



DELTA

TRIPTEBOOK



Greetings and Salutations!

It is my pleasure, no it is more than that, it is with extreme gratitude that I welcome you, a fine group of master mechbiologists, to the Kamargo. We put out the call and you have answered - thank you. We're in dire need of your help.

As you know it's been over 150 years since the inventor of the Perpetual Steam Engine, Louise Delargue, wrote her last diary entry before her disappearance. That someone could create an invention which would seemingly power cities and other technologies forever, without publishing any findings, remains the biggest scientific folly in the era of PSE.

We took the crystals for granted. The supply seemed endless, and their energy unending, but we underestimated the growth of populations and the greed for crystal power. As PSEs across the world try to keep up with demand, the crystals are breaking.

But that's where you come in. We have brought you here, where Delargue learned to harness the energy for her crystals, and yes, where she disappeared. You must walk in her footsteps, explore islands across all regions of the delta, create new inventions, and study her beloved mechanimals. And please publish your scientific findings! We must solve this energy crisis and develop a more sustainable crystal to power the PSEs of the future.

I leave you now with the final words of Delargue.

Rhône River Delta – the Camargue [old name for the Kamargo]
21/9/1843

It's been 35 years since my time in the Camargue. Now my soul rejoices to return to the spectacular array of mechfauna this river delta is host to. I remember all my years of study, with locals and other experts and the first time I listened to the beating of the little mechfauna hearts. Even now the realization that they are hundreds of years old still takes my breath away. I harnessed that energy for external PSEs, but now as I am getting older, I am here to unlock the secrets of their energy for all life forms. Tomorrow, I return to the Delta.

Game Materials



1 Game Board



4 Player Boards



1 Round Marker



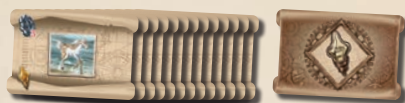
11 Turn Order Bonus Tiles



20 Dragonfly Reward Tiles



16 Scientific Paper Tiles



14 Invention Tiles



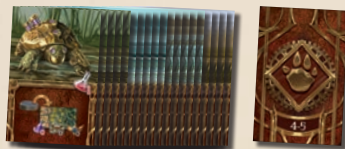
25 Flasks



25 Crystals



21 Advanced Character Cards



24 Animal Cards



26 Mission Cards



12 Last Round Cards

In Each Player Color



1 Engineering Marker



1 Turn Order Marker



1 VP Marker



16 Exploration Markers



4 Knowledge Markers



3 Card Markers



10 Basic Character Cards

*all components are limited.

Setup

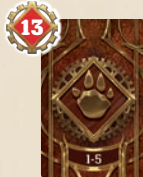
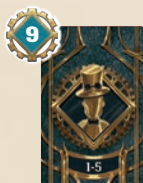
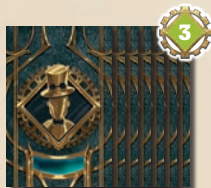
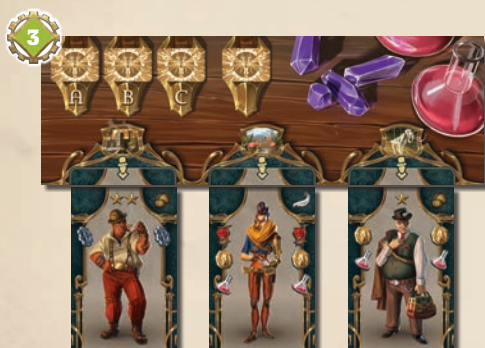
General

Workshop



- 1** Place the main game board in the center of the table.
- 2** Each player chooses a color and takes the following items in that color: 1 engineering marker, 1 turn order marker, 1 Victory Point (VP) marker, 16 exploration markers, 4 knowledge markers, 3 card markers, and 10 base character cards.
- 3** Place a player board in front of you and shuffle your 10 basic character cards. Discard 1 card face up in each zone at the bottom of your player board. These are your starting discard piles. The remaining 7 cards form your starting hand of cards.

