

Christophe Boelinger

Rise & Fall



LUDICALLY



There is a world where snowy summits flirt with tropical forests, where fjords border azure archipelagos, and where glaciers caress sun-drenched plains. A world constantly changing under the influence of clans inhabiting it.

As the leader of one of these clans, use the skills of your citizens to control and exploit the rich lands of Rise & Fall, seize the most lucrative trading opportunities for your civilisation and lead it to eternal prosperity.

CREDITS

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To be completed

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OBJECT OF THE GAME

A standard game of Rise & Fall is played for 4 Trophies. When 4 or more Trophies have been claimed, the players end the current turn, and whoever controls the most expansive and advanced civilization is declared the winner.

In order to determine the dominant Civilization at the end of the game, each player will score Victory Points (VP) in 4 categories: Economy, Civilization size, Trophies claimed, and Territory controlled.

LENGTH OF THE GAME

Rise & Fall allows you to customize the length of your games, by collectively choosing at the beginning of the game how many Trophies need to be claimed for the game to end.

- 4 Trophies = standard game
- 5 Trophies = advanced game
- 6 Trophies = epic game

CONTENTS



1 Trophy board containing 6 removable trophy tiles

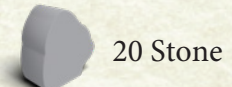


1 scoreboard

Resources:



20 Wood



20 Stone

Coinage (76 Gold Pieces):



32 coins worth 1 GP



16 coins worth 5 GP



20 coins worth 10 GP



4 coins worth 50 GP



4 coins worth 100 GP



1 First Player token

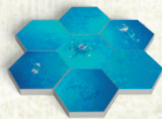


2 double-sided Game Aid cards

Terrain Elements:



4 Starting Sea tiles of 8 spaces



19 Sea tiles of 7 spaces



17 Plains tiles of 6 spaces



15 Forest tiles of 4 spaces



11 Mountain tiles of 3 spaces



4 Glacier tiles of 2 spaces

Contents for each player (x4)

1 set of 6 Civilization cards



33 wooden game pieces:



8 Nomads



8 Cities



5 Ships



3 Mountaineers



3 Temples









6 Merchants

SETUP

- Each player chooses a color and takes all of the matching elements to create their reserve **1**:
 - 1 set of 6 Civilization cards
 - 8 Nomads
 - 8 Cities
 - 5 Ships
 - 3 Mountaineers
 - 3 Temples
 - 6 Merchants
- Create a bank with all of the coins and resources **2**:
 - In a 2-player game: remove 4 coins of 100 GP from the bank.
 - In a 3-player game: remove 2 coins of 100 GP from the bank.
- Place the Trophy board on the side on the table. Insert the 6 Trophy tiles face up in its left side **3** (their order is of no importance).
- Leave the scorepad in the box, as it will only be used at the end of the game.

Creating the World **4**

Take the following elements based on the number of players (a setup reminder can be found on the game aids), and sort them by type:

| |  |  |  |  |  |  |
|----------|---|---|---|---|---|---|
| 2 | 2 | 12 | 10 | 8 | 6 | 2 |
| 3 | 3 | 15 | 14 | 11 | 8 | 3 |
| 4 | 4 | 19 | 17 | 15 | 11 | 4 |

These will be placed in overlapping layers, the levels of which will have an effect on gameplay.

Placement of the Starting Sea tiles

Place the 2 to 4 (depending on the number of players) Starting Sea tiles in the middle of the table as indicated below. This is the beginning of the World.

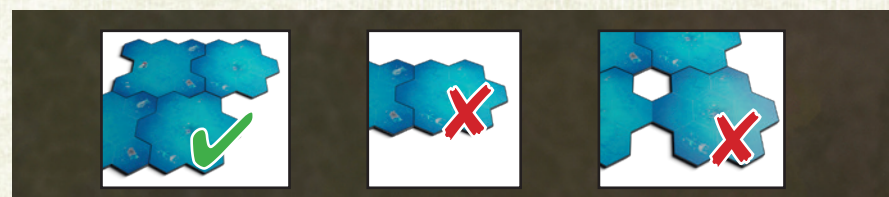


Randomly pick the first player for the construction of the World.

