

15-40
min

players
1-4



■ strategic ■ post-apocalyptic ■ card based

BIOSPHERE 5

Is there any hope?

[08/23]



Basic Game

The Abyss + Men against Machine

age
10+





1 BEFORE THE GAME STARTS

1.1 THE STORY

The end of the human race is near: Ravaged by war, ecological disasters and a nuclear holocaust, Planet Earth is virtually uninhabitable. Amongst the rubble and remains of civilisation, in constant misery, battling against starvation and the ever present threat of violence, the few remaining survivors fight against one another and the environment for their lives. Day by day all hope fades! Till one day from the gloom there is a glimmer, a spark of hope renewed, the possibility of a new dawn arises:

PROJECT BIOSPHERE 5

Will the opposing clans of survivors succeed in establishing a new, habitable home for mankind? And if so, which clan will be the one to succeed?



1.2 GAME DESCRIPTION AND MATERIALS

BIOSPHERE 5 is an easy to learn strategic post-apocalyptic card game for 1- 4 players (age 10+). There is a deck of 25 cards, a gaming board and 2 move tokens for each player. Who is able to establish the *Biosphere 5* first wins. The game duration is approximately 15-40 minutes.

Once you got familiar with the “*Basic Game*” (→ p. 2-17) there is an extension called “*The Abyss*” (→ p. 18-23) and a single player version, “*Man against Machine*” (→ p. 24-31).

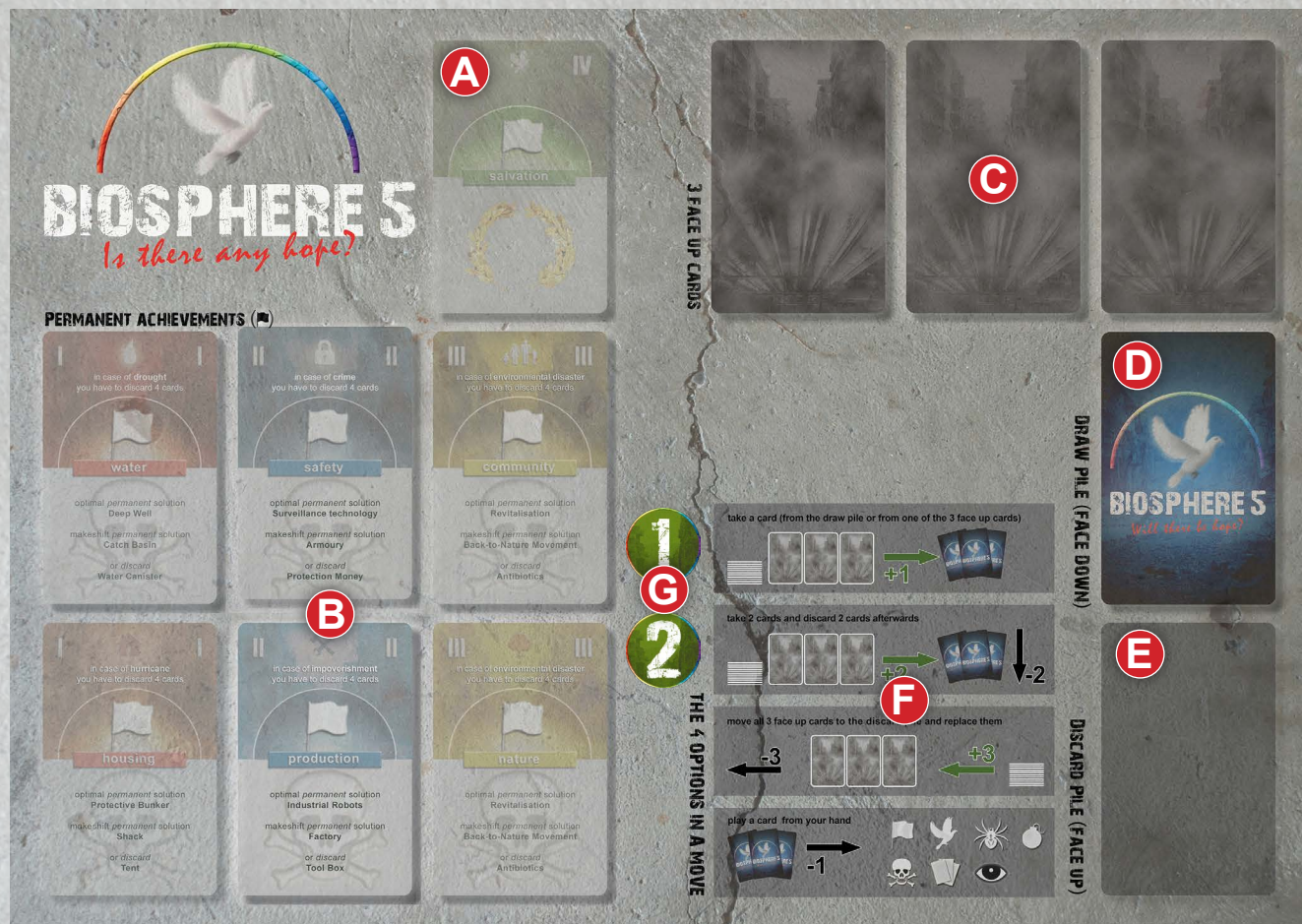


fig. 1: At the beginning of the game, each player receives an identical set of 25 different playing cards



fig. 2: With the two move markers players can indicate which moves are chosen.

fig. 3



the gaming board

EXPLANATIONS

To reach the goal of the game - playing the **Biosphere 5 card (A)** - the players have to solve six specific problems.

