Phase 4: Resolution

Duration: Final few cards of the deck (typically last 3-5 turns)

Tone: Reflective, conclusive, weighted with accumulated history

Focus: The settlement's fate crystallizes. Earlier choices bear fruit or haunt decisions. Questions receive answers, though not always the ones hoped for. The community's character—what it built, what it sacrificed, what it became—is revealed through how it handles these final challenges.

Mechanical Notes:

- Final actions carry extra weight
- Unresolved questions demand attention
- Characters make defining choices
- The settlement's ultimate fate becomes clear

This phase often happens naturally as the deck runs low, so it doesn't require a separate trigger. Players feel it: the story is concluding. Lean into it. Make final turns meaningful.

Revision #6
Created 2025-11-28 13:24:48 UTC by zeruhur
Updated 2025-11-28 14:50:00 UTC by zeruhur