Placement of the Sea tiles

In turn and going clockwise, each player, starting with the First player, places a Sea tile while following these two rules:

- The added Sea tile must touch at least 2 Sea tiles already present in the World.
- You cannot close off a zone containing empty spaces.



Placement of the Plains tiles

Once all of the Sea tiles have been placed, continuing the order around the table, the players place Plains tiles while following this one rule:

- Each space of the Plains tile must cover a Sea space (it cannot cover empty spaces or a Plains).

Note: the added Plains tile doesn't necessarily have to be adjacent to another Plains tile, you can create islands.

ALL of the Plains tiles must be placed. If a player doesn't have the space required to place a Plains tile, they MUST move as few Plains tiles of their choice as possible in order to be able to place their tile.



Placement of Forest, Mountain and Glacier tiles

Once all of the Plains tiles have been placed, continuing in order around the table, the players place the Forest tiles while following this one rule:

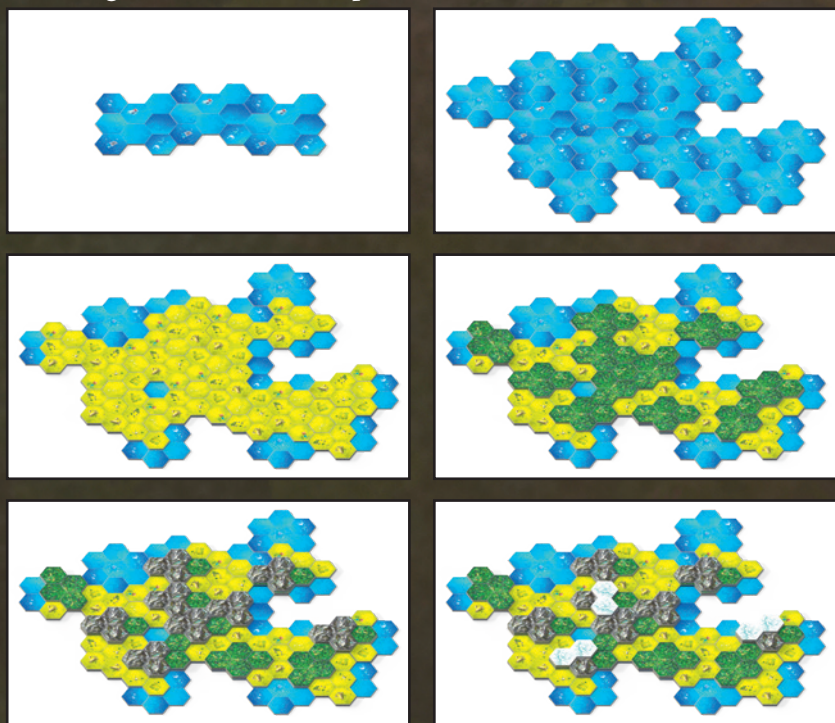
- Each space of the Forest tile can only cover a Plains space.

Following the same principles, the players then place the Mountain tiles, which can only cover Forest spaces.

When the last Mountain tile has been placed, each player places their unique Glacier exclusively on Mountain spaces.

The World has now been created. Each player can lay down the bases of their Civilization.

Creating the World - Example



Placement of the first game pieces

Each player takes 1 Nomad, 1 City, and 1 Ship as well as the three corresponding Civilization cards (Nomad, City, Ship). These are the pieces which make up their Civilization at the beginning of the game.

The other 3 cards, as well as all of the other game pieces of their color are added to their reserve.

Randomly choose who will be the First player for the placement phase. They get the First player token **5**.

The First player places one of their three starting pieces, in accordance with the following rules:

- one game piece per space
- Ships must be placed on a Sea space
- Cities and Nomads cannot be placed in a Sea space or on a Glacier space.

Then, going clockwise, each player does the same, until every player has placed all three of their pieces **6**.

The game can now begin!



CIVILIZATION CARDS

Each civilization card matches one of the types of game pieces **1** and allows you to use that piece type to perform actions (see B - Take Actions, page 7).

Each card shows:

- Actions possible with these pieces and their effects **2**.
- The available number of this type of game piece and the Victory Points (VP) they will be worth at the end of the game based the number of them in the World (see page 8) **3**.



