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Precognition

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Ludonaute

The Dual Select System

Dual Select System

In Precognition, you must truly see the future to win the game. That comes from understanding a new card mechanism: the Dual Select System. Here is how it works. An explanation applied to the game Precognition is available page 10.

1. You play with 4 cards each round: in your hand, 2 cards that you have drawn and in your Decision Zone, 2 cards **face up** given last round by the player sitting on your left.

2. You must choose 2 cards:
   - 1 of the 4 cards **for you**. Put this card face up in **your** Action Zone.

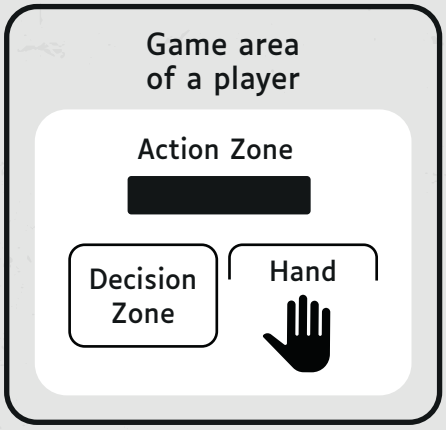
   AND

   - 1 of the 2 cards **face up** in your Decision Zone **for the player on your left**. Put this card face up in their Action Zone.

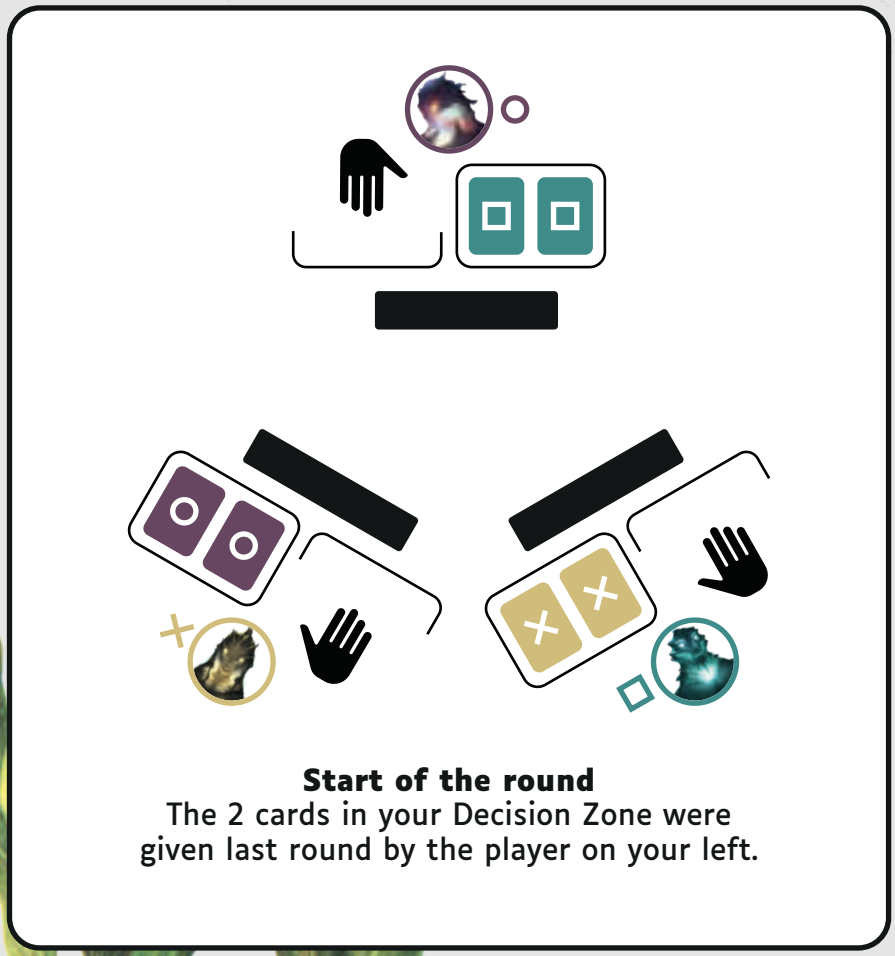
3. Put the 2 remaining cards, face up, in the Decision Zone of the player on your right. That means one of those 2 cards will come back to you next round.

4. You activate the cards in your Action Zone: the card you chose AND the card the player on your right chose for you.

A new round then starts.



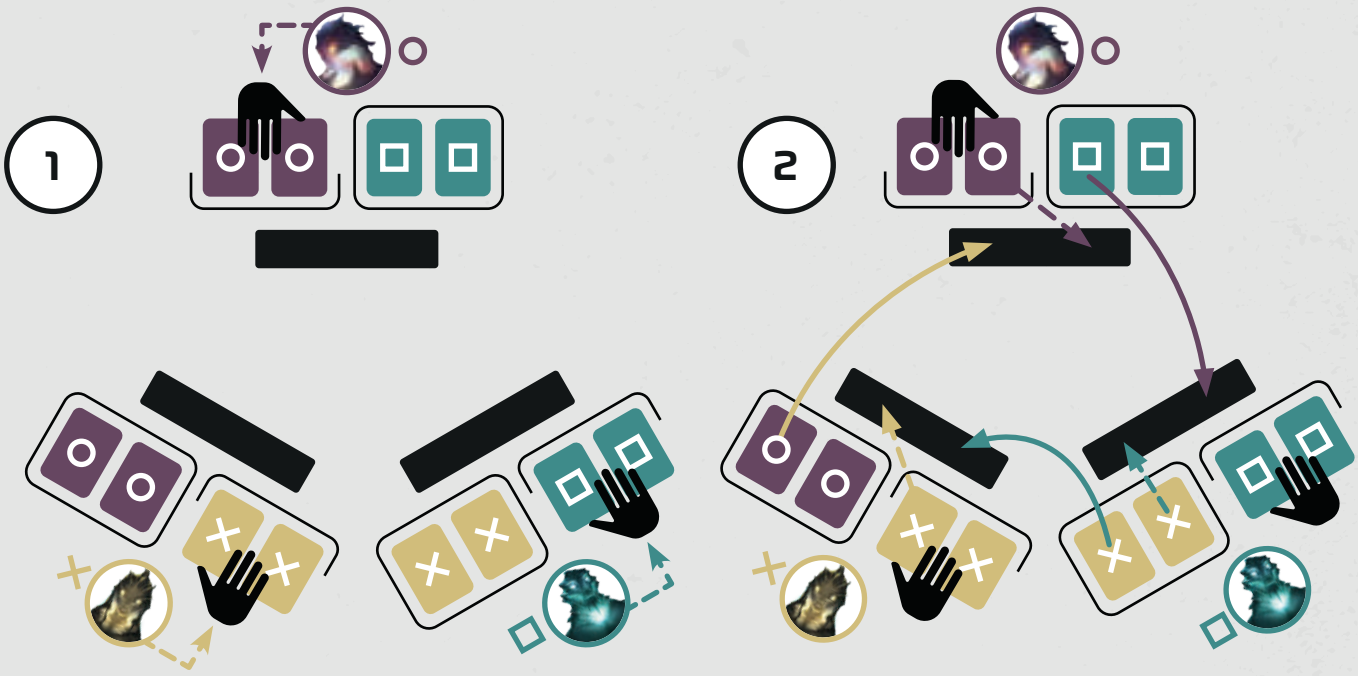
Learn about the Dual Select System in video

