

# The Price of Influence

## Quick Reference Cards

"Power weighs most on those who know its cost." • Print for easy reference during play!

### Card Types & Effects

#### ♠ Spades - Weapons

Equip to nobles. Strength = Card Value + ♠ Influence

**Set Bonus:** Matching ♠♥ = change any noble's stance

#### ♥ Hearts - Armor

Equip to nobles. Strength = Card Value + ♥ Influence

**Set Bonus:** Matching ♠♥ = change any noble's stance

#### ♦ Diamonds - Resources

**Save:** → Gem Pile, target player draws 2

**Spend:** Target up to 2 🗑 leveraged cards with total value ≤ (Card + ♦ Influence), move them to your hand

#### ♣ Clubs - Tactics

Target up to 2 face-up cards with total value ≤ (Card + ♣ Influence)

Move equipment, gems, leveraged cards, discard pile cards to your hand

#### ⚡ Jokers - Wild Cards

Value = 0, counts as any suit, affected by chosen suit's Influence

### Turn Structure

#### 1. Council Stage (Active Player)

Up to 2 actions:

- **Recruit Noble** (♠/🗑/🔪/♣ tribute)
- **Retire Noble** (♠/🗑/🔪/♣ tribute)
- **Change Stance** (FREE)
- **Change Suit** (FREE)

#### 2. Play Cards (Both Players)

Alternating, 1 card each. Max 4 total, respect suit limits

#### 3. Combat (Active Player)

STRIKE must fight, GUARD can't (unless tribute paid)

#### 4. Resupply (Both Players)

Draw (4 - Court Influence), check limits, pass turn

### Combat Quick Guide

#### Stance Rules (Active Player's Nobles Only):

STRIKE nobles MUST fight

GUARD nobles CANNOT fight

(Pay tribute to override)

#### Assignment:

Your nobles can each fight up to their Rank times (Jack=1, Queen=2, King=3)

Each combat is 1-on-1, but nobles can fight multiple times

#### Strength:

Rank + Equipment + Influence bonuses

#### Resolution:

Compare strength of each noble against each opponent **simultaneously** but **individually**

Lower strength → Disgraced, Tie → Higher rank loses

### Tribute Payment Options

**Cost = Noble Rank:** Jack=1, Queen=2, King=3

#### 💎 Liquidate

Gem Pile → Discard

#### 🗑 Leverage

Hand card → Face-up

#### 🔪 Dismantle

Discard equipped weapon/armor from your nobles

Mix and match to pay total cost

#### Noble States:

- **In-Council:** Available to recruit (face-up pile)
- **In-Court:** Active in your court
- **Disgraced:** Defeated (face-down, must retire first)

#### 🗑 Leveraged:

Face-up cards in hand. Visible to all, can't be played, count toward hand limit. Can be removed with ♠♣ cards.

### Victory & Defeat

Check during Resupply

#### 🏆 OUTMANEUVERED (Active Player)

All 3 noble ranks in court + matching equipment (Jack+Ace, Queen+2, King+3 value equipment)

#### 🏆 FLAWLESS STRATEGY (Active Player)

Hold 5 consecutive ♣ Clubs in hand

(Opponent can block by 🗑 leveraging ♠ or ⚡ Joker)

#### 💀 DEFEAT IN BATTLE (Active Player)

No nobles in court at end of turn

#### 💀 ECONOMIC COLLAPSE (Active Player)

3+ Leveraged cards in hand

#### 💀 ANNIHILATION (Any Player)

No nobles + No gems + Only leveraged cards

### Essential Numbers

#### Hand Limit

7 cards

#### Max Cards/Turn

4 total

#### Jack ♠

Rank 1

#### Queen ♠

Rank 2

#### King ♠

Rank 3

#### Joker ⚡

Value 0

#### Suit Limits Per Turn:

1 card + Your Influence in that suit

#### Draw Each Turn:

4 cards - Your total Court Influence

#### Equipment Limit:

Noble's Rank value per noble