- 4** Place the round marker on the first space of the round track.
- 5** Place all 11 turn order bonus tiles on the 4 matching spaces.
- 6** Mix all the invention tiles. Place 1 face up on each of the 3 invention spaces. Place the rest in a face down stack beside the board.
- 7** Place your engineering marker on the space 4 of the engineering track.
- 8** Mix all the dragonfly reward tiles face down. Put 2 of these face down on each of the 3 dragonfly locations next to the engineering track.
- 9** Shuffle the advanced character cards and deal a number of cards equal to the number of players, face up, above this board section. Place the rest in a face down draw pile beside the board.



Setup

Map of the Delta



- 10** Place your VP marker on the first space of the VP track.
- 11** Place one of your exploration markers on Boduka.
- 12** Put two dragonfly reward tiles face down on each of the dragonfly locations throughout the delta.
- 13** Shuffle the animal cards and deal a number of cards equal to the number of players, face up, above this board section. Place the rest in a face down draw pile beside the board.

Research Library



- 14** Place 1 of your knowledge markers on the first space of each of the 4 knowledge tracks.
- 15** Mix all scientific paper tiles face down. Place 1 face up on each of the 3 scientific paper spaces. Place the rest in a face down stack beside the board.
- 16** Separate the mission cards into 2 piles based on the round indication on the backs (Rounds 1-3 & 4-5). Shuffle the rounds 1-3 mission cards and deal a number of cards equal to the number of players, face up, above this board section. Place the rest in a face down draw pile beside the board. Shuffle the mission cards for rounds 4-5 and also place them in a face down draw pile next to the board.
- 17** Shuffle the last round cards and place them in a face down draw pile beside the board.



- 18** The player who most recently rode a mechanical bull is the starting player. If undecided randomly pick one. The start player places their turn order counter on the turn order track space of their choice and immediately takes the corresponding bonus tile (if any). In clockwise order all other players select their turn order space and take the bonus tiles. This determines the order in which you take turns for the first round. The player who selected the 1st space will go first and so on.

Gameplay



Phase 1: Preparation:

Choose turn order and bonus

Skip this phase in round 1 because it was done during setup.

- A. The player who is highest on the engineering track places **their turn order marker on the turn order track**. In case of a tie the player whose marker is top-most on the stack gets to place their marker first. They choose which number position on the turn order track they would like. The player who is second highest on the track is next to choose, and so on until all players have selected a space. Each position may only have 1 turn order counter. This order determines the order in which you take turns for this round.
- B. When choosing your position immediately **receive the bonus tile from that same row (if any)**. The tile remains available to you during this round, but it will be returned to the turn order track at the end of the round.

Turn Order Bonuses (specifics will be explained in the appropriate section):

	Position 1: You take the first turn this round, but no bonus tile is awarded.
	Position 2: Airship Tile. Counts as 1 airship toward your total for this round.
	Position 3: Initiative Tile. When you play a character card, you can choose to put this tile on it to increase its initiative value.
	Position 4: Engineer/Biologist Tile. When you play a character card, you can choose to put this tile on it to turn the character into an engineer (when played in the Workshop) or a biologist (when played in the Research Library).
	Position 5: Coin tile. When you play a character card, you can choose to put this tile on it to receive 2 of the resources that corresponds to that section of the board.

Note: Spaces have more than 1 bonus tile as some cards let you select from a different row.



Phase 2: Actions:

Play Character Cards

In this phase you take turns to place 1 character card in each of the 3 sections of the board - the Workshop, Map of the Delta, and Research Library.



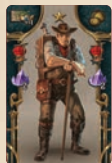
The card allows you to take the standard action or actions but depending on the type of character you play you may also activate the character actions. After 3 turns, the end of the phase, you will have 1 card in each section. It is possible, though unlikely, you will not have a card in hand to play on your turn, in which case you pass, and have a section(s) without one of your cards.



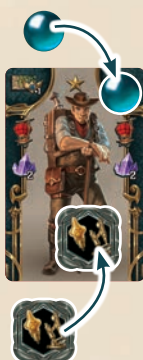
**Resources are duplicated on both sides of the card for ease of play, but only look at 1 side for collection.*

How to play a card:

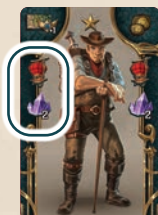
- A. **Choose the character from your hand, and the section where you wish to play it**, (you may only have 1 card in each section per round). In each section cards are placed in the spaces below the board, going from left to right. This order determines the outcome of ties during Phase 3, Resolution.



