

Worlds Asunder

Scifi Card Game

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Taking you where dreams are made of stars

The dawn of intergalactic travel is so close that its electric body galvanizes the minds of thousands of scientists and millions of wannabe colonists.

Quantum engineering, 3D printing and artificial intelligence are pervasive branches of science, intertwined with every aspect of daily life. Everybody has access to them, everybody uses them.

The graviton is tamed and has sent the solar system abuzz, teeming with ships, robots and people.

But the dark side of humanity is showing its claws. The human civilization has been polarized by the people who want to acquire and maintain their power over the masses. The humans of this world are in conflict.

One man has breached the very wheelwork of Nature and has found a way to go anywhere in an instant, jumping through space as if walking through open doors between worlds.

The leaders of the United Planets Alliance are trying to find this man and obtain control over the greatest achievement of mankind: the obliteration of any barriers of space.

It is your destiny to intervene and set mankind on its path to the future you wish for.

Join your forces with others like you, breathe life into your faction, take part in events happening in the solar system and beyond, and bring ruin or triumph to a world which finds itself in the agony of childhood.

No man or woman has ever been closer to the future of this world. Reach up and embrace your destiny, for you have the power to bring change!

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▶ Description

The Worlds Asunder Card Game (WACG) is a competitive card game for 2 players, with a science fiction theme and atmospheric lore.

The game is designed for players who like the randomness of card shuffling combined with the short-term logic required to find the best combination of card abilities, on the spot.

The game can be played by casual players right out of the box with excellent balance. There is a single deck of cards, no other play components.

The main mechanics are: shuffled cards, card drawing, turns, rounds, card playing, abilities (= rules applied when cards are played), unlocked abilities, combo actions (= combining the abilities of multiple cards played in a single turn), and management of limited resources. The game may be customized by creating custom rules and cards.

The rules are few and create a fast paced and balanced gameplay, but also create the potential for decisions which can easily switch the balance. There is just enough pressure for the players to feel that they might lose at any moment, but without making the casual players feel like it's impossible for them to win against advanced players. At the end of a game, when you draw the line, you realize that you're playing for fun and for twists in what you thought was your win.

The math part of the game is as basic as it gets: the players only have to compare the total sway of the cards played during a turn. There are no bonuses to add or penalties to subtract, no tokens or counters to move around and account for. It's all about adaptation to the environment on the spot, and long-term strategy.

The system's logic is based on the diversity of the (rules of the) abilities present on the cards, and has an emphasis on combo actions. Combo actions emerge fluidly from the abilities, and have to be created on the spot by the players. To master the game, a player has to master combo actions.

Playing consists of turns during which the players may execute various actions.

The purpose of a game is to engage more sway than the rival during each turn, but a game is won by the player who wins the last turn and round. Everything builds toward that last turn.

The typical game duration for advanced players is (consistently) 30 minutes. Beginner players (who already know the rules) need about 60 minutes.

Factions: Free Space Alliance (FSA, ★), United Planets Alliance (UPA, ❖).

Legend: DSS - Deep Space Station, US - United Ship.

There are 132 cards, each with a themed name, lore and face image. There are some extra cards for the rules (summary) and abilities.

The game is published in a print-it-yourself format.

► Description ► Highlight features

Combo action based, basic math, fast paced.

Difficulty scalable with player experience.

Players can use cards designed by them.

► Description ► Requirements

Minimum player age: 12 (years).

Number of players: 2.

Necessary player skills: reading, basic number addition, adaptation to the environment, long-term strategy.

► Gameplay synopsis

Most of the time, a player has to engage (= play from hand) during his / her turns cards whose total sway (= numeric card value) is at least equal with the total sway of the cards engaged by the rival, thusly successfully obstructing the rival.

Normally, during a turn, a player may engage only 1 card, but the abilities of the engaged cards allow for more cards to be drawn, engaged or moved. The engagement of multiple cards in a series is called combo action and forms the game's backbone. Combo actions with 10 cards are not rare, and even with more than 20 cards have been seen.

Sometimes, a player will fail to obstruct the rival because he / she will not be able to create combos that are powerful enough, and will lose the round. In such a case, the player must discard 1 ruin or triumph card, which reduces his / her chances to win the last round of the game and the game.

► Gameplay summary

Beginning of game:

- Establish a turn order for the players. Establish the player who turns first.

