HELIONOX

DELUXE EDITION

a game by
TARAN LEWIS KRATZ

CARGO SUPPLY*

PLACED EVENTS

LOCATIONS

ILLEGAL TECH*

THE MARKET

INFLUENCE TOKENS SUPPLY

INFAMY TOKENS SUPPLY

CREDIT / DEFENSE TOKENS SUPPLY

EARTH

MOON

MARS

CERES

EUROPA

DEFENSE

BIO

CYBER

TRANSPORT

PRIME ASSETS

CONSUMED CARDS

EVENT DECK

REQUEST DECK*

* Only Used with Mercury Protocol Expansion
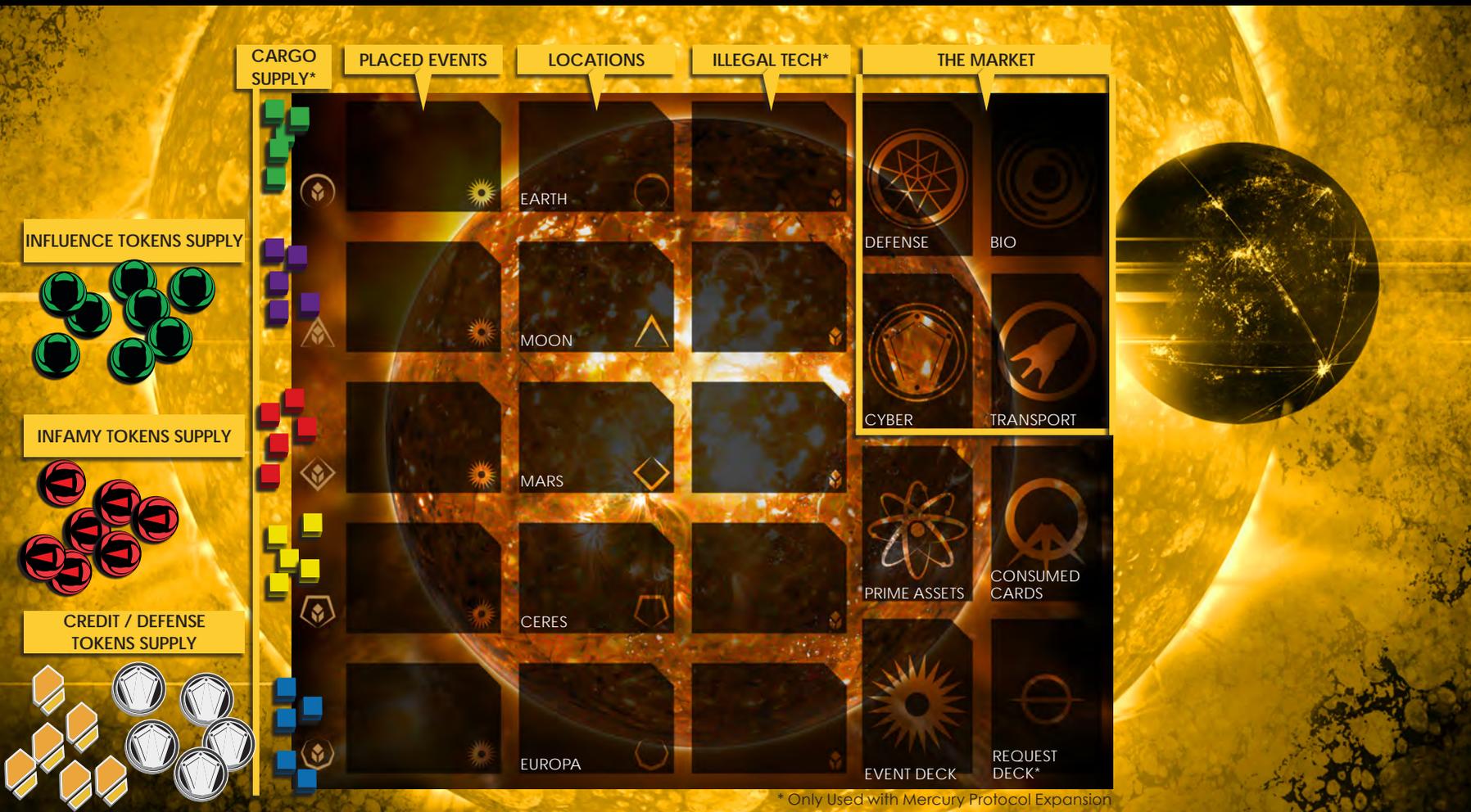
In Helionox, terrible events plague the solar system as the result of a dying sun. Players are the Architects of the future, vying for influence among the remaining populace. Craft your deck with powerful faction cards, explore and exploit the system's worlds, and gain the most influence so you can lead civilization to a new beginning in the wake of the Helionox...

Place the game board Tokens in piles near the playing area (shown on Cover page). Cargo will only be used for the Mercury Protocol Expansion. These are the Token Supply areas. The back of the game board is an alternate layout and may be used once your are familiar with the game setup.

LOCATION CARDS

Place 5 Location cards in the Location areas on the game board. Locations are placed in order (from top to bottom: Earth, Moon, Mars, Ceres, Europa). If this is your first time playing, use the Base Game Locations: Old World Capital, Lunar Base, Martian Biosphere, Ceres Mining Colony, Europan Warp Installation. Expansion Locations can be substituted but always use 1 of each of the 5 types (Earth, Moon, Mars, Ceres, Europa).

OLD WORLD CAPITAL
LOCATION - EARTH

LOCATION ICON

LOCATION BONUS
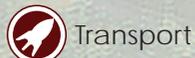: Discard 1 card. Gain 1
: Gain 2

KEY ACCESS

MARKET CARDS

Separate all faction cards into 4 decks based on the faction icon in the upper-left corner. Shuffle those decks and place them on the game board. Flip the top card of each Market deck. These face up cards are available for purchase. This forms the Market.

FACTION ICON
ATMOSPHERIC PROCESSOR 6
BIO TECH

CARD TYPE   MARKET COST

RESOLVE ACTIONS IN THIS BOX WHEN CARD IS PLAYED

Gain 3 or Gain 3.

INFLUENCE VALUE COUNTED AT GAME END

PRIME ASSET 2
BASIC ASSET

Prime Assets are in a separate pile and not part of the Market.

FACTION ICONS

- Bio
- Cybernetic
- Transport
- Defense

Gain 1 . Gain 4 .

