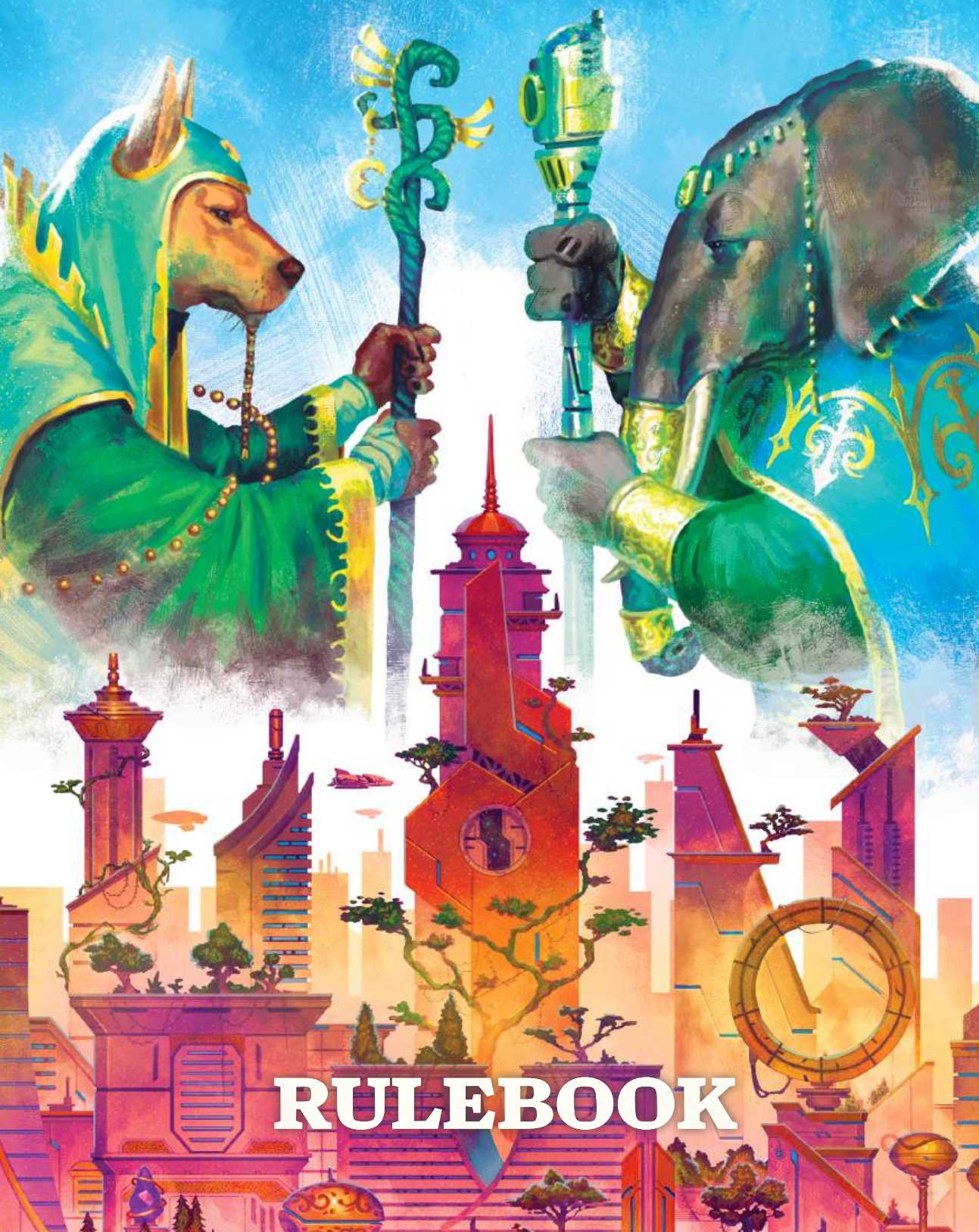


CITIZENS

OF THE SPARK



RULEBOOK

Introduction

Eons ago, a mysterious cosmic signal reached the shores of Fera, a small, undeveloped planet. The enigmatic signal washed over the land's animals, igniting the spark of intelligence and a burst of technological advancement. This event became known as the Transmission, and with its gifts, the enlightened creatures of Fera built a peaceful, egalitarian utopia where nature and technology thrived in harmonious balance.

