

We were light years from our home, galaxies away, when we first discovered this ancient celestial body.A planet filled with intriguing, intelligent lifeforms, not too unlike our own. Some built kingdoms below the surface of the green seas, while others controlled the desert-filled plains and cliffs. Among them we found scientists, inventors, farmers, traders and fighters. While our presence has been unsettling for some, we have had very few incidents with the locals. Still, we Circadians, Earth's famed explorers, must do what we can to ensure peace. We must respect this world and its hosts. The heads of Moontide passed down orders from above. We are to open negotiations with the three clans, in hopes of gaining their favour, along with our own security while on the planet. We must also collect organic samples for the depository on Moontide. This is new ground for all of us. But we must be brave and resourceful.

The future of the Circadians depends on it.

GAME DESIGN - S J MACDONALD | ILLUSTRATIONS - SAM PHILLIPS | DEVELOPMENT - SHEM PHILLIPS

COPYRIGHT 2019 GARPHILL GAMES | WWW.GARPHILL.COM

AIM OF THE GAME

The aim of Circadians: First Light is to lead a team of researchers on the recently discovered planet of Ryh. Players will need to manage their crew (dice) to visit various parts of the planet for trade, farming, construction and research. Players will score points for negotiating with the locals, harvesting resources for the Depository, upgrading their Research Bases, exploring the Planet and collecting Gems. The game is played over 8 Rounds. At the end of the final Round, the player with the most points is declared the winner.

COMPONENTS

70 Water

40 Power

50 Algae

30 Gems

12 Negotiation Tokens

1 Start Player Marker

52 Dice (13 per player)

4 Harvesters (1 per player)



4 Player Screens



6 Multiplier Cards

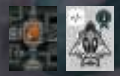
36 Item Cards

20 AI Scheme Cards

16 Event Cards



15 Farm Tiles



18 Upgrade Tiles



6 Location Boards



8 Character Boards



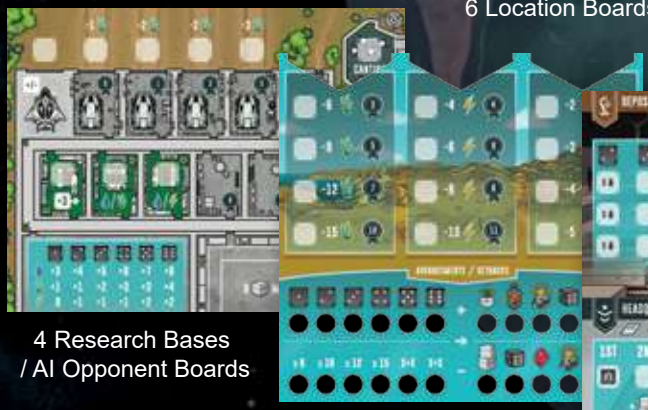
3 Clan Boards



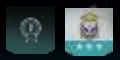
6 Gem Cache Tiles



1 Planet Board



4 Research Bases / AI Opponent Boards



3 AI Progress Tiles

1 Negotiation Board



1 Depository / Headquarters Board

SETUP

To set up Circadians: First Light, follow these easy steps:



1. Place the Planet Board in the middle of the table, with either side faceup.

2. Shuffle the 6 Gem Cache Tiles and randomly place 1 in each of the 6 cut-outs along the edge of the Planet Board. Make sure the red “point” side of these Tiles are not revealed to any players.

3. Place 3 Water and 1 Gem onto the indicated spaces on the Planet Board (look for the small icons at the top of some spaces).

4. Have each player choose a player colour and place their Harvester at the centre of the Planet Board.



5. Place the Negotiation Board near the Planet Board with the correct side faceup for the number of players in the game.

6. Choose either side of each Clan Board and place them above the Negotiation Board with Leyrien on the left, Zcharo in the middle and Jrayek on the right.



7. Place the 12 Negotiation Tokens into the 12 holes on the bottom left of the Negotiation Board.

8. Place the Depository / Headquarters Board near the Planet Board. Also, make sure that this is placed with the correct side faceup for the number of players in the game.
Note: If playing with less than 3 players, the left-most column of the Depository should not be used.

9. Place the “End of an Era” Event Card facedown on the Depository / Headquarters Board, to form the Event Draw Pile. Shuffle the remaining Event Cards and place 7 of them facedown on top of the Event Draw Pile. Place the remaining cards back into the box without revealing them.

SETUP (CONTINUED...)

10. Place the 6 Location Boards below the 3 larger Boards, making sure that they are placed with the correct sides faceup for the number of players in the game. Note that the Academy is the same on both sides. The order of these is not important, but having the Control Room near the Planet Board is recommended.



11. Shuffle the Farm Tiles and separate them into 3 stacks, of 5 Tiles each. Place 1 stack, faceup on each of the 3 spaces at the bottom of the Laboratory Board.

12. Shuffle the Upgrade Tiles and separate them into 3 stacks, of 6 Tiles each. Place 1 stack, faceup on each of the 3 spaces at the bottom of the Foundry Board.

13. Place 10 dice of each player's chosen colour near the Academy Board.

14. Give each player 1 Research Base, 1 Player Screen, 3 dice in their chosen player colour, 10 Water, 2 Algae and 2 Power.

