

Rulebook

BLACKOUT

HONG KONG







Shortly after midnight on that faithful day in Autumn 2020, the lights in Hong Kong went out.

Initially, only a few supervisors and security officers at the power stations around Hong Kong worried. They didn't have a clue what had happened to their power plants, everything seemed normal, but they could not restart the generators.







As the next morning dawned and people tried to begin their days only to find nothing working, chaos descended on Hong Kong…

Components

1 Hong Kong board



4 player boards



50 coins
30 x 1 HK Dollar
20 x 5 HK Dollars



48 scout tiles



12 GPS tokens



24 transport tokens



4 locked markers



4 markers 0-6



136 CARDS

48 player cards (12 for each player)

Front



Back



Zodiac icon

Card's color

8 starting volunteer cards



S for "starting"

72 objective cards



4 dice distribution cards



4 emergency plans



3 resource dice



1 starting player marker



20 secured district markers
(5 in each player color)



100 cubes
(25 in each player color)



4 score discs
(1 in each player color)



Setup

Before setup, decide if you play a single game of ***Blackout - Hong Kong*** or if you play a chapter of the campaign (which also has a solo-variant). If you play a single game, follow the setup steps below. If you play the campaign, also mind the modifications on pages 17 to 19 which modify steps 6 and 16 of the setup below.

1. Hong Kong Board

Place the board in the middle of the table.

2. Transport tokens

Place the 24 transport tokens next to the board.

3. GPS tokens

Place the 12 GPS tokens next to the board.

4. HK Dollars

Place the HK Dollars within reach of all players as a general bank.

5. Scout tiles

Shuffle the 48 scout tiles face down. Place **three** of them as a face-down stack on each of the 16 districts on the board.

6. Objective cards

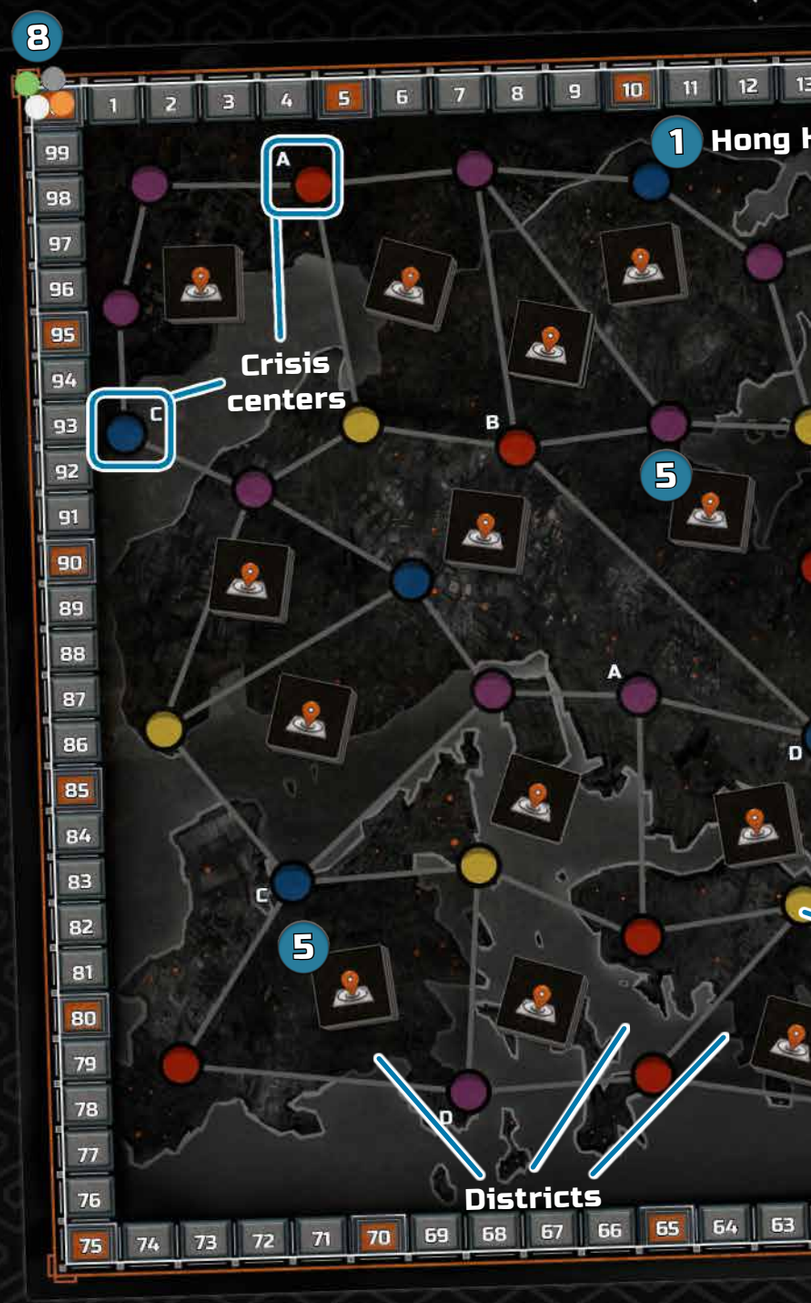
Shuffle the 72 objective cards. Deal a number of cards to form a face-down Reserve deck:

- In a 2-player game, deal 36 cards.
- In a 3-player game, deal 21 cards.
- In a 4-player game, deal 15 cards.

Set this Reserve deck aside for now. It will come into play when the **End of Game** is triggered (see page 15). In a campaign game, the number of cards dealt depends on your current chapter (see pages 17 to 19).

Place the remaining cards as a Draw deck beside the top right corner of the board.

