EVACUATION

VLADIMÍR SUCHÝ

RULEBOOK



Your sun is expanding, roasting your planet. Soon all life will die.

But hope lies only a stone's throw away – a new planet, rich in the plant life that will provide food and oxygen for your people. You have the means to get there. Now, it is time to fly.

In Evacuation, players lead their nations on a mission to establish civilizations on the New World. Players compete for the best landing sites in a race to see who can build their new home first.

Playtesters: Vojta Suchý, Karolina Suchá, Katka Suchá, Jirka Bauma, Láďa Smejkal, Olaf and family, Kendy, Jindra, Honza Koláček, Michal Peichl, Robert Tuharský, Youda, Pavla, Tom, Oskar, Radka Mužíková, Štěpán, Patrik, Alladjex, Spartik, Ládin, Robert, Ross Arnold, Kew, Dan, Koubax, Samson, Monika and Pepa Vavřinovi, Anežka Bělohoubková, Michaela Máslová, Radek Malý, Ondrej Čakloš, Martin Lebduška, and the playtesters from Caven, Svět deskových her, Počátecká herní špička, Kubrtovo hraní, Letní hraní Reoneo, and Trachtace Korunka. Special thanks to Jirka Bauma for numerous notes.

Delicious GAMES

Designer and Developer: Vladimír Suchý
Graphic design, illustrations: Michal Peichl
Production: Kateřina Suchá
Rules: Jason Holt
Corrections: Mike Poole

COMPONENTS



1 main board



4 player boards



1 rulebook



1 explanation sheet





80 action cards





9 year-end bonus cards





21 stadium cards





16 goal cards





18 infrastructure cards



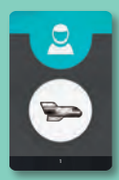
4 help cards



4 public task cards



1 module card



7 solo cards



1 score sheet



4 Old World cover tiles



21 spaceship tiles



36 technology tiles



1 solo tile



6 module tiles



48 factory tiles (12 in each color)



44 site tiles (11 in each color)



20 penalty / bonus tokens



12 production markers



90 small cubes (value 1), 30× each type
25 big cubes (value 3), 10× steel, 10× energy, 5× food



100 tokens (25 in each color)



1 year counter



1. Each player chooses a color and takes the pieces in their color. Place your site tiles on the starting continent closest to you. Give each space a matching site tile. (The two ocean spaces get the two tiles that are left.)
2. Place 2 tokens from each player on the starting space of the progress track.
3. Take a player board and place it so that its Old World and New World sides align with those sides of the main board. Keep your other pieces next to it, as shown.

SETUP



4. Each player will get a random set of technologies, as follows: Mix up four technology tiles with numbers 1, 2, 3, and 4, face down. Choose one at random. Take all technology tiles with your assigned number and place them on your board, according to the dots in the upper right corner. Each tile must go in a particular row, but within that row, place the tiles randomly.

5. Place one of your markers on the starting space of your action track.

6. Place your production markers on the track on the New World side of your board. They all start at 0.

7. Place the starting stadium in your color beside your board, on the Old World side.

8. Shuffle the stadium deck (but none of the starting stadiums). Place it face down near its corner of the main board. Deal 3 cards face up beside the board, as shown.

9. Shuffle the stack of spaceship tiles. Place it face down near its edge of the main board. Deal 3 ships face up beside the board, as shown.

10. Separate the infrastructure cards into two decks labeled **I** and **II**. Shuffle each deck separately then place deck **I** on top of deck **II** to make the infrastructure deck. Place it face down near its corner of the main board. Deal 3 cards face up beside the board, as shown.



Level 1 Level 2

11. Place the year counter on the year one space of the main board.

12. Take the 2 year-end bonus cards marked with a flag, choose 1 at random, and place it face up on the main board. Shuffle the ones with no flag, choose 3 at random, and place them face up on top of the one already chosen. You now have 1 bonus card for each year. Return the rest to the box.

STARTING THE GAME

Players will **not** play clockwise around the table. Instead, they will play in an order specified by the order indicator.

At the start of the game, place 1 token from each player on this indicator in a random order. During play, players will be able to compete for order by building stadiums and developing technologies that give them happy faces 🙂.



GAMEPLAY

The game lasts at most 4 years. (Not real years, of course. We're just pretending. But you have only 4 years before the Old World becomes uninhabitable.) Each year consists of 7 phases:

1. **INCOME –** Players get resources, and both worlds' populations eat food. Check if you have enough stadiums.
2. **ACTIONS –** Players take turns, in the order shown by the order indicator. On each turn, you take 1 action. Players continue taking turns until everyone has passed.
3. **TRANSPORT –** Spaceships fly to and from the New World.
4. **TURN ORDER –** Players with more happy faces go ahead of those with fewer. (Tied players reverse order.)
5. **PROGRESS –** Civilizations advance on the progress track.
6. **BONUSES –** Players gain bonuses specified by the year-end bonus cards.
7. **CLEANUP –** Some options are removed from the main board and new ones are dealt.

RESOURCES

Resources on the two worlds are separate. This means:



Resources produced by the Old World are kept on the Old World side of your board. Resources produced by the New World are kept on the New World side of your board.



When you build something (or prefabricate a factory or make a clone), you pay resources from only one world, and that world gets the thing you built.



If an effect lets you gain a resource, you must decide whether to add it to the New World or the Old World.



If an effect lets you exchange a resource, the world that gives the resource for the exchange is the world that receives the new resource.



One big cube represents 3 resources. You can make change at any time. Just be sure to keep the resources on the same world.

GOAL

The first player to reach the stadium and production thresholds will trigger the end of the game. If no one reaches it, the game will end after the fourth year. Penalties for unevacuated sites will be applied, and the winner will be the one who is closest to this win condition. Details are on page 15.

A game with this win condition is called Race Mode, because the players are racing to see who can reach the goal first. Alternatively, you can play a four-year game for points. Points Mode is explained on page 16.

Your goal is to establish a thriving civilization on the New World. This requires:



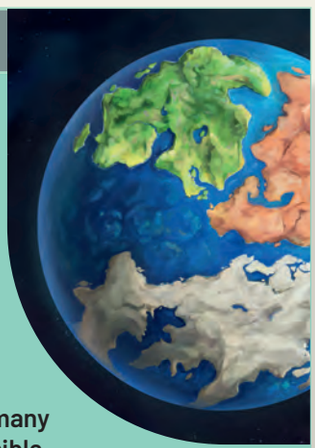
at least 3 stadiums.



production of at least 8 food, 8 steel, and 8 energy.



You also want to evacuate as many of your Old World sites as possible.



1 – INCOME

You begin each year by taking your income. The Old World and the New World each have their own, separate production incomes, and their resources are kept on separate sides of your board.

