



BRONK PUN
GAME

Story

You are famous - one of the most well-known names of the early 19th Century. That's not enough for you, though. You want to leave a **legacy**, with your name living far into the future. Build strategic relationships, make well-timed investments, and collect marvelous heirlooms to leave a lasting mark. Most importantly, identify the ideal successors to carry your reputation and fame across the centuries. This strategic action-selection game challenges you to navigate events of the past, present, and future to maximize your fame. What kind of legacy will you create? How will **YOU** be remembered?

Goal

Accumulate fame (★) over the course of 6 generations (3 centuries) by making relationships, investing in industries, contributing to your foundation, collecting heirlooms, influencing events, and choosing successors. The player with the most fame at the end of 6 generations wins.

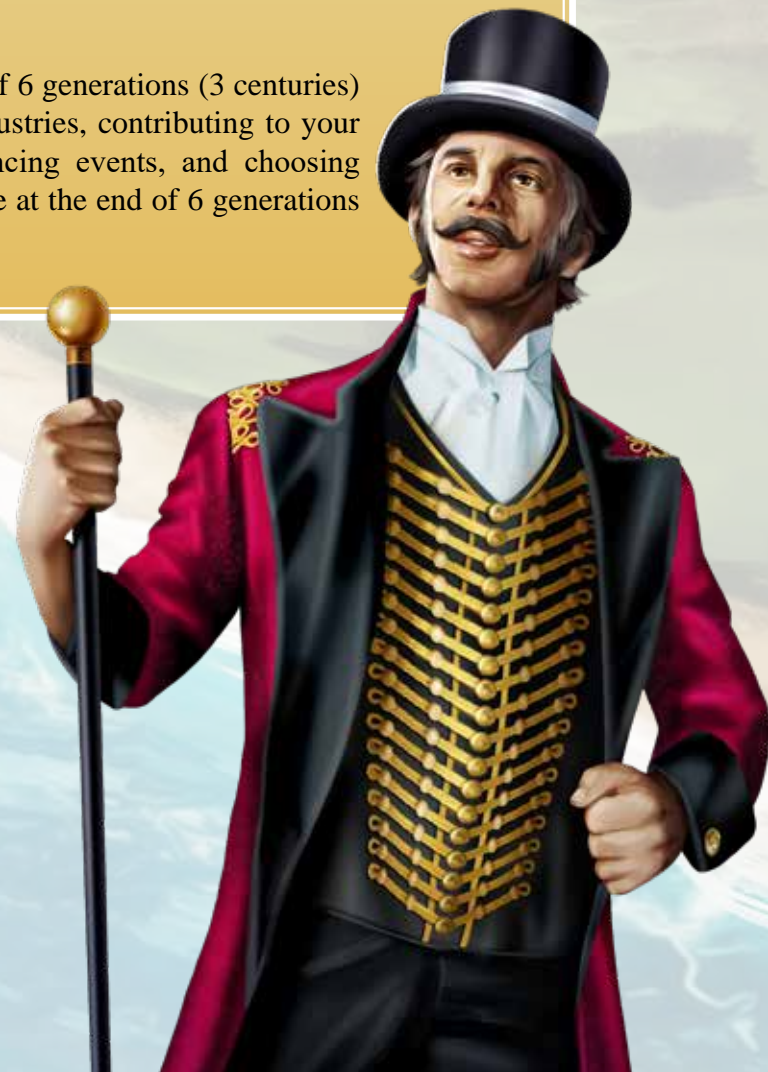
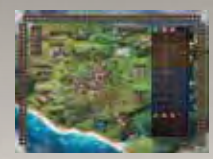


Table of Contents

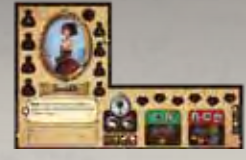
Components	3
Board Setup	5
Player Setup	7
Gameplay	9
Player Actions	11
<i>Relationships</i>	11
<i>Investments</i>	13
<i>Opportunities</i>	13
<i>Explore the City</i>	14
<i>Obtain Resources</i>	14
<i>Acquire an Heirloom</i>	14
<i>Special Actions</i>	15
Global Actions	16
<i>Mandatory Global Actions</i>	16
<i>Non-Mandatory Global Actions</i>	17
Other Key Elements	19
<i>Foundation</i>	19
<i>Successors</i>	19
<i>Player Mats</i>	20
<i>Events</i>	20
<i>Scoring Tiles</i>	21
<i>Winning</i>	22
<i>2-Player Rules</i>	22
<i>Nemesis & Rising Star</i>	23
Solo Mode	24

Components

1 Board



10 Player Mats



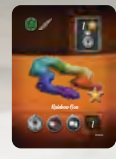
150 Player Cards (50 per Century)



60 Successor Cards



70 Heirloom Cards



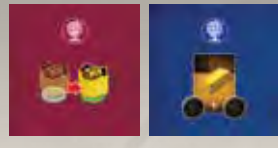
45 Event Cards (15 per Century)



36 Solo Cards (12 per Century)



8 Global Action Tiles



6 Century-End Scoring Tiles



6 Game-End Scoring Tiles



13 Relationship / Investment / Exploration Overlay Tiles



8 Legendary Figure Tiles



10 Industry Markers



4 Trade Conference Tiles



1 Generation Marker (Glass Bead)



48 Resources (12 each of Dye, Gear, Gem, Iron)



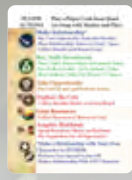
8 Bonus Tokens



Gold Tokens: 1s (30), 5s (24), 10s (24), 25s (30), 100s (24), 500s (12)



6 Player Aids



1 Gameplay Aid



1 Rulebook



6 SETS OF PLAYER TOKENS:

2 Pigs (Foundation & Turn Order Markers)



1 Fame Marker



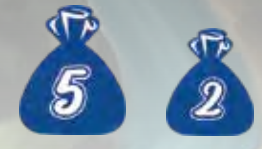
1 Bidding Cube (Bidding Die in Deluxe Edition)



2 Player Color Markers



8 Investment Tokens (4 Major, 4 Minor)



6 Relationship Tokens



Board Setup

- A** Place the Board in the center of the table.
- B** Stack Industry Markers in the column showing their corresponding color & group icon (All Industry Share Values start at 3 gold).
- C** Place the Generation Marker on Generation 1.
- D** Place the Resources, Gold Tokens, Overlay Tiles, and Trade Conference Cards near the board.
- E** Shuffle the 3 decks of Player Cards (one for each century) and set them face down near the Board - close to the area for the Player Card Market.
- F** Shuffle the Successor deck and place it face down near the Board.
- G** Shuffle the Bonus Tokens and place one face up by each player's Character's Relationship track (once selected in Player Setup - Page 7).
- H** Shuffle the Legendary Figure Tokens and place three face up on the board covering the I Legendary Figure spaces. Place an additional Legendary Figure token face down on both the II and III spaces.
- I** Place the Global Action Tiles face up in a line along the bottom of the Board.
- J** Place a random Game-End Scoring Tile and a random Century-End Scoring Tile face up next to the Board near the generation track. Place the remaining Scoring Tiles near the Board.
- K** Create the Event Deck by placing two random Century III Event Cards face down, adding two random Century II Event cards face down on top of those, and then adding two random Century I Event Cards face down on top of those. Put the remaining Event Cards back in the box unexamined. Deal the top card from the Event Deck to the Upcoming Event space (face up).

