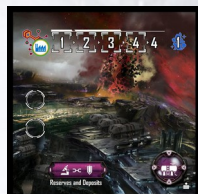# Appendix I - FAQ and Game Advice

FAQ
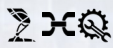
Circular Cylinder Placeholders with no Benefit

Q: In some rooms like "Reserves and Deposits" the benefit is associated with upgrading the integration cubes, but there are also circular placeholders for cylinders. What is the purpose of this? Do we have to place a power cylinder to gain the benefits?
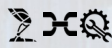
A: Placing a cylinder in these rooms does neither enable nor boost the benefit the room provides. Presuming there is no integration cube in the room, placing a cylinder would effectively gain control of the room and gain the room's benefit - the first visible modifier.

Chaining from Movement into Engineering

Q: If you posses a ⚖ ⚔ ⚙ chain and move into a room occupied by an opponent, can you then chain to integrate a cube before combat is resolved?

A: No. In accordance with the rules, to integrate a cube in the room, the room must not be occupied by opponent's units.

Example. YellowPlayer posseses a ⚖ ⚔ ⚙ chain. During his turn, he moves his action marker in "Mobility Control" section, performs the MOVE action to move his unit into the depicted room, which is already occupied by a unit from GreenPlayer.

Next, YellowPlayer chains to "Engineering" section to start his second action phase, during which he can integrate cubes in his biodome and other rooms exclusively occupied by his units, but not this room which occupied by GreenPlayer's unit. Next, YellowPlayer's combat phase starts and combat in this room is resolved. YellowPlayer's turn ends. Next turn, YellowPlayer may move his action marker to "Engineering" section.

⭐ Routing Additional Power Cylinders

Example. RedPlayer has an upgraded her biodome's power generator to 2:4 ⚡ (route 2 and capacity 4); controls the turquoise outer power generator with modifier 3:7 ⚡ ; and controls a room with modifier 2 ⭐(route 2 additionally). BluePlayer controls the violet power generator ⚡. When performing the ROUTE POWER action, RedPlayer can move 2 red and 3 turquoise power cylinders. Because of the benefit 2 ⭐, RedPlayer can also route 2 more power cylinders and decides to route 1 red and 1 turquoise. ⭐can only be used to route cylinders from controlled power generators, hence RedPlayer cannot move cylinders from the violet power generator.

Game Advice and Strategy

1. From the very start, try focusing on doing 2 things at once. This is in order to minimize the number of turns you take to achieve your goals. For example, all the objectives on a "First Mission" mission card can be achieved in just 6-8 turns if you plan right and concentrate on exploiting 2 types of resources needed to integrate 2 integration cubes in the same turn.

2. It is likely that one of your mission objectives corresponds to a room that an opponent also needs for a mission objective. Sometimes a wise strategy is to let the opponent do the work for you in activating the room and then swoop in to claim a target card. Note that you can control a fully integrated room with 2 out of the 3/4 cubes, or even with 1 of the 4 cubes in a 4 player game. Vise versa, if you place 2 integration cubes in room and leave the room for an opponent, the opponent can integrate it up to 4 cubes and activate the room, benefiting you. Note that you can only activate a room and claim a target card during your turn – if an opponent activates a room, you have to wait until your turn to activate it also.

3. Throughout the game it takes an average 1-2 turns to upgrade an integration cube - including the time positioning you units, gathering resources and performing the ENGINEER action. The turns spent upgrading you could have spent doing some other action. So, should you upgrade the next integration cube or just take the same action multiple times? For example, is it more efficient to perform the PRODUCE action 4 times or should you spend effort/turns to upgrade your PRODUCE action and then PRODUCE 2 times? A good rule of thumb is to upgrade if you think that by the end of the game you would use the upgraded benefit at least 3 times. If not, then instead of upgrading just perform the non-upgraded action few times.

4. When you draw your mission card don't go directly to the rooms where you have objectives. Be more subtle about it. When attacking a room, move 2 of your units, placing one of them in the room, the second one in an adjacent room. Your opponents will not be sure what room you really need. Additionally, if you lose combat, your second unit is in proximity to attack again.

5. Humans tend to be selfish when playing – they place integration cubes locking up as many rooms as possible in order to deny an opponent an opportunity. A different-thinking species might notice that there are many rooms with power cylinders and instead of locking a room for their exclusive use, they might decide to cooperate (in that room only) with another player, basically using one opponent to get an advantage over the remaining opponents.

Artifact Card Stats

	With Power 4	With Power 6	With Power 8	With Power 12	With critical mass
Count in Deck	18	16	14	12	20
Percentage	30%	27%	23%	20%	33%

Appendix II - The Ark's Rooms

The **Shield Generator** is arguably the most important piece of the Ark - responsible for the deflector shields that protect the Ark from any danger. A protective shield would boost factory exploitation.
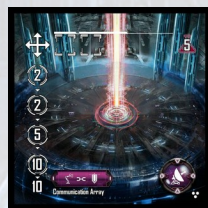
The **Power Network Hub** is the junction of the Ark's energy paths. Through it and the power network, all parts of the Ark are connected. Use the hub to manage your power generator routing speed more efficiently.

The **Knowledgebase** is the central repository of information. Find out who the Ark's original builders were and what happened to them. Learn about the Ark's systems to less costly integrate the systems with your technology.

Use the **Science Lab** to research artifacts faster and develop new groundbreaking weapons.

The **Genesis Chamber** can be used to speed up evolution and advance your species.

Launch Bay, Shuttle Pods. Use the pods to shuttle quickly to any part of the Ark.

All waste is recycled back into the Ark by the **Waste, Recycling and Purifying station**. Can also be utilized to filter vital ingredients for the production of Metamorphite.
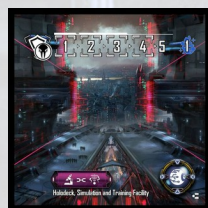
All resource production surplus is transferred automatically to this enormous storage. Task your units to steal resources from the Ark's **Reserves and Deposits**.

Use the **Element Synthesizer** facility to synthesize new elements or even create new types of quarks.

The **Planet Harvester** is the biggest module of the Ark. It is used to consume entire planets in order to acquire raw materials needed for production.

The **Communication Array** is used for internal and external communication. A reliable communication will improve mobility.

Guns, guns and more guns. Task your units to take weapons from the **Armory** and bring them into your arsenal storage. More units, better yield.

Tactical and Ship's Defenses. Target your enemies using the Ark's torpedo system. Learn from the advanced weaponry to construct more effective weapons for warfare inside the Ark.

The **Internal Security** module is responsible for cyber and physical security. Hack the internal turrets to help you in battles.

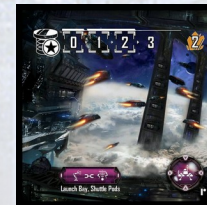The **Species Archive** holds the biggest collection of species – from a noble but ferocious animal that will accompany you in battle ... to a microorganism that catalyses Metamorphite production.

Use the **Medical Labs** to heal your units and diagnose medical conditions.

Use the **Holodeck**, **Simulation and Training facility** to increase your units' defense effectiveness.

Use **Bioengineering** to adapt your units to life on the Ark.

Observatory and Long Range Sensors. This module is equipped with highly advanced long range sensors capable of mapping entire star systems in seconds. Use the sensors to search and find artifacts left by the Ark's original builders.
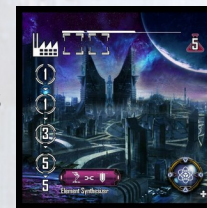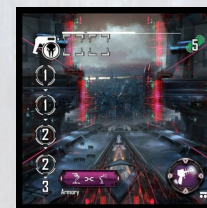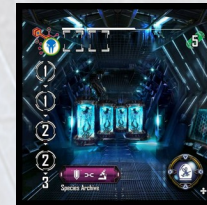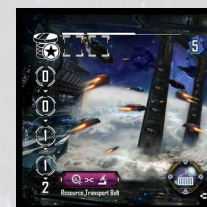
The **Warp Engine** is used to move the Ark to different star systems. But, as movement is relative, our engineers have found another use: Instead of moving your units into a room, slightly warp/move the Ark so your units are in said room.

The **Resource Transport Belt** consists of millions of small shuttles conveying resources between the Ark's rooms. Gain advantage by diverting some of the shuttles to your biodome.

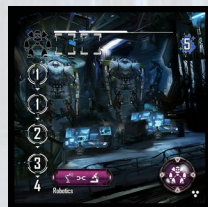Use the **Assistant Drones** to accomplish tasks in remote parts of the Ark.

A pinnacle of engineering - the **Starship factory** is an outer module that in addition to building star ships, can be used to repair or integrate remote rooms.

One of the outer **power generators**. Control it to acquire additional energy.

The **Central Computing Core** is the brain of the Ark, providing computing power to the other modules. The core can be utilized in complex calculations in order to help your engineers and increase their efficiency.
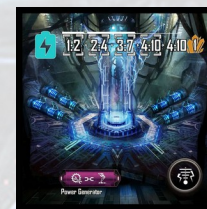
Hack the **Helm and Navigation** system to change the Ark's direction of movement. There is an emergency Teleporter at the Helm that could prove useful.
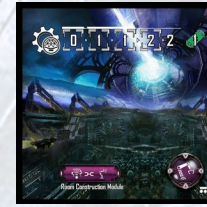
Room Construction Module. The Ark is always growing in size. It is always changing in shape. There are multiple modules responsible for weaving in materials to expand and construct new rooms.

The **Quantum Oracle** can be used to answer any question that can be formulated as a quantum wave function. As most questions can be formulated this way, the module effectively predicts the future. For example: Where will we find powerful artifacts?

Nanobotics Laboratory. If the Room Construction module is the workhorse of the Ark and the Assistant Drones the helpers, then the nanobots are the surgeons, responsible for the tiniest operations and fixes. Use them to increase the routing of any power generator.

The **Gravity Generator** is responsible for providing artificial gravity in the Ark. The vital resource Metamorphite (Mt) is more easily created in high gravity. Use the Gravity Generator to selectively increase gravity in your biodome and boost Mt output.

The **Space-time Conduit** needs enormous quantities of energy and hence has a direct connection to the Power Network Hub.

Robotics. Power up the robots to help in your daily tasks.
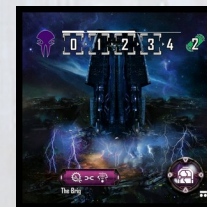
The Brig serves as containment for the most dangerous threats and as quarantine for the most deadly contagions. It is advised not to release the inhabitants of the Brig.

Appendix III - Game Modes and Variants

In addition to the normal "Awakening" mode described in the main rulebook, the game can be played in other competitive, solo and co-op modes and variants. Each game, choose one mode to play. You cannot combine game modes. Each mode will list its game variants and you may choose to play with either none, one, several or all of its variants. In the game modes and variants, follow the same rules as Awakening mode, unless explicitly stated otherwise.