But that balance now wavers ...

In recent years, the scholars of Fera uncovered a prophecy hidden within the celestial Transmission. It foretells the rise of one settlement that flourishes into a great city, the shining jewel of the planet. All others will fall and crumble to dust, scattering their people.

As the leader of a newly founded city, you must now recruit the strongest allies and most brilliant minds to your home. Employ their unique skills to ensure that your settlement emerges as the prophesized shining jewel of Fera. Utilize your citizens wisely, for only the city with the most cunning leader will escape annihilation and prove itself worthy of the Transmission's blessing.



Overview

Citizens of the Spark is a variable-setup card game where players take turns attracting citizens, taking actions, and claiming sparks. The more citizen cards a player has of a specific citizen, the more powerful that citizen's action becomes. The player with the most sparks at the end of the game is the winner!



Components



300 CITIZEN CARDS
30 sets / 10 each



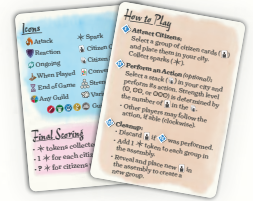
30 RANDOMIZER CARDS



100 SPARK TOKENS
40x1s / 20x5s / 20x10s / 20x25s



1 START PLAYER TOKEN



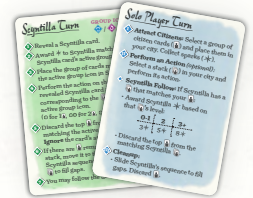
5 REFERENCE CARDS



3 GROUP TOKENS
(solo play)



36 SCYNTILLA CARDS
(solo play)



1 SOLO REFERENCE CARD

Citizen Card

- 1 Citizen Name
- 2 Guilds
- 3 Action / Ability Description
- 4 Level 1 Action
- 5 Level 2 Action
- 6 Level 3 Action



Guilds

- Agriculture
- Arts
- Economics
- Military
- Politics
- Any Guild

Action/Ability Types

- Attack
- Reaction
- Ongoing
- When Placed
- End of Game

Game Setup

- 1 Choose a number of citizens to use based on the number of players:

| | | | | | |
|----------|---|---|---|---|----|
| Players | 1 | 2 | 3 | 4 | 5 |
| Citizens | 7 | 7 | 8 | 9 | 10 |

Either choose a recommended card set from the list on the back of this rulebook, or use the deck of randomizer cards to select random citizen sets.



- ! **Do not use more than four underlined citizens.**

First Game Suggestion: Choose the **Advisor**, **Bandit**, **Champion**, **Outcast**, **Rancher**, **Scientist**, and **Scout**.

- If playing with three or more players, also choose the **Merchant**.
- If playing with four or more players, also choose the **Warrior**.
- If playing with five players, also choose the **Diplomat**.

- 2 Collect all ten **citizen cards** of each chosen citizen. Shuffle them together to create the citizen deck. Place the deck face down near the center of the table, leaving space for a discard pile. Return all unused citizen cards to the game box.

- 3 Deal four citizen cards to each player from the deck. Each player chooses two and discards two. All players simultaneously reveal and place their chosen cards in front of them. This is their city. If a player's two chosen cards are identical, place them in a single stack so that the top portion of the bottom card can be seen.

First game suggestion: Instead of dealing four cards to each player and choosing, deal two cards to each player.

- 4 Reveal cards from the top of the citizen deck and place them face up in three groups in the center of the table to create the assembly. The number of cards in each group is based on the number of players:

| | | |
|-----------------|-------|-------|
| Players | 1 - 3 | 4 - 5 |
| Cards Per Group | 2 | 3 |

- ! **If playing with 1-3 players, discard 15 cards from the citizen deck to the discard pile.**

- 5 Place all **spark tokens** near the play area to create a supply.

- 6 The player born in the largest city takes the **start player token** and proceeds with the first turn.



**4-PLAYER
SETUP EXAMPLE**

How to Play

Citizens of the Spark is played in a series of turns. Each turn, the active player takes three steps: Attract Citizens, Perform an Action, and Clean Up.

