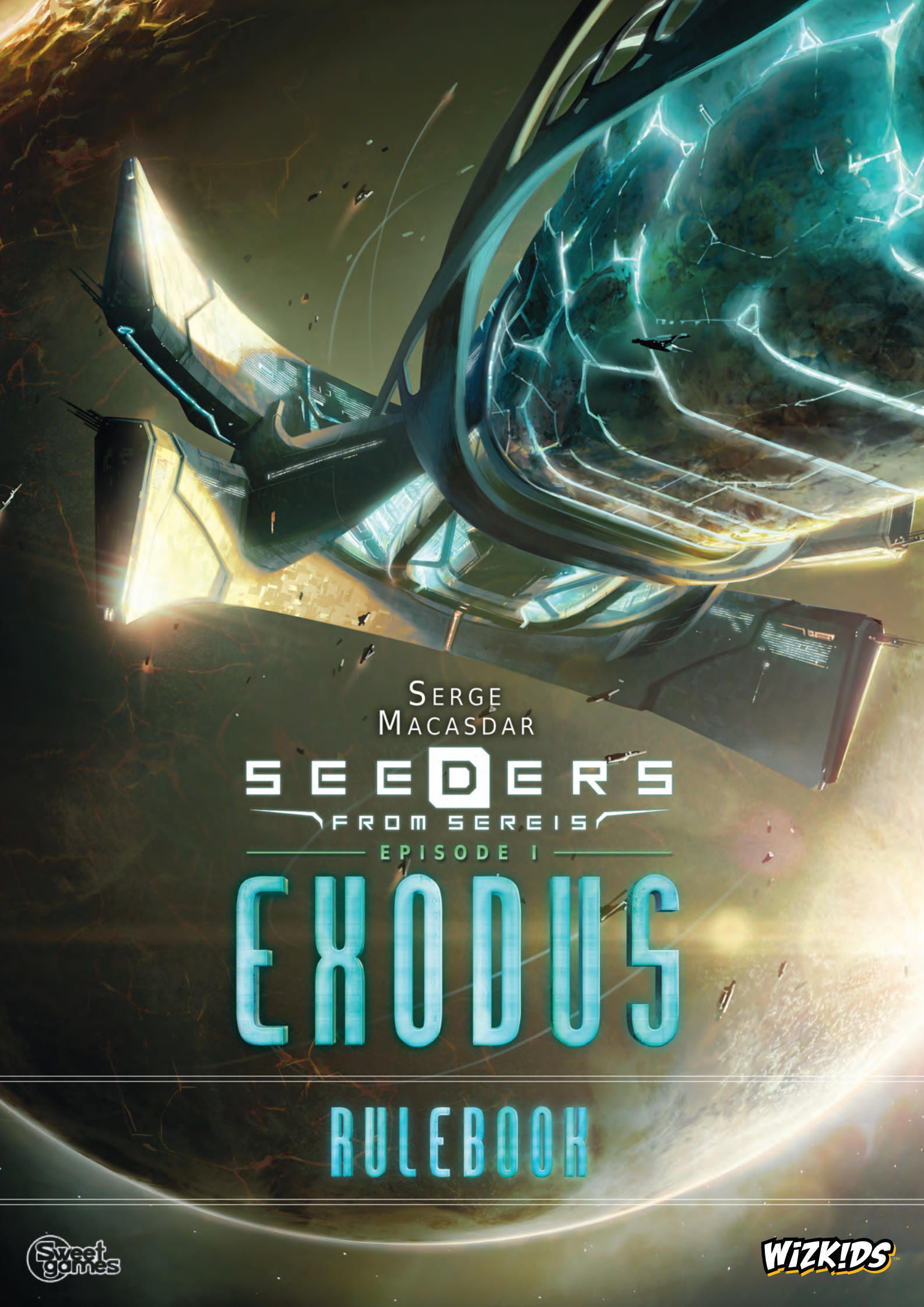
SERGE
MACASDAR
SEEDERS
FROM SEREIS
EPISODE I
EXODUS
RULEBOOK
Sweet games
WIZKIDS



*From the Senate's great dome patios, Thryïnn looks at his work.*

*His grey gaze, washed out by one thousand five hundred years of memories, cannot conceal his worries.*

*The Seeders are in great danger, threatened by an unknown force that even the Great Gene Library cannot explain.*

*Reports pile up, and are desperately similar. The energy of several planets of the Seeder Empire dwindle so much that their disruption seems unavoidable.*

*If this phenomenon continues, the Empire will be cut in half, leaving the perilous Helion Strait as the last communication route.*

