

SETUP

- Place the **commodity** and **resource** tokens next to their corresponding territories on the board (energy ⚡ and gold 🟡 for Euphorian, water 💧 and stone 🟤 for Subterranean, food 🍊 and clay 🟠 for Wastelander, and bliss 🍃 for Icarite).
- Place a number **unavailable of territory** tokens on each of the 4 territory stars so that the number of open spaces equals the number of players.
- Shuffle the **market** tiles. Place 1 facedown on each of the 6 construction sites.
- Place a **miner** meeple on the start space of each tunnel and an **unavailable action** marker on the action space at the end.
- Place the **progress** tokens at the start of each Allegiance track (left of the first space) and the **bonus tokens** to the side.
- Shuffle the **recruit** cards. Deal 4 to each player. Each player chooses 1 faceup as an *active recruit*, 1t facedown as a *hidden recruit*, and discards the other 2 facedown. Set the deck aside facedown.
- Shuffle and set aside the **artifact** 📄 cards.
- Shuffle the **ethical dilemma** cards. Deal 1 to each player facedown.
- Each player takes 10 authority tokens (★), 4 worker dice, and the multiplier marker of a color. Set 2 dice aside in a reserve pool.
- Players place their color **morale** (❤️) tokens on the 1 space of the morale track and their **knowledge** (🧠) tokens on the +3 space of the knowledge track.
- Each player rolls 2 **worker** dice as their starting knowledge. Highest roll goes first. Oldest player wins on a tie.

IMPORTANT RULES

MORALE AND KNOWLEDGE TRACKS

The **morale** (❤️) track represents your maximum artifact card hand size. If you ever have artifact cards in excess of your hand size, acquire them first (if applicable), then discard to your hand size.

Your position on the **knowledge** (🧠) track determines what you add to any knowledge rolls.

You may take commodity area, worker activation, and retrieve worker actions that cause you to gain or lose ❤️ or 🧠 even if you are at the maximum or minimum of these tracks (respectively).

You may *not* use a recruit ability that requires you to pay ❤️ or 🧠 if doing so puts you below the minimum of that track.

KNOWLEDGE ROLLS

You must check knowledge **any time you retrieve or activate a new worker**. This includes retrieving from the retrieve workers action, bumped workers, or workers retrieved from completed construction of a market.

Roll all new/retrieved workers and add the results to the current values of your remaining active workers (those not placed on the board). Add the number of your position on the knowledge track. If the result equals or exceeds 16, remove (put into the reserve pool) a *single* worker with the highest value.

COSTS AND REWARDS

■ The **cost** to take an action is shown in the gray square to the left of the action space. You *must* be able to pay the cost to take the action.

○ The **benefits** from an action are shown in white circles below the action. You *may* take the action even if you cannot take all the benefits (e.g., due to being at the end of a track or if all territory spaces are occupied).

If you are required to pay 3 📄 for any reason, you may instead pay 2 if they are identical.

PLACING AUTHORITY TOKENS

You may only place authority tokens (★) on:

- A **non-Icarite market** once built, if you participated in construction (max 1/site)
- A **faction's open star territory space** by using one of its market actions (no limit)
- **Active recruits** if that faction reached the Allegiance's tracks 4th tier (max 1/recruit)
- **Resolved ethical dilemma card** (max 1)

WINNING THE GAME

The first player to place his or her own **10th authority token** (★) wins immediately.

If multiple players win at the same time, resolve ties by (in order): highest morale, lowest knowledge, authority tokens in most markets, and authority tokens in the most territories. If still tied, roll active workers. The player with the lowest rolls wins.



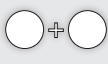


RECRUIT CARDS

You are only considered to have a recruit of a particular faction if it is **active** (faceup). Any **hidden** (facedown) recruits become active either by the 6th tunnel space (except for the Icarites) or the 3rd tier of the allegiance track.

You may not take a recruit action that leaves you with no workers. To gain a "highest" or "lowest" effect, there may be no ties. You may not combine abilities that affect 📄 card draw.

ALLEGIANCE TRACK

As the progress token moves up the allegiance track, the tier it reaches unlocks bonuses for players who have any **active** recruit(s) of that faction. All bonuses are cumulative (include all bonuses to the left of the progress token).

	Gain 1 extra of the same commodity when using that faction's commodity area.
	Gain <i>both</i> the resource and 📄 when using the faction's tunnel.
	Gain 1 📄 any time you place ★ on an Icarite Territory star space.
	Activate the hidden recruits of that faction for all players.
	All players place 1 authority token on each of their recruits of that faction.

TURN OVERVIEW

Each player *must* take **one** of the following actions per turn. Play then passes to the left.