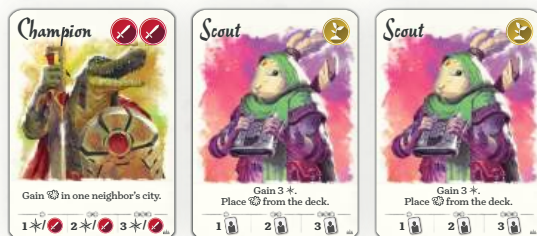
I. ATTRACT CITIZENS

1. The active player selects one of the three groups of citizen cards in the assembly and collects any spark tokens next to it.



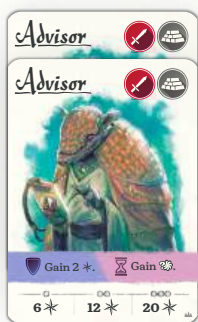
! *At the start of the game, there are no sparks in the assembly.*

2. Then they place the selected group of citizen cards in their city, in any order.



If a card in the group matches a citizen card already in the player's city, add the new card face up on top of the existing stack of cards with the same name. Position the new card so that the top portion of the lower card(s) can be seen.

If a card in the group does not match any of the cards in the player's city, place it face up in their city to create a new stack.



Example: Isaac selects the third group of citizen cards in the assembly and collects the two spark tokens next to the group. He adds the Philosopher to his existing stack and starts a new stack for the two Warriors, since he does not currently have any Warriors in his city.

II. PERFORM AN ACTION (optional)

After attracting citizens, the player may choose to perform an action.

To perform an action:

1. Select one stack of citizen cards in the player's city.
2. Move the top card from the selected stack to a space above the player's city. This is the active card and signals which citizen is being activated, and which player is the active player whose action may be followed.
3. Choose an action on the card. The action's strength level is determined by the number of cards in the selected stack, including the active card.
4. Perform the action.

Actions and Abilities

Citizens may have actions and/or abilities. Actions are performed during the Perform an Action phase, while abilities activate only under specific circumstances.


Actions and abilities usually have three strength levels, increasing from level 1 to level 3. Strength level is determined by the number of cards in the citizen's stack. The player may perform actions or abilities up to the stack's level.


One card: *The player may perform only the level 1 action or activate the level 1 ability.*


Two cards: *The player may perform the level 1 or 2 action or activate the level 1 or 2 ability.*

Three or more cards: *The player may perform any action or activate any ability on the card.*

Actions have a white background.

 **Attack Actions** have an orange background.


 **Reaction Abilities** have a purple background.


 **Ongoing Abilities** have a gray background.

 **When Played Abilities** have a yellow background.


 **End of Game Abilities** have a pink background.

Many actions and abilities make use of a slash (/) to mean "per". When performing one of these actions, count the number of objects or symbols indicated to determine how many sparks to award.

Example: If the player takes the Champion's action, they count the number of  guild icons in one neighbor's city to determine how many sparks to receive.

Gain  in one neighbor's city.

1  /  2  /  3  / 

 **A card that is used to perform an action is considered part of the player's city, but cannot be discarded or manipulated by actions.**

Example: If the player takes the Scientist's action, they may not discard the activated card as part of its action.

Gain .
Discard 1  in your city.

7  | 10  | 15 

Following

After the active player takes an action, each opponent, in clockwise order, may choose to follow that action.

! *To follow, the opponent must have at least one copy of the citizen chosen by the active player in their city.*

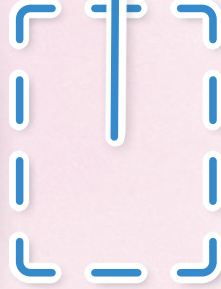
If an opponent chooses to follow, they:

1. Move their top copy of the active citizen card to a space above their city.
2. Choose an action on the moved citizen card. Determine the action's strength based on the number of copies of the selected citizen card they have, including their moved card.
3. Perform the action.
4. Discard the moved card from above their city.

Then the next opponent in clockwise order may choose to follow, until all opponents have either followed or passed.

After attracting citizens, Isaac decides to take a Philosopher action. He moves the top card from his stack of Philosophers above his city, designating it as the active card, and chooses to take the level 2 action (🌸), since he has two Philosophers. He determines that Claire's city to his left has the most (3) so he gains 6, 2 per (👤).*

Claire follows Isaac's action, playing a *Philosopher* of her own. Since she has only one, she can take only a level 1 action. She also chooses her own city to count and gains 3 (1* per). She then discards the *Philosopher* she used to follow.



