
After a card in this lane was flipped, its owner gains one coin.
Score effects trigger an additional time in this lane.
Cards cannot be destroyed in this lane (except after scoring).
After a player matched a bid, they flip a card in this lane.
After a player matched a bid, they gain one coin.


This lane is scored with 3 instead of 4 cards on either side.


This lane is only scored, if there are 6 or more cards in total on both sides combined.


After deploying a card into this lane, flip one of your cards in this lane.


After deploying a card into this lane, move one of your other cards into this lane.


After this lane was scored, flip all face-down cards in all other lanes.


Score: Face-down cards in this lane have 2 strength more.


Income: All players gain a coin.


After a player conquered this castle, the other player chooses a card from this lane and moves it to another lane.


After this castle was conquered, each player chooses one of their cards from this lane and moves it to another lane.


Scoring in this lane is triggered with one additional card.


Income: If this is your own Income phase, flip one of your cards in this lane.


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