Each world produces. Start the income phase by taking 1 cube for each resource produced on your Old World continent. Place these resources on the Old World side of your board. Similarly, the resources produced on the New World are kept on the New World side of your board. (At the start of the game, this production is 0, as shown by your production markers.)

Your population eats. Food requirements per year are given on the year track. Return food tokens to the bank from the corresponding side of your board. (Note that the New World does not begin consuming food until year 3.)



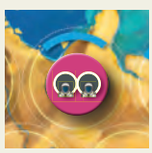
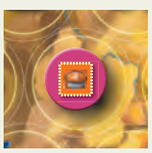
Check for entertainment. Your people expect you to have 1 stadium on the New World at the start of year three, and 2 stadiums at the start of year four.

Take penalties. Take one penalty chip for each food you failed to pay. (You cannot choose to keep food and not pay.) Take one penalty chip for each stadium you are missing (in year 3 or year 4). These chips will count against you at the end of the game.

Example – Year 1: *At the start of year 1, you produce 7 food, 7 steel, and 7 energy on the Old World. You produce nothing on the New World. You eat 5 food on the Old World and nothing on the New World. So at the end of the first Income phase, you should have 2 food, 7 steel, and 7 energy on the Old World side of your board and no resources on the New World side.*



PRODUCTION

Old World sites produce the resources shown on them until they are evacuated. You count up this production at the start of each year. For example, these 2 sites together produce 2 steel and 1 energy.



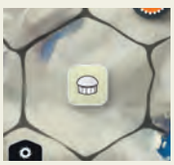
New World sites do not produce unless someone has settled them. Whenever your New World production increases, you track this with production markers.



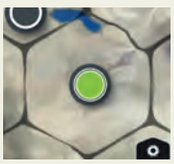
Factory tiles begin producing when they are settled on a New World site. If the tile is on your board, it is a "prefabricated factory", meaning it is not producing and is instead waiting to be built on a New World site.



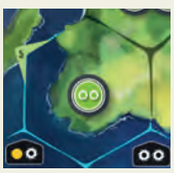
Population tokens can be used to settle marked spaces of New World sites and make them start producing.



A **factory spot** can hold 1 factory of any type. When it is settled, you move the matching production marker up 1.



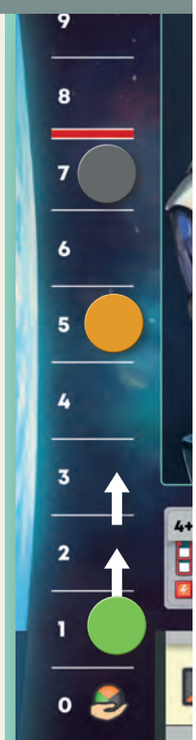
A **population spot** can hold 1 population token. When it is settled, you move the matching production marker up 1.



Dots in the population spot indicate it is worth more than one. If you settled this spot, your New World food production would increase by 2.



If a production marker ever reaches 10, track this by resetting the marker to 0 and placing a token on the corresponding +10 space. The New World has no maximum production.



2 – ACTIONS

In the standard game of *Evacuation*, **ignore the text printed on the action cards**. The effects on the cards are for the advanced variant described on page 17.



In the standard game, the action cards are just used as markers. Give each player a stack of them at the start of the first Actions phase. (We could have mentioned them during setup, but we didn't want you to get too excited about them – they are just markers.) You probably won't need more than 8 per player.

Players take turns. The order of play is given by the markers on the order indicator. Players will play in this order for the entire Actions phase, taking multiple turns. On each turn, you take one action.

1. **Choose one action printed on your board.** Actions are in groups 1, 2, 3, and 4. Slide one action card face down under the group with your chosen action. If this is the fourth time (or more) that you have chosen that group in this round, you must pay a surcharge of 1 energy.



2. **Advance your action marker** by 1 space and pay any energy cost required. Energy costs are explained in the *Action Track* box on the right.

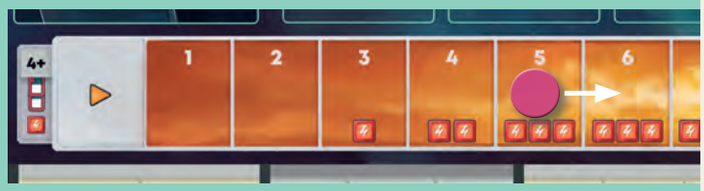


3. **Perform the action**.
4. **Once you have completed your action, it is the next player's turn.** You will get multiple turns during the Actions phase.
5. **Instead of taking an action on your turn, you may pass.** Sometimes you are forced to pass by running out of energy. Other times, you might pass by choice. Once you have passed, you take no more actions until next year's Actions phase.
6. **Once all players have passed, the Actions phase is over.**

ACTION TRACK

Your action marker starts on space 0 of this track at the beginning of each year.

Each turn, you take 1 action and move 1 space forward. If the space is marked with a cost, you must pay that much energy. The energy cost is ⚡⚡⚡ for each action beyond the sixth. Also, you must pay 1 energy each time you use an action group more than 3 times in one round.



In year 1, this energy must be paid from the Old World. As you advance on the progress track, you will gain the ability to pay this energy from the New World. See page 12.

If you cannot pay the energy cost from the appropriate world, you cannot take an action and you must pass.





ACTIONS



Gain 1 resource and make 2 infrastructure moves. *The resource can be of any type. You choose whether to add it to the Old World or the New World.*

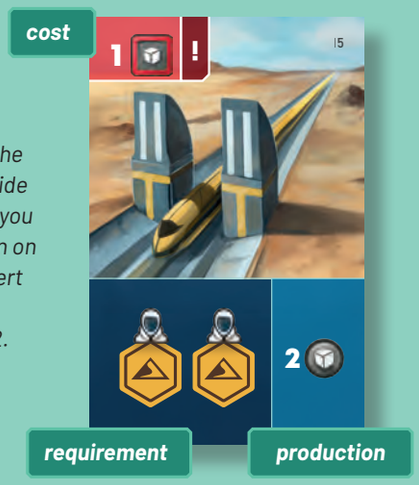
Infrastructure Moves

When you get to make 1 infrastructure move, you either take an infrastructure card or play one.

To take an infrastructure card, choose any of those available beside the main board and take it into your hand. Slide the remaining cards in the direction of the arrow, if necessary, and deal a new one to the resulting empty space.

To play an infrastructure card, pay the cost in the upper left corner using New World resources. Keep the card beside your board. If you meet the depicted requirement, immediately increase your production by the indicated amount. Otherwise, you increase your production later, as soon as you meet the requirement.