- Each player must choose his / her faction from the factions of the cards with which the game is played; each player must choose a different faction.
- Move all the cards (including the custom ones) to the void.
- Each player must recruit all the ruin and triumph cards which have his / her faction.
- All the remaining void cards must be moved to the destiny. Shuffle the destiny very well and make it a deck in which the cards are with their faces down, invisible to the players.
- Each player may refill, starting with the player who has to turn first.
- The player who has to turn first must start his / her first turn.

Turn:

- During a turn, the player may execute various actions during two phases: "Obstruct" and "Plot". The rival may not execute any actions. Some abilities may allow the rival to engage a card, ending the player's turn and starting the rival's turn.
- The player must end each phase of a turn, "Obstruct" and "Plot", in maximum 5 minutes.
- The "Obstruct" phase (of the turn) starts.

Obstruct:

- If this is the first turn of the game, skip this phase.
- The player may engage 1 card; the player may continue to engage cards as a combo action.
- After the player finishes engaging all the desired cards, calculate the total sway of the cards from the timelines of both players. Each epic card from a timeline increases the total sway from the timeline with the number of cards from the timeline, limited to an increase of maximum 20.
- If the total sway of the player's timeline cards is lower than the total sway of the rival's timeline cards then the player has **failed to obstruct**, the **rival wins the current round** and the "Ending round" phase must be immediately executed (skipping the rest of the steps of this phase).

- If this step is reached, it means that the player has **successfully obstructed**, so the current round continues.
- The timeline cards of both players must be discarded.
- The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.
- If there are no destiny cards, each player must move all the experience cards to the ops. The player who has more ops cards than his / her rival must discard ops cards until both players have the same number of ops cards; this is executed only once. The time interval between now and the end of the game is called **finale**.
- The "Plot" phase (of the turn) starts.

Plot:

- The player must engage 1 card; the player may continue engage cards as a combo action. If this doesn't happen, the turn ends, the rival **rival wins the current round** and the "Ending round" phase must be immediately executed (skipping the rest of the steps of this phase).
- The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.
- If the rival forcefully ends the player's turn during the plot, using an ability, all the mandatory / non-optional steps of the plot have to be executed up to this point before the rival's turn starts.
- The player's turn ends and the rival's turn starts.

Ending round:

- This phase may be executed only if there is a round winner.
- A round ends when a player fails to obstruct a plot, or when a player must start a plot but doesn't.
- The effects of all the abilities which have an effect during a turn, end, including for the abilities which have an effect over multiple turns.
- The round loser must discard 1 ruin or triumph card, which reduces his / her chances to win the last round of the game and the game. If such a card can't be discarded, or his / her last one was discarded, the game ends and is won by the round winner.

- If the game ends, the game's ending story is told by the lore of the ruin card which was last engaged by the game winner. If such a card was not engaged, the game's ending story is told by the lore of the triumph card which was last engaged by the game winner. (Skip the rest of the steps of this phase.)
- The timeline cards of both players must be discarded.
- Each player may refill, starting with the round loser.
- Each player may recruit 2 cards, starting with the round winner.
- Each player may unlock 1 ability, starting with the round winner.
- The round loser must start a new turn.

► Card anatomy

The card size is 140 * 89 millimeters (5.5 * 3.5 in) and the thickness is 0.3 millimeters. The closest standard size is B7 (ISO 216 format, 125 * 88 millimeters / 4.9 * 3.5 inches).

Each card has a unique image on its face. All the cards have the same image on their backs.

Card: A rectangular piece of cardboard.

Card back: The side of the card which has no text on it.

Card face: The side of the card which has text on it.

Card text areas (those surrounded by brackets may miss):

Name	[Epicness] [Faction]	Ability	Sway
[Lore]			

Card ability: The text from the card's "Ability" text area, usually a word which describes a practice rather than a person who practices (so, it's "Navigation" rather than "Navigator"). This text is the identifier of a set of rules which may be executed when the card which has the ability is engaged, or at the time that each rule specifies. All abilities are listed in the "Abilities" section.

Card epicness: The symbol from the card's "Epicness" text area. The symbol ▲ indicates that the card is **epic**.

Card faction: The symbol from the card's "Faction" text area.

Card lore: The text from the card's "Lore" text area. This text has no effect on the rules.

Card name: The text from the card's "Name" text area. This text has no effect on the rules.

Card sway: The number from the card's "Sway" text area; this is an integer number between 1 and 6.