Resolved Event Spaces

Current Event Space

Upcoming Event Space

Century-End Scoring Tiles

Game-End Scoring Tiles

Player Card Market

Face Up Successors

Player Setup

- A** Shuffle and give each player a random Player Aid.
 - B** In Player Aid # order (from lowest to highest), choose a Character and take the corresponding Player Mat. Choose a side to use - aboveboard or underhanded - and place that side face up in front of you. (Each side has a different Special Action – aboveboard primarily amplifies your abilities, while the underhanded side does so via direct conflict). It is recommended that all players use the aboveboard side if it's your first game.
 - C** Choose a color and place 3 of your Major Investment Tokens (5), 3 of your Minor Investment Tokens (2), and 5 of your Relationship tokens (1) on the corresponding spaces of your Player Mat. All remaining Investment and Relationship tokens (those that would cover the “+”) should be placed near the Board until they are unlocked.
 - D** Place your Bidding Cube and one Player Marker on your Player Mat. Place the other Player Marker on the shaded circle near your Character icon on the Board.
 - E** Place your Foundation Marker (1) on the outer track - equal to the Foundation starting amount indicated on your Player Mat and the other near the Turn Order Track.
 - F** Place your Fame Marker (★) on the inner track at the fame starting amount indicated on your Player Mat.
 - G** Take your starting Gold as indicated on your Player Mat.
 - H** Take the starting Resource indicated on your Player Mat.
 - I** Take your character's seven heirlooms. Place the Level 0 Heirloom to the left of your Player Mat. Line up the remaining Heirlooms in ascending level order along the top of your Player Mat (orange / fame side face up).
- **In a 2-player game**, include a 3rd Character representing a “Rising Star”.
 - After players choose their Characters, randomly select a Player Mat, side, and color for the Rising Star.
 - Perform setup steps B, C, D, E, & I above and step G from page 5 for the Rising Star.
 - Shuffle the 3 decks of Solo Cards and set them near the Rising Star's Player Mat.

This symbol should correspond with your player board.



Gameplay

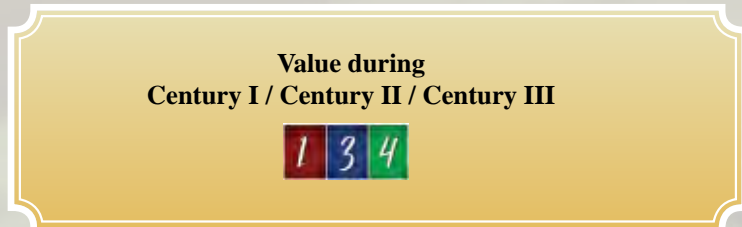
The game takes place over 6 Generations (2 per Century). Each Generation, players will take turns playing Player Cards and triggering Global Actions. The Generation ends after a specific number of Mandatory and Non-Mandatory Global Actions have been played.

After each Century, players will earn Fame based on the corresponding Century-End Scoring Tile in play.

After the last Century, players will also earn Fame based on the Game-End Scoring Tiles in play.

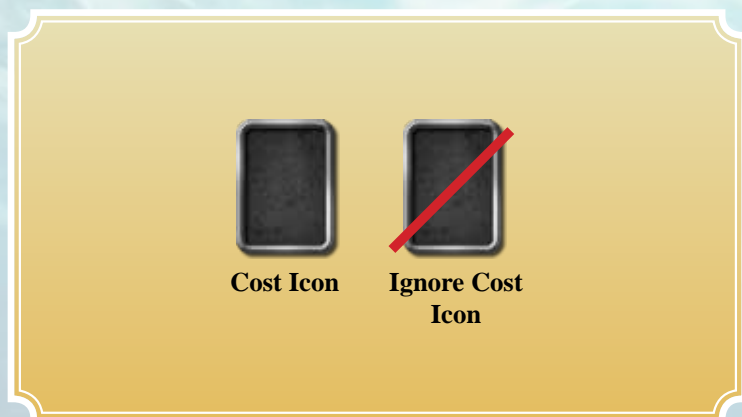
VARIABLE VALUES & COSTS

Some cards, board spaces, and player mats show values as “# / # / #” or like the image below. Whenever either sequence is shown, the first value applies during Century I; the second, during Century II; and the last, during Century III.



Some actions have an associated cost depicted in a frame like the image below. If the frame is empty, the cost is free, otherwise the item in the frame must be paid to perform that action. Costs are typically Fame (★), Gold (👛), a Resource (📦), or a Player Card (👤). Costs are never paid to another player **except** for the acquisition fee which is paid to another player when acquiring one of their Heirlooms.

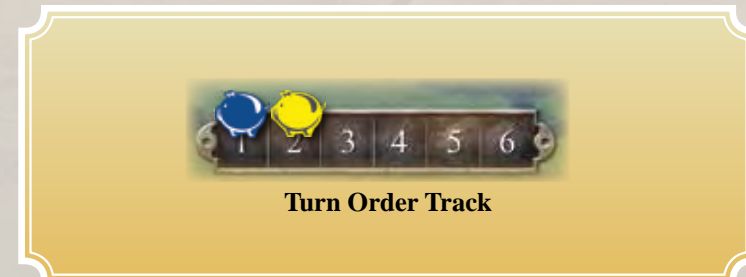
When the cost symbol with a red slash is encountered, the cost can be ignored.



GENERATION START

At the start of each Generation:

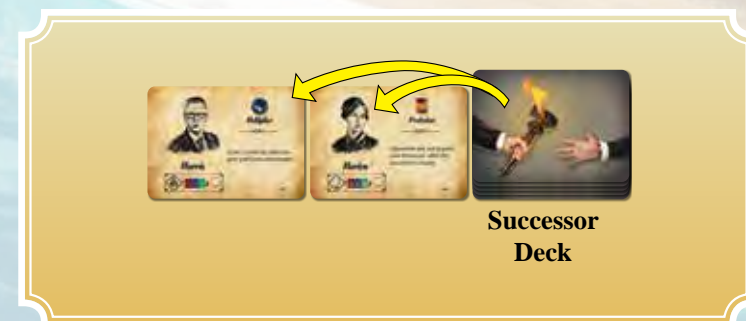
- 1.) Determine turn order based on Foundation size (largest Foundation goes first). If players are tied in Foundation, maintain the prior turn order for those players. (Each character has a different starting Foundation value which determines initial turn order.)



- 2.) Move the Upcoming Event to the Current Event space and place the next card from the Event deck face up in the Upcoming Event space.



- 3.) Deal 3 Player Cards from the current Century **face down** to each player.
- 4.) Deal 3 Player Cards **face up** along the right side of the board to make the Player Card Market.
- 5.) Deal 1 Successor **face down** to each player (except in Generation 6).
- 6.) Turn 2 Successors **face up** along the lower right side of the Board (except in Generation 6).