15. Shuffle the Character Boards and deal 2 facedown to each player. Players should secretly choose 1 to keep, placing it alongside their Research Base and return the other 1 to the box. Alternatively, players may wish to choose their Characters from all those available.



16. Shuffle all Item Cards and place them in a facedown pile above the Depository / Headquarters Board, forming the Item Card Draw Pile. Also allow space for a discard pile nearby. Any time players need to discard Item Cards, they should be placed faceup into the discard pile. Any time players need to draw Item Cards, they are taken from the top of the Item Card Draw Pile.



Should the Item Card Draw Pile ever run out, simply shuffle the discards to form a new Draw Pile.

17. From the Item Card Draw Pile, deal 4 cards to each player. Have each player choose 1 of these cards to keep, placing it facedown in front of them. Then each player passes the remaining cards to the player on their left (clockwise around the table). Of the newly received cards, players again choose 1 card to keep and pass on the remaining cards to the left. Of these cards, have players choose 1 to keep and place the remaining card facedown at the bottom of the Item Card Draw Pile. Once all players have done this, they should have 3 chosen Item Cards. They may look at these freely at any time, but should keep them hidden from other players.

18. Place all remaining resources (Water, Algae, Power and Gems) into a supply. Also, place the 6 Multiplier Cards nearby.

Note: Any time players need to pay resources, they must be placed back into the supply. Likewise, any time players gain resources, they are taken from the supply. All resources are intended to be unlimited. Players should use the Multiplier Cards if the supply ever runs out (placing a resource onto the x5 side counts as 5 of that resource and on the x10 side counts as 10).

Player supplies are not considered public information. It is up to players to decide if they want to keep this information hidden.

19. Randomly determine a starting player (perhaps by a die roll) and give them the Start Player Marker to keep near their Research Base.

FIRST TIME PLAYERS

When playing for the first time or teaching others, there are a couple of key concepts to keep in mind:

1. Harvesting as many resources as possible each Round is vital. Try to move your Harvester out on the Planet Board as soon as possible. Note that this isn't always the case for more experienced players.

2. The 6 Location Boards are for taking actions. Any dice actioned here will be returned each Round. Inversely, the Depository (not the Headquarters) and Negotiation Boards are for scoring points. Any dice actioned here will never be returned.

3. The Character Boards provide players with variable player powers throughout the game. When teaching the game, be sure to explain all the other rules before having players choose their Character.

PLAYING THE GAME

Circadians: First Light is played over a series of 8 Rounds. Each Round follows the same structure:

1. Plan
   The top Event Card is revealed.
   Players simultaneously roll all their available dice behind their Player Screens and assign their dice in their Research Bases.

2. Execute
   All players remove their Player Screens, revealing their Research Bases and assigned dice.
   Any dice in the Headquarters are actioned (does not apply for the first Round).
   In turn order, players take turns actioning dice assigned to the Garages of their Research Bases.

3. Harvest
   Players simultaneously gain resources from the position of their Harvesters on the Planet Board and any active Farms on their Research Bases.

4. Rest
   Players simultaneously return all their used dice from the 6 Location Boards and Farms to their supply. Note that dice on the Depository / Headquarters and Negotiation Boards should not be returned or moved in any way at this point.
   Have the start player pass the Start Player Marker to the player on their left.

PHASE 1. PLAN

At the beginning on each Planning Phase, reveal the top Event Card from the Event Draw Pile. This should be placed faceup in the space to the right of the Event Draw Pile. The Start Player should read aloud the text on the newly revealed card. Some Event Card effects will affect players during the current Round, while others may be resolved at a particular moment during the Round. In any case, each Event Card will only be in effect during the Round that it is revealed.

Roll Dice
After revealing the current Event Card, all players simultaneously roll all their available dice behind their Player Screens. In the first Round, all players will have 3 dice each. This number will rise and fall over the course of the game. There are 3 rules to follow at this point:

1. Players cannot have more than 5 dice during the Planning Phase (this includes both the Headquarters and Research Bases).

2. If a player has no available dice during the Planning Phase (including any in the Headquarters), they may immediately gain 1 die of their player colour from the supply. If there are no available dice in the supply, they do not gain 1.

3. During the Planning Phase, players are not permitted to physically alter the rolled values of any dice. Some dice spaces allow for their values to be affected, but this should not be done until the Execute Phase.

Assign Dice
Behind their Player Screens, away from the peering eyes of their opponents, players should now assign their rolled dice to the various spaces on their Research Bases.

Only once all players have finished assigning dice, should they remove their Player Screens and move on to the Execute Phase.

When assigning dice, there are 2 types of locations for players to use: Garages and Farms.

Garages

Farms



Note:
The Cantina is not a location that players can assign dice to during the Planning Phase. Its usage will be explained later.

In this example, Blue has assigned 2 dice to their Garages and have also decided to assign their last die to their 3rd Farm.

Garages are used for taking actions on other boards during the current Round. When assigning dice to Garages, players must always fill from left to right. To do this, place the chosen die onto the space directly above the Garage. Note that all spaces, excluding the first, have an Algae cost printed above them. However, this cost only needs to be paid when actioning dice during the Execute Phase. The first Garage also comes with an upgraded vehicle, allowing dice assigned here to be increased or decreased in value by 1. Just remember that this shouldn't be done until the Execute Phase.