First Mission Mode

Number of Players: 1 - 4
Playing Time: 60 min, 15 min if you know the game
Variants: It is played on the A-side of the player boards. First Mission mode is used only as a tutorial to learn how to play and it is not meant as a competitive game. You should play your first game in this mode. It is explained in detail in the main rulebook.

Awakening Competitive Mode

Number of Players: 2 to 4 (Standard Edition), 2 to 5 (Premium Edition)
Playing Time: 30 min per player
Variants: You can play this mode on the A-side or B-side of the player boards; with or without the Unfair variant; with or without the Complexity 2 variant.
In Awakening (also called Normal) mode there are no Victory Points (VPs) and no second place. First player to achieve their secret mission wins. Vital to winning is balancing between building up your engine or pursuing your mission. This mode is explained in detail in the main rulebook.

Solo and Co-Op Game Modes

The solo and co-op modes are: Guardians, Glitch and It Learns. In this rulebook, the player or players that will play solo or cooperatively are referred to as ⚠**Challengers**. Their opponent is referred to as the ⚠**Enemy**. The solo and co-op modes can be played against an automated Enemy (referred to as ⚠**Automata**) or against a player Enemy (referred to as ⚠**Dark Player**).

When a rule references a Dark Player / Automata / Enemy, that means that the rule is only applicable in games where playing against a human player / Automata / either.

Common Rules

These rules are common for all solo and co-op game modes.
Room occupation. Units from different Challengers cannot occupy the same room.
Room control. There is no exclusive control between Challengers. If you have a game piece in a room, the control is always inclusive.
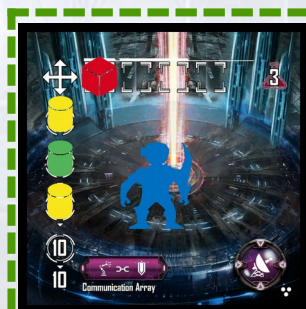
Example. RedPlayer, YellowPlayer, GreenPlayer and BluePlayer are Challengers playing co-op against Automata. In the room RedPlayer has a red cube and the other players have cylinders and a unit. Control of the room is inclusively shared between all 4 players.

Exchanging artifact cards between Challengers is not allowed.

Exchanging resources between Challengers is allowed any time during the game. The exchange does not have to be equal. Both Challengers must agree.
Chains. Unless you are the only Challenger, you do not get chain benefits from activating rooms.

Example. There are 2 players - one is playing as Challenger and one is playing as Dark Player. Chains are allowed.

Combat. Combat phase starts in all rooms occupied by both the Challenger's units and the Enemy's units. In solo and co-op mode, when resolving combat, Challengers are always considered attackers and the Enemy is always considered defender, even if the Enemy has initiated combat. See main rulebook Combat phase, page 20 for the implications of this.

In case the Enemy has initiated combat by moving units into a room with Challenger units and in that room are neutral units controlled by multiple Challengers, the Challengers choose which of them is participating in the combat.
Not useful powers: These powers are allowed, but are effectively not useful against the Enemy:
- cost to replace a cube: the Enemy does not pay resources, so any benefit that forces the opponent to spend more resources to change your cube is not useful.
- defensive strength: upgrading defensive strength is not useful as Challengers are always considered attackers in combat.

Forbidden faction powers: Some factions have an unfair advantage over the Enemy and these are forbidden to be used in the solo and co-op modes: Togach - range attack; Qfin – subspace bombs.

Solo and Co-Op Setup

Follow setup instructions as in Awakening mode, with these changes:
- Setup based on number of Challengers. Example: For 2 Challengers playing against a Dark Player, follow the setup rules for a 2-player game.
- Return the achievement cards to the box.

Continue and finish all setup steps from Awakening mode, including player setup.
- Place your military arsenal marker on position 7.

Constructing the Board and Mission

In the solo and co-op modes the entire board needs to be constructed before the game starts. In clockwise turn order, each Challenger:
- Select 1 of your 2 units. One unit will stay inside your biodome and one unit will move around revealing room tiles.
- Starting from your biodome, take 2 ✛ with the unit and take the EXPLORE action to explore rooms. Refer to the main rulebook Exploring a Room and Placing Transport Gates, page 17. During the construction of the board, take the explore tokens, but do not take any rewards.

Continue until the entire board is revealed and the transport gates are placed. Once done, do not return the units to the biodomes - keep them at their current location. Leave on the board the remaining explore tokens.

After constructing the board, draw 1 mission card. Place it face up so all the Challengers and the Dark Player can easily see it. Challengers share this mission card, referred to as ⚠**Challengers' mission card**.

Enemy Setup

1. Choose any unused color for the Enemy and take all components in that color. Blue / red / green color is preferred for the Guardians / Glitch / It Learns and will be used in the examples.

2. Take the Enemy player board and flip it to the G-side / G-side / I-side for Guardians / Glitch / It Learns. Unlike the Challengers' player boards, the Enemy player board is placed outside the borders of the Ark.


Automata: Place the Enemy player board right of the first player.
Dark Player: Place the Enemy player board in front of the Dark Player and seat the Dark Player on the right of the first player.

3. Take target cards corresponding to the outer power generators and special rooms selected for the game. There should be 2 copies of each target card - divide them into 2 identical decks.

If you are the only Challenger, you will need the first copies, as chains are allowed. Otherwise, return them to the box.
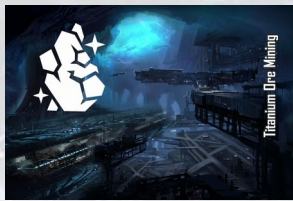
To the second copies add the 4 target factory cards (1 for each factory type). Shuffle them into an ⚠️**enemy-target deck**. In the solo and co-op game modes this deck of target cards is used by the Enemy to randomize choices.

4. Take the enemy-action cards and shuffle them into an ⚠️**enemy-action** deck. Place the enemy-action and the enemy-target decks near the Enemy player board. Leave space for their discarded cards.

5. Dark Player: Draw 2 artifact cards. Keep them secret from the Challengers.

Next, each mode will have some specific setup steps for the Enemy.

Guardians Specific Setup

1. Use the right side of the Enemy player board as a ⚠️**turn track** and the blue disk shaped marker as a ⚠️**turn counter.** Place the turn counter at position 24/20/17/15 for 1/2/3/4 Challengers.

2. Place cubes on the Enemy board so that the first visible number for the 🦷 and 🛡️ upgrades is 8.

3. Place (number of Challengers + 2) Guardian units on the Enemy player board. Return the remaining Guardian units along with other blue components to the box.

Example. In a game with 2 Challengers and a 3rd player playing as Dark Player, take 4 Guardian units and place the turn counter at position 20.

To further increase this mode's difficulty you can increase the number of Guardian units.

Glitch Specific Setup
1. Place cubes on the Enemy board so that the first visible number for the 🦷 and 🛡️ upgrades is 2/4/6/8 for 1/2/3/4 Challengers.

It Learns Specific Setup
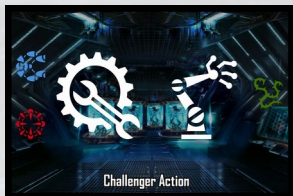
1. Take the ⚠️**challenger-action** cards. Shuffle and spread them all face up in 2x4 grid in a place accessible to all Challengers. Challengers will not be using action markers to select an action.

2. For 1-2 / 3 / 4 Challengers, place 0 / 1 / 2 green integration cubes on random upgrades on the Enemy player board.

To further increase this mode's difficulty you can increase the number of Enemy's upgrades at the start of the game.

Guardians Mode

Number of Players: 1 to 3 (Standard Edition) / 1 to 4 (Premium Edition) Challengers plus an optional Dark Player instead of an Automata.
Playing Time: 30 min per player (Automata counts as player)
Variants: You can play this mode on the A-side or B-side of the player boards; with or without the Complexity 2 variant. Best played on A-side with 1-2 Challengers.

Intro

Due to your meddling in the Ark's systems, a defensive measure was activated – the **Guardians**. Now these scary looking robotic meeples are traversing the rooms, attacking anything alien and disintegrating any cube or cylinder you have worked so hard to place.

Challengers will try to fulfill their joint mission and at the same time avoid the Guardian meeples that will be moving around the board and removing the Challengers' integration cubes and power cylinders. In case one player of your gaming group does not like heavier games, they can play as the Dark Player taking the Guardian's role, as its mechanics are very straightforward.

New Concepts

⚠️ **Guardian units** are the blue meeples representing opponent units to the Challengers. The same rules apply to the Guardians units as to any opponent's units in Awakening mode. For example, they hinder ENGINEER in an occupied room, they can be wounded with OPEN AIRLOCK, etc.

In addition to the standard rules concerning opponent's units, the Guardian units additionally impose the following limitations for Challengers:
- Challengers do not control, cannot yield benefits from, route power cylinders or integrate cubes into a room occupied by a Guardian unit. Note that routing power cylinders out of the room is allowed.
- Challenger's units cannot go through a room with a Guardian unit.

⚠️**Unit Orientation**. The edge of the room at which the Guardian unit is placed, defines its **orientation**. When taking actions with a Guardian unit (like moving), **left/right/straight/behind** will always be relative to that specific Guardian unit, not the player's perspective. This is why the Guardian units should never be placed in the middle of a room, but always to one of the four room edges.

When moving a Guardian unit into a new room, always place the Guardian unit next to the room edge adjacent to the room it moved from. This is in order to remember the Guardian's orientation and determine the future direction of movement.
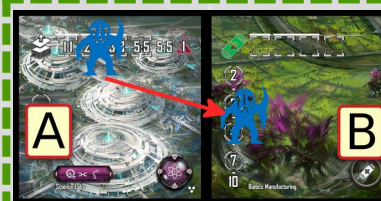
Example. Relative to the Guardian unit in RoomA, RoomB is on its left. The unit moves left from RoomA into RoomB. Take note of the Guardian's final position near the edge.

Game Flow

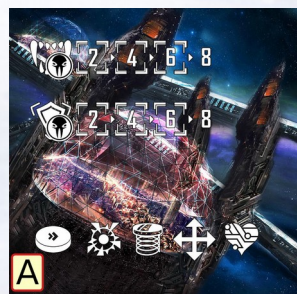Challengers take their turns normally. The Guardians take the last turn.

The Guardians' turn consists of an action phase, followed by an optional combat phase. The action phase follows this sequence:

1. Move the turn counter down by one. If it reaches zero, the game ends and Challengers lose.
2. ☼DISINTEGRATE
3. 💰TELEPORT ANY
4. ✛MOVE
5. 🐚HEAL and RESET
(A) There are icons on the Enemy player board to remind you of the order of steps.

☼ DISINTEGRATE Guardian Action

Perform the **DISINTEGRATE** action for each Guardian unit that occupies a room in which there are power cylinders or integration cubes:
1. Remove and return all power cylinders to their original power generator.
2. Remove the leftmost integration cube and return it to the corresponding Challenger. Slide left the remaining integration cubes.
3. Lay the Guardian unit down, marking it as used this turn.