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*IF THIS IS YOUR FIRST TIME PLAYING, REMOVE ALL EXPANSION CARDS WITH THIS SYMBOL IN THE LOWER-LEFT CORNER

THE EVENT DECK

Form three decks called Event Deck 1, Event Deck 2, and Event Deck 3. Cards are chosen randomly from both Catastrophic and Non-Catostrophic Events when building these decks. Build these decks based on the number of players (shown below):

Shuffle each Event Deck and then stack them with Event Deck 1 on top and Event Deck 3 on the bottom. Place this **Combined Event Deck** on the game board.

	2-PLAYER	3-PLAYER	4-PLAYER
Event Deck 1	6 Events	9 Events	12 Events
Event Deck 2	5 Events and 1 Catastrophic Event	7 Events and 2 Catastrophic Events	10 Events and 2 Catastrophic Events
Event Deck 3	4 Events and 2 Catastrophic Events	7 Events and 2 Catastrophic Events	9 Events and 3 Catastrophic Events

Each player will have 9 turns (9 Events per player).

INACTIVE EVENT   ACTIVE EVENT

OLD WORLD   3 TIDAL DISRUPTION
              OLD WORLD ACTIVE STELLAR EVENT

DEFENSE NEEDED TO OVERCOME

LOCATION ICON

EVENT TYPE

INFLUENCE GAINED WHEN OVERCOME

DEFENSE ALTERNATIVE   ±4

EVENT PENALTY   3

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2

STARTING CARDS

Each Player Randomly Receives:

1 Architect

> TIBERIUS, WARP CAPTAIN
> HUMAN ARCHITECT
>
> ARCHITECT ICON
>
> CRYO ABILITY
>
> ②: Move to an Adjacent Location.
> ④: Discard a card. Obtain 1 ⬡ card from the Market costing 4 ⬡ or less.
>
> CRYO COST

2 Starting faction cards

> FACTION ICON
>
> HANGAR BAY
> TRANSPORT ASSET
>
> STARTING CARD IDICATOR
>
> Gain 1 ⬡
> You may Draw 1 card then Discard 1 card.

All Players Also Receive:

5 Material Assets

> MATERIAL ASSET
> BASIC ASSET

3 Sentinel Prototypes

> SENTINEL PROTOTYPE
> DEFENSE TECH

1 Fleet Asset*

> CARRIER
> FLEET ASSET

1 Request*

> REQUEST
> ‹EARTH TO MOON›

Each Player receives these cards, tokens, and a player mat. All players place their ship token at the Old World Location. Place your Architect and, if you are using an expansion, your Fleet Asset, in the places indicated on your Player Mat. Architects and Fleet Assets will not be shuffled into your deck. Starting faction cards are also chosen randomly and received as a pair (take both Bio faction cards, both Transport faction cards, etc.). All starting deck cards are signified by an orange dot in the upper-left corner. Return any unused Starting Cards to the box. Take your 10 card starting deck and shuffle them. This forms your starting deck. Draw 5 cards. This is your starting hand. For the rest of the game, you will draw 5 cards at the end of your turn.

STARTING TOKENS

1 Ship Token

5 Embassy Tokens of the same color

4 Cryo Counters

PLAYER MAT (SUGGESTED LAYOUT FOR ALL PLAYERS - MAY VARY BASED ON TABLE RESTRICTIONS)

*PLACE YOUR FLEET ASSET CARD HERE

PLACE TOKENS ACROSS THE TOP OF YOUR MAT

FLEET ASSET

REQUEST

⬡ INFLUENCE   ⬡ INFAMY   ⬡ CRYO   ⬡ EMBASSIES

ARCHITECT

TOKEN GUIDE
- Ship - Current Location Marker.
- Embassy - Pay 2 ⬡ to place an Embassy.
- Cryo Counter - Remove 1 at the beginning of your turn.
- Influence - Victory points at game end.
- Infamy - Negative Influence at game end.
- Credit / Defense - Gain (Use area) or Bank these.
- Cargo - Use Cargo Tokens to Gain Market Tokens or Obtain Illegal Tech. Cannot be used at its Home Location.
- Garrison Token - Pay 1 ⬡ or 1 ⬡ to remove. Used in Solo and Cooperative play.

SYMBOL GUIDE
- ⬡ Credit - Gain to buy cards, move your ship, place an Embassy, etc.
- ⬡ Defense - Gain to Overcome Events.
- ⬡ Overcome any number of Events scoring.
- ⬡ Cycle 1 card from the Market or your Current Request card.
- ⬡ Cargo* - Use Cargo Tokens from your Carrier to Obtain Illegal Tech or Bank 2 ⬡ Tokens.
- Pay 3 ⬡ to Overcome an Event displaying this.
- Discard a Bio Faction card to Overcome an Event displaying this.
- Discard any card to Overcome an Event displaying this.

If a card displays more than one ⬡, discard all types shown.

*Mercury Protocol Expansion Only

TURN SEQUENCE - START OF TURN

EVENT PHASE
1. Flip any Inactive Events.
2. Place the top card of the Event Deck at its Location.

CRYO PHASE
1. Remove 1 Cryo Counter from your Architect if able.

MAIN PHASE
In any order you may:
1. Play any number cards from your hand.
2. Buy any number of cards from the Market.
3. Pay to move to any number of Locations.
4. Pay to place any number of Embassies.
5. Use 1 Location Bonus or 1 Key Access.
6. Overcome any number of Events.
7. Cycle 1 card in the Market or Cycle 1 Request*.
8. Use your Architect's Ability if available.
9. Gain and Deliver Cargo*

END PHASE
1. Discard all Played cards.
2. Keep or discard cards still in your hand.
3. Draw 5 cards then discard down to 5.

DECK / DISCARD PILE

DRAW CARDS FROM YOUR DECK IN A FACE DOWN PILE PLACED HERE

DISCARD CARDS TO A FACE UP PILE PLACED NEXT TO YOUR DECK.

You may look through your discard pile at any time but not your deck.

When your deck runs out of cards, shuffle your discard pile which then becomes your deck.

*CREDIT/DEFENSE TOKENS BANKED FOR USE ON ANY OF YOUR TURNS

CREDIT/DEFENSE TOKENS FOR GENERAL USE ON THE CURRENT TURN ONLY

TROPHY DECK

BA...

...RN USE ⬡ / ⬡

MOVEMENT COSTS
2 ⬡ - Move to any Location.
1 ⬡ - Move to any Location where you control an Embassy.