Farms are used to gain resources for future Rounds. When assigning dice to Farms, players do not have to fill from left to right. They may freely assign dice to any available space. Farm dice are not activated until the Harvest Phase. Note that the left Farm does not produce any resources. If players place a die here, it will instead increase the value of all other Farm dice on their Research Base by up to 3 (to a maximum of 6). The second and third Farms will produce 1 of the 2 printed resources (chosen during the Harvest Phase). How much they produce is determined by the die value they place. The table on the bottom left of Research Bases can be used to calculate exactly what they will produce. All dice placed on Farms are returned during the Rest Phase.

PHASE 2. EXECUTE

Remove Player Screens
Once all players have finished assigning dice in the Planning Phase, they should remove their Player Screens, revealing their Research Bases and assigned dice. At this point, players may no longer make any changes to where they have assigned their dice.

Headquarters Dice
Regardless of the current Round's turn order, all dice at the Headquarters are actioned in the order they were placed (left to right). Note that this does not take place in the first Round and won't necessarily happen every Round either. There are 2 rules to note when actioning these dice:

1. When actioning dice from the Headquarters, they cannot be actioned back to the Headquarters.

2. The first die in the Headquarters may optionally be flipped to its opposite side when being actioned.

Except for the rules above, actioning dice from the Headquarters functions primarily the same as those actioned from Research Bases. How these actions are resolved will be described in detail later.

Research Base Dice
Once all (if any) Headquarters dice have been actioned and resolved, players will begin actioning any dice assigned to the Garages (top row) of their Research Bases. This is done in turn order, beginning with the start player and going around the table clockwise. This continues, each player taking 1 action, followed by the player to their left, until all dice on the Garages of all Research Bases have been actioned. There are 3 rules to note when actioning these dice:

1. Players must always action their left-most die on their turn. The order is important.

2. The first, left-most die is always free to action. However, as indicated by the icons above the other 4 Garages, these dice will require 1-3 Algae to be paid to the supply when actioning them. If for whatever reason a player cannot, or chooses not to pay the Algae, that die and all other dice to the right of that die, are immediately placed into the Cantina space of their Research Base. For each die placed here, they immediately gain 2 Water from the supply.

3. Some Upgrade Tiles can also influence the cost, or die value when actioning dice from specific Garages. Details on how these function can be found on page 24.

Actioning Dice
When actioning dice, there are a number of possible locations to place them, including the Negotiation Board, Depository, Headquarters and the 6 Location Boards.

Negotiation Board

Actioning dice here is 1 of the primary ways for players to score points. When actioning a die here, players can choose any 1 of the free spaces (not already occupied by another die). To action a die, they must also have the required number of resources to spend.



For example, if a player wanted to action their die in the top left space of the Negotiation Board, they would need to pay 6 Algae.

Once dice are actioned to the Negotiation Board, they remain there for the rest of the game. After actioning a die and paying the required resources, a number of effects may need to be resolved, in the following order:

1. Clan Ability: Each of the 3 Clans have a unique ability, outlined below their illustration. These are always optional. For example, any dice placed below Leyrien in this example would allow the current player to change the value of any 1 die still on their Research Base.

2. Advancements: The first die placed on the Negotiation Board of a unique value will gain an advancement. This depicts a player's use of new techniques when speaking with the natives. To claim an advancement, players should move the Negotiation Token from the left side of the Board (below the icon of the die value they just placed) and move it across to the right side of the Board. On the right side of the Board they must choose 1 of the available rewards to claim immediately. Once a reward has been taken, it cannot be taken again.

3. Setbacks: In a similar way to how advancements work, players may also encounter setbacks when speaking with the natives. Setbacks only apply to each individual Clan. So if dealing with Leyrien, you cannot gain a setback from Jrayek. To see if a player triggers a setback, look at all the dice values below that Clan. If these dice reach a specific threshold, or if 2 or more of those dice are of the same value, a setback may be triggered. At the bottom left of the Negotiation Board, there are 6 Negotiation Tokens, each with a numerical condition printed above them. The first 4 refer to the total sum, while the last 2 are concerned with dice of the same value. It is possible for players to qualify for more than 1 setback at the same time. In this case, they only choose 1 setback to resolve, leaving the rest for future negotiations.

When taking a setback, players should move the Negotiation Token from the left side of the Board (below the icon, showing the setback they qualify for) and move it across to the right side of the board. On the right side of the board they must choose 1 of the available punishments to take immediately. Once a punishment has been taken, it cannot be taken again. If players can take a punishment, they must. For example, if they have no Gems, they can't take the "Lose 1 Gem" punishment to avoid taking another 1 which they could pay. However, if all available punishments would not affect them in any way, they must still cover 1 up.

For example, Blue has just actioned a 5-valued die below Leyrien and paid 9 Algae to the supply. This will score them 5 points at the end of the game.

They may now immediately change 1 die still on their Research Base to any value, due to Leyrien's Clan Ability.

After doing so, they gain an advancement for being the first player to place a 5 on the Negotiation Board. They may choose 1 free Farm, 1 free Upgrade, 1 Gem or 2 Item Cards.