Note that only 1 cube is removed during DISINTEGRATE, so if there are multiple integration cubes in a room, the Guardian unit must stay in the room until all cubes are removed, taking the DISINTEGRATE action again in subsequent turns.

💰 TELEPORT ANY Guardian Action

Perform the **TELEPORT ANY** action for each upright Guardian unit that either occupies a transport gate or is placed on the Enemy player board:
1. Draw 1 card from the enemy-target deck. Place the Guardian unit on that room at the edge with the room's name.
   - If the depicted room is occupied by another Guardian unit, do nothing - the TELEPORT ANY action fails and the Guardian unit is not moved.
   - If you draw a factory room: the Automata's target is the starting factory room from game setup; the Dark Player chooses and teleports into any 1 factory of that type.
2. Lay the Guardian unit down, marking it as used this turn.
3. If you have drawn an enemy-target card with the 🔀 symbol, shuffle all the discarded enemy-target cards back into the deck.

Note that as you start the game with all Guardian units on the Enemy player board, the first performed action for each will be TELEPORT ANY.

✛ MOVE Guardian Action

The movement of the Guardian units will be dictated by the enemy-action cards. The number shows the number of movements and the sign shows the direction of movement relative to the unit's orientation.

MOVE action for Automata: Draw only 1 card from the enemy-action deck. If it shows the 🛑 sign, do not move this turn. Otherwise, apply its movement to each remaining upright Guardian unit:
1. Move the Guardian unit into an adjacent room based on the direction shown relative to the unit's orientation. In case there is no adjacent room in the shown direction or the adjacent room is occupied by another Guardian unit, try the next direction as shown on the enemy-action card.
2. Repeat and move the number of times as shown on the enemy-action card, but Guardian units must stop when moved into a transport gate or a room with units, integration cubes or power cylinders. Guardian units may move out of a transport gate only using the TELEPORT ANY action.
3. Lay the Guardian unit down, marking it as used this turn.
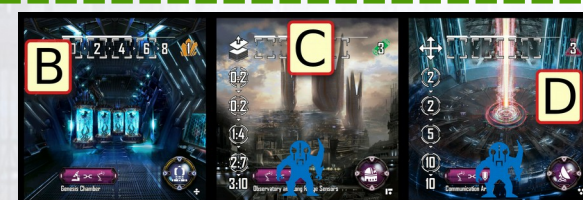
Example. An enemy-action card is drawn as shown on the image. The Guardian units will move one time, prioritizing moving right, then straight, left and lastly behind their relative orientation. Let's assume that the Guardian unit from RoomD has already moved, and next we need to move the Guardian unit from RoomC. The first priority is right into RoomD, but RoomD is occupied by another Guardian unit. Next priority is straight, but no straight adjacent room exists. Next priority is left and the Guardian unit from RoomC is moved into RoomB.

When the movement of one Guardian unit would influence the movement of another, move the Guardian units that are furthest from the Enemy player board first.

Example. The Guardian units will move two times, prioritizing moving left, then straight, right and lastly behind their relative orientation. There are 3 Guardian units: GuardianA in RoomA, GuardianD in RoomD and GuardianE in RoomE.

For this example, let's assume that GuardianA is the furthest from the Enemy's player board, so it will move first.

GuardianA: Cannot move left as no room exists, so moves straight into RoomB. Then, it would have moved again prioritizing left into RoomC, but there is a yellow integration cube in RoomB, so GuardianA must stop. On next turn, GuardianA will disintegrate the cube. On the turn after that, it will move again.

GuardianD: Moves into RoomC. Next, due to GuardianA, GuardianC cannot move into RoomB, so uses the second movement to move back into RoomD.

Note that its orientation in RoomD has changed.

GuardianE: Moves into RoomF and stops as RoomF is a transport gate. On its next turn, GuardianE will TELEPORT ANY.
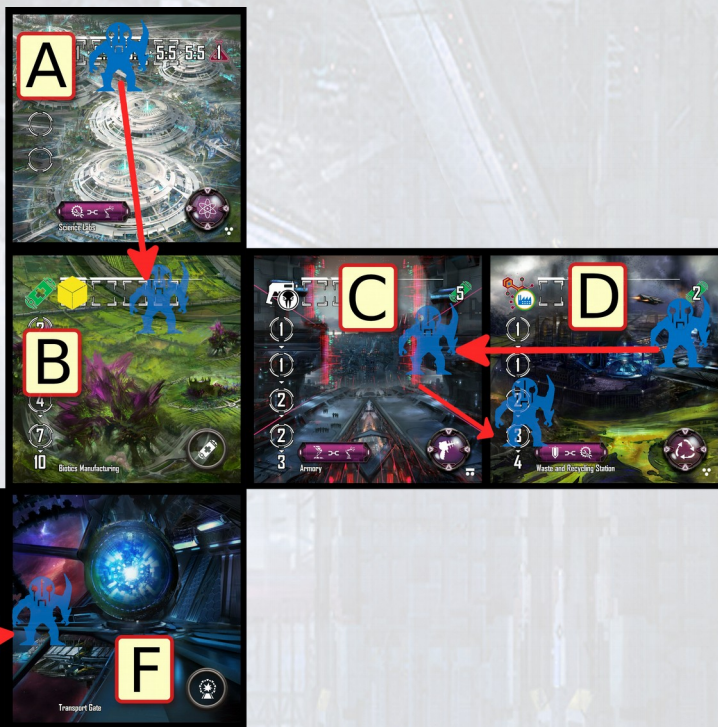
MOVE action for Dark Player:

1. Draw 1 card from the enemy-action deck. Ignore the direction of movement depicted on the card and only take note of the number.

2. If the enemy-action card was anything other than 🛑, choose any 1 upright Guardian unit to perform the MOVE action for. You can choose the direction of movement freely, but:

- You may only go behind the unit's orientation if it is the only possible direction.
- You still have to respect the rules for movement. For example, stop when moved into a transport gate or a room with units, integration cubes or power cylinders.
- You must move the number of places shown on the enemy-action card, unless you have to stop based on the rules. If there is only one remaining upright Guardian unit that can be moved, you must move that Guardian unit.

3. Lay the Guardian unit down, marking it as used this turn.

If there are 3-4 Challengers, draw another enemy-action card and perform the MOVE action a second time.

🖧 HEAL Guardian Action and RESET

A laid down Guardian unit in the playing area means that it has performed its action (was used this turn), however a laid down Guardian unit on the Enemy player board means it's wounded.

HEAL action and **RESET**: Stand all Guardian units upright – the used in the playing area and the wounded on the Enemy player board.

⚔ Combat Phase

Combat phase starts in all rooms occupied by both Guardian and Challengers' units. Check the Enemy board for the Guardian units' combat and defensive strength.

If playing with Automata: During combat, first the Challenger's artifact card is shown, then for the Automata an artifact card is drawn from the artifact deck.

If playing with Dark Player: Dark Player: Draw 1 card from the artifact deck and add it to your hand. Next, choose 1 artifact card to play from your hand.

The Challenger and Dark Player reveal their played artifact cards at the same time.

If the Enemy loses combat, move the Guardian unit to the Enemy Player board and lay it down, marking it as **wounded**.

if you are playing Complexity 2 variant, the same rules apply to the Guardian units as to any opponent's units in Awakening mode:

- Before their action phase, the Guardians will also have a preemptive phase in which they will UNSEAL doorways in occupied rooms. Guardians perform UNSEAL action for free – they have no military arsenal to spend.
- During a MOVE action, a Guardian unit cannot move through a sealed doorway and must stop. Then in the preemptive phase of its next turn, it will unseal all doorways next to the room it occupies.
- By occupying a room, a Guardian unit will hinder SEAL doorway performed by Challengers.
- Power tokens are permanent and are not removed by the Guardian's DISINTEGRATE action. A Guardian unit does not stop movement in order to remove power tokens.

Winning the Game

Challengers win the game by activating all rooms depicted on the Challenger's mission card. Losing control of an activated room does not void the corresponding mission card objective. It is irrelevant which Challenger activates which room.

Challengers lose the game when the turn counter reaches zero.

Strategy for Challengers (SPOILERS).

Invest in mobility and in routing power, as you need to avoid the Guardians more often than fight. Stay mindful of the enemy-action deck and try to predict in which direction the Guardians will move next. Also, you need to invest in military arsenal and artifacts to combat the Guardians, but only spend these when you have no other choice. Take your time to upgrade your biodome and avoid investing in the outer rooms. Two thirds of the game, go all-in and try to activate all rooms on your mission card at the same time. Cylinders together with cubes and units can be used to make a Guardian unit stop and move 1 room instead of 2. Cylinders are especially valuable as they can be routed into any room. If there is a factory that acts as a junction between rooms, integrate cubes into it. Integrating into a factory costs no resources and it will create a bottleneck for traversing Guardian units as a turn needs to be spent by them to remove a single integration cube.

Glitch Mode

Number of Players: 1 to 3 (Standard Edition) / 1 to 4 (Premium Edition) Challengers
Playing Time: 30 min per player (Automata counts as player)
Variants: You can play this mode on the A-side or B-side of the player boards; with or without the Complexity 2 variant. Best played on A-side with 1-3 Challengers.

Intro

In "The Glitch" mode you start the game in an Ark that is overwhelmed with problems. Systems fail, modules do not work, transport gates are broken down. And if that is not enough, taking advantage of the damaged Ark, hostile creatures have escaped their confinements and lurk around. You must race against time to fix the problems and repair the Ark, before you are lost in space forever.

Why would you like this mode:
- By playing The Glitch there is a sense of urgency and imminent danger. In other co-op modes a thoughtful plan is rewarded. In playing The Glitch, you need to take action NOW!
- Compared to the other solo and co-op modes, the Glitch is easier to play, involves less planning and more luck.
- Great for teaching the game to others. In your playing group, if half the members do not know the game, we recommend this mode to teach it to them and also get a bit of challenge for yourself. However, if more than half of your group members do not know the game, we recommend playing First Mission mode instead.

New Concepts

⚠️**hostile units** are the red meeples representing opponent units to the Challengers. The same rules apply to hostile units as to any opponent's units in Awakening mode. For example, they hinder ENGINEER in an occupied room, they can be wounded with OPEN AIRLOCK, etc.

⚠️**glitch cubes** are the red integration cubes used to mark problems/glitches in the Ark's rooms. If a room has even 1 glitch cube on it, the room is ⚠️**damaged.**

Challengers do not control and cannot yield benefits from damaged rooms.

A damaged room can be repaired by removing all the glitch cubes from it. You can remove a glitch cube by performing the ENGINEER action and replacing it with your own cube - the cost is 1 ⚙️ and resources as depicted on the room. A limit of 1 integration cube per outer room applies, so you need to take the ENGINEER action multiple times to remove multiple glitch cubes in the same room.

Reminder from Awakening mode: You may only remove an opponent's integration cube if you perform the ENGINEER action and there are no free square placeholders to place your integration cube.