GENERATION ACTIONS

In turn order, each player must either:

- Perform a Player Action using a Player Card (see the Player Actions section on page 11 for details), OR
- Trigger a Global Action (this option is **ONLY** available to you once you have played at least two Player Cards in the current Generation)

GENERATION END

The Generation ends after both **Mandatory** Global Actions have been triggered and at least:

- 2 (1-2 players); 3 (3-4 players); or 4 (5-6 players) Non-Mandatory Global Actions have been triggered.



- 1.) Any players on the turn track **after** the player who ended the Generation receive an Honorarium and may select, in turn order, their choice of either:
 - 20 / 50 / 100 Gold, OR
 - 10 / 25 / 50 Foundation, OR
 - 1 / 2 / 3 Resources.
- 2.) After Generations 1-5 only:
 - In turn order, all players who did not put a Successor in play this Generation must do so from their hand (if possible), otherwise from the top of the deck.
 - Turn all Global Actions face up
 - Discard the Player Card Market, all played Player Cards, and all unplayed Successors.
- 3.) Following Generations 2, 4, and 6, perform the Century End steps.
- 4.) Advance the Generation marker, then start the next Generation.

CENTURY END

Each Century ends after 2 Generations. At Century End:

- Remove all Player Cards for the current Century from play (including players' hands).
- Each player scores Fame based on the top face up **Century-End Scoring Tile** in play. Then flip the Scoring Tile face down.

After Centuries I & II

- Turn the Legendary Figure for the next Century face up.



- Place Relationship, Investment, and Exploration overlays on the Board for the next Century.

At the end of Century III, perform Game End steps.

GAME END

The game ends after 6 Generations. At Game End:

- Score Fame based on the **Game-End Scoring Tiles** in play.
- Score 1 Fame for every 25 Gold in your Foundation.
- Score 1 Fame for every 100 Gold you possess.
- Score 1 Fame for each Resource you possess.
- Score Fame equal to the level of each Heirloom you acquired.



Player Actions

Player Actions include:

- A** Making **Relationships**
- B** Buying or Selling **Investments**
- C** Taking **Opportunities**
- D** Exploring the City
- E** Obtaining **Resources**
- F** Acquiring an **Heirloom**

See the Player Aid for a brief summary of Player Actions.

Perform a Player Action by

- Playing a Player Card from your hand and performing **one** of the Player Actions from that card, OR
- Swapping a Player Card from your hand with one in the Market and then playing the taken card as above

NOTE: It is recommended to place played cards face up in front of you to remember how many Player Cards you have played this Generation.

RELATIONSHIPS

Making Relationships with other Characters will help you generate benefits that span Generations. Over time, these Relationships will weaken and eventually end. They can also be “bumped” by other players.

To make a Relationship with a **Character**, play a card depicting that Character **or a card depicting your own Character** (see **Wild** next page).

- Pay the cost shown on the card for that Character (along with any penalties or bonuses from Successors or **hostile / amicable** Characters).
- Place one of your available Relationship tokens on the leftmost space of that Character’s Relationship track (if another Relationship token is on that space, weaken it by bumping it one space to the right on the Relationship track, bumping other tokens as needed)
- Collect the Relationship Benefit depicted by the space you put your token on
- If a Bonus Token is present, earn the indicated bonus as well. (Bonus Tokens remain there for the game, paying out to any player making a **new relationship** on that track.)



To make this relationship with the Politician, a player must pay 3 Gold.

The blue player has made a relationship with the Politician, so they place their token on the leftmost space of the Politician relationship track. The yellow relationship token already occupies this space, so the yellow token is bumped one space to the right to make room for the blue token. The blue player then collects 3 fame.

Each Character gains a bonus for being **amicable** with some Characters and a penalty for being **hostile** toward others. To make Relationships with...

- **Amicable** Characters (on the green background), do not pay the cost from the Player Card.
- **Neutral** Characters, pay the cost as indicated on the Player Card.
- **Hostile** Characters (on the red background), pay two Fame in addition to the cost from the Player Card.

To make a Relationship with a **Legendary Figure** (),

- Pay the cost shown on the card (along with any penalties or bonuses from Successors)
- Place one of your available Relationship tokens on the Legendary Figure’s Relationship space. (If an opponent’s Relationship token is there, bump it off and return it to the owner. The player bumped off the Legendary Figure may draw either a Player Card from the deck, OR if they haven’t already put a Successor in play this Generation, a Successor from the deck.)
- Collect the Relationship Benefit from the space

To perform a **Special Action** () or **Wild Character Relationship**,

- Play a Player Card with **your own Character** as a relationship option and pay the cost shown on the Player Card. Then either:
 - Perform your Character’s **Special Action** (see page 15) OR
 - Make a relationship with ANY other Character where you do not have a relationship (ignoring hostile /amicable modifiers).

Additional notes about Relationships:

- A player may NEVER have a Relationship Token on their own Character’s Track.
- A player may NEVER have two active Relationships with another Character.
- A player may not have Relationships with more than two Legendary Figures at a time (unless a Player Mat or card says otherwise).
- Relationship tokens may not be removed from the Board unless:
 - They advance past the end of a track through time or by “bumping,” OR
 - A Card or Player Mat explicitly says to remove or move them.
- When a Relationship Token is removed from a Relationship track, it is returned to the owner.
- Relationships **only pay benefits for the active player** when Tokens are placed, moved, or bumped due to Player Cards or Special Actions unless a Player Mat or Card explicitly states otherwise.

When making a Relationship with a **Legendary Figure**, place one of your Relationship Tokens on the **Legendary Figure** and collect the benefit corresponding with the current Century..

The Politician would be able to use this card with their own character icon to perform their special action by paying 3 Gold. Alternatively, they could pay 3 Gold and treat it as a Wild - making a relationship with any other character.

Player Actions continued

INVESTMENTS

Investments help you capitalize on the ten Industries that may pay off Gold or Fame in the future while also generating income for each Character. The ten Industries are divided into three Industry Groups: Government, Progress, and Entertainment.

To buy (or sell) Investments:

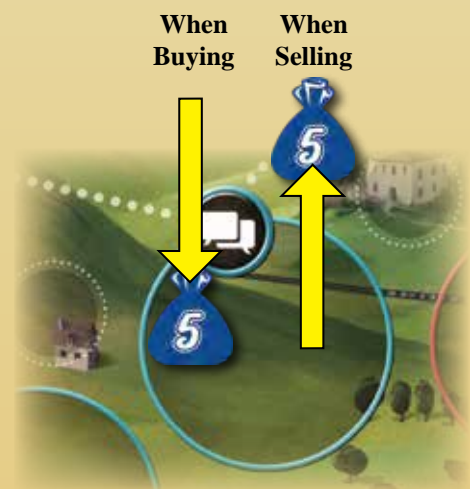
- Play a card with the Industry or Industry Group of an Industry you wish to buy (or sell).
- Choose whether to buy (or sell) a Minor Investment of 2 shares or a Major Investment of 5 shares.
- Pay (or collect) Gold equal to the current value of the Industry multiplied by the number of shares you are buying (or selling). Value x Shares = Gold paid (or collected)
- Place (or retrieve) the corresponding Investment Token (Minor or Major) in the circle by that Industry.
- Adjust the value of that Industry's shares. Increase (decrease) the Industry's value by one space for a Minor Investment or two spaces for a Major Investment.