*Planets located on the outskirts of the infected area – at the borders of the Skall Empire – must be evacuated most urgently. Dozens of them, Seeders' colonies or friendly planets, are at the mercy of being swallowed by this ever-growing void.*

*Thryïnn knows that time plays against him. Seeders cannot fail: The Daughter Arks must be far better than the ancient ones...*

*"Castes' Representatives up to the Wing of Whispers... now!" he orders.*


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# GAME OBJECTIVE

*Players are Castes' Representatives gathered by Thryïnn.*

*They'll have to design a Daughter Ark so that they may evacuate colonies threatened by the phenomenon called "Black Force".*

Each player has Negotiators, whose influence will be used to buy plans of Unit Modules to be built and to recruit Crews to operate them.

After four full turns of negotiations and integrations, the Order will choose the most promising ark for immediate production.

In other words, the player with the highest score wins the game.

# COMPONENTS

- 1 two-sided Wing of Whispers Negotiation board
- 162 Ark cards
- 30 two-sided Secondary Crew cards (12 Workers, 9 Converts and 9 Priests)
- 6 Player-Aid cards
- 45 Resources gems
- 16 Ability tokens:
  - 8 Mutagen tokens
  - 8 Jailer tokens
- 48 Influence markers [2] / [3]
- 1 Turn token
- 2 Airlock tiles
- Per player components (x4) :
  - 1 Personal board
  - 1 Prestige point marker
  - 6 Negotiators
  - 30 Influence cubes



# SETUP

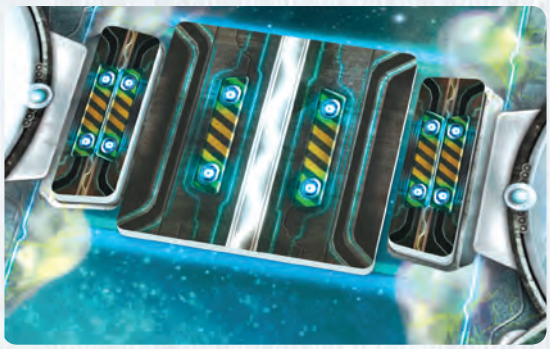
Before the first game, each player will have to put stickers on both sides of their Negotiators (as shown on the right).



## NEGOTIATION BOARD
## Wing of Whispers

Place the Wing of Whispers Negotiation Board in the center of the play area, the side matching the numbers of players up. (2 or 4 players, as depicted by the white circles).

In a 3-player game, use the 4-player side of the board and place the Airlock tiles and their doors on the "A" areas as shown on the Setup diagram on the previous page.



**A closed corridor cannot be used by Negotiators.**

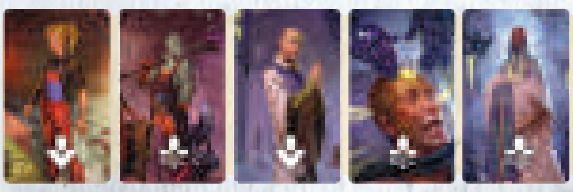
**Expert Play**
Place the Airlock tiles on "B" areas if you prefer a less homogenous distribution of rooms.

## PERSONAL BOARDS & NEGOTIATORS

Each player chooses a color and gets the following:

- 1 Personal Board
- 6 Negotiators (translucent discs), placed in the corresponding locations, matching their Caste.
- 30 Influence cubes, placed in their Supply.
- 1 Prestige point marker, placed on the "0" space of the Prestige Point Track.
- 1 set of reference cards to 3 players; 4th uses the rulebook.

**No one begins with Resources or other cards.**



## ARK CARDS

The Ark cards embody Units and their hosted Crew.

Unit cards have a black background, a icon, and a colored Airlock on their left side.

Crew cards have a pale background and a icon.

The Ark cards are shuffled and placed in a pile facedown next to the Wing of Whispers.

## SECONDARY CREW CARDS, RESOURCES, & TOKENS

Near the board, place:

- Resource gems
- Secondary Crew Cards (Priests, Converts, and Workers)
- Mutant and Jailer tokens
- Influence tokens

## Determining order of play for the first turn

The last player who has seen a good Sci-Fi movie is designated as the first player.

They place one of their Influence cubes on the first spot of the Game Turn Sidebar. The other players, clockwise, place one of their Influence cubes in the remaining empty spaces to the right of that first spot.



**Expert Play**
In expert mode, remove the following cards: 1x **Apprentice**, 2x **Worker**, 1x **Novice**, 1x **Convert**, and 1x **Priest**.

