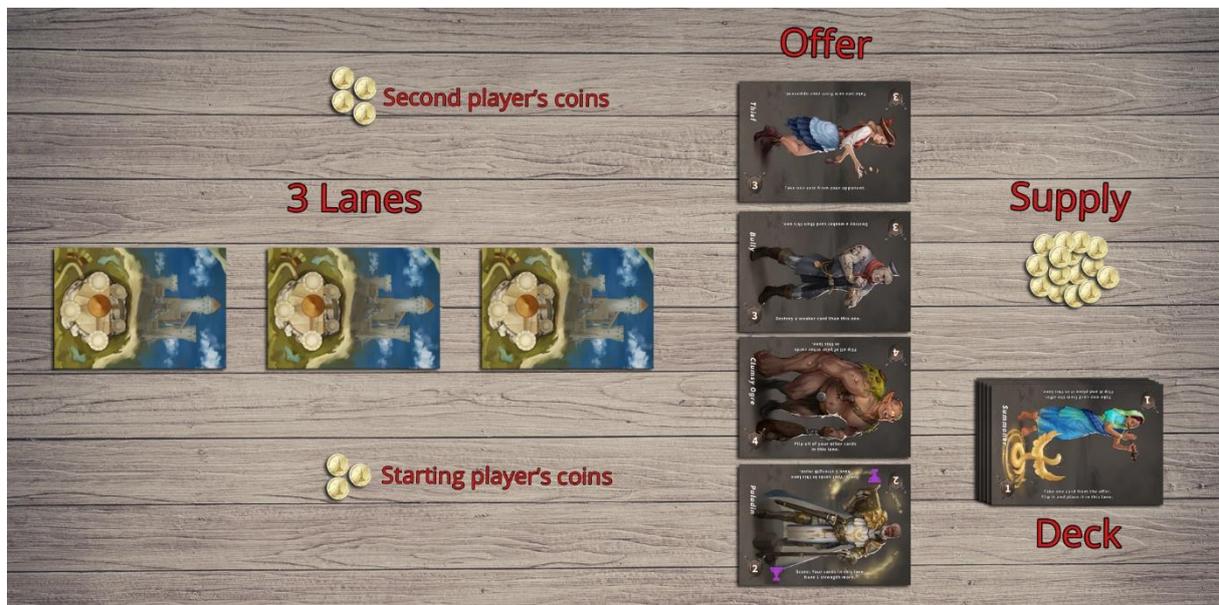


Work in progress!



In Crimson Company two opposing players take on the roles of adventurous noblemen in a cut-throat fantasy world. They each put together a group of shady sellswords, from honorable knights and merchants to crooked creatures of the night, fighting for control over the majority of castles within their lands.

Setup



Place the three *castle cards* representing the three lanes between both players.

Put the *coin supply* next to the three lanes.

Shuffle the *deck* of all the character cards and place it next to the three lanes, facing up (so the *upcoming card* is always visible at the top).

Draw four cards from the deck and place them down next to the three lanes. Those cards are *on offer* initially.

Note: Cards are either in lane, on offer, or in deck. Players do *not* hold a hand of cards!

Randomly decide who goes first. The first player starts with ● 3 coins. The second player starts with ● 4 coins.

Coin Handicap: If one of the two players is more experienced, gaps in skill can be countered by increasing the starting coins of the less experienced player.

The starting player may now begin the game in the  Income phase (see “Phases”).

Phases

A turn consists of three phases.

Phase 1 – Payment

Note: Skip this phase in your first turn as the starting player.

Choose one of two options:

- **Match:** Put as many of your coins on the card as your opponent did. In this case your opponent then gets **all** the coins on the card (i.e. twice the original amount). Then you play the card (see “Playing a Card”).
- **Pass:** The coins your opponent put on the card go back into the coin supply. Your opponent then plays the card. Afterwards you continue with phase 2.

After a card was played, draw from the deck to refill the offer up to four cards.

Phase 2 – Income

Gain  3 coins.

Be aware that some cards’ effects can generate additional income in this phase.

Note: If the coin supply ever runs out, no more income is distributed.

Check: In the first turn, the starting player should have  6 coins in total after this phase.

Phase 3 – Appraisal

Put at least one of your coins on exactly one card currently on offer.

It is now your opponent’s turn, starting with the Payment phase.

Playing a Card

When playing a card, you are free to choose which active lane you want to play in, but you can only play cards on your own side of a lane.

Cards are always played as the bottom-most card (furthest from the castle) in a lane.

Playing a card activates its effect (see “Card Effects”).

Card Effects

There are four types of effects on cards:

- **Instant effects** happen when a card is **played** (in the Payment phase), or when a face-down card is **flipped**, i.e. turned face-up again. Instant effects *have to be resolved* if at all possible (even to the player's own detriment).
-  **Phase effects** (Payment, Income, Appraisal) happen every time at the beginning of the respective phase during their owner's turn.
-  **Destruction effects** happen every time a card is destroyed (either via another card's effect or after a lane was scored).
-  **Score Effects** on cards in a lane only happen when that lane is scored (see "Scoring and Winning").

Beginner Variant: While learning the game, it will be easier if you treat all cards as if they had no text on them (i.e. only a strength value, but no further effect).

Keywords: Destroy / Flip / Move / Swap

Destroying a card removes it from the game. Put it onto a separate discard pile.

Flipping a card means to turn a face-up card face-down, or a face-down card face-up. Face-down cards have **0** strength and no effect by default. Whenever a face-down card with an instant effect is turned face-up, the effect is resolved again.

Moving a card changes its lane. Your own cards are always moved to the bottom of a lane and opponent's cards to the top (furthest from castle). Note that you can only move cards between *lanes* on their side, but not change which *side* the card is on.

Swapping means exchanging the positions of two cards. This does not trigger effects.

Order of Resolution

If multiple card effects trigger in the same phase for a player, resolve them in this order:

1. From top (close to castle) to bottom (far from castle) in the **left** lane
2. From top to bottom in the **middle** lane
3. From top to bottom in the **right** lane

Note: This includes flip effects happening at the same time (e.g. Clumsy Ogre).

Scoring and Winning

Whenever a player has **4** or more cards in a lane after *any* phase, the lane is scored:

1. Resolve any  **Score** effects of cards in this lane from top (close to castle) to bottom (far from castle). The player whose turn it is resolves the Score effects of all cards on their own side first.
2. Add up all the strength values on each player's side. Face-down cards have **0** strength (unless affected by other cards' effects). 
3. The player with the higher total strength wins the lane, gaining the castle card.

After a player won a lane, all the cards in the lane are *destroyed*, and the lane is *removed* from the game. Then continue as usual with the next phase.

As soon as one player owns **2** castle cards, that player wins the game.

Note: Should multiple lanes fulfill the conditions for scoring at the same time, score them from left to right (from the point of view of the player whose turn it is).

Resolving Ties

In case scoring a lane results in a tie, the lane stays in the game. Continue to play out the next phase as usual. Score the lane again after another card was added or removed on either side of the lane (and at least one player still has **4** or more cards in it).