The solutions to that problems are named **achievements** and collected on the left side of their gaming board (B).

Everytime cards are drawn there is the choice to draw

either from **the three face up cards (C)** or from the face down **draw pile (D)**. Cards that are played or somehow discarded go to the **discard pile (E)**.

Every turn has two moves. As indicated here there are **4 options in a move (F)**.

The two **move markers** show what each player has done in their two moves (G).

1.3 GOAL OF THE GAME

It is the goal of the players to save mankind by successfully establishing *Biosphere 5* with their clan. In order to achieve this, issues in six different fields of civilisation have to be solved.

1.4 GAME SET UP AND START

Each player gets a gaming board, two move markers and one set of cards. Cards are shuffled and three cards are drawn which are laid down face up. The player with less red cards is the starting player. The *Biosphere 5/ Attack* card counts for two red ones. In case of a draw, the youngest player begins the game. Players start the game with an empty hand.

There are special rules for → **2.5. THE GAME WITH THREE OR FOUR PLAYER.**

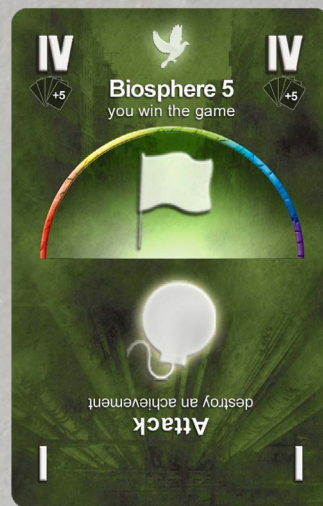


fig. 4: The Biosphere 5/ Attack card is the most important card of the game. Playing the *Biosphere-5* option ends the game.



2 PLAYING THE GAME

2.1 THE STAGES OF THE GAME

Each player has two moves in their turn. For each move there are **4 options** → **fig. 5** (page 7) to choose from (it is obligatory to choose):

1. take a card from either the 3 face up cards or draw pile (A)

Either from among the three face up cards, or the uppermost one from draw pile. Hold your cards and show them to nobody else.

If the draw pile runs out of cards, reshuffle the discard pile and create a new draw pile immediately.

A player can have a maximum of eight cards; surplus cards need to be discarded at the end of the turn (not at the end of the move). → **2.4. DISCARDING CARDS FROM HAND.**

2. take two cards and discard two cards afterwards (B)

Both, face up- and draw pile cards can be chosen freely.

3. move all 3 face up cards to the discard pile and replace them (C)

4. play a card from your hand (D)

Cards may only be played once in your hand. Please note however, once option 4 is chosen twice only one permanent achievement (■; → **2.3.1 ACHIEVEMENTS**) can be played per turn.

Whether or not a card can be played then depends on the card's level as well as the players level of civilisation reached → **2.3. CARD FEATURES.**

Whereas achievements are placed to the appropriate part of the gaming board all other cards played are discarded at the end of the move.

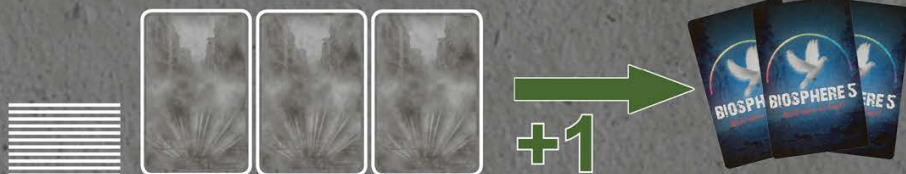
At the end of each move (not turn), if there are less than three face up cards, fill the empty spaces with cards from the draw deck until there are three again.

The actual move chosen (1-4) has to be announced clearly before proceeding. Both verbal announcements or the move specific markers available can be used to show what you will do. In any case, there should be no confusion which option was chosen.

fig. 5

A

take a card (from the draw pile or from one of the 3 face up cards)



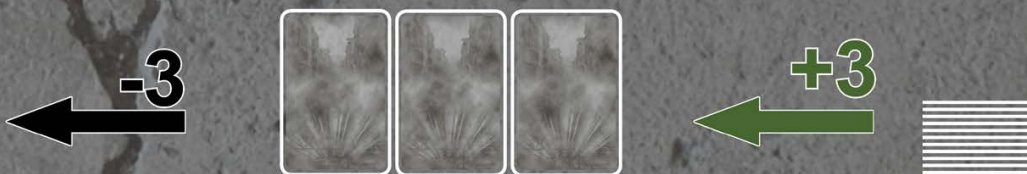
B

take 2 cards and discard 2 cards afterwards



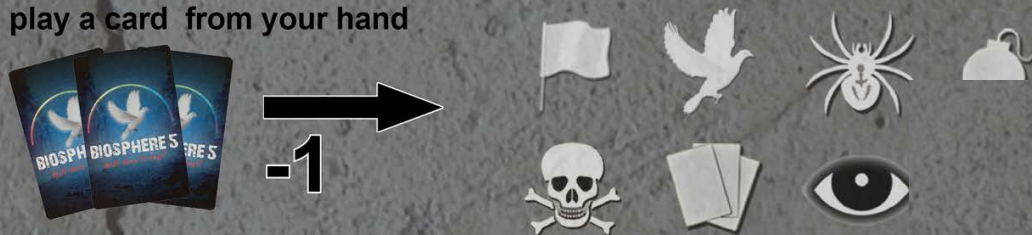
C

move all 3 face up cards to the discard pile and replace them



D

play a card from your hand



the options per move

2.2 END OF GAME

Once a player manages to establish *Biosphere 5* the game ends immediately and this player wins the game.

