SCION is a card game for two players. Eight Scions have proven worthy to vie for the crown; and you have the means of manipulating who can claim it. However, so does your opponent. Play Manipulate cards to exchange the positions of the 8 Scions at the 5 Locations, while trying to get your 2 Secret Scions into the best positions, and attempting to achieve your own Machinations. At the end of 8 Rounds, Machinations cards are revealed and players gain points for their achieved Machinations, as well as the positions of their secret Scions, and possibly their played Manipulate cards. The player with the most points wins.

SETUP

Separate the cards into the 5 types: **8 Round Cards**, **8 Machination/Reference cards**, **24 Influence cards**, **8 Scion cards**, and **5 Location cards** and place all of these cards to the side of the play area.

Take the **5 Location cards** and arrange them in a row in the middle of the play area, as shown in the set up diagram to the right *(Crowned, Citadel, Courthouse, Cathedral, Condemned)*.

Shuffle together the **8 Scion cards**. Beginning with the Crowned Location, and continuing in descending numerical Position order, place 1 Scion card face up at each Position on the Locations.

Shuffle together the **8 Round cards** and place them in a facedown deck above the Condemned Location.

Shuffle the **24 Manipulate cards** and place them in a face down deck below the Crowned Location. Each player draws a starting hand of 3 cards from this deck. *A player's hand is kept secret from the other player.*

Next, shuffle together the **8 Machination/Reference** cards and deal 3 of these cards to each player. The remaining 2 cards are removed from the play area and cannot be viewed by either player. Each player looks at their 3 dealt Machination/Reference cards and selects 2 of those cards to keep in their hand as their Machinations. Their unselected Machination card is placed facedown in their play area as their **Reference card**.

The game begins.



For a how to play video, please visit: smallboxgames.com/scion

PLAYING SCION

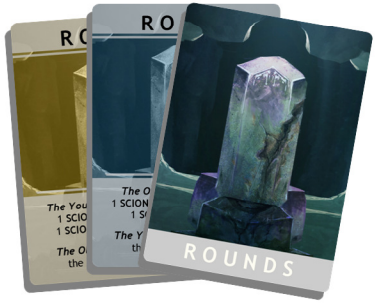
SCION is played over a series of 8 rounds. Each round, a Round card is revealed; this card indicates which player (older or younger) will receive a bonus action and which player will take the first turn. During a round, each player receives 1 turn, in which they must play a single Manipulate card to their play area to exchange the position of 2 Scions. After 8 Rounds, players reveal their Machination/Scoring cards and score points based on their Machinations, their Scions' positions, and their played Manipulate cards.



LOCATION CARDS
There are **5 Location cards**. These cards are never moved (players should treat these cards as a static board). These Locations dictate the **position** (and ***value***) of the Scion(s) that are at them. Most Locations have 2 positions *(Crowned and Condemned Locations only have one)*, and a Scion at a specific position is worth that position's value when the game ends.



SCION CARDS
There are **8 Scion cards**, representing the 8 Scions. These cards are initially placed at the 5 Locations randomly. Over the course of the game, Scion cards will be exchanged with each other (their positions swapped). There can only ever be 1 Scion card at any given Position at a Location. *(For example, there cannot ever be 2 Scions at the CATHEDRAL 3 position.)*



ROUND CARDS
There are **8 Round Cards**. These round cards indicate turn order for each round, as well as acting as the game's tracker.

Each Round, the top Round card is revealed and players take turns. After the 8th Round has been revealed and resolved, the game ends and scoring takes place.



MANIPULATE CARDS
There are **24 Manipulate cards**. Each of these cards features 1 of the 8 Scions and 1 of the 3 Locations. These cards are used to exchange the positions of Scions at the 5 Locations. Manipulate cards a player has played are placed face up in their play area and rotated indicating if the card was used for its Scion effect or Location effect. Manipulate cards that a player has played may be worth points at the end of the game.