► Play zones

Play zones common to both players:

- **Destiny:** The shuffled cards, the cards which will be drawn, must be put here at the beginning of a game, in a face-down deck. The cards from this play zone must be invisible to both players (until they are drawn).
- **Void:** The cards discarded by the players must be put here. The cards from this play zone must be visible to both players all the time.

Play zones separate for each player:

- **Experience:** The ruin and triumph cards must be put here at the beginning of a game. The cards recruited by the player must be put here. Some abilities allow the player to move cards here. The cards from this play zone may be invisible to the rival. The experience is used to manage the cost of very important actions, and works as an extension of the ops, but doesn't count toward the refill limit of the ops (of 7 cards).
- **Ops:** The cards drawn by the player must be put here. The cards from this play zone must be invisible to the rival (until they are engaged). This is commonly known as "the player's hand".
- **Timeline:** The cards engaged by the player must be put here. The cards from this play zone must be visible to both players all the time.

► Definitions

Active plot: The current plot (for which an obstruction hasn't started), or the most recent plot for which an obstruction has started but hasn't ended.

Ability: A set of rules which may be executed when the card which has the ability is engaged, or at the time that each rule specifies. All abilities are listed in the "Abilities" section.

Action: Something that a player is required or allowed to do.

Card ability: See the "Card anatomy" section.

Card epicness: See the "Card anatomy" section.

Card faction: See the "Card anatomy" section.

Card sway: See the "Card anatomy" section.

Combo (action): The chained execution of the ability of each of the cards which is engaged during an obstruction or plot.

Combo cards: The cards which are engaged in a combo action.

Current / the player: The player who is currently turning, or the player which is referenced.

Current obstruct / obstruction: The most recent obstruction which hasn't ended.

Current plot: The most recent plot which hasn't ended.

Custom card: Card designed by a player. A custom card should have a name, lore and image which match the theme of the game. A custom card must have the same faction as the player who will engage it. Each custom card (used in a game) must have a different ability and sway, independent for each player. Only 1 custom card may be epic. Because of these limitations, custom cards don't have to be approved by the both players.

Destiny: Play zone from where cards are drawn.

Discard a card: Move a card to the void.


Draw X cards: Take and look at 1 card from the top of the destiny, and if it has no faction or has the player's faction then move it to the ops; if the card has the rival's faction then move it to the rival's ops. Do this until either X cards have been moved to the player's ops, or until the player's ops has 7 cards; cards may not be drawn if the player's ops already contains 7 or more cards. After the cards are drawn, any player who has more than 7 ops cards must discard ops cards until he / she has 7 ops cards.

Engage ability: Engage the card which has the ability, and execute the ability.

Engage card: The player can choose to perform one of two actions:

- Move 1 card from the ops to the timeline, make it visible to both players, and (optionally) execute its ability.
- Move 1 card from the experience to the timeline, make it visible to both players, say out loud "Unlocked" and the name of an ability which was unlocked in a previous round, and execute that ability instead of the ability which is present on the moved card.

Combo action: If the abilities of the cards from the timeline don't forbid more cards to be drawn or engaged, and an executed ability allows the player to draw or engage more cards, the player may do so in any order and at any time during the current obstruction or plot, executing the abilities of the engaged cards in any order and at any time during the current obstruction or plot.

Epic (card): A card which has the symbol  on the left side of the faction. Each epic card from a timeline increases the total sway from the timeline with the number of cards from the timeline, limited to an increase of maximum 20.

Execute ability: Execute the set of rules which are identified by the ability, as shown in the "Abilities" section, when the card which has the ability is engaged, or at the time that each rule specifies. Each sentence of the ability's rules may be executed at any time during the current obstruction or plot, not necessarily when the card is engaged, in any order. While executing an ability is optional by default, any rule of the ability must be executed if its text indicates that an action is required (for example with the word "must").

Invisible card: A card with its face hidden from the player who doesn't have the card.

Obstruct / obstruction: The "Obstruct" phase of a player's turn.

Obstruct / obstructing: Engaging cards during the "Obstruct" phase of a player's turn.

Official rule / card: An official, non-custom, rule / card.

Phase: A named interval of time from a section, like during a turn, during which a player may execute various actions. For example, "Beginning of game" is the first phase from the "Playing" section.

Play zone: A physical zone where cards are put in order to keep track of them.

Player: A person who plays a game.

Player (has) card: The card is in one of the player's play zones.

Player faction: At the beginning of a game, each player chooses his / her faction from the factions of the cards with which the game is played; each player must choose a different faction.