In Glitch mode, the glitch cube is removed even if there are free square placeholders.
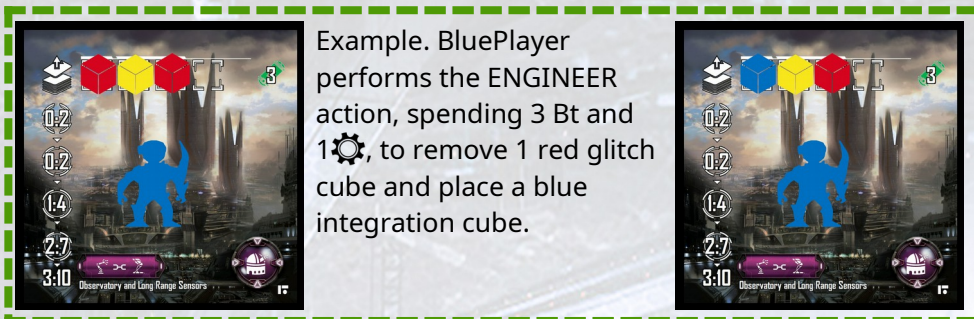
Example. BluePlayer performs the ENGINEER action, spending 3 Bt and 1⚙️, to remove 1 red glitch cube and place a blue integration cube.

The same rules apply to glitch cubes as to any opponent's integration cube in Awakening mode. For example: you can have Challenger's and glitch cubes in the same room; 🏠 and 🏠 can also replace a glitch cube with your own; you can remove a glitch cube with the ✖️ DISINTEGRATE action (if you are playing Complexity 2 variant), etc.

Game Flow

The game is played in **3 rounds**. Each round consists of:
- ⚠️**disaster stage**;
- ⚠️**turn stage** where Challengers are taking their turns;
- ⚠️**resolution stage** where the round winning conditions are evaluated;

To win the game, Challengers need to survive all 3 rounds.

Disaster Stage

Disaster happens. The Ark is falling apart.

1. Draw cards from the enemy-target deck. Find the rooms on the board and place glitch cubes on the free square placeholders:
- If 1 Challenger: 1 x 6 (1 glitch cube in each of 6 rooms)
- If 2 Challengers: 2 x 3, then 1 x 3
- If 3 Challengers: 2 x 4, then 1 x 4
- If 4 Challengers: 2 x 5, then 1 x 5

Example. In a game with 2 Challengers, draw 3 cards and place 2 red glitch cubes in each. Then draw new 3 cards and place 1 red glitch cube in each.

Place glitch cubes following these rules:
- If there is no free square placeholder (due to other glitch cubes or Challengers' integration cubes), do not place a glitch cube.
- If you draw a factory target card, always place 1 glitch cube in all factories of that type.
- In your ever need to place a glitch cube but there are none in the supply, Challengers immediately lose the game.

Discard the drawn enemy-target cards into a discard pile. If you draw an enemy-target card with the 🔀 symbol, after resolving it and placing glitch cubes, take all the discarded enemy-target cards and shuffle them back into the enemy-target deck.

To further increase this mode's difficulty, simply increase the number of cards drawn in the disaster stage.

2. Take back all cards from the enemy-target deck and discard pile, shuffle them and draw **3** cards. Without looking at them, place them face down in a row. These 3 target cards are referred to as ⚠**diagnose cards** and the corresponding rooms as ⚠**diagnose rooms.** Flip the first diagnose card face up.

3. Place 1 hostile unit in each of the rooms depicted on the Challengers' mission card. Do not remove the hostile units from the previous rounds. If you run out of hostile units, you can use red power cylinders as replacement. Hostile units do not move and always stay in the same room.

4. Combat phase starts in all rooms occupied by both Challenger's and hostile units. Check the Enemy board for the hostile units combat and defensive strength. During combat, first the Challenger's artifact card is shown, then for the Automata an artifact card is drawn from the artifact deck. If the Enemy loses combat, return the hostile units to the Enemy's private supply.

Turn Stage

During the turn stage, Challengers will take their turns. There is not much time before the Ark becomes critically damaged and falls apart, hence Challengers have a limited number of turns to repair the Ark's systems. To count the turns, use the Enemy's player board as ⚠**turn track**. Use the red glitch disk marker as ⚠**turn counter**. At the start of each turn stage, place the turn counter on starting position:

- If 1 Challenger: 15 for first, 10 for second and 10 turns for third round.
- If 2 Challengers: 10, 7 and 7 turns.
- If 3 or 4 Challengers: 7, 5 and 5 turns.

Example. In a game with 2 Challengers, the first round will consist of 10 turns for each Challenger (20 in total) and the turn counter is placed on position 10. The second round will consist of 7 turns for each Challenger (14 in total) and the turn counter is placed on position 7.

During the turn stage, Challengers take turns normally. After each Challenger has taken a turn, before the first player can take a turn again, reduce the turn counter by 1. When the turn counter reaches zero, the turn stage ends and the resolution stage starts.

Just like in Awakening mode, Challengers have a combat phase after the action phase if their units are occupying a room with a hostile unit.

DIAGNOSE action

The first revealed diagnose card depicts a potential source of all the glitches that you have been experiencing on the Ark. You must investigate and dispatch a unit into that room to diagnose the problem. The unit will investigate and trace back the glitch to another room.

After your turns ends, if any Challenger's unit is occupying a diagnose room, the unit automatically and immediately performs the ⚠**DIAGNOSE action**: Flip the next diagnose card face up.

This free action is performed after the combat phase, so potentially you will need to win combat with hostile units and then take the DIAGNOSE action.

It might happen that you already have a unit on the newly revealed diagnose card, in which case you perform the DIAGNOSE action again – you do not wait until next turn.

If a diagnose room is a factory, there must be units occupying 2 factories of that type to perform the DIAGNOSE action. These units do not need to belong to the same Challenger.

Resolution Stage

Evaluate if all conditions to pass the round are met:

- All the diagnose cards are revealed and the diagnose rooms are cleared of glitch cubes.
- For the 3rd round, all the rooms depicted on the Challengers' mission card are cleared from both glitch cubes and hostile units.
- In **hard difficulty:** For the 3rd round, all rooms depicted on the Challengers' mission card need to be fully integrated.

If any condition is not met, the game ends and Challengers **lose the game**. No further rounds are played. Otherwise, Challengers progress to next round. After the 3rd round, Challengers **win the game**.

Prepare for next round:
1. Put the round's 3 diagnose cards back in the game box.
2. Take the remaining cards from the enemy-target deck and discard pile and shuffle them into a new deck.

Next round starts again with the disaster stage.

Strategy for Challengers (SPOILERS).

In Glitch mode you must balance building your engine and diagnosing rooms. With a group of more people it might happen that everyone neglects the latter in order to build up their engine and thus the group will almost inevitably fail. You must prioritize diagnosing the rooms and removing the glitch cubes first. As the glitch cubes are replaced with your own, eventually, you will build up your engine.

It Learns Mode

Number of Players: 1 to 3 (Standard Edition) / 1 to 4 (Premium Edition) Challengers plus an optional Dark Player instead of an Automata.
Playing Time: 30 min per player (Automata counts as player)
Variants: You can play this mode on the A-side or B-side of the player boards; with or without the Complexity 2 variant. Best played on A-side.

Intro

The Ark is invaded by a hybrid organic-silicon fungus-like organism. The organism spreads through the Ark, both physically room by room and electronically through the Ark's computer systems. You must purge it from the Ark. Normally this would not be a problem for your advanced civilization, if it were not for one thing - the organism is self-aware and **It Learns**! Based on the actions you take, It Learns will adapt and upgrade.

To win, players must cooperate and synchronize their play to perfection. Play this mode if you want a challenging game, but note that there is more overhead in controlling the Automata in comparison to the other solo and co-op modes.

New Concepts

The Enemy "It Learns" exists in 2 forms – an organic form represented by green integration cubes (named ⚠️**infection cubes**) and a silicon form represented by green power cylinders (named ⚠️**corruption cylinders**). To signal that the Enemy has spread into a room, you will be placing corruption cylinders and infection cubes in the middle of the room, not on the circular or square placeholders. The Challenger's cubes and cylinders are placed as normal.

If there is at least one infection cube in the middle of a room, the room is ⚠️**infected** by the organic form. The same rules apply to the infection cubes as to any opponent's units in Awakening mode. For example: Challengers cannot integrate cubes in an infected room; an infected room does not prevent Challengers from controlling it; combat phase starts if Challengers' units occupy an infected room; OPEN AIRLOCK will work against infection cubes, etc. In addition to the standard rules concerning opponent's units:

- Challengers cannot go through infected rooms with 2 or more infection cubes. Units must stop in the room and combat phase begins.
- There can be no more than 3 infection cubes in a room.

If there is a corruption cylinder in the middle of a room, the room is ⚠️**corrupted** by the silicon form. A corruption cylinder can be removed by Challengers performing the ENGINEER action, spending 1 ⚙️ and resources. The number of required resources depends from the 🔵 upgrade on the Enemy player board. The resources type is dictated by the room and in case of a factory – any 1 resource type can be spent.

The same rules apply to corruption cylinders as to any opponent's integration cube in Awakening mode, for example: 🔘 and 🔘 can also remove a corruption cylinder, etc. There are some exceptions:

- Corruption cylinders are placed in the middle of the room. There can be only 1 corruption cylinder per room. A corruption cylinder is never placed on a transport gate.

- Before integrating cubes, Challengers must first remove the corruption cylinder. The limit of integrating 1 cube per room is unaffected by the removal of the corruption cylinder. So, it is valid to both remove a corruption cylinder and integrate one cube in the same room in one action phase.
- Challengers do not control a corrupted room. Even if the room is filled with Challengers' integration cubes, a single corruption cylinder will prevent control.

Game Flow

The game starts with a ⚠️**strategy stage** for the Enemy. The Dark Player or the first player (taking the role of the Automata) performs the strategy stage. Next, the Challengers take their turns normally, starting from first player and going clockwise. After each Challenger's turn there is an ⚠️**Enemy turn**, taken by the Dark Player, or by the Challenger (taking the role of the Automata). The Enemy turn consists of an action phase and potentially a combat phase. After each Challenger has taken a turn, before the first player's turn, there is another Enemy strategy stage performed by the first player. And so on.

Enemy Strategy Stage
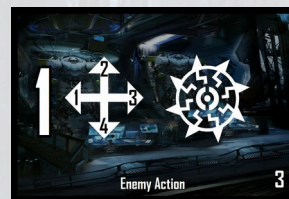
Draw a card from the enemy-action deck and place it face up. The right side shows 1 of possible 3 actions: 🦠 INFECT, 🕸️ CORRUPT and 🌸 BLOOM.

This is the action that the Enemy will be performing each turn, until the next Enemy strategy stage.

If the enemy-action deck is empty, construct a new deck from the discarded cards and reshuffle it.