Civilization cards can be in one of the following three states:

Active Cards: The cards in a player's Hand and in their Discard pile are their active cards. Active cards must have at least 1 matching game piece present in the World.

Note: each player stacks the cards in their discard pile face up, so that only the last card played can be seen by their opponents. A player can look through their own discard pile at any time.

Cards in reserve: Cards in reserve correspond to all of the player's types of game pieces which are absent from the World.

Cards in Decline: When a card is placed in the Decline zone, it remains stuck there, whether or not the player has any game pieces of that type in the World (see C - Decline, page 7).



STATE CHANGE

Active card moving to reserve: If a player loses their last piece of a given type, the corresponding card is immediately placed into their reserve.

Example: Using his only Ship, Eric builds a City. The Ship is removed from the World. He now no longer has a Ship in the World, and must thus place his Ship card into his reserve.

Reserve card becoming active: If a player controls a type of piece for which they don't have an active card and which isn't in Decline, they immediately add the corresponding card to their hand from their reserve.

Example: Cathy builds her first Temple. She takes the Temple card from her reserve and adds it to her hand.

Example: Eric had given up on navigation. A few turns later, he builds a Ship, and thus retrieves his Ship card from his reserve and places it in his hand.

GAME TURN

The game lasts a variable number of turns, until the number of Trophies agreed upon at the beginning of the game has been claimed. Each turn is divided into a sequence of phases to be followed.

Phases of a game turn

- A – Play a Civilization card
- B – Take Actions
- C – Decline
- D – Purchase a card in Decline
- E – Recycle cards and pass the First player token
- F – End of turn

A – Play a Civilization card

All players simultaneously choose and play a Civilization card from their hand and place it face down in front of themselves.

Once all players have placed a face-down card in front of themselves, the cards are revealed simultaneously.

Optional: each player announces the card they've played when they flip over their card.

OPTIONAL VARIANT

When all but one player have placed their cards face-down, and that last player is taking too long to think about it, the waiting players slowly count to three together. If the slow player hasn't played a card after these three seconds, another player randomly draws a card from the slow player's hand for them to play this turn (usually, when reaching 3, the slow player will quickly place a card on their own!)

B - Take Actions

Going clockwise starting with the First player, each player can activate some or all of their game pieces matching the type of the card they've just played.

Each piece is activated independently from the others and can perform a different action or the same one as that of the other pieces. The player chooses their activation order.

A detailed description of each type of card can be found on pages 11 through 13.

Example: Yan played his Nomad card. He controls 6 Nomad pieces in the World. Two of them perform a move, the 3rd produces Wood, the 4th produces Stone, the 5th builds a City using the two resources which have just been produced, and the 6th does nothing.

ACTIVATING GAME PIECES

When a player has only a few pieces of a given type, it's simple to remember which ones have already been activated. But when they control many game pieces of a type (for example 4 Cities, or 5 or more Nomads), they must lie each of them flat upon activating it, to avoid activating it twice. They will then stand these pieces back up while the next player performs their actions.

CLAIMING A TROPHY

The first player to place their last game piece of a given type in the World wins the matching Trophy. They take the corresponding tile from the Trophy board and place it in front of themselves. Then move all of the other tiles up a space on the trophy track.

More than one player can claim Trophies in a single turn, and a player may claim multiple Trophies in a turn (but each Trophy can only be claimed once).



Once claimed, a trophy can never be lost, even if the player loses all of the game pieces which allowed them to claim it.

Claiming a trophy causes a Decline phase.

C - Decline

Once all players have performed their actions, if no Trophy has been claimed this turn, skip the Decline phase.

Otherwise, each player must place one face-down card per trophy claimed this turn from their hand or their discard pile into the communal decline zone.

Once all of the players have placed their cards, these are turned over and spread-out face-up in the Decline zone of the Trophy board, so that the upper part of the Civilization card can be seen by all.

A card in the Decline zone is out of play and remains in the Decline zone regardless of what the game piece situation may be in the World. The only way to regain a card from the Decline zone is to buy it back.



Example: Cathy has placed her Ship card in the Decline zone after a trophy has been claimed, despite still having a Ship in the World. On a later turn, she loses her last Ship (Joanna converts it using her Temple), but her Ship card remains in the Decline zone and doesn't return to her reserve.