# GAME TURN

**One standard game consists of four turns**, each of them including five main phases:

1. **PREPARATION PHASE**
   Upkeep and turn order
2. **FOUNDATION PHASE**
   Cards are distributed and starting hand is chosen
3. **NEGOTIATION PHASE**
   Negotiators's positioning and cards acquisition
4. **INTEGRATION PHASE**
   Recycling, implementation of acquired cards, use of their abilities
5. **PRESTIGE PHASE**
   Gain Prestige points

## Phase 1 - Preparation

Note : Skip this phase during the first turn.

### UPKEEP

Each player resets all the rotated cards in front of them (cards whose abilities have been activated during the last turn).



Then, flip and move forward the Turn token by one step to show current turn and draft order.

### TURN ORDER

**The player with the lowest number of Prestige points on the Prestige Point Track chooses first in which position they wish to play this turn.** They remove the cubes from the Turn Order sidebar and place their own on the chosen slot.

Then, in reverse order of the Prestige Point Track, each player places their cube on a remaining empty slot.

**If there is a tie between two players, they place their cubes in the same order as the previous turn:** the player who played first places their cube first.

Game turns take place in the order of their position on the Turn Order sidebar.

Example: If a player places their cube on slot [2], they'll play second in this turn.

## Phase 2 - Foundation

### CARD DISTRIBUTION

The first player deals four Ark cards to each player.

Starting from turn 2, players may have kept one card from the previous turn.
As the maximum hand size is four cards, those players must immediately choose and discard one card.

**2-player games**

The first player distributes only **two cards to each player**.

As above, players must discard one card from their hand if they kept one from the previous turn.

### THRYÏNN'S POTENTIALITY (ALTERNATIVE DRAFT)

Experienced players may want more control over their hand of cards. This optional method can be used instead of the standard card distribution described above.

**The first player deals 4 Ark cards to each player.**

**Then each player looks at their cards and chooses one of them to place facedown in front of them. When all players have chosen a card, the remaining cards are passed to the player on their left.**

The cycle repeats until all cards have been drafted.

Note: Reverse the draft's direction on each game turn. On turns 1 and 3, give your cards to the player on your left, but give them to the player on your right on turns 2 and 4.

**2-player games**

You keep only one card and give the other one to your opponent.

# Phase 3 - Negotiation

## 1 - CARDS SETUP

Place the top 12 cards of the pile faceup in the Wing of Whisper's Negotiation Zones in the order specified on the board.



**Expert Play**

For more immersive and longer games, place these cards BEFORE the draft in Phase 2.

## 2A - PLACING NEGOTIATORS

In turn order, each player, beginning with the first player, **places one Negotiator (with Caste symbol faceup) on one free Negotiation Spot** and **their corresponding Influence cubes** in the two adjacent Negotiation Zones.

**Repeat this cycle until all Negotiation Spots are occupied.**




## Determining the number of Influence cubes

When a Negotiator is placed, its player places one or more Influence cubes in the adjacent Negotiation Zones, depending on:

- Negotiator's Influence
- Negotiator's Social Caste

### Negotiator's Influence

At the beginning of the game, each Negotiator's Influence equals [1] / [1], meaning that one Influence cube can be placed in each adjacent Negotiation Zone.

As the game continues, the Negotiator's Influence might increase.

### Negotiator's Social Caste

Negotiators can more easily negotiate a Unit or a Crew if they share the same Caste.

Thus, if a Negotiator is placed in the Negotiation Zone containing a card of the same Caste, it gains a **Social Bonus** (1 cube) on the corresponding Negotiation Zone.




For example, if a ***Theocrat*** Negotiator is placed between a ***Core*** and a ***Theocrat*** card, this player can place an extra Influence cube on the Negotiation Zone adjacent to the ***Theocrat*** card.

In the same way, if the Negotiator is placed between two ***Theocrat*** cards, the player can place one more Influence cube on both Negotiation Zones.

## 2B - ABILITY ACTIVATION (TECHNICAL OR CASTE)

**During their turn, a player can activate the abilities of any cards (Crew or Unit) in their Ark.** See P8 ACTIVATE A TECHNICAL/CASTE ABILITY.

These actions can be done before or after the Negotiator's placement.

An ability cannot interrupt another player's turn.

## 3 - NEGOTIATION'S RESOLUTION

The resolution of negotiations begins when all Negotiation Spots are occupied. During this phase, cards placed on the Wing of Whispers will be won by the best Negotiators.

Negotiations are resolved one by one, going in ascending order of the numbers shown on the outline of each Negotiation Chamber.