Note that five additional cards have to be discarded from the hand to play the green *Biosphere 5* card. Furthermore, the two level III problems “*nature*” and “*co-operation*” must be complete at this moment (the others needn’t) in accordance with the normal rules of playing cards
→ 2.3.1 CARD FEATURES.

With only two players (left) it is possible that one of them may drop out, thus ending the game without *Biosphere* being played at all → 2.4. **DISCARDING CARDS FROM HAND**. When players drop out during their own turn the opponent wins. The same holds true if this happens during an opponent’s turn - given that, the *Biosphere/Attack* card is in that opponent’s hand. If not, the game ends in a draw.



fig. 6



UPPER PART OF THE CARD

The options symbolized on the upper part of the card are used to tackle the problems at levels I-IV.

LOWER PART OF THE CARD

Each card can be played in two ways. The player decides which one is used. *Note:* The two options may have different levels! The lower options usually harm the other players except for *New Hope*.

the playing card

EXPLANATIONS

There are two different problem areas (A) to be tackled at each level. For instance, at level II, security and production. Each card option is assigned one of the levels I-IV (B). The Roman numerals show whether a card can be played - this is the case, if the corresponding game level has already been reached.

The solutions to the problems are not necessarily (permanent) achievements. The latter can be recognised by their flag symbol (C). Cards with the hand symbol go to the discard pile after being used.

Each problem at levels I-III can be "solved" in three ways which differ in how dependable they are (D). Yellow makeshift (E) and rainbow coloured perfect solutions played as achievements provide permanent protection from catastrophes (in contrast to discarding rescue cards helping only once).

For each of the problems at levels I-III there is a specific kind of catastrophe (F). In addition, every level offers one further game option (level I: *New Hope*, II: *Espionage*, III: *Sabotage* and IV: *Attack*).

2.3 CARD FEATURES

Each card possesses two options, as depicted on the upper and lower part of the card respectively → **fig. 6**, page 9. The respective player chooses which one of the two options he wants to use. In order to play a card option higher than level I, both achievements of the level below must have been completed. Ex-

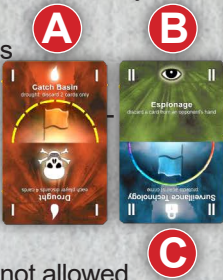
ception: at least one card of the intended level has been played already and is on display still (then it doesn't matter if some previously achieved lower level achievements have already been destroyed again). Level I cards, e.g. all → **2.3.2 RESCUE CARDS**, can be applied at any time.

fig. 7

fig. 7: Example #1: Sometimes a strong combination

Playing *Catch Basin* (A) in his first move the yellow player solves the last red level I problem to be able to immediately take advantage of level II options in his second move - *Espionage* (B) in this case.

Please note:
As it's generally not allowed to play two achievements in one turn → **2.1 THE STAGES OF THE GAME** it is not possible to play *Surveillance Technology* (C) in the second move.



#1: Playing *Catching Basin* and *Espionage*



2.3.1 ACHIEVEMENTS

Achievements can be recognised by their light flag symbol. They mustn't mixed up with rescue cards (dark hand symbol).

The function of achievements is to permanently prevent catastrophes and to reach a higher level of civilisation. When played, they are laid down face up and remain there. Achievements present either a makeshift (yellow semi-circle, → **fig. 6**, page 9) or an optimal solution to a specific problem (rainbow coloured half-circle and lower part of the card is green).

It is not allowed to replace a makeshift solution with a perfect one later (or vice versa). Thus, once a certain achievement of a given category (water/ housing/ production/safety/nature/community) is on display, no other achievement of the same category can be played at all.

Note: As mentioned above already it is not allowed to play more than one achievement in one turn.



2.3.2 RESCUE CARDS

Rescue cards held in ones hand can help to fight catastrophes (→ **2.3.3 CATASTROPHES**). This is achieved by discarding them from the player's hand in direct response to a particular catastrophe.

In contrast to achievements, which protect permanently, their help is only short-term however.

Rescue cards can also be discarded in response to self-inflicted catastrophes. Discarding rescue cards does not count as a move.



fig. 8: rescue cards against all kinds of catastrophes



2.3.3 CATASTROPHES

In the course of the game the players have to present solutions in the fields of water, housing, safety and so on, to each of which there is a specific catas-

trophe, too. Catastrophes may only be played if a player holds the corresponding level → **2.3.1 CARD FEATURES**. A catastrophe affects all players (includ-

fig. 9



fig. 9: Example #2:
A surprising assault

Although it's not allowed to play a catastrophe without any protection, catastrophes could nevertheless be played without any associated achievement, if an appropriate rescue card (A) is discarded simultaneously. Such an assault may prove both, very surprising and highly effective, yet at the expense of two hand cards. In the given example this operation fails however, as the blue player has the rescue card *Powerful Friends* (B) in his hand.

#2: playing a catastrophe with an appropriate rescue card



2.3.4 OTHER ACTIONS

ing the player who activated it). The players have to discard four cards each when the catastrophe is played. However, this can be avoided or at least alleviated by achievements on display which provide protection, or by discarding the corresponding rescue card (→ **2.3.2 RESCUE CARDS**).