Plot: The "Plot" phase of a player's turn.

Plot / plotting: Engaging cards during the "Plot" phase of a player's turn.

Recruit a card: Move a card from the void to the experience. A card may be recruited only if it either has no faction or has the player's faction, and isn't a ruin or triumph card (except at the beginning of a game), and doesn't allow the player to recruit cards. This can normally be done during the "Ending round" phase.

Refill: The player may draw cards until there are 7 cards in the ops. If the player's ops has more than 7 cards, the player must discard ops cards until only 7 cards remain in the ops.

Rival: The player other than the referenced player, or other than the player who is turning.

Round: A series of turns that ends with a player winning the round (player called "round winner"), and with the other player losing the round (player called "round loser").

Round loser: The player who has lost the round, that is, the rival of the player who has won the round.

Round winner: The player who has won the round, that is, the rival of the player who has lost the round.

Section: A named section of the rulebook. For example, the current section is "Definitions".

Step: A paragraph of the rulebook. Each sentence from a paragraph may be executed in any order, not necessarily in the written order; the conditions in which the entire step must be executed are usually at the end of the step.

Sway of cards: The sum of the sways of the cards.

This card: The card which is implied, or which is affected by an action.

This turn: The current turn. Only the player who is currently turning is considered to be turning.

Turn: A time when a player may execute various actions, while the rival (usually) doesn't. It includes two consecutive phases (for the same player): "Obstruct" and "Plot".

Unlock ability = Say out loud "Unlock" and the name of an ability (which was not unlocked in a previous round). The following abilities may not be unlocked: ruin and triumph. This can normally be done during the "Ending round" phase. Unlocked abilities remain unlocked for the rest of the game. An unlocked ability should be written so that it's not forgotten.

Visible card: A card with its face visible to both players, at any time.

XXX ability: The ability with the XXX name. See the "Abilities" section for a list of abilities.

XXX card: A card which has the XXX ability, or is in the XXX play zone, or has the XXX faction. For example, an engineering card is a card which has the engineering ability.

► **Playing**

All the phases and steps described here must be strictly followed, in the written order. Each sentence from a paragraph may be executed in any order, not necessarily in the written order; the conditions in which the entire step must be executed are usually at the end of the step.

► **Playing** ► **Beginning of game**

Establish a turn order for the players. Establish the player who turns first.

Each player must choose his / her faction from the factions of the cards with which the game is played; each player must choose a different faction.

Move all the cards (including the custom ones) to the void.

Each player must recruit all the ruin and triumph cards which have his / her faction.

All the remaining void cards must be moved to the destiny. Shuffle the destiny very well and make it a deck in which the cards are with their faces down, invisible to the players.

Each player may refill, starting with the player who has to turn first.

The player who has to turn first must start his / her first turn.

► **Playing** ► **Turn**

During a turn, the player may execute various actions during two phases: "Obstruct" and "Plot". The rival may not execute any actions. Some abilities may allow the rival to engage a card, ending the player's turn and starting the rival's turn.

The player must end each phase of a turn, "Obstruct" and "Plot", in maximum 5 minutes.

The "Obstruct" phase (of the turn) starts.

► **Playing** ► **Turn** ► **Obstruct**

If this is the first turn of the game, skip this phase.

The player may engage 1 card; the player may continue to engage cards as a combo action.

After the player finishes engaging all the desired cards, calculate the total sway of the cards from the timelines of both players. Each epic card from a timeline increases the total sway from the timeline with the number of cards from the timeline, limited to an increase of maximum 20.

If the total sway of the player's timeline cards is lower than the total sway of the rival's timeline cards then the player has **failed to obstruct**, the **rival wins the current round** and the "Ending round" phase must be immediately executed (skipping the rest of the steps of this phase).

If this step is reached, it means that the player has **successfully obstructed**, so the current round continues.

The timeline cards of both players must be discarded.

The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.

If there are no destiny cards, each player must move all the experience cards to the ops. The player who has more ops cards than his / her rival must discard ops cards until both players have the same number of ops cards; this is executed only once. The time interval between now and the end of the game is called **finale**.

The "Plot" phase (of the turn) starts.

► **Playing** ► **Turn** ► **Plot**

The player must engage 1 card; the player may continue engage cards as a combo action. If this doesn't happen, the turn ends, the rival **rival wins the current round** and the "Ending round" phase must be immediately executed (skipping the rest of the steps of this phase).