**The player with the most Influence cubes surrounding an Ark card gains that card.**




**The player takes the card (in hand), and returns one of their adjacent Negotiators to their Personal Board.**

If more than one of their Negotiators is adjacent to the card, they choose which one to return.

**This Negotiator is to be the main architect of that victorious negotiation and won't gain any Influence points this turn.**
See opposite column: UPGRADE NEGOTIATORS.

Note : When a Negotiator is returned, their Influence cubes are left on the board until the Negotiation is over.

If a player has no more Negotiators adjacent to a card when they win it, they still gain the card, without having to return a Negotiator to their Personal Board.

**If there is a tie, the card is discarded.**




## 4 - UPGRADE NEGOTIATORS

When all the cards have been won or discarded, each player can upgrade their Negotiators remaining on the board.

**Each Negotiator still on the Wing of Whispers wins one Influence point, symbolized by the Influence markers. Players may upgrade them: a [1] to a [2] or a [2] to a [3].**

Place the markers in the corresponding spaces on the Personal Boards, above the Negotiators.

A [1]-[1] Negotiator becomes a [2]-[1].

A [2]-[1] Negotiator can become [3]-[1] or [2]-[2].

A [3]-[1] or [2]-[2] Negotiator can become [3]-[2].

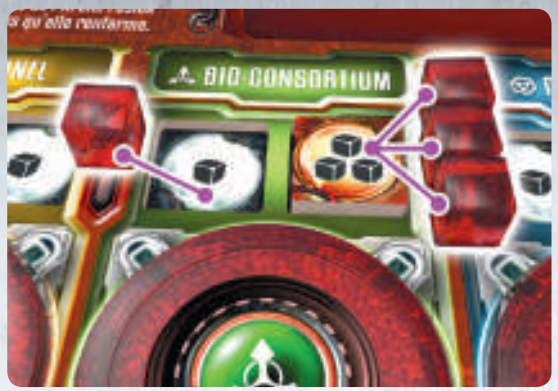
A [3]-[2] Negotiator can only become [3]-[3], which is the maximum allowed.

A [2]-[1] Negotiator naturally places 2 cubes on one Negotiation Zone and 1 on the other.

A [3]-[2] Negotiator naturally places 3 cubes on one Negotiation Zone and 2 on the other.

Note: A Negotiator may choose on which side to place its Influence cubes, but can never redistribute them.






Example: A [3]-[1] Negotiator places 3 cubes on one Zone and 1 on the other one, but can't decide to place 2 cubes on each Zone, nor 4 on a Zone and none on the other one.

Eventually, each player gets their Influence cubes and Negotiators back onto their Personal Board.

### Exception: Final turn

At the end of the last turn's Negotiation Phase, once all cards have been won or discarded, **the remaining Negotiators gain no Influence**.

**Instead, their players win as many Prestige points as their total combined Influence.**

Example: A [1]-[1] Negotiator still on the board will grant 2 Prestige points to its player, while a [3]-[2] will grant them 5.

## Phase 4 - Integration

Following the turn order, each player performs the Integration Phase.

**On their turn, a player can perform one or more of the following actions, as many times as they want and in no particular order.**

- recycle a card
- integrate a card to your Ark
- activate a Technical/Caste ability
- move Crews from one Unit to another

One action must be fully resolved before starting a new one.

### RECYCLE A CARD

**Discard a card from your hand to gain Resources as shown on its Recycling sidebar. Gained Resources are placed on the supply area of your Personal Board.**

Once a card is integrated, it cannot be recycled anymore. The only cards that can be recycled are those in a player's hand.

### INTEGRATE A CARD TO YOUR ARK

To integrate a card from your hand to your Ark, you must pay its Construction cost (by taking Resources from your Supply or your Safe) then place the card in front of you.
Gain the amount of Prestige points displayed on the card (in the double white circle on right side of card).

**When the card is integrated to the Ark, the player controls it. All of its abilities (Technical or Caste) are immediately available.**

**An integrated card cannot be recycled.**

### ACTIVATE A TECHNICAL/CASTE ABILITY

Some cards have **Technical** or **Caste** abilities.

**You can activate these abilities on your turn, during your Negotiation or Integration Phase, by rotating the cards using these abilities.**

You cannot activate abilities during the Prestige Phase.

All abilities are detailed on P10 under CARD ABILITIES.

### MOVE CREWS FROM ONE UNIT TO ANOTHER

**On your turn, and during the Prestige Phase, you can modify your Ark by moving Crews from one Unit to another**.

**Note:** Moving a Crew from a Unit to another doesn't reactivate its Technical or Caste abilities. It's not a new Integration!