Reveal 9 cards from the Draw deck and place them face up as a card display in 3 rows of 3 next to the board.



7. Choose a player color

Each player chooses a color and carries out the next two steps.



8. Score discs

Place the score disc of your color on the 0 of the score track.

9. Player cubes and initial battery

Take the 25 cubes of your color. Place one on the battery in the middle of the rondel and the rest in front of you as a supply.

Setup player board

Each player now carries out the following steps:

10. Player board

Take 1 player board and place it in front of you. Take 1 dice distribution card for your reference (as each die has a different distribution of resources on its faces).

11. Starting transport tokens

Take 5 transport tokens and place them next to your player board.

12. Starting HK Dollars

Take 4 HK Dollars from the bank.

13. Secured district markers

Place the 5 secured district markers (wooden houses) of your color on the check-mark spots on the left-hand side of your player board.

14. Marker 0-6 and locked marker

Take one marker 0-6 and one locked marker and place each on the indicated spot of your player board.

15. Starting volunteer cards (S)

Take 2 starting volunteers at random. Place them on 2 objective spots of your player board. If you play with fewer than 4 players, return the remaining starting cards to the game box. They are not used in this game.

16. Emergency plans

Take 1 emergency plan at random. Place it on the emergency plan spot of your player board. If playing with fewer than 4 players, return any remaining emergency plans to the game box.

In a campaign game, follow the rules on pages 17 to 19 instead.



17. Player cards

Take the 12 cards of the zodiac icon matching your color (lower left corner of each player card).



a) Then place your blue volunteer showing 2 cubes (top left) and your Leader face up in the hospital to the right of your player board.

b) Place 1 of your yellow volunteers face up in the leftmost slot at the bottom of your player board. In the second slot, place 1 of your red volunteers face up and, on top of it, 1 of your other blue volunteers slightly offset, so that you can still see the top info of the red volunteer.

c) The remaining 7 cards form your hand at the start of the game (1 yellow, 2 red and 1 blue volunteer, as well as the following specialists: Doctor, Mechanic, Scout).

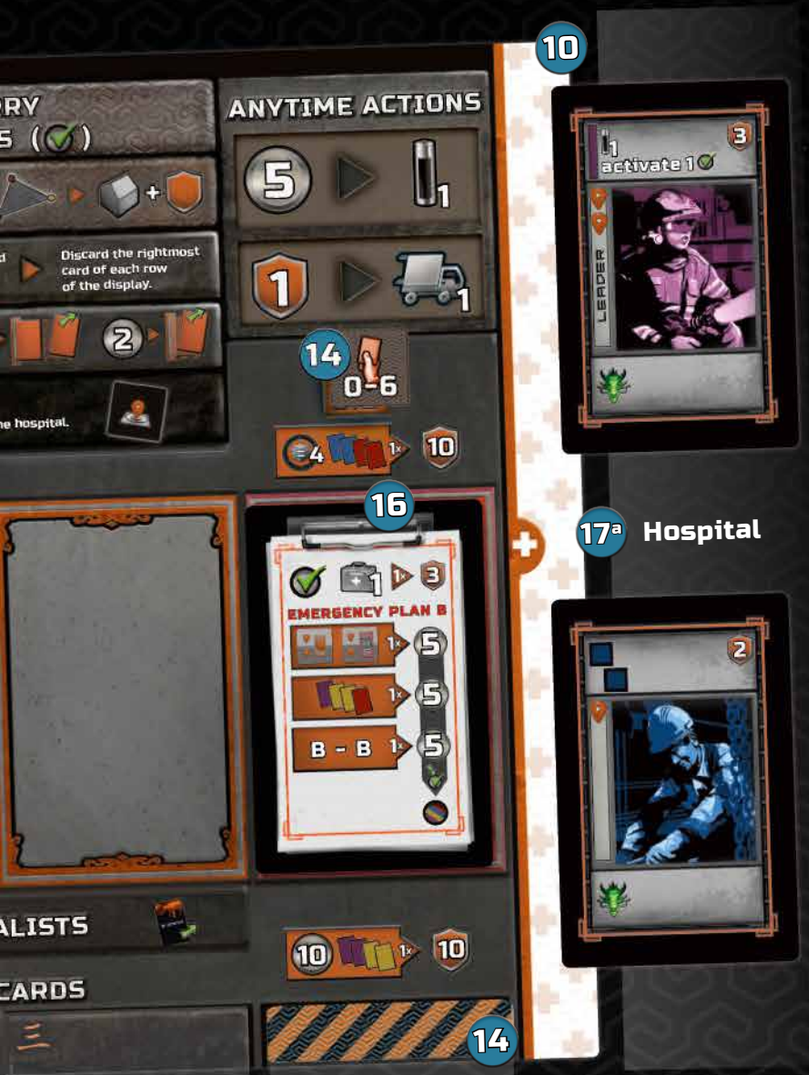


18. Starting player and starting positions

Finally, determine a starting player by your favorite house rule and give them the starting player marker and the 3 resource dice.

In counterclockwise order, beginning with the player to the right of the starting player, each player then places 1 of their cubes on a location of their choice (the colored circles on the map of the game board). This location must be different for each player.

Now you are ready to play the first round!







Gameplay

Each round of the game is composed of the following 8 phases, each of which **is carried out by ALL players before moving on to the next:**

1. Roll resource dice and plan cards (done simultaneously by all players)
2. Deploy volunteers and specialists
3. Objectives
4. Scout
5. New objectives
6. Clean up
7. Secure districts
8. Refresh hand, then carry out check-mark actions (This phase may only be carried out by players that meet the requirement.)

Each phase is shown on the player boards (from bottom to top). To ensure that each phase is carried out, the starting player should always announce which phase of the round you are entering.

