



# Animal Kingdom

TRADING CARD GAME

## Quickstart Rules

# Table of Contents

Pre-Kickstarter Version 0.4 (25/02/23)

<b>The Basics</b>	2
<b>Getting Started</b>	3
<b>Types of Card</b>	4
<b>Flow of the Game</b>	7
<b>Glossary</b>	13
<b>FAQ</b>	15

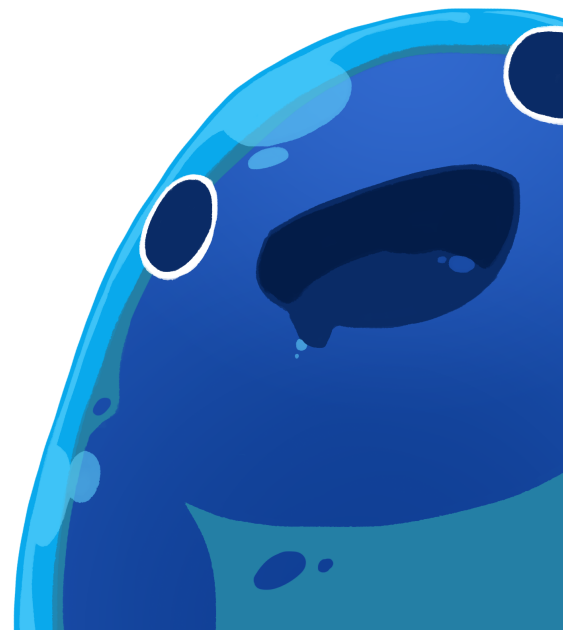
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## Note for Early Readers

This is an early version of the Animal Kingdom Quickstart Rules! It's aimed at introducing new players to the game without assuming too much prior knowledge of Trading Card Games, and as such, it doesn't go into detail on some advanced mechanics (which will be included in the comprehensive rules in the future). It is subject to future revision as we march towards our launch on Kickstarter!

We hope it serves its purpose in introducing you to the game. Please feel free to provide us with any feedback you might have via [Discord](#)!

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## What is Animal Kingdom?

Animal Kingdom TCG is a city-building card game in which you become the mayor of a fantastical city, whose goal is to create the most reputable settlement in all the land! Fill your city with all sorts of weird and wonderful buildings that express the type of place you'd love to create, and then use the resources that they generate to hire diligent workers, recruit daring adventurers, play cunning stratagems, and more! But beware - you'll be faced with stiff competition from your fellow mayors, who are in charge of their own cities, with their own sights set on the prize!

Animal Kingdom is suitable for 2-4 players, but we most recommend 4 player games.

## The Aim of the Game

In Animal Kingdom, each mayor's goal is to accumulate 50 points of Renown before their rivals can do the same. The first mayor to reach 50 points of Renown wins the game!

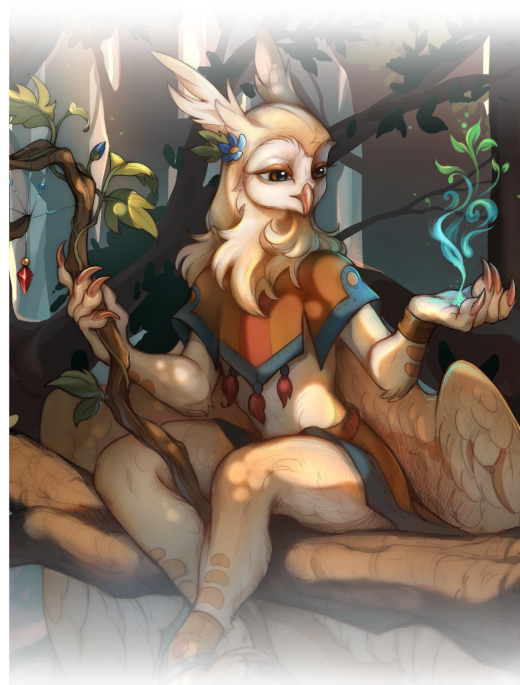
## What Do I Need to Play?

We recommend learning to play using the Animal Kingdom Starter Set, which contains four unique decks, each one ready to play straight out of the box! If you're using other decks, however, each player should make sure to have the following:

- 1 Assistant Mayor
- A 50-card Expansion Deck
- A 15-card Adventurer Deck
- A 10-card Quest Deck

Once every player has all of the cards they need, you're ready to set-up and play!