When your Integration Phase is fully resolved, the next player in the Turn Order can start their Integration Phase.



## Phase 5 - Prestige

### ARK REORDER

Simultaneously, all players can reorganize their Ark according to the following three rules :

- a player may reorganize their Crews within their Units
- an empty Unit (without Crew) cannot activate its Prestige abilities
- vacant Crews are ignored and grant no Prestige points (See below: VACANT CREWS)



**During the Prestige Phase, Technical/ Caste abilities cannot be used.**
In the same way, the use of Mutant/Jailer tokens is forbidden, and Resources cannot be placed in a Safe Unit.

### PRESTIGE POINTS

Following the turn order, each player counts the Prestige points granted by the Prestige abilities of all the cards they control, and move their score marker appropriately.

Prestige abilities appear at the bottom of the cards, under Technical abilities.

See P11, PRESTIGE ABILITIES.

Once the Prestige Phase is over, the next turn begins, following the same order.

# CARD DETAILS

The players' Arks consist of two types of cards: Units and Crews.

## Units

Units are designed to host Crews in your Ark. They are identified by their icon, their black background, and the Airlock on their left side.

**A Unit can host up to 2 Crews.**

**If a Unit is destroyed, any hosted Crew is deactivated and becomes Vacant.**
See below: VACANT CREWS.

**To activate its Prestige abilities** during Phase 5, **a Unit must host at least one Crew.**

## Crews

Crews you recruit are hosted in your Units. They are identified by their icon and their light background.

**To incorporate a Crew in your Ark, you must have at least one Unit with a free spot. The Crew is placed next to this Unit, on the right.**

You cannot incorporate a Crew if there are no more free spots in your Units.

You cannot intentionally remove a Crew from a Unit if you cannot place it in another Unit.

### VACANT CREWS

**Crews become vacant when the Unit hosting them is destroyed. Such a Crew is deactivated** (put it facedown and set it aside)**.**

**The Crew is no longer controlled by its player, even though it stays in front of them. Its abilities are deactivated and it no longer has any influence on other cards.**
Its tokens (Mutant/Mutagen/Jailer) aren't discarded, but are disabled too.

**Vacant Crews remain available to their player until the end of their next Integration Phase** (this turn if their Integration Phase has not happened yet, or next one if it's already resolved)**. Then, if these Crews are still vacant, they are discarded.**

**When a player with Vacant Crews integrates a new Unit, they can decide to host them in that Unit. They're back under their control for free.** Their Tokens and abilities reactivate as well.

# CARD ABILITIES

There are three different types of card abilities:

- **Caste abilities**
- **Technical abilities**
- **Prestige abilities**

## Caste Abilities

These abilities are displayed in the form of **a sidebar located above Technical abilities**.




**When a card with the Jailer ability is incorporated into your Ark, place a Jailer token on it.**

If there are no more Jailer tokens left, the ability is lost.

On your turn (during your Negotiation or Integration Phases), **you can spend this token and one Resource to jail a card or bring one card out of your Jail.**

**Jail a card** :
Spend one Jailer token and one Resource, and pick any Crew in play. Place it in your Jail (to the right of your Personal Board). Discard any Mutagen/Mutant and Jailer tokens on it. They become a Prisoner.

**Bring a card out of Jail** :
Spend one Jailer token and one Resource, then pick a Crew from your own Jail and place it in your hand.

Note: If a card with a Jailer token is jailed or destroyed, the token is discarded (put it back in the main Supply).






**When a card with the Mutagen ability is incorporated to your Ark, place a Mutagen token on it, Mutagen side ( ) up.**

If there are no more Mutagen/Mutant tokens left, the ability is lost.

On your turn (during your Negotiation or Integration Phases), you can flip the token over to the Mutant side ( ) and place it on any Crew in play.

**This Crew is now considered a Mutant in addition to its other abilities.**

Warning: If a card with a Mutagen/Mutant token is jailed or destroyed, the token is discarded (put it back in the main Supply).









**When a card with the Recruitment ability is integrated to your Ark, draw a Secondary Crew card as indicated (Convert or Worker) from the corresponding Secondary Crew card pile.**

Note: If the pile is empty, the ability is lost.



## Technical Abilities

These abilities are the most common. They are framed and located on the right side of the card, between Prestige abilities and the Caste symbol.



### Integration

This ability must be resolved during the Integration Phase. Its activation cannot be ignored.

Note: If the ability cannot be resolved, it is lost.



### Activation

This card must be rotated to be activated; it can only be used once per turn.

Reminder: a rotated card is reset at the beginning of each turn.

