

# PENDULUM

QUICK REFERENCE GUIDE

## SETUP

### GLOBAL SETUP

1. Place the game board with the side for the number of players facing up.  
**2 players:** Place a neutral worker on each of the 4 smaller action spaces and a neutral privilege marker on the privilege track in last place (with 3 vote tokens).
2. Place the council board with the summary tile in the play area.
3. Place the timers in their matching top row gold circles, and the purple time markers in the remaining empty purple area circles.
4. Shuffle the achievement cards and place the deck face-down on the board. Reveal the top card; place the legendary achievement token in the middle.  
**2-3 players:** Do not use the legendary achievement token in round 1.
5. Shuffle the province cards. Place them face-down on the board. Deal 4 face-up.
6. Place the grande worker council reward card face-up on its council board spot.
7. Place the 5 final council rewards cards (👤) face-down on the council board. Shuffle the others and remove 10 council cards from the game. Place the remaining cards face-down atop the final council reward cards. Deal 5 face-up to the council board.

## WORKER ACTION OVERVIEW

### PLACING WORKERS

Workers may only be placed onto and removed from rows *without* timers. Workers are placed onto the top gold frame of the action space.

👤 Common workers may not be placed onto spaces with another worker in the purple and green areas. Any number of workers may be in spaces in the black area (as denoted by 👤).

👤 Grande workers may be placed onto *any* space (even with other workers).

### TAKING WORKER ACTIONS

A worker action may be completed *only* while the timer is on its row.

Shift the worker from the top frame, paying any shown costs (2 👤 or 4 ❤️). Move it to the bottom box and gain the rewards.

You may forgo the action (but cannot move your worker until the timer is moved off the row).

You may take as long as you want to complete the action (if you started while the timer was on the row), but you must complete one action entirely before resolving another action.

### PLAYER SETUP

1. Randomly choose a character, take the matching mat (choose 1 side), then take the matching stratagem cards.
2. Choose a color, and take the matching privilege and achievement markers and workers (common and grande).
3. Take a summary card, two 10-vote chips, and 10 of each resource/vote token that only you will have access to (and are limited to gaining during the game). Return any excess tokens to the box.
4. Put the indicated number of tokens into each starting resource box on your player mat (votes, military, culture, and gold).
5. Place the VP tokens on the start of their matching VP tracks (leftmost spaces).
6. Place 1 grande and 1 common worker in the center of the player mat as available workers. Set the rest aside, as well as your octagonal achievement marker.
7. Randomly place all players' privilege markers on the privilege track on the board.
8. In privilege order ♀, every player places a grande worker on an eligible bottom-row action space. Repeat with common workers (see "Placing Workers" below).
9. Flip the timers to each bottom row and begin the game.

## CLAIMING PRIVILEGE

Resolve any timing conflicts (if players try to take the same action at the same time) by the privilege track: whoever is higher in ♀ order wins.

## GAME END

After the 4th council phase, the player whose victory points for all 4 tracks have reached the parchment wins. If multiple players have, whoever has the most points in the parchment wins. Break further ties by ♀ order.

If no player advanced enough, then the player with a legendary achievement point whose lowest scoring track is the highest wins. Break ties by ♀ order.

If none of the players have a legendary achievement point, then none win.

## REMOVING TIMERS FROM THE GAME

To play without real-time actions, set up the timer track board and place the time token on the first space. Flip the indicated timers. Players may take any actions (except flipping the timers) using the normal rules.

When all players are done, move the time token to the next space, flip the indicated timers, and repeat.

When the token reaches the final space, flip all the timers and call council.



## UNTIMED ACTIONS

These actions may be performed at any time during a round except for the council phase.

### FLIP TIMER


Flip a timer that is not running to the other row of the same color. The timer is considered flipped to the other row instantly.

If you flip the purple timer, you must also remove a time marker token from that row and place the timer in its place. If there are no time marker tokens left on the board, you must call council (see below).

### PLAY STRATAGEM

Play a stratagem card from your hand by paying the cost (if any), gaining the reward, and discarding the card onto your player mat.

### PICK UP STRATAGEMS

Pay 5  and take all discarded stratagem cards from your board into your hand.

### CLAIMING ACHIEVEMENT

If you have the required resources for the current achievement card, place your achievement marker on an open slot and either:

- take the legendary achievement token (unless you've taken it in a previous round) and advance your legendary achievement track
- gain all the rewards shown at the bottom of the achievement card

### DEAL NEW PROVINCE CARD


Deal province cards into any empty province card slots. *This may also be done during the council phase.*

### CALL COUNCIL






This action must be taken when flipping the purple timer removes the last purple time marker. Players may continue taking actions until they agree they are all done. Then proceed to the council phase (do not remove workers).

## COUNCIL PHASE

During the council phase, players may not take other actions except dealing new province cards into empty province card slots.

1. Arrange privilege markers  in descending order of votes (break ties with the later player now going earlier). Then discard all vote tokens.

**2-player game:** The neutral marker competes with 3 votes.

2. In  order, gain the rewards shown, including the corresponding VP. Additionally, all players gain a council reward card. **Do not replenish cards as they're selected.** Summary of council reward types:
  - The bottom left reward gives 1 victory point of your choice (may be selected by multiple players)
  - If selecting the grande worker card, flip it face-down (but do not take it)
  -  cards give immediate effects and are removed from the game
  -  cards are added to your stratagem hand
  -  (final council) reward cards require a cost to be claimed; you cannot take a legendary achievement if you have a legendary achievement point
3. Discard province cards from under your player mat until each slot has a maximum of 2.
4. If this was the 4th council (reward cards show ) , end the game. Otherwise, set up the next round:
  - Flip the grande worker reward card face-up (if face-down).
  - Discard other unclaimed reward cards, and deal out 5 new ones.
  - Remove the province cards, and deal out 4 new ones.
  - Retrieve achievement markers, remove the achievement card, draw a new one, and place the legendary achievement token on it.
  - Place the 3 purple time markers back onto the open purple area circles.
5. You can move or place any workers on rows without timers.
6. Once all timers are empty, flip them to the other rows and resume play.

## ACTION AND CARD REWARDS



Gain all the resources shown in the indicated colored production slot on your player board (including slotted province cards).



Any resource (military, gold, culture); *not* votes



Gain the indicated number of resources. Military, gold, and culture are limited to 10 per players; votes are unlimited (use 10- and 20-vote chips if needed).



Move the VP marker up on the indicated track on your player board.



Pick up your discarded stratagem cards into your hand.



Immediately retrieve a worker from a row with a timer.



Conquer a province.

### CONQUERING A PROVINCE

Draw a face-up or face-down (from the deck) province card. You are not obligated to replace the drawn card on the board.

Slot the card under any production slot on your player board, orienting it so that it shows the side with the same color *background* as the production icon slot.

You may exceed 2 province cards per slot until the council phase.