The starting player keeps track of the phases on their player board by placing the starting player marker on the number of the current phase and moving it up when entering the next phase.

At the end of phase 8, the starting player marker is passed on to the next player in clockwise direction.



Starting player marker

1 Roll resource dice and plan cards

The starting player sets the resources for this round by rolling the dice.

Then all players plan their cards for the round.

A) As the starting player, **roll the 3 resource dice** until you have a valid result. For a valid result, each die must show a **different** resource. If any dice should show the same resource, roll those dice again. Once you reach a valid result, you must stop rolling and place each die as it is on its matching resource segment of the rondel.

B) Next, plan your cards. Each player places **up to 1 card** from their hand face down in each slot at the bottom of their player board (first, second and third slot).
If there are already cards from the setup or earlier rounds, place the new card face down a little offset on top of the bottom card.
Note that you may at all times look at your face-down cards, but not at those of other players.

Then continue with phase 2.

Example: Invalid result

Invalid result, as the red die and the blue die show the same resource (medipack).

The starting player must re-roll both the red AND the blue die.



Re-roll required!

Example: Valid result

Valid result, as all dice show different resources. The starting player places the dice on the corresponding segments of the rondel.



The fourth slot

You can only place a card in the fourth slot if you have unlocked that slot. You can unlock it by fulfilling the goal printed above it (during phase 3). Once you do, remove the locked marker from your player board and place it back into the game box. It is not used during this game any more.



Example: Card slots



Locked fourth slot.

Peter has placed 1 card in each of his unlocked slots.

2 Deploy volunteers and specialists

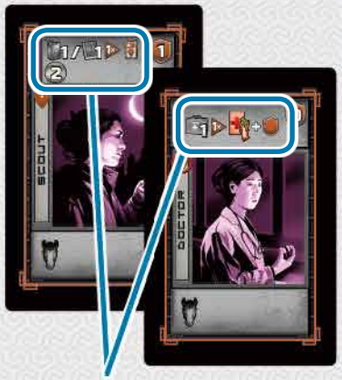
In this phase, you carry out your planned cards. Most let you procure resources or spend resources to get HK Dollars, get GPS tokens or to score points, but some of them, such as your Doctor or Leader, may have more specific abilities (see page 15).

This phase is carried out in clockwise order, beginning with the turn of the starting player. On your turn, carry out all your planned cards in an order of your choice (the **face-down cards** in your card slots). Do so by turning one of them face up and carrying out its action. Then turn another of your planned cards face up, carry out its action and so on. You are allowed to turn a card face up and not use its action. There are two basic types of cards:

Specialist cards

Cards with purple backgrounds

Specialists let you carry out one or more special actions. The actions of the specialists are explained on page 15.



Special actions

Volunteer cards

Cards with red, yellow or blue backgrounds

Volunteers procure the resources rolled on the die of their color. The number of resources a card procures is shown by the number of cubes in its top left (1 to 3).

Place 1 of your cubes in the corresponding segment of the rondel for each resource you procure with a volunteer.

You may use transport tokens to change which type of resource a volunteer procures (see the blue box below).



Number and color of resources this volunteer procures.

Use transport tokens to change resources



On any one of your planned volunteers, you may spend transport tokens to change the resource type that volunteer procures. **Each transport token you spend lets you move one segment on the rondel away from the result of the die.**

You can always acquire new transport tokens from the supply by spending 1 point for each that you take. (It is possible to have a negative score during the game. Transport tokens have a secondary use in phase 3, see page 10).

Example: Deploy volunteers and specialists

A *It's Peter's turn and he carries out his planned cards in any order. He turns over the card in his second slot. The card is a blue volunteer with 2 cubes in its top left, so he places 2 of his cubes in the segment with the blue die on the rondel.*



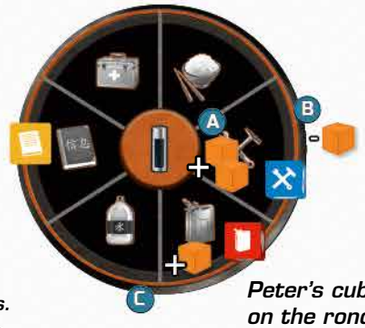
Peter's player board.

B *He then carries out his Specialist in his third slot. He takes 3 HK Dollars from the bank. As this card has a second action, he pays one cube from the tools segment to take 3 more HK Dollars from the bank. (Note that it is totally fine that he spends a cube that he just received.)*



Take 3 HK Dollars.

Pay 1 tool to take 3 HK Dollars.



Peter's cubes on the rondel.

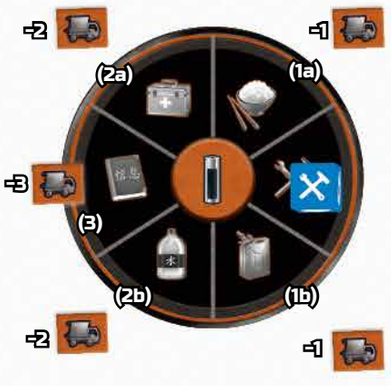
C *He then finishes his phase 2 by carrying out the red volunteer in his first slot. He places one of his cubes in the segment with the red die on the rondel (the gasoline resource).*

Example: Transport tokens to change resources

If Peter spends 1 transport token on his blue card (example A on the left), he may procure two food (1a) or two gasoline (1b).

If he spends 2 transport tokens, he may procure two medipacks (2a) or two water (2b).

If he spends 3 transport tokens, he procures two books (3).



3 Objectives

In this phase, you complete goals that grant rewards, such as adding cards to your hand or your check-mark area and expand your influence on the map.