Additional Notes about Investments:

- Each Character has two Influenced Industries, indicated by dotted lines on the board and icons on each Player Mat.
- You may treat a card depicting one of your two Influenced Industries as a "wild", which allows you to buy or sell an Investment in ANY one Industry.
- Industries may only be bought or sold with one Investment Token at a time.
- Each player may only have up to one Minor Investment Token AND one Major Investment Token on each industry.
- There is no limit to the number of players that may invest in an Industry.
- Industry values may not go below the minimum or above the maximum values on the Investment Track. If an Industry value would do so, do not adjust it beyond the minimum or maximum.
- When an Investment Token is placed, replaced, or moved (usually due to playing an Opportunity), the Industry value does NOT change.
- All share values inherently increase at the beginning of each Century via inflation as reflected on the investment track overlay.



This player card allows you to buy or sell investments in any Government (blue) Industry.



When buying an Investment, place your Investment Token (Major or Minor) in that Industry's circle. When selling an Investment, take back your Investment Token.



Increase the Industry's value by one space for Minor Investments, or two spaces for a Major Investment.

OPPORTUNITIES

Opportunities are unique actions that your Character can use, usually at a small cost or even for free. To play an Opportunity, play a Card with an Opportunity and, if a cost is listed, pay the corresponding cost. Then resolve the action described in the Opportunity.

EXPLORE THE CITY

Play a Player Card to collect all benefits shown in the Exploration space which depending on the Century include:

- Gold and/or Fame for each Player Card you've played this Generation (including this one)
- Successor(s) if you have NOT yet put one in play this Generation.

OBTAIN RESOURCES

Play a Player Card and collect the Resource(s) depicted on the bottom of the Card.

ACQUIRE AN HEIRLOOM

Play a Player Card and pay the Resources listed on the Heirloom you wish to acquire to the bank. If you have a Relationship Token on that Character's track, you may pay one fewer resource.

If the Heirloom is NOT one of your own, you must **also** pay an Acquisition Fee - the amount of Fame shown on the Heirloom - **to that player** unless you are hostile toward that Character.

- When acquiring your own Character's Heirloom, place it Yellow/Gold side-up in the **Player's** Heirloom section to the left of your Player Mat. Each heirloom of your own that you acquire generates income for you from **both** of your Influenced Industries when any player triggers the "Generate Heirloom Income" Global Action. (EXCEPTION: If you acquire your own Level 6 Heirloom, it goes to the right of your Player Mat and generates Fame for you instead of Gold)
- When acquiring another Character's Heirloom, place it Orange/Fame side-up in the Other Heirloom section to the right of your Player Mat. Each opponent's Heirloom you own is considered a **Controlled** Heirloom and generates Fame for you based on the value of **one** of that Heirloom's Character's Influenced Industries when the "Generate Heirloom Fame" Global Action is triggered.
- You may only acquire one Heirloom from each opponent (two in a 1-3 player game). The limit is increased by one for Characters with whom you are amicable. **Level 6 Heirlooms are not subject to this limit.**



This player card allows you to pay 2 Gold to increase any Industry value.



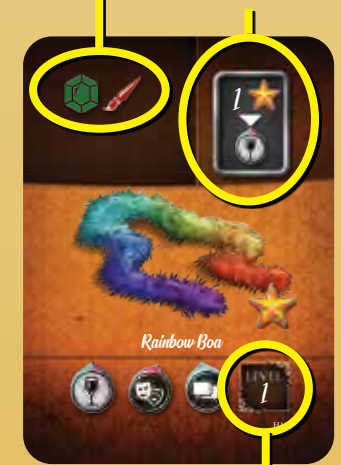
Explore the city and gain all of the benefits shown on the Exploration space.



This player card allows you to gain 1 Dye.

Resource Cost
Paid to bank

Acquisition Fee
If the Heirloom belongs to another player, pay this fee to them (unless you are hostile toward them.)



Level
You can only acquire one of each level

Player Actions continued

- You may only acquire **one Heirloom of each level** (1, 2, 3, 4, 5, 6). (The order they are acquired does not matter EXCEPT for Level 6 which can only be acquired after having one of each other level.)
- Level 6 Heirlooms are special in that they are the deep dark secrets that your characters do NOT want revealed.
 - When you acquire **your own Level 6 Heirloom**, it goes into your Controlled Heirlooms - earning Fame rather than Income. You get to control the narrative of your secret, not your opponents.
 - When you acquire **an opponent's Level 6 Heirloom**
 - You do not need to pay an acquisition fee AND
 - To keep their secret silent, your opponent teaches you their Special Action. You now have the option to choose between theirs and your own when you play a Special Action.

SPECIAL ACTIONS

Each Character has a Special Action printed on their Player Mat. To perform your Character's Special Action, you must either:

- Play a Player Card with **your own Character** as a Relationship option (and pay the corresponding cost).
- Play a Player Card with an Opportunity that permits you to perform your Special Action.
- Put a Successor in play that permits you to perform your Character's Special Action.



Special Action on aboveboard Player Mat.



Special Action on underhanded Player Mat.

Global Actions

Global Actions provide a benefit for all players and give an **extra benefit** for the player triggering them. Global Actions may only be triggered by a player who has played at least **two** Player Cards that Generation. After a Global Action is triggered and resolved, turn the tile face down to indicate it is no longer available this Generation.

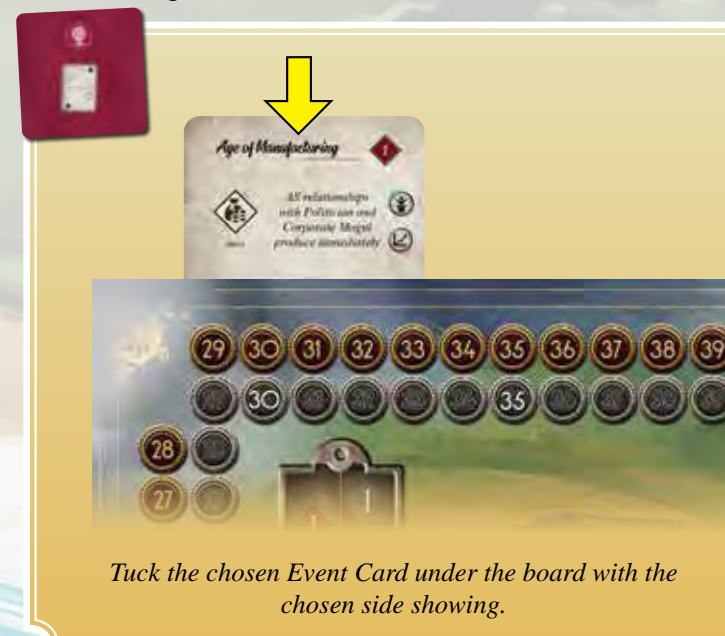
MANDATORY GLOBAL ACTIONS

Mandatory Global Actions must be played for the Generation to end.

After resolving a Mandatory Global Action, if this was the first Global Action triggered by you this Generation, take a face up Successor into your hand. Then put any one Successor from your hand, in play immediately (discarding any remaining Successors in hand). The Mandatory Global Actions are:

Resolve Current Event

Trigger this action to influence events. Choose and resolve one of the two options on the Current Event. Move the Event Card to the Resolved Events section (upper left of the board), and orient the card so the chosen outcome is on top. **Additionally, in Generations 1-4, the player with the least amount of Fame** selects a Scoring Tile with an Impact Icon that matches the resolved Event outcome, and places it on the left-hand side of the board. In Generations 1 and 3 choose from available Century-End Scoring Tiles while in Generations 2 and 4 choose from available Game-End Scoring Tiles.



