

## FURTHER DIAGRAMS & EXPLANATIONS

### RULE OF ALIGNMENT

A card may only be placed into a court if it borders cards with a common color and builds upon the established hierarchy or supports the existing ranks.

Two different colors may never touch.

PEERs to either side. Lesser cards below; greater cards above.

### RULE OF PLAYED

A card laid, is a card played. No card may be voluntarily moved once in a COURT.

### RULE OF GREY

When a card has a grey field—half or whole— the grey portion of the field is a wildcard and becomes the first color it connects to.

### RULE OF THREE

To exist a COURT must have three connected cards. If the COURT drops below this threshold, it collapses and all the cards return to the player's hand.

Figure 1. Perfect Court

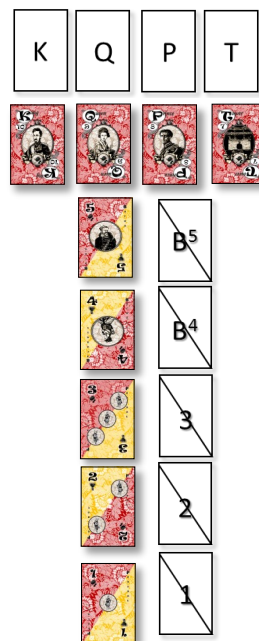


Figure 1 shows a 'Perfect Court', all ranks of cards are represented. The Court may have had minor cards of different houses or Major Houses joined by an ACCORD and still be considered 'Perfect' assuming all ranks are represented.

In Figure 2, the Court did not include '4' or '3' (the '2' connected directly to the '5'). The player cannot later slide the '2' and '1' down to make room for the missing ranks..

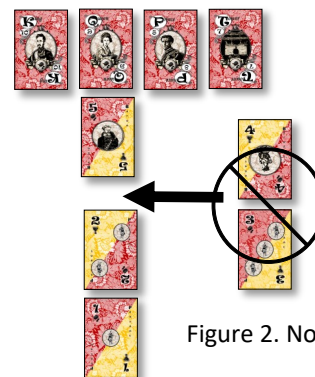
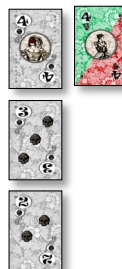


Figure 2. No Moving.

Figure 3. Grey



In figure 5, the three Grey cards are all considered green because the first (and only) colored house card connected to the chain of three grey cards is green. No other colored card could be placed against the grey cards because they have been 'fixed' as green until such time as they become disconnected or drawn back into a player's hand.

Similarly, in figure 3 (b), the grey '2' is blue.

Figure 4. Starting a Court

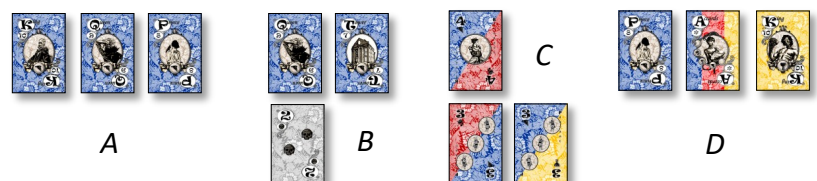


Figure 4 shows four examples of starting a COURT. Any card but FATE may be used to being a COURT.

Figure 5.



In figure 5, the FATE card destabilizes the COURT since the three remaining cards are no longer connected.

In (A) the player can choose which cards remain in the COURT and which return to the hand. In (B) all the cards go back to the hand.

A.



B.