In clockwise order, beginning with the starting player, you may complete **as many goals in your objective area of your player board** as you are able to and want to (including Emergency plans and Restore power goals). To complete a goal, you must pay all the costs and fulfill all requirements listed in its red box. After completing a goal, move the card to its destination and take the immediate effect. (See the next page for the specific rules of cards with multiple goals and the goals on your player board.)



Icons on a goal.

A Costs and requirements



Examples

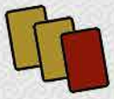
Number of resources: Most of the goals have a cost in resources, indicated by a resource icon and a number. To pay the cost, return that many of your cubes from the corresponding segment of the rondel to your supply.



Number of one resource type of your choice: Choose a resource and pay this many of that resource.



Number of HK Dollars: Pay this many HK Dollars to the bank.



Slot requirement: At least one of your slots must contain all cards of the shown colors (in any order).



Reward type 'points' *Reward type 'resource'*

Scout tile requirement: You must have at least 2 scout tiles, one of which has the reward type 'points' and one that has the reward type of the specific resource shown. (See page 12 for details on scout tiles.)



Crisis center requirements: On the map of the game board, you must connect the two crisis center locations of that letter with an unbroken line of cubes.



B Destination of the card

These icons show the destination of a card after completing that goal:



Add this card to your hand.



Add this card to your check-mark area to the left of your player board.

C Immediate effects



Points: Score this many points.



HK Dollars: Take this many HK Dollars from the bank.

Place a cube on the map of Hong Kong:



Place a cube on a **location of that specific color on the map.**

OR



Place a cube on a location of **any color** on the map.

When you place a cube on the map of the board, follow these rules:

- The cube must be placed on a location of the **color shown on the effect.** (If you already have a cube on each location of that color, you may place the cube on any location, but must still follow the other rules.)
- The location must be **adjacent to a location containing one of your cubes.** However, you can spend transport tokens to skip locations of the wrong color (see blue box below).
- The location may already contain cubes of **other** players (but none of your own).

Spending transport tokens to skip locations

Pay 1 transport token for each location you skip. (If you run out of transport tokens before you reach a location of the required color, you MUST buy transport tokens at 1 point each in order to reach a location of the required color.)



Example: Complete a goal and place a cube on the map



To complete this goal, at least one of Martin's slots must contain at least one yellow and two red volunteer cards. As he meets that requirement, he pays 4 HK Dollars to the bank.

Martin (green) then takes the card to his hand and places a cube on a yellow location:





Option 1: *Martin places his cube on this location, as it is yellow and it is adjacent to one of his cubes.*

Option 2: *Martin places his cube on this location, as it is yellow. BUT he must pay 1 transport token as there is one (blue) location between his closest green cube and the new location.*



Cards with multiple goals

While volunteers and specialists only have one goal, contingency and emergency plans may have multiple ones. You may complete goals of such a card in any order. These cards have effects that depend on how many goals of the plan a player completes:

When you complete a goal on a card, check for the following cases:



Completion effect

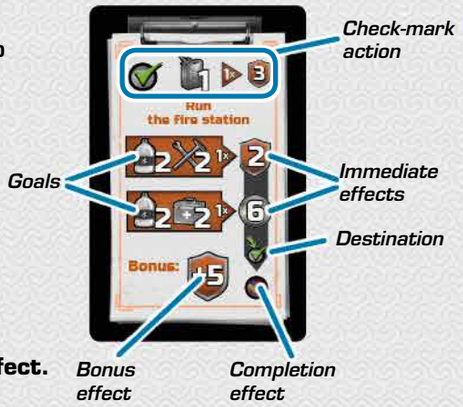
- If there are still other goals on the card that you have not completed:
  Take the immediate effect of this goal (as explained on page 10) and place a cube on it to show that you took it. Then decide if you want to take the completion effect now or not:

Yes, now:	**OR**	**No, later:**
Remove all cubes from this card and move it to your check-mark area (to the left of your player board, as per the destination of the card). Then carry out the completion effect (most commonly, you place a cube on the map, as explained on page 10).		Leave the card in your objectives area.

Bonus

- If there are no uncompleted goals left on the card:
  Take the immediate effect of this goal (as explained on page 10) **AND take the bonus effect.** Then remove all cubes from the card and **move it to your check-mark area** (as per the destination of the card).
  Finally, carry out the completion effect.

Contingency plan



Examples: multiple goals and completion effects

Example 1:

Karla is completing a goal on a contingency plan. She places one of her cubes on the immediate effect and takes the 6 HK Dollars. As there is still another uncompleted goal on it, she decides to leave the card as it is for now. She continues her objectives phase.



Example 2: *Karla is completing the first goal on an emergency plan:*

Ⓐ *She places one cube on the immediate effect and takes 5 HK Dollars.*

Ⓑ *She then decides to take the completion effect straight away: She removes the cube she just placed and moves the card over to her check-mark area.*

Ⓒ *Then she places one cube on the map as this is the completion effect of the card. As it can be placed on a location of any color, she picks the blue location next to her white cube in the purple location.*



Example 3:

Karla is completing her last incomplete goal on a contingency plan. After paying the resources, she gets the immediate effect (2 points). Now she also scores the 5 point bonus, as she has now completed all goals of that card. Then she removes the cube from it, moves the contingency plan over to her check-mark area and carries out the completion effect.



Restore power goals

There are 2 restore power goals on your player board that you may complete during this phase:



If you complete this restore power goal, score 10 points and place the marker 0-6 on top of the spot 0-4 of phase 8 on your player board (see page 14 for specifics).



If you complete this restore power goal, score 10 points and remove the locked marker from your player board and place it back into the game box. From now on, you may place 1 card in this slot during planning (see page 8).