MACHINATION/REFERENCE CARDS
There are **8 Machination/ Reference cards**. Each features 1 of the 8 Scions *(indicating 1 of a player's Secret Scions)* and a unique Machination *(a game state goal)* on the front, with a player Reference card on the back. A player's Machination/Reference cards are always kept secret from the other player until the game ends!

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ROUNDS
At the beginning of each round, the top **Round card** of the Round deck is revealed and its text is followed.

The indicated player *(either the older player or the younger player)* must perform that Round card's action. Next, the other player will take the first turn. Then, the indicated player will take their turn. Finally, the Round ends. Round cards are moved to the side of the play area when the Round ends.

PLAYER TURNS
When a player takes a turn, they **must** play **1 Manipulate card** from their hand face up to their play area. That card may be played as a *SCION* for its **SCION EFFECT** *or as a LOCATION for* its **LOCATION EFFECT** *(the card is rotated to indicate which they chose)*.

SCION EFFECT: The player exchanges the position of the **SCION** featured on the played Manipulate card with any other **SCION**. To do this, they swap those 2 Scion cards.

*Scoring Bonus: At the end of the game, if every SCION in a player's played Manipulate cards is unique, they gain 1 point for each unique **SCION** in their played Manipulate cards.*

LOCATION EFFECT: The player exchanges the position of the 2 **SCIONS** at the **LOCATION** featured on the Manipulate card. To do this, they swap those 2 Scion cards.

ENDING THE ROUND
After each player has taken a turn, the revealed Round card is moved to the side of the play area. Each player draws 1 Manipulate card. If there are any Round cards remaining in the Round deck, a new Round begins. Otherwise, the game ends.

ENDING THE GAME, FINAL EFFECTS, AND SCORING
At the end of the 8th Round, the top card of the Manipulate deck is revealed. Each player, beginning with the player who took the last turn in the 8th Round, gets a **Final Effect** (either a Scion ***or*** Location effect) based on the revealed Manipulate card. The revealed Manipulate card, and any remaining Manipulate cards in each player's hand, are discarded.

The game ends. Each player reveals their **Machination/Scoring card**s from their hand. Scoring takes place. Players score points 3 different ways:

Each player scores points equal to the value of the positions of their 2 SECRET SCIONS.
Each player scores 4 points for any Machination that they achieved *(Machinations are all or nothing and cannot be partially achieved)*.
Each player scores 1 point per unique Scion in their played Manipulate cards in their play area if all of their played Scions are unique (a maximum of 8 points).
The player with the most points wins. *In the event of a tie, the player whose Scion is at the highest value position wins.*



ROUND EXAMPLE
This Round card is revealed.

The Younger player must exchange 1 **SCION** at the **CATHEDRAL** with 1 **SCION** at the **COURTHOUSE**. They do this.

Then, the older player takes their turn for the round. Next, the younger player takes their turn for the round. The round ends.



SCION EFFECT EXAMPLE
A player plays this Manipulate card from their hand to their play area as a **SCION** *(FORTUNA ELEGRA)* for its **SCION EFFECT**.

The player exchanges the position of *FORTUNA ELEGRA* with the position of any other *SCION*.



LOCATION EFFECT EXAMPLE
A player plays this Manipulate card from their hand to their play area as a **LOCATION** *(CATHEDRAL)* for its **LOCATION EFFECT**.

The player exchanges the positions of the **2 SCIONS** that are at the *CATHEDRAL* **LOCATION**.



SCORING EXAMPLE
It is the end of the game. Mark reveals his 2 Machination cards. His SECRET SCIONS were STEIN TRUENDIN and DIMINEEN DAWALLA. He scores 9 points for their positions (7 and 2).



STEIN TRUENDIN'S Machination requires at least 1 of Mark's SCIONS be at the COURTHOUSE. Neither of his SCIONS are at the COURTHOUSE, so that Machination isn't achieved. DIMINEEN DAWALLA'S Machination requires both of Mark's SCIONS be at different LOCATIONS. They are, so that Machination is achieved and Mark gains 4 points.

Each SCION in Mark's played Manipulate cards is unique. He has 6 unique SCIONS, so he scores 6 points.

Mark's final score is 19 points.