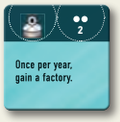
Example: *To play this card, play 1 steel from the New World. Keep it beside your board. As soon as you have a population token on at least 2 different desert sites, move your steel production marker up 2.*



One player cannot play two infrastructure cards with the same illustration. (Not even if the two cards have different icons.) The exclamation point means there is another card in the game with the same illustration.



Gain 1 resource and research a technology. *The resource can be of any type. You choose whether to add it to the Old World or the New World.*



Technologies

Each player's set of technologies is unique. A technology does not become available to you until you research and develop it.



Most technologies give you a special ability that can be used every time it applies, after the technology has been fully developed.

If a technology's effect has this icon, that means it has a one-time effect that you resolve as soon as you put the final token on it.

Researching a technology. To resolve this effect, choose a column and research the lowest undeveloped technology in that column.

The first technology you research will be level 1. One research action is enough to fully develop that technology. Place your marker on the space in the right corner to show you have developed it.

Once you have developed a technology, it becomes possible to research the next level in that column. Level 2 and level 3 technologies require two research actions. The first action puts your marker on the left space; the second action moves your marker to the right and develops the technology.

In the illustration below, 4 technologies are developed. The next research action will either fully develop the level 2 technology on the left or fully develop the level 1 technology on the right.



ACTIONS



Settle one site on the New World. *(You won't be able to use this action until you have some population tokens or factory tiles on the New World side of your board.)*



Settling

Settling allows you to take population tokens and factory tiles from the New World side of your board and put them to productive use on a New World site on the main board.

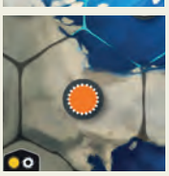
New World biomes. The New World is divided into 4 biomes. At the beginning of the game, you can settle only in the tundra. The other biomes become available to you as you advance on the progress track.



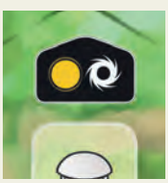


Sites. Each New World site is marked with the requirements to settle it.

A factory spot requires 1 factory tile from the New World side of your board.



A population spot requires 1 population token from the New World side of your board. You also must pay 1 steel to place the token there.



Settlement symbols. Some sites also require you to have settlement symbols. You usually get these symbols from your markers on the progress track. (Some players may also get them from technologies.) If a site depicts two symbols, you need them both.

Settling. If you meet the requirements, move tokens from the New World side of your board to each of the site's population spots and move factory tiles from the New World side of your board to each of the site's factory spots. You must settle the site completely.

Production. Track your production increase.

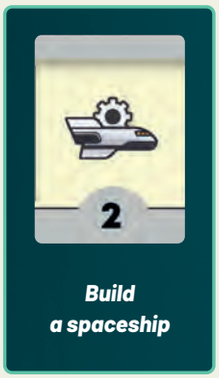


Example: *If you settle this spot, your food production increases by 3.*

Example: *Before you can settle this site, you need to have passed the transition on the progress track that lets you settle in the forest. You also need to be on one or two progress track spaces that give you both of the required symbols.*

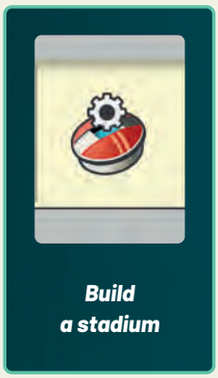


To settle this site, you need 1 factory tile and 2 population tokens on the New World side of your board. Move the tile and the tokens to the site and pay 2 steel (for the 2 tokens). The tokens increase your energy production by 3. In this example, the factory increases energy by 1 more, but the site could accept a factory of any type.



Build a spaceship

Choose a spaceship tile from the row and pay the cost shown in the upper left corner. All resources must come from the same world. Place the spaceship on the side of your board that the resources came from. (Usually, you will build it on the Old World.) Slide the remaining ship tiles in the direction of the arrows, if necessary, and draw a new tile to place in the resulting empty space.



Build a stadium

Choose a stadium from the row and pay the cost shown in the upper line. All resources must come from the same world. Place the stadium on the side of your board that the resources came from. Slide the remaining stadiums in the direction of the arrows, if necessary, and draw a new card to place in the resulting empty space.

ACTIONS

NEW INFRASTRUCTURE, SPACESHIPS, AND STADIUMS



Infrastructure, spaceships, and stadiums all use the same aging mechanic. At the beginning of the game, they are dealt in a row of 3. Whenever a player takes one, the other two are slid in the direction of the arrows, if possible, to make an empty space at the other end. A replacement is drawn and placed in that empty space.



Before you take infrastructure, a spaceship, or a stadium, you may pay 1 resource (energy, food, or steel) from either world to discard any or all of those available (slide down any you choose to not discard) and deal new ones. After that, if you still don't like your choices, you may end the action without taking anything.

Discarded infrastructure, spaceships, and stadiums are returned immediately to the bottom of their decks, in any order.

Infrastructure, spaceships, and stadiums are also freshened up at the end of each year, during the Cleanup phase. In each set, the one at the X is returned to the bottom of the deck, the others are slid over, and a new one is dealt to the end.



Prefabricate a factory. *Pay 1 resource from either side of your board. Then take one of your unused factory tiles that matches that resource and place it on that side of your board.*



Factory tiles

Unused. All your factory tiles start in a reserve near your board, but not on it, where they wait to enter play.

Prefab. Once a factory is placed on your board, it is in play, but it is not producing anything. Prefab factories on the Old World side are waiting to be shipped to the New World side. Those on the New World side are waiting to be placed on the main board with a settlement action.

Producing. Only factories on New World sites of the main game board are producing.

Factory limit. You have only 4 factory tiles of each type. They enter play when you prefabricate them or when you evacuate an Old World factory site. If all 4 are in play, you cannot prefabricate another of that type and you cannot evacuate a site of that type.



Clone. *Pay 1 food from the New World. Then take 2 population tokens from your supply and place them on the New World side of your board. (You can take the clone action even if the New World's population is technically zero. Just pretend you're making thousands of clones of your survey team.)*



Cloning is possible only on the New World side of your board, but you can prefab a factory or build a stadium on either world.



Your tokens

Unused. Keep your unused tokens in a supply near your board, but not on it.

New World population tokens. Tokens on the New World side of your board represent population waiting to be settled.

Settled population tokens. Tokens on New World sites of the main game board mark those sites as belonging to you. Their production is tracked by your production markers.

Markers. Your tokens are also used as markers on various tracks and as markers to show how your technology research is progressing.

Population tokens are not intended to be limited. If you run out, use a suitable substitute.