After this, they also qualify for a setback, as the total sum of all dice below Leyrien is now 11. Even though they qualify for 2 of the setbacks (a sum of 8 or higher and a sum of 10 or higher), they only choose 1 to resolve. They must now choose 1 of the 6 available punishments and pay its cost.

Note: Details on specific advances and setbacks can be found on page 23.



Depository

Actioning dice here is another primary way for players to score points. When actioning a die here, players can choose any 1 of the free spaces (not already occupied by another die). To action a die, it must be of the same value as the column where they wish to action it. For example, the right-most column only allows 6-valued dice to be actioned. Once all 3 spaces in a given column have been filled, players may no longer action dice of that value in the Depository.



Players must also have the required number of resources to trade for 1 of the Items Cards in their hand. If they do not have the resources to trade for an Item, they cannot action a die to the Depository.

When depositing resources in return for Items, players should begin by placing the Item Card from their hand, faceup in front of them. They must then pay the required resources to the supply, as shown on the top left of the Item Card. Once players have successfully acquired an Item, it has a couple of attributes:

1. Points: The top right of each Item Card indicates how many points it will be worth the end of the game.

2. Benefit: The bottom of each Item Card indicates either an in-game ability or end-game scoring bonus. Item Card benefits are described in detail on page 22.

After actioning a die and trading resources for an Item, players will also gain an additional reward from using the Depository. This reward is governed by which row they actioned their die into:

Top Row: The current player may move their Harvester to any adjacent space on the Planet Board at no cost.

Middle Row: The current player immediately gains 1 die from the supply for use in the next Round.

Bottom Row: The current player immediately draws 2 Item Cards, adding them to their hand.

For example, Black just actioned a 6-valued die into the middle row of the Depository.



They want to acquire the Aqua Cannon. To do so, they place the Item Card faceup in front of them, paying 3 Water and 2 Power to the supply. This will score them 2 points at the end of the game. Also, any future actions at the Foundry will now cost them 5 less Water.

Since they actioned their die into the middle row of the Depository, they immediately gain 1 die from the supply.

Headquarters

Actioning dice here allows players to action these dice first in the next Round (regardless of turn order). When actioning a die here, players must do so to the left-most free space (not already occupied by another die). Immediately after actioning a die, players gain either 2 Item Cards or 5 Water from the supply.

Mining Camp

Actioning dice here allows players to harvest Gems. When actioning a die here, players can choose any 1 of the free spaces (not already occupied by another die). After doing so, they may need to pay a certain number of Water, depending on the value of their actioned die and the space where they actioned it.



Each of the spaces show a sum (X=?). This number governs how much a player needs in order to harvest the indicated Gems (1 or 2 as printed below each specific space). The number a player needs to reach is a sum of their actioned die's value and Water from their supply.

For example, Blue just actioned a 4-valued die to the space that reads (X=10), they would need to pay 6 Water to the supply, in order to harvest 1 Gem (4-valued die + 6 Water = 10).

Laboratory

Actioning dice here allows players to purchase new Farms for their Research Bases. To action dice here, players must place 2 dice of the exact same value, at the same time. The second die must always be their next actionable die. For example, if their first die was in the second Garage of their Research Base, the second die would have to be in their third Garage. If instead, their first die came from the Headquarters, their second die would have to be either the next die they have in the Headquarters, or a die from the left-most Garage on their Research Base.



After actioning a matching pair of dice to the Laboratory, players must pay either 3 Algae or 10 Water. After doing so, they may choose any 1 of the available Farm Tiles, visible along the bottom of the Board. The purchased Farm Tile should then be placed into the left-most empty space along the middle of their Research Base. Note that players may freely remove a Farm Tile to make room for a new 1. Discarded Farm Tiles should be removed from the game.

For example, Blue has just actioned 2 dice of equal value to the Laboratory. They paid 3 Algae to the supply and decided to take the middle Farm Tile, adding it to their Research Base.

If a stack of Farm Tiles becomes empty during the game, do not try to refill that space.



Foundry

Actioning dice here allows players to purchase new Upgrades for the Garages on their Research Bases. When actioning dice here, players must pay either 2 Power or 10 Water.

After doing so, they gain 1 new Upgrade Tile. Which Upgrade Tile they gain is governed by the die value they just actioned at the Foundry. As seen along the bottom of the Board, there are 3 possibilities. Based on the die they actioned, players should take the top, visible Upgrade Tile and place it into the left-most, non-upgraded Garage, along the top of their Research Base. Note that players may freely remove an Upgrade Tile to make room for a new 1. Discarded Upgrade Tiles should be removed from the game. Also, note that any abilities gained from upgrading a Garage become available immediately. In this way, players may strategically upgrade a Garage to help when actioning a future die that Round.

For example, Blue has just actioned a 5-valued die to the Foundry. They paid 10 Water to the supply and took the right Upgrade Tile, adding it to their Research Base.

If a stack of Upgrade Tiles becomes empty during the game, do not try to refill that space.

Control Room

Actioning dice here allows players to move their Harvesters on the Planet Board. When actioning dice here, players must pay either 2 Power or 10 Water. After doing so, they must move their Harvester to an adjacent space on the Planet Board. However, which direction it moves is governed by the die they just actioned. As shown on the Control Room Board, if they placed a 2-valued dice, they would move their Harvester 1 space to the right. For this reason, it is important that the Planet and Control Room Boards are both positioned in the same orientation during setup.