The consequences of the disaster occur simultaneously for everyone, but are checked in turn. The player who played the disaster is the last to be affected.

It's not allowed to play a catastrophe being without any protection. In other words, you can't play a catastrophe if you would have to discard four cards yourself.

In general, other actions are aimed at harming the opponents. Whether a card can be played or not depends on the level printed on the corresponding part of the card, as explained above.

New Hope is in the deck twice. As a level-I-card, its play is not tied to a civilisation level. *New Hope* is used to draw exactly three cards, either from the draw pile or from the face-up cards.



fig 10. catastrophes - they usually involve the discarding of cards

Note:
The face-up cards are only replenished at the end of the move.

fig. 11: *New Hope* is the alternative option to *Deep Well* (and of *Protective Bunker*, too).

Espionage 👁 enables a player to look at a single player's cards in order to enforce discarding a certain card. However, this level II action is only possible if civilisation at level I is complete or at least one achievement at level II has been played and is still on the display.



fig. 12 *Espionage* is often used to force an enemy to discard their *Biosphere5/Attack*-card.



fig. 13: Playing *Sabotage* is forcing to discard three random cards.

With *Sabotage* 🕷 a player randomly picks three cards from another player's hand, which then have to be discarded. If this player has less than three cards the rules of → 2.4. DISCARDING CARDS FROM HAND apply.

Like with all actions described above, *Sabotage* (level III) can only be played once civilisation at level II is complete or else one level III-achievement has been played i.e. be on display.

Note: It is allowed to play *Espionage* or *Sabotage* against a player without any (or without enough) cards. As usual missing cards must be compensate as described in the next section → 2.4. DISCARDING CARDS FROM HAND.

Attack 💣 is a powerful level I option which can be played regardless of a player's level of civilisation. *Attack* is the alternative option to *Biosphere-5*. The *Biosphere-5/Attack* card is available only once in each deck! *Attack* specifically destroys one achievement. It can only be directed against players in possession of achievements.



fig. 14: *Attack* is often combined with playing a catastrophe.

2.4 DISCARDING CARDS FROM HAND

Players do not only have to discard cards, if one of the catastrophes, *Espionage* or *Sabotage* is played but also when they are holding more than eight cards at the end of their turn. With the exceptions of *Espionage* and *Sabotage* the player himself decides which cards to discard from hand and does so one by one.

If a player doesn't have enough cards to discard, the player is forced to compensate this by giving up some of his achievements.

If a player is lacking two cards, for example, he will have to sacrifice two achievements already on display instead.

fig. 15



Example #3: Discarding cards

fig. 15: Yellow player (framed, see below) is playing Hurricane (A) and totally safe by owning Protection Bunker (B) played already.

At the same time, the blue player (above) has to discard four cards, since he has neither permanent protection for the housing problem (C) nor a specific rescue card available (the red level I rescue card *Water Canister* (D) in its possession can only be used in case of *Drought*). Having only three hand cards, it not only has to discard all of them but to also compensate for the lack of a fourth card by destroying its *Catching Basin* (E).



Note: Since yellow has the biosphere in his hand, the blue player would lose the game if a second Hurricane is played in this turn → 2.2 END OF GAME.

#3: discarding cards

Notes:

Hand cards do have to be discarded first and can't be saved by sacrificing additional achievements instead.

When it comes to discarding achievements however, the player himself decides which ones he is going to drop. Having an insufficient number of achievements available results in being out of the game for the appropriate player. Possibly

the game ends with a draw anyway → **2.2 END OF GAME.**

During the game it is not allowed to look at cards in the discard- or draw pile. However, other players are allowed to ask which cards were discarded by the player this turn. The remaining cards in the draw piles may always be recounted by everyone.



2.5 GAME VERSIONS WITH THREE OR FOUR PLAYERS

Although **BIOSPHERE 5** was initially designed as a two-player game, it can very well be played by three or even four players at the same time. If you decide to play everyone-against-everyone, no rule changes are necessary. However, we would like to suggest the following variants:

Three-player version

In contrast to the 2-players-version *Espionage*, *Sabotage* and *Attack* can only be directed against the players sitting to the left, whereas catastrophes affects all players still. The player reaching *Biosphere 5* first wins the game. If two out of the three players drop out early the single remaining player wins if it is not its turn. Having Biosphere 5 card in his hand he also wins if it's his turn. Without a winner, the game ends in a draw.

Four-player version

Two players form a team. In each team, a starting player is determined. The team that has fewer red cards face up together starts. After the first player of the starting team, the two players of the other team follow. Finally, the second

player of the starting team follows. This order is valid during the whole game. If a player succeeds in building the biosphere, he and his team win the game. If individual players are eliminated, there are initially no special rules to follow. However, if a team is completely defeated, it depends on which team's turn it was and whether an opposing player has the biosphere card in his hand.

Note: Don't forget, that in all versions all players are affected by catastrophes. In addition, it is neither allowed to show your cards to others nor to make secret arrangements - unless agreed otherwise!





3.1 GAME DESCRIPTION, MATERIALS AND HOW TO START

"The Abyss" extension opens up a large number of additional possibilities as you not only have to fight your opponents but doom as well. However, four new leaders are on your side to help.