Example: Joanna builds her second Temple, but her Temple card is in Decline. She doesn't recover her card despite the fact that she now controls 2 Temples.

D - Purchase a card in Decline

During this phase, each player has an opportunity to purchase one of their Civilization cards in Decline. Each player can only purchase a single card during this phase, even if they have multiple cards in Decline.

The cost to purchase a card in Decline varies depending on the number of Trophies which have been claimed. The costs are indicated on the Trophy board and vary between 5 GP and 80 GP.

Note: This phase can be performed simultaneously. However, if any player feels that the resolution order is strategically important, then the player with the First player token makes their purchase first, followed by every other player going clockwise.



First Decline: The purchase price of a card is 5 GP.

Second Decline: The purchase price of a card is 10 GP.

Third Decline: The purchase price of a card is 20 GP.

When a player purchases a card in Decline, they pay its cost, then add the card to their hand if they have at least one of the card's pieces in the World, otherwise they add the card to their reserve.

Note: It's possible to purchase a card in Decline during the last turn, even before tallying Victory Points.

If you no longer have any active cards, you **MUST** purchase a card in Decline. If you don't have enough in your Treasury to do so, your Civilization is extinguished and disappears from the World (See the Extinction of a Civilization paragraph in the Rare Situations chapter).

E – Recycle cards and pass the First player token

This phase is simultaneous.

Each player who no longer has any cards in hand picks up all of the cards in their discard pile. This is called "Recycling".

If at least one player Recycles, the First player token is passed to the player to the left of the current First player.

Note: the First player token is passed to the player to the left of the current First player, even if multiple players Recycle.

F – End of turn

If the number of trophies claimed by all of the players (trophy tiles in front of the players) is less than the number of Trophies to be claimed to end the game, a new game turn begins, starting with phase A – Play a Civilization card.

If the number of trophies claimed is equal to or greater than the number of Trophies needed to end the game, then the game ends. In this case, take the score board and proceed to Tallying Victory Points.

TALLYING VICTORY POINTS

Each player indicates on the scoreboard their performance in each of the 4 categories (Economy, Trophies, Development, and Territories Controlled), as indicated below:

Economy

Each player gains 1 VP (Victory Point) for every 2 GP in their Treasury.

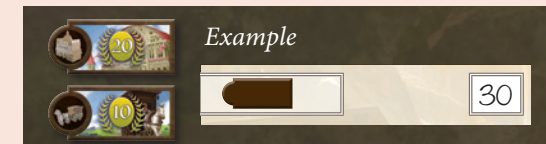
On the scoreboard: indicate the number of GP in the left space, and the number of VP in the right space.



Trophies

Each player who has claimed one or more Trophies gain the VP indicated on those Trophies.

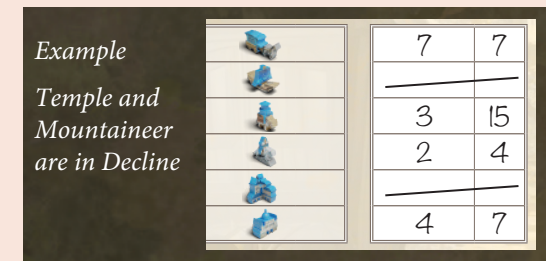
On the scoreboard: indicate the total VP earned from claimed Trophy tiles.



Development

Each player takes all of their Civilization cards which aren't in reserve or in Decline. For each of these cards, they tally how many pieces of that type they control in the World. The lower section of each Civilization card indicates the number of VP gained depending on the number of pieces controlled.

On the scoreboard: cross out the lines corresponding to cards in decline or in reserve, then, for the other lines, indicate the number of pieces controlled in the left space, and the number of VP in the right space.



Territories controlled

This is the scoring section which is worth the most VP in most games. This is also the longest section to tally. Players will analyze the World Region by Region, in order to determine for each Region which player controls the majority of pieces and thus controls that Region.

Region: a set of adjacent spaces which share the same Terrain type. Be careful: Glacier spaces are considered to be Mountains when determining Regions.

The player with the most pieces in a Region controls it, and gains all VP attached to it (see below). Other players who have fewer pieces in that Region gain no VP.

If there is a tie for the most game pieces in a Region, no one gains any VP for that Region.