You can complete each of the 2 restore power goals only once per game.

Joker resource: Batteries





There are 6 normal resources on the rondel: food, tools, gasoline, water, books and medipacks. The battery in the middle of the rondel is a joker resource. One battery can substitute any one of the 6 normal resources. With the only exception that a battery may never be wasted as water or food in phase 6 of a round (see page 13). You can always buy **batteries** for 5 HK Dollars each.

After all players had a chance to complete their goals, the starting player moves the starting player marker to phase 4.

4 Scout

Scouting is an alternative way to procure resources and score points, but it comes at a cost. Exploring unsecured districts is tough on your volunteers and specialists and one member of your search team will end up in the hospital.

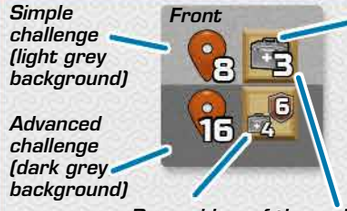
In clockwise order, beginning with the starting player, each of you may choose a different district on the map. The district you choose must be next to one of your cubes and contain scout tiles (face up or face down). Look at the district's scout tiles in private. You may now collect up to 1 of them. If you cannot or do not want to, return all of them to the district in the same orientation they had, when you picked them up (face down or face up).

If you want to collect a tile, do the following:

First, return any not-chosen scout tiles face up to the district.

Then, **choose a challenge** on the scout tile you want to collect: either simple or advanced.

Scout tiles



Afterwards, form a search team to meet that challenge. Reveal from your hand one or more cards with search icons. These cards form your team. (Note that your Doctor is the only card with no search icons, so she is never part of a team. See page 15 for details.) Then add up **your team's search icons** and add the following:

- Number of search icons on contingency plans in your **check-mark area.** (See page 16 for details.)
- Number of search icons on **face-down scout tiles** next to your player board (see below).
- 3 search icons per GPS token you spend now.

Search icons


Search icon on volunteer or specialist cards.



Search icon on contingency plan card.


Search icon on back side of scout tiles.


3 search icons on GPS tokens.

If the sum of your search icons **matches or surpasses** the challenge, collect the scout tile and take the reward shown in its reward box. Reveal the scout tile and place it next to your player board, face up or face down depending on the following:

If it is your first scout tile of this reward type, place it face up next to any already collected scout tiles. But if you already have scout tiles of this reward type, place it face down next to them. From now on, the search icon on its back is added to your total each time you form a search team to scout.

Finally, since one member of your team got injured during the search, do the following: Determine **at random** one card from your team and put it face up in your hospital to the right of your player board.

When each player has had a chance to scout, move on to phase 5.

Probe challenge

When you decide to collect the scout tile with the lowest simple challenge among those in a district, you can alternatively take it's probe challenge (instead of its simple or advanced one). This means that you must only match a total of 4 search icons with your search team. If you do, show the scout tile to the other players and then place it **face down** next to your player board, **without** taking any reward.

Example: Scout



For scouting, Peter may choose district b, c or d. He may not choose districts a or e, as he has no cubes beside them.

He chooses district b. He takes the 3 scout tiles and looks at them secretly. He then decides to match the simple challenge on the tile with the book reward.


Peter needs 6 search icons to match this simple challenge.

Peter has four cards in his hand, but one of them is his Doctor (with no search icons) and one of them is his Leader (with 2 search icons). Peter also has 1 search icon in his check-mark area from a contingency plan card and 2 from the scout tiles he collected earlier. Peter also has 1 GPS token (3 search icons) at his disposal.


Peter's hand: 4 search icons



1 GPS token: 3 search icons



As Peter only needs 6 search icons to match the challenge, he may decide which cards to send as a team. As he has 3 search icons from his surplus scout tiles and completed contingency plan, he only needs another 3. He could decide to team his Leader up with the red volunteer to have these 3 search icons, but putting the Leader in the team risks sending him to the hospital. Therefore, Peter chooses another option: he spends the GPS token and only sends the blue card as a one-card team. Now Peter has surpassed the simple challenge of the scout tile by having a team of one card and 7 search icons in total.



Peter now takes the reward of two books by putting two of his cubes in that segment of the rondel. Then he places the scout tile next to his player board. As he already has 1 scout tile of the reward type book, he places the tile face down next to it.

Finally, he sends a random card from his team to the hospital. As Peter had only one card in his scout team, this blue card is placed face up in his hospital to the right of his player board.

5 New objectives

In this phase, players may acquire new volunteers, specialists and contingency plans from the card display and place them on their player boards.

Beginning with the starting player and going clockwise, players take turns either passing or buying one card. This continues until everyone passes in a row (so passing does not necessarily stop you from buying later in this phase).

The price of each card depends on how many cards are in its row:

- If there are **3 cards** in a row, it costs **4 HK Dollars to buy one of them.**
- If there are **2 cards** in it, it costs **3 HK Dollars to buy one of them.**
- If there is **1 card** in it, it costs **2 HK Dollars to buy it.**

Place the card you bought into the **Objectives area of your player board.** Note that you have only 3 card spots in your Objectives area, so you may only have up to three cards there at any moment. (***Attention***: Your emergency plan card spot is separate from this area. Once you completed and removed your emergency plan, no other card may be placed on its spot.)

If there are no cards in a row, refill it immediately with 3 cards drawn from the Draw deck. Place these cards face up. If the Draw deck runs out, the end of the game is triggered (see section "End of game and final scoring").

Players should consider the following questions when buying cards: Can I complete the goals of the cards I want to buy? Can I place the cube associated with this card on the map? Does the ability of the card or its point value justify the cost?