Enemy Action Phase
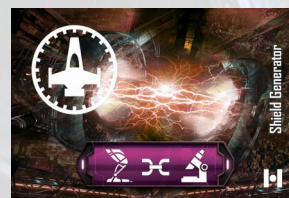
1. Draw 1 card from the enemy-target deck. Find the room depicted on the card – referred to as the ⚠️**targeted room**. If you draw a factory room:
   - the Automata's target is the starting factory room from game setup.
   - Dark Player chooses any 1 factory of that type.

2. In the targeted room, perform the action chosen during the Enemy strategy stage.

If you have drawn an enemy-target card with the 🔀 symbol, after performing the action, shuffle all the discarded enemy-target cards back into the deck.

🕸️ **CORRUPT** action. The silicon form spreads into the targeted room using the Ark's internal computer systems:

1. Take corruption cylinders from the supply according to the 🕸️ upgrade on the Enemy player board.

2. Place the corruption cylinders into the targeted room and all rooms adjacent to it that are not already corrupted, prioritizing:
   - first, rooms that are depicted on the Challengers' mission card (from now referred to as ⚠️**mission rooms**);

- next, rooms with any Challenger's component in them (unit, cube or cylinder);
- and last the targeted room, then adjacent rooms left, straight, right and behind it.

As much as possible, spread equally into rooms based on priority.
It may be impossible to place all corruption cylinders due to the limit of 1 corruption cylinder per room. In this case return the corruption cylinders to the Enemy's private supply.

Example. The first image shows the state before any action is taken by the Automata. YellowPlayer is a Challenger and Automata is green. 🕸 is upgraded to 2, so 2 cylinders should be placed. The targeted room is RoomB.

None of the rooms are depicted on the Challengers' mission card.

RoomA and RoomB are prioritized as they include Challenger's components. RoomA is already corrupted, so the first corruption cylinder is placed in RoomB. Next priority are RoomC and RoomD as no Challenger's components are found there. Due to RoomB's orientation, RoomC, RoomD and RoomA are left, straight and behind respectively. Hence, the second cylinder is placed in RoomC.

Last image shows the final state.

If playing with Dark Player, the Dark Player chooses freely which rooms to prioritize.

🦠 **INFECT** action. The organic form spreads from one room into an adjacent one, trying to reach the mission rooms (the rooms depicted on the Challengers' mission card):

1. Take infection cubes from the supply according to the 🦠 upgrade on the Enemy player board.
2. Identify the shortest path between the targeted room and the closest mission room with less than 3 infection cubes. Note that transport gates are also used by the Enemy, hence a shortest path might go through a transport gate. If a path of infected rooms already exists which is not the shortest, ignore it. If there are two equal shortest paths, choose any.
3. Start from the target room and move towards the mission room, placing 1 infection cube per room. Skip a room if it already has 3 infection cubes. If you reach the mission room, place 1 infection cube there and start from step 2 again.

Example. The first image shows the state before any action is taken by the Automata. 🦠 is upgraded to 4, so 4 infection cubes should be placed. The targeted room is RoomA. The closest mission room with less than 3 infection cubes is RoomC. The shortest path from RoomA to RoomC is through RoomB.

The first infection cube is placed in RoomA, then RoomB and the third one in RoomC.

There is 1 more infection cube to place, again starting from RoomA. RoomC is still the closest mission with less than 3 infection cubes and the shortest path is through RoomB. RoomA has already 3 infection cubes, so it is skipped and the fourth cube is placed in RoomB.
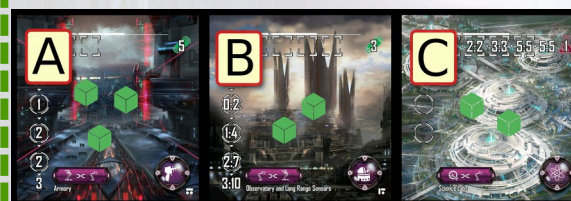
There are no more infection cubes to place.
Last image shows the final state.

In case the targeted room is a mission room, follow the same steps – place the maximum possible infection cubes in the targeted room and then identify the shortest path to the next mission room with less than 3 infection cubes.

🌺 **BLOOM** action:

1. If the targeted room is not infected **and** not corrupted (has no infection cube or corruption cylinder), do nothing.

2. Otherwise, place 🌺 corruption cylinders and 🌺 infection cubes into the targeted room and its adjacent rooms, following the same priorities as in the CORRUPT action (if playing with Automata) or choosing freely (if playing with Dark Player).

Example. On the Enemy player board 🌺 and 🌺 are upgraded to 1 and 6, so 1 corruption cylinder and 6 infection cubes should be placed. The targeted room is RoomB. None of the rooms are depicted on the Challengers' mission card. RoomB is infected, so the BLOOM action is performed.

RoomA and RoomB are priorities. RoomB is already
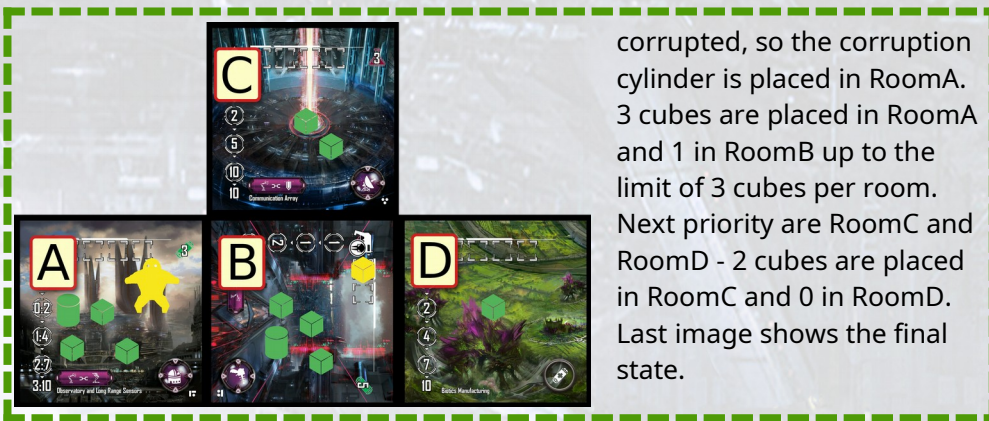
corrupted, so the corruption cylinder is placed in RoomA. 3 cubes are placed in RoomA and 1 in RoomB up to the limit of 3 cubes per room. Next priority are RoomC and RoomD - 2 cubes are placed in RoomC and 0 in RoomD. Last image shows the final state.

Enemy Combat Phase

Combat phase starts if a Challenger's units occupy an infected room. 🦷 🛡 depicted on the Enemy player board are the combat and defensive strength per infection cube. During combat, if there are less than 3 infection cubes in the combat room, the Enemy does not use an artifact card. Otherwise:

If playing with Automata:
First the Challenger's artifact card is shown, then for the Automata an artifact card is drawn from the artifact deck.

If playing with Dark Player:
Dark Player: Draw 1 card from the artifact deck and add it to your hand. Next, choose 1 artifact card to play from your hand.

The Challenger and Dark Player reveal their played artifact cards at the same time.

Challengers may always use an artifact card during combat. If the Enemy loses combat, return the infection cubes to the Enemy's private supply.

How Challengers Take Actions

Instead of placing their action markers, Challengers will select actions by choosing 1 challenger-action card and rotating it by 90 degrees left or right depending on the action taken. Once rotated, the challenger-action card is ⚠️**used** and the next Challenger must pick another one that is not rotated.

Example. 🦾 was chosen and the challenger-action card was rotated by 90 degrees left.

The active Challenger must pick a challenger-action card, even if there is no card with the desired action.

On the challenger-action cards there are no signs for the faction specific biodome sections (for example 🛡) and in this case to take the action pick any unused challenger-action card and flip it face down.

Not using the action markers means that a Challenger may choose to perform the same action as last turn.

When the active Challenger has no challenger-action cards to choose, It Learns learns from your past actions and ⚠️**adapts** by upgrading its player board:

1. Pause the game.
2. Count all the symbols on top of each rotated challenger-action card. Do not count symbols on face down challenger-action cards. Place a green cube on the Enemy player board based on the most numerous symbol. Break ties in favor of the least upgraded. Break further ties in favor of the leftmost on the challenger-action cards. In case of 🌸, first upgrade 🌸, then 🌸. The 🛡 symbol means that you should upgrade 🦷 🛡.
3. Reset all the challenger-action cards to their normal position. Resume the game. The active Challenger can pick a challenger-action card.

> if you are playing Complexity 2 variant, the same rules apply to the infection cubes as to any opponent's units in Awakening mode:
> - Before its action phase, the Enemy will also have a preemptive phase in which it will UNSEAL doorways in infected rooms. The Enemy performs the UNSEAL action for free – it has no military arsenal to reduce.
> - During the INFECT action, the Enemy cannot move its infection cubes through a sealed doorway or a guarded room.
> - An infected room (room occupied by an infection cube), will hinder SEAL doorway performed by Challengers.
> - Challengers can remove a corruption cylinder with the ✴ DISINTEGRATE action.

Winning the Game

Challengers immediately lose the game if either:
- A corruption cylinder or an infection cube needs to be placed, but there are no more in the Enemy's private supply.
- The Enemy has managed to corrupt or infect all 3 mission rooms.

To win the game, Challengers need to both:
- Activate all mission rooms. It is irrelevant which Challenger activates which room.
- Survive until the Enemy has adapted 4/5/6/7 times when playing with 1/2/3/4 Challengers. Count the upgrade cubes on the Enemy player board to easily keep track of the number of the times the Enemy has adapted.

Strategy for Challengers (SPOILERS).

> Use the fact that there is no exclusive control among Challengers. Prefer neutral units and outer power generators over your own faction's, because the neutral components will yield benefits to all Challengers.
>
> Example. If a neutral unit is in a room and is controlled inclusively by 3 Challengers, in a turn, all Challengers might take the ENGINEER action with that unit and place 3 integration cubes.
>
> It is almost impossible to chase the Enemy into rooms and remove its cubes and cylinders. Instead, you need to have a strong board presence and make the Enemy come to you. Invest in units and spread them across the board, occupying as many rooms as you can.

Fallout Competitive Mode

Number of Players: 2 to 4 (Standard Edition), 2 to 5 (Premium Edition)
Playing Time: 120 min
Variants: You can play this mode on the A-side or B-side of the player boards; with or without the Unfair variant; with or without the Complexity 2 variant.

Intro

Fallout is an alternative competitive mode. Instead of winning by achieving their secret mission, players compete for Victory Points (VPs) by completing ⚠️**objectives**. At the end of the game, the player with most VPs wins. Based on players' actions, the game will alternate between states of ⚠️**war** and ⚠️**peace** and there are slightly different rules in war and peace time.

Why you would like this mode:
- The objectives are small wins. Even if you do not win the game, you feel that you have managed to put up a fight.
- You spend more time following what other players are doing, as every objective is locked after 2 players complete it.

Setup

Follow setup instructions as in Awakening mode, with these changes:

After setup step 5. From the 6 achievement cards, randomly select 3 on easy (blue) and 3 on the difficult (purple) side.