- B. **Place 1 of your card markers on the character** to indicate which card you have played.
- C. At this time, you **may play your position 3, 4, or 5 turn order bonus tile** on this character. You may not play a turn order bonus on a previously placed character card.



- D. **Claim the resources indicated on the sides of the card**, if applicable. Resources are duplicated on both sides of the card for ease of play, but only look at 1 side for collection. Some resources are not physical components (cogs, coins, airships, initiative) and they will be earned, by playing this card, but not physically added to your play area. (Illustration of card)



Resources on cards



Cogs. For each cog, move your engineering marker up on the engineering track 1 space. This may move you past a dragonfly maker. See Dragonfly Reward Tiles below.



Crystals. For each crystal, take 1 crystal from the supply.



Flasks. For each flask, take 1 flask from the supply.



Coins. Coins represent the resource of the section where the card is played. If your card is placed in the Workshop a coin is 1 cog, in the Map of the Delta a coin is 1 crystal, and in the Research Library a coin is 1 flask.



Airships. Each airship on your character cards (and other bonuses) played this round are calculated toward the explore action in the Map of the Delta (see page 9).



Initiative. Each initiative on your character cards (and on bonuses played), by section, is calculated to determine player order when acquiring new cards in phase 3, Resolution. (See page 12).

- E. **Perform one or more actions** in the section where you played your card. You may perform as many different actions pertaining to that section as your character card permits. All characters may perform the standard action or actions, but certain characters or bonus tiles are required to perform character actions (in addition to the standard action). Some actions may be performed as many times as you wish, some are 1x per round.

Workshop



Standard Action

None. You may play a card to this section that can take no action. You still claim resources and have initiative in that region for phase 3.

Character Actions:

Create an Invention

Requires engineer card, robot or turn order bonus tile ()



It was through the trial and error of invention that Delarque harnessed the energy for her crystals.

If you play an engineer character card, a robot character card or place an engineer/biologist turn order bonus tile on your card, you may create an invention. To do so, pay

the cost in cogs by lowering your engineer marker on the engineering track according to the cost of the invention tile you wish to create. Take the invention tile and keep it near your player board until you want to use it. Slide the remaining inventions up in the direction of the arrows, and refill with an invention from the stack next to the board. (See Appendix for invention tile details).



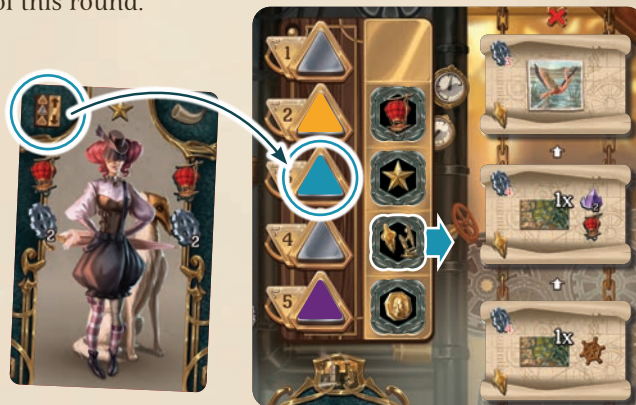
Receive a Sponsorship (extra bonus tile)

Requires patron card ()



*Scientific discovery takes education, time, and money.
Finding a patron who believes in your research is paramount!*

If you play a patron card, take 1 turn order bonus tile from the position above or below your turn order marker. Remember it is only available to be used for the remainder of this round.



EXAMPLE

François has his turn order counter on the 4th row of the turn order track **1**. He places a Patron card with an engineer turn order bonus tile in the workshop **2**. He receives a sponsorship and chooses to take the initiative turn order bonus tile **3**. He also pays 3 cogs **4** and takes the first invention tile **5**, placing it near his player board. He slides the remaining inventions up and adds a new one to the bottom.



