

RYM

2-4 Players 15 Minutes Ages 10+

Rym lies buried beneath the scorching sands of Omere and cut off from the reach of the Empire. We were once a hopeful community of settlers and pilgrims, but in time our growing city became a destination for all manner of criminals and opportunists looking to escape the eye of the Empire. This is a lawless place, a Wild West brew of feuding gangs and unscrupulous characters, with an underclass of common people simply struggling to make something of their lives. The Empire won't help us. Who will?

Goal

Each player is attempting to play the various powers in Rym off each other to assemble allies in a cunning bid to take control of Rym. Each of the 14 cards has a points value, the player with the most valuable allies at the end of the game will win! And more importantly, usher in a period of justice, peace and prosperity for its down-trodden people.

Cards

1 Eyes of the People Card: The “Eyes of the People” card represents the attention of the people of Rym and is given to the player that recruits an Ally each round (unless someone played the Preacher and used his ability to claim the Eyes of the People). Each round, the player with the Eyes of the People will take their turn first. This card also has a value of 1 point at the end of the game for the player that has it after the final round.

4 Reference Cards: One is given to each player to help remind them what every card does and what they are worth.

13 Ally Cards: One of these cards will be in the center of the table each round and will be the Contested Ally that the players are competing to recruit. The players will use the other Ally cards to attempt to recruit the Contested Ally.

9 District Cards: These are optional cards for if you would like to play multiple games and have an escalating scoring system.



Ally Card

Set Up

1. Give each player a reference card. Any cards not used may be placed out of the game.
2. Take the “Eyes of the People” card and set it aside. Shuffle the other 13 cards and deal one to each player face up. This will determine the start player. The player with the highest Influence card (the number in the top left corner) will be the start player. Give them the “Eyes of the People” card which will be placed face up in front of them and shuffle again all of the 13 cards together.
3. Deal one card face down in front of each player.
4. Deal as many cards as there are players plus one face up in the center of the table.
5. Place the remainder of the cards aside without anyone looking at them.

Each player may pick up and look at the card they were dealt. Do not reveal it to any other player. You are now ready to begin!

Game Play

It is important that each player has time to look at the card in their hand as well as the cards in the center of the table. Before a round begins, make sure every player is ready. When all players are ready, follow these steps each round:

1. The start player (who has the "Eyes of the People" card) will draw one card from the face up cards in the center of the table and add it to his hand. The player on their left will then do the same and this will continue clockwise around the table. After everyone has done so, there should be one card remaining.

The card in the center of the table is the Contested Ally (or center card) that all players will try to recruit. The point value of this card is how much it is worth at the end of the game.

2. All players will choose one card from their hand at the same time and place it face-down in front of them. This will be the Ally they will use to try to influence and recruit the Contested Ally. Be sure that the other card in your hand is kept secret from the other players.

3. Starting with the player that has the "Eyes of the People" card, he will turn his played Ally card face up. If the card has an ability that has a choice that may be taken (for example, "May trade this card with center card") the active player must decide what they will do at this time. Once his turn has passed, he may not make a decision to use the ability. If he gets a new card *during his turn* he may use the ability on the new card as well. This may continue until he either chooses not to use an ability or there are no more choices to make.

After the active player has finished his turn, the next player clockwise will turn over his card and do the same. This will continue until each player has turned over their cards and no more choices are made.

The cards flipped and revealed during this process are called Revealed cards or Revealed Allies. The Contested Ally (the center card) is not a "Revealed card".

4. After all cards are revealed, the player with the highest Influence card in front of them will receive the card in the center of the table. They will place this card face up in front of them but off to the side. This will be their score pile and all players may see every other player's score pile throughout the game. Lay these cards out so all can be seen.

5. The winning player for the round will receive the "Eyes of the People" card and will be the dealer for the next round. They will collect all cards played as well as any discarded due to an ability. Players will keep their un-played card in hand. Reshuffle and deal out cards face up in the center of the table as described in Set-Up (4) while placing unused cards facedown and aside.

Game End

The game will end once you are not able to place as many cards in the center of the table as there are players plus one. You can easily keep track of this by seeing how many cards are set aside each round after cards are placed in the center of the table. Remember that the player who wins the final round will also get the point for the "Eyes of the People" card.

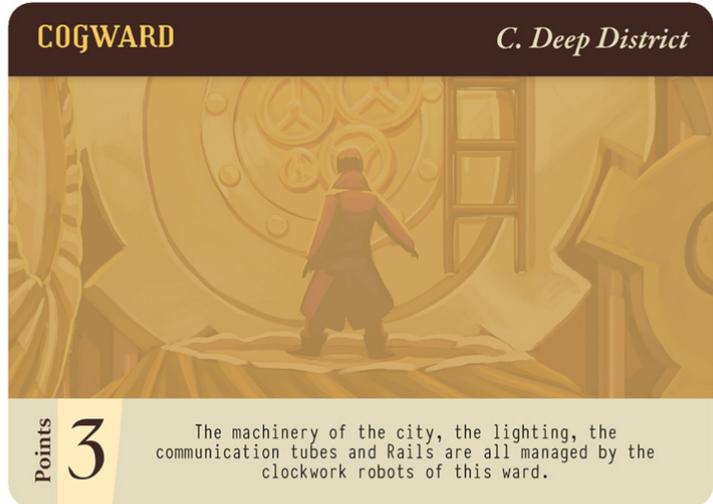
Winning the Game

The player that has recruited the most valuable allies is the winner. If there is a tie, the tied player with the "Eyes of the People" card will win. If there is a tie between players with the most points and no one has this card, the tied player with the most Influential ally will win.

Optional Gameplay (9 Bonus Cards)

There are 9 bonus cards that can be used for players to increase their gaming experience. Players will play 3 rounds with each round being one full standard game. In round 1, players are competing in the Skyward District of Rym. In round 2, players are competing in the Shadow District and in round 3 they are competing in the Deep District.

First place in each round will garner support in the most important location within each district (the highest scoring card), Second place will win the next most valuable location. Third place will win support in the least important location. Fourth place will win no location. After 3 games, the player with the most location points wins. If there is a tie, the tied player who won the most valuable location of all will win.



District Card