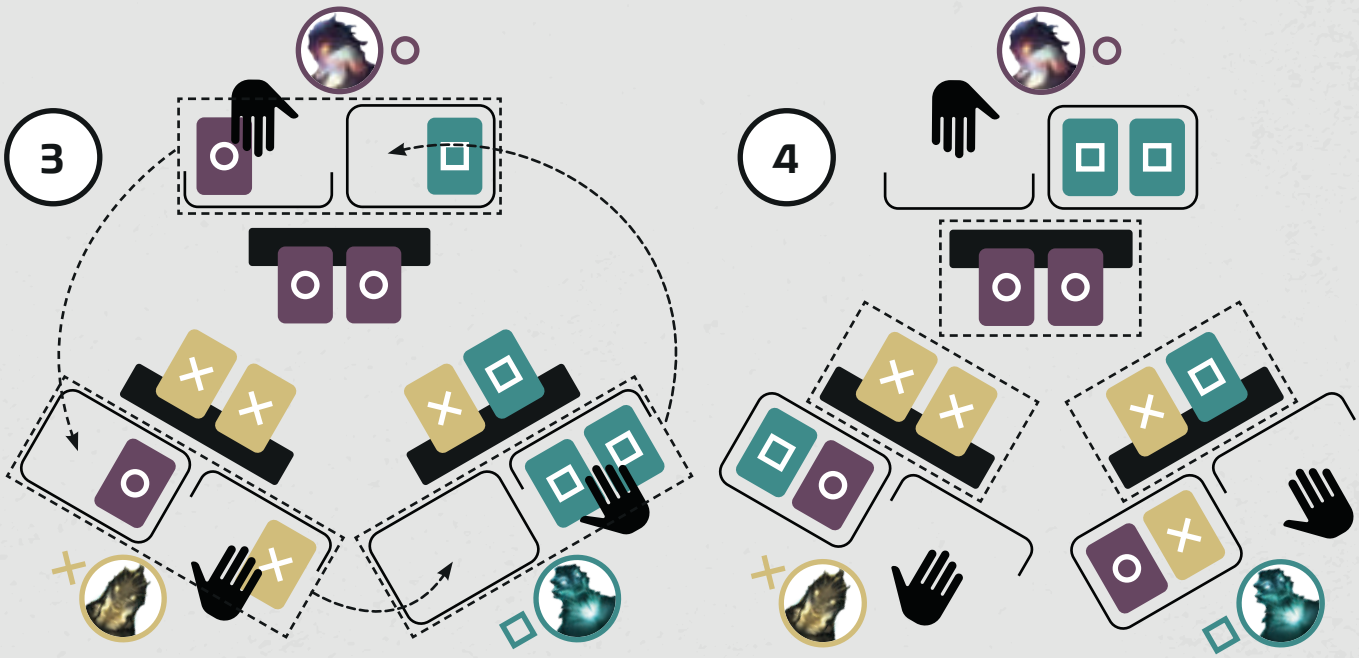


Start of the round
The 2 cards in your Decision Zone were given last round by the player on your left.

Complete your Hand
Draw 2 cards from your deck and keep them in your hand.

Choose and give your cards
Keep 1 of the 4 cards for you. Give 1 of the 2 cards **face up** in your Decision Zone to the player on your left.





Give the remaining cards
Put the 2 remaining cards **face up** in the Decision Zone of the player on your right. You will get one of them back during the next round.

Activate your cards
Play the cards in your Action Zone.

I have once again spent hours this morning observing Humans, emotionless beings wandering along the Great River in which we Ymunes live. Their fate breaks my heart. But there is hope for another life, for them, for us. I know this because I am a Prescient and I have seen parts of a future for us. The past has brought us down, but the future shaping ahead can be bright if we act with foresight.

A major disaster forever has changed the face of the Earth. Over a few weeks, 99% of humanity was wiped out... And make no mistake, those that lived were not the lucky ones. Their bodies endured, but everything that made them human – their feelings, opinions, thoughts, emotions – was all gone, inhibited.

But here in the Great River, a special species of green alga – the imunophyceae – was discovered. It has fed our kind and allowed us to survive this disaster and to create a new life, protected deep in the river. The imunophyceae is the reason behind our extraordinary mutation and it gave us our powers.

We have tried to help Humans with imunophyceae-based medicine. The effects were remarkable. The Humans who benefited from our treatment could speak again, think again and started making plans to save their kind. Unfortunately, the effects only last a couple days. They seem affected by something in the environment. The Prescients were still convinced that our future and the Humans' were tied.

Everything has started to clear up lately. We have finally "seen" this future: Ymunes living alongside Humans in a one-of-a-kind place – Létéa. An island far downstream on the Great River, protected by a dense imunophyceae barrier. The effects of the imunophyceae will last forever on Humans in Létéa.

This is a decisive moment – our journey to Létéa. Tal Defitia, Tal Terias, Tal Kartus and myself, Tal Pria, all four of us Prescients, boarded on old autonomous boats. We took in and treated some Humans along the river and are ready to set sail...