Map of the Delta



Standard Action

Explore



Follow in the footsteps of Delarque - with a little help from her technology to get you there faster.

First of all, let's take a closer look at the map and its regions. The Map of the Delta shows many different islands, connected either by bridges or airship rails:



Bridge



Airship rail

The Islands are divided into 3 different regions (saline, swamp, forest) of the delta. Boduka and Terapa are considered islands outside a region.



With any card played to this section, you may explore a new island in the Delta by placing an exploration marker on the board. Your new exploration marker must be placed:

- Adjacent** to an island that already has one of your exploration markers. At the start of the game, you have 1 marker in Boduka. Adjacent islands are connected by a bridge or an airship path.
- On an island **without** one of your exploration markers.
- You must **pay** the number of crystals shown on the island (🔮). If there are already 1 or more markers on the same island, you must pay +1 crystal.

D. You must **have** airships equal to the amount shown in the path connecting the two islands. Airships are shown as resources on character cards and other bonuses you have in play (🚁). They only need to be in play on cards or bonuses; you do not need to spend them. **Reminder: Airships are pictured on both sides of a card but represent 1 airship.**

E. Some islands require a pilot symbol in play to enter (👨‍✈️). Pilot symbols may be found on some character cards, animal cards, and invention tiles.

If there are dragonfly reward tiles in your new island, take a reward (see below). **Immediately score the indicated**

Dragonfly Reward Tiles

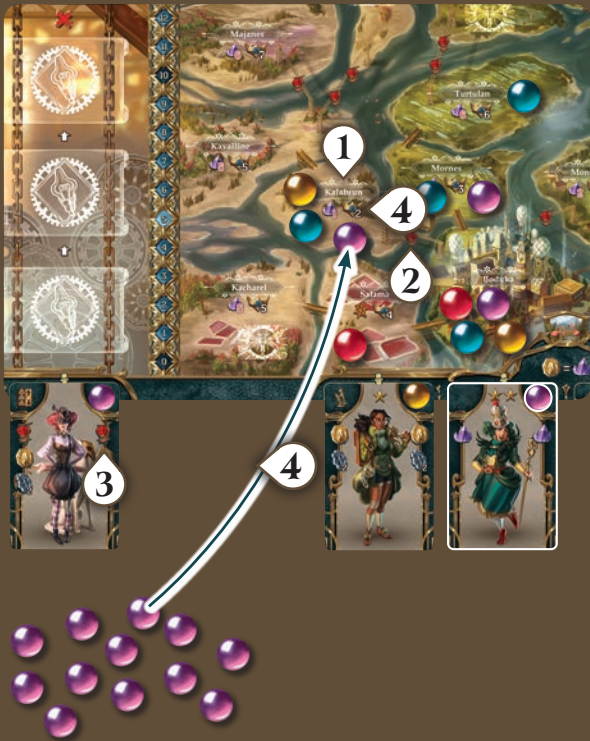


When you pass dragonfly tiles, on any section of the board, you may look at all tiles on that space (if more than 1). Choose 1 to keep and place it face up on the appropriate space of your player board. Put the other tile back face down. Your tile may be saved for later use or used immediately. If saved, it is stored face up on your player board in the appropriate space. To use it, claim the bonus, and then place the tile face down on your player board. Dragonfly Tiles from The Map of the Delta are stored on the right-most space (no limit on the number of tiles). For dragonfly tiles from the workshop, you may only have 1 tile from each space (A/B/C); place any Dragonfly tiles acquired from the Workshop on the matching space of your player board (A/B/C) as a reminder. (See appendix for tile details).



EXAMPLE

Noémie has played a card without any bonuses, but she may move to an island adjacent to one of her 2 exploration markers. She decides to move to Kalabrun ①. This requires 1 crystal and, since 2 opponents' markers are already there, she pays 1 extra crystal. It also requires 1 airship ② which she has on her Patron Card ③. She places her exploration marker on the island and receives 2 VP ④. Note: she couldn't have travelled to Salama island because she does not have a pilot.



amount of VP.

