

THE EAST: CONCORDANT is an engine building game for two players, utilizing multi-use cards and hand management. Players will take turns drawing (and playing) Facility/Ancient cards to their Zones a variety of ways, with each leading to more cards, Effects, and/or end game points. 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.

Separate the cards: 48 Facility | 2 Ionshrine | 2 Furnace | 1 Second Player | 1 Turn Sequence

Each player takes a **Furnace card**. Each player places this card in their play area, forming their **Zone**. Each player takes an **Ionshrine card** and places it in their Zone.

Shuffle the **Facility cards** and deal two to each player, face down, forming each player's **hand** (a player may look at their own cards, but their hand is kept secret from the other player).

Place the remaining Facility cards in an Ancient-side up deck in the middle of the play area.

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. The game begins.

FACILITY & ANCIENT CARDS

All **Facility** cards feature these 4 things:



Facility's Value (I, II, III, or IIII)
Facility's Name
SPRAWL Effect
FORGE Effect



The back of each Facility card is an **Ancient**. Like Facilities, each Ancient has a **SPRAWL** Effect.

IONSHRINE CARDS



Each player has an **Ionshrine card**. Throughout the game, players will Energize and Deplete their Ionshrine cards.

When a player's Ionshrine is Energized, a Facility card from the player's hand is placed under their Ionshrine card. This card is kept secret from the other player.

When a player's Ionshrine is Depleted, it is flipped to the Depleted side and the card beneath it is revealed. Based on the revealed card, the player is able to do certain things.

An Ionshrine with a card already beneath it cannot be Energized again (it is already Energized). An Ionshrine without a card beneath it is not Energized, and cannot be Depleted.

FORGE & SPRAWL EFFECTS

Each Facility has a **FORGE** Effect. When **FORGE** Effects are used is covered on the cards. If a player has the option to use multiple **FORGE** Effects, they choose the order they are used.

When a card enters (is played to) a player's Zone, from anywhere, if it has a **SPRAWL** Effect, the player follows the **SPRAWL** Effect's text.



FURNACE CARDS

Each player has a **Furnace** card in their Zone. Throughout the game, each player will place Facility cards from their hand beneath their Furnace. At the end of the game, each player will gain points for the cards under their Furnace.

On the back of each Furnace card, there is a score reference. Players may look at the back of their Furnace. **No player may look at the cards under either Furnace until the game ends.**

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

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

When a player chooses their two **ACTIONS** for the turn, they choose *two different ACTIONS*. A player **must** choose two **ACTIONS**, and cannot choose an **ACTION** they cannot complete.

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 game ends at the end of the **Second Player's** turn if either condition is met: either player has 0 points and/or there are nine or fewer cards in the deck.

When the game ends, players gain points. Each player gains 1 point for each card in their Zone. Each player then gains points equal to the combined VALUE of the cards they placed beneath their Furnace during the game.

The player with the most points wins. In the event of a tie, the player with the most cards in their in their Zone and beneath their Furnace wins.

THINGS TO REMEMBER

Each player has a Zone (play area). Cards a player plays to their own Zone "enter their Zone," and are their cards. Cards remain in the Zone until the end of the game (unless moved).

An already Energized Ionshrine cannot be Energized again. An Ionshrine with no card beneath it cannot be Depleted.

Discarded cards always come from the player's Hand.

A player's hand is kept secret from the other player.

Shuffle the discard into the deck at the end of each turn.

Players cannot look at the cards that have been placed under Furnace cards.

There are four unique Facility cards. A player has a maximum of four different **FORGE** Effects they can use at the beginning of their turn. They choose the order that those **FORGE** Effects are used.