We have but one goal – save as many Human lives as possible during our journey. Ymunes and Humans will have to work together. Ymunes will stay on the boats to treat Humans and protect us, while Humans will explore the river and the banks for Food and Batteries to power the boat. Humans will also rescue other Humans and try to convince Ymunes to join us. The journey will be hard, the lands we cross mostly hostile. We know that downstream the Banes destroy everything in their path. We know we will face other dangers and that some of us will not make it to Létéa. But we are confident and have faith in our power of Precognition.



Principle of the game

You play a Prescient, an Ymune gifted with the power of precognition.

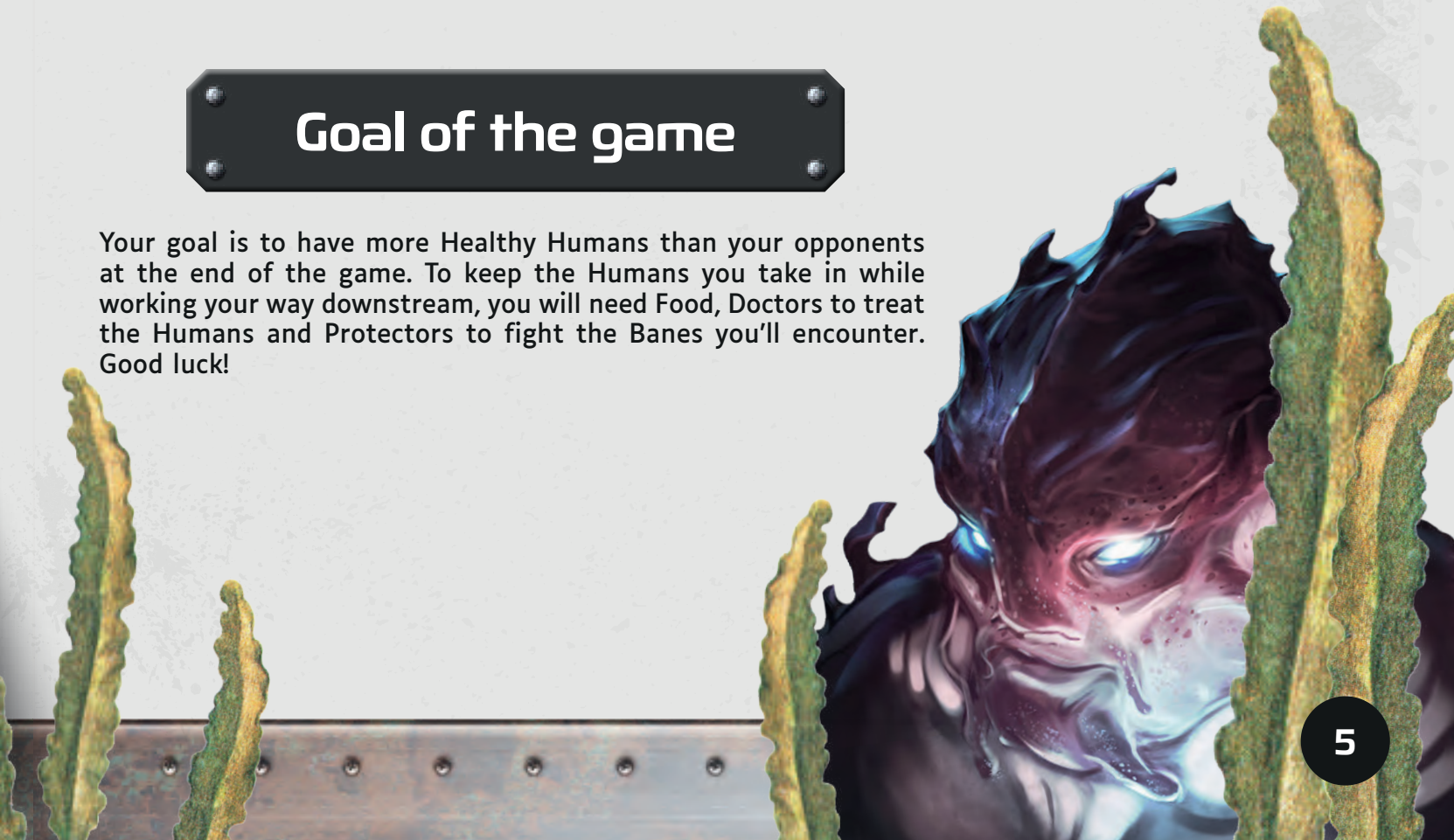
As a Prescient, you will have visions of the future. These visions are the Expedition cards that you receive and give to other players with the Dual Select System. You will draw, give and receive Expedition cards. The game's strategy resides in your management of these cards.

You will know which types of cards you will draw in the next turns and will have to adapt your game based on those factors.