The value of a Region in VP depends on the Terrain type and size of the Region.

This example is made up of 6 different Regions



A – 4-space Plains: Red has a majority and wins 4 VP (4 x 1 VP).

B – 2-space Forest: held jointly by Yellow and Red, and is worth no VP as no one has a majority in this Region.

C – 7-space Sea: Red has the most with 2 controlled Ships. They get 14 VP (7x 2 VP).

D – 1-space Plains: Green is occupying it and gains 1 VP.

E – 2-space Forest: Yellow is the only one present, they get 6 VP (2 x 3 VP).

F – 6-space Mountain: Yellow has the most pieces and gains 24 VP (6 x 4 VP)

Each space in a Region is worth a number of VP that varies depending on its type of Terrain.

- 1 Plains space is worth 1 VP.
- 1 Sea space is worth 2 VP.
- 1 Forest space is worth 3 VP.
- 1 Mountain or Glacier space is worth 4 VP.

Proceed Region by Region in the order of your choice. On the scoreboard: as soon as a Region is checked, the player controlling it indicates its number of spaces in the left space of the corresponding Terrain line. Then remove all game pieces belonging to all players in that Region.

Example

The player controls 4 Regions (Sea 7 spaces, a 4-space Forest, a 3-space Plains and another 5-space Plains).

| | | | |
|--|--|-----|----|
| | | 3-5 | 8 |
| | | 7 | 14 |
| | | 4 | 12 |
| | | | |

And the winner is the player who has gained the most Victory Points.

| | | | |
|------------|-----|-------|-----|
| Christophe | | | |
| | 2 = | 87 | 43 |
| | | | 30 |
| | | 7 | 7 |
| | | 3 | 15 |
| | | 2 | 4 |
| | | <hr/> | |
| | | 4 | 7 |
| | | <hr/> | |
| | | 3-5 | 8 |
| | | 7 | 14 |
| | | 4 | 12 |
| | | | |
| | | | |
| | | | 140 |

Example

Recap:

Economy: 43 VP

Trophies: 30 VP

Development: 33 VP

Territories: 34 VP

Final Total: 140 VP



Detailed Explanation of the CIVILIZATION CARDS

A FEW IMPORTANT RULES

Game pieces removed from the World are always returned to the players' reserves.

Resources (Wood and Stone) produced and Gold Coins gained are taken from the bank and placed in the player's Treasury. They are returned to the bank when they are spent.

An action can only be selected if it can be fully completed. For example, it's not possible to convert a Merchant if the player performing the conversion no longer has any Merchants available in their reserve.

EACH PLAYERS' TREASURY:

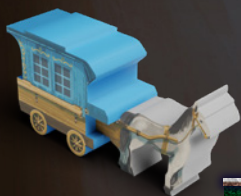
A player cannot possess more than 5 Wood and 5 Stones.

There is no limit to the number of GP a player can possess.

CLIFFS

As seen in the Creating the World section, the various geographic elements of the game make up levels, with the Seas being the lowest and the Glaciers the highest.

When two adjacent spaces have a difference of 2 or more levels (for example a Plains and a Mountain), they are separated by a cliff. When an action is impossible over a cliff, it means that it's only possible to perform the action if both involved spaces are on the same level, or have a difference of only a single level.



NOMADS



CITIES



MOVEMENT

Effect: The Nomad moves to an empty adjacent Plains, Forest, or Mountain space. It cannot move over a cliff.

PRODUCTION

Condition: The Nomad must be in a Forest or a Mountain.

Effect: If the Nomad is in a Forest, gain a Wood.
If the Nomad is in a Mountain, gain a Stone.

CONSTRUCTING A CITY

The Nomad settles down and founds a City.

Condition: The Nomad must be in a Plains or a Forest.

Cost: 1 Wood and 1 Stone.

Effect: The Nomad is replaced with a City

CONSTRUCTING A TEMPLE

The Nomad builds a Temple and becomes a monk.

Condition: The Nomad must be in a Plains or a Mountain (not a Forest).
A Temple must be seen from afar, and that's impossible in a Forest!

Cost: 2 Stones.

Effect: The Nomad is replaced with a Temple.

