ON YOUR TURN

1 DRAW

Draw cards until you have a total of 4 cards in your hand.

In the build phase, you may only draw cards from the **Tech** pile.

In the event phase, you may draw from **Tech**, **Upgrade** and/or **Action** card piles.

Draw one card at a time. You may look at each card before drawing the next one.

If any card pile runs out, shuffle the matching discard pile and turn it over.

2 PLAY

All cards cost **COIN●** which is shown on the top right of the card. You have **5 COIN●** to spend each turn. You do not have to spend all of your **COIN●** but any unspent **COIN●** is lost at the end of your turn.

TECH: Play face up in front of you into your grid.

UPGRADE: Play face up in front of you into your grid.

You can only have 1 of each type of **Upgrade** card in your grid.

The effect of each **Upgrade** starts from the next round.

ACTION: Read out the **Action** card and resolve its effect. Once the effect is complete, place face up on the **Action** discard pile.

3 DISCARD

You may keep up to 1 card in your hand for the next round.

Any extra cards in your hand must be discarded into their matching discard pile, face up.

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