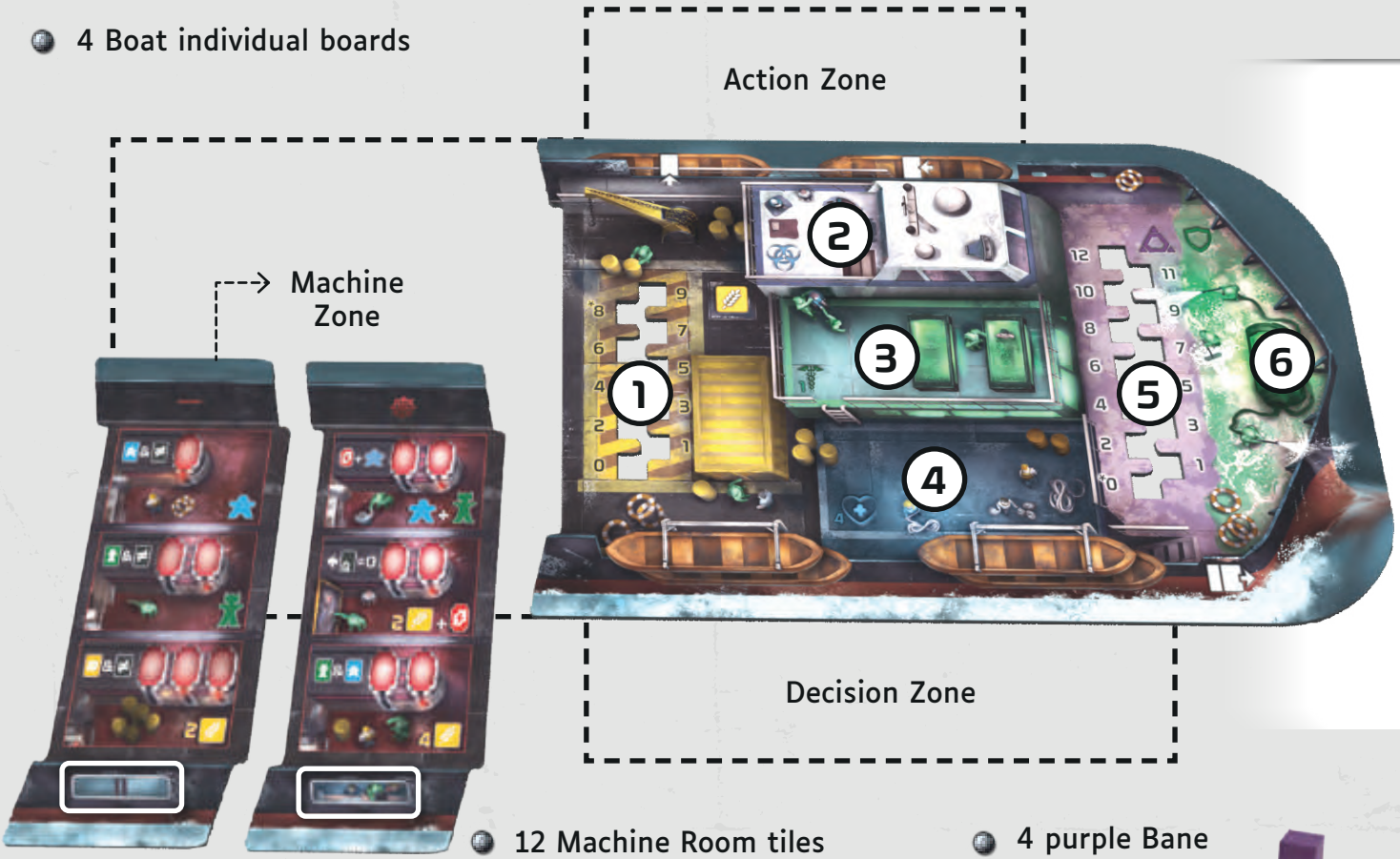
The game is played over 12 rounds, representing the 12 steps of the River. Each round, you activate 1 or 2 cards that can be combined together or with the powered Machines. Each player can activate a maximum of 24 cards during the game.

Goal of the game

Your goal is to have more Healthy Humans than your opponents at the end of the game. To keep the Humans you take in while working your way downstream, you will need Food, Doctors to treat the Humans and Protectors to fight the Banes you'll encounter. Good luck!



- 4 Boat individual boards



Standard Face *Closed window*

Advanced Face *Open window*

- 12 Machine Room tiles
- 1 Progress pawn to put on its base

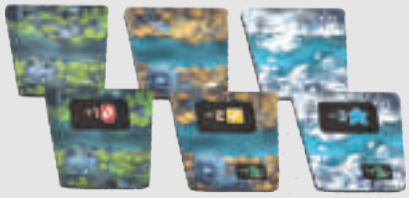


- 3 Island tiles *(1 tile for each season)*



season 1 *season 2* *season 3*

- 12 River tiles *(4 tiles for each season)*



season 1 *season 2* *season 3*

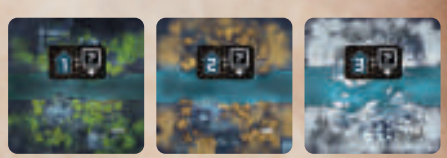
- 4 purple Bane cubes
- 4 yellow Food cubes
- 32 tokens worth 10 Foods
- 48 Battery tokens
- 50 blue Human pawns
- 40 green Ymune pawns
- 38 tokens 5 Humans/ Ymunes

For the cooperative mode:

- 24 Objective tiles *(8 tiles for each season)*



- 3 cooperative River tiles *(1 tile for each season)*



Content

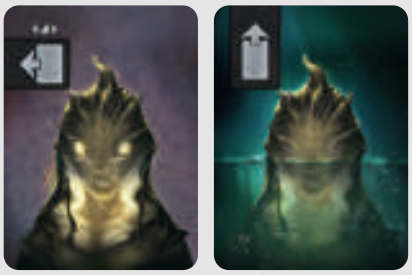
Boat description

1. Food gauge
2. Contaminated deck *Contamined Humans*
3. Infirmary *Ymune Doctors*
4. Cabines *Healthy Humans*
5. Bane gauge
6. Bow *Ymune Protectors*

- 1 Card distribution per *season* tile



- 112 cards – 28 cards per player:
  - 2 Choice cards (Give and Keep)



  - 2 Player aid cards, *see last page of the rules booklet*



- 24 Expedition cards (10 cards *season 1*, 8 cards *season 2* and 6 cards *season 3*)

Description of the Expedition cards

There are 4 different Resources in the game: Food, Batteries, Humans and Ymunes. Each Resource is associated to a type of card.

Food cards are predominantly yellow and grant you Food .

Human cards are predominantly blue and grant you Humans .

Battery cards are predominantly red and grant you Batteries .

Ymune cards are predominantly green and grant you Ymunes .



Setup

You can play with a **standard setup** or an **advanced setup** offering more strategic choices. We would advise playing with a standard setup for your first game.

Standard setup

For each player:

1. Take a Boat.

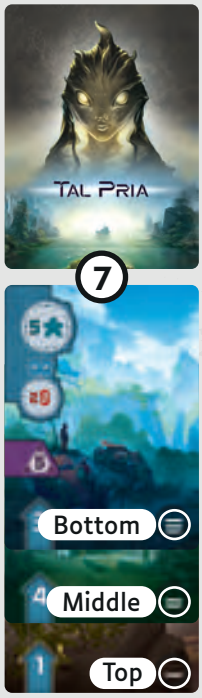
2. Put 2 different Machine Room tiles in the Machine Zone, standard face up.