Character Actions:

Exploring the Outer Reaches

Even with 200 years of technological knowledge behind you, you still need an experienced pilot for some hard-to-reach islands.

Requires pilot symbol or pilot card (✳)

If you play a pilot card or have a pilot symbol in play, you may explore the islands requiring a pilot. All other explore rules apply.

Gold Star Exploring

Requires explorer card (✳)



*Sometimes it also helps to befriend an explorer.
Let them be your guide.*

If you play an explorer card you will receive 1 extra VP when exploring. All other explore rules apply.

EXAMPLE

Léo decides to use an invention he has created in an earlier round, which allows him to explore as if he had a Pilot ①. He has 3 airships. He explores Kasagna island above his exploration marker ②, pays 5 crystals, adds his exploration marker, and takes 12 VP - 1 more than pictured because he used his explorer.



Research Library



Standard Actions

Gain Knowledge



Studying the mechanimals is the best way to piece together Delarque's unwritten findings.

With any card played to this section, you may choose to discard 1 character or mission card from your hand to increase your knowledge of the animal(s) depicted on the card. Remove the card from the game. Move your knowledge marker 1 space to the right on the relevant knowledge track. You may do this 1x per turn at the research library.

EXAMPLE

Eléa plays a card to the Research Library. It has a flamingo and a horse symbol. She removes the card from the game and moves her marker one space to the right on the flamingo and horse track.



In-Depth Study



If you can get close to the mechanimals, you may find they can't help unlocking their secrets.

With any card played to this section, you play animal cards to obtain ongoing benefits. You may play as many as you can pay for.



Choose the animal card(s) you wish to play. Pay the cost in flasks as depicted on the card (). Put the card next to your player board. The benefit depicted on the lower half of the card is immediately available. (See the Appendix for card details).

Character Actions:

Study with the Leader

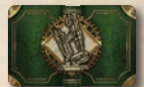


Requires an expedition leader card ()

Save some time, learn from the experts who have gone before.

If you play an expedition leader card you may do an In-Depth Study with a discount of 1 flask. You get a maximum of a 1 flask discount no matter how many animals you play this turn.

Publish a Scientific Paper



Requires biologist card or turn order bonus tile ()

For the love of science, publish your findings! We must pass on our discoveries for the future!

If you play a biologist card or place an engineer/biologist turn order bonus tile on your card, you may publish a scientific paper. To do so, pay the number of flasks required by the paper (). Take the scientific paper tile and place it next to your player board until the end of the game. Scientific papers give you VP during final scoring. Do NOT refill the display of scientific papers. These are refilled during phase 4: Upkeep. (See Appendix for scientific paper details).



EXAMPLE

François plays an expedition leader card and adds an engineer/biologist turn order bonus tile to it **1**. He Gains Knowledge by discarding a mission card with a flamingo on it **2**. He moves 1 space to the right on the flamingo knowledge track **3**. He does an In-Depth Study on 2 animals and pays 6 flasks (1 less than required because his card is the expedition leader) **4**. Lastly, because of his turn order bonus tile, he pays 2 flasks to publish the third scientific paper, placing it on his player board **5**. This will yield him 1VP for each character card at the end of the game. He does not refill the scientific paper display!



Phase 3: Resolution

Acquire New Cards icon for initiative

Evaluate each of the 3 board sections right to left, starting with The Workshop. Each player will acquire 1 card from each section.

- In each section, determine who has the most initiative (★) (including turn order bonus tiles). In case of a tie, the player whose character is leftmost in the section goes first.
- In initiative order, take a card from the top of that board section. These are advanced character cards when resolving The Workshop, animal cards when resolving The Map of the Delta, and mission cards when resolving The Research Library.
- Acquired cards go into your hand, except for mission cards in rounds 1-3; these are placed face up next to your player board.

EXAMPLE

Noémie and **François** both have 2 initiative in The Workshop, but **François** was the first to play in The Workshop so his character card is further to the left. He selects the first advanced character card above that section, followed by **Noémie**. **Eléa** and **Léo** follow in that order with 1 and 0 initiative respectively.