ACTIONS



Make 2 infrastructure moves. *This is just like another action printed on your board, except this one does not give you a resource. So why would you choose it? Well, because it has power level 3. Power levels will be important in the Progress and Bonuses phases.*



Gain 1 resource, then make up to 3 exchanges. *The resources gained and exchanged can be of any type. You may add the gained resource to either side of your board. An exchange is exactly what you think it is – choose a side of your board, remove 1 small resource cube from that side, then add 1 small resource cube to that side. Your 3 exchanges do not all have to be on the same planet.*



Research a technology. *This is just like another action printed on your board, except this one does not give you a resource. But note that this action has power level 4. This will be important later in the year.*

3 – TRANSPORT

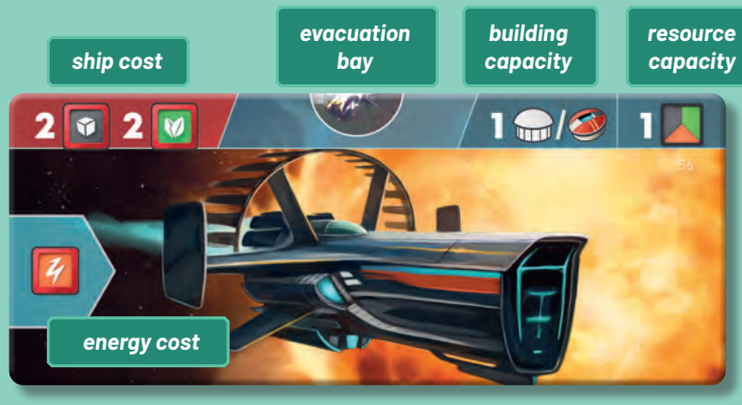
The Transport phase gives you a chance to use your spaceships to move pieces from the Old World to the New World.

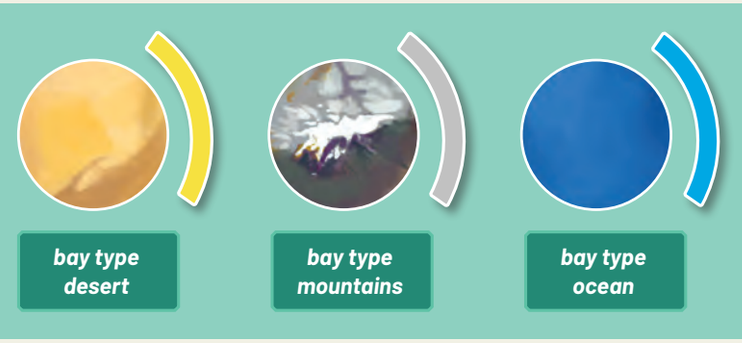
1) Load Old World ships. Start the Transport phase by loading all your Old World spaceships. Of course, they can be loaded only with things from the Old World. Limits depicted at the top of the tile show how much a ship can hold.

- **An evacuation bay** can evacuate one site on your Old World continent. So it can hold 1 site's factory or population. Details are on the next page.
- **The building capacity** is how many stadiums and factories you can load. Stadiums and prefab factories are loaded simply by moving them from your board to the ship. It is also possible to use some of this capacity to evacuate a factory site, as explained on the next page.
- **The resource capacity** is how many resources (small cubes) you can load. Move them from the Old World side of your board to the ship.

New World ships are not loaded, but you can send them back empty.

You want to evacuate as many Old World sites as you can. At the end of the game, the penalty for unevacuated sites is high. Sites are evacuated by loading them onto your Old World spaceships during the Transport phase.







To load an evacuation bay, choose an Old World site with an edge color that matches the color of the bay. (For example the ship shown on the right can evacuate only sites that are adjacent to the ocean.)

- If the tile on that site has population circles, put 1 population token on the ship for each circle.
- If the tile on the chosen site depicts a factory, take one of your unused matching factory tiles from beside your board and place it on the ship.

Turn the site tile face down to show it has been evacuated. It will no longer produce anything, and it can never be evacuated again.



A factory site can be evacuated in 2 ways. If you load it into a matching evacuation bay, it does not count against the ship's building capacity. Alternatively, you can load it as part of the building capacity and not use an evacuation bay. Either way, the process is as described above – turn the site tile face down and place a matching unused factory on the ship.



2) Send ships. Pay the energy cost of each Old World ship you are sending. You can send a ship even if it is not fully loaded.

Pay only 1 energy for each New World ship you are sending back. These ships are always sent empty.

The 2 tiles in the ocean are not sites to be evacuated. They will move to the New World using the progress track, as explained on page 12.

Energy costs must be paid from the world where the ship starts. Once costs are paid, move the ships to their destinations – Old World ships become New World ships and New World ships become Old World ships.

It is okay to choose to leave a ship where it is. (If you do, don't load it.)

3) Unload ships. For each ship that just arrived in the New World, take all its cards, tokens, and tiles and put them on the New World side of your board.

Ships are not unloaded until all ships have completed their crossing, so it is not possible to carry energy to the other world and then immediately use that energy to send a ship back. Note also that your production markers do not change – the Old World's production will be recalculated later, during the next Income phase, and the New World's production does not increase until you get a chance to move your pieces to a site on the main board.



Example: *During the loading phase, Purple loaded food factory for a building/stadium capacity. He could have decided to load a stadium instead. Then he loaded two workers for the sea evacuation bay. He also loaded two energy tokens for the resource capacity.*







4 – TURN ORDER

Turn order is recalculated after the Transport phase. Count up all the happy faces on your stadiums and fully developed technologies. Whoever has the most, goes first. Second most goes second, and so on. If some players are tied, simply reverse their order.



Happy face symbol

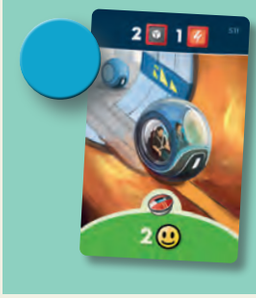




before



after



Players began the game in the order shown. During play, Blue managed to buy a stadium producing 2 happy faces. The other players still have 0. During the Turn Order phase, Blue's marker is moved to the front. Then the order of the three tied players is reversed.

PROGRESS TRACK TRANSITIONS

Two orbital artificial intelligences helped you manage your economy on the Old World. And now they must make the journey to your new home.

The resulting communication lag will reduce their ability to manage the Old World's economy, but as they near the New World, your new economy will benefit from their highly sophisticated algorithms.

After your progress marker passes the 1st transition point, you turn around one of your productivity tokens on the Old Planet, so your production there decreases. As soon as your progress markers get closer to the New Planet, communication will get faster and you will be able to occupy terrain of a higher level and at the same time, the effectiveness of the processes on the New Planet will increase.

These satelites represent your path to progress.

Four transitions are depicted on the progress track. They are not steps – when your markers advance, they just skip right over the transition diagrams.