3. Put 1 Food cube on the number 8 of the Food gauge.

4. Put 1 Ymune in the Infirmary.

5. Put 1 Bane cube on the number 0 of the Bane gauge.

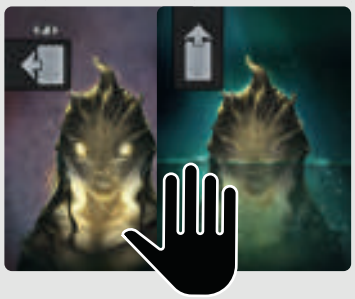




6. Put 4 Humans in the Cabins.

7. Choose a Prescient and take the corresponding 28 cards.
Form a deck with the 24 Expedition cards sorted out by seasons (*season 1* on top, then *2* and *3*) by shuffling the 6 cards for *season 3* and putting them face down next to your Boat, then shuffle the 8 cards for *season 2* and put them face down on top of the season 3 cards. Finally, shuffle the 10 cards for *season 1* and put them face down on top of the deck. This deck forms your Expedition draw pile.

8. Take your 2 Choice cards in hand.



9. Keep your Player aid cards close by.



⑩ Draw the first 2 cards of your draw pile and put them **face up** in the Decision Zone of the player on your right.

At the end of this stage, each player should have 2 cards in their Decision Zone – given by the player on their left – and their 2 Choice cards in their hands.



For all players:

⑪ At the center of the table, form the River, representing the game rounds, by setting one after the other 3 of the 4 *season 1* River tiles, face down. Put the remaining tile back in the box – it will not be used during the game. Then add the *season 1* Island tile to the end of this line, face down. Continue this line by repeating the process with the *season 2* and *season 3* River and Island tiles. You will have a River made up of 12 tiles face down *(3 seasons with 4 tiles each)*.

Put the Progress pawn in **front** of the first *season 1* River tile.

⑫ In the middle of the table, place all the different Human, Food, Ymune and Battery pawns and tokens, along with the Card distribution per *season* tile.

Advanced setup



Follow the standard setup, but:

- instead of 2 Machine Room tiles on their standard faces, take 3 Machine Room tiles **advanced face up** at random and keep 2 tiles. Put the third remaining tile back in the box, it will not be used during this game. Put the 2 tiles, advanced face up, in your Machine Zone.

- instead of putting the first 2 cards from your draw pile in the Decision Zone of the player on your right, draw your first 4 Expedition cards, choose 2 and put them face up in the Decision Zone of the player on your right. Put the other 2 on top of your draw pile.

How to play

The game is played over 12 rounds. A round consists of 3 distinct phases.
Each phase must be done by all the players **at the same time**.

I - Decision phase
Draw your cards
Choose cards

II - Action phase
Activate your cards
Use your powered Machines

III - Maintenance phase
Increase the Bane level
Lower your Bane level
Lose Humans
Heal all your Contaminated Humans
Move down the River

Decision phase

Draw your cards

Draw the first 2 cards of your Expedition draw pile and keep them in your hand with your 2 Choice cards.

You now have 4 cards in your hand and 2 cards in your Decision Zone, given by the player on your left.

Exception for the last turn

Your Expedition draw pile is empty – you cannot draw. You only have the 2 Choice cards in your hand and the 2 cards in your Decision Zone.

Choose your cards

The Dual Select System comes into play during this step: you choose 1 card for yourself and 1 card for the player on your left, using your Choice cards (*see on the right*).



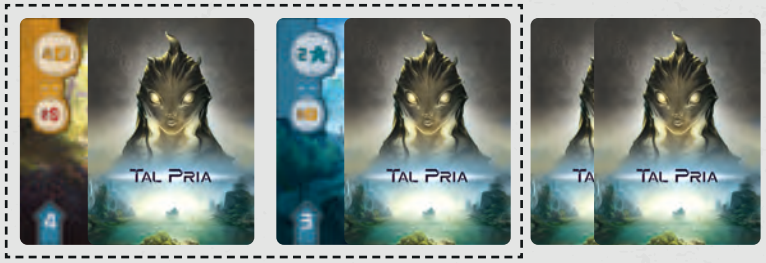
Your **Keep** card goes with the card you will keep.



Your **Give** card goes with the card you will give the player on your left.

This choice has to be made **secretly and simultaneously**. You will first think about it in your head, then you will make 3 pairs of cards in your Decision Zone:

- 1 pair with your Keep card and 1 of the 4 Expedition cards;
- 1 pair with your Give card and 1 of the 2 Expedition cards **face up** in your Decision Zone;
- 1 pair with the 2 remaining Expedition cards.



All the cards in your Hand must be put face down.

Careful: when putting a card on one of the 2 cards face up in your Decision Zone, make sure the information on the left side of the card can still be read.

Important note: the Expedition card you will give to the player on your left must be one of the 2 cards face up in your Decision Zone.

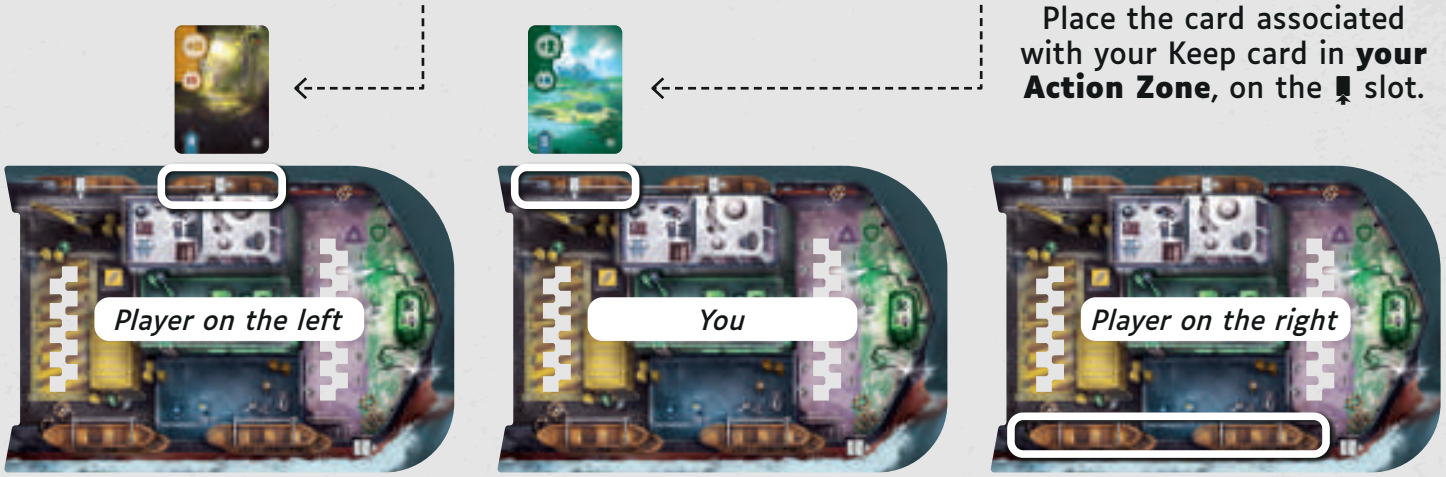
Not giving away pieces of information to your opponents is key, that is why you must put down the cards in your Hand all at once when you have made your choice.