Example. The easy achievement requires you to collect 10 artifacts, the difficult 15.

After setup step 8, each player: Draw 1 mission card. This is your private mission card and you should keep it secret from other players.

After all players draw, return the remaining mission cards unseen to the box.

After setup step 9, remove the duplicate target cards - you need only one copy of each. Add 4 factory target cards (1 of each factory type) to the deck.
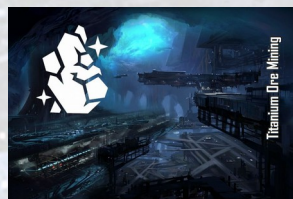
Shuffle the deck, draw 4 cards and place them unseen face down. The remaining target cards return unseen to the box.
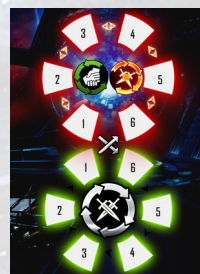
Place the double sided ⚠️**fallout track** on the side corresponding to the number of players.

Place the ⚠️**fallout counter** on position 4 / 6 green for a 2-3 / 4-5 player game.

For 2-3 players   For 4-5 players

Continue and finish all setup steps from Awakening mode, including player setup.

New Concepts and Rule Changes

War and Peace States

Reminder from Awakening mode: The combat phase occurs after the action phase, if the active player's units occupy the same room as an opponent's units.

The fallout track marks the state of relations between the factions: peace (green) or war (red).

In war:
- No rules are changed from Awakening mode - combat phase starts as normal.

In peace:
- Units can occupy the same rooms as opposing factions. Combat phase does not start after the action phase.
- Any attacking or wounding of units is prohibited. For example, you may not use the 🔘OPEN AIRLOCK action that wounds units without combat.
- Opponent's units occupying a room no longer hinder any of your actions. For example: opponent's units do not prevent you from integrating cubes in the same room; cannot hinder actions like ⚙️ENGINEER REMOTE, etc.

if you are playing the B-side Asymmetric or Complexity 2 variants, the rules **in peace** have further implications:

Actions like ⊕RANGE ATTACK and 💣EXPLODE BOMBS are prohibited as they directly attack and wound units. However 💣PLACE BOMBS is allowed.

Opponent's units cannot guard a room, hinder ⚔️ DISINTEGRATE or ◈SEAL doorway, stop you from placing power tokens in the same room, engineering adjacently, etc.

Note that in peace, a guarded room does not block movement, but a sealed doorway does. This is because units are directly involved in guarding a room, but only construct the sealed doorway.

Activating Rooms

Reminder from Awakening mode: If during your turn you control a fully integrated outer room, then you **activate the room**. When you activate a room, take the corresponding target card and place it next to your player board. The target card provides a powerful benefit: a **chain**.

In Fallout mode there are no chain benefits. After activating a room, you do not take the target card and claim the chain.

In order to receive VPs you might need to activate factories - control 2 fully integrated factories of the same type during your turn.

Replacing Cubes

In Fallout mode, you do not have a choice choosing which cube to replace: You must remove the leftmost cube that is not yours, shift all cubes to the left and then place your cube rightmost. This is in order to avoid targeting players with most VPs.
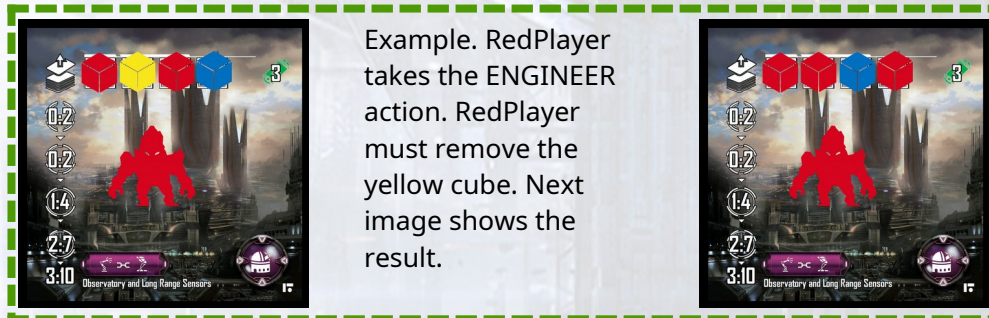
Example. RedPlayer takes the ENGINEER action. RedPlayer must remove the yellow cube. Next image shows the result.

Combat

In Fallout mode, a situation might arise where there is combat in a room with 3 or more players. In this case only: all players (even the active one) are considered as defending players. Essentially this means that Combat steps 1 and 2 are skipped and all players participating in combat only follow steps 3 to 7 and next combat resolution:

- step 3: Simultaneously play an artifact card.
- step 4: Critical mass explosion if 2 or more players have the ☢ sign on their artifact cards.
- step 5: Calculating total combat strength.
- step 6: Determining the victor. If 2 or more players have the highest total combat strength, then all players lose.
- step 7: Discarding the played artifact cards.
- combat resolution: wounding units and reducing military arsenal if the victorious player is not a defending player.

Refer to the <u>main rulebook Combat Phase, page 20</u>.

Game Flow

The game flow follows the rules from Awakening mode. In addition, you need to keep track of two things: moving the fallout counter and revealing new objectives.

Fallout Evaluation Phase

During the fallout evaluation phase it is determined if the fallout counter would be moved and in which direction. At game start, the fallout counter's position is the highest green (peace) position. As the relations between factions worsen, the fallout counter moves clockwise, closer towards position 1 green and after that goes into the highest red (war) position. During war, as the relations between factions improve, the fallout counter moves anticlockwise, closer towards position 1 red and after that goes into the highest green (peace) position.

The ⚠**fallout evaluation phase** is performed at the end of each player's turn.

- In peace: If a combat phase would have normally happened (but does not because the state is peace), move the fallout counter by 1 clockwise. Else, leave the counter at the current position.
- In war: If you did not initiate a combat phase, move the fallout counter by 1 anticlockwise towards peace. Otherwise, move the fallout counter by 1 clockwise.

The counter can only be moved in the direction of the arrows shown on the fallout track. For example, if the counter is already at the highest war state it cannot be moved clockwise towards peace.

Example. A 4-player game. The fallout counter is at position 2 green. The player turn order is yellow, red, green, blue.

Yellow's turn: YellowPlayer does not move his units in his action phase. In the fallout evaluation phase, the fallout counter does not move position, as YellowPlayer does not have units occupying the same room as opponent's units.

Red's turn: No combat phase happens because peace overrides the situation in RoomC, but the fallout counter moves to 1 green.

Green's turn: No combat phase. The counter moves to 6 red - into war. GreenPlayer's turn is over so no combat phase starts now for her.

Blue's turn: BluePlayer moves his unit away from RoomC into RoomB. It is war time, but no combat phase happens as BluePlayer is in no conflict for a room. The fallout counter is moved to 5 red.

Yellow's turn: YellowPlayer moves his units from RoomD into RoomB and RoomC. Combat phase starts in those rooms. In RoomC, as there are 3 players participating in combat, all players are considered defenders. In RoomB, YellowPlayer is considered the attacker.

Because there was a combat phase during Yellow's turn, the fallout counter is moved to 6 red.

Continuing example - assuming that YellowPlayer was victorious in RoomB, and GreenPlayer in RoomC. Red's turn: During the action phase, RedPlayer has not moved from RoomA. Combat with GreenPlayer starts and RedPlayer is considered the attacker as she is the active player.

As there was a combat phase during Red's turn, the fallout counter should be moved by 1 clockwise, but because the fallout counter is already at the highest war state, it stays on 6 red.

When played during the action phase, some artifact cards like the "Unknown Artifact" can move the fallout counter, but must stay within the peace/war state. After playing these artifact cards, the turn continues normally with a potential combat phase and then a fallout evaluation phase which additionally may move the fallout counter.

Completing and Revealing New Objectives

There are 6 visible achievements at game start (3 easy and 3 difficult). These are the first of the ⚠**public objectives** you will score VPs for. As the game progresses new public objectives will be revealed. When you complete an objective you will mark this by placing a cube of your color on it.

You may complete multiple objectives during your turn. You cannot complete objectives during an opponent's turn. An objective cannot be completed by the same player twice.
Each objective can be completed by maximum 1 / 2 players in a 2 / 3-5 player game.
After new objectives are revealed, you may still complete previous objectives.

Different VPs are scored for the first and second player to complete a public objective, so place the cubes in left to right order. The VPs awarded are depicted in the bottom-right corner of the achievement card.

Example. YellowPlayer and RedPlayer are the first and second to complete the "10 artifact cards in hand" achievement. They score 7 VPs and 5 VPs respectively.

Once a total of 8 cubes have been placed on the achievement cards (4 in a 2-player game), immediately reveal the target cards - these represent the new public objectives. To score VPs, you need to activate the rooms shown on the target cards. For each target card, the first player is rewarded 10 VPs, and the second player is awarded 7 VPs.

Example. YellowPlayer and RedPlayer score 10 VPs and 7 VPs respectively.

Game End and Scoring
The game ends when either:
- A total of 8 cubes have been placed on the target card objectives (4 in a 2-player game).
- A player has completed all 4 target cards objectives.

At this point, the active player finishes their turn and the game ends. Then, VPs are scored:

1. Score VPs based on the completed public objectives from the achievement and target cards.

2. 12 VP are scored for each room on your private mission card that is fully integrated and controlled by you after the game ends. Meaning, even if you have activated a room depicted on your mission card, you do not score VPs for it immediately, but wait until the game's end and then check if you still control it. Your mission card might depict the same room as a target card. Even if it is the same room, it represents a different objective and scores separately.

3. If you are playing Complexity 2 variant: 5 VPs are scored per "Unknown Artifact" card that is constructed as a biodome section. An "Unknown Artifact" card in hand is not scored.

The player with most VPs wins. In case of a tie, the player with most controlled outer rooms wins. If there is still a tie, tied players share victory.

Game Variants

You can choose to play the game with either none, one, several or all game variants. The variants introduce new concepts and abilities and hence increase the complexity of the game.

> Designer Note: Due to the increased complexity, we do not recommend playing **any** of the variants unless you have played at least 4 games **and** are thoroughly proficient in the game. We are not just saying this!
> Do not read further and instead come back to this chapter after you meet the before mentioned conditions.

New Concepts and Abilities

Unless stated explicitly, controlled neutral units and power cylinders from controlled outer rooms are considered equivalent to your awakened units and power cylinders in your color. Hence, the phrase "your units/cylinders" refers additionally to your controlled neutral units/cylinders.

Additional Combat Modifiers

 is combat strength per unit participating in combat.

 are additional combat and defensive strength that apply if you have at least 1 integration cube in the combat room.

> Example. You have acquired 2. In combat involving 3 of your units, you would add 2 x 3 = 6 to your total combat strength.