If you're constructing your own deck to play, remember that you can't include more than 4 copies of the same card (except basic buildings), and that you can only have up to 3 legendary cards – and only 1 copy of each.





## Setting Up

Getting started with Animal Kingdom is simple! Each mayor should follow the steps listed below:

1. Take a basic building from your Expansion Deck and place it face down in your city. Then, shuffle your Expansion Deck, Adventurer Deck, and Quest Deck, and place them face down in the appropriate areas as demonstrated in the 'playing field' example image on page 7. Assistant Mayors should be placed face down at this point as well.
2. Each mayor draws a starting hand of 7 cards from their Expansion Deck. As long as you're still learning, consider allowing each mayor to redraw their starting hand until they have at least 2 buildings in it. Otherwise, follow the mulligan rules as explained later on.
3. Decide who goes first! This is often done by having each player roll a dice, with the player who gets the highest result going first. (If the highest result is tied, the tying mayors roll against each other.) Turns will progress around the table in a clockwise order.
4. All mayors turn their Assistant Mayor and their first building face-up. You're ready to start the game!

## Tracking Renown

An important aspect of Animal Kingdom is tracking each mayor's Renown total. This can be achieved by using a variety of phone apps, by using dice, or even simply by using a pen and paper. Any of these methods is acceptable, so long as all players agree to allow them!





# Types of Card



## Assistant Mayors

Your Assistant Mayor (abbreviated as 'AM') is the leader of your deck. Their flavour and abilities make them a lynchpin around which to theme and build your deck - perhaps they're a militaristic type who'll help you recruit adventurers quickly, or even a shady mobster who'll help you extort other mayors?

The cards in your Expansion Deck and Adventurer Deck must be the same attribute(s) as your AM, except for Neutral cards, which can be included in any deck.

## Adventurers

Contained within your Adventurer Deck, these cards represent the daring adventurers you recruit to take on quests, allowing you to earn Renown and other rewards that bolster your city's success. They possess three primary statistics (Strength, Magic, and Guile) to represent their capabilities, and many also possess effects that provide a boon to you or your city, hinder other mayors, and so on!

Some adventurers are **legendary**. You can only run 1 copy of a legendary card in your deck (and up to 3 legendary cards total), but they possess suitably legendary abilities to help you turn the tides!



## Workers

Worker cards are part of your Expansion Deck, and serve as cogs in the well-oiled machine that is your city! Incredibly versatile, they can perform all sorts of tasks, ranging from generating Renown on their own, to working in buildings to activate powerful effects. They frequently possess their own unique effects as well, but be aware that each worker can usually only do one thing per turn. Utilising your talented workforce properly is a key aspect of becoming a proficient mayor!

## Stratagems

Any mayor worth their salt has more than a few tricks up their sleeve. As part of your Expansion Deck, stratagems represent this. They provide you with powerful effects that can be played straight from your hand, ranging from the ability to draw more cards, weaken or strengthen adventurers, force other mayors to discard cards, and so on.

All stratagems are marked as 'Fast' or 'Slow'. A fast stratagem can be played at any time - even during the quest phase, or in another mayors' turn! Slow stratagems can only be played during your own city phase.



## Buildings

To be a city at all, you need to have buildings! These irreplaceable cards are contained within your Expansion Deck, and generate Sola - the resource you spend on playing other cards. Buildings themselves have no cost to play, but only one can be played per turn, so choose wisely!

Certain types of buildings, such as Advanced or Landmark buildings, often have their own useful effects. Remember that only buildings marked as 'Basic' can be played as your first building during set-up!

**Note:** Any card in your hand can be placed face down to act as a basic building that generates 1 Sola per turn. These are referred to as 'slums'. This counts as playing a building for the

turn.

## Quests

The world of Animal Kingdom is brimming with opportunities for adventurers to show off their skills. This is where quest cards come in! Contained within your Quest Deck, these horizontal cards represent the dangers that mayors can hire adventurers to tackle, earning Renown in the process. After all, a city that hosts powerful adventurers making the land a safer place is a popular city indeed!

Quests are marked as Easy, Medium, or Hard, with appropriate completion requirements and rewards. The average Quest Deck contains 5 easy quests, 3 medium quests, and 2 hard quests.



