

Nereus: Abyssal Blue

Rulebook

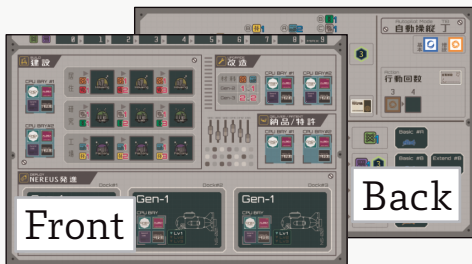
Rule ver: 1.0
(260221)



Components



Ocean Board: 1



Player Mats: 4

There are four colors of these contents for each player.



Housing

Laboratory

Factory

Facility Tiles:
3 types, 3 each



Generation-1



Generation-2



Generation-3

Nereus Pieces:
3 types, 3 each



Score
Markers:1



Manual
Operation
Tiles: 1



Manganese
Nodule



Deep-Sea
Debris



Marine
Bacteria



深海生物
ゲノム



Ion
Battery



地殻構造



Part



Nereus
Learning
Models



ALZEA



IONEX



Compatible

Standard
Resource Tiles:
6 types, 25 each

Special Resource
Tiles: 2 types,
4 each

Corporate
CPU Tiles: 2
types, 14 each

Compatible
CPU Tiles: 8



ALZEA



ALZEA



IONEX



IONEX



Start Player
Marker: 1



Round
Marker: 1

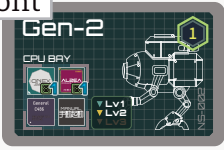


Bag: 1

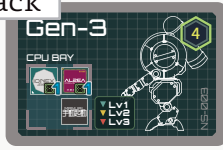
Partner Award
Tiles: 2 types,
1 each

Company
Markers: 2
types, 1 each

Front



Back



Nereus Cards: 12

Front



Back



Depth Lv.3 Sea Area Cards: 27

Front



Back



Patent Cards: 5

Front



Back



Patron Cards: 8

Front



Back

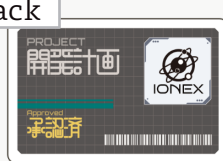


ALZEA Project Cards: 20

Front



Back

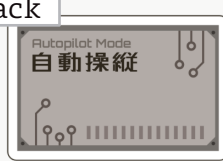


IONEX Project Cards: 20

Front



Back

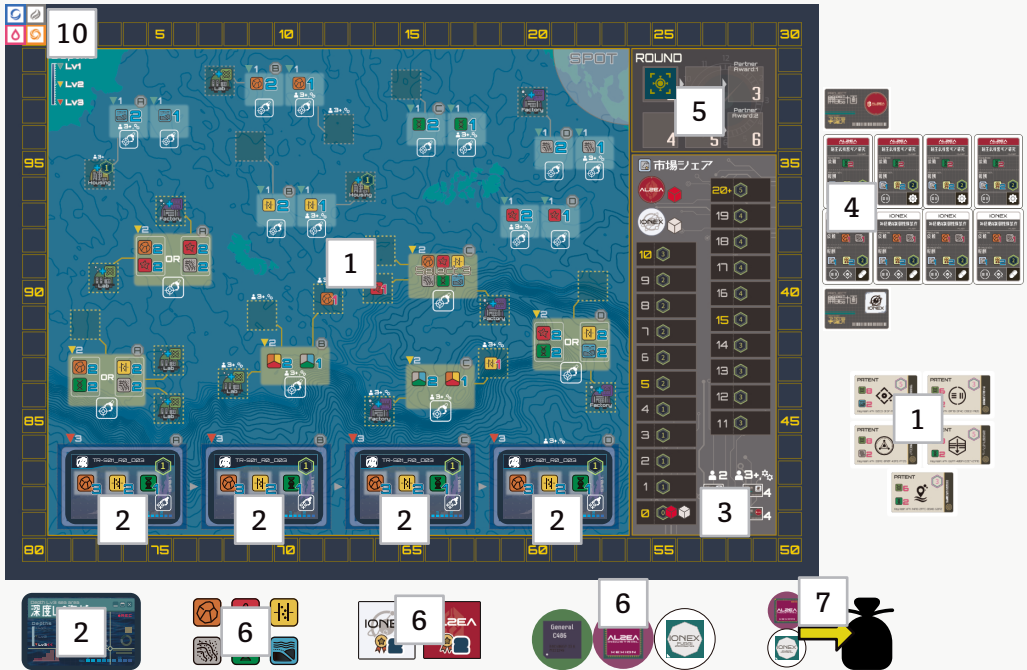


Autopilot Cards: 8

1. Game Overview / Objective

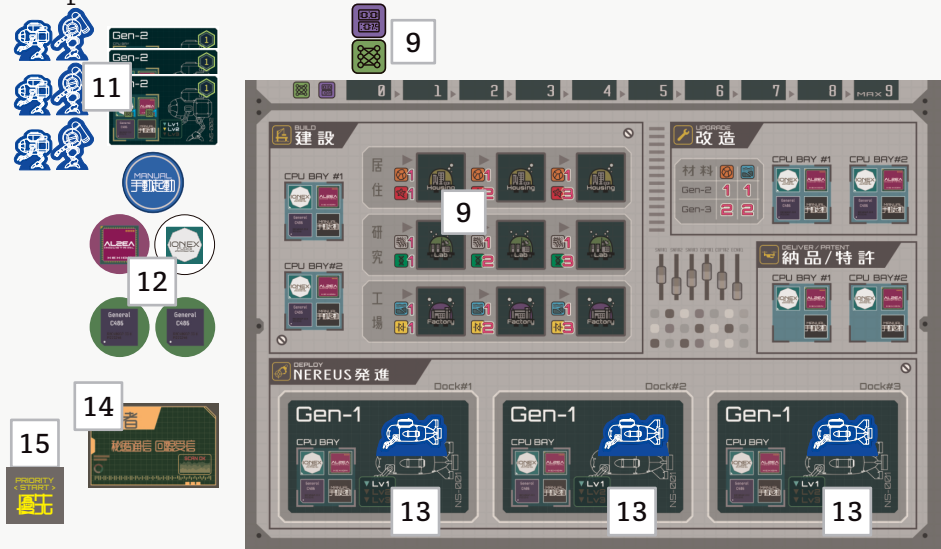
In this game, players represent companies involved in ocean and deep-sea development. Your goal is to earn Ocean Influence (VP) by operating the autonomous deep-sea exploration machine Nereus, collecting resources, building facilities, and contributing to development projects for the two semiconductor companies that dominate the global market. The game lasts 6 rounds. After the final round, the player with the most Ocean Influence (VP) wins.

2. Setup



1. Place the Ocean Board in the center of the table. Place all Patent Cards face up next to it.
