

OBJECT OF TEMPT

In Tempt, players are powerful warlords vying for control of a splintering empire. Players tempt powerful Cohorts to fight for their cause. The 6 Temptresses have no vested interest in the rise or fall of the kingdom; however, they long for the heroics of battle. As such, they are drawn to the conflict and lend their powers to the players. Tempt is a mix of strategy, tactics, and clever card play. The player controlling the largest and strongest army of Cohorts and holding the most primacy over the kingdom after the conflict ends, wins the game.

SET UP

Place the 6 Temptress cards in a stack to the side of the play area. Shuffle together the Cohort cards and deal 3 to each player. Take the remaining Cohort cards and place them in 3 even, facedown decks in the middle of the play area, forming the 3 side-by-side **Areas**. Each player takes an Action Track and sets it to "1." Place the 3 Action cards to the side of the play area. The youngest player is the Dominant Player for the first round.

THE CARDS

There are several types of cards in Tempt.

ACTION CARDS AND ACTION TRACKS

The Action cards (numbered 2-4) dictate how many actions the players receive for the turn, but also are used to keep track of player turns within a round. The Action Tracks are used by the players to keep track of Actions as they are gained and used. A player may never have more than 7 actions.



TEMPRESS CARDS (6 Cards)

These cards represent the Temptresses. There are 6 different Temptress cards. They are drafted at the beginning of each round, and grant the players additional abilities.



COHORT CARDS (60 Cards)

Cohort cards represent powerful Cohorts the players can use to gain control of the kingdom. Additionally, each Cohort card has a draw value, and grants the player the ability to draw additional Cohort cards. Lastly, facedown Cohort cards are used to keep track of Primacy points.



At the end of a player's turn, if that player has more than 6 Cohort cards in his hand, he must choose and move a number of Cohort cards to the bottom of any Area deck until he has 6 Cohort cards in his hand.

When a player draws Cohort cards, he may draw from any of the Area decks.

When a Cohort card is discarded, it is moved to a discard pile referred to as the **Twilight**. The Twilight is never reshuffled into any of the Area decks.

PLAYING TEMPT

Tempt takes place over several rounds. Every round, each player will receive 3 turns. A round always begins with players secretly selecting 2 Temptresses to aid them for the round. The 3 facedown decks are the 3 **Areas** of the kingdom, and each player controls a **Column** on his side of each **Area** where he can Tempt powerful Cohorts. The player with the strongest **Column** in an **Area** controls that **Area**. Each Cohort also may also be Tempted as a Chanter, granting the player additional abilities and benefits.

A round is broken into several parts: **Preparing for War**, **Player Turns**, and **Primacy**. Once these parts have been completed, the round ends.

Each round, one player is the **Dominant Player**. This player begins the round. The Dominant Player role switches at the beginning of each round. The other player is the **Passive Player**.

PREPARING FOR WAR

At the beginning of the round, the Dominant player shuffles together the 6 Temptress cards, takes the top card (without looking at it), and places it face down to the side of the play area and passes the 5 remaining Temptress cards to the Passive player, face down. The Passive player chooses 1 of those cards, places it into his hand, and passes the 4 remaining cards back to the Dominant Player, who chooses 1 of the remaining cards and places it in his hand. Repeat this process until each player has 2 Temptress cards in hand, and 2 Temptress cards are face down to the side of the play area.

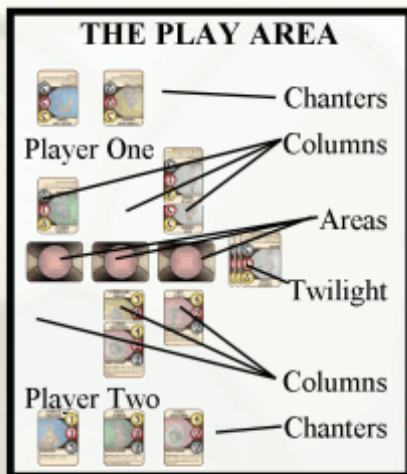
Each player draws 1 Cohort card. The Dominant Player then takes the 3 Action cards and adds them to his hand, and takes the first turn of the round.

PLAYER TURNS

Each player receives 3 turns per round. Turns alternate between the Dominant player and the Passive player, with the Dominant player taking the first turn for the round, and the Passive player taking the last turn for the round.

Each player's turn is broken into three steps: **Action**, **Temptress**, and **Cohort**.

The Dominant player has a special step he performs at the **very beginning** of his turn. The Dominant player reveals 1 of the Action cards from his hand, places it to the side of the play area. Both players receive the number of actions depicted on the revealed Action card, and adjust their Action Tracks accordingly.