If a Harvester moves into a space containing a Gem or 3 Water, that player immediately removes the resource from the Planet Board and places it into their personal supply. Note that there is no limit to how many Harvesters may occupy the same space. This also does not in any way affect their usefulness when harvesting.

> Along the edge of the Planet Board are 6 arrows. Players may use these to move their Harvesters to the opposite side of the Planet Board. When doing so, they must move in a direction that would have their Harvester "step off" the side of the Planet Board in the direction of the arrow. Their Harvester should then immediately appear on the opposite side of the Planet Board.

For example, Blue's Harvester was at the centre of the Planet Board. They just actioned a 3-valued die to the Control Room and paid 1 Power to the Supply (they would usually pay 2 Power, but their Fuel Refiner gives them a discount of 1 Power at the Control Room). After doing so, they moved their Harvester the correct direction, based on the Control Room diagram.







Market

Actioning dice here allows players to trade resources with the main supply. When actioning dice here, the chosen space and die value are both important. Depending on the player count, there are 2 or 3 different spaces for actioning dice. These spaces show how much of each resource players may trade for a different type of resource. Some spaces only allow trading of 2 resources, while others have an option of 3. The value of an actioned die governs how many trades a player may make.

For example, Blue just actioned a 3-valued die to the right-most space. As they can make 3 separate trades, they decide to spend 2 sets of 3 Water to gain 4 Algae and then 1 Power to gain 2 more Algae.

Academy

Actioning dice here allows players to gain new dice for the next Round. When actioning a die here, players can choose any 1 of the free spaces (not already occupied by another die), so long as their actioned die matches 1 of the printed values above the chosen space. After actioning their die, players then have the option to gain either 1 or 2 dice. This cost is shown along the bottom of the Academy Board.



New dice should be placed at the bottom right space of players' Research Bases. These will only become available in future Rounds. However, dice placed here can still be lost through setbacks or other effects.

For example, Blue just actioned a 4-valued die to the middle space of the Academy. They decided to pay just 2 Algae to gain 1 new die, placing the new die onto their Research Base.

End of the Execute Phase

Once all dice assigned to the Headquarters and the Garages of Research Bases have been actioned and resolved, play moves on to the Harvest Phase. Remember that any dice actioned to the Headquarters during the current Round will remain there for the Execute Phase in the next Round.

PHASE 3. HARVEST

Harvesting is how players will gain the majority of their resources in the game. During this Phase, players harvest all their resources simultaneously. Any resources gained during the Harvest Phase are taken from the supply. There are 2 areas where players harvest resources from: The Planet and their Farms.



The Planet
Based on each player's Harvester on the Planet Board, they will gain a number of resources from the supply. How much they gain is printed onto the space occupied by their Harvester. For example, Blue's Harvester would produce 3 Water and 1 die.

It is important to note, especially for new players, that the further out from the centre that Harvesters go, the more resources they will accumulate each Round. Players should also take time to see how Water, Algae and Power are distributed across the Planet Board for harvesting.



Farms
Players also gain resources from any active Farms. Some Farms require dice to be activated, while others passively produce resources each Round.

For example, Blue's Farms would produce the following: Either 7 Water or 2 Power from their third Farm (as their first Farm increases this die's value from a 2, to a 5) and 3 Water from their fourth Farm. Their second Farm has no assigned die to activate it and their fifth Farm does not produce resources, but rather points at the game's end.

PHASE 4. REST

Once all players have harvested their resources for the Round, play moves into the Rest Phase. This is when players simultaneously return all their used dice from the 6 Location Boards, Farms and Cantina to their supply. Note that dice on the Depository / Headquarters and Negotiation Boards should not be returned or moved in any way at this point.

After doing so, the start player from the current Round passes the Start Player Marker to the player on their left. This player will now be the start player for the next Round. At this point, players should also check that they have no more than 5 dice and 8 Item Cards in hand. If they have more of either of these, they must return excess dice back to the supply any discard any excess Item Cards (their choice of which Item Cards to return) to the discard pile.

Unless this is the 8th Round, play moves into the next Round, starting with the Planning Phase and continuing on, as in the previous Round.

END OF THE GAME

The game ends immediately after the Rest Phase of the 8th Round. Players will know this, as all 8 Event Cards will have been played. At this point, players add up their points. The player with the most points is declared the winner. They will be forever remembered among the Circadians of Moontide as the bravest and most resourceful explorer of this strange new planet.

In the case of a tie, the tied player with the most dice (this includes both the Headquarters and Research Bases) wins. If still tied, the tied player with the most Power, Algae and Water still in their supply wins. If still tied, all tied players share the victory.

SCORING

Each player will score points for their efforts in the following areas:

1. Their dice actioned to the Negotiation Board (printed values on the Negotiation Board).
2. Item they have acquired (printed values and bonus scoring abilities on faceup Item Cards in front of them).
3. Their Harvester's position on the Planet Board (if they reached a Gem Cache).
4. The quality of their Research Base (printed values on specific Upgrades and Farms, as well as printed values on their left-most empty Garage and Farm space of their Research Base).
5. Remaining Gems in their supply (1 point each).