Once per turn at your current location, Gain the Location Bonus.
If you have an Embassy at your Current Location you may Gain Key Access instead of a Location Bonus.

*PLACE YOUR CURRENT REQUEST HERE

PLACE OVERCOME EVENTS AND COMPLETED REQUESTS* HERE

Variant draft mode:

Shuffle all Architects and deal 3 to each player. Each player chooses 1 and passes to the left. Continue until all Architects have been drafted. Choose your starting Architect from the 3 Architects you drafted.

*Mercury Protocol Expansion only. If this is your first game, do not Mercury Protocol.

Players take turns clockwise around the table. The person who most recently woke from "Cryo Sleep" goes first. Each turn has four phases taken in order by the Current Player. Each phase is described in detail below and on the following pages.

1. **Event Phase** – Place the top Event of the Event deck onto its Location.

2. **Cryo Phase** – Remove one Cryo Counter from your Architect.

3. **Main Phase** – This is where players act, moving their ships, buying cards, playing cards, using abilities, etc.

4. **End Phase** – Played cards are now discarded and a new hand is drawn.

EVENT PHASE

The following Event Phase process is repeated in order at the beginning of every turn:

1. AT THE BEGINNING OF THE EVENT PHASE, FIRST FLIP ANY INACTIVE EVENTS AT A LOCATION...

...TO ITS ACTIVE SIDE.

2. THEN PLACE THE TOP CARD OF THE EVENT DECK NEAR ITS ASSOCIATED LOCATION, INACTIVE SIDE UP. IF THIS INACTIVE EVENT IS STILL IN PLAY ON THE NEXT TURN, IT WILL BECOME AN ACTIVE EVENT.

EVENT DECK

PLACED EVENT

Stellar Event
This icon also represents Events in general on the gameboard and player mats

Social Event

Catastrophic Event

Remember: There may not be any Inactive Events at the beginning of the turn.

◤ Every turn, take 1 Event from the Event Deck and place it at its corresponding Location with the Inactive side up. Events are Inactive on their first turn in play. Events become Active during the next Event Phase if they are still in play. Events may be Overcome while Active or Inactive.

◤ A Location with an Active Event is considered Shut Down. If a Location is Shut Down, Location Bonus and Key Access cannot be used and an Embassy cannot be placed. If you are using the Expansion, Cargo cannot be picked up or delivered. *See Terminology section for more info.*

◤ A Catastrophic Event works in the same way. It is Inactive on its first turn in play. However, when a Catastrophic Event becomes active, **all Locations are considered Shut Down**. Follow any other rules outlined on the Catastrophic Event card.

◤ Any number of Events may be at a Location. Events stay at their Location until they are Overcome.

CRYO PHASE

◤ If your Architect has any Cryo Counters ⬤ on it, remove 1 Cryo Counter. Cryo Counters are placed on your Architect during the Main Phase to activate an Architect's special ability. Your Architect cannot be used while it has Cryo Counters on it.

MAIN PHASE

ONCE PER TURN and any time during your Main Phase you may in any order:

▲ **Cycle 1 card**. Choose a card in the Market and put it on the bottom of its faction deck and then reveal a new card. *If playing with the Expansion, you may instead Cycle your Current Request card by putting it on the bottom of the Request Deck and drawing a new Request card.

▲ **Gain Bonus**. Gain 1 Location Bonus ⚓ from your Current Location. If you control an Embassy at your Current Location, you may gain 1 Key Access ⚙⚓ instead of 1 Location Bonus (See Terminology section for more details).

▲ **Call for Collaboration**. In an effort to Overcome an Event, the Current Player may Call for Collaboration with **one player** at his/her Location or **one player** who controls an Embassy at his/her Location. Players may openly discuss how much Defense ◯ they have available but are not required to reveal any information. Players play cards from their hands following all normal rules of game play (card abilities resolve even for Collaborating players, cards played go to the discard pile at the end of the turn). Only the Current Player draws 5 cards at the end of the turn.

• Only the Current Player may Call for Collaboration and that player must have at least one Defense (this could come from a card, Architect, Location ability, etc.).

• The Current Player's Ship token must be at the Location of the Event.

• The other player involved in the Collaboration must either be at the Current Player's Location or have an Embassy at the Current Player's Location.

• The Current Player is in control of the Collaboration so he/she chooses how much Defense to offer and which player to Collaborate with (based on legal targets).

• Only cards that offer Defense ◯ may be played during Collaboration.

• Location, Architect abilities, and Banked Defense (if using Mercury Protocol) may only be used by the Current Player.

If the Collaboration is successful, the two Collaborating Players each Gain Influence 🟢 equal to the amount of Defense ◯ they contributed to Overcome the Event. Then the two Collaborating Players each draw 1 card. The Current Player places the event in his/her Trophy Pile

COLLABORATION EXAMPLES

Green player and Red player are Collaborating on an Event that costs 3 Defense to Overcome. Green player uses 2 Defense and Red player uses 1 Defense. Green player would collect 2 Influence and red player would collect 1 Influence.

OLD WORLD CAPITAL
LOCATION - EARTH

Green Player may Call for Collaboration with Red Player. Red Player may not Call for Collaboration at this Location.

OLD WORLD CAPITAL
LOCATION - EARTH

Green Player or Red Player may Call for Collaboration with the other player at their Location while acting as the Current Player.

MAIN PHASE CONTINUED

ANY NUMBER OF TIMES and any time during your Main Phase you may in any order:

▲ **Obtain cards.** Purchase any number of Prime Assets and/or cards from the Market for the cost printed in the upper-right corner. Obtained cards are placed on the top of your deck. Prime Assets and Market cards may be obtained from any Location. When a card is Obtained from the Market, immediately flip the next card in that Market deck.

ATMOSPHERIC PROCESSOR 6
BIO TECH

MARKET COST

▲ **Play cards** from your hand. Card abilities are used immediately upon playing in the order they appear on the card. Credit ⬦ and Defense ⬭ may be pooled for use anytime during your Main Phase (place tokens in the turn use area of your player mat) but all other card abilities must be resolved immediately. With the card ability shown to the right, when played, you would add 1 ⬦ to your Credit pool. However, you cannot use that Credit to do anything until the rest of the text is resolved. If you plan to move, you must move first. Then you could spend your 1 ⬦.

RESOLVE EVERYTHING IN THIS BOX WHEN THIS CARD IS PLAYED FROM YOUR HAND

Gain 1 ⬦ .
You may Move to an Adjacent Location.

