal. Return the other cards to the places where you found them.

**Whenever you finish searching your draw deck or your nation deck, you must shuffle it.** When shuffling your nation deck, leave the card at the bottom of the deck.

### FLOODED

Instead of a history, the Atlanteans have a flooded pile. Cards underneath their power card are considered **flooded** and are out of play. Flooded cards cannot be interacted with unless a card effect specifies otherwise, but they still score VPs. You may always look at flooded cards, but other players may not.

Any card that would have interacted with your history does not interact with your flooded pile. VP cards that score for being in your history do not score for being in your flooded pile.

Cards are added to the flooded pile through the **sink** keyword.

### FREE PLAY

Do not remove an 🗡️ token from your state card to play this card. You can take an action to play this card even if you have no 🗡️ tokens left on your state card.

### GAIN ACTION

Place an 🗡️ token on your state card. This can take you above 3 tokens.

### GAIN 🌿 / 🏠 / 🍷 / 🍀 / 🗡️

Take the indicated number of tokens of the specified type from the supply. These tokens are not meant to be limited.

### GARRISON

Take another card from your hand and place it face up underneath the card with the **garrison** keyword. The card underneath is now garrisoned. A card can have multiple cards garrisoned underneath it. Some cards specify the type of card that can be garrisoned. Garrisoned cards are public information.

A garrisoned card is not considered to be in your play area, though they will still score VPs at the end of the game.

You cannot discard or play a garrisoned card, and you cannot use its exhaust or solstice abilities.

If a garrisoned card is underneath a card that is **abandoned**, **recalled**, **exiled**, **put into history**, or **sunk**, do the same to the garrisoned card. However, if the garrisoned card is specifically targeted, the garrisoning card remains in play.

Some cards may be garrisoned under 🗡️ cards already in play. To do so, place it underneath that card as normal.

### HISTORY

All cards placed underneath your power card are considered your history.

Cards in your history are out of play, and they cannot be interacted with unless a card effect specifies otherwise. However, they still score victory points. You may always look at the cards in your history, but other players may not.

*The Atlanteans and the Vikings do not have a history. If a card would be placed in their history, it is discarded instead.*

### KNIGHT 🗡️

These may be referenced by other cards.

### LOOK

Pick up and examine the indicated card or cards without showing other players. Unless instructed otherwise, return the cards you looked at to their original location. If you are instructed to look at multiple cards and there are fewer eligible cards available to look at, look at as many as possible.

If you look at multiple cards, return them to their original location in any order. If you look at 🗡️ cards, never look at *King of Kings* unless it's the only card in the fame deck.

### MASK 🗡️

These may be referenced by other cards.

### METROPOLIS 🗡️

These may be referenced by other cards.

### NATION DECK

If a card effect lets you in any way manipulate cards in your nation deck, your 🗡️ card will always remain on the bottom. Never place a 🗡️ card underneath your card or shuffle your 🗡️ card into your nation deck.

### PASSIVE

As long as a card is in your play area, its passive ability is in effect. The passive ability of a power card is in effect for the entire game.

### PAY 🌿 / 🏠 / 🍷 / 🍀 / 🗡️

Return the indicated number of tokens of the specified type to the supply. If you are unable to do so, you may not take that action or use that exhaust ability. If the action or ability has multiple options, you must choose another option instead.

When paying 🗡️, you may spend any amount of 🗡️ as if each were 1 🗡️.

When paying 🌿, you may spend any amount of 🗡️ as if each were 2 🌿. No change is given when you do so.

You cannot convert 🗡️ into 🗡️ or 🗡️.

### PINNED 🗡️

When you play a 🗡️ card, it stays in your play area until it is removed by another action or an exhaust ability.

## REGION TYPES

Some cards have one or more of these icons and may be referenced by other cards.

## PUT INTO YOUR HISTORY

Place the specified cards underneath your power card. They are now considered to be in your **history**.

*The Atlanteans and the Vikings do not have a history. If a card would have gone into their history, it is discarded instead.*

## RECALL

Only cards can be recalled. When one of these cards is recalled, return it to your hand.

If the card has a **garrisoned** card, the garrisoned card is also returned to your hand.

## RETURN AN

Take an card from your hand and add it to the unrest pile.

If a card allows you to return an card from your discard, take the card from your discard pile and add it to the unrest pile.

## SINK

Place the specified cards underneath your power card. They are now considered to be **flooded**. If a player other than the Atlanteans would trigger this keyword, they instead discard the specified cards.

## SOLSTICE

At the end of the round, you must resolve all **solstice** keywords in your play area and on your power card in the order you choose.

## SCROLL

These may be referenced by other cards.

## STEAL / / /

Take the indicated number of tokens of the specified type from the specified players. If you are unable to resolve this effect in full, resolve it as much as possible.

## TAKE

Take an card from the unrest pile and add it to your hand.

## CARD-SPECIFIC NOTES

### ACCLAIMED

When you **break through** for a **\*VP** card, follow the normal rules for breaking through, but either choose a card from the market or reveal cards from the main deck.

### DOMESTICATION

On your turn, you can exhaust this card when a card in play is used to gain , whether through its own or another card's effect (even if the is not relevant to that effect).