The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.

If the rival forcefully ends the player's turn during the plot, using an ability, all the mandatory / non-optional steps of the plot have to be executed up to this point before the rival's turn starts.

The player's turn ends and the rival's turn starts.

► **Playing** ► **Turn** ► **Ending round**

This phase may be executed only if there is a round winner.

A round ends when a player fails to obstruct a plot, or when a player must start a plot but doesn't.

The effects of all the abilities which have an effect during a turn, end, including for the abilities which have an effect over multiple turns.

The round loser must discard 1 ruin or triumph card, which reduces his / her chances to win the last round of the game and the game. If such a card can't be discarded, or his / her last one was discarded, the game ends and is won by the round winner.

If the game ends, the game's ending story is told by the lore of the ruin card which was last engaged by the game winner. If such a card was not engaged, the game's ending story is told by the lore of the triumph card which was last engaged by the game winner. (Skip the rest of the steps of this phase.)

The timeline cards of both players must be discarded.

Each player may refill, starting with the round loser.

Each player may recruit 2 cards, starting with the round winner.

Each player may unlock 1 ability, starting with the round winner.

The round loser must start a new turn.

► Abilities

The following is a list of abilities which may be executed when the card which has each ability is engaged, and the rules which must be followed either then or at the time that each rule specifies.

Not all abilities are on the official cards, but may be unlocked, or may be used on custom cards.

Battle: The player may engage 2 cards. A battle card may be engaged only if the player's timeline doesn't contain any covert card. A battle card may be engaged at any time during the rival's plot, ending his / her turn and starting the player's turn, with the battle card being the first card engaged during the player's obstruction.

Covert: The player may engage 1 card. A covert card may be engaged only if the player's timeline doesn't contain any battle or warfare cards. Battle or warfare cards may be engaged only if the player's timeline doesn't contain any covert card. If this ability is executed during a plot (not during an obstruction), the rival may not engage battle or warfare cards during his / her next obstruction (after the covert card is engaged).

Engineering: The player may draw 1 card and then may engage 1 card.

Enlist: The player may recruit 1 card whose sway is equal with or lower than the sway of the enlist card.

Leadership: The player may engage 2 cards.

Logistics: The player may refill.

Navigation: The player may draw 2 cards.

Negotiation: If the player has fewer ops cards than the rival, he / she may draw cards until both players have the same number of ops cards.

Omen: The player may take and look at 4 cards from the top of the destiny, may move 1 of the cards to the ops, and must put the others at the bottom of the destiny, with their faces down, in any order. The card to move to the ops must have either no faction or the player's faction. This ability may be executed only if the player has less than 7 ops cards.

Persuasion: The player may discard 1 card from the rival's timeline and then may engage 1 card.

Rescue: The player may engage 1 card. A rescue card may be engaged at any time during the player's obstruction, even if the player's timeline already has cards and those cards don't allow more cards to be engaged.

Ruin: The player may engage 1 card.

Sabotage: The player may engage 2 cards. If the cards were engaged during a plot (not during an obstruction), keep them invisible to the rival; their abilities may not be executed during the current plot. The invisible cards must be revealed, and have their abilities executed, after the rival finishes obstructing.

Sacrifice: The player may engage 1 card. The rival has 2 turns to win the round. If the player successfully obstructs during the first or second turn then the player wins the round, else the rival wins.

Strike: The player may engage any number of cards from the ops (but not from the experience). The cards which are moved in any way to the ops (for example through drawing) as an effect of the executed abilities may not be engaged during the current obstruction or plot.

Triumph: The player may engage 1 card.

Valor: The player may draw 1 card and then may engage 1 valor card.

Vengeance: The player may draw 2 cards and then may move 2 ops cards to the experience.

Vision: The player may engage any number of cards whose (total) sway plus the sway of the vision card is maximum 7.

Warfare: The player may engage 1 card. A warfare card may be engaged only if the player's timeline doesn't contain a covert card.

► Various

A player who doesn't respect the rules is eliminated from the game.

Actions which are not specifically required or allowed by the rules, are forbidden.

The official rules may be modified and custom rules may be used, but only if both players agree. If the players don't agree, the existing official rules must be strictly followed.

If you have difficulties in deciding in which order you should execute the rules, you should choose any order that makes it much easier for the players to play the game, not the order which gives you some immediate advantage. The official order keeps the game balanced.