Example: New objectives

Card display - situation



1 In phase 5, Karla, Martin and Peter take turns to buy cards from the display. As the starting player, Karla goes first. She buys the single card in the bottom row for 2 HK Dollars and places it on an empty objective spot of her player board. As this row is now empty, she draws 3 new cards from the draw deck and places them in this row.

Martin goes second. As Karla refilled the last row, there are more cards to choose from, but they are more expensive. As Martin has only 2 HK Dollars left, he must pass now but hopes that Peter buys a card from the top row.

2 Peter, however, buys the red card in the middle row for 4 HK Dollars (as the row consists of 3 cards).

Then it's Karla's buying turn again, but her objective spots are all full, so she cannot buy another card and she passes. Martin is left with no option to buy a card, as the cheapest card he could get costs 3 HK Dollars and he only has 2. Peter also has no HK Dollars left, therefore he must pass too. Thus the phase ends, as all players have passed in a row.

6 Clean up

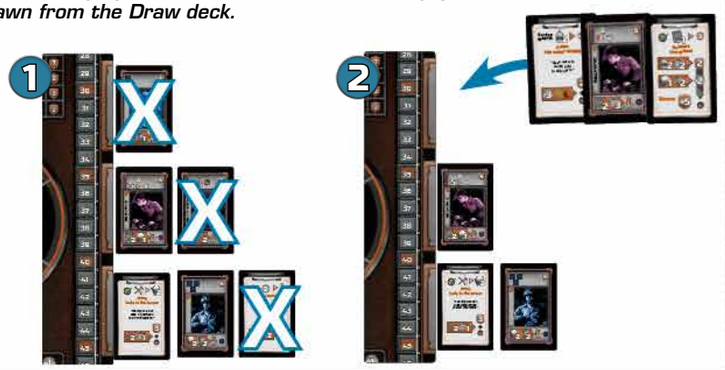
In this phase, do the following steps:

- **Discard cards from card display:** From the card display, the starting player removes the rightmost card of each row and puts it on the discard pile. If there are any empty rows afterwards, refill those (and only those) face up with 3 cards each drawn from the Draw deck. When the Draw deck runs out, the end of the game is triggered (see section "End of game and final scoring" on page 15).
- **Waste resources:** In clockwise order, each of you must do the following: return all your cubes in the water and food segments of the rondel to your supply beside your player board. For each food cube you return, take 2 HK Dollars from the bank. Water cubes can be returned in pairs and/or singly. For each pair you return, take 1 GPS token from the supply. For each single water cube you return, take 1 HK Dollar from the bank. Contingency plans in your check-mark area might improve these rates (see page 16).
- **Dispose objectives:** Each of you may choose to discard up to 1 card from your objective spots to the discard pile.

When each of these steps is completed, move on to phase 7.

Example: Clean up

1 Karla is the starting player, so she discards each rightmost card from the card display. 2 As the first row is now empty, she refills it with 3 cards drawn from the Draw deck.



Then she wastes her remaining 4 water resources from the rondel: for one pair she takes one GPS token from the supply and for the other two she takes 2 HK Dollars from the bank. Martin wastes his 2 food cubes and takes 4 HK Dollars.

Peter has no resources to waste, but he chooses to dispose of a card on one of his objective spots, as he thinks he won't be able to complete its goal. Afterwards, they move on to phase 7.

7 Secure districts

In this phase, players score points and unlock check-mark actions on their player boards for the districts they have secured in this round.

Check, if there are any newly secured districts. **A district is considered secured if at least one player has a cube of their color on each of the locations surrounding it.** For each newly secured district there is, proceed as follows:

1. Remove any scout tiles left in that district and return them to the box.

2. Afterwards, each player that managed to completely surround that district (by having one of their cubes on each of its locations) must choose one of their secured district markers from their player board and place it in that district. (If a player has no secured district markers left, they place a cube from their supply instead.)

3. Then **each player** counts the number of cubes they have in the locations surrounding this district and score according to the following table:

Number of cubes	1–2	3	4	5	6	7
Points	2	3	5	7	10	14

Note: *This means that only players that initiate the securing of a district can place a secured district marker on it and thus unlock one of their check-mark actions on their player boards. If a district is secured in the same round by multiple players, each one of them places one of their secured district markers and unlocks a check-mark action. Furthermore, this means that each district is only scored once and this scoring is initiated by the player (or players) that secured it first. However, ALL players that have at least one cube in any of the locations surrounding the district partake in the scoring accordingly.*

Note that this scoring table is also shown on the game board for convenience.

Example: Securing districts

Example 1



Martin's cubes have secured a district.
(a) The scout tiles are removed from it and
(b) Martin places one of his secured district markers from his player board there.

As he took that secured district marker from his gasoline reward ability, he has now unlocked its check-mark action (which he can use from now on in phase 8).

Then he scores 3 points according to the table.

Example 2



Later Karla also has secured a district. She places the secured district marker from her tool reward ability on it and scores 14 points for her 7 surrounding cubes. But Martin also scores points, as he has 2 cubes around that district. He scores 2 points according to the table.

Example 3



Later Karla and Martin have secured a district in the very same round. Both then place secured district markers from their player board in the secured district and score 5 points according to the table.

8 Refresh hand

In clockwise order, beginning with the starting player, each of you checks whether you may refresh your hand now. You may only refresh if you have **4 or fewer cards in hand**. (If you have unlocked the marker 0-6 and placed it on top of the spot 0-4 on your player board, you can refresh with 6 or fewer.)