When all the players have their 3 pairs of cards, turn them face up.

Place the card associated with your Give card in **the Action Zone of the player on your left**, on their ← slot.



Place the card associated with your Keep card in **your Action Zone**, on the ↓ slot.



At the end of this phase, you have:

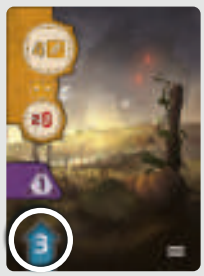
- 2 cards in your Action Zone that you can activate during next phase,
- 2 cards in your Decision Zone for the next round,
- your 2 Choice cards in your hands.

Place the 2 remaining cards face up in **the Decision Zone of the player on your right**; you will get one of these two cards back during the next round.

Action phase

You have 2 Expedition cards in your Action Zone: one given by the player on your right, the other you chose for yourself.

Activate your cards



Each card has an activation cost in **Healthy** Humans in the Cabins. This Cost is shown on the card's bottom left.

The Humans in the Cabins have been treated and can go out on expeditions.

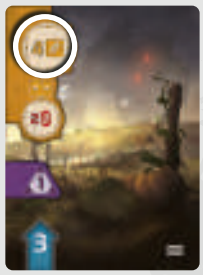
You can:

- Activate both cards by moving from the Cabins to the Contaminated Deck as many Humans as the Cost of both your Expedition cards.
- Or activate one of the 2 cards. In that case, whichever card you choose to activate, you do not move any Humans. In other words, you lose the benefits from the card you did not activate, but do not contaminate any Humans.

A card with a 🏠 Cost means its Cost is identical to the second card's Cost. If both cards have a Cost of 🏠, both cards have a Cost of 0.

When activating a card, receive the number of Resources shown in the first circle in the top left corner. If both your cards in your Action Zone are of the **same type**, receive the bonus Resources in the second circle. See the insert on the next page.

You can always receive less resources than what an activated card gives you.





In this example, move 4 (2+2) Humans from the Cabins to the Contaminated Deck. Then take 2 Batteries and 2 Humans.



Please note that if you receive 🏠 Resources, that number is equal to the Cost of the **second** card in your Action Zone. If that second card's Cost is also 🏠, then the number of Resources received is equal to the Cost of the first card.

The different types of cards

There are 4 types of cards matching the 4 Resources:



- the Ymune cards;

When receiving an Ymune, take it from the reserve and put it either in the Infirmary – it will become a Doctor treating your Contaminated Humans – or on the Bow of the Boat to become a Protector fighting the Banes.

If you receive several Ymunes, you can choose to divide them between the Infirmary and the Bow **at your discretion**. However, once in place, the Ymunes are permanently assigned to their tasks and cannot be moved.

Ymunes are deeply genuinely caring beings and will help you succeed in your mission.



- the Human cards;

When receiving Humans, take them from the reserve and put them **on the Contaminated Deck** of your Boat.

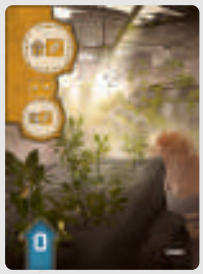
They represent contaminated Humans found during your expeditions on the banks.



- the Battery cards;

When receiving Batteries, take them from the reserve and put them **at your discretion** on the Machines of your Boat. Batteries cannot be moved once you have put them on a Machine.

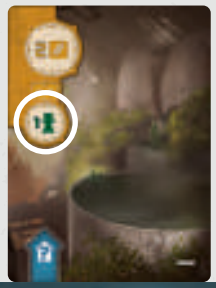
Getting the power back on your Boat's Machines will help you greatly and is one of your priorities.

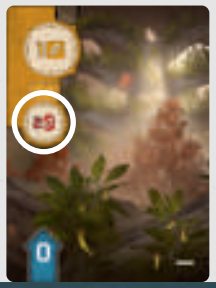


- the Food cards;

When receiving Food, move the cube up your Food gauge by a number equal to the number of Foods received. Each time you hit the 10-Food mark, put your cube back on 0 and take a token worth 10 Foods.

The healthy Humans need food regularly to muster the strength for their expeditions on the banks.







The 2 cards in your Action Zone are of the same type

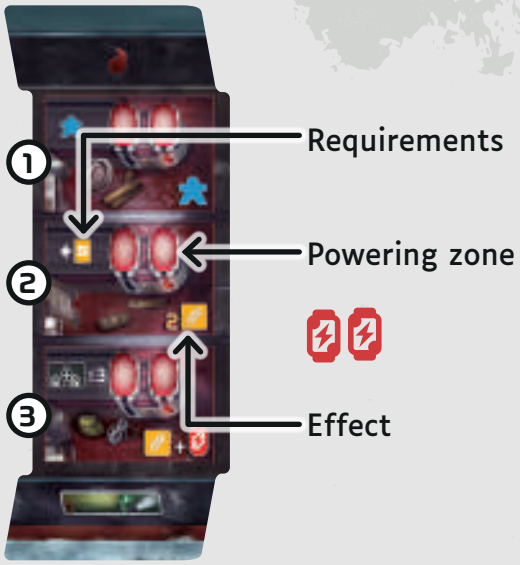
In that case, each activated card grants you additional Resources, on top of the Resources shown in the first circle.

If you activated just one card, you only receive the Resources and the bonus from that card.

Anticipating the future saved your life once. It will undoubtedly come in handy once more!