If two rules appear to explicitly allow and forbid a certain action at the same time, the context specific rule has priority. If there is no context specific rule, the more detailed rule has priority.

An action which the rules say that a player may do, but can't be done, must be ignored.

An action which the rules say that a player must do, but can't be done, results in the game ending and the rival winning it.

Once a player has executed an action according to the rules, the action may not be reversed.

If a player leaves the game before it ends normally, the game ends and the rival wins the game.

The players may communicate about anything, anytime, overtly or covertly.

When a player has to do something with a card, the card must be in one of his / her play zones, unless the rules specify otherwise.

A player may look anytime through all his / her cards, and may change the order of the cards from all his / her play zones.

A player may look anytime through the cards which are visible to both players, but he / she may not change the order or position of the cards (unless they are in his / her play zones).

A player may put his / her cards in the play zones only as specified by the rules. Once a card is put in a play zone according to the rules, it may be moved to another play zone only when the player is explicitly required or allowed by the rules to do so.

A player may put a card in his / her play zones only if it has either no faction or the player's faction. If at any time it's observed that a player has an ops card which has the rival's faction, the card must be immediately moved to the ops of the rival.

When an action is being executed, if a player sees that an action which was forbidden by the rules was executed before, the previous action may not be reverted, but its current effect (if any exists) must be immediately stopped.

When a rule says that X cards may be drawn and / or moved, it means that maximum X cards may be drawn and / or moved, not that either 0 or exactly X cards must be drawn and / or moved. Only if the rule says "must" then each step must be executed exactly as specified.

► Team play

The game may be played with 4 players, as 2 teams with 2 members each. The members of a team have the same faction.

The following concepts are shared by the members of a team: the experience, the timeline, the total sway of the cards engaged in the timeline, winning rounds and winning the game. Nothing else is shared by the members of a team.

Each player has a separate ops, so they engage cards separately, in the shared timeline.

The members of a team may not turn one after the other, a rival must turn between them.

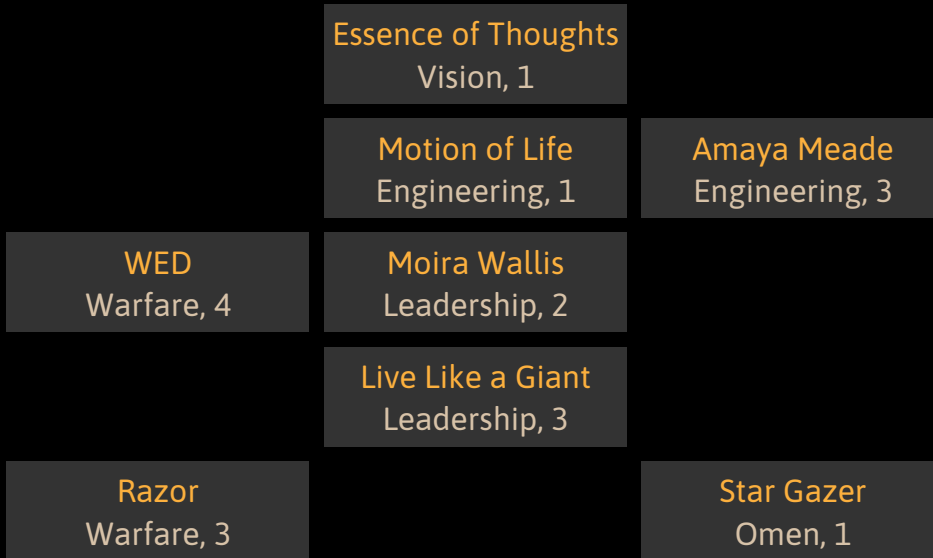
The members of a team may not communicate about the cards that they keep invisible from the rival team.

► Gameplay examples

Elaine is the UPA player, Simon is the FSA player.

► **Gameplay examples** ► **Engaging effects are independent**

The cards engaged as an effect of the engineering, leadership and warfare abilities are not counted toward the sway limit of the vision ability because any ability allows cards to be engaged independently of the effect of the vision ability.



► **Gameplay examples** ► **Plot-obstruct with leadership**

Simon engaged 19 sway, and drew 3 cards (because of the navigation and engineering abilities).



Elaine obstructed by engaging 19 sway, and drew cards until her ops had 7 cards (because of the logistics ability).