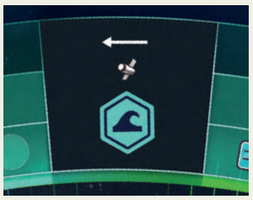
Transition 1. Each time a marker advances past this transition, turn one of your Old World productivity tokens face down. (These are the tiles that produce one of each resource.) The site has been evacuated and will no longer produce.



Transition 2. If at least one of your markers has advanced past this transition, you are able to settle New World sites in the desert biome. When your second marker advances past this transition, take one of your productivity tokens from the Old World and place it beside your board on the New World side. Then advance each of your production markers by one. You have resettled the productivity token.



Transition 3. Similar to the previous transition, your first marker to pass allows you to settle the forest biome, and your second marker moves your second productivity token to the New World, advancing each production marker by one.



Transition 4. Passing this transition with either marker allows you to settle in the sea biome.



The second transition also determines how you pay energy for your actions during the Actions phase. If neither marker has passed this transition, your action-track energy payments must come from the Old World. If you have one marker on either side, the energy can come from either side or a combination of both. Once both your markers have passed this transition, your action-track energy payments must come from the New World.

Transition limitation. Your lead marker is not allowed to get too far ahead. You are not allowed to have more than one transition between your markers.

End of the track. If one marker reaches the end of the track, you must move the other to make up the remaining moves. If both markers reach the end, you stop there.

5 – PROGRESS

During this phase, players advance on the progress track. Players advance in the turn order that was just established in the previous phase. The amount they advance is determined by the power levels of the actions they played.

Calculate power levels. During the Actions phase, you played a number of actions and marked each with a card. The actions are separated into four groups labeled 1, 2, 3, and 4. This number is the power level of the action. Add up all these power levels to calculate your power level for the year.



Clear the progress track. Before the first player advances, move all progress markers into the passing lane. See below.

Players advance. In the order shown by the turn order indicator, players advance their markers. When it is your turn, you advance a number of steps equal to your power level. The steps are divided between your progress markers any way you like.

Each step of the progress track has 3 spaces. One space is in the passing lane and can be occupied by any number of markers. The other two spaces can hold one marker each. (Exception: in a two-player game, no markers are allowed in the 3+ lane.) Thus, the first player to advance will block spaces, making them unavailable to other players. When it is your turn to advance, you may choose any available space in the step you ultimately advance to.

It is possible to advance 0 steps. In this case, simply place your marker on any available space in its current step.

If your marker ends on a space with an effect, resolve the effect immediately. If it ends on a space with a settlement symbol, the symbol will be available to you for as long as your marker remains there.

If your marker passes a transition, resolve any immediate effects of the transition.



Example: *During the Actions phase, Blue played these 4 actions. They add up to power level 8, so Blue's progress markers must advance a total of 8 spaces.*



Example: *Blue must advance 8 steps along the progress track. He moves one marker 5 steps and the other 3. By ending on the technology spot, he may immediately research one technology (for free). Because he passed a transition, he is now able to settle sites in the forest.*

PROGRESS TRACK

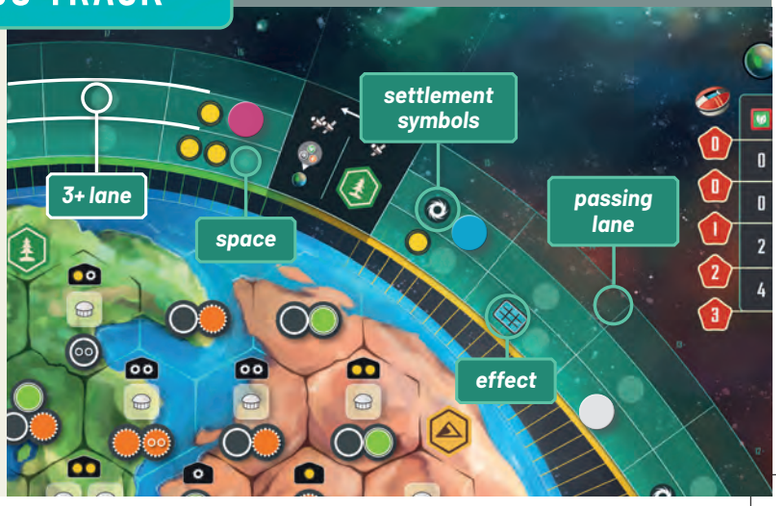
Passing lane. Any number of markers can be here.

3+ lane. Do not use this lane in a two-player game.

Space. Only one marker is allowed per space, except in the passing lane.

Effect. Some spaces give you an effect if you end your move on them.

Settlement symbols. Some spaces give you symbols which are required for certain New World sites.



6 – BONUSES

STRICT YEAR-END BONUSES

Each year has its own year-end bonus card. The pile is face up and you can peek ahead, if you want.

In the Bonuses phase, you compare your power level to the numbers shown on the year-end bonus card. If the power level exactly matches one of the numbers, you gain the corresponding bonus. If order is important, players resolve their bonuses in the order shown by the order indicator.

Example: *If you play actions whose power levels sum to exactly 7, you gain the upper bonus. For power level 10, you gain the lower bonus. If your actions for the year have any other power level, you get no bonus.*



GENEROUS BONUS VARIANT

New players have a lot to keep track of, so when teaching them the game, you might agree to use the Generous Bonus variant. In this variant, you gain the lesser-numbered bonus if your power level is that number or below. You gain the greater-numbered bonus if your power level matches or if your power level is between the two values. You get no bonus only if your power level exceeds both numbers.

If being generous, players get this bonus for any power level from 0 to 6.

If being generous, players get this bonus for any power level from 7 to 13.