In this example, you receive 3 Foods and a bonus of 1 Ymune and 2 Batteries.

Use your powered Machines



① ② ③ There are 3 separate Machines in the Machine Room.

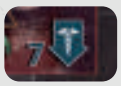
When a Machine has **all** the Batteries needed to operate, it is powered. You cannot benefit from Machines that are not fully powered.

You can only benefit from the effect of your powered Machines once every turn, if you meet its requirements.

You will receive 1 or several Resources through a Machine's effect. You receive these Resources as if you had received them from a card *(see page 13)*.

You can always receive less resources than what a powered Machine gives you.

Precision: Batteries received through an activated Machine will only power the Machines on which they are put after the ongoing round.



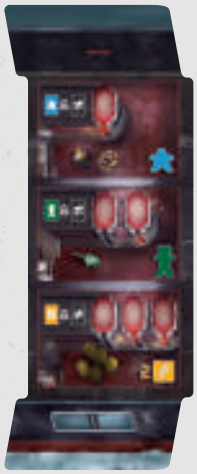
The effect of a Machine can also be the healing of Humans. When you benefit from this effect, move the specified number of Humans from the Contaminted Deck to the Cabins.

Some Rooms indicate the type of Ymunes received or required (Protectors or Doctors).

Machines in a standard setup

You receive Resources from Standard Machines depending on the type of the 2 Expedition cards of your Action Zone, whether you activated one or both cards.

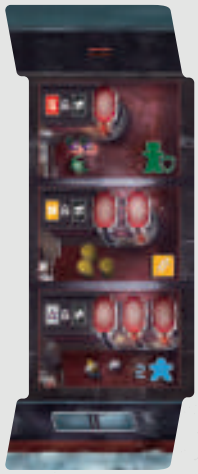
If you have in your Action Zone:



A Human card and a card of another type, then receive 1 Human.

An Ymune card and a card of another type, then receive 1 Ymune.

A Food card and a card of another type, then receive 2 Foods.



a Battery card and a card of another type, then receive 1 Ymune Protector.

A Food card and a card of another type, then receive 1 Food.

A card with a Bane value and another without a Bane value, then receive 2 Humans.

Machines in an advanced setup

Advanced Machine Rooms are all different and their Machines all have different requirements and effects.

Dispensary
Detection unit
Generator
Command post
Agronomy laboratory
Expedition airlock
Autonomous greenhouse
Decontamination unit
Shop
Workshop
Lazarette
Search unit

① Machines on the 1st line

The effect occurs if the Resources received this turn, through your cards **only**, meet the minimum required number and/or type.

You can only benefit from a Machine's effect once per turn, no matter how many Resources you received.

The same Resource received during the ongoing turn can trigger the effect of 2 different Machines.

---

② Machines on the 2nd line

The effect occurs if the card you **gave** to the player on your left during this turn meets the requirement.

- an Ymune card
- a Battery card
- a Human card
- a Food card
- a card with a Cost equal to 0
- a card with a Cost equal to 1
- a card with a Cost equal to 2
- a card with a Cost equal to 3
- a card with a Cost lower or equal to 1
- a card with a Cost higher or equal to 3
- a card with a Cost higher or equal to 4
- a card with a Bane value

---

③ Machines on the 3rd line

The effect occurs if the **2 Expedition cards in your Action Zone** meet the requirement (whether you activated 1 or both cards).

- an Ymune card and a card of another type
- a Battery card and a card of another type
- a Human card and a card of another type
- a Food card and a card of another type
- an Ymune card and a Human card
- an Ymune card and a Food card
- a Food card and a Human card
- a card with a Bane value and a card without a Bane value
- the sum of the two cards' Costs is lower or equal to 3
- the sum of the two cards' Costs is higher or equal to 7
- both cards have the same Cost
- the two cards have a different Cost

Maintenance phase

Increase the Bane level

Some *season 2* and *season 3* Expedition cards have a Bane value on the middle left.

In your Action Zone, for each card with a Bane value, whether or not it was activated, increase your Bane level by moving your cube on the Bane gauge by the same value shown on the card(s). The cube cannot go over 12.





Lower your Bane level

You can partially or fully lower your Bane level by putting 1 or more Ymune Protectors back in the reserve. Each Protector you decide to lose lowers your Bane level by 2 squares (or 1 square if your Bane level is at 1) on the Bane gauge.



Lose Humans

If your Bane level is above 0, you lose as many Humans (contaminated or Healthy, it's up to you) as your Bane level.

Nothing more happens if you've lost all your Humans but your Bane level is above 0.

Note: if you do not use Ymune Protectors to lower your Bane level, you will lose Humans at the end of every round.



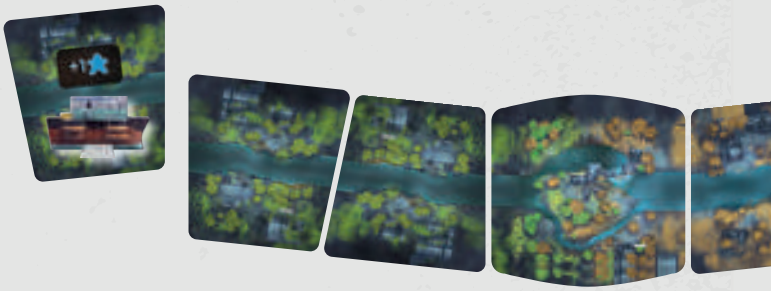
Heal your Contaminated Humans

Heal as many Contaminated Humans as you have Ymune Doctors in the Infirmary. Healed Humans are moved from the Contaminated Deck to the Cabins.

*If you have more or as many Ymune Doctors as Contaminated Humans, you **cannot** leave any Humans on the Contaminated Deck.*

If you have fewer Ymune Doctors than Humans, the unhealed Humans remain on the Contaminated Deck.

Sail down the River



Flip over the River tile in front of the Progress pawn to discover the end-of-turn event. Each player applies that event's effect. Then place the Progress pawn on the newly revealed tile.

There are 2 types of events:



The events of the River tiles: apply the event's effect or you can discard an Ymune Protector to disregard that effect. During *season 1*, you will receive one or several Resources from these events. You will lose Resources during *season 2* and *season 3*.