2. Shuffle the Depth Lv.3 Sea Area Cards into a deck and place it near the Ocean Board. Reveal the following number of cards and place them face up from left to right:
 - 2 players: 3 cards
 - 3 or more players: 4 cards
3. Place the ALZEA and IONEX company markers on 0 of the Market Share Track.
4. Separate the Project Cards into ALZEA and IONEX decks. Shuffle each deck and place them nearby. Reveal the following number of cards for each company:
 - 2 players: 3 cards for each company
 - 3 or more players: 4 cards for each company
5. Place the Round Marker on Round 1.
6. Place all resources, CPU tiles, and award tiles within reach as the supply.

7. Put 1 ALZEA CPU and 1 IONEX CPU into the bag, then place the bag near the supply.
8. Each player takes:
 - 1 Player Mat
 - 3 Nereus Cards, 1 Part tile, and 1 Nereus Learning Model tile
 - the full set of matching-color Nereus pieces, Facility Tiles, Score Marker, and Manual Operation Tile




9. Place your Facility Tiles on the matching spaces of your Player Mat. Place your special resource tiles on 0.
10. Place your Score Marker on 0 VP of the VP track.
11. Set your Gen-2 and Gen-3 Nereus pieces and Nereus Cards aside.
12. Take your Manual Operation Tile and your starting CPUs:
 - ALZEA × 1
 - IONEX × 1
 - Compatible CPU × 2
13. Place your Gen-1 Nereus pieces in the docks on your Player Mat.
14. Draw 2 Patron Cards at random, choose 1, and keep it face down. Return the other to the box. Reveal your chosen Patron Card at the start of the game.
15. The player who most recently looked at a website about deep-sea research becomes the Start Player.

Note: Color-coded numbers on boards and cards

Numbers shown in blue indicate items you gain. Numbers shown in red indicate items you must pay.

 “Acquire 2 targets”

 “Pay 2 resources”

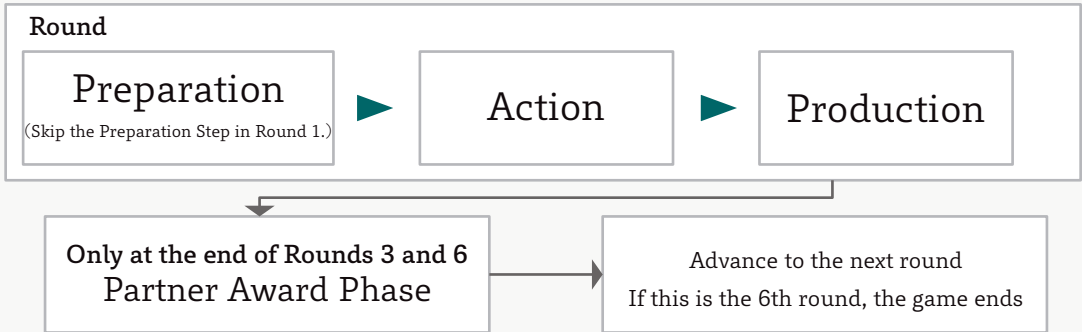
3. Round Structure

The game lasts 6 rounds. Each round has three steps:

1. Preparation, 2. Action, 3. Production

Skip the Preparation Step in Round 1.