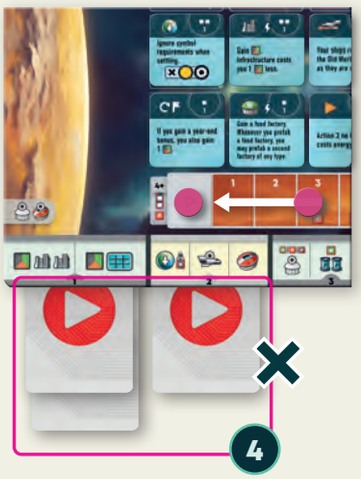


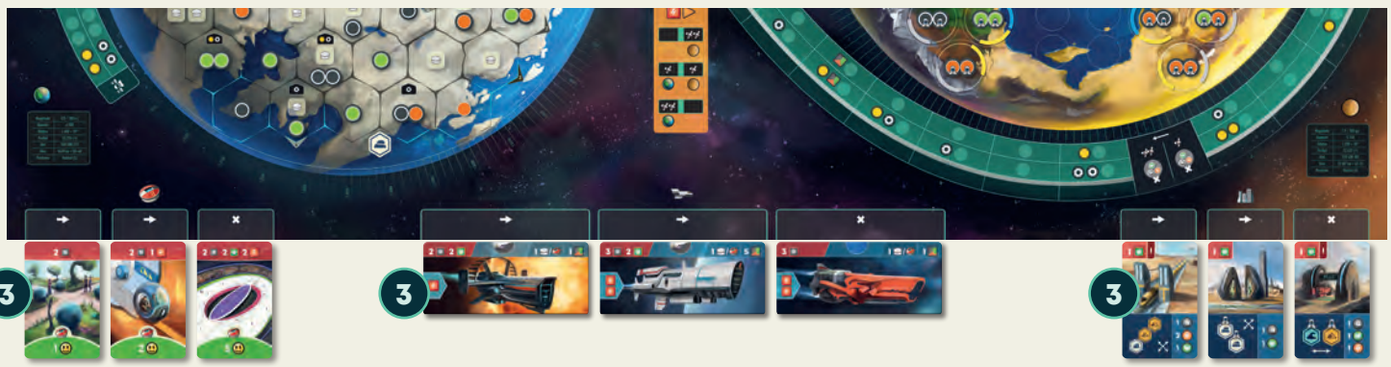
7 – CLEANUP

Except in year 4, the year ends with a Cleanup phase, resetting it for the next year.

1. **Advance the year marker to the next year.**
2. **Remove the old year-end bonus card to reveal the new one.**
3. **Freshen the infrastructure, spaceships, and stadiums.** In each set, return the one at the X to the bottom of the deck, slide the other two in the direction of the arrows, and deal a new one to the resulting empty space.
4. **Reset your actions** by removing your action cards and sliding your action counter back to the starting space.







END OF GAME (RACE MODE)

At the end of year 4, the Old World becomes uninhabitable and the game is over. However, in Race Mode, the game can end sooner than that.

Race Mode Ending Conditions

For Race Mode – which we recommend as the usual mode of play, especially for your first game – the end of the game is triggered when one player has **all 3 production markers** at 8 or higher and **3 stadiums** on the New World.

Usually this happens during the Actions phase. In this case, players later in play order are given a chance to play one final action (unless they have already passed). Then the Actions phase ends, and players get a final Transport phase, after which the game is over.

If the ending condition is met in some other phase, the game ends once the phase is completed.





Example: *It is only the third round and one of the players already has all three production markers above level 7. If that player manages to get 3 stadiums on the New World, it will trigger the end of the game.*

Penalties and bonuses

At the end of the game, adjust your lowest production marker:

- **-1 for each penalty chip you took during play.**
- **-1 for each Old World site not evacuated.**
- **-1 for each stadium you are missing.**
  (You are supposed to have 3 on the New World.)
- **+2 if you have the most happy faces.**
  (Only +1 in a two-player game.)
- **+1 if you have second most happy faces.**
  (Nothing in a two-player game.)

Evaluate penalties first. If multiple production markers are the lowest, pick one to be the lowest while evaluating penalties. If two markers are tied for lowest when you get the +2 bonus, move each marker up 1.

If players are tied for most happy faces, they all get the +2 bonus and no one gets the +1. If players are tied for second most, they all get the +1.







Winning

After bonuses and penalties, **if any player still meets the win conditions, that player wins**. If multiple players meet the win conditions, break the tie in favor of the one with the most happy faces. (Players tied for happy faces share the victory.)

If no one meets the win conditions, compare everyone's lowest production marker. The best lowest production marker wins. Break ties in favor of players with 3 or more stadiums on the New World, and among those players, break ties by counting happy faces. If players are still tied, compare second lowest markers, then third lowest, if necessary.





POINTS MODE

In Points Mode, you always play until the end of the fourth year, ignoring the Race Mode win conditions.

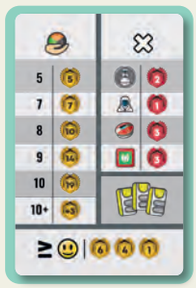
Setup

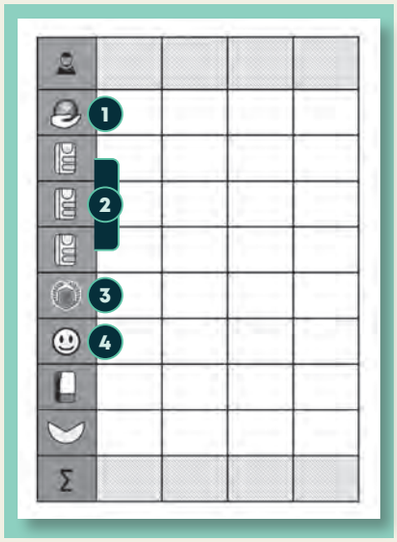
During setup, after players have randomly placed their technology tiles, shuffle the deck of goal cards and deal 4 to each player.

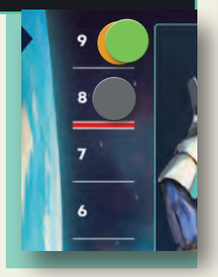
From your set of 4, choose 1 and pass the other 3 along. From the 3 cards you receive, choose 1 and pass the other 2 along. From the 2 cards you receive, choose 1 and pass the other along. Then pass along and receive one last card. Discard one of the 4 cards. Now you have 3 goals to work toward during the game.

End of Game

After the fourth year, players count points, as shown on the back of your game overview card.







1. Score points for your lowest production marker, as shown. For example, if it is at 8, score 10 points. If it is at 10, score 19. If it is at 12, score 19 + 3 + 3 = 25 points.
2. Score points for each goal card.
3. Take penalties as shown.
   - 2 for each Old World site that was not evacuated.
   - An additional 1 for each population token that could have been evacuated. (This adds up to either 2 or 0, depending on the site.)
   - 3 for each stadium you are missing. (You are expected to have 3 on the New World.)
   - 3 for each penalty chip you took during the Income phase.
4. Players who have at least 3 stadiums on the New World score points for happy faces. Don't count happy faces on any stadiums left on the Old World. No one lives there anymore. And don't count players with 0 happy faces.

   The player with the most gets 6 points, second most gets 4, and third most gets 1. (Exception: In a two-player game, the player with more gets 4 and the other player 0.)

   If players are tied, divide the points among tied players, rounded down. For example, if three players are tied for first, second, and third, they split 6 + 4 + 1 points, which is 3 points each, after rounding down.

The player with the most points wins. Tied players remain tied.

ADVANCED ACTION VARIANT

The advanced action variant can be played either in Race Mode or in Points Mode.