Most players agree, that the real fun starts with "The Abyss" and the *Basic Game* is mainly there to understand the general principles. Thus, it's highly recommended to give "The Abyss" a try once you have played the basic version several times. In doing so three new cards are added to the 25 basic game cards. Furthermore, a modified gaming board and two extension boards ("Doom Scale" placed to the left and "The Leaders" placed to the right) have to be used. Next, the four zero valued fields of the leader's extension board have to be equipped with cubes coloured likewise.

Positioning the red doom level marker for all players to the zero level of the doom level extension board comes next.

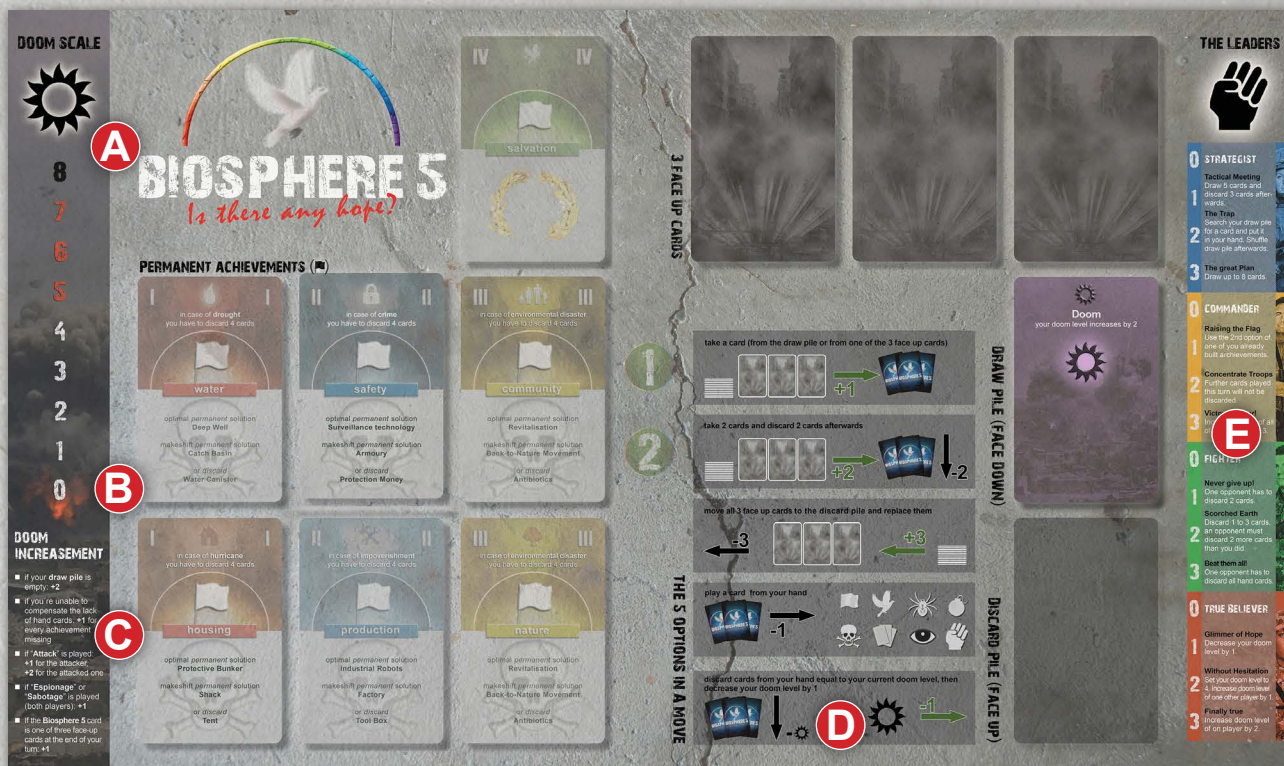


fig. 16: A new card is introduced: *Better Leadership/ Shown Strength*. Every player gets three of them.



fig. 17: New material comes into play: four cubes (indicating the tiers of the different leaders) as well as a marker indicating doom level.

fig. 18

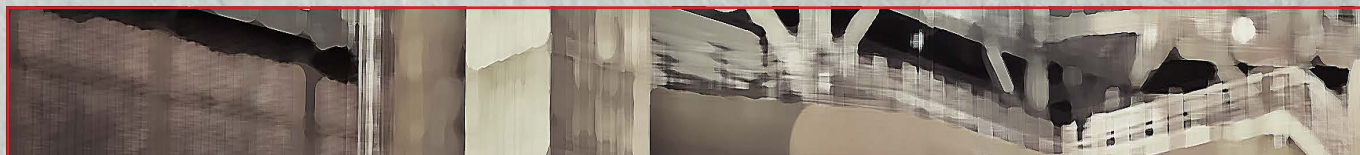


the gaming board of "The Abyss"

EXPLANATIONS

With the help of the new "Doom Scale" extension board (A) and a doom level marker (B) each player documents his doom level status. The five reasons leading to doom increasement are listed below (C). To decrease one's doom level a new, fifth option is introduced per move (D).

"The Leaders" extension board comes with four different coloured leaders having specific capabilities bound to the tier status (1-3) reached. Tier zero represents the starting point only with no specific capabilities. Appropriately coloured cubes are used to document the progress in tier status (E). Whereas tier 1 and the higher tiers are reached by using *Better Leadership*, *Shown Strength* allows for using a capability of a already achieved tier.



3.2 DOOM

Every player starts with doom level 0 and 8 is the maximum to be reached. The game ends when at least one player has reached doom level 8 at the end of an move.