▲ **Overcome events.** Whether an Event is Active or Inactive, if you are at the Location of an Event you may pay Defense equal to an Event's Defense cost to gain Influence. Immediately collect Influence Tokens ● equal to the Event's Influence Value and place the Event in your Trophy Pile.

INACTIVE EVENT | ACTIVE EVENT

DEFENSE NEEDED TO OVERCOME

TIDAL DISRUPTION
OLD WORLD ACTIVE STELLAR EVENT

INFLUENCE GAINED WHEN OVERCOME

±4 ⬦
◊3 ⬦

▲ **Travel to new Locations** ⚓. Pay 2 Credits ⬦ to Move to any location (move your Ship Token ⚓ from your Current Location to any other Location). Pay 1 Credit ⬦ instead if you control an Embassy at the Location you are moving to.

▲ **Place an Embassy** ⚙. Pay 2 Credits ⬦ to place an Embassy ⚙ at your current Location.

▲ **Use an Architect ability.** This may only be done if your Architect has no Cryo Counters. To use an Architect ability, place a number of Cryo Counters on your Architect equal to the number on the chosen ability. Remember to remove 1 Cryo Counter from your Architect during the Cryo Phase of your turn (before the Main Phase begins).

PLACE 2 CRYO COUNTERS ON YOUR ARCHITECT TO USE THIS ABILITY

②: Move to an Adjacent Location.
④: Discard a card. Obtain 1 ⬦ card from the Market costing 4 ⬦ or less.

PLACE 4 CRYO COUNTERS ON YOUR ARCHITECT TO USE THIS ABILITY

END PHASE

Put any cards played this turn into your discard pile. You may keep any unplayed cards still in your hand. Draw 5 cards from your deck then discard down to 5 cards. If you have no cards to draw from, shuffle your discard pile to create your new deck (same rules apply any time you need to draw a card).

DISCARD PILE
Discard face up cards here.

DECK
Draw face down cards from here

1. AT THE END OF YOUR TURN, FIRST PLACE ALL PLAYED CARDS INTO YOUR DISCARD PILE.

2. THEN DRAW 5 CARDS FROM YOUR DECK AND DISCARD BACK DOWN TO 5.

When your deck runs out, shuffle your discard pile. It then becomes your deck.

GAME END

THE GAME ENDS IMMEDIATELY WHEN NO CARDS CAN BE DRAWN FROM THE EVENT DECK.

Your score is calculated by:

- Adding the numbers on your Influence tokens.
- Adding the Influence values in the lower right corner of any cards in your deck, hand, and discard pile.
- Subtracting 1 Influence for each Infamy Token you have.
- Adding any applicable Mission Bonuses if you are using the Missions Variant.

The Player with the most Influence 🟢 wins.

If tied:

- The player with the most cards in their Trophy Pile wins the tie.
- If still tied, the player with the most cards worth 0 Influence wins the tie (starting cards do not count, only cards that show 0 Influence in the lower right corner).
- If the game is still tied, shake hands and divide the solar system among the victorious players.

◢ **Some cards affect all players?**
If a card says "all players place an Embassy", each player places an Embassy at his/her Current Location. If a card says "all players may move to an Adjacent Location", each player moves from his/her Current Location. There is no extra cost associated for any player to take these actions.

◢ **What is the Turn Use area on the Player Mat for?**
Credits and Defense may be stored up and used at any time over the course of your Main Phase. The turn use area gives you a place to store Credits and Defense for this turn only.

◢ **How does a card ability resolve?**
Card text resolves in order from top to bottom. If a card says "Draw a card, Consume a card", you must draw first then consume. This can be important if drawing a card forces you to shuffle your discard pile into your deck. However, if a card says "you may," it is optional but must be resolved immediately.

◢ **Can cards be played and resolved at the same time?**
Cards resolve immediately and other cards or abilities may not be used until all abilities on a card are completely resolved.

◢ **How does the Movement Tax work?**
Some events require a payment of 3 Credits to leave (instead of 2 Credits or 1 Credit if moving to one of your Embassies). This cost is 3 Credits even if moving to one of your Embassies. It is also 3 Credits no matter how many movement tax events stack up. However, any card that lets you leave a Location without paying credits is not affected by the Movement Tax.

◢ **When do I shuffle my deck and my discard pile?**
Shuffle your discard pile to form your new deck any time you need to draw a card and you have no cards left in your deck to draw. **Also**, always shuffle your deck after it is searched for any reason.

◢ **How do I use Location Bonus and Key Access?**
This can only be taken once per turn unless granted by a card effect. Once per turn, you may take one Location Bonus or Key Access. However, if you have a card that offers Key Access, you may take a second Key Access but **you can never use the same location twice**. Also, if a card gives Key Access, this cannot be used for the less powerful Location Bonus and can usually only be used if the Location is not Shut Down.

◢ **What does "If able" mean?**
Some cards use the term "if able". Usually, this is in reference to Key Access or placing an Embassy. In either case, your ship must be at the Location, the Location cannot be Shut Down, and (in the case of Key Access) you have not used any Location Ability at that Location.

EXAMPLE - You Gain one Defense from the Lunar Base Location Bonus. You then move to a different Location and use the 1 Defense gained on the Lunar Base to Overcome an event at your new Location. All Turn Use Credits and Defense are lost at the end of the turn.

*THE BANK SIDE OF YOUR PLAYER MAT IS ONLY USED WITH MERCURY PROTOCOL. BANKED TOKENS MAY BE USED ON ANY OF YOUR TURNS

ALL TURN USE CREDITS AND DEFENSE ARE LOST AT THE END OF THE CURRENT TURN.

EXAMPLE - If you plan to move to an Adjacent Location using the Orbital Shuttle (shown in this example box), you must do so before Gaining the Defense. This means you cannot use the 2 Defense from this card to Overcome an Event at your current Location because you will have to move first. You may chose not to move using this card.

EXAMPLE - Telemetric Engineer (shown in this example box), and other cards that allow you to move without payment are unaffected by a Movement Tax.

◢ **What if a card Consumes itself?**
If a card gives the option to Consume itself, resolve the other abilities first then Consume the card.

◢ **What happens when I Overcome an Event?**
The inactive side of an Event may have a different amount of Influence available than the active side, so take Influence tokens equal to the Influence number on the face up side of the Event immediately after Overcoming. Place the Event in your Trophy Pile.