Setup

Shuffle the deck of action cards and deal 7 to each player. Place the deck where everyone can reach it. Each player chooses 4 of their cards and discards the other 3.

Use the Old World cover tile to cover the pair of actions with power level 1. In the Advanced Action variant, you are allowed to choose at most one group 1 action per round.

Action Phase

On your turn, you may perform an action either on your board or on one of your cards. To perform an action on your card, play it face up. To perform an action on your board, play a card face down and tuck it under the player board action taken. Either way, you still advance your action counter and pay energy, if necessary. End your turn by drawing a card. If you played an action card that let you draw extra cards, discard down to 4. You start each turn with 4 cards.

If a card is divided into 2 parts, you may use them in either order; or you can use one part, but not the other. It is also legal to play a card face up and not perform its action at all.



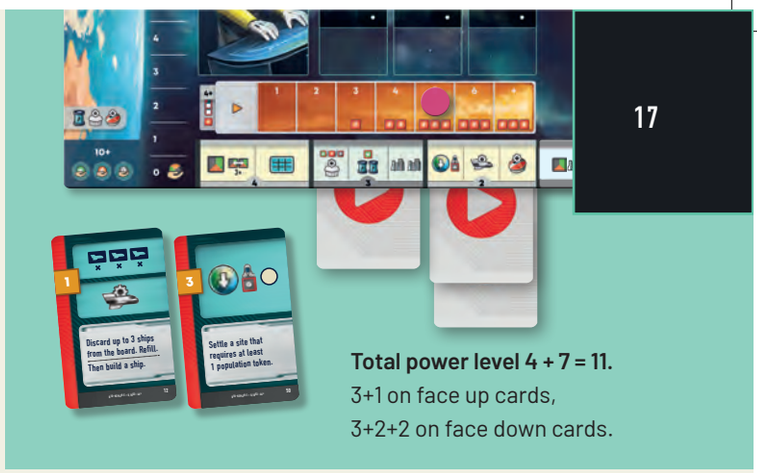


Power Level

Each action card has a power level (although some have power level 0). When calculating your power level, include both the power levels of the actions printed on your board and the power levels of the cards you played face up.

If a card has multiple power levels, you choose one. *And you may choose different levels for the Progress phase and the Bonuses phase.*

Use the generous bonus variant in the Bonus phase.

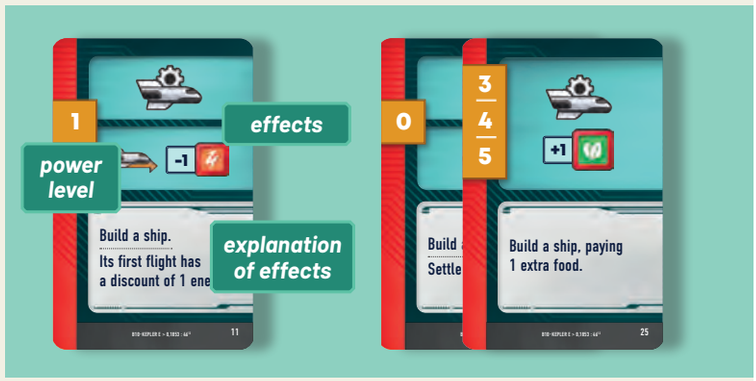


Total power level 4 + 7 = 11.
3+1 on face up cards,
3+2+2 on face down cards.

Cleanup

At the end of the year, discard all action cards you played. Then shuffle the discard pile back into the deck.

Start the next year by drawing 3 cards to make a hand of 7. Choose 4 to keep, as you did at the start of the game. (You may resolve the new year's Income phase before making your final decision.)



MODULES

These modules give you additional ways to score points in Points Mode. They can be used with or without the Advanced Action variant.

It is possible to use various combinations of modules with or without the Advanced Action variant. In particular, we recommend these combinations, which were well tested:

- Race Mode, standard action variant, strict year-end bonuses.
- Advanced Action variant with generous bonus variant
- Advanced Action variant, generous bonuses, public objectives, and line majorities

The designer is interested in your experiences with other combinations. Let him know on the BGG page for the game.

PUBLIC OBJECTIVES



Draw 3 public objectives at random during setup. The first player to meet the objective shown on the left edge takes the card. If you have a card, you can play it on your turn during the Actions phase (in addition to that turn's action) by paying the depicted cost with resources from the New World. This lets you immediately increase New World production by the amount shown and will give you the indicated points at the end of the game.

Example: *To gain this card a player must have five completely researched technologies. Then they would be able to play the card for two steel and increase their food income on the New World by one step. At the end of the game, the player would score 5 points.*

LINE MAJORITIES



Choose side A or B of this card. Mark the sites labeled 1, 3, 5 (or 2, 4, 6) with a yellow module tile, random side up. This defines a line of sites. At the end of the game, evaluate each of the 3 lines. The player with the most sites in the line scores 6, second scores 4, third scores 1. (In a two-player game, 4 for first, 0 for second.) A player with 0 sites in the line scores 0. Split points for ties, as you do when scoring happy faces.



SOLO GAME

The solo game is played in Points Mode. You can use the Advanced Action variant, if you want.

You will essentially play a two-player game against an opponent whose actions are simulated by the solo deck. Your opponent will build stadiums and colonize New World sites, but will not need a player board.

Turn-Order Competition

You will compete for turn order using happy faces, but there are several modifications from the usual two-player game:

- The turn-order indicator and the progress track are set up for a three-player game – your tokens, the opponent's tokens, and a third set of tokens for increased turn-order competition (extra civilization).
- Start the game with your marker first on the turn-order indicator.
- If there are stadiums with 4 or 5 happy faces in the display, remove them to the bottom of the deck. When you or the other civilization builds a stadium, it will have 3 happy faces or fewer. You should do this in the 2nd year as well. During the 3rd and 4th year the cards with 4 and 5 happy faces are available for you or your opponent as usual.
- In the Order phase, treat the third marker as a player with 2½ fewer happy faces than the civilization you are playing against. So if you are behind by 1 or 2 happy faces, you move to second. If you are behind by 3 happy faces or more, you move to third. If you are tied, swap with your opponent (into first or second).
- In the Progress phase, use only the one track (not the middle, 3+ track).

Choosing Goal cards

Draft goal cards against a simulated opponent who chooses cards randomly.

That is, you deal two piles of 4 goal cards. Look at your pile and choose 1 to keep. Randomly remove 1 from your opponent's pile. Then switch piles.

Draft again, but this time you are choosing 1 of 3 (and randomly removing 1 of 3 from the other pile). Then you (and your opponent) draft 1 of 2. And finally 1 of 1. Then, from the 4 cards you drafted, choose 3 to keep.

