

LORDS

Lords is a two player card game set in the world of SoulFall. Each player is in charge of a fledgling Tribe, growing in numbers and power along the shore of a strange land. By worshiping, or ignoring, the four remaining fickle Lords of this peculiar land, players can expand their tribe, build temples, gather powerful shells, and pledge their allegiance to the four Lords, all in hopes of being the most powerful tribe. Each card gained is worth variable points at the end of the game.

SETUP

Place the 5 **Action** and 2 **Reference** cards in the middle of the play area, face up. *(In Lords, players are encouraged to sit side by side, rather than across from each other).*

Place the 4 **Temple** cards in the middle of the play area (set to the *Temple* side).

Give each player 2 **Follower** cards (set to the *Follower* Side), which players place in their Tribe (play area directly in front of them). Place the remaining 8 cards in the middle of the play area, in a stack.

Shuffle together the 12 **Shell** cards, and give each player 2 Shell cards (set to the *Shell* side). Players may look at the Shell cards they have, but keep them secret from the other player). Place the remaining 8 Shell cards in a deck in the middle of the play area.

Shuffle together the 16 **Lord** cards, deal 3 to each player, forming each player's hand (each player keeps their hand of Lord cards secret from the other player). Place the remaining cards in a face down deck in the middle of the play area. Place the top card of the deck face up next to the deck, forming the discard.

If the Lord card in the discard says **Scorned**, the youngest player takes the first turn. If it says **Worship**, the oldest player takes the first turn.



THE CARDS

There are 6 types of cards in Lords, and each has its own use.



Action Cards (5 Cards)

These cards represent the 5 Actions available to the players each turn. On a player's turn, they select 2 of these Actions, perform them, and flip them face down. The other player may then select 1 face up Action.

Lord Cards (16 Cards)

These cards represent the 4 Lords of SoulFall, in various states. Each card has several Abilities. Lord cards can also be used to gain Temples and Shrines.



Temple/Shrine Cards (4 Cards)

These cards represent Temples to the 4 Lords of SoulFall. The back side of each Temple is a Shrine of Solitude. These cards grant various Abilities to the player who has them, as well as determining the status of the Lords.

Follower/Citadel Cards (12 Cards)

Follower/Citadel cards are double sided, with one side representing a Follower, and the other side representing a Citadel. These cards are worth points, and over the course of the game, players will acquire or flip these cards.



Shell/Broken Shell Cards (12 Cards)

Shell cards represent mysterious Shells the players can acquire. Each Shell card has a Broken Shell side. When a Shell is flipped to its Broken side, the player is granted an Ability. Shells are worth points at the end of the game.

Reference Cards (2 Cards)

These 2 cards are references to Abilities that show up on Lord cards that aren't included in the Action cards. These cards can never be selected.



PLAYING LORDS

Lords is played over a series of alternating player turns. A game of Lords ends at the end of any turn if: there are 4 Shrines of Solitude, and/or all Followers have been gained, and/or all Shells have been gained. Players gain points for the cards in their Tribe.

Player Turns

Each turn, the Active player uses the Ability of any Temple cards they have. If the Active Player has multiple Temple cards, they choose the order that the Special Abilities happen.

Then, the Active player must select 2 Action Cards, perform them one at a time, and turn those cards face down. Then, the other Player must select 1 available Action Card and perform that Action. Once the other player has selected and performed an Action, the turn ends, all Action Cards are flipped face up, and new turn begins. The other player becomes the Active player for the next turn.

When a card is **gained**, it is moved to the player's Tribe. When a card is **lost**, it is moved from the player's Tribe back to the middle of the play area.

Actions

There are 5 Actions that are available to the players. When a player selects an Action to use, that Action card is flipped face down. A player can only choose to use an Action that is face up. *Actions and Abilities are performed to the best of a player's ability.*

Meditate

When a player chooses the **Meditate** Action, they draw 2 cards from the Lord deck, add them to their hand, and then choose and discard 1 card from their hand. A player's hand in Lords is kept secret from the other player. There is no maximum hand size. In the event that there are no Lord cards left in the deck, the discard pile is shuffled to form a new deck, and the top card of the new deck is flipped face up to form the new discard.

