Feebleton

For 2-4 players

Components

- 18 Farmers
- 9 Merchants
- 6 Nobles
- 4 Artists
- 4 Workers
- 4 Council Members
- 4 Guards
- 4 Spies
- 4 Thieves
- 7 Unique Great People cards (yellow cards)
- 7 Unique End of Era cards (red cards)
- 4 Reference cards

"The city of Feebleton is the center of large crossroads of trade and commerce. Despite its abundant wealth, greed is rampant and its military is weak. It would be a shame if a little event happened and all the riches disappeared…"

Objective

To have the most gold when the game ends.

Setup

1. Remove the Reference cards and shuffle the rest of the cards together. This will be the deck.
2. Each player draws 4 cards for their starting hand.
3. Determine who goes first. Turn order then proceeds to the left.

Gameplay

Players take turns playing cards and placing them in a pile next to the deck. This pile is **Feebleton**.

Feebleton continues to grow until a player plays an End of Era card. When an End of Era card is played, the player who played the card takes all cards in the current Feebleton. No additional cards will be added to that pile and a new Feebleton will start.
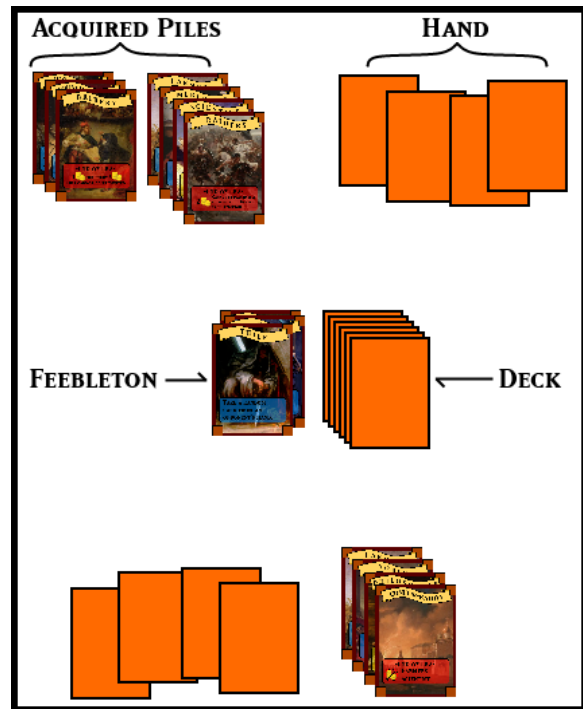
Do not mix piles! If a player acquires Feebleton more than once, the piles will award gold separately.

Player Turn

Step 1) Play a card from your hand to Feebleton.
Step 2) If you have less than 4 cards in your hand, draw to 4. Afterward, your turn ends.

Victory

The game ends as soon as the **last card is drawn** from the deck. (*The player will not continue their turn.*) All cards in Feebleton and in hand award no gold or card count.

When calculating total gold, take the sum of all piles you possess. Gold produced is different between piles, and cards apply their effects only to the pile they are in. (*A pile can award negative gold.*)

The player with the most gold wins! In case of a tie, the player who possesses the most cards wins. Otherwise, it remains a tie.

Example of Scoring:

- *Player 2 draws the last card. Ending the game.*
- *Player 1 had acquired 3 piles.*
- *Pile A has the following:*
     3 Farmers (+3 gold)
     1 Noble (+3 gold)
     2 Council Members (+4 gold)
     2 Thieves (+0 gold)
     Conflagration (+0 gold)
  Due to Conflagration, all Farmers produce no gold (, effective -3 gold). The value of pile A is 7 gold.
- *Pile B has the following:*
     2 Farmers (+2 gold)
     3 Merchants (+6 gold)
     1 Guard (+0 gold)
     the Scientist (+2 gold for 2 farmers)
     the Broker (+5 gold from 10)
     Invasion (-4 gold)
  The Broker produces gold before any gold deductions occur. With 10 gold produced, the Broker provides +5 gold. Then, invasion applies making the second pile 11 gold.
- *Pile C has the following:*
     3 Nobles (+9 gold)
     2 Spies (+0 gold)
     1 Artist (+0 gold)
     the King (+6 gold)
     Marauders (-2 gold)
     the General (+0 gold)
     Bribery (-4 gold from 13)
  There are two End of Era cards. Since Bribery deducts gold last, Marauders will deduct 2 gold from the 15 produced. With 13 gold left, Bribery deducts an additional 4 gold. The third pile totals 9 gold.
- *When summed, the total gold is 27. (7+11+9)*
- *When compared to Player 2's 18 gold, Player 1 wins!*

Card Terms & Rules

"-or-", Artist, Philosopher:
These cards have 2 abilities that can be chosen when played. However, you cannot choose both abilities.