## Anatomy of a Card

**Card Name:** The name of a card. Decks may only contain up to 4 copies of each card name (1 copy if the card is a legendary adventurer). The effect text of some cards refer to the Card Name.

**Cost:** The amount of Sola you must pay to play the card.

**Statistics Orbs:** These denote a card's statistics. On adventurer cards, they are Strength, Magic, and Guile. Worker cards most often have a Gain statistic, but sometimes have a Gain Penalty statistic.

**Mid-Bar:** The 'mid-bar' is present on all cards except Assistant Mayors. It clearly states what type of card it is (e.g. adventurer, worker) and also lists a variety of traits, such as faction, class, and species. On stratagem cards, it displays whether the card is Fast or Slow, and on building cards, it displays whether the building is Basic or Advanced. Many card effects refer to elements contained within the mid-bar, so make a habit of checking it!

**Text Box:** A card's effects are listed in its text box. On most cards other than stratagems, each effect is preceded by an icon that indicates what type of effect it is, and helps to denote where one effect ends and another begins if the card has multiple. Sometimes, italicised text appears in a text box - this is 'flavour text', which serves to give more insight into the world of Animal Kingdom and has no bearing on gameplay.

**Credits and Set Code:** Additional information such as a card's Set Code, rarity, illustration credit and copyright are listed here.





# Flow of the Game



## Quest Deck / Active Quest

Place your Quest Deck (the one that contains 10 cards) on the **inside** upper zone of your play area (either right or left – it depends on your position at the table). When you reveal quests, you'll put them in the Active Quest area. Each player's Active Quest should be on the next to the Quest Deck in the upper zone, such that each mayor's active quests form a sort of 'quest board'.

## Recycling

This is where your cards go when they are retired, when stratagems are played, and so on. You can put adventurer cards in the same recycling pile as the rest of your cards - just make sure to sort them back into their appropriate decks once the game is over!

## City & Tavern

The city comprises the entire area in the middle of your playing area, and is where you can place buildings, workers, and so on. The 'tavern' is a sub-area of the city, where adventurers stay. You don't have to put them in the suggested area - they can be placed anywhere in the city - but it's recommended to at least group them together. Your tavern can hold 5 adventurers by default.

**Note:** The playing field layout above is a strong recommendation, but not necessary. If you're more comfortable moving something like a deck or your recycling to a different location, you can do so.



# Set-up Phase

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Upkeep Phase



Draw Phase



City Phase 1



Quest Phase



City Phase 2



End Phase



## Set-up Phase

The set-up phase is a unique phase that takes place only at the beginning of the game. The steps required to set-up are detailed earlier in this document, under 'Getting Started'. If you've already done that, you're ready to go!

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## Taking a Mulligan

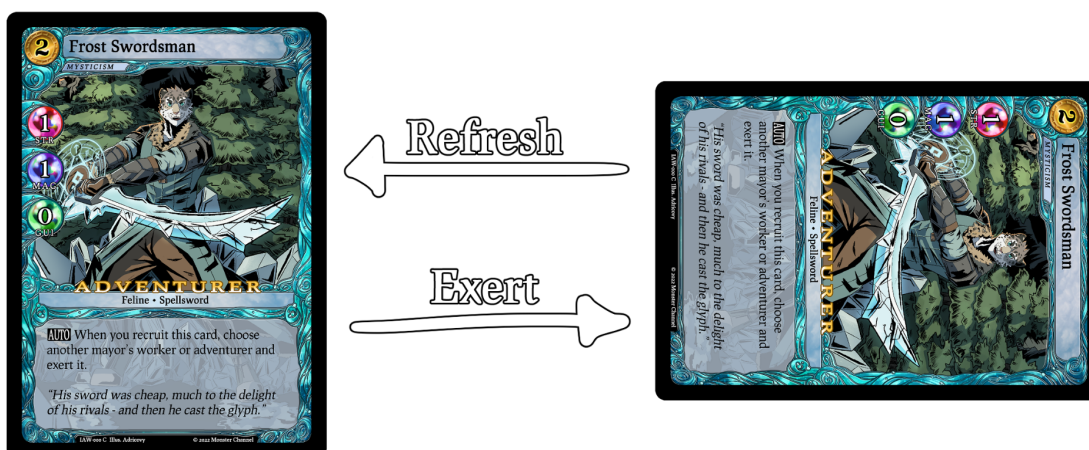
In some cases, your starting hand of 7 cards won't appeal to you. If this is the case, you can choose to take a mulligan. To do this, take any number of cards from your starting hand and shuffle them back into your Expansion Deck. Then, draw a number of cards from your Expansion Deck equal to the number you put back. You can do this once only during the set-up phase - even if you don't like the new cards you drew, you have to keep them.