A Partner Award Phase also takes place at the end of Rounds 3 and 6 only.



3.1 Preparation Step

Note: Skip this step in Round 1.

1. Remove the rightmost Depth Lv.3 Sea Area Card from play and place it in the discard pile.
 2. Shift the remaining Lv.3 Sea Area Cards to the right, then refill to the following number:
 - 2 players: 3 cards
 - 3 or more players: 4 cards
 3. Remove the rightmost Project Card from each company and place it in the discard pile.
 4. Shift the remaining Project Cards to the right, then refill to the following number:
 - 2 players: 3 cards for each company
 - 3 or more players: 4 cards for each company
 5. Pass the Start Player Marker to the player to the left of last round's Start Player.
 6. Starting with the Start Player, each player draws 4 CPU tiles from the bag.
 7. The Start Player draws a number of CPUs from the bag equal to the number of players and places them in the Spot CPU slots at the upper right of the Ocean Board.
- If any deck runs out, shuffle its discard pile to form a new deck.

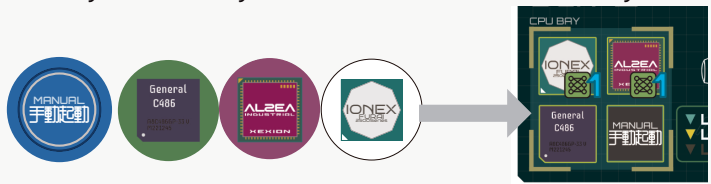
3.2 Action Step

Starting with the Start Player and proceeding clockwise, players take turns one action at a time.

- On your turn, place 1 CPU tile from your hand or 1 Manual Operation Tile on the appropriate action space on your Player Mat, then resolve that action.
- Each CPU tile and the Manual Operation Tile may be used once per round.
- You may pass instead of taking an action. If you do, you may not take any further actions that round.
- Unused CPU tiles do not carry over to the next round.
- Once all players have used all of their CPU tiles / Manual Operation Tiles or have passed, proceed to the Production Step.

Note: CPU tiles and the Manual Operation Tile

Actions in this game are performed by assigning CPU tiles. Each action shows which CPU tiles can be used, and some actions give an additional benefit when a specific CPU is used. The Manual Operation Tile represents performing the action directly, and it may be used as a wildcard for any action.



3.3 Production Step

Resolve the following. All players may do this simultaneously.

1. Return all Nereus pieces from the Ocean Board. For each occupied Depth Lv.3 Sea Area Card, the player who placed a Nereus there takes back both the piece and the card.
2. Each player resolves the Production Step effects of their built facilities.
3. Return all CPU tiles from all players—used and unused—as well as any remaining Spot CPUs, to the bag. The Manual Operation Tile remains with its owner and may be used again next round.
4. Compare ALZEA and IONEX on the Market Share Track. Add 2 CPU tiles of the leading company from the supply to the bag. If they are tied, add 1 CPU tile from each company instead.

Example: If ALZEA is ahead of IONEX on the Market Share Track, add 2 ALZEA CPUs to the bag.



4. Actions

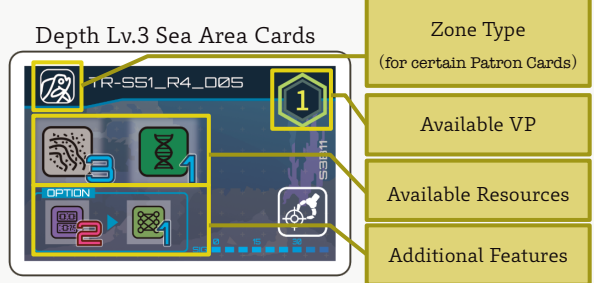
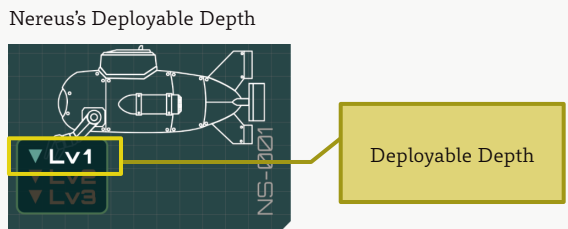
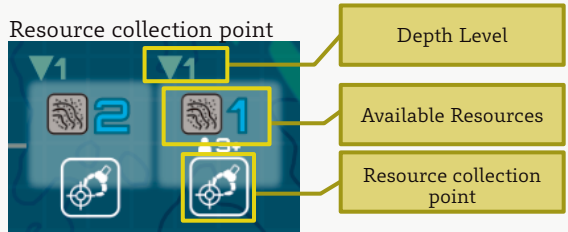
4.1 Deploy Nereus

Choose 1 unused Nereus piece from your Player Mat and place it on a resource collection point on the Ocean Board. Then gain the resources shown there.

