

THE SOUTH: TERMINUS is a set collecting game for two players utilizing multi-use cards.

SET UP

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

Determine a **Start Player**. They take the **Turn Sequence card**. The other player takes the **Second Player card**. Each player takes a **Vault/Scoring card** (set to the **Vault** side). Each card a player takes is placed in their own play area, forming each player's **Zone**.

Shuffle together the 50 **Ancient/Salvo cards**. Deal two cards to the Start Player and three cards to the Second Player, Salvo-side up, forming each players' **hand** (players may look at the cards in their hand, but those cards are kept secret from the other player).

Place the remaining Ancient cards in three even Ancient-side up decks in the middle of the play area, between the two players, forming "the decks." Then, the game begins.



ANCIENT CARDS

During the game, players will draw and use **Ancient** cards.

Aside from the players' starting hands, Ancient cards begin the game in three Ancient-side up decks.

Each Ancient belongs to one of five types (colors). Each type has a **CODE** Effect.

An Ancient's **CODE** is **only** used when a player is instructed to use an Ancient's **CODE** and it is the top card of one of the decks. Each **CODE** states what the player must do when the **CODE** is used. **All parts of a CODE must be used in the order they are presented, and to the best of the player's ability.**

If an Ancient's **CODE** Effect states "this card" in its text, it is referring to itself.

Drawing an Ancient **does not** trigger its **CODE**. Ancient cards a player draws go to their hand.

Discarded Ancients are placed **Salvo side up in a discard to the side of the three decks.**

SALVO CARDS



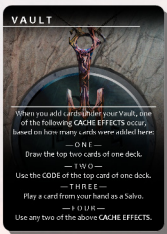
The back of each Ancient is a **Salvo card**. During the game, players may play cards to their Zone as Salvo cards.

Salvo cards have a **BLAST** Effect. A **BLAST** Effect is used when a player plays a Salvo to their Zone. A Salvo always counts itself.

To play a Salvo, the player must reveal three different Ancient cards from their hand. Then, one of those revealed cards is placed in the player's Zone as a Salvo. The other two revealed cards are discarded.

Salvo cards remain in a player's Zone until the end of the game.

Players may not look at the other side of a Salvo card in either player's Zone.



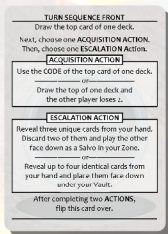
VAULT CARDS

Each player has a **Vault** card in their Zone. Throughout the game, players can put Ancient cards under their Vaults to gain **CACHE EFFECTS**. The **CACHE EFFECTS** vary based on the number of cards the player puts under their Vault.

When a player puts Ancient cards under their Vault, they reveal up to four matching Ancients from their hand, then put those revealed Ancients under their Vault card.

The back side of each Vault also includes the scoring for the game. A player may look at the back of their Vault card at any time. The cards a player has under their Vault may not be looked at, by either player, at any time.

Players gain points at the end of the game for the cards under their Vault.



TURN SEQUENCE & SECOND PLAYER CARDS

The majority of game play for this game can be found on the **Turn Sequence card**. This card outlines what the player can and must do during their turn.

The Turn Sequence card begins the game with the Start Player on the Front Side. **When a player has the Turn Sequence card, it is their turn.** They follow the text on the Turn Sequence card. When their turn is over, the Turn Sequence card is given to the other player.

A player must complete two **ACTIONS** during their turn. Each ACTION has two options. **A player cannot select an ACTION'S option that they cannot complete.**

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

ENDING THE GAME & SCORING

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 end game conditions are listed on the back of the Turn Sequence card.

When the game ends, each player reveals the cards under their Vault and gains points for the cards they placed under their Vault. The amount they score is covered on the back side of each player's Vault.

The player with the most points wins. In the event of a tie, the player with the most cards under their Vault wins.