Doom levels increase in five possible ways:

1. If your *draw pile* is empty, it will increase by 2.
2. If you're unable to *compensate* the lack of hand cards by destroying already played achievements, your doom level will increase by 1 for every achievement missing.
3. If *Attack* is played, the attacker's doom level will increase by 1, those of the attacked one by 2.

4. If *Espionage* or *Sabotage* is played, the levels of both, the attacker and the attacked increase by 1.
5. If the *Biosphere 5* card is one of three face-up cards at the end of your turn (not move), your doom level increases by 1.

Doom levels can also be reduced. Therefore "*The Abyss*" allows for a 5th move option: reducing your doom level by one only. This demands to discard a number of cards equal to your initial doom level - something quite hard to afford once higher doom levels have been reached (→ fig. 19).

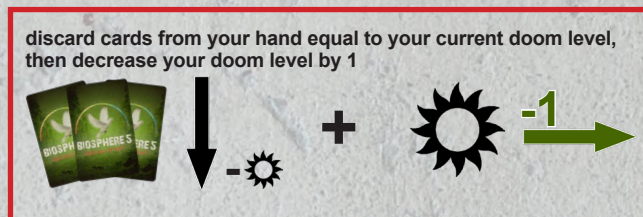


fig. 19: Decreasing doom - a 5th move option



3.3 LEADERS

Four leaders (*Strategist, Commander, Fighter, True Believer* → **fig.21-24**, page 22-23) bring in new strategic options. All leaders start at level zero. A maximum of level 3 can be reached. To bring a leader to the next higher tier and thus obtain a new ability, *Better Leadership* must be played. This is the upper option of the new (purple) game card. However, the lower part of the same card, *Shown Strength*, is also needed - every time an ability is actually to be used. Here it is necessary to weigh things up sensibly.

Please note, in addition to the ability of the actual tier reached particular abilities available from the lower tiers can be activated instead.

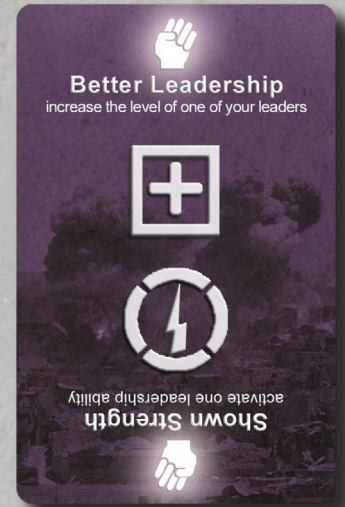


fig. 20: Better Leadership / Shown Strength
in the deck three times only

3.4 DEVIATIONS FROM THE RULES OF THE BASIC GAME

All rules of the original, basic game remain valid .

However, according to the rules explained above, the game can now no longer be lost due to insufficient hand cards or achievements. Instead, there is an increase in the level of doom (→ **3.2 DOOM**, point 2).

In this case, however, reaching level 8 can also lead to the player being eliminated from the game.

3.5 THE ABILITIES OF THE LEADERS

3.5.1 STRATEGIST



fig. 21: The **Strategist** allows for new card drawing options.

Tier 1 - Tactical Meeting

Draw 5 new cards and discard 3 cards afterwards.

Tier 2 - The Trap

Search your draw pile for a card and put it in your hand. Shuffle the draw pile afterwards.

Note: It's not possible to pick up a card from the discard pile.

Tier 3 - The great Plan

Draw up to 8 cards.

Note: Cards are drawn one by one. Drawing can be stopped at any time.

3.5.2 COMMANDER

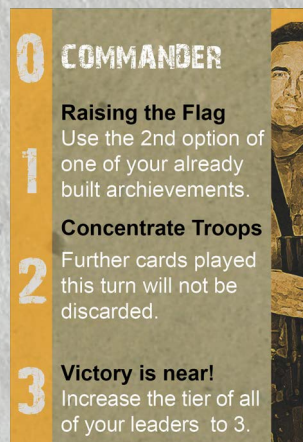


fig. 22: The **Commander** allows for using played cards several times.

Tier 1 - Raising the Flag

Use a second option of one of your already built achievement.

Note: The achievement cards stay on the board.

Tier 2 - Concentrate Troops

Any further card played this turn will not be discarded.

Note: Instead of discarding it, put the card back in your hand.

Tier 3 - Victory is near!

Increase the tier of all of your leaders to 3.

3.5.3 FIGHTER



fig. 23: The **Fighter** enforces the discarding of extra cards.

Note: In case of discarding the player concerned decide which card(s) are discarded. Missing hand cards have to be compensated.

Tier 1 - *Never give up!*

One opponent has to discard 2 cards.

Tier 2 - *Scorched Earth*

Discard 1 to 3 hand cards, one opponent must discard 2 more cards than you did.

Tier 3 - *Beat them all!*

One opponent has to discard all hand-cards.

3.5.4 TRUE BELIEVER

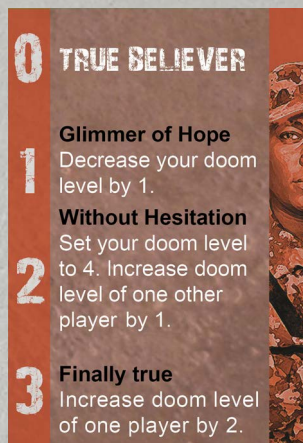


fig. 24: All capabilities of the **True Believer** deal with changing doom levels.

Tier 1 - *Glimmer of Hope*

Decrease your doom level by one.