Each generation of Nereus has a maximum depth it can reach. Only 1 Nereus piece may occupy each resource collection point.

Depth Lv.3 Sea Area Cards also have resource collection points, just like Lv.1 and Lv.2 areas. When you place a Nereus on a Lv.3 card, gain the VP shown on that card. If the card includes an additional option, you may pay the listed resources to gain that additional reward.

*Sea area type matters only for certain Patron Cards.



Nereus	Supported CPUs	Deployable Depth	memo
Generation-1	Compatible : ○ ALZEA / IONEX : ○ Manual : ○	Depth Lv 1 : ○ Depth Lv 2 : × Depth Lv 3 : ×	Initial deployment of Nereus
Generation-2	Compatible : ○ ALZEA / IONEX : ○ Manual : ○	Depth Lv 1 : ○ Depth Lv 2 : ○ Depth Lv 3 : ×	When you execute this action with an ALZEA / IONEX CPU, you gain 1 Nereus training model.
Generation-3	Compatible : × ALZEA / IONEX : ○ Manual : ○	Depth Lv 1 : ○ Depth Lv 2 : ○ Depth Lv 3 : ○	

4.2 Build

Pay the resources required for the facility you want to build, then place that Facility Tile on a construction space on the Ocean Board. You may choose any unoccupied construction space. If you have the special resource Part, each Part may be used as 1 required resource when paying construction costs.

Note: Types of construction spaces on the Ocean Board



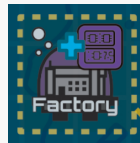
Construction space:
no additional effect



Construction space: gain 1
VP when placing a
Housing Facility



Construction space: gain 1
Learning Model when
placing a Laboratory
Facility






Construction space: gain
1 Part when placing a
Factory Facility



Construction space: if you place a facility here, you must also pay the additional resource shown. This extra cost cannot be paid with Parts.









There are 3 facility types. Their effects apply during the round, during Production, and/or at the end of the game.

Facility Effects

Facility	Cost	During the Action Step	During the Production Step
Housing Facility 	 Manganese Nodule: 1  Marine Bacteria: n n is equal to the number of target facilities constructed. 1st: 1 / 2nd: 2 / 3rd: 3	Whenever any player gains resources from a sea space connected by a dotted line to one of your built Housing Facilities, choose 1 type from among the resources gained. Then place 1 resource tile of that type from the supply under that Housing Facility.	For each Housing Facility, choose either ① or ②: ① Collect the resources Take all resources stored under that Housing Facility and add them to your resources. ② Convert them to VP Return all resources stored under that Housing Facility to the supply and gain VP based on the number returned: - 1–2 tiles: 1 VP - 3–4 tiles: 3 VP - 5+ tiles: 5 VP

Housing Facilities have no endgame scoring effect.

Facility Effects

Facility	Cost	During the Action Step	During the Production Step
Laboratory Facility 	 Deep-Sea Debris: 1  Deep-Sea Organism Genome: n n is equal to the number of target facilities constructed. 1st: 1 / 2nd: 2 / 3rd: 3	Gain 1 Nereus Learning Model for each built Laboratory Facility.	Apply both of the following effects: ① Gain VP for sets of the three Data-type resources  . The number of sets you may count is limited to the number of built Laboratory Facilities (maximum 3). - 1 set: 3 VP - 2 sets: 7 VP - 3 sets: 12 VP ② Gain VP based on the number of Learning Models you have. The number you may count is limited to 2 × the number of built Laboratory Facilities (maximum 6). - 1-3: 2 VP - 4-5: 5 VP - 6+: 9 VP
Factory Facility 	 Crustal Structure Data:1  Ion Battery × n n is equal to the number of target facilities constructed. 1st: 1 / 2nd: 2 / 3rd: 3	Gain 1 Part for each built Factory Facility.	Gain 5 VP per set of: - 1 Part, and the three Material-type resources  The number of sets you may count is limited to the number of built Factory Facilities (maximum 3).

Laboratory Facilities and Factory Facilities have no effect during the Action Step.

4.3 Upgrade

Choose 1 of your 3 Nereus units and pay the resources shown in the upgrade area of your Player Mat to advance it by 1 generation.

A Nereus that has already been deployed may also be upgraded, but the deployed Nereus piece is not returned.

- To upgrade from Gen-1 to Gen-2, place the Gen-2 side of the matching Nereus Card on top.

- To upgrade to Gen-3, flip the Nereus Card that is already in place.

- Gain the VP shown for that generation.

If you have the special resource Part, each Part may be used as 1 required resource when paying upgrade costs.