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## Upkeep Phase

In the upkeep phase the active mayor (this refers to the mayor whose turn it currently is) takes the following steps:

- 1) Loses any unspent Sola from their previous turn, and then their buildings generate new Sola.
- 2) Refreshes all of the exerted cards that they control.
- 3) Turns their active quest face down (if they have one), then takes the top card of their Quest Deck and puts it face up as their active quest. If their Quest Deck is empty, they shuffle their active quest pile and it becomes their new Quest Deck, and then the top card is made active.



## Draw Phase

The active mayor draws 1 card from their Expansion Deck and adds it to their hand.

Note that the mayor who takes the first turn of the game does not have a draw phase on that first turn and will not draw a card.

## City Phase

The city phase is, as the name implies, the part of your turn where you can manage your city! The active mayor can play cards from their hand, such as workers, adventurers, stratagems and buildings (but only 1 building per turn!). Workers can be exerted for Gain, or can Toil to activate the effects of buildings. Additionally, the active mayor can **scout**, as well as activate the abilities of Assistant Mayors.

For many strategies, and especially for new players, the city phase can be seen as a preparation-focused phase. Aim to recruit adventurers, power them up, and play workers and buildings that will aid in protecting and further empowering them. Adventurers and their ability to quest are crucial for winning the game, as quests provide large amounts of Renown, and many adventurers have effects that activate when quests are attempted or completed.

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## Exerting for Gain

Most workers have the innate ability to be 'exerted for Gain', which results in the mayor who controls them gaining Renown equal to their Gain statistic. Some workers, most notably certain workers in the Subterfuge attribute, have a Gain Penalty statistic instead. Exerting them works similarly to exerting for Gain, but the mayor whose city they're in LOSES an amount of Renown equal to that card's Gain Penalty.

Note that the Renown gain (or loss) does not occur if the worker is exerted for any other reason, including paying the cost for their own effects. They must specifically be 'exerted for Gain'.

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## Scouting

A good mayor knows where to scout for talented adventurers! 'Scouting' refers to drawing 1 card from your Adventurer Deck and adding it to your hand. Unlike drawing from the Expansion Deck during your draw phase, scouting is optional, and can also be carried out during the second city phase, although only once per turn.

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## Summoning Sickness

When a worker or adventurer is played, they suffer from 'summoning sickness'. This means they can't be used for actions such as exerting to activate their own effect, questing, or exerting for Gain until the

next upkeep phase of the mayor who controls them. Cards with the Quick keyword ignore this rule, and can be used immediately!

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## Quest Phase

The quest phase is when your adventurers take the spotlight by striking out on dangerous quests! The active mayor may choose an available quest to tackle, and then forms a party using refreshed adventurers in their tavern. If the party fulfils the quest requirements, a bounty of Renown and other rewards will be yours, and those adventurers return to the tavern, exerted. If the party fails to meet the requirements, all adventurers in the party will be retired. When a quest is successfully completed, you turn that quest face-down. If a quest is failed, it remains face-up and can be attempted again.

The active mayor may attempt any quest that is face-up on the board, regardless of whose city posted the quest, and may quest as many times as they're able or willing to, so long as they have adventurers available to use.

Other mayors have the ability to **contest** your attempts to quest during the quest phase.

The quest phase is optional. If a mayor cannot quest or does not want to quest, they can simply skip ahead to their end phase.

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## Contesting a Quest

When the active mayor sends a party of adventurers to attempt a quest, all other mayors gain an opportunity to declare that a party of their own will also attempt to complete that quest. **Even adventurers with summoning sickness can join a party to contest.** All parties involved in the quest must compare their statistics to see who completes the quest by the largest margin.

*The quest Slip 'n' Slide requires 2 of any single statistic to complete. Naomi forms a party with a total of 3 Strength to complete the quest. Annika declares that she will contest, sending a party with a total of 5 Strength. Because Annika's party has the higher Strength value, Annika completes the quest and gains the rewards.*

Sometimes, you will find that different statistics are used to complete the same quest.