Tier 2 - *Without Hesitation*

Set your doom level to 4. Increase doom level of all other players by 1.

Tier 3 - *Finally true*

Increase doom level of one player by 2.

BIOSPHERE 5

Man against Machine



4.1 GAME DESCRIPTION, MATERIALS AND HOW TO START

Although the solo game “*Man against Machine*” works similar to the core set having no real opponent some things are different.

Start by adding two additional boards to the basic version of the game, the one titled “*hand-cards*” to the left and the other one (titled “*achievements*”) to the right.

Next, a separate set of cards representing the Machine’s drawing pile is prepared, shuffled and placed to the gaming board.

Following that, the dice with the black hand card symbol, seven marker-cubes for permanent achievements (coloured green) as well as six marker-cubes (coloured yellow) standing for makeshift solutions are set aside of the gaming board.

Finally, a red coloured marker is placed to the two-value of the zero-to-8 scale on the hand-cards-extension board. By increasing or rather decreasing the Machine’s starting hand card level the game can be made more or less challenging. The Machine will always be the starting player.

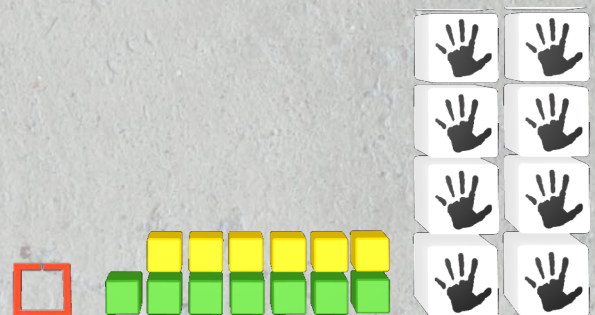


fig. 25: In addition to the two extensions of the gaming board the square shaped marker for the hand card level as well as seven green, six yellow cubes and the eight dice for checking rescue cards are needed.

fig. 26



gaming board of *Man against Machine*

EXPLANATIONS

The Machines' actual hand card level is recognizable by the position of a red square shaped marker (A) on the "Hand Cards" extension board (B).

The number of dice to be used to protect against the discarding of hand cards equals the actual level reached (C) → **4.6 CHECKING FOR RESCUE CARDS.**

The Machines' achievements are documented on a new extension board named "Achievements" (D). They

are represented by yellow or green cubes - symbolizing makeshift or perfect solutions respectively (E).

The playing order of the Machine is given at the bottom (F).

Cards, once played or to be discarded by the Machine, go to the discard pile (G).

Unless used directly, the *Biosphere 5/Attack* card is stored at an extra place (H) → **4.3 MACHINE TACTICS.**

4.2 THE MACHINES' WAY TO PLAY



Once it is the Machines' turn it reveals up to four cards of the drawing pile. The number of cards to be drawn depends on its current hand card level. For a hand card level of zero to one the number of cards to be revealed equals this particular level. A second card becomes possible only once a hand card level of three is reached. This number increases to three or even four once a hand card level of five or seven is achieved (→ **fig. 27**).

fig. 27: The amount of cards the Machine draws will increase with hand card level stages 1, 3, 5 and 7.



Note: If the draw pile empties in the course of the game simply shuffle the discard pile and use these cards as novel draw pile.

After revealing cards, it is checked which of the cards has a playable option complying with the rules of the game (→ **2.3.1 CARD FEATURES**). In case of several playing options the rules in machine tactics (→ **4.3 MACHINE TACTICS**) decide which one applies,

as only one option can be used. All cards originally revealed are discarded at the end of the Machine's turn. In case that no card fits (or there are no cards revealed) to be played the Machines' hand card level is increased by two (→ **4.3 MACHINE TACTICS**).

4.3 MACHINE TACTICS

The Machine follows a certain hierarchical strategy (→ **fig. 28 / fig. 29**):

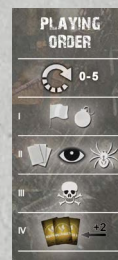


fig. 28: **Playing Order** is set by machine tactics



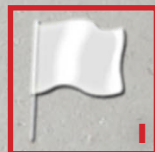
First of all, the machine has to go for the *Biosphere 5* option, once it has reached both level III achievements and hand card level 5, the Machine wins.



Next, if going for *Biosphere 5* isn't possible and the Machines' opponent has more achievements it will always choose the *Attack* option. In doing so, the Machine attacks the opponents' achievement with the highest value (→ **4.4 CARD VALUE**).

Following that, increase the hand card level by two and the Machines' turn is over. As long as it is on the table, the Biosphere/Attack card is always an option for the machine. However, if the machine's

hand level drops to zero, the card is placed in the discard pile. Likewise, Espionage and Sabotage result in discard.




 The next step is to check whether other playable achievements have been revealed. If there are several to choose from, the card value decides (→ **4.4 CARD VALUE**). If a perfect achievement is played, a green cube must be placed on

fig. 29



Example #3: The Machine playing *New Hope* ...

... checks first, if *Biosphere 5* or *Attack* (A) must be played. As this is not the case it reveals four cards, because its hand card level is eight (B). One card revealed can't be played (C), as its corresponding level III of civilisation isn't reached. The remaining cards do not allow for any achievements

to be played (see existing yellow and green cubes; **D**). Instead, a playable second option of a perfect solution exists: *New Hope* (**E**). However, there is no increase in the number of hand cards as the maximum number has been reached already. Still, three new cards can be revealed, which can't be played in this case (**F**). Playing *Drought* (**G**) or *Impoverishment* (**H**) remain the only options and *Impoverishment* is chosen because of its higher card value.