Tuck the chosen Event Card under the board with the chosen side showing.

Advance Relationships and Collect Benefits

Trigger this action to collect Relationship benefits. Select and collect the benefit of **one** of your Relationship Tokens on a Character track (NOT Legendary Figures), then advance all tokens on Character Relationship tracks forward (to the right) one space unless an active Successor indicates otherwise. Return tokens that move beyond the end of a Character's Relationship track to that player's Player Mat. All Relationship Tokens remaining on Character Relationship Tracks or Legendary Figures then collect a benefit equal to the value shown by the Relationship Token.

NOTE: When advancing tokens, it is **highly recommended** that one player move all tokens forward – working clockwise around the Board. Once all tokens have been advanced, then each player should look at their tokens and collect their Relationship benefits.



Blue player triggers the Advance Relationships Global Action.

First, blue player chooses to collect their U. Boss benefit of 20 Gold.

Then, all Relationship Tokens advance one space to the right. Here, the red player's Token is removed.

Last, all players collect the benefit shown for their tokens' new positions.

Global Actions continued

NON-MANDATORY GLOBAL ACTIONS

Non-Mandatory Global Actions may or may not be triggered each Generation.

After resolving a Non-Mandatory Global Action, if this was the first Global Action triggered by you this Generation, draw a Successor from the deck into your hand. Then put any one Successor from your hand, in play immediately (discarding any remaining Successors in hand).

Generate Heirloom Income

Trigger this action to generate income (Gold) equal to the value of BOTH Influenced Industries for each player's own Heirlooms they've acquired (the yellow ones on the left of your Player Mat). If you triggered this, you may earn income as if you have one more of your own Heirlooms than you do. (Number of Own Heirlooms acquired x Sum of Gold Value of Influenced Industries = Gold Earned)

Influenced Industries
Collect Gold for BOTH Industries.

When Generate Heirloom Income is triggered, the Socialite would collect 19 Gold (10 for Theater, 9 for Communications) for EACH of her own Heirlooms acquired. If she triggered it, she would collect an additional 19 Gold.

Generate Heirloom Fame

Trigger this and all players generate Fame from each of their Controlled Heirlooms. For each Heirloom, earn the Fame based on the value of ONE of its Industries. If you triggered this, you may earn Fame from BOTH Industries on ONE of your Controlled Heirlooms.

Influenced Industries
Pick ONE Industry to generate Fame.

Gain Fame equal to the value of your chosen Influenced Industries.

Contribute to Your Foundation

Trigger this to contribute up to 20 / 50 / 150 Gold (amount determined by the Century) to your Foundation, with the bank matching your contribution. All other players (in turn order) may also contribute to their Foundation (but the bank does not match their contributions). **This may NOT be the first Global Action triggered in a Generation.**

Blue player pays 20 Gold. The bank matches the contribution, so Blue player increases their Foundation by 40.

Influence Industries

Trigger this and you must move the value of both of your Influenced Industries up or down 1 level. All other players (in turn order) must move 1 of their Influenced Industries (as defined on Player Mats) up or down 1 level.

Yellow player triggers Influence Industries. They choose to move both of their Industries up 1 level. Then the other players each move 1 of their Influenced Industries.

Collect Dividends

Trigger this and you collect **double** the Dividends generated by each of your Investments as shown on the far-right column of the investment track. All other players collect dividends for their Investments. Industries in the gold section (top 4 values) generate the highest Dividends while Industries that are in the red rows (bottom 3 values) do not generate Dividends.

Players with a Major Investment in Education would collect 10 Gold in Dividends

Those with a Minor Investment in Education would collect 5 Gold.

Host a Trade Conference

Choose a commodity (Gold, Fame, Foundation, or Resources) to serve as the currency players **will bid with** and put that tile in play along with the tile for the current century. Then place your Bidding Cube in the row of the amount you are bidding and the column of the commodity you are bidding on. Each other player (in turn order from the current player) may place one bid on an unoccupied space for any of the three commodities. Once everyone has had one chance to bid or pass, the player who triggered

the Trade Conference may move their bid **higher** on the current commodity **or** to another level **equal to or above** their current bid on one of the other commodities. Then, all players with winning bids pay their bid amounts and collect their winnings. Finally, all players retrieve their bidding cubes.

Players may only bid amounts they can afford to pay (and when bidding Foundation, must bid at least the amount required to move them back one space on the track).

White triggers a Trade Conference during Century II and chooses Foundation as the currency. White places their Bidding Cube on 10 in the Fame column. Purple bids 5 in the Fame column. Blue bids 25 in the Resources column. Green bids 25 in the Fame column. Yellow bids 5 in the Gold column.

Since White triggered the Trade Conference, they could:

- Move to 10 in the Gold column to take 1st in Gold,
- Move to 10 in the Resources column to take 2nd in Resources (or 50 to take 1st in Resources), OR
- In this case, chooses to move their Bidding Cube up to 50 in the Fame column.

The Trade Conference ends and is resolved. Yellow spends 5 Foundation for 100 Gold. White spends 50 Foundation for 5 Fame. Green spends 25 Foundation for 2 Fame. Blue spends 25 Foundation for 3 Resources. Purple spends nothing and gets nothing since only 2 places pay out per column in Century II.

Other Key Elements

FOUNDATION

One way to be remembered well into the future is to establish a robust Foundation. Your Foundation size determines the turn order each Generation AND is worth 1 Fame at the end of the game for each 25 gold in it (and possibly more). The increments of the Foundation track increase as your Foundation grows. While your Foundation size is at 50 or higher, you may only add to your Foundation in increments of 5. A Foundation size of 150 or higher requires increments of 25. Similarly, when you bid with or spend your Foundation, it must be in an increment that corresponds with your current Foundation Size.

SUCCESSORS

To sustain (and more importantly, to build upon) your legacy, you must identify a Successor in each Generation. **The first time you trigger a Global Action in Generations 1-5 (or at the end of the Generation if you do not trigger any Global Actions), you will put a new Successor in play** and discard the others in your hand. You may not draw more Successors until the next Generation unless your special action or a card explicitly says otherwise.

Successors generally provide a benefit (or penalty) while in play so choose your Successors, and strategy, carefully. Some Successors immediately contribute to your Foundation when you put them in play. All Successors have an Impact Icon which can help you unlock additional benefits, or possibly earn additional Fame at the end of the game. Only the benefit (or penalty) of your current Successor affects gameplay – your Character and earlier Successors **retire** when the new Successor comes into play (and at the end of Generation 6). Your Special Action is always available as it's passed down to each Successor. Some Successor abilities trigger just once either as soon as they are put into play - **“NOW”**, or when they leave play - **“RETIRE”**.

To unlock additional benefits, put Successors in play which have an Impact Icon that **matches your Character's impact icon**. When you unlock a benefit, take the indicated token from the supply immediately.