*Kathryn forms a party with a total of 4 Strength to complete Slip 'n' Slide. Tom decides to contest, sending a party with a total of 5 Magic. Slip 'n' Slide allows any single statistic to be used to complete it, so Tom completes the quest and gains the rewards, as his party's 5 Magic beats out Kathryn's party's 4 Strength.*

However, it's important to remember that **in a contest, the party who exceeds their chosen completion requirement by the largest amount completes the quest.**

*The quest Assassin's Need has two options for completion: 4 Guile, or 6 of any other statistic. Benjamin forms a party with a total of 5 Guile to complete the quest. Kira declares that she will contest, sending a party with a total of 6 Strength. In this case, Benjamin completes the*

*quest and gains the rewards, as his party's Guile exceeded the Guile requirement by 1, whereas Kira's party did not exceed her chosen requirement at all.*

If a contesting mayor completes the quest, they must choose one of the adventurers in their party to retire. If they fail the quest, all of the adventurers in the party are retired. If there is a tie, no party wins, and all involved adventurers are retired.

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## City Phase 2

After the quest phase, the active mayor gets another city phase. This is functionally the same as the first city phase.

Note that the second city phase occurs only if the active mayor enters the quest phase.

## End Phase

The end phase marks the end of the active mayor's turn, and the passing of 'active mayor' status to the next mayor in the turn order.

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## Maximum Hand Size

A mayor's hand can only contain 7 cards. If your hand contains more than 7 cards (no matter where they came from or what type of card they are) during your end phase, you must discard cards until you have 7 cards in your hand. Some card effects may alter your maximum hand size.

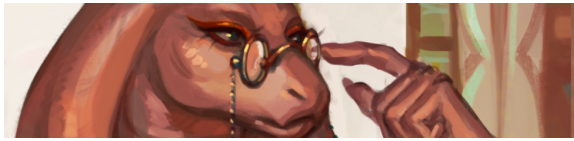
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## Going Forward

Played a game or two and gotten the hang of things? That's great! Check out the Animal Kingdom social media pages to see new card reveals and cook up deck ideas for the full product release, join us on Discord to discuss all things Animal Kingdom, or try modifying the print 'n play decks! Wish you had more copies of *Anything Annihilator*, or perhaps less copies of a card that you had sitting around in your hand too often? Experiment with your card ratios! When customising your deck, remember that you'll still need to adhere to deckbuilding rules such as only including cards that match your Assistant Mayor's attribute (as well as Neutral cards), and the limit of 4 copies of each card other than basic buildings (1 copy for legendaries).

**Animal Kingdom TCG Discord:** <https://discord.gg/QJFsxkxCzP>

Go to #rules-questions for help with game rules, and #ak-feedback to let us know what you think.



# Glossary

**Attribute** – A card's attribute is indicated by various qualities, such as the card border, and by small text underneath its name. All of the cards in your deck must be the same Attribute as your Assistant Mayor (except Neutral cards, which can be included in any deck).

**Bounce** – This refers to returning a card that is in play to the owner's hand.

**Class** – A trait found on adventurer cards, such as Warrior or Thief.

**Draw a card** – When a card effect instructs you to 'draw a card', you take the top card of your Expansion Deck and put it into your hand. You don't take the top card of your Adventurer Deck unless the effect specifically states so.

**Exert** – Turning a card sideways to show that it can no longer be used for any action that requires the card to become exerted.

**Exhaust** – When a card is exhausted, it is exerted, and it doesn't refresh during its controller's next upkeep phase.

**Faction** – Some cards belong to a faction. If they are, this is denoted in the mid-bar as a trait. Cards that belong to the same faction are usually themed in similar ways, both in terms of flavour and gameplay style.

**Fast** – A type of stratagem that can be played at any time you have priority, including on other mayors' turns.

**Flavour** – This refers to the personality, story, and general aesthetic of a card. It can be conveyed by all manner of means, from card name, to artwork, to italicised 'flavour text'. Flavour has no direct bearing on gameplay.

**Foiled** – When a card's effects are foiled, it means they are negated and do not occur.

**Foretell** – When a card instructs you to Foretell, you can look at the top 'x' cards of your Expansion Deck, then put them back in any order. 'x' is equal to the number listed after Foretell, such as 'Foretell 3'.

**Freeze** – When a card is frozen, exert it and put a freeze counter on it. As long as it has at least 1 freeze counter, its effects are foiled. During the upkeep phase of the card's controller, they remove 1 freeze counter from the card instead of refreshing it.