PLAYER TURNS (CONTINUED)

ACTION STEP

The player gains 1 action if he has at least 1 Chanter, and gains an additional 1 action if he has 3 or more Chanters. Once the player has recorded any earned actions on his Action Track, the player moves to the Temptress Step.

TEMPRESS STEP

The player moves any Temptresses that have already been played during round to the side of the play area. Then, the player may choose to place any number of Temptress cards (even 0) from his hand face up in his play area. While a Temptress is in play it grants the player special abilities. Unless otherwise stated on the card, a Temptress' ability may be used infinitely and at any time during the player's turn. *The exception to this is the Temptress of Choice, which may only be used once during the player's turn.*

COHORT STEP

During the Cohort step the player may spend actions to place Cohorts from his hand into play. This is called **Tempting**. Each Cohort has a **Tempt Cost**, and to Tempt a Cohort, the player must spend a number of his actions equal to the Cohort's Tempt cost. A player may Tempt as many Cohorts as his actions will allow. Cohorts can be Tempted in 1 of 2 ways: either directly into one of the player's Columns or as a Chanter. Each Cohort has a **Chanter Ability**. Additionally, each Cohort belongs to 1 of 5 Cohort types:

Executioner, Rally Crier, Fear Monger, Elemental, or Militia. Each of the different Cohort types possess a mandatory ability unique to their Cohort type:

When a **Fear Monger** is Tempted directly into a Column, the player chooses 1 opposing Cohort in the same area, and moves it to the opposing player's hand.

When an **Executioner** is Tempted directly into a Column, the player chooses 1 opposing Cohort in the same area, and moves it to the Twilight.

When a **Rally Crier** is Tempted directly into a Column, the player chooses 1 of his Cohorts in play, and moves it into the Column the Rally Crier was Tempted into.

Elementals may not be Tempted directly into a Column and do not count towards the maximum number of Cohorts allowed in the Column. Elementals are unaffected by the Fear Monger ability.

If a player's Column contains 2 or more Cohorts, and all Cohorts in the Column are **Militia** Cohorts, the Column is has 2 additional Strength during Primacy.



COHORT STEP (Continued)

When a player Tempts a Cohort directly into a Column, he places it face up in 1 of his 3 Columns. A player may not have more than 5 Cohorts in a single Column. Each Cohort has a **Cohort Strength** value, and additionally, each Column has a **Column Strength** value, which is combined Strength of Cohorts in the Column.

The player may also Tempt a Cohort into play on his side as a **Chanter**. Chanters grant the player special abilities and are placed face up in the player's side of the play area, but not in any of the player's Columns. A player may not have more than 1 Chanter of the same name in play at the same time. There are 2 types of Chanter Abilities: **Constant Chants** and **Dwindling Chants**. A Constant Chant offers an ongoing effect and is granted as long as the Cohort is in play as a Chanter, according to the Chanter Ability. A Dwindling Chant offers a one-time effect. While Chanters do not add to Column Strength, they grant the player additional actions at the beginning of his turn.

The player may spend 1 action to move any 1 of his Cohorts from 1 Column to another Column, may move a Chanter into a Column, or a Cohort from a Column to join his Chanters. A Cohort that is moved from a Column to join the Chanters loses its Chanter Ability, and is placed sideways beside of any other Chanters the player has in play.

Lastly, the player may draw Cohort cards during his turn. At any time during this step, the player may spend 1 action and reveal a Cohort from his hand to draw a number of cards equal to the Cohort's **Draw Value**. The revealed Cohort card is moved to the Twilight. Additionally, the player may spend 1 point to draw 1 card.

After the player has completed these 3 steps, his turn ends.

PRIMACY AND ENDING THE GAME

At the end of each round, players check for **Primacy**. Players compare **Column Strengths** in each of the 3 areas. The player with the highest Column Strength has Primacy in the Area, receives 1 action point, and takes the top card of that Area's deck and places it facedown to the side of his play area. These facedown cards represent **Primacy Points**, and are **never** added to the player's hand. The Dominant player always receives Primacy points first. In the event that there are no cards remaining in the Area to award a Primacy point, the player takes the top card of another Area deck instead. In the case of a tie, neither player receives Primacy. After Primacy, the round ends.

The game ends at the end of any round if 2 or more of the Area decks have been depleted. Each player receives 1 point for each Cohort he has in play (both in Columns and Chanters), and combines the total strength of all Cohorts he has in Columns and receives a number of points equal to this number. Finally, each player receives 1 point for each Primacy point he has. The player with the highest score wins the game. In the event of a tie, the player with the most Primacy points wins the game.