Figure 6. Accords

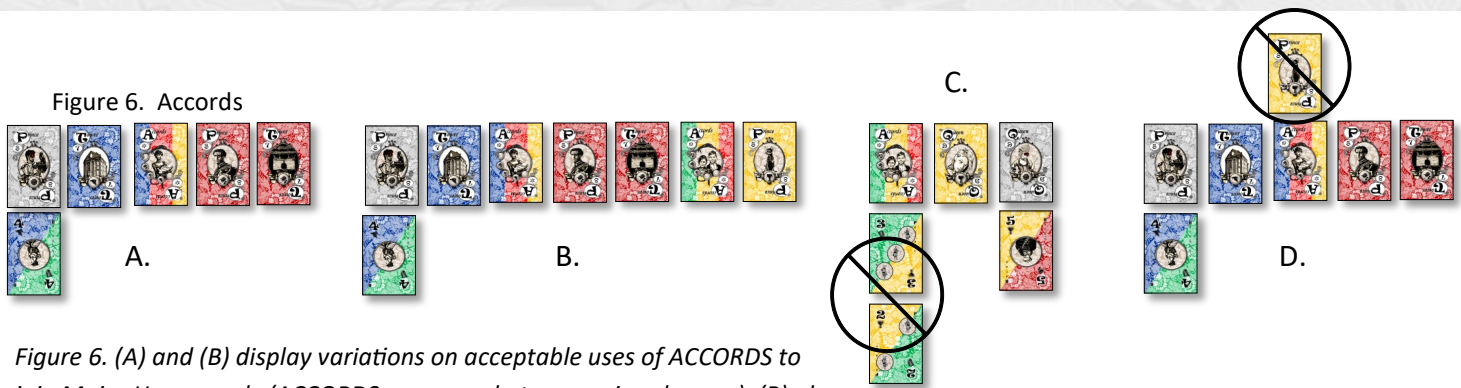


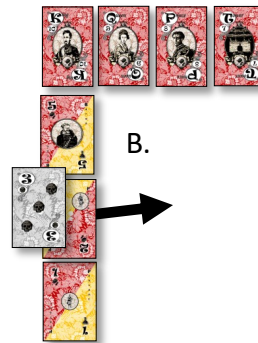
Figure 6. (A) and (B) display variations on acceptable uses of ACCORDS to join Major Houses only (ACCORDS are never between minor houses). (B) also shows how more than one ACCORD may be used in a single COURT. (C) shows that ACCORDS may never be used to connect minor house cards to a COURT. (D) shows how an ACCORD is only ever between 2 individual cards.

Figure 7. Grey Doppelgangers, Recruiters

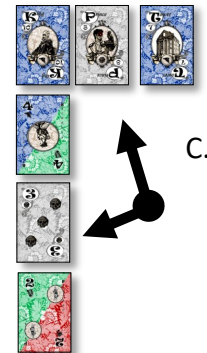
ganger



A. Simplest use of a SHADOW HOUSE card, as a stand in for a missing member of COURT. In (A), the SHADOW Prince acts as the Major House Blue Prince



In example B, the Shadow House 3, is used to steal the 2 Y/R. The 2 is immediately placed in the hand of the player who used the SHADOW CARD. The Shadow House 3 is placed in the discard pile.



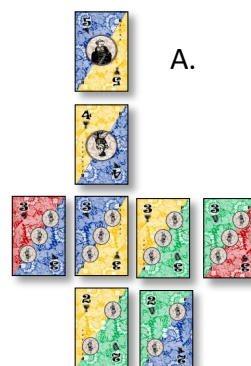
In Figure C, the Court has used two different SHADOW HOUSE. The replacement of the Peasant 3 is unique in that the SHADOW 3 acts as though it is the single color 'green' just as the SHADOW Prince acts as a member of the 'blue' house.

### TURN SEQUENCE

Set-Up: Each player dealt 5 cards; the remaining cards are placed in a draw pile

1. Draw three (3) cards from the draw pile.
2. A player may then do any of the following in any order:
  - a. Place a new set to an empty COURT (min. 3 cards)
  - b. Place additional cards to an existing COURT
  - c. Play Fate cards
  - d. Play a Shadow House Card to
    1. Steal another player's card of  $\leq$  value
    2. Use it as a wild card
3. Discard to 5 or fewer cards.
4. Play moves to the next player's turn (clockwise).
5. Play continues until the first player completes their court.

Figure 8. Other Acceptable Patterns



In (A), the COURT has several members linked on multiple sides. However, all the sides still maintain the RULE of ALIGNMENT as exemplified by the yellow green '3' which is bordered on its left by a blue yellow '3', on its right by a green-red '3' and at a lower rank by a green-blue '2'...