Some cards may have an additional trigger cost in Resource(s) defined by the icon.



### Natural

This activation isn't mandatory, and a trigger cost (defined by the type and number of icons) must be paid.

These abilities can be used multiple times; their cost has to be paid for each use.




### Sacrifice *

A * card **under your control** must be sacrificed to activate this ability.

Such abilities can be used multiple times; their cost must be paid for each use.

Reminder: card abilities can only be used during Integration or Negotiation Phase of the active player.

They cannot interrupt another player's game turn!

## Prestige Abilities

Prestige abilities can be found at the bottom of the cards, under Technical abilities.

**Only units housing at least one Crew are activated during the Prestige Phase. Vacant Crews are not considered.**




### Affinity *

**During the Prestige Phase, gain Prestige points for each * card under your control.**




### Majority *

**During the Prestige Phase, gain Prestige points if you are the player with the most * cards under your control.**

If there is a tie, the Prestige points are not gained.




### Safe

During your turn (during the Negotiation or Integration Phase), you can transfer Resources between your Supply and your Safes (controlled Units with the Safe ability), and *vice versa*.

These Resources can be spent to pay any cost, but are no longer considered to be in your Supply.

**During the Prestige Phase, you gain 1 Prestige point for each Resource on each of your Units with the Safe ability.**

If the Unit is destroyed, these Resources are lost and discarded.




### Hospital

During the Prestige Phase, **gain 2 Prestige points for each Mutant Primary Crew hosted in a Hospital in your Ark.**

# GLOBAL STRATEGIES

The Seeders' Society is organized into very different and mostly impervious Castes. On Sereis, there are six of them. You must learn their distinctive features to play them properly.

From the most prestigious to the most disparaged, they are :



## Theocrats

*Clergymen dedicated to the cult of Xzhüü, the God of Absolute Knowledge. They almost all come from the Original Caste and have been chosen for their connection with Xzhüü.*

Theocrats may acquire Crews for free. They recruit Converts to be numerous and rely on their Priests to be efficient.

Many of the Theocrat cards have the "Recruitment: Convert" Caste ability.

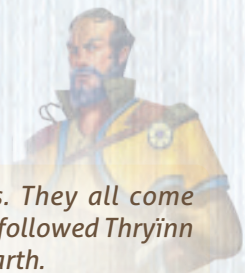


## Architeks

*Engineers in charge of development and upgrade of devices and digital technologies.*

They are mainly based on Units that they can upgrade, protect, or destroy.

They possess a lot of "Affinity: Unit" Prestige abilities.



## Originals

*Political leaders of Sereis. They all come from the High Council who followed Thryïnn since the Mother Ark left Earth.*

Originals grant a lot of Prestige points when integrated and, for the most part, have the Jailer ability, allowing them to jail or free Crews.



## Core

*Workers of Sereis, thoses whose arms and implants wear out, relentlessly supplying Arks.*

They mainly rely on their number and cohesion, thanks to the Caste ability "Recruitment: Worker", allowing them to grow in number and power.



## Bio-Consortium

*They control laboratories dedicated to the development of the main asset of the Seeders: bio-technologies.*

Bio-Consortium cards have the Mutagen Caste ability. This ability can mutate and influence Crews.

Most Bio-Consortium Units have the Hospital Caste ability.



## Deviants

*They are the shadows of Sereis, the suppurating fluid that slips into the veins of this sicker-than-it-looks society. Deviants deny the system and try to pervert it.*

They possess disruptive abilities affecting strategies of other Castes. The Wing of Whispers is their favorite playground; they love to corrupt its system.

Most of the Deviants Units have the Safe Caste ability.

# CLARIFICATIONS




## Archives

The card refers to the last Unit discarded.




## Smuggler

Resources are stolen from the player's Supply (on their Personal Board). They cannot be stolen from Safes.




## Ataraxium

You will score no matter how the Crew got to the Discard Pile.




## Deviant's Recycling

Some Deviant cards display variable recycling values, depending on the game turn. When a player recycles this kind of card, they gain as many Resources as the actual turn number.

For example, on turn 3, the recycling value is 3 Resources.




## Conspirator

Influence cubes must be taken from the same player. Then, the cubes must be placed on a unique Negotiation Zone whose cubes are of the same color.



## Mutagen & Mutant

This Caste ability turns a Crew into a Mutant. There are no direct consequences, but don't forget that other cards can affect Mutants.




## Morphoplast

On activation, the corresponding player takes all the remaining Negotiators from their Personal Board and hides them in their hand.

Before the end of the Negotiation Phase, **they may place one of them facedown without placing the corresponding Influence cubes.**

Their other Negotiators are placed following standard rules, but from their hand instead of their Personal Board.