#3 The Machine is playing *New Hope*

the corresponding symbol of the „Achievements“ scale. Makeshift solutions are indicated by yellow dice.



Following that, the Machine will go for *Sabotage*, *Espionage* and *New Hope* (in this order) - provided that an appropriate level of civilization has been reached of course!

If *New Hope* is the option chosen the Machine's hand card level will increase by two and the Machine has to reveal three more cards from the drawing pile. Out of all playable cards available then, the one with the highest value will be chosen to make the actual move. However, a second *New Hope* unveiled this move can't be chosen.

Following that, all cards revealed are transferred to the discard pile and the machines' move ends.

If the machine plays *Espionage* its human opponent has to drop the card with the highest card level. In the case of *Sabotage* being played by the machine its human counterpart will have to shuffle its hand cards prior to then discard-

ing the top three of them. If the human player happens to own not enough hand cards, the numbers of them missing will have to be compensated following the rules of the basic game (→ **2.4 DISCARDING CARDS**). Unlike in the basic game, in this case the Machine always wins the game, if hand cards and achievements together are not enough.



Finally the machine will play a catastrophe each time its own protection level outnumbers the protection levels its opponent or the protection level of both opponents equals one another by having reached a makeshift status. However, the latter will only be possible if the Machine has more hand cards at its command than its counterpart. Given the Machine has to drop some hand cards in its possession, then → **4.6 CHECKING FOR RESCUE CARDS** first becomes mandatory.



If none of the playing options mentioned above apply - proceed as follows: The Machine's hand card level is raised by two – with the upper hand card limit of eight remaining in place. The actual hand card level has to be documented with the help of the red coloured marker on the hand cards extension board.

Example #4: The human player is playing *Hurricane* twice

First hurricane (A): Having only the makeshift solution *Shack* (yellow cube) (B) the Machine checks for rescue cards and rolls two dice (in accordance with the Machine's hand card level) (C). As one dice shows a fitting symbol (D) only one hand card must be discarded. Second hurricane (E): No possibility to check for rescue cards exists anymore and the Machine has to discard another two cards. With only one card left, the Machine has to destroy the achievement with the lowest value, in this case: the *Shack* (B). Finally the *Biosphere 5/Attack* card (F) has to be discarded as well because the hand card level has turned to zero.



#4: the human player is playing *Hurricane* twice

4.4 CARD VALUE

The machine arranges the playing cards into three groups as follows: “perfect achievements” (including Biosphere) represent the most valuable ones. These are followed by “makeshift achievements” being second best and “rescue cards” ranking last. Ranking follows the upper playing option of a given card. Within these three major classes, the value of the different

aspects of civilisation is determined by their affiliation. Starting with the lowest category „housing“, it goes through „water“, „production“, „security“, „nature“ and „community“ continuously up to „rescue“, which is the highest category. The ranking of these categories reflects the arrangement of the corresponding symbols on the „Achievements“ extension board (→ fig. 26 D).

4.5 SEQUENCE OF ACHIEVEMENTS TO BE DESTROYED

As in the basic game – achievements accomplished already have to be destroyed once the Machine has to discard more hand cards than available. This is done in an ascending manner again, i.e. by starting to remove the lowest (→ 4.4 CARD VALUE) of the available makeshift solution markers (yellow cubes) followed by switching to the removal of marker(s) for permanent achievements (green cubes) in case the number of yellow cubes is not sufficient.

4.6 CHECKING FOR RESCUE CARDS



Once the machine has to discard hand cards because a catastrophe has been played any loss of cards can be prevented by rolling the dice - with the number of attempts allowed equaling the machine's hand card level.

In the event of the dice showing up with a black hand at least once, the potential damage triggered by this catastrophe becomes wiped out – while – the hand-card level is reduced by one only.

However, rolling the dice isn't allowed in case of a second catastrophe being played

in the same round of the game. Thus, there is no more checking rescue cards and the Machine has to face the damage.

4.7 PLAYING CARDS AGAINST THE MACHINE

When playing *Espionage*, cards are revealed according to the hand card level. The human attacker may choose one card and place it in the discard pile. The remaining cards are shuffled back under the machine's draw pile.

If the *Biosphere* card is face up, this process is omitted and the choice automatically falls to that card.

Finally, the machine's hand card level is reduced by one card.

Sabotage is played by placing the top three cards of the machine's draw pile directly onto its discard pile.

Note: If the *Biosphere* card is face up, it and the top two cards are placed instead. The hand card value of the machine is then reduced by three.

Attack can be played as described in the rules of the basic game.

4.8 THE ABYSS-EXTENSION

„*Man vs. Machine*“ and „*The Abyss*“ can easily be combined. The elements of the expansion are only used on the human player's side. For the machine, they do without all elements of the expansion (i.e. no additional cards, no doom scale and no separate leaders). As far as the human player is concerned, follow the rules of „*The Abyss*“.

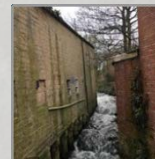
4.9 CLOSING SCORING

The rounds until the end of the game are counted. In case of a victory, they are tripled at the end and subtracted from 127. In case of defeat, the rounds count simply. 100 victory points is the maximum achievable value.



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Gernot Langer

TABLETOPIA.COM

BIOSPHERE 5
and all its components
can be tested at
tabletopia.com/games/biosphere-5



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