If you decide to refresh, first return to your hand all cards from the slot at the bottom of your player board that has the **most cards**. (If there is a tie for the most cards, chose one of these tied slots.) Next (and only if you actually returned cards to your hand), you may carry out any unlocked **check-mark actions** (✓) on your player board and/or on contingency plans in your check-mark area. You may carry them out in any order, but only once each. See page 16 for details on all the check-mark actions.

After each player has finished phase 8, start a new round. The starting player marker thus moves on to the new starting player in clockwise direction. If this was the last round of the game, move on with final scoring.

Example: Refresh hand

Martin only has 3 cards in his hand in phase 8, thus he may refresh his hand cards. He decides to do so. His second slot has 4 cards, which is the most in any of his slots.
Thus he takes these 4 cards back to his hand and then carries out any of his unlocked check-mark actions.



End of game and final scoring

When the Draw deck runs out, the End of game is triggered. If necessary, fill the remainder of the display with cards from the Reserve deck (see setup, page 4). Finish this round, then **play one more.** After that final round, carry out the final scoring.

Each player scores as follows:

- First **sell all your resources on the rondel for 1 HK Dollar each, regardless of type.** Then **swap 5 HK Dollars for 1 point** as often as you can.
- Score points for how many **face-up scout tiles** you have, according to the score table in the top right of the board.
- **Each card** in your **hand** and each card in your **slots** scores the points shown in its top right corner. You get nothing from cards in your objective spots or hospital.

The player with the highest score wins. Ties are broken in favor of the player with more HK Dollars. If still tied, the victory is shared.

Example: Final scoring

A *Peter sells his 6 cubes on the rondel for 1 HK Dollar each. Now he has 11 HK Dollars and he swaps them for points at a ratio of 5 to 1. This means he scores 2 points and has 1 HK Dollar left as a tie breaker.*



B *He has 4 face-up scout tiles, so he scores 5 points.*



C *Finally, he scores the points on the cards in his hand and the cards in his slots.*



Card almanac

Specialist player cards



Leader - player card

Receive 1 battery (by placing a cube from your supply in the middle of the rondel).
Carry out one of your unlocked check-mark actions. See page 16 for details on these actions.



Scout - player card

Pay 1 gasoline or 1 book to take 1 GPS token from the reserve.

Take 2 HK Dollars from the bank.



Mechanic - player card

Take 3 HK Dollars from the bank. Then you may pay 1 tool to take another 3.



Doctor - player card

Pay 1 medipack to add a card from your hospital to your hand and score the points shown in the top right corner of that card.

Your Doctor has no search icons and may never be used as part of a team to scout. So, she can never end up in the hospital herself.

Specialist cards in the draw deck



Take 5 HK Dollars from the bank. Then reveal your hand and take 1 HK Dollar from the bank for each search icon in it.



Take the top number of HK Dollars from the bank. Then you may pay 1 tool to take the second number of HK Dollars.



Pay 1 food to place 1 cube on the map according to the rules on page 10.



Pay 1 gasoline or 1 book to take 1 GPS token from the reserve. Alternatively, pay 1 gasoline and 1 book to take 2 GPS tokens from the reserve.



Pay 3/4 HK Dollars to take 3 resources of one type (either books, water, gasoline, tools, food or medipacks).



Score 2 points. Then you may pay 1 tool to score 2 additional points.

Check-mark actions and contingency plans

Check-mark actions on contingency plans

The check-mark action of a card is considered unlocked if the card is in the check-mark area to the left of your player board. It may be activated during phase 8 (but only if you also refresh your hand, see page 14) or with the help of your Leader card during phase 2 (see Leader, page 15):



When activated, you receive 1 resource of the indicated type. (*Once per activation.*)



When activated, spend 1 of the resource shown before the arrow for the resources shown after it. (*Once per activation.*)



When activated, spend 2 HK Dollars for 1 battery. *(Once per activation.)*



When activated, take 3 HK Dollars from the bank. (*Once per activation.*)



When activated, spend 1 of the resource shown before the arrow to score 3 points. *(Once per activation.)*

Player board check-mark actions

A check-mark action on your player board is considered unlocked if there is no secured district marker on it. Only unlocked check-mark actions may be activated during phase 8 (see page 14) or with the help of your Leader (see page 15):



When activated, spend 1 book to take 1 GPS token from the reserve. *(Once per activation.)*

When activated, spend 1 gasoline to take 1 transport token from the reserve. *(Once per activation.)*

When activated, spend 1 tool to take 3 HK Dollars from the bank. *(Once per activation.)*

When activated, spend 1 medipack for 1 battery. *(Once per activation.)*

When activated, spend 4 HK Dollars to score 2 points. *(Once per activation.)*

Other contingency plans

The following contingency plans grant you permanent effects in the scout phase or in the clean up phase, when they are in your check-mark area:



You have 1 permanent search icon, which you add to your total when scouting.



Increase the search value of each of your GPS tokens by 1.



In each phase 6 (Clean up), you may spend 2 food for 4 points, as many times as you like.



In each phase 6 (Clean up), you may spend 2 water for 7 HK Dollars from the bank, as many times as you like.

Campaign and solo play

Chaos descends on Hong Kong! How good are you prepared for the Blackout?!

This section contains the rules for playing a series of games in campaign mode. You can also play the campaign alone and record your high scores.

The rules in this section take precedence when in conflict with the rules of earlier sections.

The campaign has 5 chapters. Modify setup according the rules of your current chapter as described below and follow the general campaign rules in the blue boxes on this page. Start your campaign with chapter 1. At the end of each campaign game, note the number of **orchid trees** (🌺) you earned. When you complete your campaign, sum your number of orchid trees to see how well you managed the crisis (see the white box below).

Emergency plan rules in a campaign



In campaign games, place the Emergency plans named in the setup of your chapter next to the board (instead of on your player board).

