



Ausonia RULEBOOK

Credits

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Game Overview

In a magically altered 17th century, the Italian lands that survived the Witchplague are now called Ausonia, and powerful houses of nobles rule over them. Each player is the leader of one of these houses and with the help of supporters and magical gemstones tries to become the next ruler of the city-states.

The goal of the game is to increase your influence by purchasing and playing more and more powerful cards. The player with the most influence at the end of the game is the winner. Each player starts with the basic cards of their house, which they can add to throughout the game. In addition to acquiring newer, stronger cards, players will also need to gather gemstones to activate them.

This manual gives the basic rules for the game. If the text of a card conflicts with these rules, the card text overrides the basic rules.



Components



CARDBOX



4 x STARTER DECKS
12 CARDS / DECK



FAVOUR DECK
45 CARDS



POWER DECK
15 CARDS



3 ASPIRANT CARDS



1 RULEBOOK



4 x 2
INFLUENCE
CARDS

The Setup

Each player receives a Starter Deck that includes 12 cards. Each Starter Deck can be identified by the text on the bottom of the cards.

START I, START II, START III, START IV



Shuffle your Starter Deck and put it **face down** in front of you to serve as the **Draw Pile**. Leave space beside it for your **Discard Pile**. Throughout the game you will place your played and discarded cards face up into your Discard Pile.

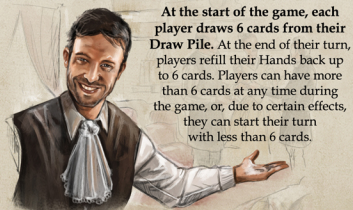
Each player starts with 10 Influence Points, and the game is played until someone reaches 60 Influence Points. The round continues, and the player with the most Influence Points at the end of that round wins the game. Influence Points cannot go below 0.



Create the **Favour Deck** by shuffling the Favour Cards and placing them in a face down stack. **Draw** the top 4 Favour Cards and place them **face up** in a row. These cards form the **Offer Row** and can be purchased during the game. When a card is purchased (or leaves the Offer Row for any reason), replace it immediately so there are always 4 face-up Favour Cards.



Choose the starting player randomly.



At the start of the game, each player draws 6 cards from their **Draw Pile**. At the end of their turn, players refill their Hands back up to 6 cards. Players can have more than 6 cards at any time during the game, or, due to certain effects, they can start their turn with less than 6 cards.

Create the **Power Deck** by shuffling the Power Cards and placing them in a **face up** stack. The visible top card is available to be purchased during the game.



Gameplay and Cards

Each player's turn consists of two phases:

1, ACTION PHASE

During the Action Phase, the active player can play cards, purchase cards, activate abilities, and construct sources.

These actions can be performed in any order.





Played cards are put face up on the table, which forms the **Play Area**.

Two types of cards can be played:

GEM CARDS

These cards provide the players with gemstones as resources.



The game uses 3 types of gemstones: sapphire , emerald  and bloodshard . Rainbow-coloured  gemstones are wild and can be used as any other colour. By spending gemstones, players can pay for the abilities on Favour Cards or purchase new cards from the Offer Row or Power Deck. If a Gem Card offers multiple resources, the player can split them and spend them on different actions.

Purchased cards are immediately put face down in the Play Area and cannot be used in the same round in which they are purchased. Do not get rid of your spent Gem Cards. They will be put in your Discard Pile during the End Turn Phase.

Purchasing



You can purchase cards from the Offer Row or from the Power Deck by **paying the resource cost found in the upper left corner of the card**. You must pay the full cost by placing Gem Cards that match the cost. Costs that show rainbow-coloured gems can be paid with any coloured gems.

CONSTRUCTING SOURCES

You can use all **star-marked Gem Cards** in your Raise Area (See *Raise X Keyword*) to construct a Source by building it on top of a foundation. The foundation can be any other card in the Raise Area that does not yet serve as part of a Source. Place the Gem Card face up on the foundation card. In the Action Phase, every Source counts as a Gem Card in your Play Area.

Sources can be used in the same turn they are constructed.



Cards in the Raise Area are not discarded at the end of the turn; they stay in the Play Area.

FAVOUR CARDS

The Gem Card resources can also be used for more than purchasing new cards.



Many Favour Cards require resources in order to use their abilities. (Gem resources spent on purchases cannot be used to activate abilities and vice versa.)