◢ **What is the Trophy Pile for?**
The Trophy Pile is used to count Events at the end of the game, for the Defense Mission (when using the Missions Variant), and as a tie breaker. It is also used to count Requests (used with Mercury Protocol) and Future expansions will utilize the Trophy Pile as well. Collect the events you Overcome in a special pile marked on your Player Mat. Each player will collect Events (and Requests) this way into his/her personal Trophy Pile once the Event is Overcome. **If players Collaborate**, the Player calling for Collaboration collects the Event into his/her Trophy Pile.

Adjacent – A location next to your current Location.

Bank* - The area used to store Banked Credit and Defense Tokens. Banked Credits may be used only in the Market but may be stored for use on any of your turns. Banked Defense may only be used on your turn.

Collaboration – The Current Player may Call for Collaboration with one player at his/her Location or one player who controls an Embassy at his/her Location. The two Collaborating Players each Gain Influence equal to the amount of Defense they contributed to Overcome the Event. Then the two Collaborating Players each draw 1 card.

Credit – The main currency used, for example, to Obtain cards, Place Embassies, Travel to Locations, and Gain Cargo*.

Consume – Completely remove a card from your deck and place it in the Consumed Card Area. All Consumed cards go to this common area on the game board.

Collaborating Player – A player who answers the Call for Collaboration but is not the Current Player.

Current Player – The player currently taking their turn.
Current Location – The Location of your ship token.

Current Request* - The Request card next to your Player Mat.

Cycle - Place a Market card or a Request card* on the bottom of its deck.

Embassy – You may pay 2 Credits to place an Embassy token at your Current Location during your main phase. This Token represents that you now Control an Embassy. These tokens also work with many cards and allow for long distance Collaboration. In addition, if you control an Embassy at a Location, once per turn you may gain Key Access at that Location instead of a Location Bonus. A player must be at the location with the Embassy to use Key Access. You can only Control 1 Embassy at each Location.

Gain – Grants a bonus that does not go into your Hand, Deck, or Discard Pile and is lost at the end of your turn if not used.

Infamy – Tokens counted against your score at the end of the game.

Influence – Victory points counted towards your score at the end of the game.

Key Access – If you control an Embassy at your current location you may gain Key Access. Key Access may be gained once per turn instead of a Location Bonus. You may gain more than one Key Access per turn by using card abilities but you may never use the same Location twice. If a card ability grants Key Access, this does not count as your 1 Key Access per turn. Additionally, you do not need to have an Embassy at your Location to use Key Access granted from a card. You may not use a Key Access card to gain a regular Location Bonus.

Location Bonus – You may gain 1 Location Bonus per turn at your current location.

Obtain – Place a card on top of your deck. Cards purchased from the Market are considered Obtained.

Overcome – An Event is usually Overcome by playing Defense. Total Defense needed to Overcome an Event is indicated on the Event card. Any number of Events may be Overcome on a turn. An Event can only be Overcome if you (the Current Player) are at the Location where the Event is taking place.

Remove - Return a token to its supply

Secure – Place a card directly into your hand.

Shut Down - A location is Shut Down if it has an Active Event or if it has a Garrison*. When Shut Down, you cannot use Location Bonus or Key Access, you cannot Place Embassies, and you cannot Gain or Deliver Cargo*. These are all considered Shut Down effects (important if playing with The Wraith*, a Mercury Protocol card).

The Market – Faction-based Tech and Operative cards that have become available for purchase or hire.

❖ **Unique Card** – A card with this icon may only be played once per turn even if you have multiple copies in hand. If this card is copied by another card ability, it may not be copied or played again this turn.

* Only Used with Mercury Protocol Expansion

YOU DO NOT NEED TO READ ANY MORE OF THIS RULEBOOK TO PLAY THE RECOMMENDED FIRST PLAY OF HELIONOX.

COMPETITIVE MISSION VARIANT

Place the 4 Mission cards in a place where all players can clearly see them. When the game ends, during the scoring process, examine the game state to see if you have completed any of the Missions. Any player who completes the objective on any of the Mission cards adds the Mission Influence to their score. All players can gain the Influence associated with any Mission and more than one Mission may be completed during a game.

MERCURY PROTOCOL

a helionox expansion

CARGO SETUP

Cargo is a token type used only when using the Mercury Protocol Expansion. Separate all Cargo by color and place each color near the game board across from its Location (see example below). This is the Cargo Supply.

Gaining Cargo

▰ Pay 1 Credit to Gain 1 Cargo at your Current Location and place that Cargo on your Carrier.

▰ You may only Gain a Cargo type of your Current Location (e.g. -Red Cargo from Mars, Blue Cargo from Europa, etc.).

▰ You may only Gain Cargo once per turn per location. This means you may gain a maximum of 5 Cargo in a single turn.

▰ Your Carrier may only hold 1 Cargo of each color.

▰ Cargo cannot be Gained or Delivered at a Shut Down Location.

▰ **Delivering Cargo**

▰ Cargo must be delivered to a Location that does not match its color (e.g. -Martian Cargo cannot be delivered to Mars).

▰ If delivering, Cargo is always Delivered to your Current Location. Place it on that Location to show that you have delivered to that Location this turn (return Delivered Cargo to the supply at the end of the turn).

▰ You may Deliver Cargo once per turn per location. This means a maximum of 5 deliveries can be made in a single turn.

▰ After Delivering Cargo, you may choose to do **one** of the following:

    1. Bank 2 Credit tokens.

or

    2. Obtain an Illegal Tech if one still remains at your location.

▰ Cargo cannot be Gained or Delivered at a Shut Down Location.

▰ At the end of the turn, all Cargo on a Location is returned to the Cargo Supply.

ALL MERCURY PROTOCOL CARDS ARE MARKED WITH THIS ICON AND ONLY USED WHEN PLAYING THE MERCURY PROTOCOL EXPANSION

ILLEGAL TECH SETUP

▲ Divide the Illegal Tech cards by Location Icon. Randomly draw and place Illegal tech at each Location. Always match Location Icons. You may have duplicates in 3-4 player games.

| For 1-2 Player - Use 1 Illegal Tech card per Location |
| For 3-4 Player - 2 Illegal Tech cards per Location. |

LOCATION ICON -
MATCH THIS ICON TO A LOCATION. THIS TECH IS ONLY AVAILABLE TO OBTAIN AT THE LUNAR LOCATION.