- **1st, 2nd, and 3rd Match** – Unlock an additional Relationship Token or Investment Token (Major or Minor).
- **4th and 5th Match** – You may perform your Special Action immediately.

SUCCESSOR CARD

Impact Icon Foundation Contribution

Impact Icons

Power	Manipulation	Humanity
Commerce	Knowledge	Innovation

Matching Impact Icons

PLAYER MATS

Your Player Mat details your Character's starting Foundation, Fame, Gold, and Resource, as well as the details of your Character's Special Action, Influenced Industries, Impact Icon, and disposition to other Characters (Amicable or Hostile). If a Character icon is *not* depicted in your Amicable or Hostile section of your player mat, you are neutral to that Character.

Player Mats are double-sided so you can play either Aboveboard or Underhanded. The only difference between the two sides are the Special Actions. Aboveboard Special Actions are generally “peaceful” whereas Underhanded special actions generally involve negative impacts on other players.

Impact Icon

Influenced Industries

Special Action

Starting Resources / Fame / Gold / Foundation

Amicable Characters Hostile Characters

EVENTS

Events have immediate consequences or benefits while they also shape the landscape of history (and future scoring) with their Impact Icons. Events are rather innocuous early in the game, but can have major impacts late in the game.

NOTE: If an event outcome strengthens or weakens relationships, tokens are moved but no benefits are paid out with the resolution of the event.

NOTE: If an event references a component not currently in the game (e.g. a specific Legendary Figure), that option can be chosen for no effect.

Impact Icon

Effect

Century

SCORING TILES

Scoring Tiles represent the will of the people and there are two types that come into play each game: Century-End and Game-End. One of each type is randomly put into play at the start of each game. Each scoring tile has a set of Impact Icons shown at the bottom of the tile representing the will and values of the masses. When events are resolved in the first four generations, there is an impact icon that corresponds with that event outcome. An available scoring tile with the matching Impact Icon is then put in play **by the player with the least Fame** (Century-End in generations 1 & 3; Game-End in generations 2 & 4).

CENTURY-END SCORING TILES

At the end of each Century, each player scores Fame based on the topmost face up Century-End Scoring Tile, then that tile is turned face down.

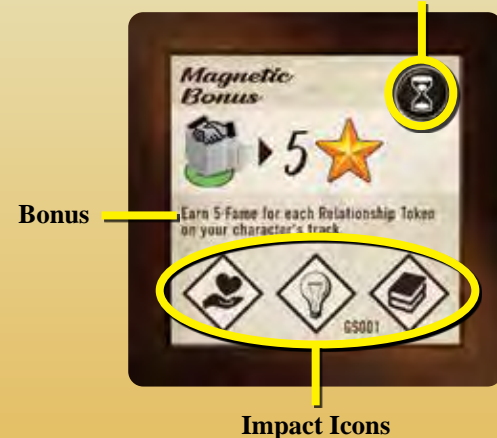
- **Magnetic Bonus** – Earn 5 Fame for each Relationship Token on your character’s track
- **Devoted Bonus** – Earn Fame based on the value of your character’s Influenced Industries
- **Committed Bonus** – Earn Fame based on the value of your Major Investments
- **Cautious Bonus** – Earn Fame based on the value of your Minor Investments
- **Desired Bonus** – Earn Fame equal to 2x the level of each of your Heirlooms controlled by opponents
- **Exotic Bonus** – Earn 6 Fame for each Relationship you have with a Legendary Figure

GAME-END SCORING TILES

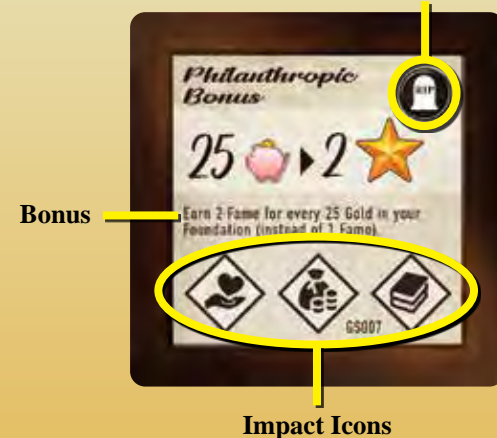
At the end of the game, in addition to scoring fame for a player’s Foundation, Gold, Resources, and Acquired Heirloom, each player scores Fame based on each of the Game-End Scoring Tiles.

- **Resourceful Bonus** – Earn 2 Fame for each Resource you possess (instead of 1 Fame)
- **Nostalgic Bonus** – Earn Fame equal to 3x the level of each Heirloom you acquired (instead of 1x)
- **Wealthy Bonus** – Earn 1 Fame for every 50 gold you possess (instead of 1 for every 100)
- **Storied Bonus** – Earn 6 Fame for each unique Impact Icon in your Hall of Successors (including your Character)
- **Diverse Bonus** – Earn 3 Fame for each of your Relationship and Investment Tokens on the Board (does not include tokens on your Player Mat or Global Actions)
- **Philanthropic Bonus** – Earn 2 Fame for every 25 Gold in your Foundation (instead of 1 Fame).

Century-End Scoring Tile



Game-End Scoring Tile



WINNING

The player with the most Fame after 6 Generations wins. In case of a tie, the tied player with the largest Foundation wins. If there is still a tie, the tied player who is earlier in turn order wins.

OTHER NOTES

If a player’s Fame reaches 100 or higher, use the Player Marker from the Player Mat to mark the Fame value in excess of 99 on the board near the end of the Fame track.

If a player’s Foundation reaches 900 or higher, use the Player Marker from the Board to mark the Foundation value in excess of 875 on the board near the end of the Foundation track. Any movement of that player’s Foundation Marker must be in increments of 25.

When players need to round a value due to a card (e.g. investments cost 50% more), always round up.

When ties need to be resolved before the end of the game, players earlier in turn order are “ahead” and players later in turn order are “behind” (e.g. if two players are tied for the lowest fame when resolving an Event Global Action, the player later in turn order would be the one to choose the next scoring card).

Relationship Tokens generate benefits ONLY for the active player when they are being placed or moved (unless they are strengthened or weakened as a result of an Event in which case, they do not generate benefits).

All players collect benefits from their Relationship Tokens when the Relationship Global Action is triggered.

In very rare cases, a player may be out of Player Cards and all available Global Actions may be “blocked” by opponents’ tokens. In that case, the Generation ends prematurely and the previous player is considered to have ended the Generation.

2-PLAYER SETUP & RULES CHANGES

After players choose their Characters, randomly select a Player Mat and orientation for the Rising Star. Perform setup steps B, C, D, E, & I from page 7 and step G from page 5 for the Rising Star.

Shuffle the 3 decks of Solo Cards and set them near the Rising Star’s Player Mat

Each player may acquire up to TWO of their opponent’s heirlooms instead of the normal limit of one.

The Rising Star always has Fame, Gold, and Resources that can be stolen (but doesn’t need to be tracked).

The Rising Star must be paid Fame when acquiring their Heirloom (unless the player is Hostile with the Rising Star).

The Generation ends when both Mandatory Global Actions and at least TWO Non-Mandatory Global Actions have been played.

NOTE: Players may elect to include a Nemesis instead of or in addition to a Rising Star. If so, follow the instructions for including and playing the Nemesis. This will increase the number of Non-Mandatory Global Actions needed to end a Generation.