On resolution, the Negotiator is flipped faceup, then its Influence cubes are placed, following standard rules.

If two players activate a Morphoplast at the same time, Negotiators are revealed following the turn order.




## R&D Department

**It is the only card that can be played outside your turn**, before the placement of the first Negotiator by the first player.

If two players activate R&D Department at the same time, resolve them following the turn order.



# GLOSSARY

**Activation**
Indicates an ability that must be triggered. When triggered, rotate the card. The ability can be activated only once per turn. The card is reset at the beginning of the following turn. Some activations may require an additional activation cost.

**Affinity ✶**
Prestige ability. During Prestige Phase, gain Prestige points for each ✶ card in your Ark under your control.

**Ark**
Cards placed in front of a player, under their control.

**Safe**
Prestige ability. During your Negotiation or Integration Phase, you can move Resources from your Supply to a Unit with the Safe ability (and vice versa).

During the Prestige Phase, gain 1 Prestige point for each Resource placed on a Safe. If a Unit with the Safe ability is destroyed, its Resources are lost and discarded.

**Control a card**
A Unit or a Crew card integrated to a player's Ark.

**Construction or Recruitment cost**
Shown on the sidebar on the right side of the card. This cost must be paid with Resources taken from the Supply or a Safe.

**Crew**
Ark card or secondary Crew card depicting a Crew to recruit. "Crew" is indicated on the top center of the card.

A Crew must be hosted in one of your Units with at least one free spot. The Crew is then controlled and its abilities are available.

There a 2 distinct Crew types:

- Primary: Drawn by the Ark cards pile.
- Secondary: Recruited by Caste abilities (Theocrats and Core).

**Discard Pile**
All discarded cards are faceup and can be looked through at anytime. If the Ark cards pile is empty, shuffle the Discard Pile to generate a new Ark pile.

**Destruction**
When you "destroy" a card, put it in the Discard Pile.

Note: Other effects than Destruction may also send cards to the Discard Pile, like Sacrifice.

**Influence cube**
Influence cubes are used by Negotiators during the Negotiation Phase.

**Jail**
Location on the right of your Personal Board, where you place prisoners.

**Jailer**
Caste ability. When a Crew card with the Jailer ability is recruited, place a Jailer token on the card.

If there are no more Jailer tokens left, the ability is lost.

During your turn, you can spend the Jailer token and a Resource to **Jail a Crew in play (place it in your Jail where it becomes your prisoner)** or to **free a Crew from your Jail (place it in your hand)**.

If a Crew card with a Jailer token leaves play (because it is destroyed, sacrificed, jailed or put back in hand), the token is discarded and placed in the general Supply. If the Crew becomes Vacant, it keeps the token.

**Hospital**
Caste ability. During the Prestige Phase, gain 2 Prestige points for each Mutant Primary Crew hosted by this Unit.

**Integration**
An ability that must be activated when the card is integrated (played from your hand).

**Majority ✶**
Prestige ability. During the Prestige Phase, gain Prestige points if you're the player with the most ✶ cards under your control. If there is a tie, the Prestige points are not gained.

**Mutagen**
Caste Ability. When a Crew card with the Mutagen ability is integrated, place a Mutagen token on it, Mutagen side up.

If there are no more Mutagen tokens left, the ability is lost.

During your turn, you can flip the token over, Mutant side up, and place it on any Crew in play. This Crew is now considered a Mutant in addition to its other abilities.

If a Crew card with a Mutagen token leaves play (because it is destroyed, sacrificed, jailed or put back in hand), the token is discarded and placed in the general Supply.

If the Crew becomes Vacant, it keeps the token.

**Mutant**
The word Mutant alone refers to a Unit card with a Mutant token. refers to the token.

**Prestige points**
Move up your Prestige point marker on the Prestige Point Track each time you earn Prestige points.

**Recruitment – X**
Caste ability. When the card is integrated, draw X cards and place it in your hand.

If there are no more cards left, the ability is lost.

**Recycling**
Discard a card in your hand to gain Resources as shown on the Recycling Zone (on top left of the card).

**Resources**
These orange gems stand for Resources. Resources are used to pay Construction cost (of Units), to recruit Crews, and to trigger abilities.

**Sacrifice**
You place one card from your Ark into the Discard Pile. You can only sacrifice cards you control.

Note: Though this sends a card to the Discard Pile, Sacrifice is not considered Destruction.

**Unit**
Ark card that embodies parts of the Daughter Ark built by the player. "Unit" is indicated on the top center of the card.