COST -
ILLEGAL TECH COSTS 1 CARGO. LUNAR CARGO CAN ONLY BE USED ON ILLEGAL TECH FROM A NON-LUNAR LOCATION.

OBTAINING AND USING ILLEGAL TECH

▲ The only way to Obtain Illegal Tech is by Delivering Cargo to a Location (all rules for Delivering Cargo apply). Illegal Tech cards may only be obtained at their respective Locations.

▲ Treat Illegal Tech like regular Tech cards in your deck. Illegal Tech is worth 3 Infamy at the end of the game (if it is still in your deck) and gives you 1 Infamy each time it is played.

MERCURY PROTOCOL EVENTS AND LOCATIONS

All Mercury Protocol Events can be shuffled in for use as regular (non-catastrophic) events. Note: **Systemic Inflation** adds 1 Credit to the cost of Market Cards for each active Inflation Event. On a **Raid**, you choose which Cargo to remove from your Carrier.

All Mercury Protocol Locations may be used instead of the base game Locations. You may also chose to mix and match Locations from the expansion and the base game but always use 1 Location from each of the 5 Locations types (Earth, Moon, Mars, Ceres, and Europa).

BANKED CREDIT AND DEFENSE TOKENS SETUP AND USE

▲ Use Credit and Defense Tokens from the Supplies. Instead of placing them in the "Turn Use" area on your player mat, place them in your "Bank" area.

▲ Credit Tokens can be Banked by Delivering Cargo or by using other card abilities that use the keyword "Bank".

▲ Once a Credit Token is Banked, you may return it to the Credit Token supply on the same turn or on a later turn to Gain 1 Credit towards cards in the Market. Banked Credits may only be used for cards in the Market.

▲ Defense Tokens can only be Banked by a card ability.

▲ Defense Tokens may be returned to the supply on the same turn or on a later turn to Gain 1 Defense. Banked Defense Tokens may only be used on your turn.

▲ You may have up to 10 Banked Credit tokens and 10 Banked Defense tokens and you may use any number of those tokens on a single turn.

*CREDIT/DEFENSE TOKENS BANKED FOR USE ON ANY OF YOUR TURNS

CREDIT/DEFENSE TOKENS FOR GENERAL USE ON THE CURRENT TURN ONLY

REQUEST DECK SETUP AND USE

Randomly choose 6 Request cards per player. Then shuffle those cards to form the Request Deck. Each Player then draws a card from the Request Deck. These are hidden in Competitive mode but may be played face up in Cooperative. If you Deliver the matching type of Cargo to a Location, you have successfully fulfilled a Request. Immediately place the successful Request into your Trophy Pile, Gain 2 Influence, and then draw a new Request from the Request deck. Requests may only be completed once. Requests may be Cycled but you may still only use Cycle for free once per turn.

LOCATION ICONS: ALWAYS USE 1 OF EACH LOCATION IN THIS ORDER.

Deliver cargo from Europa to Asteroid Belt.
Gain 2.

THE SHADOW SYNDICATE

In Cooperative and Solo Modes, all players are competing against The Shadow Syndicate. The Shadow Syndicate is a clandestine organization composed of government officials, Interworld informants, crime lords, and political extremists. Their agenda? Wrest control away from the Architects. You can use the Shadow Syndicate Reference card to represent the Shadow Syndicate. This card summarizes turn and scoring information for the Shadow. Place all cards scored by the Shadow near this card to form the Shadow Syndicate's score pile.

THE SHADOW SYNDICATE ACTS IN THE SAME WAY ON EACH OF ITS TURNS:

The Shadow Syndicate has a turn at the end of each player's turn. The Syndicate turn happens immediately after a player draws his/her new hand but before the next player's turn (e.g. - before existing Events become Active and before a new Event is played).

On its turn, the Shadow Syndicate scores in two ways:

▲ First, it scores an Event. It immediately Overcomes the highest Influence Active Event. If there are no Active events, it Overcomes the highest Influence Inactive event. If tied, choose the closest to Earth. If still tied, you choose. If there are no Events in play, the Shadow Syndicate does not score an Event.

▲ Second, it scores the highest influence, highest cost card in the Market. If tied you choose.

▲ When scoring cards for the Shadow Syndicate, make a score pile from the cards it has scored. Be sure to place Events into the score pile on their Active or Inactive side (depending on which side the Syndicate scored). This way you can track the score for the Syndicate even on events that have different values on their Active side.

COOPERATIVE/SOLO GAME SETUP

Most setup aspects are exactly the same (including Expansion setup rules like the Request Deck). The only differences are described below. This mode can be played without Mercury Protocol. Follow the same rules without using any expansion pieces.

DIFFICULTY SETTINGS

Difficulty is set by changing the number of Missions available and by adding Garrisons.

▲ Rookie Mode – No garrisons, use Missions equal to the number of players minus 1.

▲ Normal Mode – No garrisons, use Missions equal to the number of players.

▲ Veteran Mode – Use garrisons, use Missions equal to the number of players minus 1.

▲ Master mode – Use garrisons, use Missions equal to the number of players.

VARIANT HARD MODE - MISSION WIN CONDITION

Use the same numbers as above with a special win condition. All Missions **MUST** be completed by the game's end or it is considered a loss for the team.

COOPERATIVE/SOLO MISSIONS SETUP

▲ Missions – Draw a number of Co-op / Solo Mission cards equal to your desired difficulty setting. If a Mission is completed by the end of the game, the Cooperating Team Gains 5 Influence. If the Mission is not completed, the Shadow Syndicate Gains 5 Influence.

▲ Do not use any Competitive Mission cards in Cooperative or Solo Mode.

▲ **All missions** are based on a team total (e.g. - in 2 player mode you need 10 cards in the Consumed Pile to complete the Consume the Weak Mission. It doesn't matter who put the cards there as long as you end the game with 10 cards in the Consumed Pile. The same holds true for the other missions).

GARRISON SETUP

If your chosen difficulty setting uses Garrisons:

▲ Place one Garrison Token on each Location 🌓 . Locations with Garrisons are considered to be Shut Down. You cannot use Location abilities (Location Bonus or Key Access), place Embassies, pick up cargo, or Deliver Cargo at a Shut Down Location.

▲ Garrison Removal – A Garrison may be removed from a Location by paying 1 Credit 🔶 or 1 Defense ⚪ .

EVENT DECK SETUP

This deck is formed in the same way as in Competitive Mode but with different numbers of Events. Each player will still have 9 turns but on every turn except for the first turn, Events are played 2 at a time.

