

THE WEST: ASCENDANT is a set collecting game for two players, utilizing multi-use cards and hand management. Players will take turns gaining Facilities from the middle of the play area to trigger effects, make Doppelgates, build Loci, and complete Cityengines. At the end of the game, the player with the most points wins.

SET UP

Players will need to provide a point keeping method. Each player begins the game at 40.

Sort the cards: 36 Facility | 2 Cityengine | 12 Locus | 1 Second Player | 1 Turn Sequence | 2 Reference

Each player takes a **Reference card**, and flips it to the **Doppelgate** side, as well as a **Cityengine card**, set to the **Cityengine-Plan** side. These cards are placed in each player's play area, forming each player's **Zone**.

Shuffle together the **Facility/Doppelgate cards** and place them in a face down (Doppelgate-side up) **Facility deck** in the middle of the play area, between the two players. Place the top five cards of the Facility deck face up next to the Facility deck in a row, forming **"the middle."**

Each player draws three cards from the Facility deck, forming their **hand**.

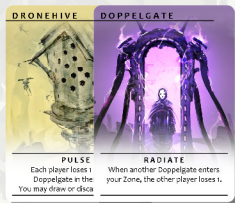
Shuffle the twelve **Locus cards** and separate them into three even **Locus decks**. Place the Locus decks to the side of the middle, within easy reach of each player.

Determine a Start Player. They take the **Turn Sequence card** (set to the front side). The other player takes the **Second Player card** and places it in their Zone. Then, the game begins.

FACILITY & DOPPELGATE CARDS

During the game, players will take (add to their hands) **Facility cards** from the middle. Facility cards are used for various things in the game. Each Facility is one of four types, and has a **PULSE** effect.

The back of each Facility is a **Doppelgate**. Players may acquire Doppelgates from the top of the Facility deck as the game is played. Doppelgates have a **RADIATE** effect.



Each player begins the game with a special, starting Doppelgate/reference card in their Zone. Players may refer to the back of their reference card at any time they would like.



LOCUS CARDS

LOCUS cards begin the game to the side in three decks. Each Locus is either a **PRIME** or a **TRIGGER**, each has two **Required Facilities**, as well as an effect (either **PRIME EFFECT** or **TRIGGER EFFECT**). Locus cards are the same on the front as they are the on the back.

During the game, a player may discard the two Required Facilities from their hand to acquire Locus cards from the Locus decks to their Zone.

A Locus card's two Required Facilities are indicated by the two Facility illustrations on the Locus card.



CITYENGINE CARDS

Each player has a **Cityengine** card. Cityengine cards are two sided (**Plan** and **Complete**). Once per game, a player may complete their Cityengine during their turn instead of taking a regular Action. The requirements and results of doing this are covered on the Cityengine cards. **Rules V1.0**

TURN SEQUENCE & SECOND PLAYER CARDS

The majority of game play for this game can be found on the double sided **Turn Sequence card**. This card outlines what the player can and must do during their turn, and is passed back and forth between the two players.

The Turn Sequence card begins the game with the First Player. During a player's turn, they follow the text (in order) on the Turn Sequence card. When their turn is over, the Turn Sequence card is passed to the other player.

When a player has the Turn Sequence card, it is their turn.

When a player uses their **ACTION** (either **FACILITY** or **LOCUS**) for the turn, the other player gets a reactionary ability. This reactionary ability **is not** part of the chosen **ACTION**.

A player cannot select an ACTION that they cannot complete.

The **Second Player card** denotes the Second Player, **who is the Second Player the entire game.**

FACILITY ACTION

When a player uses the **FACILITY ACTION**, they must either: Take all **Facilities** of a single type from the middle and use the **PULSE** of that Facility, **or** Take any two **Facilities** from the middle. Regardless of which the player chooses, the other player loses 1 for each card the player took.

Facility card(s) a player takes go into the player's hand (which is hidden from the other player).

LOCUS ACTION

When a player chooses the **LOCUS ACTION**, they must: Discard the two Required Facilities from their hand to play a **Locus** card from the top of a **Locus deck** to their Zone.

LOCUS EFFECTS

At the start of the player's turn, they check for (and use) the **PRIME EFFECT** of any **Locus-Prime** that are on top of a Locus deck to the side of the play area, and/or any Locus-Prime in their Zone. If there are multiple **PRIME EFFECTS** they may use them in any order they wish.

When a player takes an **ACTION**, they check for (and use) the **TRIGGER EFFECT** of any face up **Locus-Trigger** to the side of the play area, and/or any Locus-Trigger in their Zone. If there are multiple **TRIGGER EFFECTS**, they may use them in any order they wish.

All Effects in this game are mandatory, unless they include "may," and must be followed to the best of the player's ability.

CITYENGINE

Each player has a **Cityengine** card. On a player's turn, **once per game**, instead of taking a **FACILITY** or **LOCUS ACTION**, they may follow the instructions on their Cityengine card.

DOPPELGATES

At the end of a player's turn, they may discard matching Facility cards from their hand to play a **Doppelgate** from the deck to their Zone. This is covered on the Turn Sequence card.

POINTS AND ENDING THE GAME

Each player begins the game at 40 points. Throughout the game, each player will do things to cause the other player to lose points. Players can only lose points during the game; they cannot gain points until the end of the game. Players cannot go below 0 during the game.

The Turn Sequence card indicates the end game conditions. Each player's starting Doppelgate/Reference card shows the end game scoring. When the game ends, the player with the most points wins.