You can use these **active abilities** of played Favour Cards at any time during the Action Phase of your turn as long as you have the resources to activate them. **Each ability can be used only once per turn.**

If the ability of a card does not include a resource as a cost but, instead, has a red background, that ability has a condition instead of a cost.



You used gems of this type and amount.



You used a keyword of this type.



You used a card belonging to this guild.

If the **condition ability** with the red background is met during the turn (even if the card is still in Hand), the ability is automatically activated and you can use it at any time during your Action Phase. If a condition is met more than once, the ability can still only be activated once.

When you play a Gem or Favour Card, you are not obligated to use it fully or immediately. You place it in your Play Area, where it does not count as held or discarded. You can use the abilities or resources on the card at any point until the end of your turn.

You can even use one ability from a card, perform other actions, and then use another ability from the same card.

It is recommended to turn fully used cards to their side so that they are not reused accidentally.



Cards can be played and purchased at the player's discretion. Then, the player **Passes** and starts the End Turn Phase.

2, END TURN PHASE

- ◆ Put all the cards from your Play Area into your Discard Pile.
- ◆ You can put any number of cards from your Hand into your Discard Pile.
- ◆ Draw cards from your Draw Pile until you have 6 cards in your hand.

The round continues clockwise to the next player.

Rules always in effect and Keywords

If your Draw Pile runs out of cards and you must draw, discard, or check cards from your Draw Pile, immediately shuffle your Discard Pile and place it face down to create a new Draw Pile.

If a player reaches 60 Influence Points at any point in the game, the game ends at the end of that round.

From that point the Corruption keyword is counted as Influence, so you can increase your own influence with it, not decrease others. This rule already applies in the turn of the player reaching the 60 Influence Points.

The player with the most Influence Points wins. In case of a tie, the player earlier in turn order for the round wins.

Instead of short descriptions, the cards mostly have ability keywords, which have direct rules.

ROUND

A full round consists of all players playing one full turn (Action Phase and End Turn Phase).

INFLUENCE X

The player gets X number of Influence Points. **These are collected to win the game.**

CORRUPTION X

The player chooses an opponent who loses X number of Influence Points.

DISCARD X

The player chooses an opponent, who must discard X number of cards, of their own choice, from their Hand.

DRAW X

The player draws X number of cards from their Draw Pile.

MANIPULATION X

The player can choose X number of cards from their Discard Pile and put them on top of their Draw Pile in any order they choose.

FORESIGHT X

The player can draw X number of cards from their Draw Pile and decides for each card to put it into their Discard Pile or back on top of their Draw Pile in any order they choose.

RAISE X

The player can choose X number of cards from their Hand or Discard Pile to be put in the Raise Area face down.

SEAL

The player can move 1 Favour Card from their Play Area into their Seal Area. On a later turn, the seal can be broken, and these Seal Cards can be put back into the Play Area as if they were played from your Hand. (The ability costs must be paid). These used cards cannot be sealed again in the same turn.



Solo Rules

Follow the Basic Rules, but with the following changes.

After Setup - choose one of the Aspirant Cards and put it in front of you.

Each turn you are the starting player, and the Aspirant plays after you.



During the Aspirant's turn, there are 3 stages. During the 1st, it takes the leftmost card in the Offer Row. The resource cost of the Favour Card triggers the Aspirant's abilities. Resolve each gem in the cost separately.

In the 2nd stage, you determine if the Aspirant can keep the taken Favour Card or must put it into its Discard Pile face up. If kept, put the card beside the Aspirant Card.

Cards with 3 different gems in their cost.

In the 3rd stage, the Aspirant's - kept card - ability is triggered.

For every card kept, Influence 2 is added to its 1st stage ability.



ASPIRANT



KEPT CARDS



DISCARD PILE

If you or the Aspirant takes a card from the Offer Row, shift the remaining cards to the left and put the replacement card in the rightmost position.

If the Favour Deck is empty, shuffle the Aspirant's Discard Pile and use it as the new Favour Deck.

CHANGES IN ABILITY KEYWORDS:

If you play Discard, remove a random kept card from the Aspirant and put it into its Discard Pile.

BURN X:

Only used in Solo Play! The player must put X number of cards from their Draw Pile into their Discard Pile. If there are not enough cards available in the Draw Pile, the player loses as many Influence points as the number of cards that could not be put into the Discard Pile.