Finally, Keith decides to also follow Isaac's action. Keith has two *Philosophers* and takes a level 2 action. Claire already followed before him and discarded her *Philosopher*, leaving her with two other in her city. Keith determines that all players now have two in their cities, so he chooses his own city and gains 4* (2* per).



III. CLEAN UP

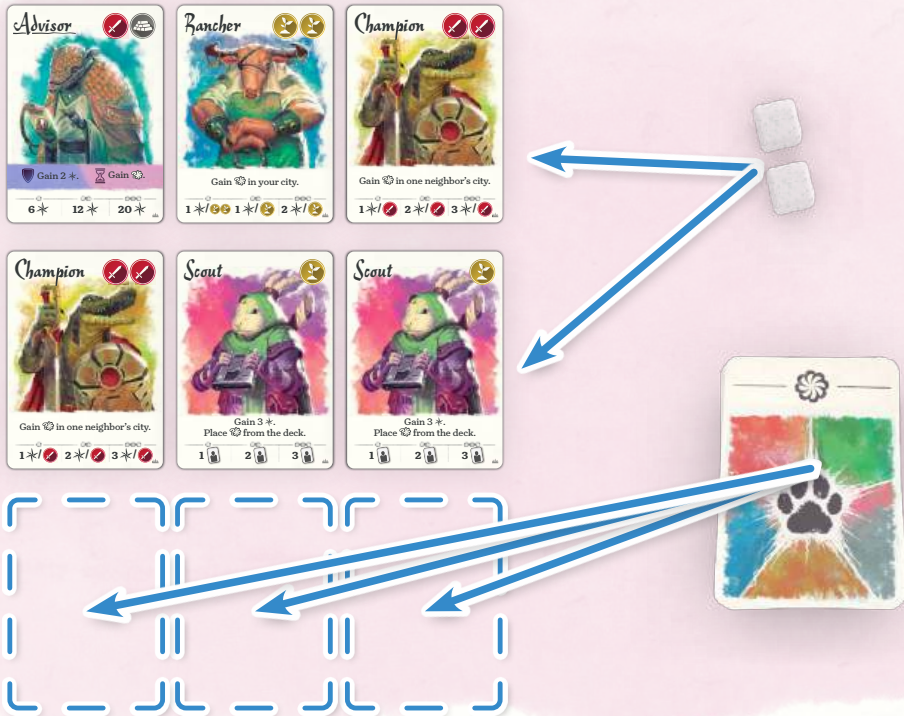
Once all opponents have followed or chosen not to follow, **the active player discards their copy of the selected citizen card to the discard pile.**

Then, prepare the assembly for the next player's turn.

1. Add one spark token next to each of the remaining groups of citizen cards in the assembly. There is no limit to the number of spark tokens allowed next to a group.
2. Reveal cards from the citizen deck and place them face up in the assembly until there are three groups of cards for the next player to choose from.

The active player's turn is complete, and the next player in clockwise order takes a turn.

! *The start player token does NOT move to the next player.*



GAME END

When the citizen deck runs out (either as a result of an action or during the Clean Up phase), the end of the game is triggered.

Immediately shuffle the discard pile and place it face down to create a new citizen deck. Then finish performing any actions with the new deck.

Continue taking turns until the player to the right of the start player completes their turn. This way, all players will take an equal number of turns.

FINAL SCORING

Determine the final score for each player by totaling the spark tokens collected during the game, plus:

- Gain one spark token **for each citizen card** in their city, including converted citizens. (See p.13, Converted Citizens).
- Gain spark tokens for each citizen in their city that has an **End of Game scoring ability**.



The player with the most sparks has built the greatest city, receives the blessing of the Transmission, and is the winner!

In the case of a tie, the tied player with the most citizen cards in their city is the winner. If players are still tied, the prophecy was misinterpreted, and all tied players share the blessing of the Transmission and the victory.

SCORING EXAMPLE

2

1

Philosopher

Merchant

Scout

Advisor

Guardian

Isaac determines his final score:

- 1** He collected 31* during the game.
- 2** He earns 10* for having 10 citizen cards in his city.
- 3** His level 2 Advisor earns him 12*.
- 4** His level 3 Guardian earns him 20* for having 5 military guild icons on citizen cards in his city.


Isaac's final score is 73*!