**Gain** – Most workers have a Gain value. When a worker is exerted for Gain, you gain that much Renown.

**Gain counter** – A worker's Gain statistic is increased by 1 for every Gain counter it has.

**Gain Penalty** – Some workers have a Gain Penalty value. When a worker is exerted for Gain Penalty, the mayor whose city they are in loses that much Renown.

**Guile counter** – An adventurer's Guile statistic is increased by 1 for every Guile counter it has.

**Infiltrate** – A keyword found primarily on workers. Cards with infiltrate are played into other mayors' cities. They are still controlled by the mayor who played them, and refresh during their controller's upkeep phase.

**Invisible** – A card with this keyword can't be chosen for effects by any mayor, including the card's own controller.

**Legendary** – A trait found on various cards. A deck may only contain up to 3 legendary cards, and only 1 copy of each.

**Magic counter** – An adventurer's Magic statistic is increased by 1 for every Magic counter it has.

**Mid-bar** – The dividing bar that runs across the middle of most cards. Card traits, such as class or species, are listed here.

**Mulligan** – In the set-up phase, a player can take a mulligan by shuffling any number of cards from their starting hand back into their Expansion Deck and then drawing an equal amount of cards. This can only be done once.

**Peek** – When a card instructs you to peek, you take the top card of your Expansion Deck or Adventurer Deck (your choice) and choose to either put it back on top or place it on the bottom. You may repeat this as many times as the effect allows (e.g. if the effect says to Peek 2, you may repeat this up to 2 times in a row).

**Pilfer** – A keyword that sometimes accompanies *infiltrate*. When a worker with pilfer exerts to cause the infiltrated mayor to lose Renown, you also gain Sola equal to the amount of Renown the infiltrated mayor lost.

**Questing** – A card is questing if it is in a party that has been formed to complete a quest. Note that a card is still 'questing' even if it is contesting another mayor's party.

**Quick** – A card with this keyword can be exerted by its controller on the same turn it comes into play, ignoring the effects of summoning sickness.

**Recruit** – The act of playing an adventurer from your hand.

**Refresh** – Turning an exerted card upright to show that it is ready to be used.

**Renown** – A measure of how close each mayor is to winning. A mayor wins the game when they reach 50 points of Renown.

**Retire** – When a card is retired, it is moved into its owner's recycling.

**Roll the dice** – When a card effect instructs you to 'roll the dice', this refers to rolling a six-sided dice. No other type of dice can be used for this.

**Scout** – The act of drawing a card from the adventurer deck. By default, you can scout once per turn.

**Slow** – A type of stratagem that can only be played during your own city phase.

**Sola** – The primary resource used to play cards. Generated during the upkeep phase by building cards.

**Species** – A trait found on worker and adventurer cards, such as Canine or Reptile.

**Strength counter** – An adventurer's Strength statistic is increased by 1 for every Strength counter it has.

**Summoning sickness** – When a worker or adventurer is played, they can't be used for actions such as activating their own effect, questing, or exerting for Gain until your next upkeep phase.

**Toil** – A type of cost seen on building cards. In order to pay a Toil cost, you exert a number of workers you control in your city, and then exert the building the effect belongs to. You must be able to exert the exact number of workers required - for example, 'Toil 2' requires 2 of your workers to become exerted.

**Ward** – A card with the Ward keyword can't be chosen for effects by other mayors.



**Q: What do [ACT], [AUTO], and [CONT] mean?**

**A:** [ACT] effects refer to activated effects, which the mayor who controls the card can choose to activate by paying a cost. [AUTO] effects refer to automatic effects, which occur automatically when their condition is met. [CONT] effects refer to continuous effects, which are always active for as long as the card with the continuous effect is in play.

**Q: Can I activate [ACT] effects in another mayor's turn?**

**A:** Yes. Unless the effect states otherwise, all [ACT] effects can be activated at any time, similar to Fast stratagems. *Sensible Smithy* and *Paragon of Production* are examples of cards with [ACT] effects that can be activated at any time. Note that, if the [ACT] effect has a condition (such as 'when this card completes a quest'), you must still only activate that effect at the time the condition is fulfilled.