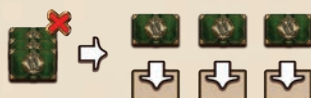




Phase 4: Upkeep

Prepare for the next round

- A. Above each section of the board, **refill the cards** by dealing a number of cards face up equal to the number of players. Use the advanced character draw pile for The Workshop, the animal draw pile for The Map of the Delta, and the mission draw pile for The Research Library. **Remember to use the mission cards appropriate to the upcoming round** (i.e. the draw pile for rounds 1-3, 4-5, or the last round).
- B. **Remove the topmost invention tile**, return it to the box, move the other tiles up, and refill the last spot with 1 from the invention tile stack.
- C. **At the end of round 3, remove any remaining scientific paper tiles**, returning them to the box. Then, refill the display with 3 new scientific paper tiles from the stack.



- D. Choose one of the 3 discard piles from at the bottom of your player board and **take all cards in that pile back into your hand**. Then **discard the played character cards** from each section of the board (left, center, right) to the corresponding left, center, and right discard piles on your player board, 1 per discard location.



- E. **Return your turn order marker to your play area and return any turn order bonus tiles** you may have to the 4 matching spaces in The Workshop.
- F. If you have not yet played Round 6, **move the round marker 1 space to the right**. After round 6 instead proceed with the end game scoring.

End Game Scoring

At the end of the game add the following VP to the VP you earned during the game.

1. Receive 3/6/10/15 VP if your engineering marker has reached or passed the 5/9/13/17 cog intervals. This is indicated on the engineering track.



Example: *Léo* has 15 cogs, which earns him 10 VP.

2. Receive the VP indicated on each mission card (from rounds 1-3) if you have met the requirements (see the Appendix for mission card details).



Example: *Eléa* managed to meet the requirements of 2 of her 3 mission cards. She scores 6 + 5VP for a total of 11VP from her 2 cards.

3. Receive VP according to your scientific papers. Scientific papers grant you VP for other things you have acquired or achieved in the game.



Example: *François* has a scientific paper tile that grants him 2 VP for each dragonfly tile. He collected 6 dragonfly tiles during the game, so he scores 12 VP.

4. Receive VP for each animal you have collected. For each type of animal count the pictures on the animal cards that you have face up in your play area and multiply the total by the position your knowledge marker has reached on the corresponding knowledge track.



Example: *Noémie* has 3 flamingos and 5 horses. According to the position of her markers on the knowledge track, each Flamingo earns her 3VP, and each horse 2VP. She scores a total of 9VP + 10VP for a total of 19VP.



5. Receive 1 VP for every 3 leftover crystals and flasks you have. They may be combined.



Example: *Léo* still has 2 flasks and 2 crystals left at the end of the game, which scores him 1VP.

The player with the most VP wins the game! In the event of a tie, the player who scored the most round 1-3 mission cards wins. If there is still a tie, players rejoice in their shared victory.

Appendix







Missions cards

Missions rounds 1-3

	Gain 5 VP if you explored 5 or more islands in the saline region (Left).		Gain 5 VP if you have published 2 or more scientific papers.
	Gain 5 VP if you explored 5 or more islands in the swamp region (Center).		Gain 6 VP if you have reached the end of both the Flamingo and Horse knowledge tracks.
	Gain 5 VP if you explored 5 or more islands in the forest region (Right).		Gain 6 VP if you have reached the end of both the Turtle and Bulls knowledge tracks.
	Gain 6 VP if you explored at least 2 islands in each region. (Does not include Boduka and Terapa).		Gain 5 VP if you advanced 8 or more steps on the knowledge tracks (combined).
	Gain 5 VP if you created at least 3 inventions.		Gain 5 VP if you have at least as many advanced characters as base characters (S).
	Gain 6 VP if you have reached 18 or more cogs on the engineering track.		Gain 6 VP if you have 5 or more dragonfly reward tiles.
	Gain 5 VP if you have reached 16 or more cogs on the engineering track.		Gain 4 VP if you have 3 or more dragonfly reward tiles.

Missions rounds 4-5

(hold onto and use these cards on a future turn. Remove from the game after use)

	Gain 2 crystals.
	Gain 1 coin. (Resource of your choice: cog, crystal, or flask).
	Gain 1 airship.
	Gain 2 flasks.
	Gain 2 cogs.
	Remove a card from your hand (back to the box) and advance on the animal track shown on that card.