NEMESIS & RISING STAR GAMEPLAY CHANGES

The Nemesis & Rising Star are Non-Player Characters (NPCs) that influence the world of Legacies. The Nemesis actively competes against players while the Rising Star lets the players compete for Fame while minimizing the tracking of its own stats. On an NPC's turn, draw and resolve a Solo Card from the current Century. (Note: The Rising Star plays a maximum of 5-cards per Generation while the Nemesis continues playing cards until the Generation ends.) Each Nemesis counts as a player when determining the number of Non-Mandatory Global Actions required to end a Generation (while the Rising Star does not). **TIP: NPCs can even be added to 3, 4, or 5 player games to increase options and board interactivity.**

Place the drawn card face up near the NPC's Player Mat and resolve the action in the row corresponding with the number of cards played by the NPC this Generation (1-5). If it starts with one of these icons: resolve the card as described below. The NPC does NOT pay costs for relationships, gold for investments, or resources for heirlooms.



MAKE A RELATIONSHIP with the first character in the row which does not already have a relationship token for the NPC. If a Legendary Figure is shown, make a relationship with the first empty Legendary Figure. If all of them are occupied and the NPC does not yet have two relationships with a Legendary Figure, select the leftmost Legendary Figure with an opponent's token. **NOTE:** The NPC ignores its own character icon.



SELL AN INVESTMENT - The NPC sells the Investment with the highest total payout in the Industry Groups shown. Use the same logic from the "Buy an Investment" action to resolve ties.



BUY AN INVESTMENT - Make a Minor Investment (or Major Investment if out of Minor Investment Tokens) in an Industry that is on at least 1 of the Player Mats in the game. The first valid Industry beginning in the first group shown on the row and moving toward the second group shown is the one the NPC invests in. (e.g. for start with Tourism, then Museums, then Theater, then Communications, etc. until a valid industry is found.) See example on Page 26.



ACQUIRE AN HEIRLOOM -

OWN The NPC acquires the lowest valid available level of its own Heirlooms.

OPP The NPC acquires the lowest valid available level of its opponent's heirlooms. In case of a tie, the NPC will take the Heirloom from the player with the highest Influenced Industry value. If there is still a tie, the NPC will take the Heirloom from the player with the most fame or, if still a tie, the player earlier in turn order.

NOTE: The NPC pays the acquisition fee (Fame) to an opponent when taking their Heirloom unless the two are hostile.

If the NPC is unable to perform the action for any reason (no valid locations, no available tokens, etc.), the NPC instead increases its Foundation by the amount shown in the bottom right of the played card.

Whether or not the NPC takes an action, if a Player Card icon is shown in this window on the right of the Solo Card (), discard and replace the corresponding Player Card (top, middle, or bottom) in the Player Card Market.

At the end of each generation, discard any resolved Solo Cards. If an NPC needs to draw a solo card and the solo deck is empty, make note of the number of cards played by each NPC, discard all NPC played cards except the most recent for each NPC, then shuffle the discards to replenish the Solo Card deck.

Solo Mode

In solo mode, compete against one or more non-player characters (NPCs) who each serve as a Nemesis. Choose and setup a Player Mat for yourself as well as one for each Nemesis you wish to face. If you only choose one Nemesis, follow the setup process for a two-player game which will include a Rising Star.

NEMESIS GAMEPLAY CHANGES

Each Nemesis is an NPC that takes turns driven by the Solo Cards. Nemeses score Fame, add to their Foundation, collect Resources, acquire Heirlooms, obtain Successors, and both trigger and participate in Global Actions. It also earns Fame from Scoring Tiles and Game-End Scoring. In lieu of collecting Gold, any Gold that a Nemesis would receive is instead added directly to its Foundation. If a Nemesis would collect Gold from multiple sources all at once (e.g. during a Relationship Global Action), all Gold that the Nemesis would collect is added together and then added to its Foundation.

NEMESIS DIFFICULTY LEVELS

When playing against one or more Nemeses, the difficulty is set for ALL Nemeses based on the initial Game End Scoring Tile as well as the sequencing of the Global Action Tiles. Choose a difficulty level below and at game setup, use those guidelines when performing steps I and J from Page 5.

LEVEL	GAME END SCORING TILE	GLOBAL ACTION SEQUENCE								
Novice										
Standard										
Advanced	<i>Random (NOT Wealthy or Philanthropic)</i>									
Expert	<i>Random (NOT Wealthy or Philanthropic)</i>									
Master										
Guru										

NPCs AND GLOBAL ACTIONS

When a Global Action would be triggered by a Rising Star, it instead contributes the amount shown in the bottom right to its Foundation.

When the Nemesis would trigger a Global Action, they perform the one shown, if available. Otherwise, it performs the first available Global Action to the right (looping back around to the first Global Action if it reaches the end of the row).

When a Nemesis triggers a Global Action, it resolves each as shown:



EVENT - The direction of the arrow on the Solo Card just played determines the outcome the Nemesis chooses: Top outcome for an up arrow and bottom outcome for a down arrow. Note: The impact icon with the Event Card number under it is the top outcome on the Event Card.

If the Nemesis would be the one to choose the next Scoring Tile based on an event, it will choose the highest Scoring Tile number if the arrow on its most recently played Solo Card points up, otherwise it will choose the lowest Scoring Tile number if the arrow points down.

Player Triggered - resolve action as normal



RELATIONSHIP - For the track benefit collected before tokens move, the Nemesis will choose the most Fame, otherwise, most Resources, otherwise, most Gold.

If the Nemesis gets to trigger its Special Action as a relationship benefit, it instead makes a new "wild" relationship with the first valid character moving clockwise from its own relationship track.

Player Triggered - resolve action as normal



HEIRLOOM INCOME - The Nemesis earns Gold for its own Heirlooms (including the bonus) and puts the proceeds directly into its Foundation.

Player Triggered - resolve action as normal



HEIRLOOM FAME - The Nemesis earns Fame for its Controlled Heirlooms - always choosing the Industries that will yield the highest Fame.

Player Triggered - resolve action as normal



MOVE INFLUENCED INDUSTRIES - The Nemesis moves its influenced industries in the direction of the arrow on the Solo Card

Player Triggered - If the most recent played Solo Card has:

- an up arrow, move the lowest value influenced industry up (if tied, move the first one on the player mat).
- a down arrow, move the highest value influenced industry down (if tied, move the first one on the player mat).



DIVIDENDS - The Nemesis earns dividends for its Investments (including the bonus) and puts the proceeds directly into its Foundation.

Player Triggered - resolve action as normal



FOUNDATION - The Nemesis contributes the amount on the bottom right of the card to its Foundation (and the bank matches it)

Player Triggered - increase Foundation by the amount shown on the bottom right of the most recently played Solo Card



TRADE - The Nemesis chooses the commodity shown (or the commodity at the END of their priority list on the current Solo Card) as the currency and places a bid for the first commodity in their priority list with the bid value shown under the currency. It does not move its bid at the end of bidding.

