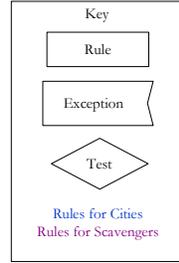


- Setup:
- Place VP board and 3 City cards in center
 - Place Building Bonus Goods on City cards
 - Each player selects Faction, places Faction board
 - Place Faction VP marker next to VP board (near 1)
 - Sort Goods by type, place near VP board
 - Choose 1st player
 - Choose 0 or 1 expansion: Winter, New Era, Scavenger
 - Shuffle main Deck (base cards + chosen expansion, if any), place face-down
 - Shuffle Connection decks by color, place face-down
 - Deal 6 cards to each player
 - Each player keeps 4 and returns 2 to personal discard pile

- Reveal top card of each Connection deck, place face-up on top of pile
- Draw cards from main Deck = [players] + 1, place face-up
 - Reshuffle as needed
- Starting w/1st player, then clockwise, each player takes 1 card into hand
- Remaining card discarded to 1st player discard pile
- Draw cards from main Deck = [players] + 1, place face-up
 - Reshuffle as needed
- Starting w/last player, then counterclockwise, each player takes 1 card into hand
- Remaining card discarded

51ST STATE MASTER SET

Portal Games
Visio rules Version 1.4 by R Monk
EmperorMonk@outlook.com



- Ammo may always substitute, 1-1, for Resources:
- Fuel
 - Iron
 - Gun
 - Brick

Factions		
Faction	Production	Actions
Appalachian Federation	<ul style="list-style-type: none"> 3 Workers 1 Brick 1 Grey Contact 1 Card 	<ul style="list-style-type: none"> 2 Grey Contacts <ul style="list-style-type: none"> Cost = 1 Brick, 1 Card 2 Red Contacts <ul style="list-style-type: none"> Cost = 1 Gun 2 Blue Contacts <ul style="list-style-type: none"> Cost = 1 Fuel 1 Resource or 1 Card* <ul style="list-style-type: none"> Cost = 2 Workers
Hegemony	<ul style="list-style-type: none"> 3 Workers 1 Universal Contact 1 Grey Contact 1 Card 	<ul style="list-style-type: none"> 1 Grey Contact <ul style="list-style-type: none"> Cost = 1 Iron 2 Red Contacts <ul style="list-style-type: none"> Cost = 1 Gun 1 Blue Contact <ul style="list-style-type: none"> Cost = 1 Fuel 1 Resource or 1 Card* <ul style="list-style-type: none"> Cost = 2 Workers
Merchant's Guild	<ul style="list-style-type: none"> 3 Workers 1 Fuel 1 Grey Contact 1 Card 	<ul style="list-style-type: none"> 2 Grey Contacts <ul style="list-style-type: none"> Cost = 2 Iron 2 Red Contacts <ul style="list-style-type: none"> Cost = 1 Gun 3 Blue Contacts <ul style="list-style-type: none"> Cost = 1 Fuel 1 Resource or 1 Card* <ul style="list-style-type: none"> Cost = 2 Workers
Mutant's Union	<ul style="list-style-type: none"> 3 Workers 1 Gun 1 Grey Contact 1 Card 	<ul style="list-style-type: none"> 2 Grey Contacts <ul style="list-style-type: none"> Cost = 2 Iron 3 Red Contacts <ul style="list-style-type: none"> Cost = 1 Gun 1 Blue Contact <ul style="list-style-type: none"> Cost = 1 Fuel 1 Resource or 1 Card* <ul style="list-style-type: none"> Cost = 2 Workers
New York	<ul style="list-style-type: none"> 3 Workers 1 Iron 1 Grey Contact 1 Card 	<ul style="list-style-type: none"> 1 Grey Contact <ul style="list-style-type: none"> Cost = 1 Iron 2 Red Contacts <ul style="list-style-type: none"> Cost = 1 Gun 2 Blue Contacts <ul style="list-style-type: none"> Cost = 2 Fuel 1 Resource or 1 Card* <ul style="list-style-type: none"> Cost = 2 Workers
Texas	<ul style="list-style-type: none"> 4 Workers 1 Grey Contact 1 Card 	<ul style="list-style-type: none"> 1 Grey Contact <ul style="list-style-type: none"> Cost = 1 Iron 1 Red Contact <ul style="list-style-type: none"> Cost = 1 Gun 1 Blue Contact <ul style="list-style-type: none"> Cost = 1 Fuel Repeat 1 of above Actions <ul style="list-style-type: none"> Cost = 1 Resource or 1 Card* Cost = 2 Workers

* May be repeated any no. of times
Otherwise, may do each Faction Action 1x per turn