This is most likely to trigger when you use *Prosperity*, *Nomads*, or similar cards that generate from cards and one of the cards also has a icon. However, it can also be triggered from cards such as *Water Mill* or *Trading Ships*.

### EMBALMING

This passive ability is triggered whenever you pay during an action, exhaust ability, or solstice ability, or while developing. It is *not* triggered if the cost is fully paid by spending instead.

### GRAND TRUNK ROAD

This card counts as 2 cards for the purposes of other card effects, such as the *Mauryans* card, *Glory*, and the *Macedonians* card.

### INDIAN ELEPHANTS

There are 2 copies of this card. Only one has the icon.

### KING OF KINGS

This card cannot be drawn as long as there is at least 1 **facedown** card. If you would look at more cards than there are facedown cards in the deck, simply look at all the remaining cards.

If you would look at one or more cards and there are no facedown cards in the deck, resolve *King of Kings* instead. Once you have resolved it, flip it facedown. This triggers the end of the game.

If you would look at or draw one or more cards and *King of Kings* is facedown, resolve its facedown effect but leave the card as it is.

You cannot trigger *King of Kings* (either side) more than once per game.

### NOMADS

There are 2 copies of this card. Only one has the icon.

### SHADUF

On your turn, you can exhaust this card when a card in play is used to gain , whether through its own or another card's effect (even if the is not relevant to that effect).

This is most likely to trigger when you use *Prosperity*, *Nomads*, or similar cards that generate from cards and one of them also has a icon. However, it can also be triggered from cards such as *Boats* or *Port*.

### SUMERIANS

At the end of the game, return up to 2 cards from your hand, play area, discard pile, draw deck, or history.

This effect is triggered before determining a winner through scoring or collapse. If you trigger this ability after a collapse, it does not prevent the game ending.

## SACRED PASS

You may not use this card to add the **accession** card to your deck.

## NATION-SPECIFIC NOTES

### ARTHURIANS AND THEIR QUESTS

As the Arthurians, you cannot become an empire and start developing cards. Instead, the cards in your development area are your **impending quests**.

By using the solstice keyword on *King Arthur's Court*, you may garrison an impending quest, which then becomes your active quest. You can only ever have 1 active quest.

By using *Morigena* or *Myrddin Wyllt*, you may gain the active quest into either your hand or your discard pile. When you have done this, it is no longer considered the active quest.

*Graal* can become the active quest only if there are no other impending quests.

### UTOPIANS AND THEIR JOURNEY

As the Utopians, you are on a journey towards Utopia, represented by your 2 double-sided **journey cards**. These are always stacked, and only the faceup side of the topmost card is considered to be in play.

Your journey card functions like an additional power card with a potent **exhaust** or **passive** ability, as well as a **solstice** ability that will let you progress on to the next step of your journey.

Your journey card cannot leave play except for through its solstice keyword.

The passive ability of the Utopians card is triggered as soon as your draw deck is empty, even if you are not reshuffling. If cards are added to the deck and you empty it again, you must trigger the ability again.

## ERRATA

### PORTALS

Card 2UT05/21: Remove the icon.

### LOST TOMES

Card 2UT07/21:

*"Solstice: If there are 3 garrisoned here..."*

should read:

*"Solstice: If there are 2 garrisoned here..."*

### CRETE

Card 2MIN8/23: Add the icon.

## GAME END

The game ends when either **scoring** or **collapse** is triggered.

Scoring is triggered if one of the following conditions is met:

1. There are no more cards in the main deck.
2. A player develops the last card in their development area  
*This does not trigger if the Arthurians move the last card from their quest area.*
3. The *King of Kings* card is flipped facedown.
4. *The Viking player places their Harald Hardrada* card into their discard pile.
5. *The Arthurian player plays their Graal* card.
6. *The Utopian player has at least 24 tokens and triggers the solstice keyword on their Shangri-La journey card.*

**Collapse is triggered if there are ever no cards left in the unrest pile.** If collapse is triggered after scoring has already been triggered, a collapse is resolved.

## SCORING

When scoring is triggered, complete the current round as normal. Then play 1 final round, including resolving the solstice keyword after all players have taken their turn. Then, all players add up their **victory points** (VPs).

Leave cards where they were when the game ended as you score, as some VP cards score depending on their location.

**Every in front of you is worth 1 VP.**

Score for every card in your hand, play area, draw deck, discard pile and history (or flooded pile), as well as for your power card. Do not score for cards in your nation deck or your development area.

**xVP or -xVP scores VPs equal to the number indicated.**

**?VP scores the number of VPs indicated if the condition specified has been met.** Otherwise, it scores no points.

**\*VP scores a variable number of VPs, as specified on the card.** You can never score more than 10 points from this card.

If you have multiple cards that score for having certain card types or resources, these can all score for the same cards or resources.

**The player with the most VPs wins.** On tie, the tied players share the victory.

## COLLAPSE

When collapse is triggered, the game ends immediately, without even completing the current action.

Count the number of cards in your hand, play area, draw deck, discard pile, and history.

**The player with the fewest cards wins.** On a tie, the tied players should proceed to scoring.