Player Triggered - bids the amount shown under the currency on the first available commodity in the priority row

ADDITIONAL NOTES ABOUT THE NEMESIS

Successors: If the Nemesis has yet to take a successor this Generation, when it first triggers a Global Action, it takes a face down or face up successor (as shown on the card). If it has two face up successors to choose from, it prefers successors with an impact icon that matches theirs, otherwise it takes the higher card number. If the successor has a Foundation contribution, the Nemesis collects it. The Nemesis is not affected by the powers of its own Successors.

Reward Choices: If a Nemesis has a choice of rewards (from Event, etc.) not already outlined above, it prefers in this order: Foundation, Fame, Resources, then Gold (putting any Gold acquired directly into its Foundation).

End of Generation: At the end of each generation, discard any resolved solo cards.

SOLO CARD ANATOMY

- A** Current Century
- B** Number of Cards Played
- C** Action
- D** Action Detail
- E** Player Card Market Discard
- F** Priority Row
- G** Bid Amount
- H** Foundation Contribution



For the first row, the NPC considers industries starting in blue (Government) and working counter-clockwise towards yellow. It would pass up Communications because neither the Socialite nor the Politician are in the game. It would pass up Law because it already has a minor investment there. It would invest in Military since the Underworld Boss is in the game and it doesn't have a token of that size there yet.

Key Elements

FAME*



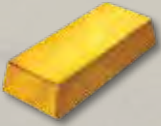
Used For

- Winning
- Making Relationships
- Acquiring Opponents' Heirlooms

How To Get It

- Make Relationships
- Scoring Tiles
- Take Opportunities
- **Generate Heirloom Fame (GA)**

GOLD*



Used For

- Buying Investments
- Making Relationships

How To Get It

- Make Relationships
- Sell Investments
- Take Opportunities
- Explore the City
- **Generate Heirloom Income (GA)**
- **Collect Dividends (GA)**

RESOURCES*



Used For

- Acquiring Heirlooms
- Making Relationships

How To Get It

- Make Relationships
- Play Player Cards
- Take Opportunities

FOUNDATION*



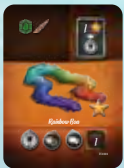
Used For

- Determining Turn Order
- Earning Fame (Game End)

How To Get It

- Choose Successors
- Take Opportunities
- **Contribute to Your Foundation (GA)**

HEIRLOOMS



Used For

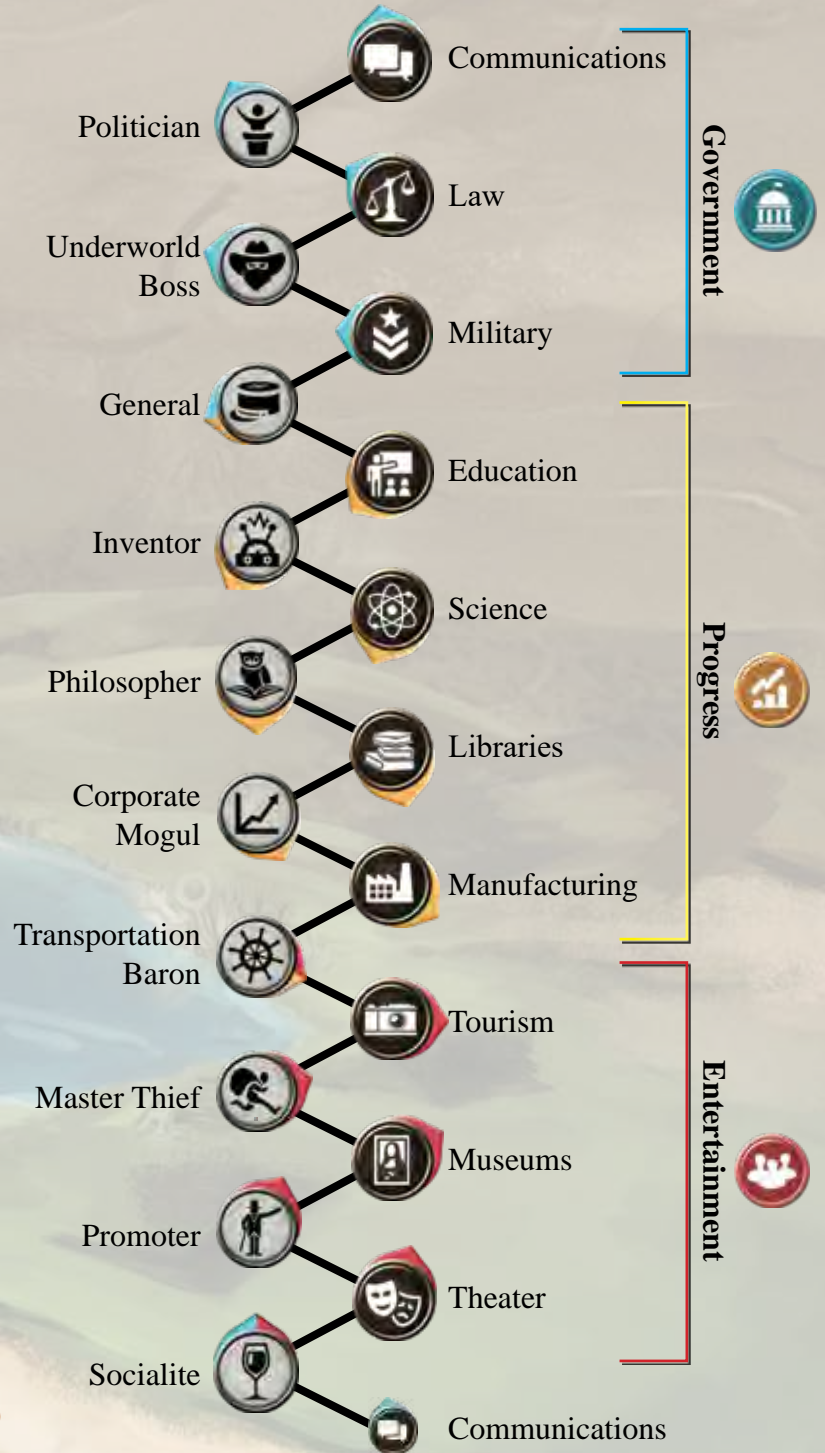
- Earning Gold (Your Own Heirlooms)
- Earning Fame (Opponents' Heirlooms)

How To Get It

- Spend Resources and Play Player Cards

Characters

Industries



Game Design & Development: Jason Brooks | **Art Direction:** Yoma
Box, Board, & Character Art: Yoma | **Card Art:** Yoma, James Churchill
Graphic Design: Jeffrey Chin

Lead Playtesters: Brennan Aldridge, Randy Ekl, Matthew Duhan, Chris McGowan, Brendan Riley, Rob Huber, Andrew Nerger, Dave Youngdahl, Kent Kovac, Eric Engstrom, Joe Grossman, George Jaros, Brady Brooks, Ryan Brooks, Jacob Brooks, Clayton Daley, Eric Mathis, Brian Beal

Blind Playtesters: Coalition Studios

Additional Playtesters: 100s of other great individuals across many conventions, protospiele, meetups, tabletop simulator, and special events

Kickstarter Page: Yoma | **Kickstarter Video:** George Georgeadis

Kickstarter Video Voiceover: Eric Summerer

©2021 Brookspun Games. All rights reserved.

*Use for and/or get via *Host a Trade Conference (GA)*

GA = Global Action