4.4 Transport (Project Delivery / Patent Filing)

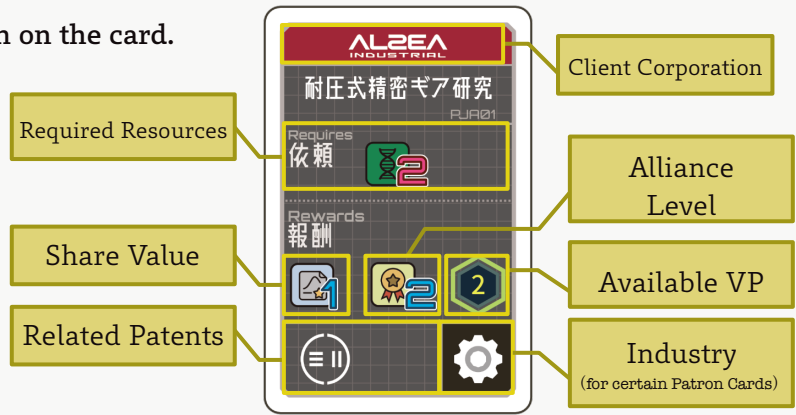
Note: You cannot take the Transport action with a Compatible CPU. Also, B. Patent Filing may be performed only with Manual Operation.**

A. Project Delivery

Complete a project belonging to the same company as the CPU used for this action. If you use Manual Operation, you may complete a project for either company.

1. Choose 1 Project Card, pay its listed required resources, and take that card.
 - If you have Nereus Learning Models, every 2 Learning Models may be used as 1 required resource.
2. Advance that company's marker on the Market Share Track by the card's Share Value. (The track maximum is 20; it cannot go higher.)

3. Gain the VP shown on the card.



B. Patent Filing

Choose 1 Patent Card, pay its listed required resources, and take that Patent Card. Then gain the VP shown on it. Patent effect: Whenever another player completes a project that contains the symbol shown on your Patent Card, gain 2 VP. If multiple symbols apply, gain VP for all of them. This does not apply when you complete the project yourself.

4.5 Free Action: Acquire a Spot CPU

Once per round, on your turn, you may take the following free action to exchange a CPU:

1. Choose 1 unused CPU you own and pay the following cost:
 - If it is a Compatible CPU: no cost
 - If it is not a Compatible CPU: pay 1 resource of your choice, 1 Part, or 1 VP
2. Return that CPU to the bag.
3. Take 1 Spot CPU of your choice. Empty Spot CPU slots are not refilled until next round.

About Patron Cards

Each player receives 1 Patron Card during the game. Its effect remains active until the end of the game and grants bonuses for specific actions or achievements. Patron effects apply only to the player who meets their conditions and do not affect other players. If an effect offers a choice of bonuses, the player may choose freely. (See the appendix for effect details.)

5. Partner Awards (End of Rounds 3 and 6)

1. For each company, each player totals the Alliance Levels shown on the projects they completed for that company, then determines that company's ranking. Ties share the same rank.
2. Gain VP equal to the base VP shown on the space occupied by that company's marker on the Market Share Track, multiplied by the rank bonus.

Example: If you finish in 1st place in ALZEA in the diagram on the right, you earn $4 \times 3 = 12$ VP.



Rank	Rate
No 1	×3
No 2	×2
No 3	×1

3. At the end of Round 3 only, each player who is the sole first-place player for a company also gains that company's Partner Award Tile, in addition to VP. When you gain a Partner Award Tile, immediately gain 2 VP. During the Partner Award Phase at the end of Round 6, if you have at least 1 Alliance Level in the same company as that tile, you may add +2 to that value.
4. All players discard all completed Project Cards. Company markers on the Market Share Track remain where they are.

6. End of Game / Scoring

After the second Partner Award Phase at the end of Round 6, the game ends. Add together:

- VP gained during the game
- VP from the endgame effects of Laboratory Facilities and Factory Facilities
- VP from the endgame effect of your Patron Card

The player with the highest total wins.

If there is a tie, compare the following in order:

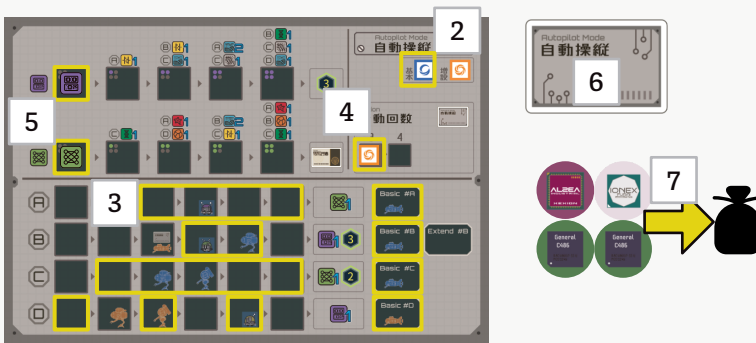
1. Number of Depth Lv.3 Sea Area Cards obtained
2. Number of built facilities
3. Number of Patents obtained

If there is still a tie, all tied players share the victory.