Special card

The solo card with the red 3 is not added to the solo deck until year 3. Shuffle the solo deck at the start of each year. Your opponent will play every action except the one that randomly ends up on the bottom.



Actions



On the opponent's turn, flip over the top card and place it beside the deck. Perform the action as described below.

The new top card of the deck shows the number that applies to the current turn's action, either 1, 2, or 3. If it shows an X, treat it as a 4 for a settlement action. But for any other action, the X means that your opponent takes no action on that turn.

When the solo deck has 1 card left, your opponent passes for the rest of the year.



Remove the ship with the indicated number from the row and place it on the bottom of the deck. Then refill the row. A 1 indicates the oldest ship (the one at the X), and 2 and 3 are the other spots.



As above, take the infrastructure with the indicated number and put it on the bottom of its deck.



Take the stadium with the indicated number and place it beside the main board.



Place one of the opponent's tokens on a specific New World site. The solo tile tells you were to place it. At the start of the game, place the solo tile on the edge of the tundra site. When the opponent takes a settlement action, move the tile around the edge of the board counter clockwise by the number of spaces specified by the deck. (Move it 3 spaces if the action number is 3.) Find the site to settle by counting inward by that same number of spaces. Use arrow A or B, as specified by the deck. If the site is already settled, your opponent does not settle.



Example: *The card shows 3 B. Move the solo tile three steps (one per each hex) counterclockwise from the starting solo tile space. Then find third hex in direction B and settle that hex.*

Progress

The power level of the other markers' moves is given by the two values on the year-end bonus card.

In odd years, your opponent moves the higher amount and the extra civilization moves the lower amount. In even years, both civilizations move the higher amount.

Movement (for each) is divided between both tokens. The marker ahead moves the amount shown on the bottom card of the solo deck. (Treat X as 4.) The other marker moves whatever is left.

Scoring

You are playing in Points Mode, with 2-player scoring. (So you get 4 points for having at least as many happy faces and 0 if the other civilization has more.) We think 60 is a good score for a start, but you can probably get 80 once you have mastered the game.

Note: You can also use the solo cards in a two-player game to simulate a third player who blocks sites and takes ships, infrastructure, and stadiums.

Example: *Let's say the year-end bonuses are for 10 and 7. And let's say you are playing against the blue civilization, with pink as the extra civilization. And let's say it's an odd year, so blue moves 10 and pink moves 7. And let's say you flip a card to reveal a 2. Then blue will move 8 and 2, while pink will move 5 and 2. In both cases, the marker farther ahead is the one that moves only 2.*

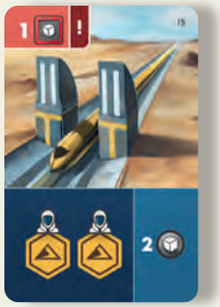


APPENDIX

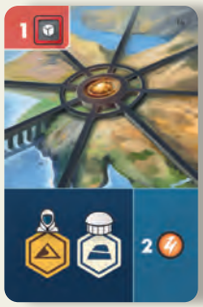
INFRASTRUCTURE REQUIREMENTS



You need to have settled 4 tundra sites.



You need to have settled 2 desert sites, each with at least 1 population token.



You need to have settled 1 desert site with a population token and 1 tundra site with a factory.



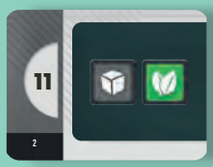
You need to have settled 2 forest sites lined up in this direction. (Note that the direction is the same if the card is upside down. So the card means the same thing, regardless of which side of the table your board is on.)



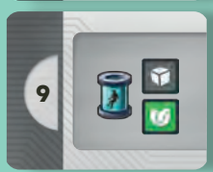


You need to have settled 1 forest site and 2 tundra sites in the same diagonal line. The illustration shows two different possibilities.

YEAR END BONUSES



Gain the depicted resources. You may add them to different worlds or the same world.



Gain the depicted resources, as above. Also place one of your unused population tokens on the New World side of your board. (That is, you gain a clone for free.)



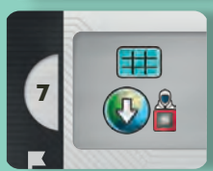
Gain the depicted resource. You may research 1 technology.



Make 2 infrastructure moves and prefabricate a factory for free. (You will probably want to prefabricate it on the New World side of your board.)



Build a ship for free.



Research a technology. Settle a New World site.



Settle a New World site. Its biome can be one transition beyond the biomes you can normally settle.

ICONS

Any resource

Food

Energy

Steel

Any resource production

Food production

Energy production

Steel production

New World

Old World

Settle one site on the New World

population token

Construct a spaceship

Spaceship flight

Spaceship

Construct (build) a stadium

Prefabricate any type of factory

Prefabricate a steel factory

Prefabricate a food factory

Prefabricate an energy factory

Stadium

Any type of factory

Steel factory

Food factory

Energy factory

Action

Infrastructure

Develop a Technology

Positive points

Add a population token to the New World side of your board.

Happiness unit (Happy face)

Exchange one resource for another

Negative points

RULES REMINDERS

1. When settling, you pay 1 steel for each population token you place on a New World site.
2. When you prefabricate a factory, you pay 1 resource of the type the factory will produce. There is no additional payment when you settle the factory on a New World site.
3. Productivity tokens (the ones that produce one of each resource) are not evacuated by loading population onto a ship. Instead, they stop producing on the Old World and start producing on the New World according to your markers on the progress track.
4. When a factory site is evacuated using an evacuation bay, it does not count against the ship's building capacity, but it must come from a site with an edge color that matches the color of the bay. Likewise, when it is evacuated using its building capacity, it does not use an evacuation bay (and so can be from any site).
5. You pay the depicted energy cost to send a ship from the Old World to the New World, but to send a ship from the New World to the Old, you pay only 1 energy.
6. On the progress track, your lead marker is not allowed to advance so far that there would be 2 transitions between it and your trailing marker.
7. In Race Mode, if the end is triggered in the Actions phase, players who play later in play order get one more turn, then everyone gets a Transport phase before the game ends. If the end is triggered in a different phase, the game ends at the end of the phase.
8. When an action card tells you to "gain" something, that means it is for free. Add it to the New World or the Old World.
9. When an action card tells you to "build" or "prefab" something, you pay the usual cost from the world where you are building or prefabricating it, unless the card specifies a different cost.

PUBLIC TASK CARD REQUIREMENTS



To meet this cards' objective, you must have at least three played and completed infrastructures.



To meet this cards' objective, you must have income of any resource at level 5 or higher on the New World track.



To meet this cards' objective, you must have at least 7 workers settled anywhere on the New World.



To meet this cards' objective, you must have at least three factories settled anywhere on the New World.