All goals on these are initially available to all players. But if there is more than 1 Emergency plan (as it is the case with 3 and 4 players), each player can only complete goals of one of them. After a player completes the first goal of an Emergency plan, she must stick to that plan. Other than that, multiple players may complete the same goals and collect their rewards, even if another player already completed them. Whenever you complete a goal, place a cube on it to show that you can't complete it again.

Also, Emergency plans have **no completion effect in campaigns** and thus always stay next to the game board, i.e. you never add them to a check-mark area and you never place a cube on the map as a completion effect.

Further campaign rules

In solo play, adapt the rules as follows:

Use the starting player marker to mark the phase you are in.

Add the following rule to phase 5 (New objectives):

If you don't buy a card in this phase, remove the rightmost card of the top card row. Refill the row as explained on page 13 if necessary.

Add this win condition to each chapter:

- Score at least as many points as needed to earn 🌺🌺.
  If you lose, restart this chapter with 2 more HK Dollars than before.
  (Example: After 2 losses, you start with 8 HK Dollars.)

In a 2- to 4-player game, only adapt the final scoring as follows:

You win if you have the highest score **and** fulfilled the win conditions of the chapter.
In case of a tie, the tied player with the most HK Dollars wins.

Campaign scoring

15 🌺 *Perfect score! You are first in line to be awarded the Grand Bauhinia Medal of Hong Kong.*

12+ 🌺 *Very good. The people of Hong Kong will never forget the way you stood on their side.*

10+ 🌺 *Good. Your crisis management helped to relieve great pain.*

5+ 🌺 *At least you made it! The worst times are over.*
But it is a thin veil that separates civility from barbarism in these times.

Chapter 1 – Hour 48 of the Blackout

People gather on the streets. As there is still no electric power in Hong Kong anymore, it becomes increasingly difficult to live as usual.

Modify setup as follows:

In setup step 6, the size of the Reserve deck to be removed is as follows:

- 1-player: 33 cards.
- 2-player: 24 cards.
- 3-player: 18 cards.
- 4-player: 12 cards.

Place the following Emergency plans next to the game board in setup step 16:

- 1- and 2-player: ***Emergency plan A.***
- 3- and 4-player: ***Emergency plan A*** and ***Emergency plan D.***

Win conditions:

- Have a cube on each goal of one ***Emergency plan.***
- Have a score of at least:
  - 60 points to earn 🌺.
  - 75 points to earn 🌺🌺.
  - 90 points to earn 🌺🌺🌺.



Chapter 2 – Hour 72

You must secure a large food convoy send along the route of crisis centers B and C.

Modify setup as follows:

In setup step 6, the size of the Reserve deck to be removed is as follows:

- 1-player: 48 cards.
- 2-player: 42 cards.
- 3-player: 39 cards.
- 4-player: 36 cards.

Place the following Emergency plans next to the game board in setup step 16:

- 1- and 2-player: ***Emergency plan B.***
- 3- and 4-player: ***Emergency plan B*** and ***Emergency plan C.***

Win conditions:

- Have a cube on at least 2 goals of one ***Emergency plan.***
- Have a score of at least:
  - 35 points to earn .
  - 50 points to earn .
  - 65 points to earn .

Chapter 3 – Hour 80

The situation gets dire in the central district. Crowds gather and try to find a scapegoat. Secure central district.

Modify **setup** as follows:

In setup step 6, the size of the Reserve deck to be removed is as follows:

- 1-player: 33 cards.
- 2-player: 24 cards.
- 3-player: 18 cards.
- 4-player: 12 cards.

Place the following Emergency plans next to the game board in setup step 16:

- 1- and 2-player: ***Emergency plan B***
- 3- and 4-player: ***Emergency plan B*** and ***Emergency plan D.***

Win conditions:

- Have a cube on at least 2 goals of one ***Emergency plan.***
- Have at least 4 cubes on locations that are adjacent to the district shown on the right.
- Have a score of at least:
  - 65 points to earn .
  - 85 points to earn .
  - 105 points to earn .





Chapter 4 – Hour 96

Our volunteer force is suffering from famine and injuries, we need to recruit new helpers.

Modify **setup** as follows:

In setup step 6, the size of the Reserve deck to be removed is as follows:

- 1-player: 39 cards.
- 2-player: 30 cards.
- 3-player: 24 cards.
- 4-player: 18 cards.

Place the following Emergency plans next to the game board in setup step 16:

- 1- and 2-player: ***Emergency plan C.***
- 3- and 4-player: ***Emergency plan A*** and ***Emergency plan C.***

Win conditions:

- Have a cube on at least 2 goals of one ***Emergency plan.***
- Have at least 4 cubes on **red locations.**
- Have a score of at least:
  - 65 points to earn .
  - 80 points to earn .
  - 95 points to earn .





Chapter 5 – At the end of week 1

At the end of week One of the blackout, Hong Kong needs some kind of order again!

Modify setup as follows:

In setup step 6, the size of the Reserve deck to be removed is as follows:

- 1- player: 27 cards.
- 2- player: 18 cards.
- 3- player: 9 cards.
- 4- player: 0 cards. ***(Note:*** *If the deck runs out, the rows of the display will not be refilled for the remainder of the game.)*

Place the following Emergency plans next to the game board in setup step 16:

- 1- and 2-player: ***Emergency plan D.***
- 3- and 4-player: ***Emergency plan B*** and ***Emergency plan D.***

Win conditions:

- Have a cube on at least 2 goals of one ***Emergency plan.***
- Have completed both Restore power goals on your player board (see page 11).
- Have a score of at least:
  - 105 points to earn .
  - 125 points to earn .
  - 145 points to earn .



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