Form three decks. These decks will be called Event Deck 1, Event Deck 2, and Event Deck 3.

- ◢ Select a number of randomly chosen Catastrophic Events for Event Deck 1 based on the number of players (shown below).
- ◢ Select a number of randomly chosen other Events based on the number of players. These other Events are randomly chosen from all of the Non-Catastrophic Events.
- ◢ Repeat steps 2 and 3 to form Event Decks 2 and 3.
- ◢ Once these three decks are formed they will be shuffled seperately then stacked on top of one another to form a single Combined Event Deck. Event Deck 1 will be on Top and Event Deck 3 on the bottom (same as in solo and competitive modes).
- ◢ See table for Event Deck card numbers.

☀	1-PLAYER	2-PLAYER
Event Deck 1	4 Events 1 Catastrophic Event	10 Events 1 Catastrophic Event
Event Deck 2	4 Events 2 Catastrophic Events	10 Events 1 Catastrophic Event
Event Deck 3	4 Events 2 Catastrophic Events	11 Events 2 Catastrophic Events

☀	3-PLAYER	4-PLAYER
Event Deck 1	15 Events 2 Catastrophic Events	21 Events 2 Catastrophic Events
Event Deck 2	15 Events 2 Catastrophic Events	20 Events 4 Catastrophic Events
Event Deck 3	15 Events 4 Catastrophic Events	20 Events 4 Catastrophic Events

PLAYING EVENTS IN COOPERATIVE AND SOLO MODE

On the first turn of the game, the Current Player draws the top card of the Event Deck and Places it at its Location. For the rest of the game, on each turn the Current Player draws the top 2 cards of the Event Deck and places them at their Locations.

SOLO GAME SETUP

Most aspects of Solo are exactly the same as Cooperative so be sure to read the cooperative rules. Set up the Locations, Cargo, Illegal Tech cards, and the Market as per the normal rules. Randomly choose 7 Requests to make up the Request Deck. Choose your Difficulty Setting based on the Cooperative Rules.

HUMAN PLAYER (USE ANY METHOD FOR CHOOSING CARDS)

- ◢ Choose an Architect, one pair of Starting Faction Cards, and a Fleet Asset
- ◢ Follow all normal setup rules

SHADOW SYNDICATE (AI PLAYER)

Follow all rules for Cooperative Play.

EVENT DECK SETUP

See table for Event Deck card numbers. Take **ALL** regular events (non Catastrophic), shuffle them, and deal them into 3 piles of 4 cards each. Any unused events will not be used this session. Add one random catastrophic event to the first stack and two random catastrophic events to each of the other two stacks. Shuffle each stack separately. Place the first stack on top of the second. Place this larger stack on top of the third. This is the Event Deck.

SOLO GAME PLAY

The Human Player will always be the first player. All Cooperative game rules apply including the play of Events (1 Event on the first turn, 2 Events on each turn there after).

After each turn by the Human Player, The Shadow Syndicate will act in the same way each turn (just as in Cooperative mode):

- ◢ First, it scores an Event. It immediately takes the highest Influence Active Event. Place the card in its score pile. If there are no Active events, it scores the highest Influence Inactive event. If tied, choose the closest to Earth. If still tied, you choose. If there are no Events in play, the Shadow Syndicate does not score an Event.
- ◢ Second, it scores the highest influence, highest cost card in the Market. Place the card in its score pile. If tied, you chose.

THE GAME ENDS WHEN NO CARDS CAN BE DRAWN FROM THE EVENT DECK.

COOPERATIVE TEAM AND SOLO TROPHY PILE

◢ In Cooperative and Solo mode, scores are tallied together. Your team's score is much easier to calculate by using a Team Trophy Pile. While playing the game, place all Overcome Events into the Team Trophy Pile. Do not use Influence Tokens for scoring Events. Even Events Overcome with Collaboration can be scored in the Team Trophy Pile as individual Trophy piles no longer matter. **Remember:** Be sure to place Events into the score pile on their Active or Inactive side (depending on which side you scored). Influence tokens will still be used for other cards that give you Influence.

◢ You may also place completed Requests and completed missions into the Team Trophy Pile.

Total the Team Score:

◢ Add your Team Trophy Pile.

◢ Add the numbers on your Influence tokens 🟢.

◢ Add the Influence values in the lower-right corner of any cards in your deck, hand, and discard pile.

◢ Gain 3 Infamy 🔴 for each Illegal Tech in your deck.

◢ Subtract 1 Influence for each Infamy Token you have.

◢ Add any applicable Mission Bonuses.

At the end of the game, the Shadow Syndicate will add Influence to its score pile in three additional ways:

◢ All Requests still in the Request deck are added to the Syndicate's score pile.

◢ All Illegal Tech still at its Location is added to The Syndicate score pile. The Syndicate gains 3 Influence for each Illegal Tech in its score pile.

◢ All incomplete Missions are added to The Syndicate's score pile. The Syndicate scores 5 Influence for each Mission in its Score Pile.

The Shadow will also have in its Score Pile:

◢ Influence from Events overcome.

◢ Influence from Faction cards.

VICTORY CONDITIONS

Total the Shadow's Score Pile and compare it to the Cooperative team's score.

You win if your Influence is higher. Otherwise, the Shadow Syndicate is victorious and the Architects have suffered critical blow to their agenda.

