

STEP 3 – RENEWAL

Draw a new card from the top of the appropriate deck to replace the card you scored (if any).

Any Gathering card that contains 3 Scoring crystals should now be discarded, placing the 3 Scoring crystals from the discarded card back into the bag and drawing a new card from the top of the Gathering deck as replacement. If the Gathering deck has run out, shuffle the discard pile to form a new deck. If the Composition deck has

run out, simply continue the game without adding new Composition cards.

Finally, draw 3 random Scoring crystals from the bag and put one on each Gathering card. If you are unable to draw a full set of 3 crystals, draw as many as you can and start by placing them on cards with no scoring crystals.

The player on your left will now take their turn.

End of the Game:

Once the cloth bag has been emptied, the next player's turn will be the final turn of the game. Afterwards, each player should calculate their score as follows:

Each Composition card is worth a number of points as indicated on the card. Every black Scoring crystal is worth 1 point and every white Scoring crystal is worth 2 points.

The player with the most points is the winner!

If there is a tie, the tied player who has the most white Scoring crystals wins. If there is still a tie, the tied player who has the fewest Gathering cards wins. If there is still a tie, the tied players rejoice in their shared victory and promise to never create such ties in the future!



VARIANT: ADVANCED FORMATIONS

The following variant offers richer strategic options for players who may be looking for a deeper experience. The standard rules printed in this rule book are to be considered as *Family Rules*, while the rules below are more advanced rules for experienced players.

Game setup and all game rules remain the same, with the following changes:

On your turn, during **STEP 2 – SCORING**, you may fulfill the requirements of and score both a Gathering card *and* a Composition card with a single move (but not two cards of the same type).

On your turn, during **STEP 3 – RENEWAL**, only add crystals to the Gathering cards if a Gathering card was successfully scored.