


PLAYER AID & SCORE TRACK

SEQUENCE OF PLAY

- Lookout Phase**
Start Player draws from 5 cards, all others draw from 4.
All players draw from 3 cards, except last player, who draws from 2.
All players draw 1 card from deck.
10-card hand limit only during Lookout Phase.
- Production**
Production Locations and Deals produce.
Spoils may be discarded at this time to produce.
- Turn Actions**
Players each take one action at a time or pass.
Players who pass may not take any further actions this round.
- Count Victory Points and Adjust Scores**
Leaders and Incorporated Locations are worth 1 point each.
VP chips are worth their pictured values.
If any player has 30 VP or more, the game is over.
The player with the highest score wins.
If there is a tie for highest score, it is resolved by most cards in hand.
If there is still a tie, it is resolved by unused resource tokens and workers.

- Clean-up Phase**
Discard all non-VP tokens (unless protected by a )
- Important Notes:**
Locations can hold up to 3 VP tokens of the value they produce.
Leaders can hold up to 5 VP tokens of the value they produce.
Base can hold up to 3 Deals or Spoils.



TURN ACTIONS

Conquer a Location



Negotiate with a Location



Incorporate a Location



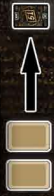
Redevelop a Location



Scavenge for Resources



Discard and Draw



Play a Leader



Replace a Leader



Send a Worker to Location



Send a Worker to Location (2nd Time)



Send a Worker to Opponent's Location