1. Scoring the Negotiation Board
In this example, Blue would score 5 from Leyrien, 10 from Zcharo and 17 from Jrayek (32 total). Black would score 7 from Leyrien, 11 from Zcharo and 9 from Jrayek (27 total).



2. Scoring Item Cards
In this example, Blue would score 3 from their Zcharo Lamp, 8 for their Alien Relic, plus another 5 from its ability (5 dice on the Negotiation Board), 6 from their Uxolotyl, plus another 2 from its ability (assuming they had 8-11 Algae in their supply) and 4 from their Security Codes.



3. Scoring Research Bases
In this example, Blue would score 1 point, as printed on their second Garage, plus 1 more for the printed points on the room to the right of their right-most Upgrade Tile (note that if players upgrade all 4 Garages, they score a bonus of 8 points). They also score 3 points, as printed on their fifth Farm, plus 4 more points for the room to the right of their right-most Farm (note that if players fill all 3 empty Farms, they score a bonus of 7 points).



4. Scoring Harvesters
In this example, Blue would score 6 points from reaching a Gem Cache, while Black would score none.

5. Scoring Gems
Blue has 3 Gems, scoring 3 points.





SOLO VARIANT

Introduction

Ever since the robotic protests back on Earth, we've had to learn to work alongside our manufactured associates. While they may never become true citizens of Moontide, their determination doesn't seem to be fading. Recently they took it upon themselves to make contact with the locals of Ryh. Their ability to decipher the native dialect gives them a significant advantage over Circadians like ourselves. Why are they so interested in communicating with the three clans? They don't need them to survive. We will get to the bottom of this, but first we must focus on the task at hand - gaining the favour of our new hosts.

Setup

Set up the game using the correct sides of the Negotiation, Depository / Headquarters and Location Boards (players = 1). Turn over the 4 Research Bases, to see the 4 different AI opponents. Each opponent offers a varying degree of difficulty. Choose an opponent and and place their Board within reach.



On the chosen AI Opponent Board, place the 3 AI Progress Tiles (points-side facedown) covering the indicated spaces (note the number of stars on each) on the AI Board.

Shuffle the AI Scheme Cards and place them facedown to the left of the AI Board. This will form the Scheme Draw Pile. Allow space nearby for discards.

The AI will need to use 13 Dice of 1 player colour and the matching Harvester.

Place 3 of the AI's dice along the top of their Board, filling empty spaces from left to right. Place their remaining dice in a nearby supply. Note that the die values are not important

Place their Harvester at the centre of the Planet Board.

Everything else is set up the same way as in the standard game, except for the Item Card draft. Rather than drafting Item Cards, the human player should instead draw 5 Item Cards and discard 2 of them.

Scheme Cards are the heart of the AI. Should the Scheme Draw Pile ever run out, simply shuffle all discards to form a new Scheme Draw Pile.

AI vs Multiple Opponents
If using the AI against 2 or 3 human players, be sure to use the correct sides of each Board, based on the total number of players (AI included). The AI Schemes (described below) still activate between Headquarter's dice and those on players' Research Bases. Also, note that players should still use their Player Screens, to keep their plans hidden from human opponents.

Playing the Game
Like the standard game, the solo variant is played over 8 Rounds. However, there are some differences to how each Phase plays out, as follows:

1. Plan
The AI takes no actions during this Phase. The human player reveals the top Event Card, then rolls and assigns their dice as normal. Note that the AI is not affected by Event Cards.



2. Execute
If the human player has actioned any dice to the Headquarters in the previous Round, these are actioned and resolved first. After this, reveal the first AI Scheme Card from the top of the Scheme Card Draw Pile.

Looking at the printed value of the first revealed Scheme Card, move the AI's Harvester on the Planet Board, using the same directional guide shown on the Control Room Board. When moving the AI's Harvester, move it as far as possible in the indicated direction, until it either hits a Gem, the edge of the Planet Board or a Gem Cache Tile. Note that it does not move onto Gem Caches Tiles. When moving the AI's Harvester, also return any Water it touches to the supply. If it hits a Gem, it stops on that space and adds the Gem to its own supply.



For example, if this was the AI's first Scheme Card for the Round, it would move as far as possible to the right, across the Planet Board.

> The AI's Harvester will only "step off" the Planet Board and move to the opposite side (using the 6 arrows around the Board), if they start their movement from that space. In this way, they cannot get stuck in an infinite loop, wrapping around the Planet Board. It is also possible that the AI's Harvester won't be able to move on their turn.

After this, the AI will action the right-most die from the top of their Board. Note that while on the AI Opponent Board, the die values are not important.

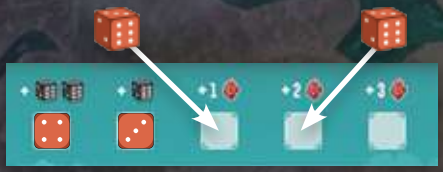


Each Scheme Card has 3 possible options. It will always attempt to take the top-most possible action.

Using the Scheme Card shown here, the AI would action a 6-valued die to the Depository and return 1 of its Gems to the supply. If there is not space for a 6 to be actioned in the Depository, or if they do not have an available Gem, they will instead attempt the second option on their Scheme Card. If they cannot do this, they will attempt the third. In the rare case that they cannot take 1 of these actions, they do not action a die, but still gain 1 Gem.