Core Concepts + Game Terms

Active Citizen Card: The citizen card chosen by the active player during the Perform an Action step.

Assembly: Citizen cards in the central area of the table.

Attack Action (🔥): Attack actions are actions that affect opponents' cities. When playing an attack action, opponents resolve all of their  abilities **before** the attack action is resolved.

Citizen Deck: Players may count the number of remaining cards in the citizen deck at any time.

City: The area in front of the player into which they add citizen cards.

Discard: Move one or more citizen cards to the discard pile as described by the ability. Any card in a stack may be discarded, including converted citizens.

Discard Pile: Players may look at cards in the discard pile at any time, but may not change their order.

Follow: Take the same action as the active player, but use the strength level of the non-active player's stack (See p.8, Following).



Gain *: Collect a spark token from the supply and place it in the player's area. Spark tokens in the supply are intended to be unlimited. If the supply runs out, use a suitable replacement.

Moved Citizen Card: The citizen card used by a non-active player to follow an action.

Neighbor: The cities immediately to the left and right of the player's city. In a two player game, each city has only one neighbor.

Ongoing Ability (🔄): Ongoing abilities are activated when a specified condition is met. Each stack's Ongoing ability may be activated once per action.

Place: Add a citizen card face up into a player's city, adding to an existing stack of identical citizen cards, or creating a new stack if there isn't one.

Reaction Ability (🛡️): Reaction abilities are activated when a player is affected by another player's  action. Reaction abilities are resolved before the  action.

Example: Harrison performs the Executioner action. Before Keith discards any citizen cards, he activates his Advisor's reaction ability and gains two sparks.

Stack (🗄️): A group of one or more identical citizen cards in a city.

Take: Remove an object from an opponent's play area and add it to the player's play area.

Trade: Exchange citizen cards from your city with citizen cards from a different city or the assembly as described by the ability. The active player determines which cards are exchanged. A player may never trade their active citizen card or a converted citizen, though they can trade other copies of the active citizen card. This does not reduce the level of the action.

Variable (🌀): When a citizen's ability uses 🌀 in the description, refer to the strength levels on the citizen card to determine the values available to the player for the current action.

When Placed Ability (⬇️): When Placed abilities are activated when a player places a citizen card or receives one as a result of a trade. When placing multiple citizen cards, fully resolve each card's ability before placing additional cards.

Converted Citizens



Some actions allow players to convert citizen cards. To convert a citizen card, flip it facedown.

Converted citizen cards:

- Are placed at the bottom of any stack in the player's city.
- Are considered a copy of other in the stack, but do not have guild icons.
- Are considered for actions, abilities, and final scoring.
- Cannot be used to take actions, but they increase the level of the top card on their stack.
- May be taken but not traded.
- Cannot be converted a second time.

Citizen cards placed during an action cannot be placed on a stack containing only converted citizens.

If a stack consists of only converted citizen cards, discard the stack **after the current action is completed**.

Example: Isabel has a stack with two face-down converted citizen cards and one Scholar card. On her turn, she moves her Scholar above her city and takes the level 3 scholar action.



SCHOLAR WITH 2 CONVERTED CITIZEN CARDS

She draws another Scholar card as part of the action. Since her stack of Scholar cards contains only converted citizen cards, she must place the new Scholar card in a new stack.

*The converted citizen cards from the active Scholar's stack are moved to the discard pile **before** other players follow.*

Example: Simon has a stack with one face-down converted citizen card and one Scientist. On his turn, he moves the Scientist above his city and takes the level 2 Scientist action. He chooses to discard the converted citizen card from the uncovered stack to resolve the Scientist's action.



SCIENTIST WITH 1 CONVERTED CITIZEN CARD

Citizen Card Notes

AGITATOR

The Agitator may not trade converted citizens (🗺️) from either city. The Agitator may not trade their active or moved citizen card (👤), though they may trade other copies of the Agitator from their city. This does not reduce the level (🌀) of the action.



COLLECTOR

During final scoring, when calculating the Collector's End of Game (🕒) ability, count all citizen cards (👤) including converted citizen cards (🗺️).

DIVINER

If placed during setup, or when added to a player's city as a result of an action, activate the Diviner's When Placed (👇) ability.



EXECUTIONER

Each opponent targeted by the Executioner's action chooses which card(s) to discard. Players may discard any card from a stack, including converted citizen cards (🗺️).

