

RULES & REMINDERS:



STRENGTH



AGILITY



CUNNING



CHARM

- EFFORT TOKENS ARE PLACED FACE DOWN**
- YOU CAN ALWAYS LOOK AT YOUR EFFORT TOKENS**
- EFFORT TOKENS CAN'T BE MOVED ONCE PLACED**
- YOU ONLY COMPETE FOR A CHALLENGE IF YOU PLACED AN EFFORT TOKEN ON IT**
- TYPICALLY 1 DIE IS ADDED TO TOTAL SCORE**
- TRIBUTES THAT TIE, ROLL AN ADDITIONAL DIE UNTIL TIE IS BROKEN**
- SPECIAL EVENTS ARE KEPT BY THE WINNING TRIBUTE**
- CHALLENGES THAT ARE NOT BID ON DO NOT SCORE ANY POINTS**
- FIRST ALLY MUST BE OTHER TRIBUTE FROM YOUR DISTRICT**
- AFTER FIRST ALLY, ADDITIONAL ALLIES ARE RANDOMLY ADDED**
- OPPONENTS CANNOT ALLY WITH TRIBUTE FROM YOUR DISTRICT**

TURN ORDER:

- STARTING PLAYER REVEALS 1 CHALLENGE CARD PER PLAYER**
- EACH PLAYER TAKES TURNS PLACING EFFORT TOKENS FACE DOWN**
- ONCE ALL TOKENS ARE DOWN, REVEAL AND RESOLVE CHALLENGES IN ORDER**
- WINNER IS PLAYER WITH HIGHEST TOTAL SCORE**
TOTAL SCORE = TRIBUTE ABILITY (IF ANY APPLIES TO THE CHALLENGE) + ALLIANCE BONUSES + THEIR EFFORT TOKENS + DIE ROLL
- ADD APPROVAL RATING POINTS TO WINNER'S SCORE**
- TRIBUTES KEEP SPECIAL EVENTS WON, ALL OTHER CARDS GO IN DISCARD PILE**
- WHEN END OF DAY CARD REVEALED, FINISH TURN AND SHUFFLE DISCARDED CARDS BACK INTO DECK**
- REPEAT STEPS ABOVE**
- GAME IS OVER WHEN NUMBER OF DAYS (TYPICALLY 2 OR 3) ARE COMPLETED**
- WINNER IS PLAYER WITH HIGHEST APPROVAL RATING**