Rival Mode: Autopilot Mode

In Nereus: Abyssal Blue, when playing with 1 or 2 players, you may use the automated rival Autopilot Mode. This rival uses its own board and cards.

1. Autopilot Setup



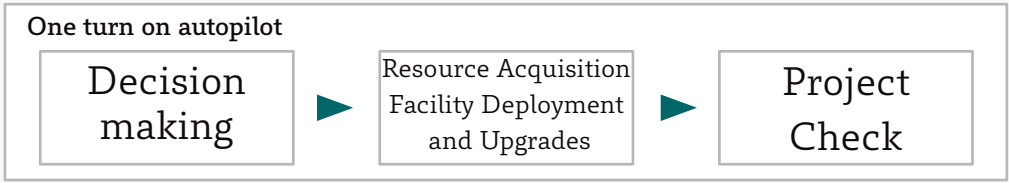
1. Follow steps 1–7 of normal setup, but set up the game as though there were 3 or more players.
2. Choose 1 Autopilot Mat and place the matching Score Marker on 0 of the Ocean Board score track.
3. Place the Nereus pieces and Facility Tiles of the matching color as shown on the Autopilot Mat.
4. Place the matching Score Marker on the Action Count Track.
5. Place the Part tile and Nereus Learning Model tile on the leftmost spaces.
6. Shuffle the 8 Autopilot Cards into a deck and place it next to the Autopilot Mat.
7. Add the Autopilot's starting CPUs to the bag:
ALZEA ×1, IONEX ×1, Compatible ×2
The Autopilot does not use a Manual Operation Tile or Patron Cards.
8. Complete normal setup for all players.

2. Basic Rules for the Autopilot

- The Autopilot acts before all players whenever possible.
- In a 2-player game, the Start Player Marker still passes between players, but the Autopilot always acts first.
- Each Autopilot action is determined by a combination of an Autopilot Card and a CPU drawn from the bag.

3. Autopilot Turn Sequence

Resolve the Autopilot's turns as follows.



Each round, the Autopilot takes a number of turns equal to the current value of its Action Count Counter. This counter never decreases during the game. The number of Autopilot Cards drawn is used to track its turns.

Turn order repeats as follows:

Autopilot → players in clockwise order starting from the Start Player

If the Autopilot has no turns remaining, skip it. If all players have finished their turns but the Autopilot still has turns remaining, it continues taking turns.

Action Count Counter



In the case shown above, the autopilot executes 5 turns per round.

3.1 Determine Action

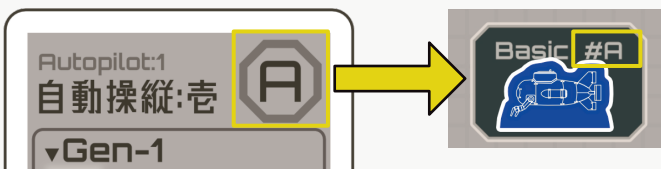
On each Autopilot turn:

1. Draw 1 Autopilot Card and place it next to the Autopilot Mat.
2. Draw 1 CPU from the bag and place it with that card.

3.2 Nereus Deployment / Resource Placement / Facility

1. Check the dock on the Autopilot Mat that matches the line shown on the Autopilot Card, and see whether there is an undeployed Nereus there.
2. If there is an undeployed Nereus, take 1 from the Basic Dock first. If none is there, take 1 from the Extend Dock.

If there is no undeployed Nereus, the Autopilot does not deploy one for this action and instead resolves the “cannot place” result described below.



3.2 Nereus Deployment / Resource Placement / Facility

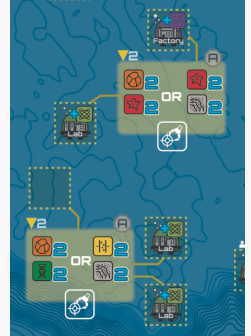
3. Check the column ID (A–D) on the Ocean Board that matches the line (A–D) shown on the Autopilot Card. Place the chosen Nereus piece on the lowest empty resource collection space in the deepest area that piece can reach. If that depth is full, place it in the next shallower available resource collection space.



▲ Some resource collection tiles on the Ocean Board are assigned column IDs ranging from A to D. The autopilot will not place Nereus units on tiles without a column ID.

► Autopilot positions the Nereus module at a deeper location. For example, if the Nereus is a second-generation unit with column ID A, it will be placed at the bottom of the available resource collection slots in the resource collection area at depth 2.

If the deepest accessible depth is already occupied, it will occupy a resource collection slot at the next shallower depth.



4. If the Nereus piece is placed successfully, gain the resources shown for that generation on the card.

Important: Ignore the resources printed directly on the Ocean Board.

If the Autopilot places a Nereus on a Depth Lv.3 space, it also gains the VP shown on that card. If it cannot place the Nereus, it gains the resources shown in the Autopilot Card's cannot place section (bottom row), then returns the Nereus piece to its original dock.