Flourish

When a player chooses the **Flourish** Action, they take 1 Follower card from the middle of the play area and add it to their Tribe, set to the Follower Side. Or, if the player has more Follower cards than Citadel cards in their Tribe, they may flip 1 of their Follower cards to the Citadel side.

Prospect

When a player chooses the **Prospect** Action, they take 1 random Shell card from the middle of the play area and add it to their Tribe, set to the Shell Side. Or, the player may flip up to 2 of their Shells to the Broken side and use the Broken Shells' Abilities. If a player flips 2 Shells to the Broken side, the player chooses the order in which they complete the Broken Shells' Abilities. Players may look at the Shell cards they have, but keep them secret from the other player.

Note that if a Special Ability allows a player to flip one of their Shells, the player uses the Broken Shell's Ability.

Deify

When a player chooses the **Deify** Action, they discard 1 Lord card from their hand and take the corresponding Temple card (either from the middle of the play area or from the other player) and move it to their Tribe, set to the Temple side. Or, they may flip a corresponding Temple card they already have to the Shrine of Solitude side.

Each Temple card grants the Active player who has it a Special Ability at the beginning of their turn. This happens before the Active Player selects their Actions. If the Active Player has multiple Temples, they choose the order that the Abilities happen.

Players *Worship* any Lord whose Temple they have. This affects the Abilities of some Lord Cards. If neither player has a certain Lord's Temple, that Lord is *Scorned*.

Once a Temple has been flipped to its Shrine of Solitude side, neither player may Deify that Lord, unless the Shrine of Solitude is flipped back to its Temple side.

Beseech

When a player chooses the **Beseech** Action, they reveal 1 Lord card from their hand, perform that Lord card's Abilities, and then move it to the discard pile.

There are 2 reference cards which explain the **Agonize** and **Consecrate** Abilities that appear on some Lord cards.

Lord card Abilities are performed in the order they appear on the card. *Worshipping* a Lord or a Lord being *Scorned* may affect a played Lord card's Abilities.

Note that if any card's Ability references an Action that has already been selected for the turn, they player may still use the referenced Action on that card.

ENDING THE GAME AND SCORING

A game of Lords ends at the end of a turn if: there are 4 Shrines of Solitude, and/or all Followers have been gained, and/or all Shells have been gained. Players gain points for the cards in their Tribe.

Each Follower is worth 1 point.

Each Citadel is worth 3 points.

Each Shell is worth 2 points.

Each Broken Shell is worth 1 point.

Each Shrine of Solitude is worth 2 points.

The player with the most points wins. In the event of a tie, the player with the most cards in their Tribe wins. If a tie still exists, play again.

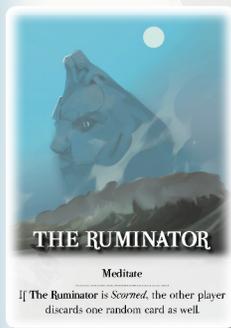
EXAMPLES

Liz chooses to Deify. She discards a The Interloper card from her hand and gains the Temple of The Interloper from the middle of the play area and places it in her Tribe. She now Worships The Interloper.

Travis chooses to Deify. He has the Temple of the Ruminator in his Tribe. He discards a The Ruminator card from his hand and flips his Temple of the Ruminator card to the Shrine of Solitude side.

Liz chooses to Deify. She discards a The Propagator card from her hand and takes the Temple of The Propagator from John's Tribe and places it in her Tribe. She now Worships The Propagator.

Jimmy chooses the Beseech Action and plays this card: He may Flourish *or* Prospect. But, since he has the Temple of the Propagator in his Tribe, he *Worships* The Propagator, so he can Flourish **and** Prospect!



Susan chooses the Beseech Action and plays this card: She Meditates. But, neither player has the Temple of the Ruminator in their Tribe, so the Ruminator is *Scorned*. Since The Ruminator is *Scorned*, Jimmy has to discard one random card from his hand.

Dimi Chooses to Flourish. Since he has 2 Followers and 1 Citadel in his Tribe, he may either gain a Follower from the middle of the play area, or he could flip 1 of her Follower cards to the Citadel side.

Tom chooses to Prospect. He has 3 Shells in his Tribe. He may either gain 1 random Shell from the middle of the play area, or he could flip up to 2 of his Shell cards, of his choice, to their Broken side and use the Broken Shell's abilities in whatever order he chooses.