The events of the Island tiles: a season lasts 4 rounds and you must only feed your Healthy Humans at the end of the season. Each **Healthy** Human consumes 1 Food. There are 2 different scenarios:

- You have enough Food for all your Healthy Humans – lower your Food Gauge by as many Healthy Humans as you have in the Cabins. You might still have Food, it will come in play at the end of the next season.
- You do not have enough Food for all your Healthy Humans; you lose all the Healthy Humans you could not feed. Your Food Gauge is therefore at 0.

  You start the game with 8 Foods, which will only feed your 4 starting Humans for the first 2 seasons.

At the end of the round, discard the cards from your Action Zone. You will not use them again.

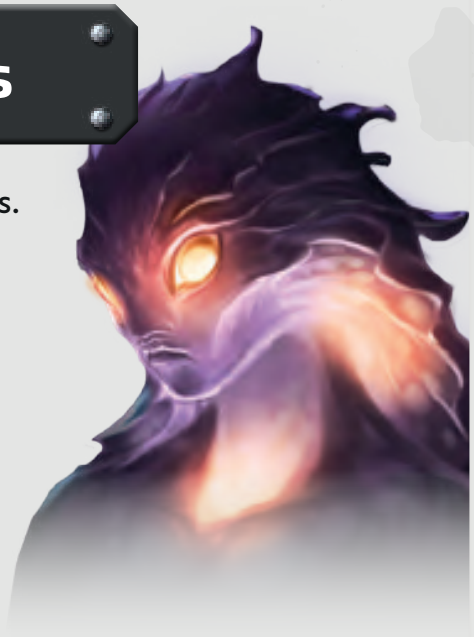
End of the game

At the end of the third season, after feeding the Healthy Humans you have saved, count them. The player with the most **Healthy** Humans wins the game. If tied, the player with the most Healthy Humans and Contaminated Humans wins the game. If players are still tied, they share the victory.

We have reached the mouth of the River – Létéa is only 4 days away. The people still alive today represent our future.



Different game modes



PRECOGNITION can be played 3 different ways.

The competitive mode

We have just thoroughly explained it.

The team mode

Can only be played with 4 players.

The rules are the same as in the competitive mode, but with two teams of 2 players sitting one next to the other.

At the end of the game, both members of the team add their Healthy Humans. The team with the highest number wins the game. If tied, the team with the most Contaminated Humans wins the game.

Note: since you always give a card to the player on your left, one teammate's job will be to help the team, while the other teammate's job will be to hinder the opposing team.

The cooperative mode

All players team up to achieve the Objectives set during each season.

There are 2 types of Objectives:

- Objectives requiring only 1 player to have the specified Resources; 
- Objectives requiring each player to have the specified Resources. 

Here are the differences with the regular setup:

When setting up the River

Take the 3 cooperative River tiles and place them in front of the corresponding River section *(season 1, 2 and 3)*. Under each section, make a stack by randomly adding, and without looking at them, as many Objective tiles of the corresponding season as there are players. Make sure to display the side of the tiles with three rectangles *(two white and one black)* upward. Put the remaining Objective tiles back in the box – they will not be used during the game.



Cooperative River tile to be placed on top of the pile

Objective tiles to place underneath

During the Action phase

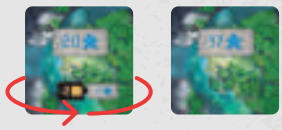
You have 2 new options:

- You can reveal an Objective tile of the ongoing season by moving Healthy Humans from your Cabins to your Contaminated Deck.

  To reveal 1 Objective tile, you must move: 1 Healthy Human in *season 1*, 2 Healthy Humans in *season 2* and 3 Healthy Humans in *season 3*. The revealed Objective tiles are placed on their three rectangles *(two white and one black)* face up, next to their stack.

  *The Human Cost to reveal a given tile can be paid by **one player only**. Please note that several Objective tiles can be revealed by one or several players during the same turn.*

- You can use the Resources shown on an Objective tile, revealed during this turn of a previous one, to mitigate its effect. Only the Resources received by a single player **during the ongoing turn** can be used. Flip the tile on its other side, with only one white rectangle face up.



Flip the tile to mitigate its effect

At the end of every Season

After feeding your Healthy Humans, if you still have Objective tiles under the cooperative River tile of that season, flip them over, three rectangles face up.

You must have the Resources specified on the Objectives to complete the Objectives. One Resource can complete several Objectives.

If one or more Objectives of the ongoing season is not completed, the game is immediately lost. If there are all completed, the game goes on. You must complete new Objectives during the next season.

At the end of the game, add up each player's Healthy Humans. To win the game, you must have at least:

- 30 Healthy Humans in a 2-player game;
- 45 Healthy Humans in a 3-player game;
- 60 Healthy Humans in a 4-player game.

You can increase the level of difficulty of the cooperative mode:

Hard: start with 4 Foods instead of 8.

Apocalypse: start with 4 Foods instead of 8 and add 1 Objective tile per *season*.

Player aid



Draw the first 2 cards of your draw pile and keep them in your hand.



With your cards Give and Keep, choose 1 card for yourself and 1 card for the player on your left. Make 3 pairs of cards by putting the cards in your Hand **face down**. You must put your Give card on one of the 2 cards **face up** in your Decision Zone.



When everyone around the table has chosen their cards, reveal the cards and put:
- 1 card in your Action Zone;
- 1 card in the Action Zone of the player on your left;
- 2 cards in the Decision Zone of the player on your right.



If you activate the 2 cards in your Action Zone: pay for both by contaminating as many Healthy Humans as the Cost of the 2 cards combined.
If you only activate 1 of the 2 cards in your Action Zone, do not pay anything.
Receive the Resources of the activated cards.



Receive the effects of the powered Machines meeting the requirements.



Heal as many Contaminated Humans as you have Ymune Doctors in the Infirmary. Put them in the Cabins.



Increase your Bane gauge by as many spaces as the total Bane value of the 2 cards in your Action Zone.



You can lose 1 or more Ymune Protectors to lower your Bane gauge by 2 spaces per lost Ymune.



Loose as many Humans – Healthy or contaminated, it's up to you – as the Bane value on your Bane gauge.



Flip the next River tile, apply its effect and put the Progress pawn on that River tile.

Credits

Game designer
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Artist
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Developer
Cédric Lefebvre

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Video rules

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