1. PLACE A WORKER DIE

2. RETRIEVE ANY/ALL WORKERS

3. RESOLVE ETHICAL DILEMMA (once per game)

You may freely trade resources, commodities, and artifacts with other players on your turn.

1. PLACING A WORKER DIE

Note: if your worker dice show the same number/face at the *start* of your turn, you may place up to *all* matching workers on one turn.

COMMODITY AREAS

Place a worker on the commodity area **multi-use** space. Add the value of *all* workers on the space and obtain the corresponding benefit:

- 1–4: 1 commodity; advance allegiance by 1
- 5–8: 1 commodity; lose 1
- 9+: 2 commodities; gain 1

TUNNELS

Any player regardless of faction may take the tunnel action (the **temporary use** action at the beginning of a tunnel). Pay the component shown to the left of the space, advance the miner 1 space, and gain 1 of the benefits (the resource or 1) shown below the space.

If the miner enters the **6th space** (), all players with hidden recruits of that same faction now activate them.

If the miner enters the **end** space, then remove the unavailable action marker.

Once the end space has been uncovered, a player with an *active recruit* of that faction may place a worker on the **exclusive action** space to gain the shown commodities.

You may still use the tunnel action if the miner has reached the end to gain the resource/.

CONSTRUCTION SITES

Place a worker on any *open one-time use* space to the left of a facedown market tile. Pay the resource on that space.

(You may retrieve a worker from a space on a construction site before the market is built but must pay the resource to place it again.)

The market is built immediately once there are enough workers actively on its spaces:

- 2–3 players: any 2 spaces
- 4 players: any 3 spaces
- 5–6 players: all 4 spaces

Players then retrieve their corresponding workers (roll them and check knowledge). Flip the market tile and slide it to the left to uncover the market action space beneath.

All players with least one worker on the construction site place 1 on the market. All others suffer the penalty at the bottom until they place there (using the artifact market).

CONSTRUCTED MARKETS

Once a market has been built, you may place a worker on its **temporary use** space and pay the costs. Place 1 in any empty star territory space for that faction, then advance the corresponding allegiance track by 1.

ICARIAN MARKETS Icarian markets start the game built. You may *not* place on them.

- **NIMBUS LOFT:** Pay any 3 resources. Advance allegiance by 1 and place 1 in an empty Icarite star territory space.
- **BREEZE BAR:** Pay 1 and 1 of another commodity. Advance allegiance by 1. Gain 2 .
- **SKY LOUNGE:** Pay 1 and 1 of another commodity. Advance allegiance by 1. Gain any 2 resources (any combination).

ARTIFACT MARKETS

Place a worker on the **temporary use** space. Pay any 3 cards (or 2 identical ones).

Place 1 on *either* any empty star territory space for that faction *or* one of that faction's constructed market spaces (if you do not have one there already). Once you have a on a market, you no longer suffer its penalty.

Then advance the progress token on that faction's allegiance track by 1.

WORKER ACTIVATION TANK

Place a worker on either **temporary use** space: pay 3 and lose 2 , or pay 3 and gain 2 . Then take 1 of your worker dice from reserve if able, roll it, and check knowledge.

2. RETRIEVE ANY/ALL WORKERS

As per "Retrieve Any/All Workers" on the lower left of the game board, either:

Pay 1 or 1 and gain 2 .

or

Pay nothing and lose 1 .

You pay nothing to retrieve your workers if you are on the 1 space of the morale track. Then retrieve as many of your workers from the game board as desired. Immediately roll all retrieved workers and check knowledge.

3. RESOLVE ETHICAL DILEMMA

(Only once per game.) Flip your ethical dilemma card faceup. Pay either the shown or any 2 to either:

Place 1 on the card.

or

Draw 2 recruit cards. Keep 1 facedown and discard the other. If that faction has already revealed its hidden recruits, turn it faceup (active). If that faction has already reached the 4th tier on the allegiance track, place 1 on the recruit.

ACTION SPACES

Workers may be placed on these action spaces according to the following rules:

TEMPORARY USE: Pay any cost to take this action. If the space is occupied, you may remove ("bump") a worker on this space to take this action. The bumped player retrieves the worker, rolls it, and checks knowledge. The bump occurs before any recruit abilities.

EXCLUSIVE ACTION: (Uncovered at Tunnel End) Same as temporary action spaces, but only players with an active recruit of that faction may place a worker there.

MULTI-USE: (Commodity Areas) Any number of workers may be placed there. Workers may not be bumped, only retrieved.

ONE-TIME USE: (Construction Sites) You must play the shown resource to place a worker there. Workers may not be bumped.