► If you use the card shown here to deploy a 3rd-generation Nereus unit, you will first earn the VP listed on the Depth Lv3 Sea Area card, and then acquire resources as indicated on the card. If you are unable to deploy a Nereus unit, you will receive the resources listed at the bottom of the card.



5. Place the gained resources, in the order shown on the Autopilot Card, onto the matching resource lane (A–D) of the Autopilot Mat, filling from the left, 1 resource per space.

6. If a resource is placed on a space containing a Facility Tile or a Nereus piece (Gen-1 / Gen-2 / Gen-3), return all resources on that lane up to and including that resource to the supply, then resolve the reward shown on the Autopilot Board. If resources remain to be placed, continue filling that lane from the leftmost empty space. If resources would overflow past the right end of the lane, return all resources on that lane to the supply, place the overflowing resources from the left, then gain the resource or VP shown at the right end of that lane.

Special spaces

A special space containing a Nereus piece or Facility Tile is resolved only the first time it is reached by resource placement. Reaching it again later has no effect.

Facility Tile special spaces :

Place the matching Facility Tile. On the Ocean Board, place it using the following priority among construction spaces linked to the matching lane / column ID (A–D):

1. Lowest empty construction space with a printed bonus
2. Lowest empty construction space with no additional cost
3. Lowest empty construction space.

The Autopilot ignores all construction bonuses and additional costs on those spaces. If no legal space is available under this priority, return that Facility Tile to the box.

Nereus Pieces :

The Autopilot does not use Nereus Cards and does not gain VP from upgrades.

First Generation

Take the Nereus piece from the target space and place it in the Extend dock on the same line.

Also, advance the action count counter by 1.

From then on, the target line will use Nereus pieces in the order of Basic, then Extend.

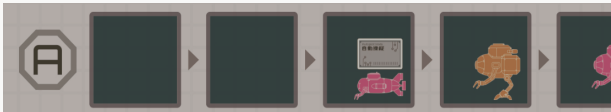
Additionally, if this counter increases during the round, the number of turns for autopilot will be increased by that value.

Generation 2 and 3

Swap with a Nereus piece of the same color on the same line.

If the target Nereus piece is already placed on the Ocean Board, swap with that piece. In that case, do not return it to the dock.

(Examples of autopilot behavior)

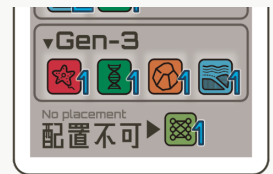


▲ Assume you have acquired 4 resources from the 3rd generation.

Since placing the resources from left to right would cause them to reach the target space, return the resources containing that space to the supply,

and resolve the effect of the special space (Nereus token). Place the remaining resources from left to right to finish.

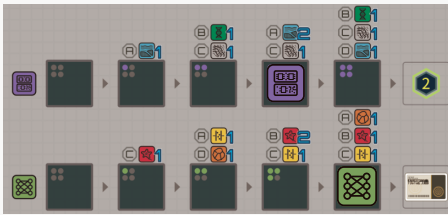
Since the Nereus token is removed from the space, nothing will happen even if resources reach that space next time.



Gaining Parts / Nereus Learning Models

Whenever the Autopilot gains a Part or a Nereus Learning Model, move the matching marker 1 space to the right and place resources into the lane shown on the space reached. If this placement reaches a Facility Tile, Nereus piece, or card space, or if resources overflow, resolve those effects in the same way as above. If the Part tile or Nereus Learning Model tile moves off the far-right space, resolve the off-board action and return that marker to 0.

- Part: gain the VP shown
- Nereus Learning Model: randomly gain 1 remaining Patent Card, then also gain the VP shown on that card. Even if the Autopilot gains a Patent, it does not use the Patent's ongoing effect that grants VP when another player completes a matching project. It gains only the VP for acquiring the Patent.



◀ In the scenario described above, if you acquire Training Model 1, you reach the far right of the track.

At this point, the autopilot randomly acquires one patent card remaining on the board. When acquired, you earn the VP indicated on the card.

3.3 Project Check

1. Check the company on the drawn CPU. If it is a Compatible CPU, do nothing and end this check.
2. Look at the Project Cards for that company. Treat them from left to right as Project Slots A–D, and check the card that matches the line (A–D) on the drawn Autopilot Card.
3. Check whether the Autopilot Mat contains enough resources to satisfy that Project Card's requirement, regardless of where those resources are placed. If it does, the Autopilot completes that project. When removing resources, prioritize higher lanes first; within the same lane, remove resources from the rightmost side first. Gain the Share Value and VP as normal.

If the Autopilot does not have enough resources, it still takes that Project Card face down. In that case, the Autopilot advances the company's Share Value by 1 and gains 1 VP. After taking the card, do not shift the remaining Project Cards. That project slot remains blank for the rest of the round, and if it is referenced again, nothing happens.

