

Setup

1. Separate the four card types (Milestone, Ministry, Challenge, Resource) and shuffle each into its own face-down deck.
2. Each player draws 3 Resource cards and 1 Ministry card as their starting hand.
3. Flip over the top 1 card from the Challenge deck. This is the initial challenge and is active immediately.
4. Each player draws 1 Milestone card. The player with the highest point value is the starting player. Shuffle these cards back into the Milestone deck.

5-Player Variant Rules

If playing with 5 players, apply the following two special rules:

Setup: After shuffling the Challenge deck, randomly remove 5 Challenge cards from the game without looking at them.

Challenge Phase: You only stop drawing a new Challenge card if there are three unresolved Challenge cards already in play.

Game Flow

The game proceeds clockwise. Each player's turn consists of the following five phases:

1. Upkeep Phase

Before you draw cards, check how many unresolved Challenge cards are in play. For each unresolved card, the team (not each player) must collectively discard 1 card from their hands. The starting player skips this phase on the very first turn of the game.

▪ **Rules Tip:** This is the ongoing penalty for leaving Challenges on the table. It triggers at the start of every player's turn.

2. Draw Phase

Draw any combination of 3 cards from the Resource and/or Ministry decks and add them to your hand.

3. Action Phase

Choose ONE of the following five actions to perform:

i. **Gather Resources:** Draw 1 additional card from the Resource or Ministry deck.

ii. **Use a Ministry Card:** Play 1 Ministry card from your hand and resolve its ability.

iii. **Achieve a Milestone:** Draw the top 2 cards from the Milestone deck. Choose 1 to attempt and place the other face-down on the bottom of the deck. Read the chosen card's contents aloud to all players. After reading:

▪ The active player may play a maximum of one

Ministry card to assist.

▪ All players may contribute Resource cards from their hands to pay the cost.

▪ If successful, gain the points. If you cannot or choose not to pay the cost, place the chosen card on the bottom of the Milestone deck and your action for the turn is over.

iv. **Deal with a Challenge:** You may choose 1 Challenge card in play and single-handedly pay its resource cost to remove it.

▪ **Rules Tip:** This action is the main way to solve old, pre-existing challenges. This is a solo action.

v. **Share Resources:** Give 1 Resource card or Ministry card from your hand to another player.

4. Challenge Phase

Check the number of Challenge cards in play.

If the number has **reached the limit** (2, or 3 for a 5-player game), this phase ends immediately.

If the number is **below the limit**, flip 1 new Challenge card. All players may immediately cooperate to deal with this new challenge. If you cannot, the team suffers its penalty.

▪ **Rules Tip:** The teamwork in this phase can only be used to deal with the "new challenge" just drawn this

turn. Any challenges already on the table must be solved individually via Action #4 in a player's Action Phase.

▪ **Rules Tip:** If the team fails to deal with the new challenge, you suffer the one-time card penalty immediately. This penalty will not trigger again.

5. End of Turn

Hand Limit: After all other phases are complete, check your hand. If you have more than 7 cards, you must discard down to 7.

Running Out of Cards

If the Ministry / Resource draw deck is empty and a player needs to draw from it, immediately shuffle the discard pile to form a new draw deck.



Winning & Losing

Victory: The moment the team's score reaches the target, all players win immediately.

Defeat: If the Challenge card deck runs out before you reach the target score, all players lose.