After the first AI Scheme Card has been resolved, turn over a second AI Scheme Card and resolve it in the same manner. Just note that this Scheme Card does not move the AI's Harvester. In the rare case that the AI does not have an available die to action a particular Scheme Card, nothing happens.

3. Harvest



During this Phase, the AI returns all their dice from the 6 Location Boards. These should be returned to their Board, filling empty spaces from left to right. If they do not have space to place these dice, return them to the supply.

After returning dice, they may also gain Gems from the supply. They gain Gems equal to their available dice, minus 2. This is also indicated by the number of Gems above each die space on their Board. They simply gain the printed Gems above their right-most die.

For example, if the AI had 4 dice on their Board, they would gain 2 Gems.

4. Rest

After potentially gaining Gems in the Harvest Phase, the AI may also gain new dice. They always gain back up to a minimum of 3 dice. This is reminded on their Board above each die space. They simply gain the printed dice above their right-most die. If they have no dice on their Board at this point, they would simply gain 3 new dice. If there are no more dice in the supply to gain, the AI instead gains 1 Gem for each die they cannot take. All revealed Scheme Cards should now be placed into the discard pile.

For example, if the AI had 4 dice on their Board, they would not gain any additional dice for the next Round.

AI Progress Tiles

★ Harvest - Once unlocked, this always gains the AI 1 additional Gem each Round (even if they would otherwise gain none).
★★ Rest - Once unlocked, this always gains the AI 1 additional die each Round (even if they would otherwise gain none).
★★★ Execute - Once unlocked, this always causes the AI to play 1 additional Scheme Card each Round.

Rules for Actioning AI Dice.
When actioning dice to the Negotiation Board, the AI will only ever spend Gems. However, it can still action dice below Leyrien and Zcharo. Simply action their die to the same row as that matching the printed Gem values for Jrayek. It will also try to spend as many Gems as possible. For example, if the Scheme Card below was revealed and the AI had 4 Gems, it would action their right-most die with a value of 5, to the third row of Leyrien (or the next lowest-valued space if that was blocked by another die).

The AI can trigger advancements and setbacks, however it will not benefit or suffer from them. Instead, simply move the appropriate Negotiation Token (left-most, if more than 1 setback applies) to the left-most available space on the right side of the Negotiation Board. Also, note that the AI does not trigger any Clan Abilities.

When actioning dice to the Depository, the AI will only do so if there is an available space in the specific column, based on their die value. They will also need to spend 1 Gem to action a die here. The AI should always action their die to the top-most available row in the Depository. Note that they do not gain any rewards from actioning dice here.

When actioning dice to the Laboratory, it only actions a single die. However, doing so blocks this space from the human player. After doing so, they unlock their next available Progress Tile. The AI has 3 Progress Tiles. These should be unlocked in order (1 star, 2 stars and 3 stars). When the AI gains a Progress Tile, turn it over and place it above the AI Opponent's Board. Once the AI has unlocked all 3 Progress Tiles, they will no longer action dice at the Laboratory.

When actioning dice to the Foundry, immediately turn over an additional Scheme Card and resolve it as normal. Note that this additional Scheme Card does not count towards their standard 2-3 Schemes. Also, it won't cause their Harvester to move again.

When actioning dice to the Market and Mining Camp, always fill the left-most empty space first. Regardless of which space they fill, the revealed Scheme Card will indicate how many Gems they gain from the supply.

When actioning dice to the Academy, they should fill the space based on their actioned die's value. The amount of dice the AI gains from the supply is indicated on each Scheme Card. New dice should be placed onto the AI Opponent's Board, filling empty spaces from left to right. Once there are no more dice in the supply, the AI will no longer action dice at the Academy.

End Game & Scoring
As in the standard game, the solo variant ends after the 8th Round.
The human player will score their points as normal. The AI will score points based on the following:

1. Dice actioned to the Negotiation Board (points vary based on the chosen AI Opponent).
2. Dice actioned to the Depository (points vary based on the chosen AI Opponent).
3. Their Harvester's position on the Planet Board:
   (move their Harvester to the nearest Gem Cache Tile - if tied, move it to the higher value).
4. Points for each unlocked AI Progress Tile (2 points each).
5. Remaining Gems in their supply (1 point each).



ITEM CARDS

Algae Cells - Pay 2 less Algae at the Laboratory.

Alien Relic - Gain 1 point per die you have actioned at the Negotiation Board.

Archive - Gain 1 point per 2 Item Cards still in your hand.

Aqua Cannon - Pay 5 less Water when actioning dice at the Foundry.

Aqua Pack - Gain 5 Water when actioning dice at the Negotiation Board.

Captain's Hat - Gain 1 additional die when actioning dice at the Academy.

Engineer Bot - Gain 1 point per die you have actioned at the Depository.

Fuel Refiner - Pay 1 less Power when actioning dice at the Control Room.

Grogg - Gain 1 point per 5 Water still in your supply.

Hydrolic Core - Pay 5 less Water when actioning dice at the Control Room.

Ice Stones - Pay 7 less Water when actioning dice at the Laboratory.

ID Badge - Gain 2 additional Item Cards when actioning dice at the Headquarters.

Jakhaw - Gain 1 point per Upgrade Tile on your Research Base (do not count the first Garage).