"can", Worker, Spy, Broker, Engineer, Scientist:
Abilities with the wording "can" are optional. The player is not required to use these abilities when playing these cards.

"Play Anytime", Guard, General:
These cards can be played at any time. Their effects are retroactive to cards being played.

- Guard prevents all effects that relate to the hand. This includes being looked at, taken, taken from, traded, and shuffled away.
- Guard cannot be used to retroactively prevent Marauders.
- These cards cannot be played in between card effects such as the Spy's "Look at an opponent's hand" and "trade hands with that player."
- They cannot undo completed card effects such as after a card is taken.

The Broker:
- The Broker's play ability distributes cards 1 at a time, in turn order, until all cards are distributed. Cards are gathered and distributed face-down.
- The Broker produces gold before any gold deductions occur. However, this does not include cards such as Conflagration and Insurrection. They will still prevent the stated cards from producing gold, regardless.
- The Broker does not produce additional gold for every 2 gold he has produced.

The General:
- The General's ability is retroactive and can be played in reaction to an End of Era card being played. However, this will only prevent one End of Era card.
- The prevented End of Era card remains in Feebleton and will still apply its gold modifications when the game ends.

Bribery:
- Bribery deducts gold after all other End of Era cards deduct gold.

Card Descriptions

Farmer (Qty = 18):
+1 Gold

Merchant (Qty = 9):
+2 Gold

Noble (Qty = 6):
+3 Gold

Artist (Qty = 4):
Draw 2.
-or-
Shuffle your hand into the
deck. Draw 4.

Worker (Qty = 4):
+2 Gold.
You can play an additional
card this turn.

Council Member (Qty = 4):
+2 Gold.
Look at the top 2 cards of
the deck. Put them back in
any order.

Guard (Qty = 4):
Play Anytime: cards played by
opponents do not affect your
hand this turn.
*Note: This prevents your hand
from being looked at, taken, taken
from, traded, or shuffled away.*

Spy (Qty = 4):
Look at an opponent's hand.
You can trade hands with
that player.

Thief (Qty = 4):
Take a random card from an
opponent's hand.

King (Qty = 1):
+6 Gold.
Take a random card from
each opponent's hand.

Broker (Qty = 1):
+1 Gold for every 2 Gold.
You can take all hands.
Shuffle and redistribute the
cards evenly to all affected
players starting with you.
Note: Effective 1.5 multiplier.

Scientist (Qty = 1):
Farmers give +2 Gold instead.
You can shuffle all hands into the deck. All affected players then draw 4 starting with you.

Philosopher (Qty = 1):
Draw 3.
-or-
Shuffle your hand into the deck. Draw 5.

Engineer (Qty = 1):
+3 Gold.
You can play up to 3 additional cards this turn.

Historian (Qty = 1):
Take a card from Feebleton.

General (Qty = 1):
Play Anytime: prevent an End of Era.

Conflagration (Qty = 1):
End of Era.
Farmers and the Scientist produce no gold.

Blockade (Qty = 1):
End of Era.
Merchants and the Banker produce no gold.

Insurrection (Qty = 1):
End of Era.
Nobles and the King produce no gold.

Marauders (Qty = 1):
End of Era.
-2 Gold. Cannot be played if a Guard or the General is in Feebleton.
Note: Guards played in reaction to Marauders do not prevent it.

Tyranny (Qty = 1):
End of Era.
-3 Gold. Can only be played if a Council Member or the King is in Feebleton.

Invasion (Qty = 1):
End of Era.
-4 Gold.

Bribery (Qty = 1):
End of Era.
-1 Gold for every 3 Gold. This cannot be prevented.
Note: Effective 2/3rd multiplier.