A Unit has two spots to host Crew cards. To activate Prestige abilities during the Prestige Phase, a Unit must host at least one Crew. There is no limit to the number of Units in an Ark.

Each Unit can naturally host up to 2 Crews.

A player cannot recruit any new Crew when their Units are full.

A player cannot intentionaly discard a Crew from one of their Units.

# DESIGNER'S NOTE

This game is the result of an enormous work. Forged by the unwavering support of my close family members, my children Manon and Victor, and my wife Karine who let my ideas come to life and handled everyday life while I left them for conventions.

I also want to thank my close friend, my old fellow and co-author of the SEEDERS from Sereis universe, Charbel Fourel, who got deeply involved in the game development and beta-testing.

Finally, my intense thanks go to Didier Jacobée. He had enough courage to publish a game that is part of a huge universe, going against the actual trend. He trusted me enough to provide me a dream team led by Benjamin Treilhou.

I dedicate this game and the universe from which it came to Pierre Bustori, my uncle, my friend, the man without whom I probably would have done nothing of all this.



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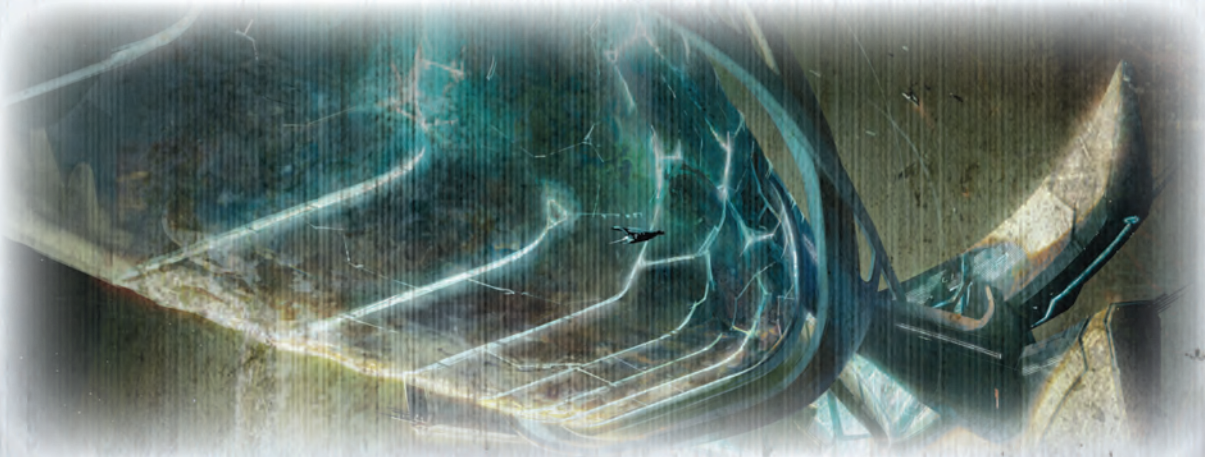

# SEEDERS FROM SEREIS

THEOCRAT | ORIGINAL | BIO-CONSORTIUM | ARCHITEK | CORE | DEVIANT







1. TITLE
2. CASTE
3. TYPE
4. RECYCLING POINTS
5. INTEGRATION COST
6. PRESTIGE POINTS
7. CASTE ABILITIES
8. TECHNICAL ABILITIES
9. PRESTIGE ABILITIES

## GAME TURN SUMMARY

### 1. Preparation

The player with the least number of Prestige points chooses first when they want to play during the turn.

Then, in reverse order of the Prestige Point Track, each player places their cube on an empty spot.

If there is a tie between two players, the player who played first in the last turn places their cube first.

### 2. Foundation

Each player receives four cards. If one player still has a card from the previous turn, then they must discard one.

### 3. Negotiation

One Ark card is placed on each of the twelve Negotiation Chambers.

In turn, each player places one Negotiator on one empty Negotiation spot.

When all spots are occupied, cards are gained by comparing the number of Influence cubes surrounding the card. The player with the most Influence puts the card into their hand and then must put one of their Negotiators in the Zone back onto their Personal Board.

If there is a tie, the card is discarded and no Negotiators are removed.

Each Negotiator still on the Wing of Whispers after the allocation of cards will win one Influence point.

### 4. Integration

In turn, each player performs their actions.

They can integrate or recycle as many cards as wanted, in no particular order.

They can also trigger abilities and move Crews from one Unit to another.

### 5. Prestige

Simultaneously, all players count the number of points awarded by Prestige abilities (Majority, Affinity, Safe, and Hospital) of their Arks cards.