CONSTRUCTING A SHIP

The Nomad builds a Ship and becomes a sailor.

Condition: The Nomad must be in a Plains space which is adjacent to an empty Sea space.

Cost: 1 Wood.

Effect: The Nomad is removed and a Ship is placed on an empty adjacent Sea space.

GROWTH

The growth of the city-dwelling population is such that a part of that population decides to leave the City to return to their nomadic ways.

Effect: Add a Nomad to an empty Plains, Forest, or Mountain space adjacent to the City and not separated by a cliff.

EDUCATION

Your City has an education system allowing it to train Merchants and Mountaineers.

Condition: You must have a Nomad piece in a space adjacent to the City and not separated by a cliff.

Cost: 2 GP for a Merchant.
1 GP for a Mountaineer.

Effect: Replace the Nomad with a Merchant or a Mountaineer depending on the cost paid.

TAXES

Your City can collect taxes from its populace. The amount collected depends on how fertile the Terrain type your City is built upon.

Effect: If the City is in a Mountain, gain 1 GP.
If the City is in a Plains, gain 2 GP.
If the City is in a Forest, gain 3 GP.



SHIPS

MOVEMENT

Effect: Move a Ship to any empty Sea space in the same Sea Region. To get there, the Ship can cross Sea spaces that are already occupied.

CONSTRUCTION

The unit abandons navigation to construct a Temple and become a monk, or to construct a City and become a city-dweller.

Condition: The Ship must be adjacent to an empty Plains space.

Cost: 2 Stones for a Temple, 1 Stone for a City.

Effect: The Ship is removed from the World and a Temple or a City is placed on an adjacent empty Plains space.

TRANSFORMATION

The unit gives up navigation to return to the life of a Nomad or becomes a Merchant.

Condition: The Ship must be adjacent to an empty Plains or Forest space for a Nomad.

It must be adjacent to an empty Plains or Forest space or occupied by only a City for a Merchant.

Cost: Free for a Nomad, 2 GP for a Merchant.

Effect: Remove the Ship. Add a Nomad on an empty adjacent Plains or Forest space. Or add a Merchant on an adjacent Plains or Forest space that is either empty or occupied only by a City.

TRADE

The Ship is used as part of the Merchant Marine to supply coastal Cities.

Effect: Gain 3 GP for each coastal City (allied or opposing) adjacent to the Sea Region in which the Ship is located.

Note: A given City can be considered coastal with multiple Sea Regions.



TEMPLES

CONVERSION

Your Temple can convert an enemy unit.

Condition: the unit (Nomad, Mountaineer, Merchant, Ship) must be on a space adjacent to the Temple.

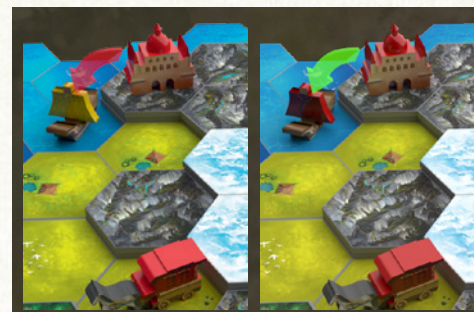
Cost: 2 GP for a Nomad.

3 GP for a Mountaineer

5 GP for a Merchant

5 GP for a Ship

Effect: Return the converted unit to its owner and replace it with a unit of the same type taken from your reserve. A Temple can only convert one unit per turn.



Example: The Red player converts a Yellow Ship that's adjacent to their Temple. To do so, they must pay 5 GP to the bank.

TAXES

Your temple can collect taxes (a Tithe) from its faithful neighbors.

Effect: Gain 2 GP for each game piece of your color adjacent to the Temple, other than another Temple (Temples do not pay each other Tithes).



Example: The Red Ship occupies a Sea Region bordered by 4 coastal Cities. This Ship will thus gain 12 GP each time it performs a "Trade" action.



MOUNTAINEERS



MOVEMENT

Effect: The Mountaineer can move up to 3 spaces, through Plains, Forest, and Mountain spaces, and they are the only unit able to move through Glacier spaces.

They can move across cliffs.

They can move through spaces occupied by pieces of their own color, but must end their movement in an empty space.



PRODUCTION

Condition: The Mountaineer must be in a Forest or a Mountain.