MEDIATOR

The Mediator may not trade converted citizens (🗺️) from either city. The Mediator may not trade their active or moved citizen card (👤), though they may trade other copies of the Mediator from their city. This does not reduce the level (🌀) of the action.



MEDIC

If the Medic's ability allows the player to place more cards than are remaining in the discard pile, place all cards currently in the discard pile. Remaining placements are lost.

MENTOR

Neither the active Mentor card nor a following player's moved Mentor card can be converted, though other copies of the Mentor may be converted. This does not reduce the level (🌀) of the action.

A player who chooses to convert zero citizen cards still collects sparks for the strength level of the action taken.



POET

Once a player completes their active card's action, the Poet's effect is no longer active. A player may use the Poet's effect only on their own action (either as the active player or while following). Only one Poet may be discarded per performed action or follow.

PERFORMER

The action's strength level (♣) is determined by how many copies of the Performer a player has. For example, if the active player takes a level 1 Medic action and a player follows with a level 3 Performer, they may take a level 3 Medic action. When copying a citizen that discards all copies of itself (e.g. Executioner, Soldier), discard all Performers instead of the indicated card. The Performer may not be discarded in place of a Poet.



PUPIL

If a player is dealt four Pupil cards during setup, discard all four cards and draw four new citizen cards from the deck. If placed during the Attract Citizens step and there are no stacks (🗃️) in the player's city, immediately discard the Pupil, gaining no sparks. After the Pupil is converted it no longer has the 🗃️ icon. If the Pupil is converted by another card's action or ability, the Pupil's ability does not trigger and no sparks are gained.



RECRUITER

The Recruiter may add the converted citizen card (🗃️) to the player's Recruiter stack (🗃️), but it does not increase the level (♣) of the current action.



SABOTEUR

Gain the sparks from the supply. Do not discard sparks next to the chosen group in the assembly.

SCHOLAR

If the Scholar's action lets a player draw more cards than are left in the deck, that player draws the last cards from the deck, triggering the end of the game (See p.10, Game End). Draw the remaining cards from the reshuffled deck.



SCIENTIST

Players may discard any card from a stack (🗃️), including converted citizen cards (🗃️).

SCOUT

If the Scout's action lets a player draw more cards than are left in the deck, that player draws the last cards from the deck, triggering the end of the game (See p.10, Game End). Draw the remaining cards from the reshuffled deck.



TRADER

The Trader may not trade converted citizen cards (🗃️) from either city. The Trader may not trade their active or moved citizen card, though they can trade other copies of the Trader from their city. This does not reduce the level (♣) of the action.

Recommended Card Sets

| | 1-2 Players | 3 Players | 4 Players | 5 Players |
|---------------------------|--|-----------|-----------|-----------|
| FIRST GAME | Advisor, Bandit, Champion, Outcast, Rancher, Scientist, Scout | Merchant | Warrior | Diplomat |
| SHORT GAME | Collector, Executioner, Medic, Performer, Philosopher, Poet, Scout | Diviner | Saboteur | Scholar |
| LOW INTERACTION | Collector, Mediator, Merchant, Rancher, Saboteur, Scientist, Scout | Medic | Diplomat | Scholar |
| HIGH INTERACTION | Executioner, Mediator, Medic, Outcast, Soldier, Trader, Tyrant | Diviner | Agitator | Poet |
| CONVERT FOCUSED | Agitator, Collector, Guardian, Mentor, Performer, Pupil, Recruiter | Judge | Scientist | Trader |
| GUILD ICON FOCUSED | Bandit, Diviner, Philosopher, Poet, Politician, Soldier, Trader | Warrior | Champion | Rancher |
| STRATEGIC | Advisor, Agitator, Champion, Guardian, Scholar, Soldier, Tyrant | Warrior | Mentor | Diplomat |
| TACTICAL | Bandit, Executioner, Judge, Merchant, Politician, Pupil, Recruiter | Saboteur | Performer | Mediator |

Setup Reminder

| Players | 1-2 | 3 | 4 | 5 |
|-----------------|-----|----|---|----|
| Citizen Sets | 7 | 8 | 9 | 10 |
| Cards per Group | 2 | 2 | 3 | 3 |
| Discard | 15 | 15 | 0 | 0 |

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