> Example. You have acquired 8 8, 2 and your military arsenal is 12. You are attacked in a room where you have 3 units and 4 integration cubes. You total defensive strength is 2 x 3 + 8 = 14.
> Your total combat strength is 12 + 8 + the power of any artifact card you play.

> Example. YellowPlayer has attacked RedPlayer by moving his units into the room.
> RedPlayer has 12 military arsenal, 3 combat strength per unit, 2 defense per unit, 6 defense and 4 4.
> YellowPlayer has 14 military arsenal, 4 and 2 2. YellowPlayer's defense strength is not important as he is the attacker.
> RedPlayer's defensive strength is 4 (2 x 2 from units) + 6 + 4 (from red cube in room) = 14. YellowPlayer has 14 military arsenal which is just enough to continue combat. Both players play an artifact card with power 8.
> RedPlayer's total combat strength is 12 (military arsenal) + 6 (3 x 2 from units) + 4 (from red cube) + 8 (from artifact) = 30;
> YellowPlayer's is 14 + 8 (4 x 2 from units) + 2 (from yellow cube) + 8 (from artifact) = 32. YellowPlayer wins and reduces his military arsenal down to 0.

⧗ Mini Action Phase

During your game, you may acquire benefits that let you execute a small action at the start of each of your turns. ⧗ is the symbol for this mini action performed in its own ⚠️**mini action phase**. Performing the mini action is optional and it does not change the position of your action marker.

> Example. ⧗2✛ lets you perform MOVE 2 at the start of each of your turns. After this mini action phase, you take a normal action phase by moving your action marker.

> Example. ⧗1 lets you increase your military arsenal by 1 at the start of each of your turns.

> Example. ⧗1 lets you take 1Mt from the common supply at the start of each of your turns.

The mini actions are not modified by "normal" benefits. If you have acquired multiple mini actions, you may only perform one type of them. Next turn, you may choose a different type. The benefits of mini actions from the same type are additive.

> Example. RedPlayer has acquired benefits ⧗1, ⧗1 and another ⧗1 benefit. RedPlayer has also upgraded her biodome to 5 and 5. At the start of each turn during the mini action phase, RedPlayer can decide either to 1) increase her military track by 2; 2) collect 1Mt or 3) neither.
> RedPlayer decides to perform a mini action phase and collect 1Mt. Next, during her action phase, she moves her action marker to "Military Development" section and performs the MILITARIZE action increasing her military arsenal by 5.

Unfair Variant

The Unfair variant allows a game to be played between experienced, intermediate and beginner players. To level the playing field, intermediate and beginner players each take the Beginner's Help artifact card and tuck it under their biodome. This card's ability is a mini action that adds 1Mt at the start of each turn. Additionally, in Awakening mode, beginner players (but not intermediate players) draw a mission card at game start and hence do not need to complete achievements.

B-side Asymmetric Variant
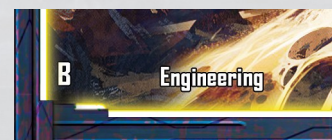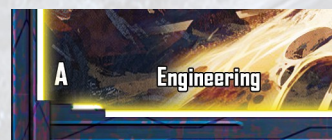
For asymmetric gameplay, players can choose to play on the B-side of their player boards. The B-sides have different upgrades per section, different resources and costs for upgrades and different combinations of actions you can take when placing your action marker in a section. In addition, when playing the B-side, factions receive one to three unique special powers and potentially one weakness.

Setup and Game Flow: There is no difference in setup of the common play area and in game flow. There are however differences in player setup:

- After you choose your faction, take all player components matching the color of your faction's biodome – Hara, Diruni, Gimmli, Pajak, Eiilis take green, yellow, blue, red, purple respectively. Togach, Raghna and Qfin do not have components in their color, so simply pick any of the remaining colors.
- Next, follow the instruction on each faction's reference sheet that describes any differences in player setup.

For how to play with each faction, first read each faction's reference sheet as it contains a short reference to all your faction's abilities. Next find each ability in this chapter of the rulebook where it is explained in details and with examples. On the reference sheets you will also find strategy advice for each faction, but note there is no "one correct way" to play a faction.

In addition to normal movement, use ✛ to ...

If playing on B-side, the Diruni faction has a special ability:

In addition to normal movement between adjacent rooms, you can use ✛ to move from any room into your biodome or into any room where you have at least 1 of your power cylinders. It makes no difference who controls or occupies the destination room.
If you control an outer power generator, the cylinders from there also count.
Neutral units you control also acquire this ability.

Example. YellowPlayer has 2 units in RoomA, 1 unit in RoomB and power cylinders in RoomC and RoomE. YellowPlayer performs the MOVE action and uses 1✛ to move 2 units from RoomA into RoomC

and 1✛ to move them again into RoomD. He then uses 1✛ to move 1 unit from RoomB into RoomE.

Similar abilities are provided by cards from the "Sealed Section" expansion. By understanding the Diruni's ability you can understand those also.

✧ Metabolism

If you win combat, gain Mt for each opponent's wounded unit. The amount of Mt depends on the metabolism upgrade ✧.

Example. Your ✧ is upgraded to 2. You win combat against 3 units. Take 6Mt from the common supply.

⛩ Pylon

1/2/.. ⛩ - Each of your units in a room/section has the same effect as if there are 1/2/.. additional power cylinders.
With the pylon ability, your units have the effect of power cylinders. Moving your units inside a room will power up the room. Note that the units neither block routing of power cylinders nor can be used to push an opponent's power cylinder out of a room.

Example. RedPlayer has 1⛩ benefit. RedPlayer performs EXPLOIT, and gathers 7Ti from this room (Titanium Ore Mining).
YellowPlayers also performs EXPLOIT and gathers 7Ti as the room is inclusively controlled.
RedPlayer upgrades to 2⛩. The room will now provide 10Ti (the maximum). The yellow cylinder cannot be pushed out of the room by the red units.

Tip. As a reminder that a unit powers up a room additionally, you can place the unit on top of 1/2/3 (depending on the ⛩ upgrade) circular placeholders. However, remember that these units do not block routing of opponent's power cylinders into the room.

Inside your biodome, your awakened units reside in the "Unit and Sickbay" section. If you have acquired the ⛩ pylon passive benefit, then your units can be ⚠assigned to specific sections of your biodome. Use 1✛ to assign any 1 unit to a specific biodome section. To assign it, the unit already must be inside your biodome.

Wounded units cannot power anything. Recently healed or awakened units start in "Unit Stasis and Sickbay" section and hence do not power anything until a MOVE action is performed and the unit is assigned to a biodome section with circular placeholders.


Example. RedPlayer has upgraded to 2⛩ and 5✛ . She has 1 unit inside her biodome's "Production and Exploitation" section.
RedPlayer performs the MOVE action and uses 1✛ to move 2 units from an adjacent outer room into her biodome – the units must be placed onto the "Unit Stasis and Sickbay" section before assigned. Then she uses 2✛ to assign both units to the "Military Development" section and 1✛ to reassign a unit from the "Production and Exploitation" to the "Artifact Research" section.

Neutral units you control also acquire the pylon ⛩ ability, but note that neutral units can never enter your biodome and hence cannot power up any section there.

Move Freely Between Adapted Rooms

If playing on B-side, the Eiilis faction has a special ability to move freely between ⚠**adapted rooms**. Adapted room is the room in which there is at least 1 integration cube from the Eiilis.
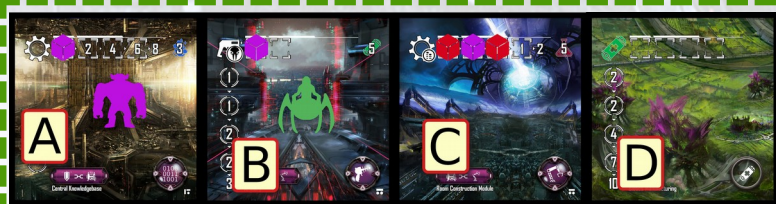

Example. PurplePlayer has ⌛1✥ (the capability to perform 1✥ in a mini action phase) and as Eiilis the capability to move freely between adapted rooms. PurplePlayer moves her action marker to perform the ENGINEER action. But before that, she performs MOVE in the mini action phase: uses 0✥ to move her unit from RoomA, through RoomB into RoomC; then uses 1✥ to move from RoomC into RoomD. PurplePlayer then performs the ENGINEER action and integrates a cube into RoomD.

Example. PurplePlayer has 2✥ upgraded movement, ⌛1✥ and as Eiilis the capability to move freely between adapted rooms. PurplePlayer first performs a MOVE in the mini action phase and uses 1✥ to move her unit from RoomA into RoomB. PurplePlayer then moves her action marker to perform the MOVE action (she has 2✥ available) and uses 1✥ to move from RoomB into RoomC; 0✥ to RoomD and finally 1✥ to move into RoomE.

🎯 Range Attack Benefit and Action
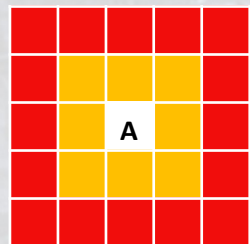
Having the 🎯 benefit allows you to perform a new action in addition to the basic actions. By performing the 🎯 RANGE ATTACK action, you may execute an unlimited number of ⚠**range attacks** on any unit within 🎯 range from any of your units.

Example. Every square represents a room. Orange and red rooms are within range 1 and 2 respectively from the unit in RoomA.

A range attack is essentially a combat between you and the defending player, the only difference being that no artifact cards can be played by attacker or defender. All other aspects are the same – reducing military arsenal if attacker wins, etc. Note that these combats are during your action phase.

