

Game Rules

Notation

Food = F

Water = W

Oxygen = O

Stone = S

Victory Point = VP

Setup

1. Place home base anywhere on the map
2. Place 2 oxygen, 2 food, and two water in home base
3. Grab a piece of paper to keep track of VPs

Turns

1. Advance a turn
2. Resolve the random event and weather effects
3. Economy Phase
4. Action Phase
5. Logistics Phase

Random Events & Weather Effects

The first step in a turn is resolving the random event & weather effects shown on the interface. To see what random event was rolled, look at the number rolled (1-60) and refer to the random event table.

Clear (CLR)

When the weather is clear, nothing happens.

Dust Storm (DST)

In a dust storm, you cannot explore, build, or transport. You must expend 1O to clean your buildings so they can produce this turn. If you don't they will not produce anything this turn, no matter what is rolled.

Meteor Shower (MSH)

A meteor shower destroys a building of your choosing, unless the second digit of the number rolled is a 0 (if there is no second digit count it as a 0).

Eclipse (ECL)

An eclipse stops all production in the turn. You may not produce anything this turn, even from actions such as farming.

Economy Phase

The next step in a turn is the economy phase, which means gaining (and losing) the resources generated on a turn. Buildings generate resources based on the first digit of the number rolled on the interface. Refer to the buildings section for this. Resources are stored in slots on top of buildings. Not all buildings can store resources of any type, refer to the buildings section to see what resources buildings can store. You cannot generate more resources than you have room for.

You also lose a certain amount of resources per turn. Every turn, you lose 1F and 1W in the economy phase. If you have no food to lose, you may only take one action that turn. If you have no water to lose, you die.

Action Phase

During the action phase, you may expend oxygen to take certain actions. Some actions take more oxygen, some take less. The actions you can take are: Build, Farm, Harvest, Mine, Transport, Research, and Explore.

Farm

To farm, expend 1O and gain 1F in your Home Base.

Harvest

Expend 1O and gain 1W in your Home Base.

Mine

Expend 2O and gain 1S if there is a stone deposit currently showing.

Transport

Expend 1O per 2 resources moved. You may move around resources to different buildings as long as those buildings can store the resources you put in them.

Research

Expend 2O and gain 1VP.

Explore

Spend 3O and place a resource tile of your choosing a number of squares away from your most recently constructed building equal to the second digit of the number rolled for the turn. You may choose the direction, but it must be orthogonal. If it's a 0, or the number is one digit, you may not take this action. If there is no room to place it (i.e. it would have to go off the board, or would have to be placed where there already is something) you may not place it there.

The three resource tiles are: stone deposits, water rich soil, and fertile soil. They are marked with an S, W, and F respectively.

Build

Spend a number of O and S equal to the build cost of the building you want to build. The building can only be built a number of squares away equal to the first digit of the number rolled from your most recently constructed building. You may choose how to measure this (i.e. from which part of the building to measure this, as well as what direction). It must be orthogonal.

Logistics

You may take this chance to move around up to 3 resources for free.

How to win

Once you get to 30 VP, you have successfully won! Congratulations. You can try to go on for as long as you can, adding your turn number to your total final VPs to get your full score. Try for a high score!

Buildings

Home Base

- Can store anything
- If destroyed, game is over

Oxygen Harvester

- Can be placed anywhere except on resource deposits
- Generates 1 oxygen when 4-6 is rolled
- Can store oxygen
- Costs 2O and 1S

Habitat

- Can be placed on mineral rich soil (green resource deposits)
- Produces one food when an even number is rolled
- Can store anything
- Costs 1O and 2S

Drill

- Can be placed on rocky terrain (brown resource deposits)
- Produces one rock when 1-3 is rolled
- Can store rock
- Costs 2O and 2S

Water Refiner

- Can be placed on water rich soil
- Can store water
- Produces one unit of water when an odd number is rolled
- Costs 2O and 3S

Research Station

- Gives one victory point when a 6 or 1 is rolled

- cannot store
- Must have at least 6VP before building. Once one is built, must gain another 6VP (i.e. must have 12VP) to build another one.
- Costs 1O and 3S

Shield Generator

- Protects from weather events, destroyed if a 6 is rolled twice in a row, or if a meteor shower is rolled.
- Costs 1O and 3S