

RULES SUMMARY

After setup **p.4**, players take turns in clockwise order.

Start of turn

Effects may trigger.

Action phase

p.6

Take a single action from the four available ones.

You may also use each passive card's effect in your hand once during your action phase without discarding them.

Technique action

p.7

Place a technique card into your schedule, resolve its effects, and discard it once fully resolved.

If the card has a bonus action icon , perform another action after this one.

Stall action

p.9

Place cards into your stall with their total matching the next stack to build it.

Each individual stack can only have cards from a single animalfolk set, and no junk!

Market action

p.8

Purchase a new card from the market by discarding cards with a combined total equal to the chosen card's price. Place the new card into your hand.

Inventory action

p.9

Discard any amount of cards from your hand, even zero.

Whenever there is an empty slot in the market after a resolved effect, slide the cards in the market to the right and fill any empty slots from the supply!

Refill phase

p.10

After your chosen action and possible bonus actions, draw cards from your deck until you reach your hand size (5 by default).



End of turn

Effects may trigger.

Once a player builds their 8th stack, the game ends immediately and they win!