> Tip. As no artifact cards are played, you can already calculate how the battle will end between you and the defender, hence it would be a foolish mistake to range attack a player that has equal or more total combat strength than you.
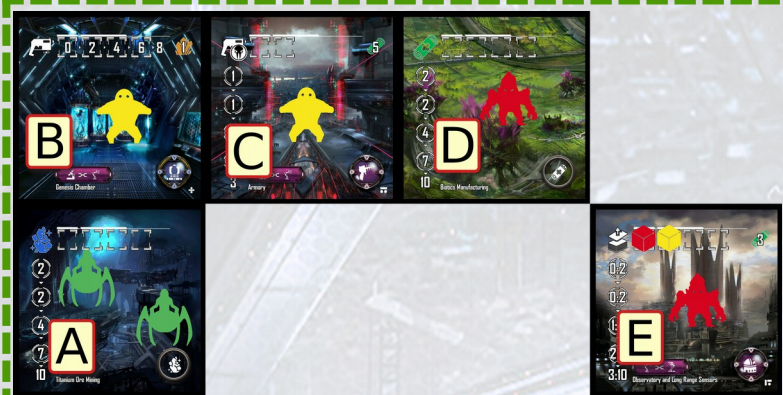
Example. GreenPlayer has 12 military arsenal, 2⚔ combat and 2🛡 defense per unit. RedPlayer has 12 military arsenal, 4⚔ 4🛡 and 2🛡.
YellowPlayer has 20 military arsenal, 2⚔, 2⚔ 4🛡. and 2🎯. YellowPlayer performs the RANGE ATTACK action.
Combat1: RoomA is at range 1 from both units in RoomB and RoomC and YellowPlayer decides to attack there first. GreenPlayer calculates her defensive strength as 2 x 2 = 4 which is lower than YellowPlayer's military arsenal, so combat can continue. GreenPlayer's total combat strength is 12 + 2 x 2 = 16 and YellowPlayer's is 20 (he has no units in the combat room so ⚔ is not considered). YellowPlayer wins and reduces his military arsenal down to 16.
Combat2: YellowPlayer decides to attack RoomE, which is at range 2 from RoomC. RoomE is not connected to the other rooms, but this does not matter – the room is still in range and a range attack is allowed. RedPlayer's defensive strength is 2 x 1 + 4 = 6. RedPlayer's total combat strength is 12 + 4 = 16 and YellowPlayer's is 16 + 2 = 18 (he has an integration cube in the combat room). YellowPlayer wins and reduces his military arsenal down to 10.
Combat3. RoomD is at range 1 from RoomC and range 2 from RoomB. YellowPlayer foolishly decides to range attack RoomD from RoomC. RedPlayer's defensive strength is 2 x 1 = 2. RedPlayer's total combat strength is 12 and YellowPlayer's is 10. YellowPlayer loses combat, his unit in RoomC is wounded and returned to Sickbay and he does not reduce his military arsenal. YellowPlayer decides to initiate no further combats and ends his turn.

Engineer Adjacent

If playing on B-side, the Togach faction has a special ability: in addition to any occupied room, they can perform the ENGINEER action in any adjacent rooms unoccupied by an opponent.
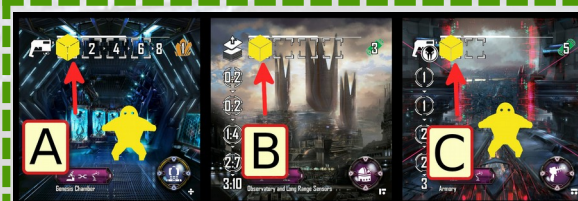
Example. YellowPlayer performs the ENGINEER action and integrates one cube in each room.

Note that the room/section integration limit applies, so YellowPlayer cannot place 2 integration cubes in RoomB even though he has 2 adjacent units. If RoomB had been occupied by an opponent, YellowPlayer could not have integrated a cube there.

Reminder: The biodome is considered a room, which implies that a unit occupying your biodome may integrate into its adjacent rooms. If playing in Complexity 2, the "Engineer Adjacent" ability also allows you to place power tokens in adjacent unoccupied rooms.

⚙Protective Integration

To gain control of an outer room, opposing players can replace your integration cubes with their own. With the ⚙ upgrade it will cost them additional resources to do so.

> Example. You have ⚙ upgraded to 2. To replace your integration cube will cost your opponent +2 of the corresponding resource.
> If a room requires 2Os, then 4Os has to be spent. If the room is a factory, then 2 of any 1 resource type must be spent.

With ⚙ ENGINEER FREE you do not pay any normal or additional resource cost imposed by a ⚙ upgrade.

Engineering Mastery

If playing on B-side, the Gimmli faction has a special ability to break the **room integration** limit:

> You may integrate 1 cube per unit occupying the outer room.
> Note that inside your biodome, the 1 cube per section integration limit still applies.

> Example. If you have 3 units in an outer room and perform the ENGINEER action, you may integrate up to 3 integration cubes in that room. Assuming you have 3⚙ and resources to spend.

Complexity 2 Variant

⚠**Complexity 2** variant is an advanced gameplay that introduces new biodome sections, hacking the Ark's Main Power Generator, sealing off access to rooms and disintegrating integration cubes setup by your opponents.

> Designer note: We only recommend playing Complexity 2 variant if you are comfortable with more complex games. If you want variety, instead we recommend the B-side Asymmetric variant.

Setup: There is no difference in game setup, with the exception that at game start each player receives an additional artifact card: From the artifact deck, separate the 3 cards with title "Airlock Override" and the 3 cards with title "Architect's Key". Give each player a random one. Shuffle the remaining ones back into the artifact deck unseen.

Guarded Room and Unlocking New Actions

⚠**guarded** room is a room occupied by 2 or more opponent's units. Your units cannot move through a guarded room. Instead, they must stop movement and initiate combat. Neutral units controlled by an opponent also contribute to guarding a room, unless the neutral units are controlled by both you and your opponent.

☢ In Complexity 2 you may not play an artifact card with the critical mass symbol during combat, unless your military arsenal marker is on position 7 or higher.
◆ 4 or higher unlocks the use of the SEAL and UNSEAL doorway actions.
✺ 16 or higher unlocks the use of the DISINTEGRATE action.

Preemptive Phase

Complexity 2 variant adds a ⚠**preemptive phase** before the action phases (including the mini action phase). During the preemptive phase you can spend your military arsenal to perform actions like ⚠**SEAL/UNSEAL** doorway and ⚠**DISINTEGRATE.** You may perform any combination of these actions multiple times, provided that you have the military arsenal to spend.
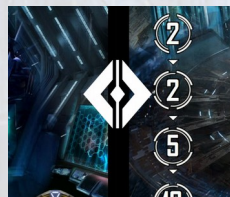
A ⚠**doorway** is the edge between 2 rooms.

◆ SEAL doorway. Reduce your military arsenal by 4 to place an integration cube of your color between a room you occupy and a room unoccupied by an opponent.

If there is an integration cube on the doorway, the doorway is ⚠**sealed** and opponent's units cannot move through. Instead, they must stop and perform the UNSEAL doorway action during their preemptive phase. Only 1 integration cube can be placed on a doorway. Your units may move through a doorway sealed by you. TELEPORT can circumvent sealed doorways.

◆ UNSEAL doorway. If you occupy a room that has one of its doorways sealed, you may perform the UNSEAL doorway action: reduce your military arsenal by 4 and remove the integration cube sealing the doorway.

> Example. YellowPlayer has 24 military arsenal. He has performed the MOVE action to move his unit into RoomB. RoomB was not occupied, so there was no combat phase. On YellowPlayer's next turn, during the preemptive phase, he performs the UNSEAL action to unseal doorways towards RoomA and RoomC, spending 8 military arsenal. He then performs the SEAL action to seal the doorway towards RoomC, spending 4 military arsenal. YellowPlayer cannot seal the doorway towards RoomA because RoomA is occupied by an opponent. At the end of the preemptive phase, YellowPlayer has 12 military arsenal. The right image shows the final state.

DISINTEGRATE. Reduce your military arsenal by 16 to remove 1 opponent's integration cube from a room you occupy. Additionally, you may remove any or all power cylinders from the room, returning them to their corresponding power generator.

Example. YellowPlayer has 20 military arsenal. YellowPlayer wants to move his unit from RoomC into RoomA, but there is a sealed doorway hence the unit must stop in RoomB. Next turn, in the preemptive phase, YellowPlayer UNSEALS and removes the red cube on the doorway between RoomA and RoomB (costs 4). Additionally, YellowPlayer chooses to perform DISINTEGRATE to remove the red integration cube from RoomB (costs 16 military arsenal).

New Action Uses

In Complexity 2 variant the USE ARTIFACT and ENGINEER actions have additional uses.

CONSTRUCT a new biodome section.

Your scientists have figured out the secrets behind the Ark's artifacts. Now, instead of the one-time use, an artifact can be utilized to construct and add a new section to your biodome. The newly constructed biodome section might provide a permanent benefit or even unlock a new action you can perform.

To CONSTRUCT a biodome section: During the ⬙ USE ARTIFACT action, take an artifact card from your hand and instead of discarding it for its one-time use, place it face up under your biodome, with the lower part (the biodome section) visible (E).

The benefits provided by the newly constructed biodome section are additive and apply from the next action phase onward.

You may have up to 4 new biodome sections. If you construct a fifth one, immediately remove an existing one and discard its artifact card.

You may choose to **REMOVE a biodome section** by discarding its artifact card. This is a free action taken any time during your action phase.

Example. You have **2** ⬙. When performing the USE ARTIFACT action, you may use up to 2 artifact cards – for constructing 2 biodome sections, for 2 one-time uses or a mix.

### HACK the Ark's Main Power Generator.

During the ENGINEER action, in addition to integrating cubes, you can use ⚙ to hack the ⚠ **Main Power Generator** and steal energy from it. The Main Power Generator is a room only abstractly in play – there is no tile depicting the room and no player can control it, but players can "steal" energy from it and route the energy to a room on the board. The power tokens are used to represent this stolen energy.

It costs 2⚙ to take 1 power token from the common supply and place it into any room you occupy. If possible, always place the power token on top of 2 circular placeholders. You may not place a power token into biodomes.

Power tokens are permanent and neutral. Permanent means that they cannot be removed from a room in any way by any player. They do however shift up in case other power cylinders are removed from the room. Neutral means that they do not count towards the player controlling the room.

The supply of power tokens can run out, in which case the Main Power Generator has reached its limit and players can no longer get "free energy" by hacking it.

There is no limit to how many power tokens can be placed per action phase, provided that you have the ⚙ to spend and the public supply of power tokens is not empty. If you want to place a power token in a room in which all the circular placeholders are covered, the same rule applies as when performing ROUTE POWER: to place your power token you may remove a power cylinder only if you occupy the room, which you are.
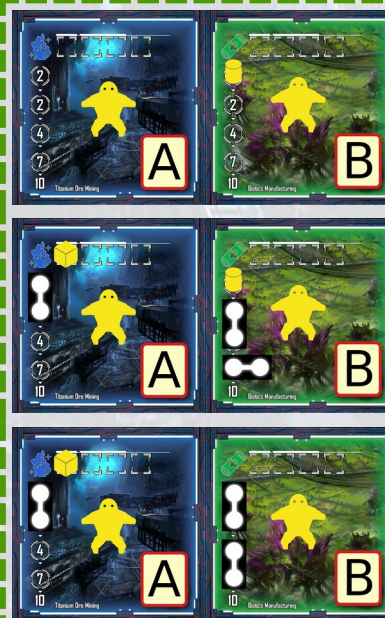
Example. YellowPlayer has 7⚙. In the common supply there are 5 power tokens remaining.

1st turn: YellowPlayer performs the ENGINEER action. He uses 6⚙ to take 3 power tokens from the common supply, places 1 of them in RoomA and 2 in RoomB. The second power token does not fit so he rotates it sideways. YellowPlayer uses his last remaining ⚙ to place an integration cube in RoomA.

2nd turn: YellowPlayer performs ROUTE POWER and moves his yellow cylinder out of RoomB. Automatically the power tokens shift up. Last image shows the final state.

⚙, ⚙ and ⚙ benefits can be also used as a normal ⚙, including to hack the Main Power Generator.

Example. YellowPlayer has 1⚙ and 1⚙ and uses them as 2⚙ to place 1 power token.