In case of a tie, you win if you have more Catastrophic Events than the Shadow. If still tied, you lose.
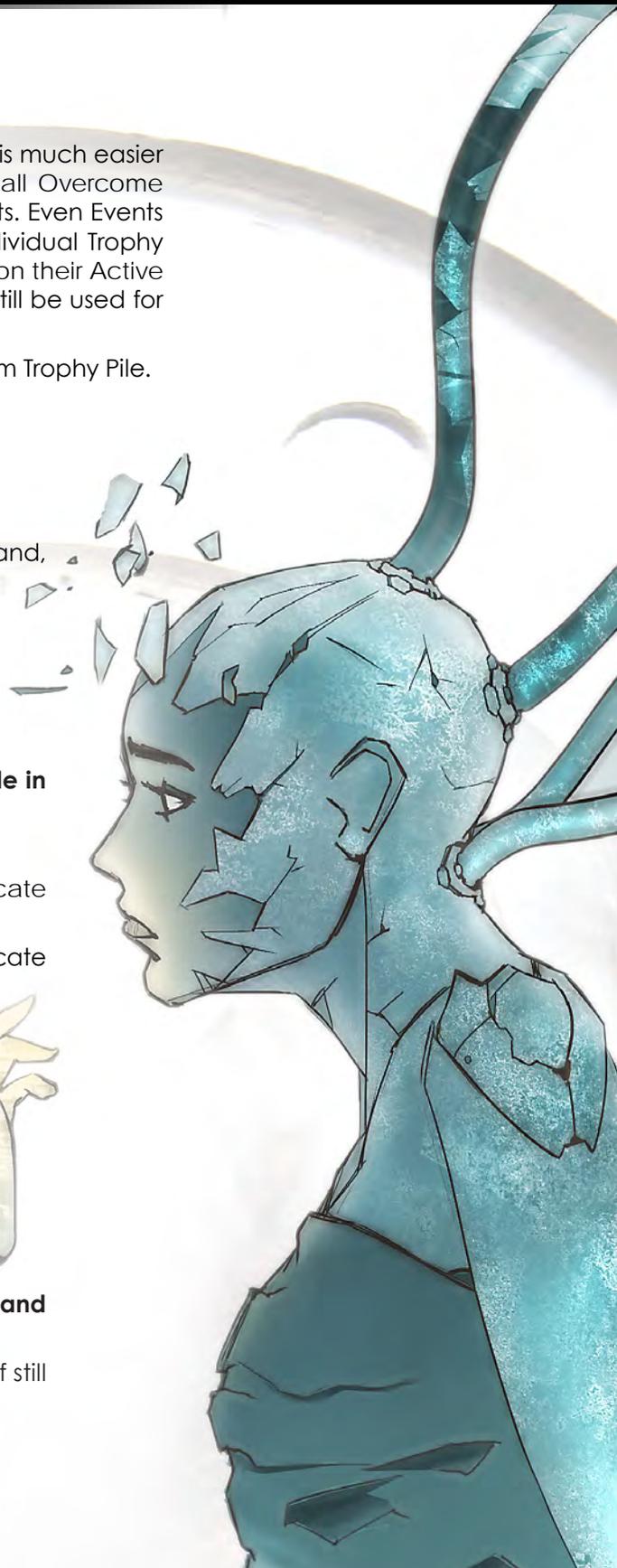
ACTIVE EVENT ICONS (DEFENSE ALTERNATIVES)

Instead of using ⬡ , some events can be Overcome by using alternative costs that are indicated on the event card. These abilities may not be used with Collaboration. You must pay **ALL** alternative costs indicated on the Event to Overcome an Event this way.

These Icons on an Event indicate that you may discard the cards indicated to Overcome that Event instead of using ⬡.

↓1 ■	Discard 1 Card (any type)
↓1 ◉	Discard 1 Cybernetic card
↓1 🚀	Discard 1 Transport card
↓1 ✳	Discard 1 Bio card

When you see these Icons on an Event, you may pay a number of 💰 equal to the number indicated to Overcome that Event instead of using ⬡.

↓3 💰	Pay 3 Credits
↓4 💰	Pay 4 Credits

ACTIVE EVENT ICON (PENALTY) ◀▶3 💰

If the above icon appears on an Event, you must pay 3 💰 while paying to leave this Event's Location. This penalty occurs even if you control an Embassy at the Location you wish to travel to. The cost to leave is never more than 3 no matter how many of of these Events stack up at a Location. Card abilities that offer Movement are not affected by this penalty.

CREDITS

TOKENS

- 🔵 Cryo
- 💰 Credit
- 🔺 Ship
- ⬡ Defense
- 🔴 Embassy
- ③ Influence
- ◉ Infamy
- 🌐 Garrison

FACTION ICONS

- ✳ Bio
- ◉ Cybernetic
- 🚀 Transport
- ⬡ Defense

ON CARD SYMBOLS

- Location Bonus
- Key Access
- ❖ Unique Card
- 💰 Credit
- Influence
- Infamy
- ⬡ Defense
- ⬡ Cargo   Cycle
- ✴ Stellar Event
- Social Event
- ✺ Catastrophic Event
- 👥 Co-op / Solo Only
- Mercury Protocol

EVENT DECK AND TURN ORDER QUICK REFERENCES

COMPETITIVE MODE EVENT DECKS

☀	2-PLAYER	3-PLAYER	4-PLAYER
Event Deck 1	6 Events	9 Events	12 Events
Event Deck 2	5 Events 1 Catastrophic Event	7 Events 2 Catastrophic Events	10 Events 2 Catastrophic Events
Event Deck 3	4 Events 2 Catastrophic Events	7 Events 2 Catastrophic Events	9 Events 3 Catastrophic Events

TURN ORDER

Players take turns clockwise around the table. The person who most recently woke from "Cryo" Sleep goes first. Each turn has four phases taken in order by the Current Player.

1. Event Phase – Place the top Event of the Event deck onto its Location.

2. Cryo Phase – Remove one Cryo Counter from your Architect.

3. Main Phase – This is where players act, moving their ships, buying cards, playing cards, and using abilities.

4. End Phase – Played cards are now discarded and a new hand is drawn.

COOPERATIVE AND SOLO MODE EVENT DECKS

☀	1-PLAYER	2-PLAYER	3-PLAYER	4-PLAYER
Event Deck 1	4 Events 1 Catastrophic Event	10 Events 1 Catastrophic Event	15 Events 2 Catastrophic Events	21 Events 2 Catastrophic Events
Event Deck 2	4 Events 2 Catastrophic Events	10 Events 1 Catastrophic Event	15 Events 2 Catastrophic Events	20 Events 4 Catastrophic Events
Event Deck 3	4 Events 2 Catastrophic Events	11 Events 2 Catastrophic Events	15 Events 4 Catastrophic Events	20 Events 4 Catastrophic Events

COMPONENTS

20x Material Asset Cards	20x Illegal Tech Cards	Wood Pieces
12x Sentinel Prototype Cards	10x Card Dividers	
8x Faction Starting Cards	1x Double Sided Board	20x Cargo Tokens
16x Prime Asset Cards	4x Player Mats	10x Credit Tokens
76x Event Cards	22x +3 Credit Tokens	10x Defense Tokens
98x Faction Market Cards	11x +3 Defense Tokens	20x Embassy Tokens
10x Location Cards	16x Cryo Counters	4x Ship Tokens
15x Architect Cards	120x Influence Tokens	
9x Mission Cards	50x Infamy Tokens	
40x Request Cards	5x Garrison Tokens	