

# *RELEASE!*

# Libraries

# Expansion

*This expansion introduces a whole new side board mechanic that will challenge your memory as much as your head for strategy.*

### ***Installation Instructions***

Replace these 6 Tools & Methods cards with 6 random base Tools & Methods cards; replace these 12 play cards with 12 matching base play cards.

After hands are dealt, each player chooses 3 cards from their hand, and places them face down in front of them, in a line; this is their library. Before a player commits a card to an iteration, they may reveal one of their library cards. This revealed card is then committed to the iteration instead (even if it breaks suit). Players may not otherwise look at, rearrange, or reveal cards from the library.



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## STRUCTURED DEPENDENCIES

**+1** for every two cards in your artifacts (round down)

Additional rule: after a card is committed to an iteration from a player's library, that player immediately scores **+2** if they correctly announced its rank before revealing it.



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## BIRDS RUNTIME

**-1** for each Door

Additional rule: after a Birds card is committed to an iteration from a player's library, that player immediately scores **+2**.



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## FRUITS RUNTIME

**-1** for each Bird

Additional rule: after a Fruits card is committed to an iteration from a player's library, that player immediately scores **+2**.



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## DOORS RUNTIME

**-1** for each Fruit

Additional rule: after a Doors card is committed to an iteration from a player's library, that player immediately scores **+2**.



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## STREAMLINED SYSTEM CALLS

**+1** for each iteration won

Additional rule: at the beginning of the third to last iteration, each player with three cards in their library immediately scores **+3**.



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## EXCESSIVE OVERHEAD

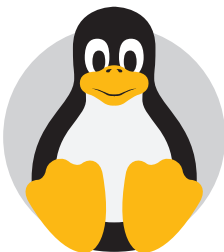
**+1** for each 10 to 13

Additional rule: if you choose to use the special ability on any 2, 3, 4, or 9 cards, immediately score **-1**.



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4



After you commit this card, you may rearrange the cards in another player's library. You may not look at the cards.



4

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4



After you commit this card, you may rearrange the cards in another player's library. You may not look at the cards.



4

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4



After you commit this card, you may rearrange the cards in another player's library. You may not look at the cards.



4

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⚡ | TOOLS & METHODS



⚡ | TOOLS & METHODS



⚡ | TOOLS & METHODS



⚡ | TOOLS & METHODS



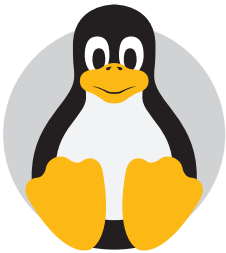
⚡ | TOOLS & METHODS



⚡ | TOOLS & METHODS



3 



After you commit this card, you may look at a single card in another player's library.



3 

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3 



After you commit this card, you may look at a single card in another player's library.



3 

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3 



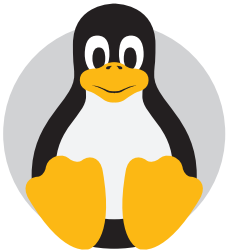
After you commit this card, you may look at a single card in another player's library.



3 

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2 



After you commit this card, you may transfer a single card from your library to your hand.



2 

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2 



After you commit this card, you may transfer a single card from your library to your hand.



2 

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2 



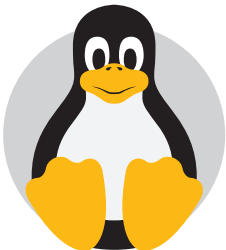
After you commit this card, you may transfer a single card from your library to your hand.



2 

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9 



Before committing a card to an iteration, you may reveal this card. If you do, swap this card with any card in any library.



9 

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9 



Before committing a card to an iteration, you may reveal this card. If you do, swap this card with any card in any library.



9 

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9 



Before committing a card to an iteration, you may reveal this card. If you do, swap this card with any card in any library.



9 

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