

ABOUT SYNOD

As the seasons of GearSeed shift, so do the reigns of power in this peculiar and ever changing world. In **SYNOD**, each player vies for control of the Synod of GearSeed. Using Noble cards belonging to the three Castes of GearSeed (Coalkin, Thorned, and Gremlin), players assert their influence in the Synod.

SETUP

Shuffle together the 15 Noble cards, forming the Noble deck. Deal 3 Noble cards, face down, to each player. Players may look at their cards, but keep them secret. Place the Noble deck to the side of the play area.*

Shuffle together the 3 Favor/Synod cards. Reveal 2 Favor Cards. Place the 2 Revealed Favor cards and the Synod card in the middle of the play area.

Players use whatever method they choose to determine the Starting player and then the game begins.

***Small Box Games recommends placing the Noble deck on the Starting Player's side to help keep track of who the Starting player is.**

NOBLE CARDS (15 Cards)

NOBLE cards represent the Nobles of GearSeed. Each Noble card is 1 of 5 different TYPES (Lord, Lady, Emissary, Bishop, or Page), and belong to 1 of 3 Castes (Coalkin, Thorned, or Gremlin). Noble cards also have a number of Caste Influence Icons.

Each Noble has an Ability that is used when the card is played, as well as a Scheme (in italics), which, if completed, earns the player points at the end of the game. Noble cards also grant the player Influence.



FAVOR/SYNOD CARDS (3 Cards)

There are 3 different **FAVOR** cards. The back of each Favor card is a **SYNOD** card. Only 2 Favor cards are used during a game of Synod. The remaining Favor card is facedown during the game and serves as the Synod card.

The Favor cards represent the favor of one of the Castes of GearSeed. Gaining a Favor card grants the player a special Favor ability and is worth points at the end of the game. The Synod card is also worth points, and is awarded to the player with the most Influence at the end of the game.

PLAYING SYNOD

Synod is played over a series of player turns. Each turn, the player draws 1 card and then plays 1 Noble card from their hand. When there are no cards left in the deck, the game ends. Players earn points for Schemes, having Favor, and having the most Influence.

Player Turns

At the beginning of a player's turn, they draw 1 Noble card from the deck. Then, they play 1 Noble card from their hand to their side of the play area, either face up or face down.

Noble cards played face down remain face down until the end of the game. Face down Noble cards are revealed at the end of the game. **A player may not have more than 2 face down cards.**

When a Noble card is played face up, the player uses the card's Ability to the best of their ability.

After playing a Noble card face up from their hand, the player gains the Favor of the Caste that Noble belongs to (if the player does not already have that Caste's Favor and if it is available). When the player gains the Favor of a Caste, they take that Favor card (either from the middle or from the opposing player) and move it to their side and may use the Favor's Ability.

Each Favor has an optional ability that is granted to the player when they gain the Favor. This ability can only be used when the player gains the Favor card. If the player already has the Favor card, they do not use the ability.



Jeb plays the Thorned Lord face up in his play area. He uses the Noble's ability.

Since he does not already have the FAVOR of the THORNED, he takes the FAVOR of the THORNED card from Jackie because he played a THORNED card.

Since he gained the FAVOR of the THORNED, he uses the Favor's Ability.

Player Turns (continued)

After the player has drawn and played a Noble card, the player discards card(s) from their hand until they have a maximum of 2 cards in hand. The player's turn ends and the other player takes a turn.

In Synod, when a card is discarded, it is placed on the bottom of the deck.

ENDING THE GAME

At the end of the non-Starting player's turn, if there are no cards remaining in the deck, the game ends.

The ending is set up this way to ensure that both players receive an equal number of turns.

SCORING

When the game ends, scoring takes place.

Each player reveals their face down Noble card(s). Then 1 at a time, each player checks to see if the Schemes of their revealed Noble cards were completed. Each player gains 1 Point for each Scheme that was completed. (Maximum of 2 Points per player)

Next, each player gains 1 Point for each Favor card they have. (Maximum of 2 Points per player)

Finally, each player adds together the total number of Influence Icons of all Nobles on their side (*this includes Nobles that were face down*). The player with the highest Influence takes the Synod card from the middle of the play area and scores 2 Points. In the event of an Influence tie, the player with the most Influence in the Tiebreaker Caste wins the tie. If a tie still exists, neither player receives the Synod card.

The player with the highest number of Points wins the game. In the event of a tie, the player with the Synod card wins. If a tie still exists, the player with the most cards on their side wins the game. If a tie still exists, play again.

EXAMPLE



Jeb reveals 2 Face Down Nobles. He completes the Gremlin Lady's Scheme (He only has 1 Lady). He doesn't complete the Gremlin Lord's Scheme (he only has 2 Gremlin and needed 3). So he scores 1 Point from Schemes.

He has 1 Favor, the Favor of the Thorned, so he scores 1 Point. He has a total of 8 Influence. Jacki has 11 total Influence, so he does not gain the Synod card. Jeb scores a total of 2 points.

NOBLE & FAVOR ABILITIES IN DEPTH

LORD: The player may opt to draw no cards. If the player draws no cards, they do not have to discard cards. However, if the player opts to draw cards, they must still discard the appropriate number of cards even if they were only able to draw 1 card.

LADY: If the player does not have a face down card of the appropriate Caste to reveal, the player cannot use the second portion of the Lady's Ability.

PAGE: If the player searches the deck and there are no cards of the appropriate Caste in the deck, the player does not add a card to their hand. They still shuffle the deck.

EMMISARY: When a card is exchanged, it moves from 1 player's side to the other player's side. When a card is exchanged, its ability is not used. Exchanging cards does not count as playing a card for the purposes of Favors.

BISHOP: The Bishop's ability can be used to return any other Noble card of the appropriate Caste in play to the player's hand. That includes Noble cards on their side and Noble cards on the opposing player's side.

FAVOR OF THE COALKIN: The played card may be played face up or face down. The discarded card may be a face up or face down card.

FAVOR OF THE GREMLIN/THORNED: These 2 abilities are straight forward.

EXAMPLE

Liz is the non-Starting player. It is her turn, but there are no cards remaining in the deck.

She does not draw a card, since there are no cards remaining in the deck. However, she still plays a card from her hand for her turn. Liz ends her turn and the game ends.