	Frank Baxter Leadership, 5	
Unfulfilled Dreams Vision, 1		Taygeta Burgess Vision, 2
Whispers of Gods Valor, 2		Rapture Logistics, 2
Motion of Life Engineering, 1		Vanguard DSS Logistics, 3
Live Like a Giant Leadership, 3		

► **Gameplay examples** ► **Plot-obstruct with covert**

Elaine engaged 14 sway. During his next obstruction, Simon was not allowed to engage battle and warfare cards because of the covert ability.

	Essence of Thoughts Vision, 1	
	Pillars of Destruction Omen, 4	
	Ascension Leadership, 2	
Solitude Covert, 2		Moira Wallis Leadership, 2
Edmund Maraldi Engineering, 3		

Simon engaged 14 sway and successfully obstructed Elaine.

	Live Like a Giant Leadership, 3	
	Selena Ross Leadership, 4	
SCAI Engineering, 4		Nicholas Renfrew Engineering, 3

► Gameplay examples ► The importance of timing plots

Depending on the timing of plots during the finale, a player may win or lose a game. Generally speaking, the player who turns first during the finale should engage all his / her cards, so that the rival is forced to defend with all his / her cards and thusly remain without cards to plot with, which means that he / she loses the round and the game.

Elaine drew the last destiny cards during her last successful obstruction, starting the finale. She had 1 more triumph card than Simon, since she won a round, so Simon had to discard one. She had two ways in which to engage her cards, and either lose or win.

► Gameplay examples ► The importance of timing plots ► Elaine loses #1

Elaine decided to move slowly and plotted with 13 sway: **WED** – Warfare – 4, **Banshee** – Warfare – 4, **Kaori Sato** – Warfare - 3, and **Deepwater DSS** – Engineering – 2.

Simon obstructed with 9 sway and discarded Elaine's "WED" card with a persuasion card, therefore successfully obstructing Elaine: **Infinite Destinations** – Triumph – 6, **Gardener of Thoughts** – Persuasion – 3.

Simon plotted with 17 sway: **Taste of Blood** – Ruin - 6, **WAT** – Warfare – 3, **Thunder** – Warfare – 5, **Against All Odds** - Leadership - 3.

Elaine obstructed with all her remaining cards with 18 sway: **Dystopia** – Ruin – 6, **Worlds Asunder** – Triumph – 6, **Things to Come** – Triumph – 6. She did successfully obstructed, but had no more cards to plot with, so she lost the round and the game.

► Gameplay examples ► The importance of timing plots ► Elaine loses #2

Elaine decided to move swiftly and plotted with 25 sway, engaging all her cards except the ruin card: **Worlds Asunder** – Triumph – 6, **Things to Come** – Triumph – 6, **WED** – Warfare – 4, **Banshee** – Warfare – 4, **Kaori Sato** – Warfare - 3, and **Deepwater DSS** – Engineering – 2.

Simon obstructed with 20 sway and discarded Elaine's "Things to Come" card with a persuasion card, therefore successfully obstructing Elaine: **Infinite Destinations** – Triumph – 6, **Gardener of Thoughts** – Persuasion – 3, **WAT** – Warfare – 3, **Thunder** – Warfare – 5, **Against All Odds** - Leadership - 3.

Simon plotted with 6 sway: **Taste of Blood** – Ruin - 6.

Elaine obstructed with her remaining card with 6 sway: **Dystopia** – Ruin – 6. She did successfully obstructed, but had no more cards to plot with, so she lost the round and the game.

► **Gameplay examples** ► **The importance of timing plots** ► **Elaine wins**

Elaine decided to move swiftly and plotted with 31 sway, engaging all her cards: **Dystopia** – Ruin – 6, **Worlds Asunder** – Triumph – 6, **Things to Come** – Triumph – 6, **WED** – Warfare – 4, **Banshee** – Warfare – 4, **Kaori Sato** – Warfare - 3, and **Deepwater DSS** – Engineering – 2.

Simon obstructed with 26 sway and discarded Elaine's "Things to Come" card with a persuasion card, therefore successfully obstructing Elaine: **Taste of Blood** – Ruin - 6, **Infinite Destinations** – Triumph – 6, **Gardener of Thoughts** – Persuasion – 3, **WAT** – Warfare – 3, **Thunder** – Warfare – 5, **Against All Odds** - Leadership – 3. However, he had no more cards to plot with, so he lost the round and the game.

While it appears that in tight games the finale should start by plotting with all the cards, you should consider that battle cards can interrupt plots at any point and make this solution useless.

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