**Q: My card's [AUTO] effect is about to activate, but I don't want to use the effect. Can I choose not to activate it?**

**A:** No. [AUTO] effects are mandatory, and always activate when their condition is met.

**Q: I played a building in my first city phase, and after my quest phase, it's now my city phase again. Can I play another building?**

**A:** No. You can only play one building per turn.

**Q: Can I use my adventurers and workers on the same turn they come into play?**

**A:** No. They suffer from 'summoning sickness' unless they have the Quick keyword, meaning they can't be used until the following turn.

**Q: Can I contest with one of my adventurers that was played on my last turn, even though it has summoning sickness?**

**A:** Yes. Adventurers can contest even if they have summoning sickness.

**Q: I play a stratagem that allows me to choose an adventurer in my recycling and 'add it to my tavern'. If that adventurer has an effect that activates 'when this card is recruited', does this cause the effect to activate?**

**A:** No. The act of recruiting an adventurer is a specific one, referring to when an adventurer is played from the hand or when a card effect specifically states that an adventurer is recruited, such as *Tomoe Suzaku's* Phoenix Order ability.

**Q: My opponent, who controls a *Sensible Smithy*, exerts that card and pays 2 Sola to activate the effect. If I play *Detain* in response, choosing *Sensible Smithy* as one of the targets, does my opponent's effect still activate?**

**A:** Yes. Cost is paid immediately, before any mayor gets a chance to respond. Because *Sensible Smithy* has already been exerted to pay the cost, exerting it will do nothing.

**Q: If a Gain counter is placed onto my worker with *Infiltrate*, does my worker's Gain Penalty decrease?**

**A:** No. Gain is a different type of Statistic to Gain Penalty, so if a worker does not have a Gain Statistic, a Gain counter will have no effect on that card.



**Q: I activate the effect of my *Holy Flame Priestess*, and an opponent responds by playing *Rough Up*, choosing my *Holy Flame Priestess* as the target. Does the effect still happen, even though my worker has retired?**

**A:** No. A card must still be in the same area the effect was activated in when its effect attempts to resolve, otherwise the effect will be unable to resolve.

**Q: I activate the effect of my *Monk Ei*, paying the cost of retiring it. Does my *Monk Ei*'s effect resolve, even though it is now in the recycling?**

**A:** Yes. The effect enters the action queue *after* cost has been paid, meaning that the effect of *Monk Ei* activates and resolves in the recycling.

**Q: If my opponent exerts their worker for Gain, and I play a stratagem to retire that worker in response, does my opponent still gain Renown?**

**A:** No. If the worker isn't in play when the action resolves, you won't gain Renown.

**Q: If a card is 'shuffled into the deck' or 'put on top of the deck', does this mean cards that usually belong in one deck can be placed into another? For example, can a worker enter the adventurer deck?**

**A:** No. When a card would go back into 'the deck', this refers to the particular deck that card type can exist in. Adventurers always return to the adventurer deck, and workers always return to the expansion deck. As a rule, cards can only exist in the same deck they begin in.

**Q: If my adventurer is in a party, but is exerted before reaching the quest completion step, can my adventurer still complete the quest?**

**A:** No. An adventurer exerts in order to complete the quest, so if it is exerted before the quest completion step (by the effect of a card such as *Detain*), it will return to the tavern as soon as the action queue has resolved. The other adventurers in the party (if any) will still proceed to the quest completion step, even if this means the party would now fail the quest.

**Q: I use *Rough Up* on my opponent's *Lady of the Tavern*. They activate *Lady of the Tavern*'s effect in response. Does my *Rough Up* resolve and retire *Lady of the Tavern*?**

**A:** No. Actions such as playing a stratagem or activating a worker effect go into the 'action queue', with each mayor being given an opportunity (in turn order) to respond to the last action taken with an action of their own. Then, all of the actions added to the queue resolve **backwards**. In this case, *Lady of the Tavern* will resolve first, and return to the hand before *Rough Up* can resolve. As such, *Lady of the Tavern* isn't retired. You can find more information about the action queue in the comprehensive rules.

**Q: The cost to activate *Mad Dogragon*'s [ACT] effect is 'Retire a worker or adventurer'. If I control *Mad Dogragon*, can I retire another mayor's worker or adventurer to pay the cost?**

**A:** No. Unless specifically stated by an effect, all costs are paid using your own resources and cards. If a mayor who controls *Mad Dogragon* also controls workers in another mayor's city (such as a worker with *Infiltrate*), those cards can be used to pay the cost.