Jrayek Armour - Gain 1 die when actioning dice below Jrayek.

Jrayek Drill - Pay 5 less Water when actioning dice at the Mining Camp.

Jrayek Pump - Gain 5 Water when actioning dice at the Market (before trading).

Jrayek Shield - Gain 2 points per die you have actioned below Jrayek.

Karvyk - Gain 1 point per Farm Tile on your Research Base (do not count your starting Farms).

Ledger - Gain 1 Item Card when actioning dice at the Depository (after trading for an Item).

Leyrien Armour - Gain 1 die when actioning dice below Leyrien.

Leyrien Sceptre - You may choose to ignore all setbacks (don't move a Negotiation Token).

Leyrien Basket - Gain 2 Algae when actioning dice at the Market (before trading).

Leyrien Scythe - Gain 2 points per die you have actioned below Leyrien.

Security Codes - Gain 5 additional Water when actioning dice at the Headquarters.

Security Drone - Gain 2 points per faceup end-game scoring Item you own (including this one).

Soda Supply - Pay 5 less Water when actioning dice at the Depository.

Sleep Capsules - Gain 1 point per die still in your supply (including at the Headquarters).

Spare Parts - Pay 1 less Power when actioning dice at the Foundry.

Uxolotyl - Gain 1 point per 4 Algae still in your supply.

Worker Drone - Gain 2 points per faceup in-game ability Item you own.

Yeki - Gain 1 point per 2 Gems still in your supply.

Zcarpi - Gain 1 point per 2 Power still in your supply.

Zcharo Armour - Gain 1 die when actioning dice below Zcharo.

Zcharo Flyer - Gain 2 points per die you have actioned below Zcharo.

Zcharo Lamp - Gain 1 Power when actioning dice at the Market (before trading).

CHARACTER BOARD CLARIFICATIONS

Akira Hope
Try to avoid physically altering dice when using her ability. 1's and 2's can also be used to activate any Farms that would usually require a 6-valued die.

Dan Gautama
As an example, if Dan had actioned a die to the top row of the Depository, not only would he gain the reward of moving his Harvester, he could also gain either 1 die or 2 Item Cards.

Jakob Olander
He must still pay the Laboratory cost when actioning a die there. However, gaining the free Upgrade Tile does not cost anything extra. Also, the dice he actioned at the Laboratory do not influence which Upgrade Tile he may take.

Lysias James
As an example, after triggering a setback, he could claim the right-most punishment and rather than losing a Farm Tile, he would gain 1. In other words, he may treat setbacks as if they were advancements.

Naira Sol
This only removes the cost of activating dice from her Garages. It does not make the actions she takes any cheaper.

Roslyn Ashford
Any dice at the Headquarters still count towards her total.

Sable Lesedi
She can only use her ability after harvesting from her current location. If she moves her Harvester to a location with a Gem or 3 Water, she immediately adds them to her supply.

Troy Sullivan
For example, if he actioned a die to the top row of Zcharo, he would pay 2 Power, instead of 4.

ADVANCEMENTS & SETBACKS



+ Gain any 1 visible Farm Tile from the Laboratory at no cost.

- Lose 1 of your purchased Farm Tiles. If removing a Farm Tile that is not your right-most, shift all remaining Farm Tiles on your Research Base to the left, filling empty spaces.



+ Gain any 1 visible Upgrade Tile from the Foundry at no cost.

- Lose 1 of your purchased Upgrade Tiles. If removing an Upgrade Tile that is not your right-most, shift all remaining Upgrade Tiles on your Research Base to the left, filling empty spaces.



+ Move your Harvester to an adjacent space on the Planet Board.

- Move your Harvester to an adjacent space on the Planet Board, in such a way that it moves closer to the centre. If there are 2 possible spaces, you decide.



+ Gain 1 Gem from the supply.

- Lose 1 Gem to the supply.



+ Gain 1 new die from the supply.

- Lose 1 die to the supply. This may come from anywhere, including any previously actioned dice.



+ Gain 2 Item Cards from the supply.

- Discard 2 Item Cards from your hand.

FARM TILES



Gain 3 Water during each harvest



Gain 2 Algae during each harvest



Gain 1 Power during each harvest



Gain 1 Gem during the harvest (Requires a 6-valued die to activate)



Gain 2 dice during the harvest (Requires a 6-valued die to activate)



Gain 3 points at the game's end



Gain Algae or Power during the harvest (Requires a die to activate)

Also, gain 1 point at the game's end

UPGRADE TILES



When actioning the die in this Garage, you may alter it by +1 or -1 pip

Also, gain 1 point at the game's end



When actioning the die in this Garage, you may increase it by up to 2 pips

Also, gain 1 point at the game's end

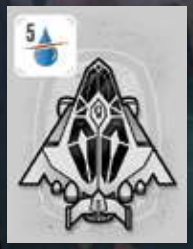


When actioning the die in this Garage, you may flip it (1=6, 2=5, 3=4)

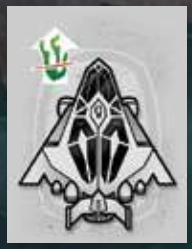
Also, gain 1 point at the game's end



Gain 2 points at the game's end



Any action taken with the die from this Garage costs 5 less Water



When actioning the die in this Garage, ignore the Algae cost of the Garage