

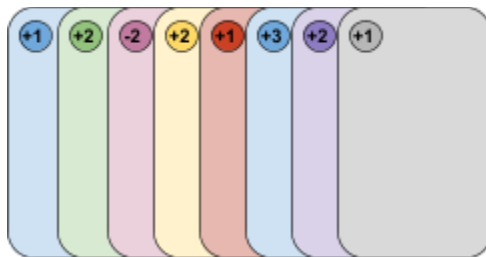
AMERICANA the card game

Goal

The goal of *Americana: The Card Game* is to achieve the **American Dream** by playing a sequence of cards with a total net value of 10+ points. The first player to do so is the winner! The game can be played with 2-6 players. Visit avianrampage.com for more information.

American Dream

Your American Dream is made up of the cards that you play face-up, typically one at a time, as part of every turn. Cards played permanently affect your American Dream and cannot be removed except as part of card actions that explicitly allow you to do so.



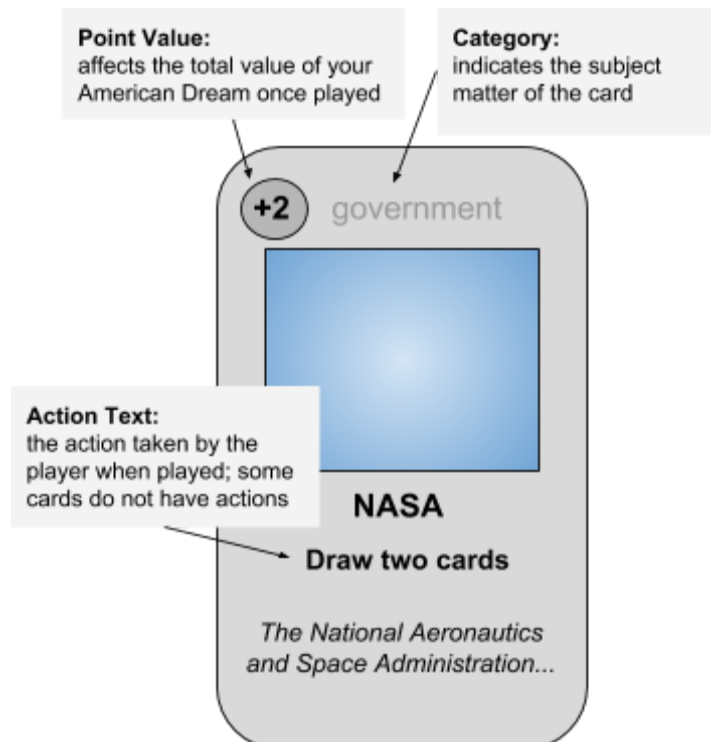
Setup

Players do not start with any cards in their hands so simply shuffle the deck, place it face-down, and you're ready to play. There is only one deck and all discarded cards are re-entered into it by being added to the bottom (face-down). Choose a player to start and commence each player's turn in a clockwise rotation.

Turn Phases

In *Americana: The Card Game*, there are three distinct phases that make up your turn. Make sure to keep track of which phase you are in during your turn:

- 1. Draw Phase:** Draw a card from the top of the deck and add it to your hand. Cards in your hand should be kept secret from other players until played. Cards that are in your hand are **not** part of your American Dream until played. Demographic cards are played toward your American Dream immediately when drawn. (Read more about Demographic cards on the back of this sheet.)
- 2. Play Phase:** Play a card from your hand face-up toward your American Dream. As long as you have any cards in your hand, you *must* play a card, even if doing so reduces the net value of your American Dream or has other negative implications.
- 3. Action Phase:** Complete any action on the card that you have played toward your American Dream during this turn (this may include drawing/discarding cards, shuffling the deck, etc.). (Read more about different types of actions and executing them on the back of this sheet.)



Actions

Card actions only take effect when the card is first played toward your American Dream, during the “Play” phase of your turn; not when cards are first drawn or added to your hand. If an action involves multiple players, complete the action yourself and then move onto other players in a clockwise rotation. Fulfill as much of a card’s action text as possible. For example:

- If an action requires you to discard more cards than you currently have in your hand, discard as many cards as you have available.
- If an action requires you to “Discard your hand and shuffle the deck” and you have no cards in your hand, you are still required to shuffle the deck.

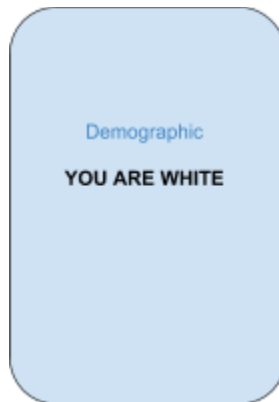
In the event that a card action is intended for one player but applies to multiple (ex: a card that affects the player with the most cards in their hand when two players are tied for most cards), the player of the card action decides who is affected.

Discarding: When an action requires you to discard one or more cards, cards are discarded to the bottom of the deck *from your hand* or other players’ hands, depending on the specific action text. Cards are **not** discarded from your American Dream unless explicitly mentioned as part of a card action.

Note: Consumer cards *do not* have action text.

Demographic Cards

Demographic cards allow you to draw bonus cards for the rest of the game, as explained on the cards themselves. If you draw a **Demographic Card**, immediately play it toward your American Dream. It does not count as a card drawn or played, so if the card is drawn during the “**Draw**” phase of your turn, you must draw a new card to replace it and play another card from your hand toward your American Dream. If the card is drawn as part of an **action**, you must similarly draw a new card to replace it. If you draw the same Demographic card twice, immediately discard it and draw a new card.



Remember, when in doubt, follow the instructions on the cards!