Last Round Cards

	Place an exploration marker on any island of the Map of the Delta. You don't need to be adjacent, have any resources, or pay crystals, but you also don't gain any of the VP or dragonfly rewards.		Advance on an animal knowledge track: choose 1 (bull or turtle) or (flamingo or horse).
	Remove a card from your hand (back to the box) and advance on the depicted animal's knowledge track.		Cards with an animal are immediately played and count toward your set collection of that animal for end game scoring.




Animal cards

The cost to play is shown in flasks. When played, the reward on the bottom is available immediately. The animal shown on the top will score VP at the end of the game.




Turtles. Pay 1 flask (1x use)

	Take all cards from 1 of your discard piles back into your hand.
	Place an exploration marker on any island of the Map of the Delta. You don't need to be adjacent, have any resources, or pay crystals, but you also don't gain any of the VP or dragonfly rewards.




Flamingo. Pay 2 flasks (1x use)

	Gain 5 crystals.
	Gain 5 cogs.
	Advance 1 step on a knowledge track of your choice.

Horse. Pay 3 flasks

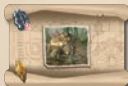

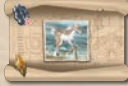

	1 permanent airship (ongoing).
	1 permanent pilot (ongoing).
	Advance 1 step on 2 different animal knowledge tracks (1x use)




Bull. Pay 4 flasks (1x immediate and ongoing as income).

	Immediately gain 2 crystals. At the start of each subsequent turn, you gain 2 more crystals.
	Immediately gain 2 flasks. At the start of each subsequent turn, you gain 2 more flasks. Must have 4 flasks to play the card prior to the reward.
	Immediately gain 2 cogs. At the start of each subsequent turn, you gain 2 more cogs.

Invention files

















The cost is shown in cogs.

	Adds 1 to your collection of bulls for end game scoring.
	Adds 1 to your collection of flamingos for end game scoring.
	Adds 1 to your collection of turtles for end game scoring.
	Adds 1 to your collection of horses for end game scoring.

	At any time on your turn, you can perform an additional explore action. Perform this action as if you had a pilot. 1x use. Flip after use.
	At any time on your turn, you can perform an additional explore action. Perform this action as if you had one airship and 2 crystals. 1x use. Flip after use.
	At any time on your turn, you can perform an additional explore action. Perform this action as if you had 4 crystals. 1x use. Flip after use.




Scientific papers

The cost is shown in flasks.

	Gain the end of game VP you received from the engineering track a second time.		Gain 1 VP for each leftover crystal and/or flask at the end of the game instead of the regular 1 VP for every 3 leftover crystals and flasks you have.
	Gain 1 VP for each character card you have, basic and advanced, in hand and in discard piles.		Gain 3 VP for every exploration marker you have in the forest and swamp regions.
	Gain 1 VP for every airship you needed to put down all your exploration discs.		Gain 3 VP for every exploration marker you have in the forest and saline regions.
	Gain 2 VP for each dragonfly reward tile you have.		Gain 3 VP for every exploration marker you have in the swamp and saline regions.
	Gain 5 VP for having an exploration marker in each region, a set of 3. You may score for more than 1 set.		Gain 3 VP for every pilot you needed to put down all your exploration discs.
	Gain 2 VP for each island you explored in the saline region.		Gain 3 VP for every invention you have created.
	Gain 2 VP for each island you explored in the swamp region.		Gain 3 VP for each scientific paper you have published, Including this one.
	Gain 2 VP for each island you explored in the forest region.		Gain a number of end of game VP for the position of your knowledge markers. For instance, if your markers collectively advanced 8 steps, you get 8 VP.

Dragonfly Tiles

Once acquired a dragonfly tile should remain face up until it is used.

	Play with a character card in a section of the board to receive whatever resource is gained there		Play whenever you need this airship to explore, flip immediately.
	Play with a character card in a section of the board to get one more initiative at the end of the round.		

Credits

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The author would like to thank ...

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