Effect: If the Mountaineer is in a Forest, gain a Wood.

If the Mountaineer is in a Mountain or a Glacier, gain a Stone.



CONSTRUCTING A CITY

A Mountaineer can build a City and become a city-dweller.

Condition: Be in a Forest or a Mountain (not in a Plains).

Cost: 2 Wood.

Effect: The Mountaineer is replaced with a City.



MERCHANTS



MOVEMENT

Effect: The Merchant can move up to 4 spaces through Plains, Forest, and Mountain spaces.

They can move across cliffs.

They can move through opponent's game pieces and can stop on an allied or opposing City. The stacking limit on a given space is one City plus one Merchant.



TRADE

A Merchant can trade with all adjacent Cities, as well as any City sharing its current space.

Effect: The player gains 5 GP for each adjacent opposing City, and 3 GP for each adjacent City of their own color.



TRADE WITH THE BANK

Effect: A Merchant can buy or sell a resource for 5 GP.



CONSTRUCTING A SHIP

A Merchant can build a Ship and become a sailor.

Condition: The Merchant must be in a Plains space adjacent to an empty Sea space.

Cost: 1 Wood.

Effect: The Merchant is removed, and a Ship is added to an empty adjacent Sea space.



The Red Merchant trades with 4 Cities. It gains 5 GP for each opposing City and 3 GP for each City of its own color. In this case, it gains a total of 16 GP.

RARE SITUATIONS

BANK BREAKDOWN

If a player must get coins from the bank and it doesn't have any, or doesn't have enough to pay the full amount due, then the bank pays the most it can pay, with the difference being lost. The bank is never indebted to the players.

EXTINCTION OF A CIVILIZATION

If, during a phase A (Play a Civilization card), a player has no cards in their hand, their Civilization is extinguished. Immediately remove all of the pieces from that Civilization from the World. Return its resources and Treasury to the bank. That player has lost the game. The Trophies they may have claimed are not returned to the Trophy board but are counted towards the number of Trophies to be claimed to finish the game.

UNFORTUNATE SITUATION

When a player must perform an action of the card they've selected this turn, if they no longer control any pieces of the type selected at that point, they must place their Civilization card in reserve and skip their turn. This situation can occur if another player has converted or eliminated the player's last game piece earlier during the round.

STRATEGY TIPS

BUILDING THE WORLD

It's difficult to have a strategy during the collective construction of the world. Therefore, just focus on building a pretty background all together, at least during your first few games. With experience, you'll figure out strategies you can use during creation.

INITIAL DEPLOYMENT

By contrast, the deployment of your three initial pieces is vital. Don't hesitate during this phase to take the time needed to think about the

topology of the world as well as the positions of opposing pieces. The following points are important to take into account during initial deployment:

- Avoid grouping your pieces. Spread out across the World instead, in order to develop different areas and control more terrain.
- Aim for quick access to the two resources that are Wood and Stone. So, place yourself on or near Forest and Mountain spaces.
- Avoid proximity to opposing pieces. You don't want to get fenced in.

RAPID EXPANSION

Nomads and Cities are key elements for a rapid expansion: Cities spawn Nomads who go build Cities in other lands, which in turn spawn more nomads. If you play with only these two active cards, the process speeds up even more.

But be careful, rapid expansion also means setting aside everything else. This strategy generates little to no treasury. If an opponent claims a Trophy, you'll have to lose one of your two cards, and probably won't have enough gold to buy it back. Your expansionist mechanic will then be broken.

Even worse: if your opponents claim multiple Trophies in a single turn, you'll have to lose both your cards and the purchase price will be even higher. You'll almost certainly be unable to buy a card back, and with no cards left to play, it'll be the decline of your civilization which will be extinguished as quickly as it expanded. In short, you'll lose the game.

PURCHASE OF A CARD IN DECLINE

The cost of a card in Decline varies from 5 GP to 80 GP. The more Trophies that are claimed, the more expensive the purchase of a card will be. It's therefore more economical to buy back your cards in Decline earlier in the game.

Sometimes, it can be interesting to play using a deck with fewer cards, especially if the cards kept are vital to your strategy. In that situation, it's probably preferable not to buy back one or more cards in Decline, at least not right away.