In either case, if a player has a Patent, they still check the Patent symbol on any project the Autopilot takes—face up or face down—and may gain VP as normal.

4. Production Step

During Production, the Autopilot resolves Nereus recovery, built facility effects, Market Share checking, and CPU return to the bag just like a normal player. Its facilities work as follows:

- Housing Facility: gain 1 VP for each built Housing Facility
- Laboratory Facility: advance the Nereus Learning Model Track by 1 for each built Laboratory Facility
Each step on that track grants resources as usual.
- Factory Facility: advance the Part Track by 1 for each built Factory Facility

Each step on that track grants resources as usual.
Do not resolve Project Check during this step.

Afterward, shuffle all used and unused Autopilot Cards together to form a new deck.

5. Partner Awards

For Partner Awards, each face-down Project Card held by the Autopilot counts as Alliance Level 1. Face-up completed Project Cards count their printed Alliance Levels as normal. Total its Alliance Levels for each company, and the Autopilot gains VP according to rank just like a player.

However, if the Autopilot places first, it does not take the Partner Award Tile; return that tile to the box instead.

All Project Cards taken by the Autopilot, whether face up or face down, are discarded just like a player's cards.

6. Victory / Defeat











After the game ends, calculate final scores.

The Autopilot does not gain any endgame VP from facilities.
















If the player's final score is higher than the Autopilot's, the player wins.

If the scores are tied, the Autopilot wins.

Resource Categories

Resource	Materials	Datas
Normal Resources	 Manganese Nodule  Marine Bacteria  Ion Battery <hr/>  Choose 1 type of Standard Material. You may not choose multiple types.	 Deep-Sea Debris  Deep-Sea Organism Genome  Crustal Structure Data <hr/>  Choose 1 type of Standard Data. You may not choose multiple types.
	Special Resources	 Part  Nereus Learning Models

Icon lists

	Ocean Influence (VP: Victory Points)		Lane (Autopilot)		Share Value
	Depth Level		Gain 1 of the resources shown in the frame		Alliance Level
	Resource collection point		Gain any 3 resources in any combination (duplicates allowed)		Industry Sector (Manufacturing)
	Used in games with 3 or more players		Area Type (Deep-Sea Fish)		Industry Sector (Security)
	Used when playing with Autopilot		Area Type (Deep-Sea Anthozoans)		Industry Sector (Education)
					Industry Sector (Transportation)

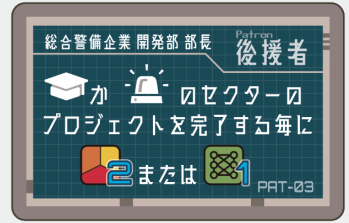
Patron Card Reference



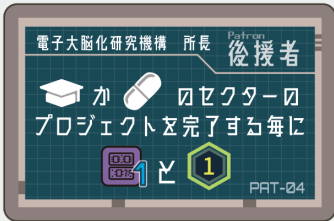
When you gain VP for placing 1st, 2nd, or 3rd in the ALZEA Partner Award, gain an additional 3 VP.



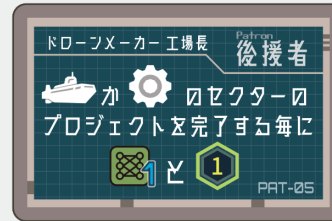
When you gain VP for placing 1st in the IONEX Partner Award, gain an additional 5 VP.



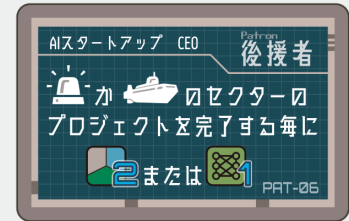
Each time you complete a project in the indicated sector, gain either 2 of 1 type of Material of your choice or 1 Nereus Learning Model.



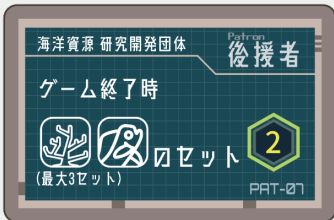
Each time you complete a project in the indicated sector, gain 1 Part and 1 VP.



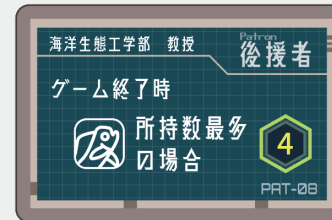
Each time you complete a project in the indicated sector, gain 1 Nereus Learning Model and 1 VP.



Each time you complete a project in the indicated sector, gain either 2 of 1 type of Data of your choice or 1 Nereus Learning Model.



At the end of the game, gain 2 VP for each set of the indicated Area Type among your acquired Depth Lv.3 Area Cards. You may gain VP for up to 3 sets.



At the end of the game, if you have the most Depth Lv.3 Area Cards of the indicated Area Type, gain 4 VP.

Game design : Pandori (ぱんどり)

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